

EVERQUEST II

OVER
300 QUEST
WALKTHROUGHS



This game has received the following rating from the ESRB



EVERQUEST II

PRIMA Official Game Guide

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Brasse's Atlas

Within the pages of this atlas you'll find wondrous maps, detailing every village, city, wilderness and dungeon through Level 30. The maps and text that lie beside them pinpoint the merchants, monsters, and other NPCs you'll need to equip yourself, start questing and find your way in the Shattered Lands. Walkthroughs for over 300 quests will make that journey easier.

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Who will you be, and where will you go? The first pages of this chapter provide an overview of EverQuest II's rich structure of professions. Following that you'll find descriptions of every profession — overviews, quest walkthroughs, key abilities, solo and group strategies, and a brief description of every spell, combat art and ability available to that profession.

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Sunlight filtered through the trees ...

... shadowing the Spirit of Faydark Park. A formidable looking Druid withdrew a small talisman on a silver chain from around her neck, cradling it in her hands. Embedded in the center of the talisman was a small blue jewel. Quietly she began to speak, her words carrying the weight of wisdom and years of experience in the world of Norrath. The small gathering of Elves around her leaned forward to catch every word, listening intently to the story about to be told.

"When I was very young, barely out of childhood, the Feir'Dal lived among the great trees of the Greater Faydark forest. Our city, Kelethin, was built far above the ground among the tallest and most ancient of these trees with bridges connecting each city platform to the next. This park captures but a hint of our ancestral homeland."

The Druid sighed wistfully before continuing on, "When I was young, our greatest concern was defending our home from the orcs of Clan Crushbone and from mischievous pixies that liked to start fires in the woods. The Feir'Dal spent many hours singing the praises of Tunare and protecting the Mother of All's creatures. It was a much simpler time, before the citizens of Norrath grew in power and the world turned towards irrevocable change."

Holding up the glittering talisman in her hands, she looked gravely at her audience, "This talisman was once an artifact of great power. It was created by one of the most historically powerful wizards of Norrath, the Erudite known to many as Al'Kabor. It may not look like much now, only a bauble, but it was once used as a propylon to the nexus of Luclin. Al'Kabor was the first among Norrath in many years to travel to our distant moon. His experiments in the arcane led to permanent portals being opened to Luclin and many of Norrath began to travel there on a regular basis.

"I'm afraid it doesn't lead anywhere now," she said wryly as she gazed up towards the sky where the leading fragments of

the shattered moon had already begun to rise. "I once wore it proudly and was known throughout the lands as Cryth of the Nexus for my services to Al'Kabor in the days preceding Norrath's exploration of the moon. I no longer claim that title, not since the time of the great Shattering, when the magic of the talisman was snuffed out like a candle wick and much of Luclin fell from the skies to strike upon the lands of Norrath. I know in my heart the Nexus I once visited frequently no longer exists. It is obvious that all other settlements on Luclin were affected as well, most almost certainly obliterated completely. I mourn for the many who were slain so far from their homes."

Cryth sat silent and pensive for several long moments. Recollecting her thoughts, she began speaking again, "Norrathians have always been explorers, however, and little could have altered the events that led up to the Age of War and Age of Cataclysms. The explorers have always sought new lands, new treasures, and new wealth and power. Once the bridge to Luclin had been crossed, it wasn't such a far leap to travel to the higher planes. Did you know I had seen a few of them myself?"

Cryth fastened the artifact's chain once more around her neck as she continued her tale, "Many of us explored the planes tentatively at first, soaking up the vast amounts of knowledge available from the citizens of New Tanaan. This changed over time, as many became comfortable in the planes. Soon we were challenging the avatars of the gods themselves in their home planes. Nothing was safe from the hunger of the explorers. I did not witness all of this myself, but I have heard many tales of the battles fought against the elements and even time itself. Some of Norrath's most powerful champions were on the brink of rivaling the gods.

"It is not surprising that the gods are distant from us now or that Norrath was sundered by war and cataclysms. As we invaded the homes of the gods, so in

return were our own homes attacked. The Rallosian army would have overtaken both of the Human cities and quite possibly all of the known lands were it not for a mistake of their own which led to their downfall. Praise to Tunare for that deliverance!"

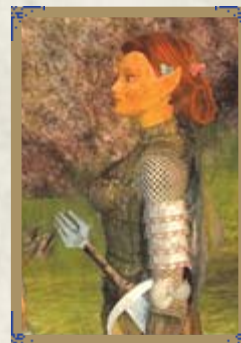
The Druid smiled warmly at her audience, "I appreciate your attentiveness. We must learn from our past to have hope for the future. While the land and its people are slowly healing, we have endured many trials and we will continue to persevere in whatever the future holds. We know not what fate awaits us now, or whether our continued faith in the old gods will be rewarded, but each of us must continue to strive onward. There may yet be an end to these dark times. As for myself, I continue my prayers to the Mother of All that should we be heard and our faith found strong, our growth will be ensured.

"Tunare's blessings are upon Queen Antonia and her cause for the greater good. As we rebuild Qeynos, so too will we eventually rebuild all of Norrath."

Waving her hand in dismissal, Cryth strode from the park and entered the Peaceful Bough. She spoke to no one as she entered her room at the inn. Opening a small chest at the foot of her bed, Cryth carefully placed Al'Kabor's Propylon of the Nexus inside for safekeeping.

"Someday ..." she whispered. "Someday I will truly be home."

By Cryth
Thistledown,
formerly
Cryth of the
Nexus



CHOOSING YOUR CHARACTER

By Andrea Silva

The most important strategic decisions are made before you even enter Norrath for the first time. It starts with picking your character's race, and in the case of neutral races, whether the character is of good or evil alignment. These initial choices will affect the rest of your character's adventure in Norrath.

Upon reaching the Isle of Refuge, you'll speak to Garven about choosing your profession. Your choices at this time are Fighter, Mage, Priest and Scout. The selection you make here, along with the initial selections for race and alignment, ultimately determine what classes and subclasses are available to your character. (Each character also has an Artisan profession which progresses independently of her adventuring level.)

Each Archetype branches into three Class choices, with each Class branching into two Subclasses. However, only four of the Classes can choose their Subclass within the game. The rest are predetermined by the character's citizenship in either Freeport or Qeynos. The four Classes which have more choice in their subclass are Warriors (Fighters), Sorcerers (Mages), Druids (Priests) and Bards (Scouts).

With so many choices, how are you supposed to decide which Archetype, Class and (ultimately) Subclass you want to play? Breaking down the choices makes these decisions easier to manage.

Do I want to be in Freeport or Qeynos?

The answer to this question may be determined by the city your friends choose to play in or by a certain Subclass that looks appealing but is only available in one city. The

answer to this question will also affect which race you choose, as some races only start in one city or the other as well.

Which Archetype looks the most appealing? Examine the Class and Subclass options available for each Archetype and make note of which ones look like a good fit for your style of play. Whether you prefer to be a Priest holding your party's life in the shelter of your hand, or a Fighter in the front lines of melee protecting your friends from harm, you are destined to find one that's a good fit.

Generally speaking, the twelve pairs of Subclasses are balanced and have roughly equal abilities, although each in a pair won't have exactly the same abilities as its counterpart. Each character has abilities that allow her to both solo and contribute to groups. There is no "wrong" choice in a game like this; it's a matter of finding the best fit for your individual style of play.

ADVENTURING PROFESSIONS

Archetypes	Classes	Qeynos Subclasses	Either City	Freeport Subclasses
Fighter	<i>Brawler</i>	Monk		Bruiser
	<i>Crusader</i>	Paladin		Shadowknight
	<i>Warrior</i>		Berserker Guardian	
Mage	<i>Enchanter</i>	Illusionist		Coercer
	<i>Summoner</i>	Conjurer		Necromancer
	<i>Sorcerer</i>		Warlock Wizard	
Priest	<i>Cleric</i>	Templar		Inquisitor
	<i>Shaman</i>	Mystic		Defiler
	<i>Druid</i>		Warden Fury	
Scout	<i>Rogue</i>	Swashbuckler		Brigand
	<i>Predator</i>	Ranger		Assassin
	<i>Bard</i>		Dirge Troubadour	

Artisan Professions

In addition to your character's adventuring class, you can also choose to level up as an Artisan. In fact, you don't even need to level up in an adventuring class — you can choose to be solely an Artisan and merchant if that's your desire. However, Artisans who are also adventurers do have an easier time of finding those rare components out in the wilds of Norrath on their own rather than trading with other characters to get the items they need for their crafting. Becoming a skilled Artisan is yet another way of customizing your character and making yourself more unique.

ARTISAN PROFESSIONS (EITHER CITY)

Classes	Subclasses
Artisan	Craftsman
Provisioner	Woodworker
Carpenter	
Outfitter	Armorer
Weaponsmith	Tailor
Scholar	Jeweler
Sage	Alchemist

All characters begin their trade as a basic Artisan. At Artisan Level 10 they choose to specialize as a Craftsman, Outfitter or Scholar. At Artisan Level 20, they choose their final sub-specialization. Every Artisan specialization is available in both cities and is completely independent of your adventuring profession. Being good or evil, or a Mage versus a Scout, will not affect your ability to train and level up as an Artisan. Each Artisan trade provides valuable goods and services to their respective communities, so pick a trade that looks the most interesting to you. Whether you want to be a renowned armorer or an accomplished chef, selecting and developing an Artisan craft will add even more flavor to your character.

Now Hear This!

The information in this guide was accurate at the time of printing. However, the Shattered Lands are an everchanging world, and all of this information is subject to change at any time. See primagames.com for updates.

EVERQUEST I TO EVERQUEST II

By CopperAngel, with Sharkdog

So what's new and what's the same? The good news is *EverQuest II* isn't *EverQuest I*. The bad news is *EverQuest II* isn't *EverQuest I*. Hard-core EverQuesters will see new challenges, keeping many of the great elements that were integrated over the years, but other MOGs have helped improve the genre since *EverQuest's* release as a first-generation MOG, and *EQII* takes advantage of some of those improvements, as well. And there are a few things in *EQII* that are totally new.

History & Mythology. The history of Norrath was forged by those of us who wandered the lands 500 years ago. However, the Gods of our age have disappeared. The moon of Luclin exploded. The geography has suffered violent earthquakes and continents have been broken and scattered. Qeynos and Freeport have been built as monuments to prosperity. The battle between good and evil races persists and is exemplified by the cities themselves. Qeynos is allied with good and ruled by the good Antonia Bale; Freeport has been conquered and is ruled by the evil Overlord Lucin.

Character Appearance. There are many adjustable face and body features during the character creation process. Skin color and eye color have thousands of shade variations between a handful of base colors. Eyes, eyebrows, ears, and noses can be adjusted in shape, curve and direction. The differences are subtle, but guarantee an individual look with just a few minutes of fine-tuning. Height is adjustable and each race has distinctive accessories and/or markings that can be customized, such as earrings or tattoos.

Race. The battle between good and evil has yet to eliminate any race. (Well, most of the Froglok are currently missing in action, but we're hoping they'll emerge to make an appearance eventually.) However, the races have evolved quite a bit and many look quite different. This is because of updated graphics capability and stylistic changes, but also because of the evolution of the races themselves. The sewer rats have evolved into their own, respected race of evil-dwelling citizens: the Ratonga, a new playable race.

Stats. Just like *EQI*, certain races seem better fits for certain professions because of their inherent stats. Each class has stats, but they are not visible until after character creation is over and you are in the game. As a result, you no longer have stat points to distribute during the creation process. All skills and spells use Power (similar to *EQI's* mana) instead of Stamina. Food and drink are used as "buffs" to directly affect regeneration rate (food for HP, drink for PP) after combat.

Professions. Ultimately, the playable professions are largely the same. However, you begin by selecting between Fighter, Mage,

By successfully completing the heroic opportunity, you get something that makes the battle easier, such as double lightning attack. A successful opportunity can also open up another heroic opportunity, allowing them to build on one another.

Spells. The spell system is much the same (although the new profession-specific spells and arts do a better job of distinguishing the professions). Many of the spells have different names and significantly better graphical effects. One thing that carried over is that the same spell is upgraded, again and again, each upgrade improving the effects and requiring a higher minimum level.

Mob Tagging. Once a mob (or mob group) has been engaged by a person or group, no one else can attack that mob unless the fighting party yells for help. At this point they forfeit their exp and loot from the kills. Trains are almost non-existent because even aggressive mobs that follow you back to the zone line are still considered "engaged" until they return to their home spot ... most of the time. Similarly, mob corpses are locked and available only to the killing party until a minimum time has elapsed.

Groups and Loot. Loot method is set by the leader. You can choose a master looter, free-for-all, or lottery. The lottery is handled by the engine

itself and players choose only whether to roll or pass on the item. The ability to yell for help during combat is also determined by the leader. It can be limited to leader only, or the entire group can be allowed to yell for help (an important decision, since this results in forfeiture of exp and/or loot).

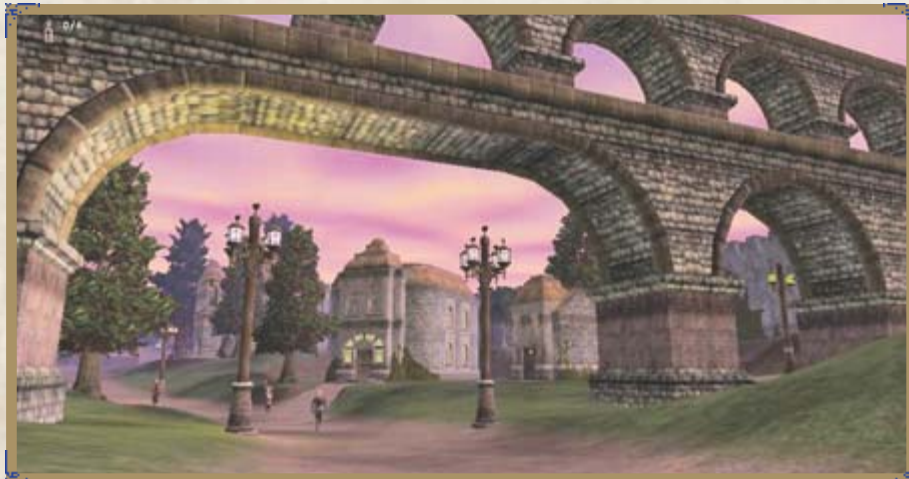
Items. Many advanced items are obtained through quests or tradeskills, and less from camping. Like later items in *EQI*, most items have a minimum and maximum recommended level. Though most items can be used regardless of level, recommended levels allow for a sweet spot where they are the most useful. When examining the item, it will show the specific stats you currently have with the item, and let you know if it is above your level or if you have outgrown it.



Priest and Scout Archetypes. This decision isn't even made until you first arrive at the island. At Level 10, you can choose your adventurer Class. This is a middle-ground before your final Subclass selection. A lot of the professions mirror classes from *EQI*, but with new twists and surprises!

PvP. Player vs. Player does not exist as it does in *EQI*. There are currently no plans for PvP servers, and the only opportunity to fight a fellow player is in the Arena or through a Duel. You cannot loot another player's corpse. Eventually, some quests may call for you to defend your city, allowing for some PvP opportunities.

Combat. Combat has a new twist. You have the chance for heroic opportunities, both on your own and with your group. An heroic opportunity is essentially a combo.



Items Degradation. One totally new component is item degradation. Your equipped items physically degrade when you die. You can carry repair kits or you can go to a repair NPC. If an item degrades to zero, it is unusable until repaired.

Experience. Experience flow is more natural and less like a level treadmill. This is largely due to the number of quests that give you a sense of completion. Lower level characters are capable of defending themselves against mobs of equal levels without feeling gimped or for the need to twink. When you select a mob, its difficulty for you is displayed by color, but that display now also indicates specifically if the mob(s) is intended as a group or solo encounter. Mobs listed as a group encounter offer bonus experience, good for groups and great for soloers who can survive the battle, but a white group encounter (whether it's one mob or several) is significantly tougher than a white solo encounter. Let's repeat that, for emphasis: each mob's will include a "solo" or "group" note, as well as a con color. "Solo" doesn't mean that there's only one mob; it means that the mob (or group of mobs) is being rated as an encounter for a solo adventurer. "Group" means that the mob (or group of mobs) is rated as an encounter for a group of adventurers.

Selected mobs have large circles beneath them and the name of the mob will be in a title box. If multiple mobs will aggro with this mob, each has its name in a title box, so you can easily see how many mobs will aggro. Even if there are several mobs around a hut, only the ones grouped will help each other (but note that if you get in range of a bunch of ungrouped aggressive monsters they will all attack you).

Aggressive mobs show their name outlined in red. This makes it much easier to explore areas without worrying over every monster!

Quests. They are everywhere! Some are more meaningful than others in terms of experience or item gains, but each seems to have a purpose. The journal tracks the status of each quest, organized by zone for general quests, color-coded by difficulty (corresponding with mob considers). There are race- and profession-specific quests as well as Hallmark quests, which affect your status — to become a citizen, to change your profession, and so forth. There are quests for "legacy" items in honor of popular items in *EQI*. Some quests allow you to select waypoints that give a path to follow toward your destination, including quests to find your CORPSE! There's also a small quest helper window that shows your current quest and what is required to complete it.

Citizenship. This is totally new. Everyone starts as a refugee on a boat that arrives at the same isle. The island is a proving ground, with quests that introduce you to the world of Norrath as it is now (500 years later). When you leave the isle, you are headed for Qeynos or Freeport, depending on your alignment/city selection during character creation. When you first arrive, you are only allowed in one of the refugee areas of the city (called villages, determined by your race), and an apartment is assigned to you in that 'hood. You must complete a quest for citizenship to have full access to the city. Citizenship comes with an insignia ring and a "gate" spell to return to the city at any time. As well, you are aligned with that city and must defect (complete a Betrayal quest) in order to be welcomed by the opposing faction.

Player housing. Everyone can have an apartment! In fact, you are assigned one when you arrive at the city and it is instrumental in your quest for citizenship. The apartment is free for a week, but then you must pay rent. You can upgrade housing, move to other areas of the city, and furnish your apartment. Visitors are allowed through a permissions system that you control. You can even use your apartment as a retail outlet. Guilds and high-profile players can obtain luxurious independent structures, but they require a significant contribution to the city's welfare!

Tradeskills. Trade skills are the most dramatically affected feature in the migration from *EQI* to *EQII*. Many of the old trade skills continue as professions, and a couple





new ones have been added. Just as with adventuring professions, there are a couple levels of apprenticeships within trade skills. You begin as an Artisan and can advance into three areas: Craftsman, Outfitter or Scholar. Each area can further advance into the more familiar (new) trade skills. Craftsmen can become Provisioners, Woodworkers or Carpenters. Outfitters can become Armorers, Weaponsmiths or Tailors. Scholars can become Jewelers, Alchemists or Sages.

Trade skills are leveled up independently of your adventuring level through experience gained by crafting items. Formerly shown as a numeric value, *EQII* shows a regular exp bar for crafters, identical to the adventuring exp bar. Recipes are color-coded by difficulty (corresponding to mob color). Components are still harvested from the land, looted from mobs, or obtained from other trade skills.

The tradeskill interface is quite different and no longer has the monotony of endless clicking and combines. Each skill requires a specific piece of equipment for production, but each town has at least one trade co-op that houses all necessary equipment and a couple of NPCs to buy some basic components. Double-clicking the machine will bring up a recipe selection window, showing which items can be made based on the components in your inventory. Double-clicking an item allows you to start your work.

Each combine has four quality grades and a durability percentage for each grade. As you create the item and improve its quality, the durability will probably go down, depending on the difficulty. As well, there are trade skill events that can disrupt your progress, but trade skills actions are available to

counter these disruptions. Consider it like parrying in a knife fight. Using the appropriate action can counter the disruption and may give you a boost in quality or progress.

Death. Corpse retrieval is a thing of the past! Thank Tunare! Oh wait, she's gone! Upon death, you can wait for a player resurrection or respawn at one of the points offered. When you respawn,

- ☞ You have ALL of your equipment!!! (even though equipped items will have taken some wear)
- ☞ You get experience debt.
- ☞ You are debuffed (like resurrection sickness), which reduces your stats, regeneration rate and damage output. The debuff wears off after a couple of minutes, but some stat reduction remains until you remove all debt.
- ☞ You get a timed quest to obtain your spirit shard. The spirit shard quest has a waypoint so you can follow the path directly back to your ghostly body. Recovering it allows you to burn a significant portion of the debt, though not all. Should your spirit shard be unrecoverable, you can simply work off the debt through exp-ing.

Voice Dialog. Almost every NPC has something to say, literally. Some are sappy sweet and others rude, but they speak to you with voice-over dialog and text bubbles. This adds a huge element to the game, and *EQII* is the first MOG to be so bold.

Interface. The base interface leverages many customizable features that were only obtained through skins in *EQI*. You can easily move or adjust the size of windows. You

can adjust the transparency of frames, backgrounds and the window itself for regular view and mouse-over view.

Chat. The chat system has all of the full robust capabilities *EQI* had grown into. Signing into custom channels is even easier. You can pull up the chat options and select via checkbox which channels to subscribe to in each chat window. Right-click and you can adjust colors, font sizes, filters and many more options.

Zones. Instanced dungeons are available. There are still zones and a certain amount of loading. Popular zones will have multiple instances, which means the zone will not be as laggy and over-populated. On the training island and within Qeynos and Freeport, you can go to the dock and ring a bell to select a different instance of the zone so you can join friends. A different dock bell in these zones allows you to move outside the city. Most of the zones are also available through traditional zone lines and travel.

Landmarks. When visiting a new area, certain landmarks (points of interest) will, when visited, give you a small amount of experience. This encourages players to not just kill over and over but to inspect statues, waterfalls, ponds and other pretty areas.

Transportation. Horses are available from a stablemaster in the city. There's a larger variety and he even sells a magic carpet. In large outdoor areas, Griffin towers can transport you (a 2 minute or so flight) to another tower; this makes travel across Commonlands or Antonica not half as bad as it could be!



RACES

EverQuest II has a wide variety of races for you to choose from, each offering a unique playing experience. The race you choose will have a strong impact on how others view your character in the world of the Shattered Lands. Some races get along well with others while some races are historical enemies. Both NPCs and other player characters will respond to your own character's race accordingly.

Before creating your character and entering the world of *EverQuest II*, you may want to develop a concept of your character first. What kind of experience do you want to have when adventuring in Norrath? Do you want a good or evil-aligned character? Do you want to be short or tall? Do you want to play a popular race, or one that is more exotic? Keep your answers to these questions in mind when going through the character creation process.

Good-aligned races always start in Qeynos. These include Dwarves, Halflings, High Elves and Wood Elves. Evil-aligned races

always start in Freeport. These include Dark Elves, Iksar, Ratonga, Ogres and Trolls. Neutral races can choose their alignment at character creation. Races that can start in either city based on their alignment choice are Barbarians, Erudites, Gnomes, Half Elves, Humans and Kerra.

If you opt to go with one of Norrath's taller races, get used to hearing NPCs ask, "How's the weather up there?" as you pass by. On the other hand, those choosing to play a shorter race should grow accustomed to being often overlooked. Kerra will have the unique experience of being barked at by stray dogs and followed around town by the local stray cat population. Citizens of Qeynos should expect a jovial remark from passing NPCs, but Freeport citizens shouldn't expect anything more than tolerance of their presence. A sly insult or gruff remark is a common part of exchanges between Freeport residents.

Once you've chosen your race and alignment, you're presented with many cus-

tomizations for your character's appearance. You can change everything about the eyes, nose, mouth, hair and coloring of your character. Several races also have additional adornments such as glasses for Gnomes, shrouds (tattoos) for Wood Elves and Barbarians, and various piercings for Half Elves. Take a look at and play with each setting to make a character who is uniquely yours.

Finally, after all the other choices about your character, the most important one is your name. Choose your name wisely, for it will be a primary part of your identity while adventuring in Norrath; it's often the first impression people receive of your character. The pages on each race that follow include help in naming your character, if you want it — a name carefully picked to reflect your character's race and/or class will gather the most respect from your fellow players.

RACE BASE ATTRIBUTES

	Barbarian	Dark Elf	Dwarf	Erudite	Gnome	Half Elf	Halfling	High Elf	Human	Iksar	Kerran	Ogre	Ratonga	Troll	Wood Elf	
Alignment	Gd./Ev.	Evil	Good	Gd./Ev.	Gd./Ev.	Gd./Ev.	Good	Good	Gd./Ev.	Evil	Gd./Ev.	Evil	Evil	Evil	Good	
Vitals																
HP	44	42	44	42	42	43	43	42	43	43	43	44	42	44	42	
Power	47	45	47	45	45	46	46	45	47	46	47	48	45	47	46	
Concentration	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	
Attack	60	54	59	54	54	56	55	53	58	57	59	63	53	60	55	
AC	33	35	31	32	36	36	38	34	33	34	35	31	38	32	38	
Attributes																
Strength	25	13	22	12	12	17	15	10	20	18	22	30	10	25	15	
Agility	20	23	16	18	25	25	30	22	20	22	23	15	30	18	30	
Stamina	25	15	25	15	16	18	17	15	20	18	20	25	15	30	16	
Intelligence	12	26	12	30	27	21	16	23	20	20	15	15	25	10	17	
Wisdom	18	23	25	25	20	19	22	30	20	22	20	15	20	17	23	
Total Attributes	100	100	100	100	100	100	100	100	100	100	100	100	100	100	101	
Resistances																
Cold	4	0	0	2	1	3	0	0	3	0	3	4	0	4	4	
Disease	3	0	2	0	1	3	3	0	3	3	4	3	5	4	3	
Divine	3	5	1	0	3	0	2	4	3	0	0	0	0	0	0	
Heat	4	0	0	2	1	3	0	0	3	5	3	4	0	0	3	
Magic	0	5	5	5	4	0	2	4	3	1	0	1	3	1	0	
Mental	0	2	4	5	4	2	4	4	3	2	0	0	1	2	0	
Poison	3	2	2	0	0	3	3	2	3	3	4	2	5	3	4	
Total Resistance	17	14	14	14	14	14	14	14	21	14	14	14	14	14	14	

Barbarian (Halasian, Northman) — The Wolves of the Northlands

end notes by Units!

BACKGROUND

Barbarians use wisdom and formidable brawn to defend honor and justice. Their magnificent stature is a sight to behold, even more so when it is unleashed in battle. Barbarians are one of the tallest races to walk the lands of Norrath.

As a tribal culture, Barbarians are a little rough around the edges when it comes to interactions with other races. Even the Barbarians' mannerisms and features have a rugged quality. Their simple homes are often decorated with trophies from battle as well as skins and hides used as tapestries for recording their culture's history and lore.

While their physical structure makes them ideal Fighters, Barbarians also make surprisingly agile Scouts. In fact, the gruff charm of many Barbarians has made the practice of the roguish arts an accepted part of their culture. The inherent wisdom of the Barbarian race also lends itself well to those who choose to take up a more priestly profession. Shamans are very popular among the Northmen. Barbarians are known for wearing their emotions on their sleeves, and have no problem with telling you exactly what they think of you. They will gladly back up their boasts with a show of force. A small minority of exceptional Barbarians may choose to take up an arcane profession, but you will rarely encounter one in your travels.

FAITH

While many Barbarians worship the Marr twins who created them, Fighters tend to honor the militaristic traditions of Rallos



Possible Cities	Qeynos, Freeport
Racial Homeland	Halas; The Northlands/Everfrost Peaks
Mythical Creator	Erollisi and Mithaniel Marr
Racial Language	Halasian

Vitals	Attributes	Resistances
HP 44	Strength 25	Cold 4
Power 47	Agility 20	Disease 3
Concentr. 5	Stamina 25	Divine 3
Attack 60	Intelligence 12	Heat 4
AC 33	Wisdom 18	Magic 0
		Mental 0
		Poison 3

Racial Traditions	Effect [Re-Use Delay]
<i>Blood of Halas</i>	+3 Cold Resist [PERM]
<i>Halasian Staple</i>	Summon Lager (no value, no rent) [30m]
<i>Strength of the North</i>	+5 STR [PERM]
<i>Remembrance of Halas</i>	+5 Defense [PERM]
<i>Strong Jawed</i>	+2% Crushing Resist [PERM]
<i>War Wounds</i>	+5% HP regen, +2 STA [30m]
<i>Teachings of Tundra Jack</i>	+5 Tracking [PERM]
<i>Brewmaster</i>	+5 Artistry skill [PERM]
<i>Herbology</i>	+5 Chemistry skill [PERM]
<i>Cold Retribution</i>	+ Cold Damage [30m]

Zek. This race's highly developed sense of justice inspires many to worship the Tribunal, which can spur near fanatical devotion amongst the religious caste.

EFFECTS OF THE SHATTERING

Barbarians were forced to retreat from Halas at the start of the Rallosian War, when savage snow orcs began to take control of the northern lands. After the defeat of the orcs, some Barbarians reclaimed their home, though many stayed behind in the cities of men.

