

11am Pt

Development Update + Gathering Footage - 11AM PT Friday, July 31, 2020 - Development Update + Gathering Footage - 11AM PT Friday, July 31, 2020 1 hour, 29 minutes - In case you missed it, on July 31, 2020, we had our Ashes of Creation July Development Update live stream! We shared our ...

Jeffrey Bard I Am the Lead Game Designer for Ashes of Creation

Studio Update

The Design Team

Gift of Magi

Prismatic Beam

Level Up Effect

Phoenix Wings

Three Types of Gatherables

Favorite Dungeons

Environment Art

Particle Effects

Seaside Environment Assets

Junior Node Buildings

Character Art

Swimming

Kayla Robes

Spellbreaker's Gauntlet

Creature Animation

War Beast Animation

Ram

The Turntable with the Spider

Spider Creatures

Reminders

Bonus Dev Discussion

Development Update with Unreal Engine 5 Announce - 11AM PT Thursday, December 23, 2021 -
Development Update with Unreal Engine 5 Announce - 11AM PT Thursday, December 23, 2021 1 hour, 40 minutes - In our latest update, we announced we're developing on the Unreal Engine 5! Follow our development journey for in-game UE5 ...

Intro

Reminders

Studio Update

Design & Engineering Update with Unreal Engine 5 Announce and Performance Changes

Environment Art Update

Character Art Update

Outro and Q&A - Didn't hear your question in our Q&A? Check to see if it was answered over on our forums

Development Update + Early Hybrid Combat Footage - 11AM PT Friday, August 28, 2020 - Development Update + Early Hybrid Combat Footage - 11AM PT Friday, August 28, 2020 1 hour, 19 minutes - In case you missed it, on August 28 2020, we had our Ashes of Creation August Development Update live stream! We shared our ...

Studio Update - EU Studio

Design Update - Hybrid Combat with in-game footage

Design Update - Castle Sieges with in-game footage

Environment Art Update - Node Art Progression

Character Art Update - Armors and Shell of the Ancients with in-game footage

Q&A - We also try to provide quite a few answers to questions in our Q&A thread each month, so head on over

Development Update with Alpha Two Character Creator - 11AM PT Thursday, March 31, 2022 -
Development Update with Alpha Two Character Creator - 11AM PT Thursday, March 31, 2022 1 hour, 28 minutes - This month we showcased an early look at the Alpha Two Character Creator, revealing the Vek 3D model, first look at the Py'Rai ...

Intro

Reminders

Studio Update

Character Creator

Character Art Update

Outro and Q&A - Didn't hear your question in our Q&A? Check to see if it was answered over on our forums

Development Update + Alpha One Preview Gameplay Footage -- 11AM PT Friday, February 26, 2021 - Development Update + Alpha One Preview Gameplay Footage -- 11AM PT Friday, February 26, 2021 1 hour, 24 minutes - Check out our February Development Update where we showcase in-game gameplay footage, talk about our progress towards ...

Reminders

Studio Update

Design Update which includes website, Alpha One progress, and gameplay segment

Environment Art Update

Character Art Update

Q\u0026A - Didn't hear your question in our Q\u0026A? Check to see if it was answered over on our forums

Development Update + Early Freehold Footage - 11AM PT Friday, May 29, 2020 - Development Update + Early Freehold Footage - 11AM PT Friday, May 29, 2020 1 hour, 31 minutes - In our most recent live stream, Steven Sharif, Jeffrey Bard, and Margaret Krohn take you on a journey through the development of ...

Studio Update

Quick Updates

Monthly Cosmetic Swap over

Studio Update

Custom Images

Animal Husbandry

Junior Caravan

Armor for Females

Lighting

Armor

Environment

Waterfalls

Particle Effects

The Engineering Team

Can You Elaborate More on How You Plan To Prevent One Shotting in Ashes of Creation

How Do You Craft in a Node When a Siege Has Been Declared

Who Is Currently the Most Skilled Ashes of Creation Player in the Company

Will Stack Limits Be Based on Weight or Volume for Inventory Management

Stack Limits

Can You Attack the Caravan while the Structure Is Up

Which Is What Has Been the Most Challenging Part of Working from Home during this Time

Development Update + Early Boss Footage - 11AM PT Tuesday, December 22, 2020 - Development Update + Early Boss Footage - 11AM PT Tuesday, December 22, 2020 1 hour, 26 minutes - Watch the December Development Update from our team, featuring an in-game world boss fight from our Alpha One Preview ...