Although saddened by the loss of their ancestral home in the Shattering, Barbarians are an extremely adaptable race. Since many of them had already made their homes in the Human cities, adapting to life in the current age has been relatively easy.

NAMING SUGGESTIONS

Halasian names generally show the rugged side of the Barbarian race. Halasian surnames are usually a compound word representing a legendary act or legendary hardship endured by a Barbarian family. Families comprise the body of a clan and each clan has a particular duty that they have performed for generations. Clans were always

related and each family needed to perform their particular duty in order for the entire clan to be sustained. That duty is often suggested through their family name. Common Halasian family surnames are Stoutheart or Frostblade. They should make reference to the cold or frozen lands and the animals that dwell there.

BARBARIAN — YES!

1. Their high Strength (increased damage, carrying capacity) makes them good Fighters.
2. Barbarians also have high Stamina (increased Health), yet another reason to be a Fighter!
3. While they have a slightly lower Wisdom, Barbarians can also make good Priest types; they do a fairly good job in the healer role but, more importantly, they are much harder to kill than a high-Wisdom low-Agility race. Remember, more Power means nothing if you die!
4. Lots of Barbarian NPCs speak Barbarian ... a language which only you can understand! This is quite annoying to other races, but it gives Barbarians a plus ... you get secret NPCs!
5. Because of their height, Barbarians can get further out into water before switching into swim mode. That's a big plus over Gnomes and Halflings, and even Elves!
6. Barbarians have a lot of unique character creation options, including intricate hairstyles and woads.

BARBARIAN — NO!

1. Barbarians do not fit in very well in Baubleshire or Temple Street, the Gnome/Halfling/Ratonga areas.
2. Barbarians have below-average Wisdom, reducing their effectiveness as Priests.
3. Barbarians have a very low Intelligence, making them ineffective Mages. High Agility and Stamina would make for a hearty Mage, but the hit on Intelligence is just too high to be worth it.

Dark Elf (Teir'Dal) — Conquerors of the Underfoot

end notes by Kitty-Chan

BACKGROUND

Dark Elves are one of the three known Elf races and one of the oldest races on Norrath. They are known by the ancient Elf word Teir'Dal, a word meaning "Abyss Elf." They have existed for ages in the dark underworlds of Norrath.

The Dark Elves are the children of Innoruuk. Legend has it that the Prince of Hate captured the first Elven king and queen and tortured them over the span of 300 years, tearing them apart and rebuilding them in his own twisted image. Whatever their true origins may be, there is no doubt that the Dark Elves have embraced Hate as a guiding force in their lives. Hate, when disciplined, can make one strong and focused. When inspired in others, it can be a means to corrupt and control them. The practice of Necromancy, which the Teir'Dal sees as Innoruuk's gift to their race, is very much at the core of their culture.

Though slight of build, the Teir'Dal make brutal Fighters, compensating for their lack of physical size with a viciously tactical mind. Their Intelligence makes them highly adept in all forms of magic, including both Mage and Priest archetypes. Their Elven abilities also lend themselves well to the pursuit of the Scout profession.

FAITH

Dark Elves practice a fanatical form of religion that tolerates no deviation or interpretation of doctrine. Innoruuk, created the Teir'Dal, and his hatred flows through their veins and moves their black hearts. It runs so deep that the Teir'Dal hate all, including their own kind and their creator.

EFFECTS OF THE SHATTERING

Since the closing of the entrance to Neriak, the Dark Elves left on the surface have been cut off from their ancient home. Those who fled to Freeport did so out of a sense of self-preservation rather than an actual desire to cooperate with Lucan or the other races. While tolerating the squalid conditions of the city districts, they actively scheme for personal advancement. The Freeport Dark Elves are willing to play along for now, but will be looking for any opportunity to take advantage of the weakness of others.

Possible City	Freeport	
Racial Homeland	Neriak-The Underfoot	
Mythical Creator	Innoruuk	
Racial Language	Thexian (last known language before the Sealing of Neriak)	
Vitals	Attributes	Resistances
HP 42	Strength 13	Cold 0
Power 45	Agility 23	Disease 0
Concentr. 5	Stamina 15	Divine 5
Attack 54	Intelligence 26	Heat 0
AC 35	Wisdom 23	Magic 5
		Mental 2
		Poison 2
Racial Traditions	Effect [Re-Use Delay]	
<i>Elven Reflexes</i>	+5 AGI [PERM]	
<i>Embrace of Hate</i>	+ Magic Defense [30m]	
<i>Sinister Cunning</i>	+5 INT [PERM]	
<i>Strength of Will</i>	+3 Mental Resist [PERM]	
<i>Shadow Shroud</i>	Hide (no movement) [30m]	
<i>Fueled by Hate</i>	+5% PP regen, +2 Magic Resist [30m]	
<i>Poison Crafter</i>	+5 Chemistry skill [PERM]	
<i>Pursuit of the Arcane</i>	+5 Scribing skill [PERM]	
<i>Wrath of the Teir'Dal</i>	+ Divine Reactive Damage [30m]	
<i>Innoruuk's Cauldron</i>	+3% PP [PERM]	

In contrast, the Teir'Dal calling themselves Thexians are in the process of trying to reopen access to their home city. These devout zealots view the Freeport Dark Elves as having sold out their heritage, looking down on them with disdain. The Thexians detest being forced to live above ground in Nektulos, viewing the reclamation of their former greatness to be an inevitable function of their destiny. Dark Elves who do not pledge to support the efforts of the Thexians will be viewed as traitors to their culture and shunned by the "true" Teir'Dal.

Unbeknownst to the Dark Elves of Norrath, the closing of Neriak was a deliberate act by the Teir'Dal queen, who has taken her kingdom deep into the Underfoot. She has either slaughtered or stranded every Thexian loyalist while her empire has grown to massive size below. These Teir'Dal will view all those who remained on the surface as weaklings.

NAMING SUGGESTIONS

Teir'Dal names are characterized by a capital letter, or Provincial Designate, such as 'L' followed by an apostrophe and a proper name of ancient Elf descent. The capital letter preceding the proper surname was an indication of the province of the underworld called the Underfoot that the proper name hailed from. So two Teir'Dal with

names of L'Kar and L'Gez share a common origin in an ancient Teir'Dal province of the Underfoot. Teir'Dal names tend toward harsher consonant sounds, with short direct spelling of their names.

DARK ELF — YES!

1. Dark Elves have high Wisdom, making them good Priest types.
2. They also have high Agility, lending them more defense and attack speed, and a good start on a Scouting life.
3. Their highest stat is Intelligence at 26; this means that they are some of the best Mages in the game. If your main concern is DPS (damage per second), the Mage role is probably best.
4. Their unique skin tones and contrasting hair colors make Dark Elves stand out in a crowd, especially if you betray to Qeynos. There's no better way to say 'look at me, I suffered through the betrayal quest!'
5. They get Ultravision (night vision) which helps you see in dark places like caves.
6. Things would be different in Freeport if the Teir'Dal were in power!

DARK ELF — No!

1. Dark Elves have low Stamina, meaning fewer Hit Points and thus likely to die faster than some of the tougher races.
2. They have a very low Strength, meaning less melee attack force and less carry capacity. Dark Elf Fighters are very rare.
3. Dark Elves get no woads or special markings like some of the other races. This makes them less customizable in appearance.



Dwarf — Masters of Steel and Stone

BACKGROUND

Dwarves possess an abiding love for stone and earth, having carved their home city of Kaladim deep into the dense rock of the Butcherblock Mountains. Considered excellent miners, Dwarves love to harvest rare and precious gems from the depths of the earth. This ancient race is strongly motivated by honor and loyalty. They also know how to balance work and play, and how to tell a good story. If a Dwarf is ever wronged, it can be painful for the wrongdoer, as Dwarves tend to hold a grudge.

Their willingness to fight for what they believe in, combined with their natural strength, makes Dwarves excellent Fighters. Although a bit awkward in stride, their nimble fingers and close ties to the earth allow them to be skilled Scouts. Dwarves are distrustful of most magic and are not prone to take up the magical arts, although there have been exceptions.

FAITH

Dwarves are devoted to their creator, Brell Serilis. No matter how long his direct influence has been absent from their lives, their faith will not waver. While Scouts often choose to worship Bristlebane, the King of Thieves, none will forget the debt owed to their maker.

EFFECTS OF THE SHATTERING

The Dwarves' love of culture and tradition runs deep. While most Dwarves are resolved to work together with the other races and rebuild the world, a few sing songs of deep and hopeless sorrow, wanting only to return to their beloved Kaladim. As a kind of comfort and therapy, Dwarves surround themselves with decoration and architecture that reminds them of home. There is not a Dwarf in Norrath —



Possible City	Qeynos	
Racial Homeland	Kaladim; The Butcherblock Mtns on Faydwer	
Mythical Creator	Brell Serilis	
Racial Language	Dwarven	
Vitals	Attributes	Resistances
HP 44	Strength 22	Cold 0
Power 47	Agility 16	Disease 2
Concentr. 5	Stamina 25	Divine 1
Attack 59	Intelligence 12	Heat 0
AC 31	Wisdom 25	Magic 5
		Mental 4
		Poison 2
Racial Traditions	Effect [Re-Use Delay]	
Vital Provisions	Summon Ale (no value, no rent) [30m]	
Endurance	+5 STA [PERM]	
Spell Shrug	+3 Magic Resist [PERM]	
Hearty Constitution	+3 Disease Resist [PERM]	
Butcherblock Body	+5% HP regen, +2 STR [30m]	
Fortitude of Kaladim	+5 Defense [PERM]	
Weapon Forger	+5 Metalworking skill [PERM]	
Master of the Tumpy Tonic	+5 Artistry skill [PERM]	
Brell's Blessing	+3% HP [PERM]	
Stormhammer	+ Divine Damage [30m]	

no matter how battle hardened — who will not shed a tear when thinking about his beloved Butcherblock Mountains.

NAMING SUGGESTIONS

Dwarves of Norrath have a love of battle, mining, forging and revelry. Their surnames often reflect these interests in the form of a compound word. The names should in some way show the toughness of their stock, and include references to rocks, stones, gems, smithing, battle, their prideful beards, and drink. These names are ancient and the Dwarves take great pride in living up to a reputation that comes along with any particular surname. A surname will often determine what caste of society a Dwarf is bound to. Names like Everhot, Irontoe, Onyxbeard, Wildhammer and Ogrebane are common Dwarf surnames. You most assuredly would be finding an Everhot Dwarf working within a forge.

DWARF — YES!

1. Dwarves have long been known for their ability to hold ground in almost any adverse situation. A good combination of Strength and Stamina makes this possible, and draws Dwarves naturally to the path of the Fighter. They will do well in any heavy-hitting class, though if you pursue Monk, do try to pick up some Agility-boost items to make you lighter on your feet.

end notes by Bhinder

- As you mature, you can even choose to pursue your racial traditions and learn to summon ale! What could be better? Use this ability with caution, as other races may not be able to hold their ale as well ... if a barroom brawl should break out, you will have an advantage with your low center of gravity and can avoid spilling the contents of your mug when shoved. Prop yourself securely in a corner and enjoy the festivities.
- Dwarves are naturally wise and make excellent Priests, being much tougher than the other "wise" races. This means you will last longer when a battle goes sour and a creature starts gnawing on your leg. Dwarves are arguably the best choice for a "tanking" Cleric, while giving up very little Power. You will find your natural Strength enables you to carry more armor (and loot) than Elves and Erudites, the other "wise" races.
- One of the most enjoyable races to role-play, Dwarves are an open, forthright, steadfast people, with a deep appreciation of metals, minerals and other finer things in life. (Others may occasionally describe them as loud, blustering, stubborn, greedy drunkards, but this should be attributed to envy).
- The only race in which the females can grow a proper beard. Polite Dwarves refrain from commenting on the lack of facial hair on other females.

DWARF — NO!

- Dwarves are all good aligned. Thus, if you wish to join an evil Freepport Guild or pursue an evil profession, you will have to undertake the Betrayal Quest, a long and arduous task.
- They are not suited to the pure casting classes. Dwarves have never had much use for froofy finger-wiggling, leaving that to the races that cannot fight their own battles. You will face a significant deficit in Power, should you decide to follow the path of the Mage ... but, we still beat Trolls in that department.
- Dwarves are not as agile as some, so are not as suited to Scouting as the Elven races. Should you choose that path, you will find a strong arm indeed behind your dagger. As far as the Bard path goes, if you cannot sing well, simply sing louder!

Erudite — Seekers of Arcane Boundaries

BACKGROUND

Though descended from normal Humans, Erudites eschew all ties to their less intellectual ancestry. Disciples of the great mage Erud, they long ago left Antonica and headed west to the barren coast of Odus. It was here that they founded the city of Erudin as a bastion of intelligence and culture.

Some years after the founding of the City of High Men, an Erudite sect began practicing the art of necromancy, obtaining the knowledge from Dark Elves. Labeled Heretics, these outcasts rebelled against their own people and a terrible civil war broke out upon Odus. Magical forces took a horrible toll on all involved, and in a final epic battle a great hole was torn into the ground that touched the fringe of the Underfoot itself.

Realizing the price that further warfare would incur, the Heretics retreated and built their own city on the edge of the Hole. Paineel, city of the Heretics, equals Erudin in elegance of design, but is built of darker stone to match the evil practiced within.

In the centuries before the Shattering, Erudites became more and more isolated from the outside world, cutting off ties with their neighbors in Qeynos to ensure their own purity of thought. During this time, they entered a period of advanced magical study to attain even higher levels of arcane power. These efforts to tap into the primal mystical forces of the universe reshaped the physical form of the Erudites, to the point where they are barely distinguishable as Human. Their gray skin adorned with glowing runes gives them an unearthly appearance, inspiring distrust among others. If the Erudites touched a power great enough to cause such a visible transformation, what other changes lurk below the surface?

Concentrating on intellectual pursuits, they are adept at all forms of magic. Their focus and dedication to their cause make them skilled Crusaders, and despite relatively slight builds they also study as Monks. While they consider themselves above most Scout duties, a few have embraced the intellectual purity of music as skilled Bards.

FAITH

Citizens of Erudin are devout followers of Quellious the Tranquil, whose doctrine of inner peace fits well with the discipline

Possible Cities	Qeynos, Freeport
Racial Homeland	Erudin or Paineel on Odus
Mythical Creator	No direct creator
Racial Language	Erudish

Vitals		Attributes		Resistances	
HP	42	Strength	12	Cold	2
Power	45	Agility	18	Disease	0
Concentr.	5	Stamina	15	Divine	0
Attack	54	Intelligence	30	Heat	2
AC	32	Wisdom	25	Magic	5
				Mental	5
				Poison	0

Racial Traditions	Effect [Re-Use Delay]
Ethereal Absorption	+5% PP regen, +2 INT [30m]
Trained Mind	+3 Mental Resist [PERM]
Scholarly Pursuit	+5 Scribing skill [PERM]
Chemist	+5 Chemistry skill [PERM]
Knowledge of the Ether	+3 Magic Resist [PERM]
Erud's Teachings	+3% PP, +2 INT [PERM]
Path of Learning	+5 INT [PERM]
Ward of Glyphs	+ Magic Defense [30m]
Summon Wisp	Summons light source pet/object [30m]
Infusion	+ Magic Reactive Damage [30m]

necessary for intellectual pursuits. An ancient order of Paladins called the Deepwater Knights remains devoted to Prexus, seeing the rise of the oceans as proof that their god will soon return.

The Heretics of Paineel worship Cazic-Thule, applying the power of Fear as a means of controlling lesser beings.

EFFECTS OF THE SHATTERING

The Erudites are naturally distant and cold. Most of the race was unwilling to leave the isolation of Odus, even in the face of the devastating cataclysms that struck the world. The ones who did flee to the cities of men fall into two groups: in the case of good Erudites, those who clung tightly to the worship of Quellious and the Prophecy of the Avatar went to Qeynos; among the evil Erudites, those who went to Freeport are most interested in self-preservation.

In both cases, Erudites consider all other races to be inferior, and have no qualms about saying so. This will be particularly true of the Kerra, whom the Erudites see as little more than animals.

NAMING SUGGESTIONS

Erudite surnames are usually long and flowing, a beautiful harmony of phonetics. The Erudites' love of harmony and art is evident in the sounding of their names. Surnames

end notes by Taera

common to Erudites include Lyssyrissol and Ellonialis. Erudites rarely share their long surnames with outsiders. Many of these lyrical surnames have spells attached to them that will be activated upon speaking the name.

ERUDITE — YES!

1. Erudites make excellent Mages with their amazingly high (30) intelligence. This high INT value means that Erudite Mages will hit hard and have lots of Power.
2. Erudites also make great Priests. high Wisdom promises high damage/heal rate as well as more Power.
3. Erudites are average height. They fit in any district of Qeynos or Freeport.
4. Erudites consider themselves superior to other races ... and there is quite a lot of truth in that theory!
5. Erudites have a very customizable appearance; while they have no hair, the symbols and color choices (ranging from black to purple to blue to white) promise that you will never find another Erudite just like you!
6. With their high Intelligence and special racial skills, Erudites make very good crafters, especially Alchemists or Sages.

ERUDITE — NO!

1. Erudites have very low Strength, meaning that they don't hit very hard in melee and they can't carry as much.
2. Stamina is another area in which Erudites suffer, meaning lower Hit Points. This is a big hit to any class ... magic draws the attention of enemies, and you need Health to survive that attention!
3. Erudites are often disliked by other races, due to high arrogance and rudeness.



Froglok — Crusaders of Marr

Possible City	Qeynos
Racial Homeland	Gukta-Innothule Swamp
Mythical Creator	Mithaniel Marr
Racial Language	Froglokian]



despite the adversities they have suffered. Truth, honor and courage are the core principles that all Frogloks cling to. They have a highly ordered caste of Clerics and Paladins that diligently advance the principles of their patron god.

EFFECTS OF THE SHATTERING

Gukta was the first casualty of the expanding Rallosian Empire before the Shattering, and the Frogloks were almost completely wiped out by the

onslaught of the Ogres. They only escaped genocide by taking refuge deep in the lowest portions of Guk, where the Rallosians had difficulty pursuing them. The surviving Frogloks have a deep-seated hatred of Ogres, surpassing even their ancient disdain for Trolls. Frogloks will abhor anything touched by the influence of Rallos Zek, as they consider him the ultimate architect of evil.

Rumors abound that the remaining Frogloks of Gukta are facing terrible danger, but so far expeditions into the Shattered Lands have returned with no clues as to the whereabouts of this missing people.

Frogloks are an adaptable race, having made their homes in many areas that used to be inhabited by other races. As such, they thrive among the other races, especially those who honor the same values they do. Even so, some Frogloks look forward to returning to their beloved swamp, and trust that Marr will guide them there.

NAMING SUGGESTIONS

The amphibious race of frog men called the Frogloks has usually short forenames. These forenames are formed from words that describe sounds made by frogs or toads, such as Grig, Glip or Krok. Froglok forenames can also be formed from short words associated with swamplands or actions of a frog, such as turning the word *muck* into Muk, Gukk or Gluk, or the word *hop* into Gop. Whatever the forename may be, it is always short and usually one syllable, but there are cases of two-syllable forenames.

Surnames for Frogloks are a relatively new thing. The Froglok player race is a new subspecies of Frogloks touched by the god of valor, Mithaniel Marr. Frogloks have begun to create surnames associated with chivalry and knighthood. These names are often compound. A Froglok surname could be Braveblade, Truefist or Steelheart. It has not been until the times following the Age of War that Frogloks have even begun to create surnames for themselves on a widespread basis.

BACKGROUND

Frogloks are a short, amphibious race native to the swamplands of Norrath. Fiercely devoted to Mithaniel Marr, Frogloks have a longstanding conflict with the Trolls of Innothule Swamp. Over 400 years ago, Mithaniel Marr chose the Frogloks to perform some of his tasks on Norrath and enlightened them as a reward for their accomplishments, by blessing some of them with a heightened intellect and enhanced physical features. Shortly thereafter, these Frogloks drove the Trolls out of the city of Grobb, renaming it Gukta, Outpost of Marr, in honor of their master.

In terms of architecture and design, Frogloks remain true to their primitive roots. They care little for ornamentation, preferring instead to surround themselves with reminders of their swampy home.

Though of relatively stout build, Frogloks are a sturdy and intelligent people. They are able to fulfill any class role that does not betray the inherent goodness of their beliefs.

FAITH

Frogloks retain a singular devotion to Mithaniel Marr, which remains unshaken



Gnome — Tinkers of Innovation

end notes by Gnish

BACKGROUND

Gnomes are a tiny, slightly built race created by Brell Serilis. They were the second race, after Dwarves, created by Brell. What they lack in size they make up for in tenacity and ingenuity. Gnomes are known for their inquisitive nature, constantly tinkering with things both mystical and technological. This poking around has gotten them into trouble in the past, but their craftiness and intellect has allowed them to survive and prosper despite whatever mischief they might unleash.

Gnomish architecture is mechanistic in nature, with lots of gears and motors turning all manner of odd creations. Gnomes are known for constructing “clockwork” devices, essentially mechanical versions of creatures, from rats to dragons. They even make clockwork Gnomes to aid them in the completion of manual labor.

Like their cousins the Dwarves, Gnomes are adept miners with a love for the precious gems and metals of the earth.

As they are lacking in physical strength, many Gnomes concentrate on intellectual pursuits through the study of magic. Others take advantage of their naturally high dexterity to excel as a Scout.

They delve into some of the deepest mysteries of the universe, always believing everything can be answered through their system of Mechanimagica, a belief based on both science and magic. Through this system they have crafted wondrous automated devices. The Gnome’s analytical minds are always working and are always filled with formulas and strategies providing answers to actions not yet met.

FAITH

Though largely materialistic in nature, Gnomes who choose a religious life pursue it with extreme fervor, overcoming their physical limitations to become devoted Crusaders and Priests. Good Gnomes worship either Brell or Bristlebane. An evil sect primarily composed of Necromancers and Shadowknights praises Bertoxxulous the Plaguebringer. An infamous Necromancer named Meldrath the Malignant was known for a labyrinth of caves in the Steamfont Mountains which housed his Minotaur army.

Possible Cities		Qeynos, Freeport
Racial Homeland		Ak’Anon; The Steamfont Mtns on Faydwer
Mythical Creator		Brell Serilis
Racial Language		Gnomish
Vitals	Attributes	Resistances
HP 42	Strength 12	Cold 1
Power 45	Agility 25	Disease 1
Concetr. 5	Stamina 16	Divine 3
Attack 54	Intelligence 27	Heat 1
AC 36	Wisdom 20	Magic 4
		Mental 4
		Poison 0
Racial Traditions		
Ak’Anon Innovation		+5 INT [PERM]
Flash of Insight		+3% PP [PERM]
Sniffle Stopper		+3 Disease Resist [PERM]
Forge Invention		+5 Metalworking skill [PERM]
Chemical Calculations		+5 Chemistry skill [PERM]
Power Surge		+5% PP regen, +2 AGI [30m]
Lost in the Crowd		Hide (no movement) [30m]
Confusing Babble		Decrease Hate (Aggro) [30m]
Gnomish Innovation		+ Heat Damage [30m]
Singed Eyebrows		+3 Heat Resist [PERM]
Racial Traditions		Effect [Re-Use Delay]

EFFECTS OF THE SHATTERING

Gnomes are a very social race that adapts well to just about any situation. While they would rather seek out their ancestral home, most Gnomes will be quite satisfied to burrow down into the earth and make a new home surrounded by their tinkered creations. Others prefer the adventure of the high seas and look forward to being on the forefront of exploration and rediscovery.

Some Gnomes will no doubt be trying to construct all manner of devices designed to allow safe travel across the dangerous seas.

NAMING SUGGESTIONS

Gnome surnames are compound words that form a whimsical sound. A Gnome family famous for painting portraits may refer to that. A good name is Brushwuttle. ‘Brush’ refers to a painter’s brush and ‘wuttle’ helps create the sound of the surname. Together they form a whimsical surname, but the name could just as easily be Foggalebog, with no painting reference, purely whimsical in nature. In addition, Gnomes are naturally curious, and many of their surnames reflect this by referring to mechanical or experimental creations. Names like Wobblecog, Gearsnoogle and Findlebolt are examples of such mechanical references.

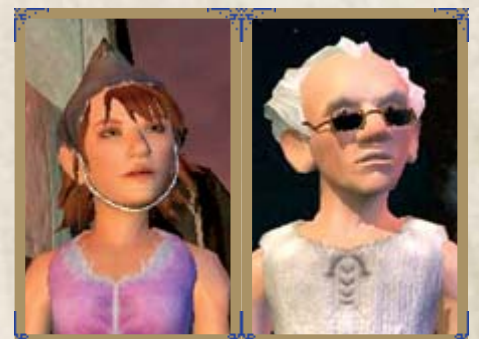
Gnome forenames are short and usually not more than a couple syllables. These names are created and are bound to no real world naming convention. Common Gnome forenames include Ebner and Tobon.

GNOME — YES!

1. As a Gnome you get Ultravision (night vision), which helps you see in dark places (such as caves).
2. Because everyone likes a Gnome!
3. Gnomes have high Agility — good for Scouts. A High-Agility Scout gets hit less often and has a larger Power pool.
4. They also have very high Intelligence, making them good Mages and Artisans. A high-Intelligence Mage does more damage and has more Power.
5. Being short has its advantages too; you can fit through smaller spaces and don’t look too out of place in Baubleshire or Temple Street.
6. Gnomes are extremely customizable with different glasses style and very noticeable height; if you don’t want to blend in with the crowd, this is the class for you!

GNOME — NO!

1. Their shorter height means that Gnomes are forced to swim in shallower water and ride tinier horses. Who wants to ride a pony while your friend has a massive war stallion?!
2. Gnomes have very low Strength. They do less damage and carry much less than most of the other races.
3. They have a low Stamina, which means fewer Hit Points. Bad for tanking. The only point in favor of a Fighter is their high Agility, which means more defense and more chance to hit the target.



Half Elf (Ayr'Dal) — The Elven Outcasts

BACKGROUND

Half Elves are the offspring of Humans and any of the three ancient Elven races. They are taller than most Elves but slightly shorter than Humans, with softened features exhibiting a mix between their parent races.

Half Elves possess no heritage of their own, having long been forced to exist outside the boundaries of polite Elven society. As such, they've been mostly content to live in the Human cities, or to embrace their woodland heritage and call the outdoors home.

High Elves and Dark Elves view Half Elves with disdain, as they represent a taint upon the purity of their respective races. Wood Elves are somewhat more accepting, and Humans don't care one way or the other.

FAITH

Most Half Elves feel abandoned and out of place in the world, and so choose not to worship any specific deity. The exceptions are Druids, who are respectful of Nature as a primal force, though they do pledge allegiance to Tunare or Karana.

EFFECTS OF THE SHATTERING

Since they already lived primarily in the Human cities anyway, Half Elves don't have a strong emotional reaction to the Shattering. A few would like to see their parents' home on Faydwer, but the vast majority feel abandoned by their Elven heritage.

The principal feeling of Half Elves is that their place in city society has been usurped by the arrival of so many other races. Half Elves had grown to accept their role as misfits, and now suddenly many races fall into that category, including the high-and-mighty Elven races themselves. This has



Possible Cities	Qeynos, Freeport	
Racial Homeland	None, but they often came from Qeynos, Surefall Glade, Kelethin or Freeport	
Mythical Creator	n/a	
Racial Language	Ayr'Dal	
Vitals	Attributes	Resistances
HP 43	Strength 17	Cold 3
Power 46	Agility 25	Disease 3
Concentr. 5	Stamina 18	Divine 0
Attack 56	Intelligence 21	Heat 3
AC 36	Wisdom 19	Magic 0
		Mental 2
		Poison 3
Racial Traditions	Effect [Re-Use Delay]	
Elven Reflexes	+5 AGI [PERM]	
Tend Wounds	+5% HP regen, +2 STR [30m]	
Ayr'Dal Assault	+ Slash Damage [30m]	
Camouflage	Hide (no movement) [30m]	
Tenet of Takish'Hz	+3 Magic Resist [PERM]	
Ayr'Dal Adornment	+5 Artificing skill [PERM]	
Gift of the Faydark	+5 Fletching skill [PERM]	
Perseverance	+5 STA [PERM]	
Sinister Cunning	+5 INT [PERM]	
Dual Breed	+3% PP, +2 STA [30m]	

caused many Half Elves to adopt a nihilistic philosophy, rebelling against the new order that has developed inside the city walls. As a way to help establish a unique identity, Half Elves have developed their own language, a blend of Human and Elfish that they keep to themselves. Half Elves refer to themselves as Ayr'Dal, a term derived from the old Elven word for "misfit". Though often used by Dark Elves and High Elves as an insult, the Half Elves have embraced the word as a symbol of their unique place.

NAMING SUGGESTIONS

The Half Elves are the offspring of the union between any of the three Elven races and a Human. This makes their names often very unique. They are often a blend of one races forename and the other races surname. To many Elves and Human nobles this union of names is detestable and it only adds to the underlying animosity towards the Half Elves.