Quick Updates

Studio Update

Design Update

In-Game Preview

Environment Art Update

Character Art Update

Q\u0026A - We also try to provide quite a few answers to questions in our Q\u0026A thread each month, so head on over

Development Update with UI Process \u0026 Progress - 11AM PT Friday, February 24, 2023 - Development Update with UI Process \u0026 Progress - 11AM PT Friday, February 24, 2023 1 hour, 35 minutes - This month we shared our UI process and progress, art updates, and more! For Timestamps click \"Show More\" Chapters 0:00 ...

Intro

Reminders

UI Update

Character Art Update

Studio Update

Questions

Outro \u0026 Teaser

Development Update + Alpha One Early Preview - 11AM PT Friday, March 27, 2020 - Development Update + Alpha One Early Preview - 11AM PT Friday, March 27, 2020 1 hour, 55 minutes - In our most recent live stream, Steven Sharif, Jeffrey Bard, and Margaret Krohn take you on a journey through an early preview of ...

Gruul Artifacts is kind of insane right now...? UNDEFEATED! | Standard EOE MTG Arena - Gruul Artifacts is kind of insane right now...? UNDEFEATED! | Standard EOE MTG Arena 1 hour, 8 minutes - NEW FAVORITE DECK ALERT! Biotech Specialist is CRAZY! ??Check out my other EDGE OF ETERNITIES videos: ...

HE HASN'T GONE AWAY | Epstein Stalks Trump | Recognising Palestine | MOATS LIVE - HE HASN'T GONE AWAY | Epstein Stalks Trump | Recognising Palestine | MOATS LIVE 2 hours, 13 minutes - Live at 7PM UK / 2PM ET / **11AM PT**, Subscribe & share to keep independent journalism alive and untamed. #Trump ...

Agape's Way of Meditation Service, 7-27-25 - Agape's Way of Meditation Service, 7-27-25 56 minutes - ... Way of Meditation Service -8:30am PT Meditation / 9am Fellowship Service -**11am PT**, Meditation / 11:30am Fellowship Service ...

Is This the STRONGEST Big Red Deck Yet? | Standard EOE MTG Arena - Is This the STRONGEST Big Red Deck Yet? | Standard EOE MTG Arena 42 minutes - BIG RED IS BIGGER AND BETTER THAN EVER!! ??Check out my other EDGE OF ETERNITIES videos: ...

Development Update with Rogue, Siege, Relics, & Naval Preview - 11AM PT Friday, March 28, 2025 - Development Update with Rogue, Siege, Relics, & Naval Preview - 11AM PT Friday, March 28, 2025 1 hour, 12 minutes - This month's update dives into the Rogue Archetype, Node Sieges, Relics, and gives a first look at Ashes of Creation's Naval ...

Intro

Reminders

Rogue Archetype Preview

Node Siege Discussion

Relics Discussion

Q&A With Naval System Preview

Outro

God's Plan to Make You Physically/Spiritually Well | Kenneth Mulkey | Cottonwood Church - God's Plan to Make You Physically/Spiritually Well | Kenneth Mulkey | Cottonwood Church 48 minutes - In this Sunday evening healing message, Pastor Kenneth Mulkey teaches from Mark 5 and reminds us that Jesus meets us in our ...

Pre-Alpha 4K GM Gameplay *Read Video Description B4 Watching* - Pre-Alpha 4K GM Gameplay *Read Video Description B4 Watching* 1 hour, 45 minutes - Glorious Fellow MMORPG Fans, We wanted to give you some solid and RAW uncut, gameplay footage in 4K of the Pre-Alpha ...

Level 2 Node

Underworld

Elite Mini-Boss

Horde Invasion

Level 3 Node

Citizenship

Voting

Construction

Building Blacksmith

Blacksmithing

Caravan Run

Caravan PvP

Open World Dungeon

40-Man Dragon Raid

Brood Queen World Boss

Development Update With Treasure Hunt Playthrough - 11AM PT Friday, January 31, 2025 - Development Update With Treasure Hunt Playthrough - 11AM PT Friday, January 31, 2025 1 hour, 26 minutes - This month, we jumped into Ashes of Creation Alpha 2 for a Treasure Hunt and Playthrough of Some Pocket Dungeons in the ...

Intro

Reminders

Treasure Hunt Playthrough

Q\u0026A With Treasure Hunt Playthrough

Outro

Agape's 8am Sunday Service, 7-27-25 - Agape's 8am Sunday Service, 7-27-25 1 hour, 42 minutes - ... Way of Meditation Service -8:30am PT Meditation / 9am Fellowship Service -**11am PT**, Meditation / 11:30am Fellowship Service ...

Development Update with Server Meshing Technology - 11AM PT Wednesday, July 3, 2024 - Development Update with Server Meshing Technology - 11AM PT Wednesday, July 3, 2024 2 hours, 10 minutes - This month, we shared in-depth details about our server meshing technology in Ashes of Creation, along with studio updates, and ...

Intro

Reminders

Server Meshing Technology

Testing News \u0026 Answer Server Meshing Tech Questions

Studio Update

Art Update

Outro, Q\u0026A - Didn't hear your question in our Q\u0026A? Check to see if it was answered over on our forums

Are You Being Transformed? pt. 11 - Ministered by Pastor Jason Cooney - 30/07/2025 - Are You Being Transformed? pt. 11 - Ministered by Pastor Jason Cooney - 30/07/2025 1 hour, 47 minutes - Island Church Dundalk -Are You Being Transformed? **pt.** 11 - Ministered by Pastor Jason Cooney - 30/07/2025 ...

Politics. Tune into @HasanAbi's streams everyday after 11am PT! #hasanabi #hasanpiker #twitchclips - Politics. Tune into @HasanAbi's streams everyday after 11am PT! #hasanabi #hasanpiker #twitchclips by Mars 1,416 views 1 day ago 1 minute, 1 second – play Short

Development Update + Early Combat Footage - 11AM PT Friday, October 30, 2020 - Development Update + Early Combat Footage - 11AM PT Friday, October 30, 2020 1 hour, 32 minutes - On October 30, 2020, we had our Ashes of Creation October Development Update live stream! We shared our development ...

Quick Updates

Studio Update

Design Update - Combat, PvP, Castle Sieges

Environment Art Update - Node Work \u0026 Plant Life

Character Art Update - Hair \u0026 Armor

Glorious Gourd Winners

Q\u0026A - We also try to provide quite a few answers to questions in our Q\u0026A thread each month, so head on over

They are signing live together on Nov 5th 11am PT #alexandrabreckenridge #martinhenderson - They are signing live together on Nov 5th 11am PT #alexandrabreckenridge #martinhenderson by dheer 2,926 views 2 years ago 42 seconds – play Short

Development Update + Alpha One Early Dungeon Footage - 11AM PT Thursday, April 30, 2020 - Development Update + Alpha One Early Dungeon Footage - 11AM PT Thursday, April 30, 2020 1 hour, 15 minutes - In our most recent live stream, Steven Sharif, Jeffrey Bard, and Margaret Krohn take you on a journey through the development of ...

Hiring Announcements

Armors

Creation of the Fishing Pole

Tongs

Mounting Horses

Water-Based Caravans Skins

Those Specific Types of Items Have a Risk in Transit so whether They'Re on Your Person Your Body or Character or They'Re in a Mule or They'Re in a Caravan the Death of It either of those Things Will Result in the Partial Loss of those Goods or Even Full Loss Depending on the Transit Style So Getting those Things to a Specific Node May Be Difficult Too from a Transfer Standpoint However if You'Re Out in the Open World and You'Re Doing Things and You Come across these Items and You Get Them and You Don't Want to You Know Get Back to Your Home Base

In that Scenario It Would Be Obviously a Ranged Weapon but It Would Be One Where You Could Perhaps Augment the Types of Potions and or Damage That's Done Based on the Enhancements That the Weapon Receives and Then Vladimir Would Like To Ask Will It Be Possible To Rent a Game Server To Create a World with Personal Settings Very Interesting Would Not Be Possible To Rent a Private Game Server To Test Things no Potential for Us To Incorporate a Test Zone That Is Local Perhaps on a Player's Client Where You Could Try Out Your Cosmetics or Play with Different Skilled Builds

Development Update with Gathering Showcase - 11AM PT Friday, October 28, 2022 - Development Update with Gathering Showcase - 11AM PT Friday, October 28, 2022 1 hour, 49 minutes - This month we showcased an update to our gathering system, a discussion on PvP and griefing, character art, and more!