Half Elves often take their first name from the culture of either Freeport or Qeynos, depending on where they hail from. However, the mingling that resulted in the mixed race meant that Half Elves often found it difficult to find acceptance and comfort in either Human or Elven society. Their searching for a place of comfort resulted in an insatiable wanderlust, and

end notes by Sharkdog

the sorrow of the Half Elves grew. Eventually the Half Elves found their way to the sea, and the quiet solitude of the deep blue waves brought them comfort. They spent much of their time at sea, and came to love the openness and the salt air.

Half Elf surnames reflect this love of the water, and names referencing their wandering ways or the many seas and oceans of the world are an easy way to tell a Half Elf from other Elves. Names such as Foamhelm, Baybreeze, Farharbor, Roamcoast, Wavechaser and Fastmarch are good examples of Half Elf surnames.

HALF ELF — YES!

1. Half Elves have above-average Agility, meaning that they hit faster and have a higher defense rating. This makes them exceptional Scouts.
2. They also have slightly above-average Intelligence, making them respectable Mage types. While Intelligence isn't as high as some of the other races, their otherwise mostly-average stats and high Agility make them less likely to fall over.
3. Let's face it; Half Elves simply have the coolest hair in the game.
4. You get infravision, which allows you to see heat sources (warm-blooded creatures). This is very helpful when searching for monsters in a dark cave!
5. If you're having trouble choosing between Humans and Elves, why not get a little of both?
6. Half Elves are an average size; they don't stand out like Trolls or Gnomes.

HALF ELF — NO!

1. Half Elves don't really shine in any particular category. For every class choice available, there is another race that can do it better from the start.
2. There is very little lore surrounding the Half Elf race, as traditionally they have not had a culture of their own. You will have less historical information than other races to use when role-playing.
3. While Half Elves don't really take too big of a hit in any of these categories, their Strength, Wisdom and Stamina are lower than average.

Halfling — Conveyers of Merriment and Mischief

end notes by Orlena and Taera

BACKGROUND

Halflings are the creation of Fizzlethorpe Bristlebane, King of Thieves and lord of the Plane of Mischief. They are, as their name implies, about half the height of Humans, and are known for their rounded, slightly portly features and oversized hairy feet. Halflings are friendly and amiable to just about anyone who doesn't show them open hostility. They are a good-natured people who have used their arts of concealment to create dwellings of natural defenses. Halfling may be short, but they use their small stature and nimbleness to deftly combat foes of greater size and strength. They prefer a quiet rural setting rather than a bustling crowded city, but have a love of adventure that is a part of their mischievous nature. A Halfling is very good at deceit, but never in a malicious intent. They are quite good at outwitting others into performing hard work that they can take credit for. With a love for ale and nimbleness with a jig they are usually more than welcome within any tavern, often looked upon by the owners as free entertainment. Nothing pleases a Halfling more than sitting by a fire with family and friends, recounting stories of past adventures.

Originally from Rivervale, Halflings are devoted to their beloved thicket. They build houses into grass-covered mounds of earth, being partial to rounded doorways and low ceilings.

Their strong ties to family and community inspire Halflings to become noble Fighters. Their inherent inquisitiveness makes them excellent Scouts. As intellectual pursuits are not the Halflings' strong suit, they generally do not pursue the skills of the Mage, but there are exceptions.

FAITH

Halfling Clerics and Paladins are devoted to their maker, Bristlebane. Those who follow the calling of the druidic lifestyle worship Karana.

EFFECTS OF THE SHATTERING

Halflings are unusually tied to their home city and the Misty Thicket. It saddens them greatly to be away from it, trapped

Possible City		Qeynos			
Racial Homeland		Rivervale-The Enchanted Lands			
Mythical Creator		Fizzlethorpe Bristlebane			
Racial Language		Stout			
Vitals		Attributes		Resistances	
HP	43	Strength	15	Cold	0
Power	46	Agility	30	Disease	3
Concentration	5	Stamina	17	Divine	2
Attack	55	Intelligence	16	Heat	0
AC	38	Wisdom	22	Magic	2
				Mental	4
				Poison	3
Racial Traditions		Effect [Re-Use Delay]			
<i>Light on the Feet</i>		+2 Avoidance [PERM]			
<i>Always Prepared</i>		Summon Food [30m]			
<i>Niami's Tutelage</i>		+5 Artistry skill [PERM]			
<i>Halfling Grand Tactics</i>		Hide (no movement) [30m]			
<i>Lunch Time</i>		+5% HP regen, +2 AGI [30m]			
<i>Protection of the Lucky Cabbage</i>		+ Melee Defense [30m]			
<i>Pants Patcher</i>		+5 Tailoring skill [PERM]			
<i>Distraction Hoax</i>		Decrease Hate (Aggro) [30m]			
<i>Mischief Maker</i>		+ Mental Damage [30m]			
<i>Jumjum Regimen</i>		+3% HP [PERM]			

within the cold stone walls of the Human cities. Though most are still generally cheery in demeanor, some Halflings have fallen into a depression over the possibility that their homeland may be gone. While eager to help the Qeynosians rebuild the world, Halflings will jump at any chance to search for signs of home.

NAMING SUGGESTIONS

Halflings surnames are usually compound words, as is the case with most humanoids. Halfling names reflect their love of simple life, food, and agriculture. The compound surname reflects the whimsical nature or family profession of any given family, and most times a mention of the Halfling's defining physical features. Great Halfling farmers could be called Stubtiller or Tagglefoot. Tagglefoot has no mention of the profession, but it does retain a whimsical nature and mention of a Halfling defining feature — his foot. Stubtiller has mention of both defining feature and profession, 'Stub' referring to the short stature of the Halflings. Other sample names might be Bogmuffin, Grubsinker, and Fallowroot.

A Halfling forename is short, usually not more than a couple syllables. Common Halfling forenames include Rondo, Bella and Fiddy.

HALFLING — YES!

1. Halflings have above-average Wisdom, giving Priests more Power and more damage.
2. Halflings have extremely high Agility — better defense and faster attacks — good for all professions, especially Scouts (who also get a larger Power pool from Agility).
3. Because of their small stature, Halflings can get through tighter spaces then, say, a Troll.
4. You can hide behind the Barbarians when a particularly scary monster comes your way.
5. Halflings are one of the races who have customizable age: just another toggle to make you more unique!
6. You get infravision, an ability that allows you to see heat sources (warm-blooded creatures). This is very helpful when searching for monsters late at night!

HALFLING — NO!

1. Their shorter height means that Halflings must start swimming in shallower water then, say, a troll.
2. Halflings have below-average Strength, Stamina and Intelligence. That means less melee damage, lower carrying capacity and lower Health (plus less Power, if you want to be a Mage).
3. Trying to see past tall people in order to engage in combat can be difficult; short races such as Halflings often end up using Tab to target.



High Elf (Kooda'Dal) — Sworn Defenders of the Laws of Tunare

end notes by Bowzercat

BACKGROUND

High Elves, or Kooda'Dal, are the fair-skinned children of Tunare, Goddess of Growth. Tall and slender, High Elves embody elegance and culture, having long made their home within the pristine stone walls of Felwithe. The Kooda'Dal appreciate art and design, surrounding themselves with examples of their artistic and intellectual superiority.

Above all else, High Elves are an orderly and disciplined people. Though benevolent in nature, they look down on other races as being less pure than themselves. Their Wood Elf cousins exist chiefly to be loyal servants, and most other good races are merely tolerated. Evil races, especially their mortal enemies the Dark Elves, are worthy only of a quick and efficient death. High Elves see themselves as the chosen Elves of Tunare, a perspective that has developed along with their well-known egos. They see themselves as the chosen defenders of the Tunarian Law and every aspect of their lives is guided by these ancient Elven laws. Believing their race to be the true protectors of Elfkind has led to a race of seemingly arrogant nobles.

While not possessing the sturdiest of builds, High Elves nonetheless make durable Fighters. Their natural intellect makes them skilled Mages of all varieties, and their love of culture allows some of them to become excellent Bards.

FAITH

High Elves worship the Mother of All, Tunare. Even though she has withdrawn from the Plane of Growth, they remain convinced that she will return and help her



Possible City		Qeynos
Racial Homeland		Felwithe; The Greater Faydwer
Mythical Creator		Tunare
Racial Language		Kooda'Dal
Vitals	Attributes	Resistances
HP 42	Strength 10	Cold 0
Power 45	Agility 22	Disease 0
Concentration 5	Stamina 15	Divine 4
Attack 53	Intelligence 23	Heat 0
AC 34	Wisdom 30	Magic 4
		Mental 4
		Poison 2
Racial Traditions		Effect [Re-Use Delay]
Elven Reflexes		+5 AGI [PERM]
Gilding of Felwithe		+5 Artificing skill [PERM]
Estoric Study		+5 Scribing skill [PERM]
Harmonious Mind		+5% PP regen, +2 WIS [30m]
Firiona's Zeal		+ Divine Damage [30m]
Tenet of Takish'Hiz		+3 Magic Resist [PERM]
Graceful Movements		+2 Avoidance [PERM]
Apperception		+5 INT [PERM]
Gift of Tunare		+5 WIS [PERM]
Strength of the Kooda'Dal		+3% PP [PERM]

greatest creations regain their ancestral home. Kooda'Dal Clerics and Paladins are absolutely devoted to Tunare's teachings.

However, a few High Elves have lost faith in their holy Mother. They feel betrayed and abandoned, and have embraced the dark paths of the Necromancer and Warlock. Though they still believe in Kooda'Dal superiority, they feel blind devotion to the lies of Tunare will provide no salvation for their race.

EFFECTS OF THE SHATTERING

High Elves absolutely detest taking refuge inside the cities of men. Though they regard the Humans as allies, they feel Qeynos would be much better served by accepting the leadership of the Kooda'Dal. They trust they will return home to Felwithe to find the Kooda'Dal in complete control of Faydwer.

In order to preserve their cultural identity, High Elves tend to isolate themselves from the lesser races. Though not aggressively hostile, the Kooda'Dal jealously guard the relics of their culture.

NAMING SUGGESTIONS

Kooda'Dal surnames and forenames are usually in the Elven language and represent spiritual beliefs of the Kooda'Dal.

The Kooda'Dal are driven by the spiritual force of the goddess of nature and believe themselves to be the avatar race of all Elfkind. Kooda'Dal names tend to be somewhat flowery, with many melodious sounds interwoven into the name. Harsh sounding consonants are avoided in favor of more harmonious vowel sounds. This is the one race where names tend to have sequences of two or three vowels within the name several times over.

There are times when a Kooda'Dal carries a forename that sounds very Human-like; in actuality there are a number of Elven names that sound like Human names. According to Kooda'Dal research, these Human names sprang from the ancient language of the Elves. Names that are confusing in such fashion include Marqus and Ealaynya. Their Human counterparts are Marcus and Elaine.

HIGH ELF — YES!

1. High Elves are graceful and good looking.
2. You get infravision, a skill that allows you to see heat sources (warm-blooded creatures). This is very helpful when searching for monsters in a dark cave!
3. High Elves have very high Wisdom, making them exceptional Priests.
4. High Elves have above-average Intelligence.
5. Their Agility is also above average. This Agility helps a Scout evade and parry the enemy, and also helps her excel at musical instruments to create party-assisting songs, should she choose to become a Bard.
6. They are a medium-sized race, so aren't out of place in any situation.

HIGH ELF — NO!

1. High Elves have very low Strength.
2. High Elves have below-average Stamina.
3. High Elves cannot carry as much weight as other races. While it is not impossible for a High Elf to learn the arts of heavy armor and axes, it is suggested that those with the blood of a Fighter in their veins find a race more suited to giving and taking hits.

Human (Antonican/Lucanon) — Champions of Diversity & Adaptation

end notes by Cryth

BACKGROUND

Three words best exemplify the strength of Humans: diversity, ingenuity and adaptability. No other race has as many beliefs practiced or as many professions worked; few races match their ability to think creatively; and no race has proven to accept change as well as Humanity.

As an evolutionary cousin of the Barbarians, Humans are generally more refined than their northern ancestors. Though they excel at no particular profession and have nothing extraordinary in the way of physical attributes, Humans can fill virtually any role, making up for their shortcomings with quick thinking.

Qeynos and Freeport stand as monuments to the design and culture of Humans. Having survived the Age of Cataclysms relatively unscathed, it is Humanity that now holds the greatest advantage.

FAITH

Humans run the gamut in terms of religious choice and forms of worship. Perhaps as a result of the cultural implications of the Shattering, Humans now even pursue shamanistic forms of worship, a path they had previously shunned as too primitive.

EFFECTS OF THE SHATTERING

Humans have long called the cities of Freeport and Qeynos home, so they experienced no physical displacement due to the cataclysms. The greatest adjustment has been the massive influx of other races that are now crowding many areas of the city.

To most Qeynosians, this is an opportunity to expand the good will and positive influence of their city. While some are worried about the effects of urban overcrowding, the majority look at this time as a call to duty, a way to aid those who have not been so fortunate. They intend to make the most of this chance to unite the races and truly work as a unified force.

In Freeport, Lucan is motivated only by the possibility of increasing his power and influence. While he distrusts the motives of many of the foreign races (especially

Possible Cities	Qeynos, Freeport
Racial Homeland	Old Antonica
Mythical Creator	No direct creator
Racial Language	Antonican and Lucanon

Vitals		Attributes		Resistances	
HP	43	Strength	20	Cold	3
Power	47	Agility	20	Disease	3
Concentr.	5	Stamina	20	Divine	3
Attack	58	Intelligence	20	Heat	3
AC	33	Wisdom	20	Magic	3
				Mental	3
				Poison	3

Racial Traditions	Effect [Re-Use Delay]
Physical Adaptability	+5 Defense [PERM]
Environmental Adaptability: Heat	+3 Heat Resist [PERM]
Environmental Adaptability: Cold	+3 Cold Resist [PERM]
Metallurgy	+ Metal Shaping skill [PERM]
Clothier	+ Tailoring skill [PERM]
Tend Wounds	+5% HP regen, +2 STR [30m]
Leadership	+5 Defense of another [30m]
Perseverance	+5 STA [PERM]
Domination	+ Divine Damage [30m]
Determination	+3% PP [PERM]

the Dark Elves), D'Lere will make use of any individual or organization if by so doing he can further his personal goals.

Some sects of xenophobic and paranoid Humans are secretly working to expel foreign influences and return the Human cities to a state of greater purity. In their view, the Shattering is a sign that natural selection is at work; this is a time when Humans should prosper and the other races are meant to die out. Allowing refugees into the cities is interfering with the laws of nature, and these organizations will look for ways to put a halt to this process before Humanity becomes irrevocably weakened.

NAMING SUGGESTIONS

Antonican. The Humans of Western Antonica are called Antonicans, the bulk of which live within the Kingdom of Qeynos. Surnames such as Williams, Bayle and Theodoric are common in Qeynos. Names of the common folk often reference something from their field of work, usually a blue-collar career. Surnames such as Miller, Smith, Shepherd, Fletcher, Hunter and Hart are common. Antonican forenames also follow the above patterns. Common Antonican forenames include Osric, Ann and Andrin.

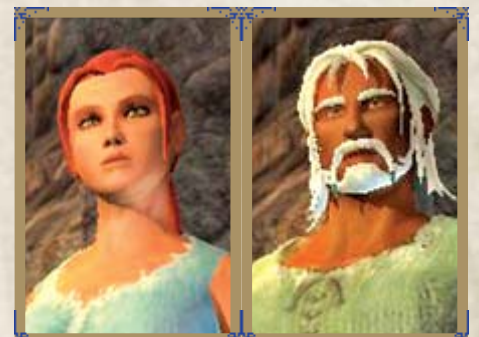
Lucanon. The Humans of Eastern Antonica are called Lucanon. These Lucanons hail from diverse clans, tribes and villages all throughout Eastern Antonica. So, they have the widest variety of styles in both surnames and forenames. Common full names of Lucanons include Lupus Aerusius, Maximus Artorium and Alyssa Ortakales.

HUMAN — YES!

- Humans are balanced in all stats, having neither a really high or really low ability score — They fit into any role.
- Where all the other races have starting resistance values that total 14, Humans start with 21 total resistance points — 7 more than everyone else!
- You want to play a character that is easy to role-play. No high fantasy or animal characters for me.
- As a Human, you can truly call Freeport or Qeynos home. No longing for some forgotten home on another continent.
- Any profession you choose will be suitable for a Human. They do equally well in any of the class choices.
- With their average height, Humans don't stand out in any village.

HUMAN — NO!

- A jack of all trades, but master of none. If you know for sure *just* what role you want to play, you might want to look for a race whose stats reflect that role.
- Humans have no ultra-, infra- or sonic vision.
- You want to get into a character that's really different from yourself.



Iksar — Reptilian Tyrants

BACKGROUND

The Iksar are a tall reptilian race created by Cazic-Thule. Their major sphere of influence has always been on the continent of Kunark, where they have long been one of the primary cultures.

The Iksar have a rich but painful heritage. At one time their Sebilisan Empire controlled Kunark with a fierceness and utter dominance comparable to that of the original Rallosian Empire on Antonica. Though they ruled Kunark with a might challenged only by the dragons themselves, the Iksar have also undergone long periods of enslavement and humiliation. This history has caused the race to despise outsiders and depend only on each other for strength.

As a race, the Iksar exemplify perhaps the purest form of evil on Norrath. Rather than wallowing in pettiness and corruption, Iksar embody orderly, direct wickedness. They do not hide intentions or practice subterfuge; they hate everyone openly and equally.

The Iksar are a very strong race, well suited for the physical combat styles of the Fighter classes. Keen intellect allows them to be powerful Mages, with a definite emphasis on dark forms of magic. Cunning natures also allow them to be excellent Scouts.

FAITH

On Kunark, the Iksar maintained a fierce devotion to Cazic-Thule, basing their culture on his doctrines of Fear, honoring that primal influence in every aspect of their lives.

Since being cut off from their home continent, however, the Iksar feel abandoned by their creator and have turned away from religion entirely. The rare exception to this philosophy is the Shadowknight, though he draws his power from the principles of Fear rather than the devotion to any specific god.



Possible City	Freeport
Racial Homeland	Cabilis - Kunark
Mythical Creator	Cazic-Thule
Racial Language	Sebilisian

Vitals	Attributes	Resistances
HP 43	Strength 18	Cold 0
Power 46	Agility 22	Disease 3
Concentration 5	Stamina 18	Divine 0
Attack 57	Intelligence 20	Heat 5
AC 34	Wisdom 22	Magic 1
		Mental 2
		Poison 3

Racial Traditions	Effect [Re-Use Delay]
<i>Toughened Scales</i>	+5 Defense [PERM]
<i>Natural Regeneration</i>	+5% HP reg, +3 STR, +3 AGI [30m]
<i>Proficient Swimmer</i>	Enduring Breath [10m]
<i>Whipstitch</i>	+5 Tailoring skill [PERM]
<i>Dark Medicine</i>	+5 Chemistry skill [PERM]
<i>Honed Body</i>	+5 AGI [PERM]
<i>Greenmist Salvation</i>	+3 Disease Resist [PERM]
<i>Legacy of the Shissar</i>	+3% PP [PERM]
<i>Sebilisan Strike</i>	+ Crush Damage [30m]
<i>Defensive Coloration</i>	Hide (no movement) [30m]

But the days after the Shattering have seen the rise of a new religion that pays homage not to a god born in the planes, but a god born on Norrath! This god is called Syllokk. Syllokk is a deity the present Iksar of have come to worship. They believe it to be a coalescence of the spiritual force of every Iksar that has passed on, an amorphous being with hints of a multitude of Iksar faces that appear and disappear constantly. Syllokk is of course a highly intelligent, divine, arrogant and callous deity, quite the epitome of an evil god. Syllokk was born of them and they shall all some day be Syllokk.

EFFECTS OF THE SHATTERING

The Iksar remaining on the ruins of Antonica are thoroughly and completely bitter. They see being forced to take refuge in the city of the soft-skinned Humans as the final humiliation their race can bear. While they agree to abide by the will of Lucan, they will look for any opportunity to dominate a lesser race and make the lives of others more miserable than their own.

There are a small number of Iksar within the Shattered Lands who know of a secret Iksar outpost located along the coast of the Ocean of Tears. The outpost is named Visk and they know of it because they were en route to the outpost before they ended up in the Shattered Lands. Visk was created as an advanced staging ground for a massive

end notes by Kaiser

assault on the southern reaches of Faydwer. Unfortunately as the massive expeditionary unit was attempting to cross the deadly seas during the Age of Cataclysms, they were nearly all lost at sea. But a number of these mariners found themselves marooned upon the Shattered Lands.

NAMING SUGGESTIONS

The ancient subjugation of the Iksar race at the hands of the serpentine Shissar is evident in the surnames of all Iksar. These names frequently include the sibilant 'S,' as in Sathir and Iksazz.

Iksar forenames are usually formed from the racial language created by the Iksar. These forenames are mostly dominated by consonants. Many of these names can be formed from sadistic words such as Vile and Decapitate, resulting in names like Vyl and Dektate.

IKSAR — YES!

1. With their well rounded stats, Iksar are much like Humans ... except much cooler looking and with aqua vision! Iksar is one of the best choices to make if you still aren't sure what you want to be.
2. Slightly above-average Wisdom and Agility; good for Priests and Scouts!
3. Unique look with customizable lizardlike features.
4. The Iksar's unique aquavision allows you to see underwater clearly — a big plus for anyone who wants to explore the ocean!
5. Start in Freeport. Down with Qeynos!
6. Iksar are taller than most of the other races, meaning that they can go into deeper water before having to swim (running is faster than swimming).

IKSAR — NO!

1. While their stats are fairly balanced, Iksar do have below-average Stamina and Strength.
2. While some find the big-lizard look to be very fun ... others would rather be your average run-of-the-mill humanoid.
3. Iksar have no outstanding stats (such as the High Elf's Wisdom), meaning that they are less specialized in their roles.

Kerra — Felines of the Quiet Storm

KERRA OR KERRAN?

Kerra is the proper name of this race, but others often refer to them as Kerran. Kerra at first took this with extreme displeasure, but today the Kerra are far less prone to rage over this error. Kerra now look at it as a nuisance when other races call them Kerrans and easily shrug it off, although with an obvious hint of disgust for the word.

BACKGROUND

Kerra are a feline race with extreme grace and agility. Their bodies are slightly taller than Humans, though they tend to hunch slightly. Female Kerra are a bit larger than males, which has contributed to their development as a matriarchal culture. Kerra architecture is limited to thatched huts and simple stone buildings.

Kerra trace their ancestry back to their first great leader, Kejaan, and his son, Vah Kerrath. Kejaan traveled the continent of Odus, uniting the various tribes into one kingdom. This ushered in an era of peace and prosperity for the Kerra, and their culture began to thrive.

Unfortunately, Erud and his High Men arrived to settle the continent, taking over much of the land that until now had belonged to the Kerra. Even worse, a great plague infected many Kerra, causing massive deaths. The Kerra blamed the Heretics, whose study of necromancy had brought a new darkness to the land.

During the civil war between the Erudites and the Heretics, a huge explosion of mystical forces blasted a giant hole into the ground and teleported an entire Kerra village to Luclin. Vah Kerrath was among those to survive this journey; he renamed this new tribe the Vah Shir and they went on to develop their own culture on the dark side of the moon.

Most of the surviving Kerra on Norrath left Odus, fleeing westward to settle Kerra Isle. When the veil preventing travel to and from Luclin was breached, a few Vah Shir interested in a simpler lifestyle travelled to Kerra Isle and adopted Kerra customs and beliefs. These Vah Shir infused the race with some of their greater natural strength. It was one of these Kerra, a monk named Evora, who received the Word of the Tranquil and took her followers to Antonica to watch for the prophecy to be fulfilled.

Possible Cities	Qeynos, Freeport
Racial Homeland	Kerra Isle on Odus
Mythical Creator	Unknown
Racial Language	Kerran

Vitals		Attributes		Resistances	
HP	43	Strength	22	Cold	3
Power	47	Agility	23	Disease	4
Concentr.	5	Stamina	20	Divine	0
Attack	59	Intelligence	15	Heat	3
AC	35	Wisdom	20	Magic	0
				Mental	0
				Poison	4

Racial Traditions	Effect [Re-Use Delay]
<i>Fleetness of Foot</i>	+5 AGI [PERM]
<i>Commune with the Spirits</i>	+5% PP regen, +2 WIS [30m]
<i>Spiritual Enlightenment</i>	+5 WIS [PERM]
<i>Ancestral Protection</i>	+3 Divine Resist [PERM]
<i>Eyes of the Night</i>	Ultravision [10m]
<i>Warm Fur</i>	+3 Cold Resist [PERM]
<i>Gift of the Land</i>	+5 Chemistry skill [PERM]
<i>Timber Shaper</i>	+5 Fletching skill [PERM]
<i>Hunter's Instinct</i>	+5 Tracking [PERM]
<i>Unsheathed Claws</i>	+ Slash Damage [30m]

FAITH

Kerra are shamanistic in nature, worshipping no specific deity but honoring the spirits of the land and those of their ancestors. Kerra society is matriarchal, so females are most often the priests and leaders while males provide food and protect the tribe. Their appreciation and respect for nature has led some Kerra to become Druids.

EFFECTS OF THE SHATTERING

Above all else, the Kerra seek isolation from the other races. Mingling with others has caused only sorrow, so while they accept the need to take shelter in the Human cities, they avoid contact with outsiders. This is especially true in the case of Erudites, who engender even more distrust from the Kerra. Though they are generally in direct conflict with no one, the Freeport Kerra are likely to have clashes with Erudites.

NAMING SUGGESTIONS

Names such as Nomala Ada, Rakshasha and Lono are common forenames. In addition, Kerra names tend to include guttural rolls or trills, as in the case with the "L" in Lono or the "R" in Rakshasha. "S" is rarely seen alone, instead usually paired with an "H" to provide the "SH" sound, as Kerra dental evolution made "SH" much easier to pronounce than "S."

Rarely will a Kerra need to resort to his pride name, considered by most to be a surname. Kerra surnames or pride names are names

end notes by Bowzercat

given to a single caste of Kerra who share a similar fur pattern, indicating the specific region of the Kerra homelands from which they originated.

KERRA — YES!

1. Kerra have fairly stable stats, with Intelligence (15) being the only one lower than 20.
2. Agility is the Kerra's highest attribute, making them great Scouts. They avoid damage better than other races.
3. High Strength means that a Kerra will be a good Fighter. This Strength also means that they are able to carry lots of loot without being overburdened.
4. While larger than the Elven races, Kerra still aren't as large as Barbarians and Ogres. This makes them manageable in most situations.
5. Fur patterns are interesting and fun. You can range from an almost white leopard to an extremely dark tiger.
6. Kerra have tails that look really cool!

KERRA — NO!

1. Sonic Vision is terrible. When moving, everything becomes a blur and you can't readily identify anything. If you're in a dungeon and need more light, it's better to light a torch than to try to use Sonic Vision.
2. Kerra don't have hair, other than their fur, so it's often hard to tell a male Kerra from a female Kerra. The lack of hair also means fewer choices during character creation to make your character look different from any other.
3. If you want to be a Mage the Kerra isn't the best of choices; their low Intelligence makes for a lower Power pool and more fizzles.



Ogre — The Juggernauts of War

BACKGROUND

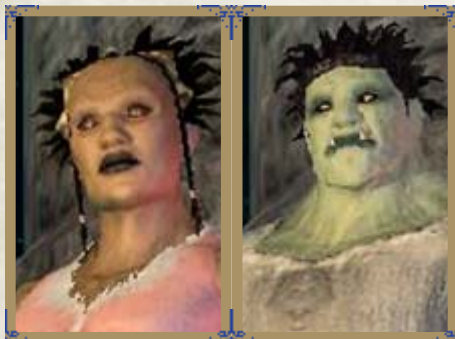
Ogres are a massive race created by Rallos Zek. Built for warfare, these hulks long ago ruled an empire that encompassed most of Norrath. Eventually they formed an immense army to challenge the Rathe Council on the Plane of Earth. For demonstrating such pride, the Rathe laid a curse upon all of Zek's creations, crippling their intelligence and causing their empire to crumble. Ogres became the pawns of other races, remaining largely confined to their crude stone huts in the Feerrott when not engaged in small-scale conflicts.

When the gods eventually withdrew from their planes, the veil was lifted from the minds of the Ogres. They had just begun rebuilding their culture when they were visited by the Avatar of War, who had been ordered by Rallos to organize a new Rallosian Empire designed to wipe out all other races from the face of Norrath. However, Ogre high commander, General Urduuk, broke a pact that Rallos had made with Cazic-Thule, by taking control of Cazic's temple and the gate to the Plane of Fear. The Avatar of Fear unleashed the Green Mist, wiping out nearly all of the Ogre race.

Their massive frame makes them unparalleled as Fighters. With intelligence on par with Humans, they also study some of the Mage arts. Their size limits their Scout potential, though their sadistic nature lends well to the life of a Brigand.

FAITH

Despite the hardships that have resulted from devotion to their creator, Ogres continue to faithfully worship Rallos Zek, albeit quietly. A clerical caste has developed in their society, though they also continue to honor their shamanistic traditions. All forms of worship are performed as if it were a military ceremony, rituals fit for the gods of war.



Possible City		Freeport			
Racial Homeland		Oggok; The Feerrott			
Mythical Creator		Rallos Zek			
Racial Language		Oggish			
Vitals					
HP	44	Strength	30	Cold	4
Power	48	Agility	15	Disease	3
Concentr.	5	Stamina	25	Divine	0
Attack	63	Intelligence	15	Heat	4
AC	31	Wisdom	15	Magic	1
				Mental	0
				Poison	2
Racial Traditions			Effect [Re-Use Delay]		
Blessing of Zek			+5 STR [PERM]		
Rallosian Conditioning			+5 STA [PERM]		
Battle Rest			+5% HP regen, +2 STR [30m]		
War Ready			+3% HP [PERM]		
Murdunk's Tactics			+ Slash Damage [30m]		
Toughened Hide			+5 Defense [PERM]		
Oggokian Trade			+5 Metalworking skill [PERM]		
Rallosian Readiness			+5 Metal Shaping skill [PERM]		
Lifted Curse			+5 INT [PERM]		
Battlefield Command			+5 Defense for party member [30m]		

EFFECTS OF THE SHATTERING

Ogres only escaped annihilation because a small pocket of soldiers was deep inside Guk pursuing Frogloks. When they emerged and found their culture eliminated, they decided to keep an extremely low profile in the Feerrott, initiating no further conflict with other races until they had a chance to rebuild some measure of a society.

When the Rending began, many Ogres fled northward toward Freeport. To their surprise, Lucan allowed them to take up residence within the city, providing they pledged to become part of his army and navy. The Ogres readily agreed, eager to give the impression that they have given up on their past dreams of conquest.

While Ogres insist they are willing to do their part to support Freeport's growth, few others believe that they have honorable intentions. Though Ogres are rarely in direct conflict with Lucan's favorite enforcers, most other races are keeping a close eye on them, waiting for the day when their legendary pride surfaces again. Indeed, Lucan himself watches closely as well.

NAMING SUGGESTIONS

Ogre surnames are not a reference to family units. They instead refer to a clan, a community of Ogres. Clan names refer to legendary acts or physical strength, power, conquest and so forth. Names

end notes by Biggs

such Stonefist, Skullsmasher, Hammer-crush are common clan names. Family surnames are nonexistent in Ogre society. They wish to show that all Ogres within a clan have identical goals and beliefs.

To Ogres, they all know which clan they belong to and all that is necessary is the use of their forename. These forenames are short (nearly always just one or two syllables). The name can be a created name that represents a sound they may have heard or a sight they may have seen. Common Ogre forenames include Clurg, Praak and Guntrik. The violent sound created by an Ogre maul crushing a foe would make a perfect name for a warrior race: Krick of clan Skullcrush.

OGRE — YES!

1. With a whopping 30 Strength, there is no argument that the Ogre is the best packhorse and the best melee damage dealer that you can find.
2. Stamina, too, is a forte of the Ogre; you'll have very high Hit Points!
3. Role-playing powerfully strong characters appeal to you.
4. Ogres make wonderful Priests as well; they have a lower Wisdom, yes, but it's very hard to kill an Ogre, and all enemies seem to want to kill the Priest.
5. Your towering height means that you can get through much deeper waters than Gnomes or Ratongas before switching to the slower swim-mode. Ultravision helps, too.
6. Evil is good!

OGRE — NO!

1. Because of their massive height, Ogres look quite out of place when visiting the villages of smaller races. In fact, there are some areas, that Ogres cannot reach at all, or at least have to crouch to get there!
2. Though they have high Strength and Stamina, their Wisdom, Intelligence and Agility all take quite a hit; an Ogre Mage or Scout is going to be hard to pull off. Can you see an Ogre sneaking around without being noticed?
3. If you're looking for an aesthetically pleasing race ... Ogres just aren't going to be your cup of tea.

Ratonga (Roekillik) — The Cryptic Cabal

end notes by Cryth

BACKGROUND

Ratonga are a race of intelligent rat-like creatures approximately the same height as Dwarves. While the Ratonga are evil, they are not aggressive or cruel to others. They are a devious and selfish race, looking for any opportunity to take advantage of weakness on the part of their adversary. They are specialists in the acquisition of items and information.

The Ratonga are not native to the surface world. The Roekillik (their true name) were created by the Duke of Below, Brell Serilis. Brell imbued the race with psionics and placed them deep in the Underfoot, where they would rule the lowest depths. There they built cave dwellings with claws and teeth created to carve through stone. They propagated rapidly and soon had a teeming society. It would seem they would be content to rule the darkest trenches, but they turned out to be far too intelligent and evil.

The Roekillik moved on the sacred cities and villages in the underworld. With great numbers and psionic powers they overwhelmed all resistance. Their territorial lust kept them ever on the move to seize new land.

Brell found it hard to totally eradicate a race he once loved, so he exterminated all but a small number, and placed the remaining few in a titanic Underfoot vault. He wished to create a rat race to dwell in his darkest worlds, and the Roekillik were *almost* perfect. He decided to try again.

This second version had few psionic powers, uncontrollable by the race. He asked the god of mischief, Bristlebane, to supply a pinch of mirth in hopes that he could keep the spirits of his rat race high. He also removed the large and formidable claws and teeth so they couldn't tunnel from the isolated depths. He then placed them deep in the Underfoot and observed once more.

This second incarnation at first seemed perfect. They lived content for a while. But something odd began to occur. They began to appear in the higher reaches of the Underfoot, an area believed to be cut off. Brell soon found that the new Roekillik were given a bit too much of Bristlebane's touch. Not only did they have mirth, but also a bit of the god's power of deception. When they began to meet adventurers from the surface, they claimed the name Ratonga, not Roekillik.

Possible City	Freeport	
Racial Homeland	The Underfoot	
Mythical Creator	Brell Serilis	
Racial Language	Ratongan	
Vitals	Attributes	Resistances
HP 42	Strength 10	Cold 0
Power 45	Agility 30	Disease 5
Concentration 5	Stamina 15	Divine 0
Attack 53	Intelligence 25	Heat 0
AC 38	Wisdom 20	Magic 3
		Mental 1
		Poison 5
Racial Traditions	Effect [Re-Use Delay]	
Swift Scurry	+2 Avoidance [PERM]	
Increased Immunities	+3 Disease Resist [PERM]	
Pitiful Plea	Decrease Hate (Aggro) [20m]	
Concealed Presence	Hide (no movement) [30m]	
Poison Play	+5 Chemistry skill [PERM]	
Instruments of the Underfoot	+5 Metalworking skill [PERM]	
Rodent Reflexes	+5 AGI [PERM]	
Filth Forage	+5% HP regen, +2 AGI [30m]	
Dark Agenda	+ Poison Damage [30m]	
Toxic Tolerance	+3 Poison Resist [PERM]	

Being of tiny builds, Ratonga rarely attempt to become Fighters. However, their high Intelligence helps them excel at magic, and their ability to blend into their surroundings makes them natural Scouts.

Ratonga often emblazon a symbol on their chest. This symbol is always the same; it may be a link to their secretive past. The symbol appears to be a series of circles, one within another. Closer examination shows unaligned gaps in each circle.

FAITH

Ratonga show no spiritual inclinations or visible worship of any known deity.

EFFECTS OF THE SHATTERING

The Shattering caused great quakes in the Underfoot of Norrath. Fissures created new passages to the surface while closing off old ones. A number of Ratonga lurking in the dark niches of the surface world were cut off from their underworld homeland. Many Ratonga are still in the Underfoot, although many perished in the cataclysms. On the surface of Norrath, the Ratonga sought refuge within Freeport. There were already a number of Ratonga acting as hired scouts to the Freeport Militia, so an alliance of sorts had existed before the Shattering occurred.

The Shattering also cracked the Vaults of Serilis so that the original Roekillik escaped from their prison. Led by the great mage N'gurai, they sought refuge in a ruined city

fortress of the Dark Elves once called Anetiff. Home to a caste of powerful mages, it held many dark secrets. It seemed a fitting home to the Roekillik. In the years since, they have begun to hunt and slay the Ratonga who survived the great tremors in the Underfoot.

NAMING SUGGESTIONS

Forenames are short and simple. Names such as Krask, Dimir and Blad are common. If the Ratonga use a surname they never refer to it. They deal only with their first name, which is rarely duplicated. In cases where Ratonga of the same name meet, a duel must be fought. To the victor goes the name; the loser is lucky to limp away horribly scarred.

RATONGA — YES!

1. A Ratonga has very high Agility, making it a perfect Scout.
2. Intelligence is also a high stat. This makes them very good Sorcerers: quick to avoid hits and powerful on attack!
3. Cheese is your favorite snack.
4. You enjoy playing characters that are quick, agile and intelligent.
5. Ratonga aren't the prettiest race, but they are one of the most customizable.
6. Cute and furry ... who can resist a Ratonga?

RATONGA — No!

1. Strength is *very* low, making Ratonga one of the worst Fighter options.
2. Stamina is another low for you, meaning fewer Hit Points.
4. Your smaller size means that you must start swimming in far shallower waters, making get-aways harder.



Troll — The Monsters Who Walk Among Us

BACKGROUND

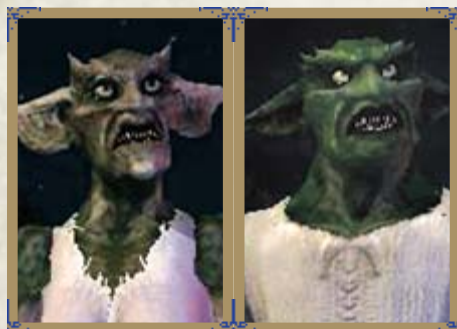
The Trolls were the first race placed on Norrath by Cazic-Thule. They will eat literally anything, cooked or uncooked, as long as it was (or still is) alive at some point. Trolls also fancy they have advanced talents in the culinary arts, with their ability to pickle just about anything, or make a meal out of “spare parts.”

Trolls care only for satisfying their personal desires, which mostly revolve around a hunger for food and a lust for battle. While they are reviled by most other races, they would be even more dangerous if their intelligence weren't so limited. Even so, their inherent savagery and selfishness, combined with their formidable strength, make them deadly opponents.

Built into the muck and mire of Innothule Swamp, the Troll city of Grobb was a primitive, messy hovel. It was eventually conquered by their ancient rivals, the Frogloks, who transformed the city into Gukta. The Trolls then sought refuge with their Dark Elf allies, falling even more under the control of the Teir'Dal.

Despite their limitations, Trolls are not to be underestimated. A particularly savage clan made their home in Broken Skull Rock, filling their hearts with the doctrines of Hate. With Innoruuk as their new master, they stole an ancient artifact from Grobb, a stone etched with the prophecy of the Grozmok. Trolls continue to await the coming of the Grozmok, a mythical figure that will unite the tribes under the combined might of Fear and Hate.

Trolls can fill virtually any Fighter role. Though limited in intelligence, they can study to become Mages. Despite their lumbering bodies, Trolls also make effective Assassins and skilled Rogues.



Possible City	Freeport	
Racial Homeland	Innothule Swamp (The Moors of Ykesha)	
Mythical Creator	Cazic-Thule	
Racial Language	Trollic	
Vitals	Attributes	Resistances
HP 44	Strength 25	Cold 4
Power 47	Agility 18	Disease 4
Concentration 5	Stamina 30	Divine 0
Attack 60	Intelligence 10	Heat 0
AC 32	Wisdom 17	Magic 1
		Mental 2
		Poison 3
Racial Traditions	Effect [Re-Use Delay]	
Natural Regeneration	+5% HP reg, +3 STR, +3 STA [30m]	
Gift of Innothule	+3 Disease Resist [PERM]	
Troll Gourmet	+5 Artistry skill [PERM]	
Mender of the Mire	+5 Metal Shaping skill [PERM]	
Grobb Grub	Summons food [30m]	
Swamp Breath	Breathe longer underwater [10m]	
Bog Bully	+5 STR [PERM]	
Manical Madness	+3% PP [PERM]	
Brutal Barshings	+ Crush Damage [30m]	
Resilience	+5 STA [PERM]	

FAITH

Trolls traditionally practice a shamanistic form of worship dedicated to their creator, Cazic-Thule. Due to the influence of the Broken Skull Clan, a more orderly form of worship centered on the teachings of Innoruuk has also risen to prominence, with the wisest of Trolls forming a Cleric caste. Though able to achieve a greater level of mental focus than most of their kin, these Priests retain all the savagery and aggressiveness common to the rest of their race.

EFFECTS OF THE SHATTERING

Trolls have grown used to adapting to adversity, having lived without a centralized home city for most of the last 500 years. Little of Innothule Swamp still belonged to them, though they would like to return eventually and reclaim it. For the time being, however, they are content to live in Freeport and follow the orders of their new masters ... as long as the food supply holds out.

NAMING SUGGESTIONS

Trolls share a naming convention similar to Ogres — they refer to all Trolls in a single community with a unifying clan name. Clan names are indicative of the nature of any given Troll clan. This

end notes by KlausBane

nature is not bound to a legendary event or nature and is given upon the formation of a clan, something that often involves subjugation. These clan names are usually names that evoke fear, and they have a tendency to be filled with very sharp and harsh consonants. Common clan names include Broken skull and Fleshreaper. Clan names can often change for a single clan, as the seat of power within the clan changes frequently.

Trolls have a history of chaotic and malicious acts. These ancient forenames also contain many harsh consonants and have an evil, sadistic hint to their sound. Common Troll forenames include Hukulk, Brazzt and Redak.

TROLL — YES!

1. Ultravision sight ability makes crawling into dark places very easy.
2. Very high Strength means they can hit harder and carry more.
3. Trolls also have a very high Stamina, which means higher Health. So, Trolls make excellent Fighters and even average Priests (despite their low Wisdom). Fighter Trolls stay up longer and do more damage than your average Fighter; Troll Priests, while not the best healers/hitters, are harder to kill!
4. Trolls are a big race; you won't feel dwarfed or slighted by anything but the most powerful monsters of Norrath.
5. Trolls enjoy some interesting racial traditions, including being able to make armor from monsters you slay, and natural regeneration. The racial traditions of the Troll really help develop the Troll into a natural killing machine.

TROLL — NO!

1. Trolls are just not that attractive.
2. Very low Intelligence as well as below-average Wisdom and Agility means that they make bad Mages and aren't the best Priests/Scouts (unless you're going for the high Hit Point approach).
3. Even though they have high Strength and Stamina, the Trolls' low Agility means less armor, a downside for such a Fighter-oriented race.

Wood Elf (Feir'Dal) — The Forest Folk

BACKGROUND

Wood Elves, or Feir'Dal, are the free-spirited cousins of the High Elves. Far more tolerant of other races than the haughty Kooda'Dal, Wood Elves are pleasant and friendly. Their skins are tinged an oaken color so that they blend with their natural surroundings in the forest. Another distinction of the skin is an almost subtle glittering effect, as though they have been lightly sprinkled with fairy dust. Wood Elves prefer cloth and hides for clothing, but they have been known to don light chain or scale mail, usually of rare metals. A distinct and rare type of armor is the living armor made from the symbiotic relationship between Wood Elf and forest flora.

Wood Elves defend nature. A woodland in danger is equivalent to a city under siege to a Feir'Dal. Both call for defense. He seldom taunts, preferring to act rather than waste time with words.

Feir'Dal come from the tree city of Kelethin, a series of platforms and elevators built skyward into the awesome beauty of the Greater Faydark. Wood Elves love celebration and song, dedicating their lives to the praise of their creator, Tunare. Their welcoming and accepting nature has led to close ties with other races, especially Humans. This particular closeness has, in turn, sired the vast majority of the Half Elf race.

Though smaller than the typical Fighter, the fierce devotion of Wood Elves nonetheless makes them formidable warriors of the forest. They are distrustful of high magic, often leaving such pursuits to their more intellectual cousins. Their lithe forms and high dexterity make them excellent Scouts, however.

FAITH

Wood Elves will always be loyal to Tunare, the Mother of All. They have a longstanding tradition of druidic worship, honoring the primal forces of Nature and Growth. A few Feir'Dal have begun to investigate shamanism, tying spiritist philosophy into the worship of their goddess.

EFFECTS OF THE SHATTERING

Wood Elves are deeply linked to the Faydark, and long more than anything to return to their ancestral wood. Though they have built a new home in the city of Qeynos that bears a resemblance to their beloved forest, nothing can take its place.

Possible City		Qeynos	
Racial Homeland		Kelethin; City in the Trees, The Greater Faydark on Faydwer	
Mythical Creator		Tunare	
Racial Language		Feir'Dal	
Vitals		Attributes	
HP	42	Strength	15
Power	46	Agility	30
Concentr.	5	Stamina	16
Attack	55	Intelligence	17
AC	38	Wisdom	23
		Resistances	
		Cold	4
		Disease	3
		Divine	0
		Heat	3
		Magic	0
		Mental	0
		Poison	4
Racial Traditions		Effect [Re-Use Delay]	
Elven Reflexes		+5 AGI [PERM]	
Forage		+5% HP regen, +2 STA [30m]	
Camouflage		Hide (no movement) [30m]	
Gift of the Faydark		+5 Fletching skill [PERM]	
Faydwer Fashions		+5 Tailoring skill [PERM]	
Tunare's Footsteps		+5 Tracking [PERM]	
Wind Warrior		+2 Avoidance [PERM]	
Herbal Protection		+3 Disease Resist [PERM]	
Precision in Combat		+ Pierce Damage [30m]	
Vitality of the Feir'Dal		+3% PP [PERM]	

Though happy and pleasant most of the time, a few Wood Elf Bards are known to sing songs of sorrow. They feel cut of from Tunare, though they are confident she will return and take them home.

The Feir'Dal are trusting of most good and neutral races. Although they loathe evil races, they usually only initiate conflict with those who dare taint the purity of Nature. The sole exception to this is in regard to their hated cousins, the Dark Elves. The Feir'Dal, like the High Elves, see the Teir'Dal as abominations that must be destroyed, and they will actively seek to thwart the plans of their evil counterparts.

NAMING SUGGESTIONS

Feir'Dal surnames are usually a compound word formed from elements of nature and the environment in which they exist. These two words do not express any particular concept or, but are merely a union of two words that form a harmonization of nature. Names like Leafsway and Flowtrunk are common Feir'Dal names.

There are some surnames that break this mold, but are also always compound words. Often, when a single member of a family performs a legendary act, a grand ceremony is held to change the name of all who follow the line of that particular legendary character. These surnames do speak directly of the nature of his legendary status. Strongbow and Sureshot

end notes by Cryth

are two legendary surnames.

As for forenames, the Feir'Dal prefer long multi-syllable names. They are of the Feir'Dal language and actually have an underlying meaning that suggests their love of nature. Common Feir'Dal forenames include Ranylle and Fenthys.

WOOD ELF — YES!

1. Wood Elves have a very high natural Agility and above-average Wisdom. These two combined make for excellent Scouts and healers.
2. You get infravision, which lets you see heat sources (warm-blooded creatures). This is very helpful when searching for monsters late at night!
3. Wood Elves tend to prefer natural magic over purely divine or spiritual magic, so the Druid subclasses will be the most common Priestly professions. A few Templars and Mystics will also provide healing and spiritual guidance to the Feir'Dal race.
4. Not as short as Halflings, not as tall as Kerra, the Wood Elf is not out of place anywhere in Qeynos.
5. Wood Elves start in the Willow Wood, an area with high-reward quests.
6. Wood Elves are beautiful and graceful, and quite customizable with their outlandish hairdos.

WOOD ELF — No!

1. The Wood Elf's small stature means that you must start swimming in shallower water than taller races, such as Kerra or Barbarians.
2. They have below-average Stamina.
3. Wood Elves have low Strength.



THE FAR JOURNEY

By Zandarbar

Once you've finished creating a character, you can jump immediately to the Isle of Refuge, or you can travel through the introductory tutorial. Definitely experience the tutorial! It's a nice walk through the game's basic operations and controls. The graphics are nice too. You can almost smell the sea air (wish my smell-a-vision worked better sometimes) and feel the waves roll beneath you.



On your way to your new home, your ship is attacked and sunk. You lie unconscious in the water for who knows how long?

Now your adventure begins!

You awaken! Maybe from the smell of the musty rags you were lying on, or the nice cat-sized rodent licking your face? You watch as **Captain Varlos** and **Helmman Nyles Waulon** guide their sailing vessel over the ocean. The captain addresses you when you click on him.



"Aho! Tis good to see you wake. Ya seem a little squiffy, leas't ya cheated death."

"Where am I?"

"I am Captain Draik Varlos, an this 'ere fine ship is the "Far Journey."

"How did I get here?"

"Me hearties pulled ya from the sea, you and those other bilge rats. Do you remember?"

"Vaguely. Where are we headed?"

"We're headin' toward the Island of Refuge."

The ship is then thrown into a brief frenzy and the captain shouts orders to the crew! Once any danger passes, Captain Varlos tells you to make yourself useful by talking to **First Mate Waulon**.



QUESTS

Find First Mate Waulon

Given by Captain Varlos

Turn around and Waulon is there behind the table (on the upper deck, with you and the captain). Go greet him (get a couple of steps closer and click on him) and get an EXP reward — a half level, or 5 tan notches.

Find Waulon's Hat

Given by First Mate Waulon

Waulon tells you to go look in the boxes at the far end of the main deck. Go to the boxes; when you run your cursor over any of them, it turns into a hand. Double-click on each box while the cursor is a hand. In one box, you find his hat, a threadbare tunic and a small bag that will hold four items. Take the lucky hat back to Waulon for his undying gratitude. You get to keep the threadbare tunic and the bag, a very useful item. He also gives you a mariner's medallion.

Equip the tunic — open your inventory (Alt+I will work) and double-click on it. It automatically appears in the appropriate clothing slot around you body.

Find Ingrid

Given by Captain Varlos

When you click on **Ingrid**, she describes her desire for a certain piece of the moon. She tells you **Merchant Vim**, on the upper bow, has this piece of Luclin (piece of the moon). Go to Vim and click on him. When you put your cursor on him, it changed into stacks of money — that icon indicates a merchant. (Although each merchant has a specific inventory for sale,

any merchant will buy anything that you can sell.) You sell him your cool merchant medallion for 42 cp and buy the Luclin for 36cp (this is looking fishy already), then you take the Luclin back to Ingrid and she is so happy she gives you 4 cp. Now you have 10 cp, but you're also a nice person. Guess that's better than a sharp stick in the eye.

Kill Rats

Given by Captain Varlos

Varlos asks you to rid his ship of vermin. He gives you a club (click to accept it) and tells you to kill the rats on the main deck of the ship. Attack each rat by getting within a few feet of it and double-clicking on it (or by clicking on it, then on your attack icon, which is already in your hotkey bar). You don't have to click for each strike — you continue to attack unless you interrupt your normal combat with a special action. (No, you don't have any useful specials at this point.) You get to keep the club. (Great!) You loot two pieces of rodent meat and get experience for killing the rats, which raises you to Level 2.

Suddenly, the ship is attacked by a dragon. The bow of the Far Journey catches fire and the merchant's pet goblin escapes. Woe is us!

Kill the Goblin

Given by Captain Varlos

You are to kill the escaped goblin before it wreaks any more havoc. Combat is identical to the rat combat, except it takes a bit longer, and you've first got to chase down the goblin to get close enough. You kill the goblin and loot a goblin spirit (lore). Go back to Varlos and get a reward of many thanks for saving his ship. However, you also get experience for killing the goblin.

Captain Varlos tells you that you can then leave the ship and head to the **Isle of Refuge**, or stay on board for awhile if you like. Staying would be a waste of time unless you like wandering around the ship. None of the quests are repeatable.

You leave the ship almost to Level 3 and have 34 cp, a threadbare tunic and a club. Now, let's go make a name for ourselves!

JOURNAL OF ORLENA KALVASCIAN, ADVENTURER

By Orlena



The decision to leave one's homeland and follow the call of adventure in distant lands is never an easy one. For me, that call was more of a geas than a whim to explore and travel. The desire to fight against the atrocities that I'd heard about for so long compelled me to leave the safety of my homeland. While aboard a merchant ship, our vessel was attacked by pirates. I can only assume that it sunk, because the next thing I remember is lying on the deck of The Far Journey bound for the Isle of Refuge.

Isle of Refuge, Day 1

As soon as my feet hit land, a rough-looking man by the name of Garven Tralk hailed me. When asked what profession I felt best suited me, I surprised myself by answering that I felt like a fighter. Garven seemed to be impressed with this choice, and offered me a new sword and some provisions. In exchange, he asked that I help him deal with the recent Gruttooth invasion.

I made my way through the gates into the small courtyard of merchants and artisans. Ignoring for the moment their calls to view their wares, I made my way west out the gate to help its defenders hold off the invasion.

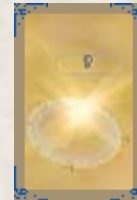
Garven asks you to select your starting Archetype. Once you choose between Fighter, Mage, Priest and Scout, he offers you an appropriate weapon and some basic provisions in a bag — be sure to open the bag! (right-click and then select Open.) Depending on your Archetype, you will be given a choice of appropriate weapons. Pick one that suits your character best, as they all do approximately the same amount of damage over time. You also automatically acquire a number of skills. You can move skills around on your hotkey bar — the game fills them in, and then you can rearrange them to your liking.

Note that you can have multiple hotkey bars open at a time on the screen. To open a new bar, right-click on an existing bar and select "open new hotkey bar." Bars can be resized and rearranged to suit your liking. Open your Knowledge window from the Options list to see a complete list of abilities. To learn more about each ability, right-click and Examine it.

Note that if you're starting the game with friends and want to group with them, you might have to change island "instances." An instance is like a parallel universe, within a server. Even if you're on the same server as your friends, some of the more popular zones have several instances, to keep the zone from becoming too crowded. To change Isle of Refuge instances, go to the bell at the end of the dock near Garven. To find what instance your friend is in, ask them via a tell to type `/who`. At the start of the `/who` list will be a number after the zone name. That number indicates what instance they are in. Double-click on the bell to open a list of all instances and choose the one that corresponds to the instance your friend is in. You and your friend must be of the same alignment in order to meet on the Isle of Refuge. If you choose different alignments

(Good/Evil) at character creation, you won't be able to group until you meet in Antonica or the Commonlands.

Once you have your food and drink from Garven, you want to right-click on them and select the "eat when hungry" and "drink when thirsty" options. So long as you still have provisions in this stack, you will regenerate Health (from food) and Power (from water) faster than if you were hungry and thirsty.



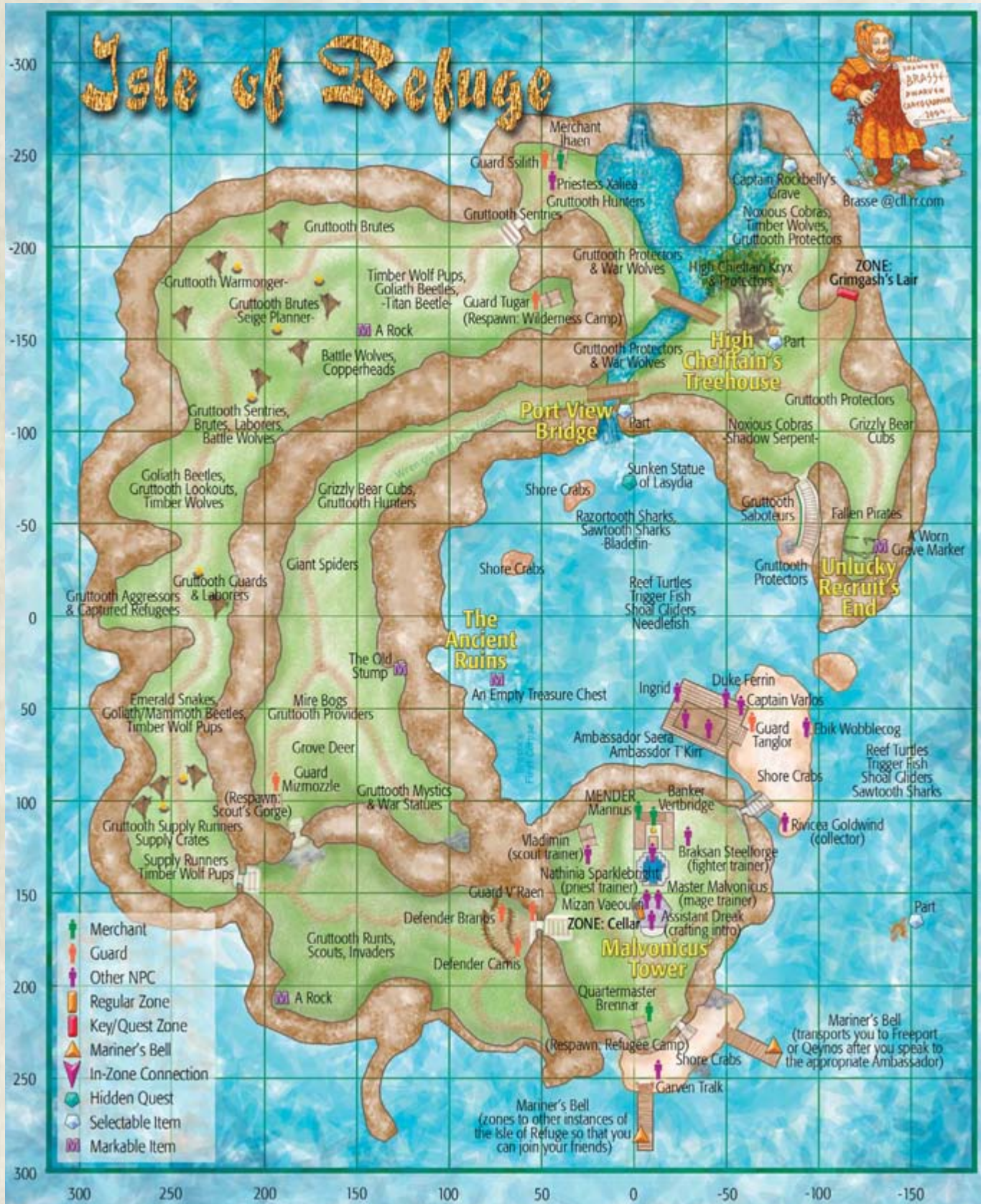
While on this starting island, you also should start looking for small sparkles on the ground with a question mark hovering over them; these represent collectable items. Click on these sparkles to pick them up.