Intro

Reminders

PvP \u0026 Griefing

Gathering Update

Character Art Update

Studio Update

Outro and Q\u0026A - Didn't hear your question in our Q\u0026A? Check to see if it was answered over on our forums

Live MMORPG Reddit AMA with Creative Director Steven Sharif - 11AM PT Sunday, June 13, 2021 - Live MMORPG Reddit AMA with Creative Director Steven Sharif - 11AM PT Sunday, June 13, 2021 1 hour, 4 minutes - Steven Sharif, our Creative Director, was invited to do an AMA with the /r/MMMORPG Reddit. Throughout the week (from June ...

Intro

Hexangoo - How is your day Steven?

Talents - What is your idea for the direction you'd like to take combat and what are some of the big combat changes you want to test and implement in the future?

Fellcas - Will the Bard class be more like Dnd support archetype or more like old The Bard's Tale all-rounder fighter with supportive capabilities?

Hurtmeii - Do you have any plans to create OST for certain individual Bosses? Like their own theme.

Lordsigmund415 - Can you tell us your plans on how the summoner will interact with the other archetypes? Based on the class names we can assume some things but I think we all want to know.

Ashone1 - Any announcement as to who will replace Jeffrey Bard?

GloriousDJPenguin - How extensive will gambling be? Tavern games or gambling halls? And will it be done with gold or an alternate currency specifically for gambling?

Donekyfam - Will there be difficult content that is made for the more hardcore fanbase for a challenging experience and perhaps cosmetic rewards

False-Adhesiveness-5 - Do you worry that people will end up feeling disappointed in Ashes due to overhype or is that just par for the course?

Malicus03 - Can you share or tell us anything new about the development of the orc races. Particularly the Vek. Dying to know what they'll look like in game.

Nibblescookies - How will you stop the big mafia guilds from owning all the good dungeons and world bosses by camping them?

VmanGman21 - What is your opinion on expansions making all previous content obsolete and effectively reducing the amount of meaningful content as opposed to expanding it?

Lightword - How can you ensure that open world PVP will not eventually make the game unplayable for small guilds and individuals?

Tiberius2068 - We've heard a lot about the PvP side of the game and we know that 80% of the world is supposed to be contestable. So what will AoC be able to offer PvE focused players that does not involve PvP?

BrekfastLibertarian - Each metropolis node has a \"superpower.\" For instance, scientific nodes allow teleportation between the parent node and any of its vassal nodes for its citizens. Can you tell us any of the other node types' superpowers?

Minecrafter338 - You said before Ashes of Creation is not for everyone. Can you please describe what we can not expect from the game? It seems a lot of people are projecting all their dreams onto AoC at the moment.

Outro

Lovecraft Mythos Eldritch Horror Episode 3 Sunday 11am PT / 1pm ET #sleep #lovecraft #detective - Lovecraft Mythos Eldritch Horror Episode 3 Sunday 11am PT / 1pm ET #sleep #lovecraft #detective by Sleep Tales From The Mythos 1,973 views 3 months ago 10 seconds – play Short

Development Update with Event Update and A2 Clarifications - 11AM PT Friday, September 29, 2023 - Development Update with Event Update and A2 Clarifications - 11AM PT Friday, September 29, 2023 1 hour, 24 minutes - This month, we shared an Event Update with a preview of a wave-based combat pop-up Event in Ashes of Creation, provided ...

Intro

Reminders

Event Update

Studio Update with Alpha Two Clarifications

Art Update

Outro and Q\u0026A - Didn't hear your question in our Q\u0026A? Check to see if it was answered over on our forums

Development Update with Animal Husbandry and Py'Rai Reveal - 11AM PT Friday, February 25, 2022 - Development Update with Animal Husbandry and Py'Rai Reveal - 11AM PT Friday, February 25, 2022 1 hour, 23 minutes - Follow our development progress each month! This month we revealed the FIRST look at the Py'Rai, more information on animal ...

Intro

Reminders

Studio Update

Production Update

Design \u0026 Engineering Update

Environment Art Update

Character Art Update

Outro and Q\u0026A - Didn't hear your question in our Q\u0026A? Check to see if it was answered over on our forums

Development Update with In-game Footage - 11AM PT Friday, August 27, 2021 - Development Update with In-game Footage - 11AM PT Friday, August 27, 2021 1 hour, 27 minutes - A showcase of our development progress - with in-game footage, art from our environment and character teams, and details on ...

Intro \u0026 Reminders

Studio Update

Design/Engineering Update

Environment Art Update

Character Art Update

Outro \u0026 Q\u0026A - Didn't hear your question in our Q\u0026A? Check to see if it was answered over on our forums

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