There are two "collection" quests that you can complete on the Isle of Refuge: one is for shells, which are found along the beaches, and the other is for feathers, which are found on the ground throughout the rest of the island. As you find a new type of shell or feather, right-click on it to examine it. When you add it to your collection, it will disappear from your inventory. Completed collections are given to Rivicea Goldwind on the beach. If you remember to look for feathers and shells as you run around completing other quests, you shouldn't have much trouble finding a complete collection.



EVERQUEST II

PRIMA OFFICIAL GAME GUIDE



Slaying the Gruttooth invaders proved an easy task. Once the gates were secure, I returned to Garven to let him know that, at least for now, the town was safe. Garven was again impressed with my skills as a swordswoman, and suggested that I go speak to Braksan in town to learn more. I decided before I talked to Braksan that I would explore the island a little more.

Scattered throughout the island are *Points of Interest*. When you reach one of these special locations for the first time, you get experience. At Level 3, it amounts to almost 10% of what you need to reach Level 4. Points of Interest are found throughout Norrath, so as you explore you never know when you might get free experience. On the Isle of Refuge, the Points of Interest are:

- ☞ Malvonicus' Mage Tower in town (loc -11, -165)
- ☞ The High Chieftain's Treehouse out past the goblin camps (loc -55, -160)
- ☞ The Port View Bridge near the treehouse that overlooks the waterfall (loc -5, -120)
- ☞ Unlucky Recruit's End, the graveyard at the end of the path past the bridge (loc -125, -40)

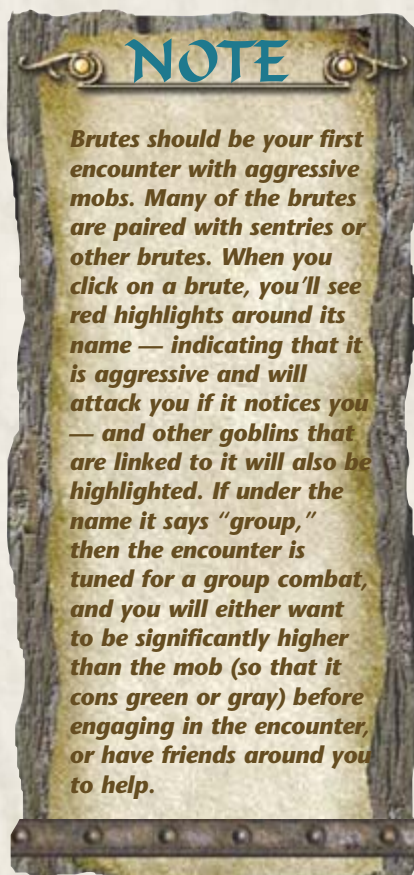
You can always find your coordinate location in EQII by typing "/loc" in the Chat window, or by running your cursor over your Compass. These coordinates are used for the map grids; the first number is the X-coordinate (East-West) and the third number is the Y-coordinate (North-South). The middle number is the Z-coordinate: your elevation, which is rarely important for figuring out where you are, and which isn't included in any location given in this guide.

Braksan was a much harder taskmaster than Garven. He wasn't nearly as pleased with my abilities, and seemed to enjoy correcting my fighting style, with the side of his blade more often than with words. But without too many new bruises, I was finally able to wield my blade well enough that Braksan felt me worthy of helping cut off the Gruttooth's supply run.

Each of the different Archetypes has someone different to speak with for its Hallmark quest. Open up the 'Waypoint' window off your menu bar, or open it using **[Alt W]**. This shows you a list of people and places on the current map.

Select the NPC Garven sent you to, and click on the waypoint button to bring up a glowing trail to your initial contact.

The specific quests that you are given vary by Archetype. There are five Archetype-specific quests that your initial contact gives you. You are asked to speak to the ambassadors as part of the second in the series of quests. You chose your alignment at character creation; you speak with the ambassador of your future home city. Ambassador T'Kirr is the ambassador for Freeport (the evil city) and Ambassador Saera is the ambassador for Qeynos (the good city).



FIGHTER'S HALLMARK

Braksan asks Fighters to slay 4 goblin supply runners (loc 250, 95). They can be found out the gate to the west; continue along that path until you pass through the second gate and turn north. Runners are solo mobs and shouldn't pose much difficulty to a Level 3 Fighter. After slaying 4 runners, you should be close to, or have reached, Level 4. Return to Braksan, who gives you a new pair of boots as a reward.

Next you're asked to take care of some Gruttooth aggressors (loc 250, -10). They're found just past the runner camps in a niche west of the path. Again, they shouldn't be much trouble to defeat, though some are Level 4, so you might want to hunt a bit to be equal in level to them. Your reward for this quest is a new pair of leggings.

After defeating the aggressors, you'll be asked to collect 4 flinthead spears from the Gruttooth Brutes (loc 225, 135). Note that not every brute uses a spear, so you may have to kill more than four to get the needed spears. Brutes can be found beyond the aggressor camp to the north. You will be given a new tunic as reward for turning in the spears.

Your final quest is the same as for other Archetypes, in **Final Hallmark Quest**.

MAGE'S HALLMARK

Begin by talking to Mizan in the tower at the center of town. He asks you to help him destroy the goblin supply lines, by destroying 5 of the supply crates. Crates are guarded by a single goblin supply runner each; as soon as you destroy the crate with your Lightning Bolt, the goblin guarding it attacks you, so be prepared. Watch closely for which goblin starts to move, and hit him with a Static Pulse. Follow the pathway west out of town through the archway and turn north toward the goblin camps. Destroy supply crates (loc 250, 95) and return to Mizan, who gives you a new pair of boots as a reward.

Mizan then needs you gather Mire Bog remains to be used as a sealant on the walls of the town. Mire bogs are found just north of the area where you found the invaders. The pathway into the forest is found up the hill (loc 170, 134). After gathering the remains of 5 mire bogs, return to Mizan, who rewards you with a new pair of leggings.

Next Mizan asks you to gather blood samples from the Goblin Brutes. Follow the pathway westward out the gates and past the goblin supply runner camps to the heart of the goblin resistance. After killing enough goblin brutes to gather 4 blood samples, return to Mizan for your reward of a new tunic.

Your final quest is the same as for other Archetypes, in **Final Hallmark Quest**.

PRIEST'S HALLMARK

If you choose to become a Priest, you will be speaking with Nathinia, who is found near the bank behind the tower in town. Nathinia's first task for you is to weaken the Goblin Mystics by destroying their war statues. The mystics are found out of town to the west and up the northern hill (loc 170, 135). After entering the forest, turn east toward the mystic camp. Use your Smite powers to kill goblin mystics until you have gathered 4 war statues. Report back to Nathinia that the statues have been destroyed to receive your new boots.

Nathinia then asks you to help her gather spider venom to create an antidote for the poison that goblins have begun coating their blades with. Giant Spiders are found in the same forest area as the mystic camps were. Bring 5 sacs back to Nathinia, who sends you to the bank to collect a new pair of leggings.

Next you'll be asked to strike back at the goblins by retrieving some of their magical totems. Follow the path out the gate to the west. Goblin Brutes are in the main goblin encampment past the supply runners and guards (loc 225, 135). Not every brute carries one of the totems, so you probably have to slay more than four in order to complete the quest.

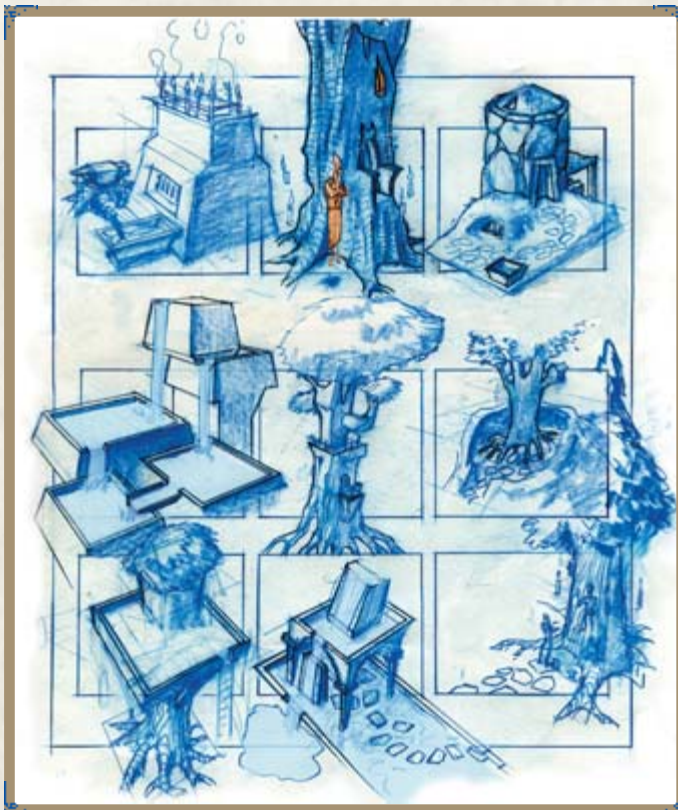
Your final quest is the same as for other Archetypes, in **Final Hallmark Quest**.

SCOUT'S HALLMARK

Scouts meet with Vladiminn for their quests. His first task for you is to slay some deer to help feed the many refugees that have come to the island. The deer are found out the gate to the west, then through the small north passage (loc 170, 135). The passage is hard to find the first time because you have to climb an unmarked hill, but watching your map should help. Return to

Vladiminn with the deer meat, and he gives you a new pair of boots in return.

Next you're asked to scout out the goblin camps. If you head out the west gate again and continue west until you have to turn north, you'll find the main goblin camps. You have to sneak past the goblin brutes and make your way up to the northern end of their encampment (loc 200, -175). Return to Vladiminn, who gives you a new pair of hunter's leggings.



He then asks you to retrieve some of the harnesses that the goblins use for training their war dogs. You can kill either battle dogs or war dogs to get the harnesses, but you'll probably have to kill more than just five because the harnesses don't always drop. Most dogs are accompanied by goblins, but there are a few to the far east of the camp area (on and behind the small hill) that are alone and make easier hunting.

Your final quest is the same as for other Archetypes, in **Final Hallmark Quest**.

FINAL HALLMARK QUEST

After cutting off their supply runs, Braksan started hearing reports that the Gruttooths camped on the outer edges of the island were closing in on the town. I offered to gather a group of adventurers together to head into the heart of the Gruttooth's camps and take out their leadership, hopefully demoralizing the goblins enough that they would leave the island.

It wasn't hard to find a group of volunteers willing to take on the goblins. Many had already lost friends, family or possessions in the invasion, and so were more than willing to do what they could to push it back. When we arrived at the cave where Grimgash the Black was holed up, we were all grateful for the abilities of one another. Grimgash had gathered powerful goblin shaman and warriors to defend his headquarters. The battle was long, but in the end we prevailed. News of Grimgash's death seemed to travel quickly through the goblin ranks, and as we made our way back to town, we found ourselves encountering more goblins running away from the town than toward it. Braksan almost smiled when I told him that the island seemed clear of goblins. Perhaps at the party this evening, if he drinks enough ale, he'll actually laugh.

All classes have the same fifth and final quest, allowing them to work together and all profit. You have to locate the orc leader's cave (loc - 110, -170) and kill the leader. You'll want as large a group as you can find to complete it. In the cave are linked groups of casters and fighters. Without some serious damage and healing capabilities in your group, it will be difficult to complete this task. The first group of goblins has a single sparkcaster and 2 goblin protectors. You have to defeat them before you can engage Grimgash and his guards. Moments after they are defeated, the goblin War Monger next to Grimgash hollers orders you can't understand, and the goblins charge.

When finished, return to your trainer for your final reward and the charge to

leave the island for your new homeland. You don't have to leave the island immediately. You can speak to the ambassador at any time to arrange transport, but there are other quests on the island that you may wish to complete before leaving the Isle of Refuge.

Note that going through these quests familiarizes you with the different types of quests that you will have throughout your adventuring career. The first type is to kill a certain number of mobs, and the quest advances for each mob killed. The second is more specific to your profession, such as stealthing through an area or retrieving a certain type of item. The third is to attain a certain number of items by killing the right mob. With this type of quest, you have to kill mobs until you have collected a certain number of items, which means you probably have to kill more than just that number of the mob to complete the quest. The final type is a new instance that spawns just for you, and others you are grouped with, so you can complete the quest.

These five quests should get you to Level 6, depending on how many "extra" mobs you've fought along the way. The rest of Orlena's adventures are quests available to all classes. Though none are mandatory, the more that you complete before leaving the island, the better equipped you will be once you leave. Note that while you can't advance to Level 7 before becoming a citizen of either Qeynos or Freeport, you still gain experience up until you have earned 220% of the experience needed to level. If you do this while on the island, as soon as you become a citizen of Qeynos or Freeport, you earn Levels 7 and 8.

Isle of Refuge, Day 2

Today began even earlier than yesterday. I'd heard rumors the night before in the tavern that **Rivicea Goldwind** was a collector and would be willing to hire refugees such as myself to help add to her collection. As I'd found a number of feathers and shells just lying around, I decided to speak with her to see if she'd be interested. I agreed to help her gather shells and feathers as I found them during my travels about the island, and in return she would reward me.

As mentioned earlier, you will need to find 5 different types of feathers and 5 different types of shells. Shells are found on beach areas, feathers on the grassy areas about the island.

When I got to the beach to meet Rivicea, I heard a little Halfling wailing about being stranded on the island. **Ebik** had been traveling in a strange underwater vessel his father created, when the vessel crashed into the Isle. Ebik was waiting for the next ship to Qeynos, but had lost some of the parts he was supposed to be taking to his father. I offered to search the island for them and bring them back to him.

I decided that before I went back to goblin slaying I needed a short dip in the ocean. While swimming in the shallow waters around the island, I happened to find one of Ebik's missing pieces. Near the base of the waterfall, I also found a statue of an ancient deity, **Lasydia**. The inscription on it compelled me to try to clear the waters around the statue of the wicked razor toothed sharks so that others could safely visit this underwater monument.

Suddenly out of nowhere I was attacked by a huge shark. I swam as fast as I could toward the nearest island, but the shark followed me. He was so massive that he was able to leap out of the water and continue his attack even after I reached the tiny island. The battle was fierce and I nearly died, but in the end was able to prevail. I decided that no one would believe me if I didn't have witnesses, so I dragged the corpse back to the main shore for a shark roast at the local tavern. As we were slicing it up to make shark steaks out of the massive beast, I found a journal inside. It belonged to one of the local wizards who'd lost it years ago. He didn't seem all that grateful when I returned it to him after the feast, but I've come to expect that magic users are solitary people, so didn't really expect much in return. Maybe someday I'll be able to figure out what the little trinket he gave me does, but for now I've tucked it away in my pack as a souvenir to remind me of that nasty shark that the locals called **Bladefin**.

Then it was time to go back to goblin slaying. I purchased a book last evening that held clues to some of the goblin's weaknesses. Written by Trent Burhart, this young warrior had devised a way of disguising himself as a goblin in order to infiltrate their camps and learn more about them. I took a few notes myself while reading, and decided that

he had a good theory, though he hadn't put it into practice as well as I'd hoped to. Following his idea, I made my way through the goblin camps collecting parts of my disguise from the slain goblin bodies. As I was the one doing the slaying, and I'm not real careful when killing goblins, it took a while to gather whole parts for my disguise. But by nightfall I was able to complete my disguise and plan tomorrow to return to the camps. Perhaps I can learn enough about the goblins and their ways to make a full report to the local militia, and the island can be free of this menace once and for all.

I decided to take one more tour of the island before heading on to Qeynos just to ensure that all really was quiet with the goblin incursion. Turns out that it was a profitable tour. I found a priestess at one of the refugee camps who required some bone chips for her magic. Though the skeletons of the nearby graveyard would be tough to return to their rest, I knew that as she was helping refugees, I must help her. So I gathered other brave adventurers around me and we headed to the graveyard to get the needed bone chips.

In addition to the quests listed here in Orlena's journal, there are two more quests that start by finding special drops off mobs on the island. Skeletons drop a treasure map that, when read, begins the **X Marks the Spot** quest. It is best to have a group with you before attempting to complete this quest, as the ghost you must kill for it is a nasty one.

The War Monger goblins on the island also drop a piece of parchment that begins the **Stop the Saboteurs** quest. As you have to kill a cohort of 5 linked goblins to complete this quest, you will also most likely need a group to finish this as well.

Those interested in crafting will want to speak to Assistant Dreak in Malvonicus' Tower. He will send you down to clean up the cellar for his master. In addition to giving you an idea of how to move items around in your future home, this quest also is a crafting tutorial and will give you the first recipes you need to being crafting.

If you complete all the quests on the island, and find all the Points of Interest, you should easily find yourself at Level 6 with enough EXP to reach Level 7 or even 8 by the time you leave the island and become a citizen of Freeport or Qeynos.

Other Isle of Refuge Quests

Ebik's Missing Parts

Ebik's father is building a ship, but is missing three parts. He asks you to go get those three parts.

- ☞ Talk to Ebik on the beach near the ambassadors.
- ☞ The copper coated springer is found underwater (loc -145, 163).
- ☞ The size 7 springer is at the top of the waterfall next to Port View Bridge (loc 5, 116).
- ☞ The triangle spinner is at the base of the High Chieftain's Tree House (loc 77, 154).

Reward. EXP / Coin / Constructed Wrist Spanner (HP +5, PP +5)

Lasydia's Call

Seeing the sunken statue of Lasydia fills you with a need to help make these waters safer.

- ☞ Inspect Lasydia's statue; it is found underwater in the bay (loc -5, -76).
- ☞ Kill 10 razortooth sharks.

Reward. Castaway Sash (STR +1, STA +1)

Stop the Saboteurs

After killing the War Monger, you found a note about some sort of sabotage that the goblins are planning.

- ☞ Kill the War Monger goblin, in the northwest goblin camp.
- ☞ Read the note he drops. (Open your Inventory, right-click the note, then Examine it to read it.)
- ☞ Kill the 5 goblin saboteurs on the beach below the Port View Bridge (loc -90, -55).

Reward. Coin



Xalieu's Request

Priestess Xalieu doesn't have time to go kill undead anymore, but she still gets satisfaction just from knowing they are being killed. She asks you to go kill some skeletons and bring her bone chips as proof.

- ☞ Talk to Xalieu, at the northern refugee camp (loc 34,-245).
- ☞ Kill skeletons in the graveyard (loc -125, -40) until you get 6 bone chips.
- ☞ Return to Xalieu.

Reward. EXP / Coin

Aquatic Research Notebook

The shark Bladefin has eaten a research notebook, and probably a researcher! Well, it's too late to save the latter, but you can at least complete the former!

- ☞ Kill the shark Bladefin (loc 2, -100).
- ☞ Inspect the research book.
- ☞ Kill one reef turtle, one shoal glider, one sawtooth shark and one needlenose. They can all be found in the water near Bladefin.
- ☞ Take the notebook to Malvonicus, at the top of the mage tower.

Reward. Bracer of the Apprentice (INT +2)

X Marks the Spot

The skeletons in the graveyard have a map. The map has very little directions, only an X near the waterfall ...

- ☞ Kill skeletons in the graveyard (loc -125, -40) until you get a tattered map.
- ☞ Inspect the map.
- ☞ Head northwest from the graveyard to the grave of an old sailor (loc -85, -245).
- ☞ Inspect the grave to spawn a ghost. (To inspect it, right-click, then Examine.)
- ☞ Kill the ghost.

Reward. Coin / Salt Encrusted Cutlass (see below)

Cutlass Cleaning

The old pirate ghost dropped a dirty old cutlass. It looks pretty worthless, but might be something useful if you got it cleaned up.

- ☞ Kill the ghost in the *X Marks the Spot* quest.
- ☞ Take the cutlass reward to Mender Mannus in town.

Reward. Rockbelly's Cutlass (ST +1, HP +5)

Cellar Clean-Up

Assistant Dreak's cellar is a horrible mess and he needs you to fix it before his master discovers! In return, he offers to teach you the ways of the Artisan.

Part I

- ☞ Talk to Assistant Dreak, in Malvonicus' Mage Tower.
- ☞ Go down into the cellar. Right-click on the table, chair, mirror and bed and select move; set them down anywhere.
- ☞ Pick up burned barrel next to the forge.
- ☞ Harvest the crushed rock and fallen log.
- ☞ Return to Assistant Dreak.

Reward. Dreak's Tailored Bag (4 slots)

Part II

- ☞ Go back into the cellar.
- ☞ Using the forge and following the directions, create a tin bar.
- ☞ Create a tin spike.
- ☞ Return to Dreak.

Reward. Coin / Note from Dreak, Dreak's Finely Crafted Bracelet (WIS +1, HP +5, attunable), Qeynos or Freeport Basic Guide, Dreak's Tailoring Bag (4 slots)

Now that the island was safe — most of the goblins either slain or driven away and the evil of the haunted graveyard once again laid to rest — I decided it was time to continue my journey to Qeynos. Duke Ferrin had offered me passage on his ship, explaining that the Ambassador to Qeynos had arranged for payment so long as I reported in to the local Steward in Qeynos when I arrived. My life as a Fighter had begun and it was far too late to turn back. I could no longer naively deny the rumors of danger to our lands, and knew that I must do my part, however small, to bring peace back to our world.

EQII-SPEAK

Because *EverQuest II* is such a social experience, it should be no surprise to anyone that it has evolved its own culture ... including words and phrases specific to the *EQII* experience. Unfortunately it can be terribly confusing to someone new to the game.

Below is a list — not a complete list, but a good start — that may help you understand the jargon of the seasoned EverQuester.

NOTE: Whenever jargon, defined elsewhere in this glossary, is used in a definition, that word will be in italics.

Level number. Players sometimes refer to other characters by their level. In other words, a 28 Mage is a 28th season Mage-type character.

Add When you are fighting an encounter and another MOB attacks you, this monster is an additional target, or an add.

AoE/AE Area of Effect. Many spells and combat arts do not just affect the target, but any encounter members around the target, as well. This is vitally important to remember in battle, where a weapon's area of effect might awaken creatures that were mesmerized ... and were intended to stay that way.

AFK Away from Keyboard. You are announcing that you are away from your computer. This notifies the rest of your group that you will not be responsive to group discussions and that they must protect you in the event the group is attacked. It is usual courtesy to say "back" when you return.

Aggro/ Agro

Aggression, Aggressive monster. Some monsters in the game, indicated by a red outline around their name, will attack a player on sight. These monsters are referred to as "aggressive," creatures that will happily eat you for lunch. Aggro can also be used in reference to the process of gaining a monster's attention, i.e. "pulling/getting aggro." For instance, most skeletons are highly aggressive and therefore are referred to as aggro mobs.

Bait

Monster Bait. More commonly referred to as *pulling*. When a character is bait, he (usually a physically strong race/class, although fast helps, too) goes out to get the attention of a local creature and lure it back to where the party is waiting to destroy it.

Blue

A likely win. A blue creature is one whose level is slightly lower than yours. When you *con* a creature, if the message appears in blue text, it means that this is a fairly safe target that will reward experience. Of course, a critter that's blue to a Level 50 Necromancer can easily bite the head off your average Level 25 Troubadour.

BRB

Be Right Back. This is more "party talk" — i.e., what you might say to people in your group — than it is a general-use abbreviation. Saying you'll be right back is generally of shorter duration than being afk.

BRT

Be Right There. "Party talk" for letting people know you're on your way. When

someone in your party shouts, for instance, that a griffin has suddenly appeared and is trying to beat her to a pulp, it's reassuring to let her know you're heading over to help ... without spending too much time typing out comforting phrases.

BTW

By The Way. An acronym that has crossed over from Email Quickspeak.

Buff/ Buffing

Magical enhancement. A player-cast spell that increases any attribute. Buffing is the actual casting process of one of these spells.

Camp

Wait. This is different from the hotkey command "Camp" that you use right before you exit the game. To camp means to hang around an area where you know a monster (or NPC) is going to spawn, with the intention of killing it and getting its loot. Some monsters spawn regularly, others have to be killed before they will spawn again.

Caster

One who casts magic. Sometimes, a distinction is made between casters and *healers*.

Con

Consider; judge how dangerous; judge an item or quest's level, relative to yours. When looking at monsters, you will notice that their names are different colors. These colors represent a scale of difficulty. That order, from hardest to easiest, is red, yellow, white, blue, green, gray. Quests and items have Con colors, also, indicating whether they are too high, about right, or too low for you.



Conc Concentration. Every profession has at least one buff. Buffs use up set amounts of concentration; under your name in the upper left corner there are five bubbles. Most buffs/debuffs use up one or two bubbles, and as many classes have more buffs/debuffs than concentration bubbles, make sure to choose wisely!

CU/Cya See you (see ya). A “speed typing” version of goodbye. It works perfectly well, but many people don’t think it’s good roleplaying.

DD Direct Damage. A type of spell or combat art that does direct damage to the target, usually all at once. These are usually pretty expensive in terms of power, but when you need your opponent taken down right now, DD is the way to go.

Debuff Reduce Attributes. When a character is rendered weak, has resistances reduced, or has a current buff dropped, then he or she has been debuffed. Debuff spells can be cast by a character on a creature; or (worse!) by a creature on a character.

Ding Gain a level. So named because of the sound many games make to announce to you that you’ve leveled.

DoS Dumb or something. Used when a player makes a mistake — “are you DoS?”

DoT Damage over Time. A type of attack (usually spell or poison) that inflicts a certain amount of damage delivered in increments over a period of time. They can turn the tide in long fights. Beware — many creatures use these against player-characters in forms such as poison, disease and their own DoT spells. Also be aware that any attack (including DoT) will break a *mez*.

DPS Damage per second. Sometimes, a lower-damage weapon with a lower delay wait time is more effective; the more damage you do per second in a fight, the more effective you are.

EXP/XP/EP Experience Points. See *EXP*. For certain victories, a character gets a number of experience points. As EXP accumulate, characters move on to the next experience level. Current experience points are measured in the golden bar to the left in the “Personal” screen.

Fizzle Spell failure. When a magic user attempts to cast a spell and fails, it “fizzles.” Failure can be caused by several things: moving during time required to cast the spell, being attacked, or not having enough experience with the spell to cast it consistently.

FYI For Your Information. An acronym that has crossed over from Email Quickspeak. It indicates that the following information may be of use, but is neither a request nor a demand.

GLF Group looking for. This is most often used when a group is looking for a specific class type, IE “Group

looking for healer” or “Group looking for tank,” but this can also be used if a group is looking for a quest location or monster.

Green A near certain win. When you get a green *con*, you outmatch your opponent by a long shot. Green quests and equipment are basically beneath you.

GTG Good To Go. This is the common phrase said to the rest of your group to tell them that you have sufficient Power and HP to be able to fight again. Confusingly, it can also mean **Got to Go**, meaning that you’re about to haul tail out of the zone.

Haste Quicker attacks. A haste spell gives you speedier attacks. Also used as a verb — a character can be hasted.

Healer WIS-casters. This refers to Priest type characters.

HO Heroic Opportunity. HOs are chances to use special combinations of attacks to set off either a buff, debuff, separate attack or some other benefit to your group (or yourself, if fighting solo).

HoT Heal over time. The opposite of a DoT, HoTs heal the target a certain amount of health in increments over a period of time.

HP Health points. How much Health (top bar) you have until you die.

Hybrid Something of a hold-over from the original *EverQuest* — professions that employ a mix of casting and direct combat abilities. This includes the Bard, Paladin and Shadowknight, to name a few.

IC In character. Used to describe someone who is roleplaying as their character.

IMHO In My Humble Opinion. Another Email Quickspeak acronym. Used to soften a statement that everyone may not agree with.

IMO	In My Opinion. Essentially the same thing as <i>imho</i> .	LOL	Laughing Out Loud. A crossover from Email Quickspeak, this is one of the phrases that attempt to convey the emotion in which a message was either sent or received. LOL means that you thought the previous statement (or event) was funny, and that you or your character is currently laughing.		
Inc	Incoming. A shorthand way to warn your party that you are pulling a creature back to camp, either intentionally or unintentionally.	Loot	Creature inventory. Any items in a creature's or NPC's inventory, which will become available to the victor upon the death of the owner. Also can be a verb, meaning to take the inventory from a creature. "I looted the key" means that you took the key from a fallen enemy.	MP	Mana points. See <i>PP</i> .
J/K	Just Kidding. Letting people know when you're kidding is a good idea. Chatting does not convey emotion as much as could be hoped ... and it's surprisingly easy to offend someone who misunderstands the spirit in which the statement was given.	Lore Item	Quest item. An item that is somehow involved in a quest. Lore items usually cannot be dropped or given away (although they can be destroyed), which always needs to be considered before picking up the item. They can, of course, be given to the appropriate NPC, as part of fulfilling the quest.	Named	Named monsters, or boss monsters, are monsters that are extremely hard to kill but give awesome rewards. Said monsters often have large groups of henchmen that help them, as well as extraordinary skills, spells and hit points. Be careful when taking these on!
Lag	Slow connection. A sad, sad situation where a player's connection is not good enough — for whatever reason — to adequately control his character. One of the main symptoms is reacting to a situation long after the reaction is appropriate (e.g., swinging at where a creature used to be).	Lowbies	Low level characters. This isn't a particularly common term. It's usually referring to characters between levels 5 and 10.	Nerf	Programmed to be less effective. When a skill, item or power has its effect decreased by the programmers for balance issues, people say it was nerfed.
LD	Link Dead. Linkdeath occurs when you completely lose your link to the game. Your group will see a "<Linkdead>" tag on your name at this point, and being LD in a hostile situation will quickly devolve into real death unless you have group members to defend you.	Mana	Power. This is another term for the blue Power bar.	Newbie	Newly created character, or someone who acts like a newly created character. The big difference between Lowbie and Newbie is the mindset; a Lowbie is a low-level character in general, a Newbie is any character who is or acts like he is new to the game. If a Level 50 Paladin charges into a group of red con monsters and gets his group killed, the group might accuse the Paladin of acting like a Newbie.
Level Up	Increase character level. It's the moment everyone waits for — your character has finally earned enough experience points to go up a level.	Mez	Mesmerize. Enchanters are the masters of mesmerizing one or more monsters, in order for the fighters to pick them off one by one. A mezzed monster is only quiet and still until it is attacked (or the spell wears off), so Enchanters are well known for jumping around, yelling "Don't attack the mezzed mobs!"	No Drop	Non-droppable item. Some items cannot be dropped out of inventory, sold or traded (however, they can be put in the bank). They are labeled No Drop in the description (right-click on the item). Usually these are quest items that have a certain action associated with them, such as giving them to a specific NPC or combining them with other items to create some sort of special weapon, item, etc. These items can only be used in the manner intended, or destroyed.
LFG	Looking For Group. This term signifies that you are looking for group. It's best to state your class and level as well, for example: "36 Coercer LFG"	MOB	Mobile OBject. This is a very common phrase throughout <i>EverQuest II</i> . Any creature that is computer-controlled is called a mob. In particu-		
/loc	Locate command. An extremely useful command: typing /loc will give you your current X/Z/Y coordinates. (Note that the Height coordinate comes before your north/south coordinate.)				

No Rent Temporary. This term is used to describe any item in the game that disappears when you log out. These items cannot be sold to NPC merchants, and disappear when their current owner logs out or goes link-dead.

NP No Problem. Shorthand method of responding to thanks or concern.

NPC Non-Player-Character. Any character that is not run by a player is a non-player-character. This term is usually used to describe only computer-driven people with whom you can interact, such as merchants or guards.

Nuke Powerful destructive spell. Nuke is short for "Nuclear Attack" and refers to any spell that will destroy an opponent, or so seriously damage it that it is no longer a threat. This also can refer to a caster going all out to kill a mob as fast as possible, or causing a lot of damage in a short period of time.

OMW On My Way. OMW is shorthand to let another player know that you intend to help, and that you'll be there shortly.

OOC Out of character. When roleplaying, you are considered constantly in character. Prefixing your speech with OOC will let people know that you are speaking out of character.

OOM/OOP Out Of Mana/Power. When a Mage is out of Power, she cannot cast any more spells until she's rested long enough to regain the Power. It's polite to warn anyone who may be depending on your magical assistance that you aren't going to be much help for a while.

PC Player-Character. A character played by an actual person, rather than a computer-driven character such as a guard or merchant.

Pet Monster Servant. These are far from the cute-n-fluffy variety of pets. Certain casters, mainly Summoners, can summon monsters that will obey their commands to physically attack targeted opponents. While the pet is attacking, the pet-owner can be taking other actions. The higher the owner's level, the higher the pet's level. Eventually, even a pet will be a match for most anyone it meets.

POI Point of interest. Areas on maps that are named and give small amounts of experience upon their initial discovery by you.

Pop Appear. The common word that is uttered when monsters respawn, to notify your group to be ready to fight again.

Power-Leveling/PL Rapid level acquisition. When a character does whatever is necessary to rise through the ranks as quickly as possible, he is power-leveling. This is something learned with experience, and includes ignoring green creatures, joining parties, taking on multiple quests, and generally losing a lot of sleep.

PP Power points. How much Power (blue bar) you currently have.

PST Please send tell. Usually used in conjunction with trade/group shouts, telling people to /tell you in reply, for example: "GLF (group looking for) tank, PST"

Pull Lure creature. When a character pulls, he goes out to get the attention of a powerful monster and lure it back to where the group is waiting to destroy it.

RDY Ready. Pretty much an all-purpose word, it means that the player is ready for whatever is about to happen.

Red An impossible win. When you target a creature and it *cons* red to you, your opponent will swat you like a bug. Red quests will probably kill you, and you get little, if any, use out of red equipment.

Res Resurrect. Priest types have resurrection spells, and can resurrect their friends. Very useful.

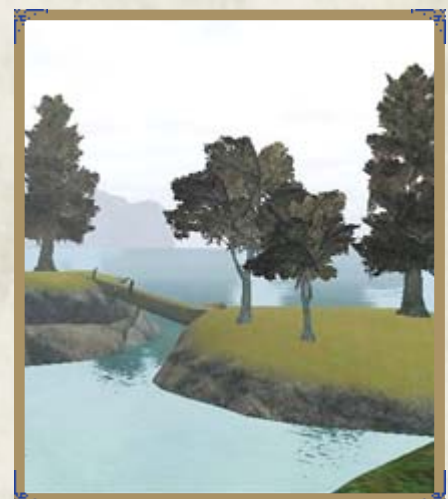
RL Real Life. Refers to your life outside of *EverQuest II*.

ROFL Rolling On Floor Laughing. ROFL is an acronym that has crossed over from Email Quickspeak.

ROFLMAO Rolling On Floor Laughing My Ass Off. An acronym that has crossed over from Email Quickspeak.

Root Immobilization spell. A Root spell is one that keeps the target from moving its feet or legs. This obviously makes it a much more appealing target. However, don't be surprised when other creatures do it to you! Times like that are when it's really handy to have friends around.

Spam Message to everyone. To spam a message is to send it to everyone, regardless of interest. In *EQII*, shouting things that are not pertinent to everyone can be annoying. On the other hand,



shouting "Train North" is acceptable, since it is very important to some people but there's no way to quickly know exactly who.

Spawn

Creature Creation. When an NPC or creature is killed, after a while it will be recreated at a certain location. This is called spawning. If it is a creature with particularly interesting loot, frequently player-characters will go to the location and wait for it to spawn, so they can kill it immediately. PCs who die (and aren't resurrected) are also respawned, at the nearest revive location.

Stun

Paralysis spell. When you stun a target, it loses all ability to move, leaving it entirely at the mercy of its enemy ... in this case, you. On the other hand, the reverse is true: if you get stunned, you're in serious hot water. Some physical attacks can also stun a target.

Tank/ Tanking

Overwhelming Defense and Strength. A tank is a character with great physical strength and stamina. A well balanced party will have at least one tank to absorb a mob's attacks while the party concentrates on killing it. A tank can withstand a great deal of physical pounding.

Taunt

Enrage. Fighter types have the ability to taunt an enemy, and some combat spells automatically taunt their target. Essentially, taunting is provoking an enemy to give up its current target and attack the taunter. This is used primarily when the enemy is focusing its attack on a weaker party member, who will be killed unless the enemy breaks off its attack. This is a little like throwing yourself on a grenade, only you have a much better chance of surviving.

Train

Creatures following a target. Two points: some creatures have "buddies" that will join their friend in battle, and creatures who are chasing you will follow you until you exit their zone. This means that it's common to see a character running for the zone boundary, while being chased by two or more creatures. This is called "pulling a train." The problem is that once the character exits the zone, the hostile creatures are now free to attack any innocent bystanders who happen to be in the vicinity. Therefore it's common courtesy, under the circumstances, to shout "Train!" so that people can get clear of the area around the zone exit in question. If you know what direction you're heading, it's good to add that to the warning, so that people at other zone exits don't have to worry.

Twinking

Giving Equipment. Occasionally you'll see low-level characters with too much money or with better equipment than they can afford. They may have been twinked. This means that a player has taken his or her high-level character's money and items from a shared bank account in order to level faster. Many players don't approve of this practice.

White

Even con to you; this monster is a challenging fight, but a rewarding one that you have a fair chance of winning.

WP

Waypoint. **[Alt]+[W]** will bring up a waypoint screen; this can lead you to key locations in the zone, quest locations, tracked NPCs/MOBs (for Scouts) or group members. When you're looking for a group member, you might say that you're going to "Waypoint to them."



WTB

Want To Buy. "WTB Dark Cleaver" signifies that the shouter wishes to purchase a dark cleaver.

WTS

Want To Sell. Offer up goods for sale; basically the opposite of WTB.

WTT

Want To Trade. Offer up goods for trade. People tend to hang on to their cash, usually because everyone is saving for some specific goodie, or because they stash it in the bank. They're more likely to be receptive to an item swap.

Yellow

Risky to fight. A yellow con monster is not quite as serious as a red, but you make a serious leap of faith to take one on.

XP

Experience Points. See *EXP*.

Zone

Regional Area. Norrath is divided into zones. When crossing between zones, the message "Loading" appears, along with the zone that the character is about to enter. Certain things are restricted to zones. Creatures, for instance, cannot cross zone boundaries. A /shout can only be heard within the shouter's zone.

"Zone" can be an action verb, meaning to exit the zone. "He ran by me and zoned" means that he ran past and exited the zone.

FREQUENTLY ASKED QUESTIONS

Compiled By Orlena

Whether *EverQuest II* is your first MOG or your tenth, you'll find that you have questions. Hopefully most of those questions are answered somewhere in this guide. Some of the most commonly asked ones during beta testing are answered here.

General

Q How do I find my friends?

A When you begin life on the Isle of Refuge, finding and meeting your friends can be an especially difficult challenge. If you know their character names, try sending them a tell to see if they are online. Use the mariner's bell closest to Garven Tralk to change instances if you and your friend are not in the same zone on the Isle of Refuge. To see what instance of the Isle you are in, type **/who** and it will tell you which instance you are in. For zones with short names, you can also see the instance number in the title of the map.

You can also add people to a Friends list by typing **/friend <name>**. You will then get a message when you log in with what friends are online, or a message when your friends log in. You can also see friends and add/remove them by opening the Community window from the Options button.

Q If I start a collection quest on the Isle of Refuge, can it be completed after leaving the island? Or do unfinished quests from the isle simply vanish?

A You have to complete your feather and shell collections on the Isle of Refuge if you intend to complete them; there aren't any feathers or quests to be collected elsewhere. Quests from the Isle of Refuge, or anywhere else, do not automatically disappear. But you can delete unwanted quests (assuming they are not Hallmark quests). See **Questing** (p. 64) for more information on how to manage quests.

Q How do I get a title next to my name?

A There are a number of ways to earn titles in EQII. The most common one currently is through the slayer quest system. As you kill the same type of creature, you eventually learn their habits enough to become knowledgeable of their ways. When you earn your first title, open the Persona window from the Options button and select the title from the drop down menu "suffix title."

Q How do I get myself out of a ducked position?

A Sometimes you find yourself half bent over and moving very slowly. You've ended up in ducked or crouch position. The default for crouching or uncrouching is **[C]**. It can be remapped under the Options window: Controls: Movement keys list.

Q How to get unstuck?

A Occasionally you'll find yourself unable to move. Whether you've fallen into a tight corner, or walked into a world object, if you can't move by jumping, strafing or some combination of pressing movement keys, you have two options. Before using either, file a bug report by typing **/bug** from your stuck location so that others won't find themselves stuck there too.

If you don't mind waiting a bit for a response, you can use the in game petition system to summon a GM to help move you. Open the Help window from the Options button. Look for an answer to your question (I'm stuck) and see if there is helpful advice there for how to get out of a sticky situation. If not, open a new CS ticket by clicking on the button in the bottom of the Knowledge Base window.

If you would rather not wait for a GM response and don't mind the death penalty, you can simply type **/kill me**. You will leave a spirit shard at your current location, and suffer normal death penalty. But at least you'll be able to move again.

Q What's the glowing gold line in front of me? How does this waypoint system work?

A Waypoints can be a great way to help you get from here to there. Glowing lines that connect you from where you are to where you're going, they are often used for finding your way around city zones. To use the waypoint system, hit **[Alt]+[W]** to open a window of available waypoints.

Select where you want to go and follow the gold line. Sometimes the line disappears and you aren't quite sure why. Complex paths can confuse the waypoint system, so simply open the window again and reset the system. Waypoints are useful when trying to find a spirit shard, and occasionally when looking for a quest item.

Waypoints can also be used if you become separated from group members. Open the waypoint window and click on the person you are trying to find. A waypoint line will be drawn between your two locations at that time. However, if your target moves you'll need to reset the waypoint.

Scouts' tracking ability uses a similar gold line. Tracking allows the Scout to find players, NPCs and creatures within a certain range of her current location.

Q How can I find a certain NPC?

A It's a guard's job to know who's in the city and where they are. What this means for you is that often you can ask a guard where a certain NPC is located. Right-click on the guard and select 'Find NPC' from the menu. Type the name of who you are looking for and, if that guard knows his location, a waypoint trail will open up to where he is. A guard's knowledge is limited to the immediate area, so if one guard doesn't know where someone is, ask another guard in the same zone. Wandering patrols of guardsmen seem to either know where everyone is or have seen so many in their patrols that they can't find anyone, so just because a wandering guard doesn't know the location of a certain person doesn't mean he isn't nearby.

Q What Are those “Shared Bank” slots ?

A Shared bank slots are a place where you can safely transfer items between your characters of the same alignment. You are limited to storing 4 items at a time (although you can store bags, and their contents), and both characters must reside in either Qeynos or Freeport for the item to be transferable. If an item is listed as Lore or No Trade, it cannot be placed in the shared bank account.

Q Can I drown?

A Yes, you can. Unless you have a special item or spell that allows you to breath under water, you have a certain amount of time you can hold your breath. If you run out of air, as indicated by the breathing meter, then you begin to take damage. If you reach 0 health, you will have drowned and suffer the normal death penalty when you release your corpse.

User Interface

Q How do I change the camera angle? How do I turn the camera when running from angry mobs, so I can see if they are following?

A The default layout for changing camera angles is to use the numberpad keys or **[Page Up]** / **[Page Down]**. To view a list of camera keys, click on the gold EQ button in the lower left corner of the screen, select Options and Controls, then open the View Keys list. You can also use the mouse to change camera angles. The mouse wheel zooms in and out, the left mouse button allows you to swivel the camera around your character, and the right mouse button will turn your character.

Q How do I configure a chat window? How do I chat on the various channels (/1 /2 etc.), and who is this “Freeport Mage” everyone is talking to?

A Chat windows are highly customizable in *EQII*. You can create multiple chat windows by right-clicking on the existing chat window and selecting “New chat window.” To modify what mes-

sages show up in what windows, select the “Chat Options” from this same menu. You can filter out other’s combat and spell messages, change what chat channels are visible, even turn off all chat. You can also select “Window Settings” and have the window fade out when there are no active messages coming in to the window.

You can also join a variety of chat channels by selecting them from the World Channels list. To speak on one of these channels, use the appropriate number. For example, if you join the “Freeport Mage” channel as your first channel, you would type /1 <message> in the chat window. The message will be displayed as “You tell Freeport_Mage (1)” and your message.

Q I want to make my hotbar bigger, but no matter how I pull and tug it is still only one bar wide.

A Hotkey bars are highly customizable. To change the size and shape of the hotkey bar, place your cursor over the edge of the bar until you see the icon change to arrows, then click and hold. To make the bar a double row rather than a single one, narrow it to show just 6 boxes, and release. It will automatically resize to be double rows (or any other rectangular shape that totals twelve boxes).

You can have more than one hotbar open at a time. To create a new bar window, right-click on an existing bar and select “Open new bar.” A new 1 x 12 hotbar will appear near the first one. Click to resize and reshape it, or simply click on the bar to move it to the desired location. Note that you can only have ten hotbars. No matter how many hotbar windows you have open, they all must display one of your ten hotbars.

If you have more than one hotbar on screen, one is your primary bar. You can use the normal keys **[1]** - **[12]** to activate its buttons. You can key the buttons on your secondary bar with **[Alt 1]** - **[Alt 12]**. You can key the buttons on your tertiary bar with **[Ctrl 1]** - **[Ctrl 12]**. (You can’t use keys for more than three hotbars.) You can change which bar is primary, secondary and tertiary by right-clicking on that bar.

You can place new icons on the hot-bars simply by clicking and holding down the mouse button while you drag the icon to the desired location. In addition to spells and combat arts, some useful keys to place on the hot-bar are the Map, Quest Journal and Waypoint menu icons. You might fill one bar with in-city actions, while filling another bar with adventuring actions and one or more with crafting actions. There might even be some overlap (for example, you might want your Quest button on each bar).

Q How do I turn on Autorun?

A With Autorun on, you keep moving forward without having to keep pressing the forward movement key. Default for autorun on the keypad is **[Num Lock]** or **[Scroll Lock]**.

Note that there is also an auto-face feature that will cause you to turn toward a targeted creature or object, often whether you are in combat mode or not. If you’re trying to run away from someone or somewhere, clear your current target by hitting **[Esc]** before hitting autorun, or you might find yourself running toward the very thing you wanted to run away from.

Q How do I put my helmet on and off?

A Even with your helmet or hooded cloak equipped, you do not have to display it. Use the /showhood command to toggle your head covering visibility.

Q How do I change my graphics? Is there a way to increase the gamma?

A Video display options are found by clicking on the gold EQ button in the lower left corner of the window and selecting Options and Display.

Q I want to shut off the NPC quest-giver chat bubbles and just listen to the voice-overs.

A Options like this are found by clicking on the gold EQ button in the lower left corner of the window and selecting Options and User Interface.

Travel

- Q I've talked to the ambassador on the Isle of Refuge, but when I click on the bell it doesn't do anything. Why not?**
- A** You have to right-click to use the bell and select the Ring bell option. Most Mariner's Bells can be double-clicked to activate, but the one on the Isle of Refuge must be right-clicked to ring it. You also must be sure to be using the bell on the southern dock, not the one on the eastern dock.
- Q How do the Mariner's Bells work?**
- A** All around the watery areas of both Freeport and Qeynos, you will find docks with two Mariner's Bells. One bell is labeled "Travel within" and one is labeled "Travel outside" your starting city. Double-click or right-click and select the Travel option to see a list of

possible connections. There are also Mariner's Bells in Thundering Steppes and Nektulos Forest which will allow you to travel between those two zones.

- Q How do I ride a Griffin?**
- A** One of the most exciting parts of the game is being able to ride on griffin-back to get quickly from one place to another. Griffin towers are labeled on the Antonica and Commonlands maps. To ride a griffin, climb the tower to the very top and step out onto the launching platform. If you step onto the wrong platform, you see a red message flash on the screen that asks you to leave the landing platform. Simply move to another platform and wait for the destination window to appear. Click on where you wish to travel to, then sit back and enjoy the trip.

For more on **Travel**, see p. 46.



Magic carpet and the Golden Maiden (Thundering Steppes).



Groups

- Q How do I get a group?**
- A** It is most likely that sometime in your adventures, you will want to meet and join other players. If you're looking for a group, the default location of the group window is the top center of the game screen. In that window you can toggle the LFG (looking for group) flag by clicking on the gold exclamation point. To find other players looking for a group, click on the gold magnifying glass to bring up the community window to "Find players." Refine your search or just search to find others to group with. You can also bring up this window by selecting "Community" from the gold EQ button in the lower left corner of the screen.

- Q How do I invite someone to group? How do I leave a group? How do I disband a member from the group?**

- A** You can invite someone to group with you by either of two methods:

right-click on him and selecting "invite to group" from the drop-down menu

type /invite <name>

To leave a group, the group must not be locked in an encounter. Simply type **/disband** to leave the group. To remove someone from a group, you can either right-click on him and select "kick from group" or type **/remove <name>**.

- Q If I make an evil character, can I group with good characters without doing a betrayal quest?**

- A** The short answer is yes. A somewhat longer answer is that you have to be able to travel to the other side in order to group with them. This means going through Nektulos Forest to Thundering Steppes if you are coming from the Commonlands, or Thundering Steppes to Nektulos Forest if you are coming from Antonica. And as both those zones are for levels 21-30, it is usually not until mid-levels that you will encounter players of the opposite alignment.

Q I have 6 people in my group, but I can only see names / health / power for 2 of them. What am I doing wrong?

A The group bar at the top of the screen can be resized to show all 6 group members by clicking on the right edge and dragging it open. You can also change the height of the window by clicking and dragging it open from the bottom. The window can be moved by clicking in the center and dragging it around the screen.

Q How does loot work? How did the group leader turn "lottery" on? What are these different loot rules and what does each of them do?

A Before you group for the first time, it is probably a good idea to take a look at your own group options and set the defaults to what you want them to be. Select "Options" from the gold EQ button in the lower left corner of your screen to bring up the Options window. Select "Group Options" to make changes.

Loot rules are pre-set to "Free-for-all." This means that anyone can loot at the end of an encounter. You can also select "Leader Only" or "Lottery." If you select Lottery, anyone can begin the lottery for loot, but a window will come up that allows each person in the group to decide if they wish to have a chance at winning a certain item. Members will only have 60 seconds to decide, or else they will not be a part of the lottery, so someone cannot hold up a looting lottery simply by not responding to a lottery box. When checked, Default Auto-split automatically shares any coin drop among all members of the group.

If you're in a group already and wish to change the loot rules, you must click on the "Current Group" button on the Group Options window and make changes there for them to apply to that group. For more on **Loot**, see p. 55.

Q How do I break an encounter while in a group?

A Another option under the Group Options window sets who is and who is not allowed to yell to break an encounter. Breaking an encounter

allows others from outside the group to assist you, but also means you no longer get experience or reward from the encounter.

Q My groupmate just died, and now I have experience debt. Why?

In *EQII*, when one person in a group dies, everyone takes a bit of the defeat on themselves. Rather than just the person who died taking a full amount of experience debt, everyone will share an equal portion of the debt.

Items

Q My armor just all unequipped and I can't wear it anymore, what do I do?

A Every time you die, your equipment takes an especially hard beating. With each death, all items that are equipped lose 10% condition. When they reach 10%, all items are unequipped and unusable until they are repaired by a mender.

Menders are found throughout Qeynos or Freeport, and in Antonica and the Commonlands. They charge a small fee to repair broken items and bring them back to 100% condition. Items with less than 100% condition suffer a penalty (hit for less damage, or provide less protection), so it is a good idea to not wait for them to unequip before being repaired.

Q Attune; say what? Why do I have to attune this item?

A Some items in *EQII* must be attuned before you can use them properly. Before the item is attuned to a specific character, it can be traded or sold, but will not provide you with the listed stats when you equip it. Once an item is attuned specifically to you, it can no longer be traded or sold, but will give you the listed stats.

Q How do I upgrade my spells? What is this "apprentice I" after my spell or combat ability mean?

A New spells and combat abilities are gained automatically as you level, but are very basic when you first learn them. You can improve most spells and combat abilities by purchasing or creating scroll upgrades. (Some spells improve automatically, and others have no improvements.) The first upgrade, Apprentice II scrolls, can be purchased from scribes throughout the major cities.

A Spell scrolls should be purchased as you are able, but (in general) you shouldn't bankrupt yourself trying to have every spell upgraded. Spell upgrades have no level restriction on them, however, so it is theoretically possible for a low-level character to have a spell with Adept or even Master ability level.

For more on scrolls, see **Spells & Combat Arts**, p. 194.



Q This light armor piece says I need to train more armor points before I can use it ... How do I train armor points?

A Armor and weapon training comes automatically as you level. Not all professions can use all types of armor and weapon. See **Skills**, p. 190, for the list of what types of weapons and armor your chosen profession can use. Occasionally you will find or be given a piece of armor or weapon that your profession can use, but you don't yet have the skill to use it. As you gain experience, your skill increases automatically. You do not have to be using a certain type of weapon or piece of armor to gain skill with it. Skill increases simply happen over time, and not just when you level.

Combat

Q What do the different colors of a mob's name mean?

A As with most MOGs, a color con system is used in *EQII* to compare your level to the level of the mob. Gray con mobs present no challenge to you and killing them gives no experience, though quests for those mobs will advance when you kill them. Green



con mobs give very little experience and present little challenge. Blue con mobs are slightly lower than your level, give moderate experience, and usually don't present much of a challenge. White con mobs are equal in level to you, give decent experience and put up a good fight. Yellow con mobs are slightly higher than you and, while giving good experience, usually are a pretty tough fight. Red con mobs are significantly higher level than you and can range from a challenge for a group of like leveled players to instant death, so should be approached with caution.

Q What does it mean by "solo" or "group" under a mob's name? What do the arrows above the name mean?

A Determining whether a particular mob is right for you to fight or not is a bit trickier than just "what color does it con?" Encounters in *EQII* are tuned to present a challenge to differing numbers of people in a group as well as comparing your level to the creatures. Mobs with *solo* beneath their names are tuned to be challenging to a single player or duo at the right level. Mobs with *group* under their name are designed to require a group of 3 or more to defeat them. A single arrow above the name means that a group of 5-6 should be able to defeat the encounter. A double arrow above the name means that the group will need a powerful group or a raid group to defeat it.

Sometimes it is just a single mob that is tuned for a group, but more often, one mob has friends around him and the encounter is "linked." If you target a mob and see that others around it are also highlighted, you know that when you attack that mob, the others will attack you back as well.

Q What does the red line around the mob name mean?

A Many creatures in *EQII* will attack you on sight. If a mob's name has a red outline (regardless of whether the mob cons green, white or yellow to you), the mob will "aggro," meaning that it will attack you if it notices you. Approach these creatures cautiously, because some have a larger "aggro radius" than others. If you're playing one of the Scout professions, you will

notice that sometimes a mob will be aggressive when approach it, but if you use stealth, you can sneak by. Mobs are no longer aggressive only if the red around the name disappears.

Q How do I use food and drink?

A Food and drink are not required in *EQII*, but they are both useful to have on hand. Food helps you regenerate Health faster, while drink helps regenerate Power faster. Store-bought food/drink does vary from food/drink gained from quests or crafting, but will always do in a pinch. Store bought food and drink have a shorter duration than other types. Food and drink must remain in your inventory to be consumed. You can choose which food/drink to consume first by right-clicking and selecting "Eat when hungry" or "Drink when thirsty" to consume it as needed. However, after a death, you will need to eat/drink whether you "feel" the need to or not, and reset which food/drink you are consuming first.

Q What's the best way to target the next mob in a group I'm fighting?

A There are different ways to target the nearest or next creature in a fight. By default the "target next" key is **[Tab]**. If you're engaged in an encounter, it should only cycle through creatures in that encounter, not move on to the next one. But be careful, as sometimes this is not always the case.

You can also wait for the next creature to attack you after defeat the first one. If you have cleared your targeted list by hitting **[Esc]**, the next mob to attack you will automatically show up in your target window.

If you're grouped with others, you can also target the group puller, or designated leader, to attack mobs together. The target of your target has a blue arrow over its head and can be attacked/cast upon even if you have a friendly player targeted. When that creature dies, however, the player you've targeted must target a new mob before you can attack.

As mentioned above, in a group there is a setting to allow only certain players to yell and break the encounter. You cannot leave or join a group

locked in an encounter without first breaking the encounter, so be aware of this setting when you join a group.

Q What does that closed gold lock mean on the mob I just targeted?

A Encounters in *EQII* are immediately locked once someone attacks them. This means that the encounter is restricted to the group or solo player who initiated it. Players outside a locked encounter cannot assist someone in trouble until the encounter is unlocked by someone in the group yelling for help. This makes it easier to tune encounters to a level- and size-appropriate group. It also prevents “kill stealing” or griefing from other players trying to leech experience off you or your group.

Q Ack, I’m dying faster than what I attacked is. How far do I have to run when fleeing before I have outrun the mob? What does breaking the encounter actually do? How do I get out of this battle without dying?

A Once you engage an encounter in *EQII*, that encounter must either be defeated or unlocked in order to continue gameplay. To unlock an encounter, use the **/yell** command either by pressing the hotkey or typing **/yell** in the chat window. You can also unlock an encounter simply by outrunning it, but that does take longer.

Three things happen when you unlock an encounter. Your Health and Power begin to regenerate at the out of combat rate, which means you have a greater chance of survival. Others from outside the encounter can now assist either by engaging the mob themselves or healing you. But the encounter will give no experience or treasure, and will not update quests, until it is reset. Encounters do not reset until they return to their “home area” (most often the area pulled from, but not always), in order to reduce trains. An unlocked encounter that has not been reset will not be aggressive to other players until it reaches the home area.

Death

Q Sometimes the bad guy wins. What happens to me when I die?

A Death in *EQII* brings two consequences. Whether you release your corpse to death (and respawn) or are revived, you will incur some experience debt when you die. Experience is never lost, meaning you also never lose levels. You simply earn a certain amount of debt indicated by red on your experience bar.

If you are grouped when you die, all members of the group share a portion of your experience debt. If only one person in a six-player group dies, then each player will have only one-sixth the debt they would if all of you die. What this often means is that if an encounter is not going well, it is better to let whoever holds the agro at the time stay behind while everyone else runs for safety.

For more on **Death**, see p. 56.



HOUSING

By Cryth

As refugees flood the gates of Freeport and Qeynos, they are quickly being absorbed into the surrounding townships of the city proper. Queen Antonia and Overlord Lucan D'Lere provide low-cost housing for the newly skilled citizens. Upon arrival from the Isle of Refuge, you are directed to complete a Welcome to Freeport/Qeynos quest by the city stewards. One of your first tasks is to go to the local inn and reserve your room. The upkeep for a basic apartment is 5 silver pieces per week, but your first week is free! Once you've reserved your room, you'll be able to go inside by double-clicking on the door (the mouse cursor will turn into a house icon).

NOTE

You must actually accept the room and all its furnishings listed below. You don't have to pay for or keep any of them, but you won't be able to proceed in this mandatory quest unless you accept the room and each furnishing as it arrives.

When you first enter your room it is rather plain, with only rough wood on the walls and no furnishings other than some bare shelves. This will quickly change as you progress through the Welcome to Freeport/Qeynos quest and speak with the caretaker of your room. He or she will give you a few essentials to brighten up the room. You can also purchase furnishings from merchants in town or from a skilled craftsman who has taken up Carpentry. Occasionally you may even receive a gift for your apartment by completing a small task or quest. Exploring your new home and visiting with the locals will pay off as you begin to accumulate wealth, power and — most importantly — better accommodations!

Access

An important feature of player housing is the ability to set access levels. There are three levels: visitor, friend and trustee.

- 🏠 **Visitor.** A visitor can enter and leave the house at any time, but cannot move any furnishings or affect house pets or gardening features.
- 🏠 **Friend.** A friend can move furnishings (but not destroy or remove them) and interact with housing pets and gardening features.
- 🏠 **Trustee.** A trustee has all of the control options you have, including the ability to set access levels. He cannot, however, affect your own access level.

Default access can be granted to anyone not on your access list. If you don't want anyone other than the people you specify in your house, leave this set at None. If you're an extremely trusting person, you can set it to Trustee. For most people the "None" or "Visitor" options are recommended, depending on whether you want to allow random visitors into your home.

Visiting

You can visit other homes by going to the door where your friend's house is located. Then right-click on the door and select Access. Either pick a name from the list that you have permission to visit, or filter the list by typing in the character's partial or full name. The access list only shows characters who own houses in that zone (or instance) and only characters who have given you permission to visit their homes.

For example, to visit Cryth, a Wood Elf who lives in the Willow Wood, you would go to the Willow Wood Inn. Right-click on the housing door in the Inn to find Cryth's name in the list, or type her name in the filter. If you tried to visit Cryth using the inn housing instance in the Baubleshire, you wouldn't be able to locate her home (since that's not where it is).

If you decide to move into the city proper, many of the houses have street addresses that can help visitors find your home. Whether you live on 5 Erollisi Lane or 20 Karana Court, having a street address makes your home stand out!

Customizing

Other than placing and moving furniture, you can also customize the basic room itself. If you mouse over the floor, walls, ceiling and trim, you'll notice the mouse icon changes into a Carpentry icon. Double-click to customize the item your cursor is currently on (such as a wall or the flooring). Customizing your house in this fashion costs a bit of money, but the settings last until you change them again. Instead of that rough wood, you could replace it with plain wood or ornate wood. After you purchase a customization, you can change it in and out for a nominal fee.

If you fail to pay your upkeep on time, your apartment becomes "locked" until you pay the rent. All of your apartment furnishings and settings remain just as you left them, and you'll be able to re-enter your apartment as soon as you pay the upkeep. So if you're a little short on coin at some point, you won't permanently lose your apartment, and you don't have to log in once a week to pay for your lodgings. It can easily be done at your convenience or only whenever you need to use it.

As you progress in levels and social standing within your home city, other opportunities will arise to lease apartments and houses with larger and more appealing layouts. Similar opportunities are available for guilds. There are guild mansions available for the most prestigious guilds — large, multi-room mansions designed to accommodate the entire congregation of a player guild. All player housing is something you buy or rent in cities; you can't build a house in the middle of the wilderness.

Housing Q&A

Q Can I have multiple homes?

A No. A character may only own one house or apartment at a time.

Q Can I move to another city area?

A Yes. Relinquish ownership of your current apartment, then purchase a home in the city zone of your choice by clicking on a housing door there.

COST COMPARISONS

Housing Type	Cost	Upkeep
1 bedroom apartment	Free	5 sp
2 bedroom apartment	6 gp, 40 sp	64 sp
2 bedroom apartment (guild)	21,333 SP + 3gp, 20sp	2133 SP + 32 sp
3 room house, v1	6pp, 14gp, 40sp	61gp, 44sp
3 room house, v1 (guild)	1,024,000 SP + 3pp, 7gp, 20sp	51,200 SP + 30gp, 72sp
3 room house, v2	12pp, 28gp, 80sp	1pp, 22gp, 88sp
3 room house, v2 (guild)	1,024,000 SP + 6pp, 14gp, 40sp	51,200 SP + 61gp, 44sp
5 room house (guild)	4,096,000 SP + 24pp, 57gp, 60sp	204,800 SP + 2pp, 45gp, 76sp
City residence (guild)	4,096,000 SP + 49pp, 15gp, 20sp	204,800 SP + 4pp, 91gp, 25sp

Q Does my rent go up when I add more items to my house?

A No, the price of rent is fixed. However, the type of housing and how much you pay for it does affect the item limit for your home. More spacious and expensive homes can hold more furnishings and items.

Q How do I rotate furniture?

A Select a piece of furniture, then rotate it around using the mouse wheel.

Q How do I relinquish ownership of my home?

A Go to your home location and right-click on the housing door to bring up the access window. Click the button that says "Relinquish Ownership."

Q Can I share a home with someone else?

A You can "share" a home by setting your partner's access to Trustee level. He will be able to interact with your home the same way you (the owner) do.

Selling from Your Home

Housing serves another purpose besides a place to call home. You can choose to avoid the broker fee for marketing items by selling your wares directly from your home. There are a few requirements to get started, but soon you too can be a merchant selling your wares to the city!

☞ Purchase a *market bulletin board* (64 cp) from **Merchant Vhishall (East Freeport)** or **Merchant Fhara Hanford (North Qeynos)**. They are located in the furniture shops in their respective cities.

☞ Place the market bulletin board on an inside wall of your apartment or home.

☞ Double-click or right-click on the bulletin board and select "Access my store" to open the store window.

☞ Highlight an item you wish to sell and press the Set Price button. Select the price for the item by choosing an amount and coin type, then clicking OK. If you wish to set a price using several coin types, select the amount and coin type of each, then press OK. This allows you to set prices such as 1 sp, 50 cp by selecting 1 and silver, 50 and copper, then OK.

☞ Once you've set the price for the item you wish to sell, put the item on the market by pressing the "List Item for Sale" button.

☞ When all items you wish to sell have been priced and listed, become a merchant by pressing the "Start Selling" button. This will allow other players to see your wares using the Market window and will allow players to interact with your character as a merchant. You must remain logged in and in your home to continue selling, but you don't need to be physically at the

keyboard since other players can interact with your character just as they can with an NPC merchant.

☞ To compare your prices with other player merchants or to search for an item to purchase yourself, use the "Browse Market" button to bring up the Market window. You can search using the item name, the store owner's name, select criteria from several drop-down menus, or specify a price range.

☞ Characters can purchase items by going to a player merchant's location and entering their home to purchase directly from the merchant's character. The Market window will show the merchant's name and town next to the items they are selling.

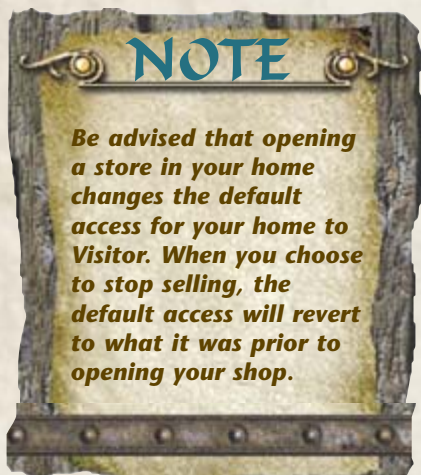
If you don't have a merchant board in your home, the only other way to access the marketplace is by visiting the city broker. Brokers in Freeport and Qeynos provide direct access to the city market.

Pets

Is your home feeling a little empty and lonely? What every adventurer needs after a hard day of travel and fighting is to come home to man's best friend. Whether your friend is a cat, a dragon or some other animal, your pet can provide companionship when relaxing in your home, or keep you amused while you're selling items on the city market.

Pets can be purchased from **Merchant Donovan Herald in South Qeynos** or **Mulka the Skinner in West Freeport**. Pets come in many varieties, with prices to match. Whether you choose to adopt a local stray or prefer a more thoroughbred pet, there's an animal out there to suit every type of owner and budget.

Pets are more than just a decorative item for your home. Interact with your pet by right-clicking on it and selecting from a list of actions. You can do almost anything with your pet, including petting it, feeding it, playing with it and putting it to bed. More spiteful owners might enjoy teasing their pet, poking it or feeding it pepper. You can also have your pet perform tricks. Pets that are well taken care of will become more friendly, while pets that are often neglected (whether hungry or angry) may begin to exhibit bad attention-getting behaviors.



TRAVEL

EverQuest II is a big game, and travelling from where you are to where you want to be is often far less than half the fun. Walking (running) is the most obvious method, but it's not the only one. And sometimes walking can't do the job at all — some of the most interesting locales in the world are only accessible by ferry, ship, flight or even magic carpet.

Mariner's Bells

At the end of every dock is at least one small mariner's bell hanging from a post. Ringing the bell will transport you over the water to your chosen destination. There are two bells on the Isle of Refuge, one which allows you to travel to other instances of the Isle of

Refuge (when you want to join a friend in another instance of the isle) and one which takes you to your chosen city (Freeport or Qeynos) when you're ready to leave the isle for good and.

Once you've arrived in Freeport or Qeynos, you can quickly travel by ferry to many of the other city zones by going to the docks and ringing the mariner's bell. Choose your destination and the ferry will immediately transport you there.

Freeport Bells

Travel within Freeport	Travel outside Freeport
Beggar's Court	Sunken City
Big Bend	The Commonlands
East Freeport	The Ruins
Longshadow Alley	
Scale Yard	
Stonestair Byway	
Temple Street	

Qeynos Bells

TRAVEL WITHIN QEYNOS	TRAVEL OUTSIDE QEYNOS
Castleview Hamlet	Antonica
Graystone Yard	Oakmyst Forest
Nettleville Hovel	The Caves
Qeynos Harbor	
Starcrest Commune	
The Baubleshire	
The Willow Wood	

Horses & Carpets

Over the plains of Antonica, up the slopes of the Thundering Steppes, through the trees of Nektulos Forest and across the deserts of the Commonlands ... it's a long run. For this reason, Horses and Magic Carpets have made their way into the world of *EverQuest II*. While you may not



ride your horse within city limits or within a cave (even the miniature ponies of Gnomes can make it cramped!), mounts can be a huge help once you start travelling farther and farther from home.

So how do you get a mount? Players can purchase mounts with their hard-earned coins. Players that belong to a guild may receive up to a 25% discount on the price of each type of mount depending on their guild's current level. The stable hand will check your guild status before offering you the prices for mounts and the displayed price will reflect any discounts offered because of your guild affiliation.

Mounts

Buy from *Stable Hand Pachomius (W. Freeport)* or *Stable Hand Marcellum Iver (S. Qeynos)*

Mount Type	Price
halasian draft horse whistle	2pp, 45gp, 76sp
parade halasian draft horse whistle	2pp, 45gp, 76sp
steppes pony whistle	2pp, 45gp, 76sp
parade steppes pony whistle	2pp, 45gp, 76sp
karana planestrider whistle	3pp, 68gp, 64sp
parade karana planestrider whistle	3pp, 68gp, 64sp
misty mustang whistle	3pp, 68gp, 64sp
parade misty mustang whistle	3pp, 68gp, 64sp
eldarrian charger whistle	9pp, 83gp, 4sp
parade elddarian charger whistle	9pp, 83gp, 4sp
rujarkian clydesdale whistle	9pp, 83gp, 4sp
parade rujarkian clydesdale whistle	9pp, 83gp, 4sp

Griffin Towers

The Citizens of Norrath have finally tamed a few griffins to carry passengers between special griffin towers within Antonica or Commonlands. There are still plenty of griffins out there that are NOT domesticated (so don't pet any griffins you see flying in the Thundering Steppes!), but the following six griffins will be happy to transport adventurers to their desired station.

To use a griffin tower, walk up the ramp until you are standing at the top of the tower. There are three platforms — two are landing platforms for arriving griffins and one is a departure platform. Step onto the departure platform to activate the griffin window and select which station you'd like to fly to. If you accidentally step onto a landing plat-

form, you will be warned to move off that platform and onto the appropriate one. Happy flying!

Freeport

Griffin Towers	Griffins
Freeport station	Crush Beak
Hidden Canyon station	Shadow Swoop
Nektulos station	Orc Chaser

Qeynos

Griffin Towers	Griffins
Qeynos Gate station	Mouser
Oracle Tower station	Swift Feather
Steppes station	Break Neck

Harbormasters & Voyage by Sea

Harbormasters sell tickets for travel to distant lands using the "Voyage By Sea" mariner's bells. Harbormaster Crestbreak (Qeynos Harbor) and Harbormaster Duskmare (East Freeport) are the harbormasters for their respective cities. You can find them on the docks near the mariner's bells.

ARMORING YOURSELF

By Cryth

One of the greatest concerns of any adventurer is the value of the armor you wear while exploring dangerous regions. Keeping your armor in tip-top shape and upgrading it to match your current level are important things to keep in mind. So what do all those numbers mean when you examine a piece of armor?

The most important number when determining the value of a piece of armor is the armor class (AC) value in green. The AC value indicates how much damage reduction that piece of armor provides for you. Two different items with the same AC provide the same protection, regardless of whether the armor is light or heavy armor, or whether it was obtained from a creature, quest or crafter.

How is the AC determined? An item's armor class takes several factors into account, including its weight, its consideration ("con") or requirement level, armor slot, and the armor tier. This sounds a bit overwhelming, so let's take it step by step.

Armor Weight. This refers to whether the armor is very light, light, medium or heavy. The heavier the weight of the armor, the higher the armor class value when compared to a similar item of a lower weight category.

Armor Consideration (Con). This refers to the armor's level compared to your skill in wearing that type of armor. When you examine a piece of armor, the name of the item will appear in gray, green, blue, white, yellow, orange or red text. Higher "con" items have a higher AC than lower-level

Gray. You are extremely overqualified for this item. It is a waste of your abilities.

Green. You are considerably overqualified for this item.

Blue. You are slightly overqualified for this item.

White. Your current skill level is well-matched to this item.

Yellow. You still have some ways to go before mastering this item.

Orange. You have just begun to realize this item's potential.

Red. You do not have enough skill to use this item.

items. You may not gain the full benefit of the AC of an item until you reach a certain adventuring level. If the armor con is high (yellow, orange or red), then next to the green AC number you usually see another number in white — generally, **## at level XX** — that is higher than the green AC number. This white number tells you the level at which you'll gain the full benefit of the item's AC. Until you reach that level, the green number continues to indicate the current AC value you're getting from that piece of armor. The white number can help with planning future gear upgrades, but has no effect on damage mitigation at your current level.

Armor Slot. This refers to where you wear a piece of armor, such as chest, legs, arms, wrist, feet, and so forth. Larger pieces of armor (such as tunics) tend to have a higher AC value than smaller pieces like gloves.

Armor Tier. This refers to how a piece of armor was obtained. Armor that is rarer and harder to obtain will have better AC values than common pieces of armor. The higher the tier, the better the AC. This progression is fairly slight, with the exception of a significant jump from Tier 2 to 3, and from Tier 6 to 7.

To put all of this information together in a game context, most players want to wear armor that is white or higher in con level. You also want to wear the heaviest allowable armor for your class, and try to obtain most of your armor through one of the methods listed in the upper tiers. For new players, Tier 3 and Tier 4 armor is a good place to start. You can pick up some very nice pieces of armor through the quests available in and around your starting city, and artisans can craft some fairly inexpensive armor to fill any slots that are empty or in need of an upgrade.

You begin to "out level" (outgrow) your armor once its con color changes to blue. You should certainly consider an upgrade once it turns green, and definitely before it turns gray. There is no reason you can't wear lower con armor, other than that you're now fighting opponents who hand out more damage than your lower-con armor is designed to deal with. You fare better in battles by keeping your armor up to speed with your character level.

Damage & Repair

Armor can be damaged when you fall in battle. Each time you die, the armor you are wearing loses 10% of its condition. After 10 deaths (or when the armor's condition stat reaches 0%), you will be unable to wear the armor. To extend the life of your armor, regularly take it to a mender when you die, to have it repaired and restored to 100% condition.

Armor Tiers

- Tier 1** Commonly dropped complete armor pieces from mobs you kill. Lowest AC of all tiers. Armor has no additional stats.
- Tier 2** Commonly available complete armor pieces from store merchants. Slightly better AC, but still no additional stats.
- Tier 3** Armor crafted by player-crafters out of commonly found components. This tier has much better AC and some additional stats (perhaps an attribute bonus, or an improved resistance).
- Tier 4** Easy or "common" quest reward armor pieces. These pieces have slightly better AC than Tier 3, with similar additional stats.
- Tier 5** Uncommon dropped complete armor pieces from mobs you kill. These have higher AC than Tier 4 pieces. These pieces might be found on special named versions of mobs.
- Tier 6** Medium duration quest rewards. These armor pieces have slightly better AC than Tier 5 pieces.
- Tier 7** Armor crafted by player-crafters out of uncommonly found components. These armor pieces have significantly better AC and other stats than Tier 6 pieces.
- Tier 8** Epic-length quests, ultra-rare NPC loot, or armor crafted by player-crafters with ultra-rare components. This is the most difficult armor to obtain and has the best AC and stats.

EXPERIENCE

By Biggs

Experience, or XP, is one of the most important parts of any massive online game, including *EverQuest II*. Often a reward for a job well done, experience is used to level up and gain more skills / health / power / class options. Almost everything you do in *EverQuest II* will be geared towards earning some type of experience, but how do we get it, and how do we maximize XP generation so we don't waste time on useless drivel?

QUESTS

Most quests that you pick up will give at least some experience and coin back as a reward. While some of the rewards are not that great, every bit helps. Try to do several delivery quests in the same area at the same time to try to maximize your XP gain in relation to time spent. If you're not going where the quest sends you for a while, just take it and sit on it until you are in the right zone—they often lead to larger, more difficult and rewarding quests ... as well as give important items/experience in return!

There are several types of quests in *EverQuest II*. In roughly ascending order of difficulty:

Visiting Quests begin when an NPC or clickable or dropped item asks you to visit a specific location. These quests are easy and often give double rewards as the location is often a Pol (point of interest) as well.

Delivery Quests consist of passing messages/making deliveries between two or more NPCs.

Kill Quests require you (and perhaps a group) to kill a certain monster or a certain number of monsters. These quests are fun, as you get XP for fighting while completing the quest, as well as looting any items the monster happens to drop.

Collection Quests take a long time and are often left undone by all but the most avid questers. Collection quests are completed by gathering objects off the ground and adding them to your collection. There are *tons* of collection quests, as well as collections of collections!

Book Quests are very popular, with unique and interesting rewards. Some of them give you the reward of a completed story, some of them grant you a new skill, and most of them give you a lot of experience. Be cautious, though, as these are very difficult and lengthy quests.

How to Find a Quest

- ☞ Talk to every NPC you can find.
- ☞ Purchase books from sages and read them.
- ☞ Examine every odd item you find while adventuring.
- ☞ Examine "glowing" world objects.
- ☞ If it looks unusual, try walking near it, on top of it, around it, and so forth.

For more information on quests, check out the quest walkthroughs and quest tables detailed with each zone.

POINTS OF INTEREST

Scattered about the world are interesting places that you can find. Each one of these points can give you a small experience reward just for getting there the very first time. Granted, it's small, but you don't have to do much for it. Note that while many of the maps in this guide contain information about POIs, you will have to discover some on your own, too!

FIGHTING

Whenever you defeat a monster or an encounter, you are gifted with a small amount of experience. This is the most popular and common way of EXPing, as it is easy, fun (if repetitive) and promises other rewards such as items. Almost any character will spend countless hours polishing up his reputation by slaying the local baddies, or in the case of Freeporters, anyone who looks at you the wrong way!

The critters you kill will have experience rewards based on their danger. The danger of encounters in *EverQuest II* are based on a couple of factors—Con of the monster (Consideration of its difficulty based

on your level, displayed by the color of the mob's name), whether it's a group monster (a monster intended to be a group target rather than a solo target, displayed in the mob's box when you click on it), and how many triangles it has (displayed with its name). The more triangles, the more difficult it will be. Note that even a blue mob tagged as a Group encounter with a couple of triangles is going to make for a difficult fight.

Does this mean that you can't hunt Group monsters while you're solo? No, it doesn't. Many solo hunters can and will kill Group monsters; though it takes *a lot* more time and energy, a green Group monster is worth about two Solo blue XP kills to the solo hunter.

Maximize EXP Gain While Hunting

Group. It's much easier to get experience while grouped. There is less downtime, due to the diversity of classes and quick kill rate.

Hunt high monster population

areas. It's all well to hunt in the popular hunting grounds, but often there's high competition for most choice monsters, and you spend more time looking for monsters to hunt rather than hunting. It might be better to go hunt the blues that everyone disdains than wait for longer periods of time for that lone yellow or white to spawn.

Double dip. Grab a quest that requires you to kill a number of critters and then go out and hunt those specific creatures. If you're in a group, see if you can all get the same quest. You'll get experience for each of the creatures you kill and you'll usually get a good XP reward for finishing the quest. If you want to level fast, this is *the* prime way to do it.

By Alluvian

SOLOING

You're playing a massively multiplayer role playing game; some might ask why anyone would want to solo, but the reasons are numerous. As much as grouping can speed things up, it can also slow things down. A group of six has up to six times as many bathroom breaks and assorted awkward AFK (away from keyboard) moments. There will also be times when time is limited and finding a new group is just too cumbersome, or maybe you just want to test your mettle against a monster one-on-one. Maybe you have a quest to kill solo monsters, or maybe you just can't find a group that'll keep you alive more than five or ten minutes at a stretch.

Choosing Targets

Knowing your limitations is critical to effectively soloing in any game. Compare levels with any enemies you are considering fighting. You can see the exact level by targeting the enemy and then hovering the mouse cursor above the target box. Early in the game you can defeat enemies your level or a few levels above you, though as you go on you might want to stick to greens/blues/whites. Start out cautiously and work your way up. Watch out for creatures with triangle symbols (▲ or ▲▲) above their names. These creatures are generally designed as opponents for a group. It does not mean you cannot defeat them, but add several levels to their displayed difficulty when figuring whether you can handle them. Add *at least* a level for a single ▲, and three or

more levels for ▲▲. [[again, triangles?]]

In *EverQuest II*, the monsters can group as well. It's easy to see which are grouped — target one enemy and check to see how many more are highlighted. Use extra caution when fighting a group of enemies, remember that two enemies are much more than twice as hard as one enemy (just as two PCs can often defeat a higher-level mob when working together). By the time you kill the first one, you will have already suffered twice the damage that fighting one would have taken, and you still have one left alive. Based on that rough estimate, figure that a group of two is about three times harder than a single mob. Using this math a group of three would be six times harder (3+2+1) than a single. As you can see, taking on groups by yourself can quickly become a losing proposition. Area-effect spells, mesmerize/stun spells, and roots/binds can help even the odds in your favor. Also, always kill the healing enemies, first to minimize their effectiveness throughout the entire battle.

Heroic Opportunities

When soloing it is extra important to use every tool at your disposal. Heroic Opportunities will greatly enhance your soloing potential. These can give significant damage boosts to existing abilities, give you special buffs, or place harmful effects on your foes. By Level 7, all archetypes are able to make at least one Heroic Opportunity chain while soloing. Working this pattern into your battle tactics can give you the edge that you need. More details on the **Heroic Opportunities** can be found on page 52.

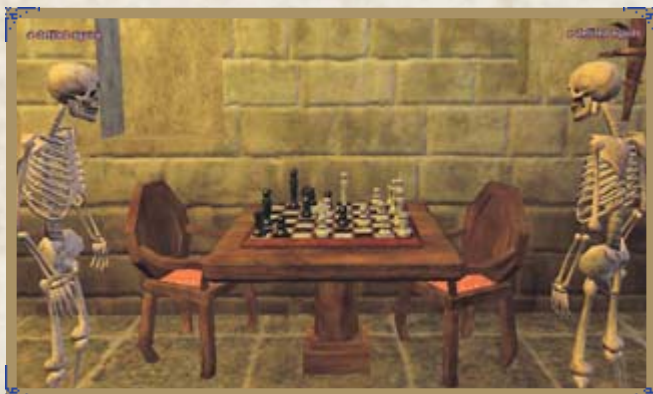
Run Away!

Running away is the fine art of the tactical retreat, while screaming and flailing your arms. Successfully fleeing a combat starts before the combat even begins, and it starts with two rules. First, know your exit strategy before engaging a difficult opponent. And second, they're all potentially difficult — even an easy encounter can become difficult if an additional foe wanders by. Knowing where to go in advance can save you precious moments of panic when the choice to flee is made.

Enemies will not follow across zone lines. This makes zone lines a popular place to escape to safety and a bad place to go AFK. The mobs following a fleeing character (commonly referred to as "trains") may disperse after the fleeing PC leaves the zone or dies, or they may decide to pick on whomever is standing nearby. As you can guess, this will not make fleeing characters popular with other players. A common practice is to /shout "Train to (place zone name here)!" to give people fair warning. You can make a macro for this in advance, so you don't die while typing it in.

If you're in a large outdoor zone like Antonica or Commonlands, then your escape route could be any direction where you will not run through more enemies. If you keep running past more aggressive enemies, you won't stop running until you are dead, or find a zone line or a guard. Each aggressive mob will stop chasing you eventually, but usually not until it's a good distance from its starting location.

Don't forget to hit your sprint key when fleeing. The speed boost it gives you is a huge advantage. In addition, if you have any speed buff abilities, make sure they're fresh before engaging in battle. Speed buffs are disabled while locked in combat, but yelling for help (/yell) will unlock the combat and re-enable any speed buffs you might have remaining. Yelling for help also allows other players nearby to attack your enemy. You might find the player next to you will kill your foe and you won't have to run after all.



GROUPING

By Alluvian

Grouping has many advantages over soloing, although soloing serves a useful purpose, as well. A good group is stronger than the sum of its parts. Through cooperation you can fight bigger creatures, go to new places and complete quests that would be too much for you to handle by yourself. This also makes available an additional degree of cooperative strategy that does not exist when playing solo. Last but not least is the obvious social interaction in a group. It can be great fun to play with old friends down the hall or across the country. If you don't know anyone in the game, there is one surefire way to get to know people: group up!

Group Aggro

The enemy mob chooses its targets based on what is commonly called *aggro*. It is sort of the reverse of Santa's naughty and nice list: everyone on the list is getting a lump of coal, but the one on the very top is getting a spear through the head as well. Damaging an enemy, casting detrimental spells on the enemy, taunting the enemy, and casting beneficial spells on allies in battle — all these increase your rank on the aggro list. Some skills, such as Evade for a Scout, can actually decrease your standing on the list. Taunting and aggressively attacking are often called *gaining aggro*.

Main Tank

In a standard mixed group, you want the enemy to attack the most armored player. This is generally the Fighter. The task of healer in a group can be made much easier if the damage is primarily dealt to just one of the party members, removing the need to constantly switch targets. A Fighter is also a good choice for "main tank" because she has the taunt skills that allow her to keep the attention of enemies on herself and off the other group members. The main tank's job is to keep her aggro higher than anyone else's. Everyone else has to help in this by not doing too much damage to the enemy too early. A Mage that starts chain casting lightning

bolts from the start of a combat is going to find himself the target of his opponent's weapons. Any Cleric will agree that they would rather be healing the big person in the plate armor over the little one in the light and airy cloth. This goes for Scouts as well, although they can take damage a little better than Mages.

When a casting groupmate gains a mob's attention, you nearly always want to get the attention of that enemy focused back on a melee character. The main tank can switch targets momentarily to draw this enemy back onto them, or any other physical fighter can step up to take on this role. A priest may like the damage all going to one healing target, but chances are that any other healers will prefer it to be divided among two melee characters instead of having to cast heals while being poked in the face with a sharp stick.

Targeting Tactics

When fighting, the faster an enemy falls, the faster it stops hitting your tank. Because of this, your group will want to focus the damage the group is dealing to one target at a time. A creature with 1% of its health still deals 100% damage. Concentrating on one target at a time reduces the effectiveness of the group attacking you during the combat.

Some targets are a greater danger than others, and at the top of this list are enemy healers. Nothing is more frustrating than to be attacking a target, only to have it fully healed by a nearby enemy priest. If everyone targets and attacks this priest, chances are he will be down before they have a chance to even use their healing arts. Other casters are the next highest priority, as they tend to do the most damage while also being the easiest to eliminate.

Crowd Control

In *EverQuest II*, your party is not the only one to group up for mutual benefit — your enemies group as well. Crowd control is the art of reducing the effective number of combatants fighting against you. The most common form is the mesmerize line of spells — associated with the enchanter subclass, but also available in limited forms to other classes. Think of these spells/abilities as a sort of sleep spell. Your opponent will stop attacking, but once damaged, they will snap out of it; yet another reason to target only one enemy at a time. When choosing which target to attack next, the targets being mesmerized should be at the bottom of the list.



Couples play EQ together.



Gnomes waiting for their group.

Crowd control can also be done with root- or bind-style spells, which cause an enemy to stop moving. This logically only works on melee type mobs, and then only when they are held out of range of the party. A caster, for instance, can intentionally attack a target to move up on the hate list, lead the enemy away from the group and then bind the target to the ground at a safe distance.

When It Hits the Fan

No matter how well you plan, things will go wrong. The key here is to not panic. Don't flee if you don't know your way to safety. Chances are you will go the wrong way and make the task of finding your spirit shard even harder. Try to remember a place where there were no enemies nearby and die there if you have nobody to follow to an exit. At least you will know that you can get your spirit shard back when the party regroup.

You can still communicate with your group while lying face down in the dirt. Before you jump to the conclusion that you should respawn, it might be a good idea to discuss it with the group first. The priest may have survived somehow, or the fighter might have a priest friend in the area. If you ARE the priest, you might be surprised to find the scout is holding a phoenix feather or spirit guide from earlier in the day.

This is the time to remember that it's only a game, and death happens.

Looting Options

In *EverQuest II*, the group leader can choose how the spoils of each encounter are distributed. Looting rights can be assigned to just the group leader or to the whole party, coin loot can be automatically split or all given to the looter. Item drops can be given to the looter or randomly apportioned in a new system called the *lotto*.

A *lotto* allows every member of the group to accept or decline a chance to win a loot item. This is done in a popup window where the item can be freely examined. Once all players have clicked "Accept" or "Decline," the game server assigns the item randomly to one of the people who accepted. It is very good online etiquette to follow the rule of "need before greed." If a shiny battleaxe shows up and you think another member of your party might have a use for it where you don't, you could decline that item, thereby increasing their chance of getting it. If *nobody* has any use for it, other than selling it to a vendor, then go ahead and put your name in the hat. Today you might lose out on the sales value of that axe, but tomorrow some other player may decline to take a spell scroll you have so desperately been looking for.

With all these options, it is best to discuss how looting will be handled as soon as a group is formed and recapped when a new member arrives. This can eliminate future confusion and disappointment.

For more on **Looting**, see p. 55.

Leaving the Computer

Everyone has a real life outside of gaming — at least we like to think so. When the pizza arrives, the dog needs to go out, or a family emergency arises, you simply have to leave the keyboard (go AFK). Everyone in the group will understand this, but they might get understandably testy if you never bother telling them. The difference between knowing the cleric is gone for a few moments and thinking he is still there is the difference between coming back to a group chatting amongst themselves and a macabre pile of corpses wondering why nobody was healing.

Nonstandard Groups

The most common tactic when forming a group is to try for a good variety amongst the various archetypes. This *will* make an efficient and productive group, but don't think you can't function if you find yourself lacking in any particular area. Sometimes the most fun can be had in a nonstandard group environment. No Cleric but many Fighters? Spread the damage among the Fighters by rotating the main tank. This can even be done in the middle of a battle with good use of taunt and communication. Many Mages, a Scout, but no Fighter? No problem. The Scout can't tank like a Fighter, but with a surplus of Mages the Scout won't have to tank as long.

Your tactics change as the makeup of your group changes. Everything here is just a primer on what is a very deep and involved group dynamic in the game of *EverQuest 2*. Don't be afraid to experiment with new tactics and new group makeups. A lot of fun can be had by breaking the mold and trying something entirely new.

HEROIC OPPORTUNITIES

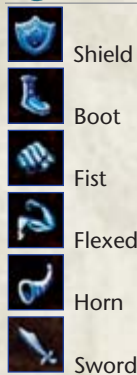
What is a Heroic Opportunity?

Heroic Opportunities are sequences of actions that grant bonuses to a party during combat. They are created by chaining abilities together. Common bonuses from heroic opportunities are damage, party buffs and healing.

Opportunity Icons

Opportunity icons are the building blocks of heroic opportunities. Most of the spell or combat arts you use — particularly those you use in combat — have an opportunity icon associated with them, which can trigger or advance a heroic opportunity. The icons are divided into four groups, one for each archetype. Examine each spell or combat art to determine which opportunity icon is linked with that spell or ability. The first icon is the spell or ability hotkey icon. If the spell or ability has an opportunity icon associated with it, there will be a second icon below the hotkey icon that looks like one of the examples below.

Fighter



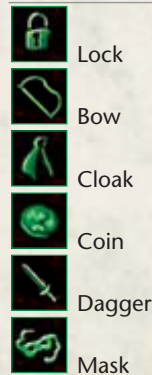
Mage



Priest



Scout



Starter Chains

Starter chains are a sequence of icons that can trigger a heroic opportunity. When completed, heroic opportunities cast a spell effect that benefits the party.

1. Open a Starter Chain

Currently 15 different starter chains exist, one for each combination of archetype professions. A starter chain appears when you use a spell or art that has your special starter chain trigger. Each archetype has a unique starter chain trigger:

- Fighter** Shield (Fighting Chance)
- Mage** Tome (Arcane Augur)
- Priest** Druidic Stone (Divine Providence)
- Scout** Lock (Lucky Break)

When a chain is initiated, the icon of the spell or combat art that began it appears in the center of a circle, with possible link icons around it that are blinking.

2. Continue the Chain

Use a spell or combat art that has one of the link icons associated with it. This responsibility is shared by the entire party. If anyone in the group uses a spell or combat art other than one with a matching icon, then the starter chain is lost and a new one must be started over.

3. Complete a Starter Chain

Repeat Step Two until a starter chain is complete. If completed, the starter chain initiates an opportunity wheel from its list. Currently each starter chain can choose one of three opportunity wheels: common (C), uncommon (U) or rare (R).

4a. Heroic Opportunity Completion

The party can complete a heroic opportunity by using spells and abilities with icons that match those in the opportunity wheel. Sometimes an opportunity wheel requires the opportunities to be completed in a certain order; other times it does not. If one of your abilities can advance the opportunity wheel, the icon for that spell or combat art will blink.

Once the starter chain is complete and an opportunity wheel has appeared, using a spell or combat art that doesn't match the next icon in the wheel does not cancel the opportunity. However, it will not advance the opportunity wheel. Each opportunity has a time limit of 30 seconds; if it isn't completed in that time, the opportunity fails.

4b. Heroic Opportunity Shift

There is a special shift icon — the Scout's coin. Scouts may use combat arts with the coin to shift to another heroic opportunity. A Scout may do this only once per wheel and must use the ability before any others have been used to advance the opportunity wheel.

NOTE

A heroic opportunity's magnitude of effect is determined by the difficulty of the opponent. The stronger the opponent, the more effective the heroic opportunity will be, once completed.

HEROIC OPPORTUNITIES LIST

Name	Profession(s)	Starter Chain	Completion Icons	Completion Effect
<i>Sky Cleave</i> (Common)	Fighter			Extra Slashing attack for 2/3 direct damage
<i>Crushing Anvil</i> (Uncommon)				Additional 2/3 Crushing damage to all opponents in the encounter
<i>Hero's Armor</i> (Rare)				Boosts Armor Class by 15%
<i>Swindler's Luck</i> (Comm.)	Scout			Raises accuracy by 2 levels
<i>Ringin Blow</i> (Uncommon)				Short-duration stun
<i>Bravo's Dance</i> (Rare)				20% attack speed increase for 90 seconds
<i>Divine Judgement</i> (Comm.)	Priest			Does additional direct damage equivalent to one Priest nuke
<i>Inspiring Piety</i> (Uncommon)				Raises Priest knowledge 2 lvs; does add'l dam. equal to one Priest nuke
<i>Blessing of Faith</i> (Rare)				Instantly restores some Power; boosts Power regen by 10% for 90 sec.
<i>Arcane Fury</i> (Common)	Mage			Does additional direct damage equivalent to one Mage nuke
<i>Arcane Storm</i> (Uncommon)				Does add'l direct dam. equal to one Mage nuke to creatures in encounter
<i>Arcane Enlightenment</i> (Rare)				Grants 20% power instantly; adds 50% reactive, 20% power for 90 sec.
<i>Luck's Bite</i> (Common)	F / S			Does an additional 50% to 250% damage
<i>Swindler's Gift</i> (Uncommon)				Raises group's accuracy by 2 levels
<i>Raging Sword</i> (Rare)				Boosts attack speed 10% for 90 sec., as well as 4x damage and taunt
<i>Divine Blade</i> (Common)	F / P			120% Divine direct damage
<i>Crippling Shield</i> (Uncommon)				10% slow (reactive) with a 36-second duration
<i>Chalice of Life</i> (Rare)				Doubles effect of party's wards, regens and instant heals for 90 sec.
<i>Scholar's Insight</i> (Comm.)	F / M			Raises Mage knowldg 2 lvs; does add'l direct dam. for 70% of Mage nuke
<i>Storm of Ancients</i> (Uncommon)				Does additional Magic damage and slows the enemy's attack
<i>Soldier's Instinct</i> (Rare)				Increases attack speed by 20% for 90 seconds
<i>Piercing Faith</i> (Common)	P / S			Does add'l piercing damage and lowers the target's Agility by 5 points
<i>Divine Trickery</i> (Uncommon)				Does add'l direct dam.; lowers target's Div. and Pierc. resist. by 5% for 5 min.
<i>Faith's Bulwark</i> (Rare)				Raises party's armor class by 20% for 90 seconds

HEROIC OPPORTUNITIES LIST (CONT.)

Name	Profession(s)	Starter Chain	Completion Icons	Completion Effect
<i>Suffocating Wrath</i> (Comm.)	M / P			Area-effect .5 arcane stifle for 36 seconds
<i>Arcane Chalice</i> (Uncommon)				Restores 10% of power and heals everyone in the party
<i>Ancient's Crucible</i> (Rare)				Instant heal 33% HP & PP; boosts hlth and pow. regen by 25% for 24 sec.
<i>Arcane Trickery</i> (Comm.)	M / S			Does add'l 75% dam.; reduces target's Mag and Pierc. resist by 5% for 5 min.
<i>Trickster's Grasp</i> (Uncommon)				Does an additional 150% Magic damage over time
<i>Shower of Daggers</i> (Rare)				Grants a high damage proc for 90 seconds
<i>Trinity Divide</i> (Common)	S / F / M			Inflicts add'l Piercing damage and taunts all creatures in the encounter
<i>Soldier's Gambit</i> (Uncommon)				Does 100% to 300% more Magic damage
<i>Ancient's Embrace</i> (Rare)				Adds reactive Slash proc for triple damage to all group members for 90 sec.
<i>Verdant Trinity</i> (Comm.)	S / F / P			Heals the group for 50%
<i>Nature's Growth</i> (Uncommon)				1x group regeneration
<i>Shield of Ancients</i> (Rare)				Protects the party with a 15% mitigation buff for 90 seconds
<i>Archaic Ruin</i> (Common)	F / P / M			Does add'l 1.2x dam. and lowers target's Arcane and Slash mitigation
<i>Thunder Slash</i> (Uncommon)				Does an additional .7x arcane/slash/divine damage
<i>Ancient Wrath</i> (Rare)				Long dur. Divine stun on all encounter creatures, plus a proc stun for 90-sec.
<i>Breaking Faith</i> (Comm.)	S / P / M			Does add'l 1x dam.; reduces target's Div., Arc., and Lightning mitigation by 5%
<i>Archaic Shackles</i> (Uncomm.)				Does additional dam.; snares and slows all encounter creatures by 5%
<i>Crucible of life</i> (Rare)				Grants full power and health as well as a reactive heal proc for 10%
<i>Strength in Unity</i> (C)	S / F / P / M			Enhances party's Strength, Agility, Wisdom, and Intelligence by 10 pts
<i>Ancient Demise</i> (Uncomm.)				Does add'l area effect dam. to all encounter creatures; reduces target's Magic mitigation by 10% for 5 min.
<i>Past's Awakening</i> (Rare)				Raises party's Pow. & Hlth; does add'l 4x dam. to all encounter creatures

LOOTING

By Unitsi

Looting is one of the main ways to get new equipment, crafting items, spell and combat art enhancements, and money in *EverQuest II*. Salvageable parts of monsters' corpses can be used as crafting ingredients, to complete Mastery quests, or just as store-fodder; chests dropped by monsters can contain equipment, crafting recipes, skill scrolls and sometimes quest items.

How do you know if there is loot or not?

Sometimes there is no loot — this is indicated by an "X" when you mouse over the creature's body. If there is loot available, you see a pile of coins when you mouse over the corpse.

Where did that Treasure Chest come from?

Special/Rare loot off creatures is indicated by a treasure chest that appears when the creature dies. These boxes contain goodies such as rare equipment, skill scrolls, quest items, recipes, and all the other things that give players that warm, fuzzy feeling inside!

Loot Stealing

Loot-stealing is basically impossible in *EQII*. For a set period of time after a monster dies, the monster's corpse (and any treasure boxes it drops) are unlootable by anyone but the killer or the killing party. Beware that this ban only lasts a few minutes, though, so leaving a trail of treasure boxes to pick up on your way out of a dungeon isn't an option. Most players who find a corpse or chest they can open will assume that you didn't intend to pick it up and will grab the goodies themselves — not so much loot-stealing as loot-scavenging!



Group Loot

When in a group, the group leader can access the loot interface by right-clicking on a group member and going to 'group options,' or by using the *EQII* menu to go to Options -> Group Options. The loot methods are as follows:

Leader Only. Leader loots it all and then distributes as he/she sees fit to party members. This method is really only good if on a guild hunt or on a hunt with friends, where you all have a preset understanding of what will happen to what loot. (For example, will the leader sell it all and split profits, will skill scrolls/equip-

ment only go to those who can use them and the rest get sold and split, and so forth.) Otherwise, this option has the potential to make a group angry fast — no one likes a selfish leader!

Free For All. This method gives the item to whoever loots it first — sort of a quick draw contest. The downside is that it usually works against players who are not up close in the action — primarily ranged Mages, Priests and Scouts.

Lottery. The fairest and most commonly used looting method, the Lotto method displays a popup to all group members, giving them the chance to enter in a lottery for each item at will. This means that

everyone has an equal chance of getting anything, though often times polite group members will decline on equipment/skills they cannot use if someone else in the group *can* use them. If someone wins a lottery but her inventory is full, the lotto must be restarted and rerun.

Leaders also have the ability to auto-split all the coins received from spoils.



DEATH & DYING

By Skam

Death: one of the two things you are assured of in life and in *EverQuest II*. Let's face it — sooner or later you will die; it can be on the field of honor in a gallant raid saving your Cleric, or it could be because you forgot to look before you leaped into that huge pit.

I've fallen and I can't get up.

When your Health reaches 0, you pass out and fall on the ground, unable to move. But don't worry, you aren't dead yet, you're just unconscious. While unconscious, you have 10 Hit Points — negative Hit Points — to use up before you die. If your attacker dies, or another party member is able to pull its attention before it gets rid of your 10 unconscious points, those points will slowly be restored until you are able to get back up. Note that you can also be healed while unconscious.

So now I'm dead, what next?

If your Health ticks down below the 10 unconscious points, you die. While dead, you cannot move, speak, rearrange items in your inventory, or make major changes to the camera angle (you are stuck staring at your carcass). All beneficial effects are removed and all of your equipped items suffer some damage. At this point, you have two choices.

RESURRECTION

If there's a healer in your party (or a kind healer in the area), you might get resurrected. Resurrection has several good points: you don't have to run back to rejoin your party, you don't have a spirit shard to retrieve, and you know there's a healer nearby to keep you alive! The bad side? Once you're up, monsters notice you once again, and you are resurrected with a very low percent of your Hit Points. Make sure that friendly healer who got you back up is ready to *keep* you up!

REVIVING

If you take the release option, you are teleported immediately to the revive camp you selected in the revive window. You appear at the camp at full Health and Power, yet you will have two debuffs on you: Missing Spirit Shard and Revival Sickness. Revival Sickness reduces your stats overall. The more spirit shards you have on the field, the longer it lasts, but in general it's a pretty short debuff. Missing Spirit Shard, on the other hand, lasts for a longer time. Like Revival Sickness, it decreases your stats. Unlike Revival Sickness, there is a way to cure it besides waiting!

WHAT ARE SPIRIT SHARDS?

As said above, spirit shards are a penalty of reviving. Wherever you died, a piece of your spirit (appearing as a whitish version of your dead self) is left behind. Note that only you can see it, so you can't send a friend ahead to 'scope out the area' or any such dodges.

When your spirit shard is lost, you receive a Spirit Shard Recovery quest. The location of your spirit shard becomes a waypoint (Alt+W) and in your quest journal it tells you what zones you have shards in. When you retrieve shards, a large amount of your debt is paid back to you and your spirit shard sickness goes away.

Equipment Damage

Every time you die, your equipment takes some damage. Once your equipment gets to 0% durability it is automatically unequipped and you have to take it to a mender and get it mended, or you have to use a repair kit to fix it yourself. Note that you can repair your equipment at 70% or 40% or 20%, not just 0%. Don't worry about losing equipment, though; it will just go into your inventory (or into overflow if inventory is filled) and you will need to repair it before using it again.

Experience Debt

When you die, a certain amount of your experience bar turns red. Note that this is future experience, not past experience; you will never level down, just have a harder time leveling up. Experience debt is assessed for dying, but a large part of it can be recovered when you recover your spirit shard in the field. There are two ways to get rid of experience debt:

Experience debt diminishes when you are offline.

Experience debt is paid back as you hunt (you gain experience more slowly until the red debt is gone, and then you return to your normal XP rate).

When you are soloing, 100% of the experience debt belongs to you, but when you're in a group your group shares in your non-Spirit Shard debt. This means that it is equally important to protect fellow group members as it is to protect yourself! Note that this also makes getting a good group twice as important; if you group with a suicidal Cleric once, try not to group with him again, because he shares his debt with you!

Crystallized Phoenix Feather

So what happens if all of your healers die and you somehow get away? This is where the Crystallized Phoenix Feather comes in handy. This feather is used to revive anyone from a priest line, be they Cleric, Druid, Shaman, Fury, or whatnot. The feather is created via the spell Favor of the Phoenix that all healers get at Level 11. Always make sure to remind your healer to give all the party members feathers; this can be the difference between having to revive and run back and getting right back up and fighting again.

GUILDS

By Cryth

Being part of a player guild in *EQII* can be a rich and rewarding experience. But what is a guild? Guilds are associations of players who choose to come together to achieve common goals. Whether your guild is a small group of friends, a trade skill organization of crafty Artisans, or a more martial guild banded together to tackle the biggest challenges Norrath has to offer, it will be a big part of your gaming experience.

Forming a Guild

To create a new guild, visit the guild registrar in your city. City Registrar Glamis is located at The Freeport Observer in East Freeport, while Royal Accountant Fowler is at The Coldwind Crier in Qeynos Harbor. These buildings are the scribe and newspaper shops of their respective cities. You will need to meet the following requirements when speaking with the registrar:

- ☞ Six (6) unguilded players present and grouped together
- ☞ 60 silver pieces for the registration
- ☞ An appropriate guild name

To invite additional members to your guild, the leaders and officers can use the **/guild invite <player name>** command to issue a guild invitation; note that both inviter and invitee must be in the same town zone.

Ranks Within a Guild

There are four ranks within a guild:

Recruit. Good for new members or applicants on a trial basis.

Member. Normally, most players fall into this category.

Officer. These players help with the administrative tasks of a guild.

Leader. The fearless leaders, he/she/they will have control over all guild actions.

Only officers and leaders can toggle the

patron status or promote/demote/remove members of equal or lower ranking. Only leaders have the privilege to edit the guild message of the day (guild motd).

Guild Levels & Social Structure

EQII introduces something new in Norrath with guild levels. A guild can become stronger and gain prestige within its home city through the actions of its members, causing the guild to rise in prominence and gain "levels." This unlocks benefits for the guild and its members, such as better housing and mounts available for purchase from special merchants. A guild can lose prestige and levels as its members become inactive, so it's a good idea to only select active members who can regularly contribute to the advancement of the guild as **patrons**. Patrons contribute points to their guild by completing special tasks for their home city, called writs. Any rank within the guild, from recruit to leader, can become a patron of the guild and its supported city.

Writs can be obtained by anyone with a guild affiliation from heralds located within each city. Writs are special tasks a guild performs for a city or other faction to gain prominence through status points. Upon completion of a writ, instead of adventure experience points, the experience is added to the guild member's Individual Status Points, as well as to the Guild Status Points pool if the player is a patron.

Both Freeport and Qeynos have a social structure with five factions with which players and guilds can build a reputation. Speak with the appropriate NPC to obtain a writ with the details of a task you can perform to gain status points and prestige with that faction. When your guild level has risen sufficiently, seek out the NPC on the next tier to gain more appropriate writs for your guild level. The tiers break down as follows: Tier 1 (Guild Levels 1-10), Tier 2 (Guild Levels 11-20), and Tier 3 (Guild levels 21-30).

A Tale of Two Cities

Players who want to join a guild located in the other city can do so. The downside to this is that guild members of the opposing faction will not be able to purchase prestige items from guild merchants, since they can't enter the city where the rewards are sold. This does not prevent the misaligned guild member from otherwise enjoying the benefits of a guild, such as being able to communicate easily with friends, enjoying guild raids, and the character will still be able to acquire personal status points. Characters who choose to betray their city to live in the same city as their guild would gain the full benefits of being in a guild after they achieve citizenship with their new home.

You Don't Need a Guild

By Skam

- *Anyone can communicate with everyone across the entire server on private chat channels.*
- *Anyone can check friends' status, level and zone with the who all friend command.*
- *If you've got to have a mount, or the other guild abilities and powers, you can make a guild with five placeholder members, then keep it for yourself.*

*Never feel compelled to join a guild. There are numerous opportunities to solo, and groups will always take in good people. Try to avoid random pick-up groups and bad players for many obvious reasons, including those discussed in **Death & Dying** (p. 56). But when you find good people to adventure with, add them to your friends list.*

FREEPORT FACTION HERALDS

TIER	Seafury Buccaneers South Freeport	Dismal Rage North Freeport	Freeport Militia West Freeport	Arcane Scientists North Freeport	Coalition of Tradesfolke West Freeport
1	Squab Kalina	Convert Y'ral	Trooper Bonesaw	Neophyte Jhanov	Apprentice Kalimar
2	Boatswain Fomas	Occultist Levonicus	Liege Helvanica	Archivist Jindlefog	Guild Patron Volarian
3	Marauder Kindolus	Blight Sage Destroz	Baron Zafimus	Paragon Jalex	Commissioner Venilos

QEYNOS FACTION HERALDS

TIER	Celestial Watch North Qeynos	Concordium South Qeynos	Qeynos Guard North Qeynos	Tunarian Alliance The Elddar Grove	Ironforge Exchange North Qeynos
1	Caretaker Nogfizzle	Pupil Adept Wazzlefop	Guard Williamson	Wanderer Greencoast	Apprentice Wubbyton
2	Disciple Telas'velle	Chronicler Steelwill	Guard Rellin`thir	Naturalist Tummyfill	Envoy Edwards
3	Missionary Jenson	Aesthetic Winchester	Sergeant Ironcast	Shepherd Sell'ar	Executor Adept Sal'ynelle

These factions include the city guards, merchants, religious and intellectual leaders, and other NPCs important to their respective cities. Each faction will reward you well for performing these tasks.

Guild Tool

The guild tool is an invaluable resource for both guild leaders and guild members. You can bring up the guild tool by pressing **U** or by selecting 'Guild' from the EQ2 menu. The top of the guild tool window will display the guild name. Underneath the guild name is the guild message of the day (motd) and an edit button. Only guild leaders can edit the guild motd, through the guild tool.

The bulk of the guild information is displayed below the guild motd. This information includes the total number of guild members, the number of guild members currently online, the guild's current level, and a display area for the name, level, class, status, standing, ranking, last on and current zone location for either all members or only members currently online (depending on whether the "Show online only" box is checked). You can also sort the roster by clicking on any column heading. If you're an officer or leader of the guild, you will also be able to use the Patron checkbox to toggle the patron status of guild members, as well as the Promote, Demote and Remove boxes to perform the corresponding function.

Signs that a Guild Is ...

... Taking Itself Too Seriously

- They require you to register on their web site to join, otherwise you cannot get in.

Your game time should be enjoyable on your terms. If you don't want to register on a web site, don't. If it's a good group, and you're a good member, it shouldn't matter.

- You must commit to every Tuesday night for 6 hours.
- You must fill out a 500-word essay on why you should be accepted into the Knights who say Kney.

I wrote essays in school 20 years ago. I am just here to game. (If I write it about paying my mortgage and sneaking in some game time while the kids are asleep does that qualify?)

BASIC GUILD COMMANDS

/guildsay or **/gu**

Speak in the guild chat channel

/guild invite <player>

Invite a player to join the guild (officer or leader only)

/guild remove <player>

Remove a player from the guild (only officers or leaders can remove other players, but a player can remove himself from a guild with this command)

/guild promote <player>

Promote a guild member one rank (officer or leader only)

/guild demote <player>

Demote a guild member one rank (officer or leader only)

The Right Guild & Basic Etiquette

Now that we've covered the guild basics, there are still a few rules of etiquette that every player of an online gaming community should know and adhere to. The golden rule of joining a new guild is to

DO YOUR RESEARCH!!! This does not mean asking the first player you see with a guild tag next to their character name if you can join their guild. You will get a much better response (as well as making a much better impression upon your prospective guild) if you politely ask for more information about the guild with the intent to apply if the guild is a good fit.

THINGS TO CONSIDER WHEN CHOOSING A GUILD

- ☞ Do I want to be in a small guild or a large guild?
- ☞ Do I want to be in a guild that focuses on the most challenging aspects of the game or would I find more enjoyment in a casual social guild?
- ☞ Does the guild I'm considering have a peak time that matches my play times? (Typically you do not want to join a guild where the majority of the members are halfway across the world from you and play during your normal sleeping or working hours.)
- ☞ Does the guild have an active out-of-game community, such as a web page or forums?
- ☞ What are my expectations from the guild and what does the guild expect from me if I become a member? There is usually a two-way street where the guild members that contribute the most to a guild receive the greatest benefits as well. Make sure your expectations match up!
- ☞ What is the guild's reputation? Reputation can be everything and once you join a player guild, your character will assume some of that guild's reputation. Make sure that the people in the guild are people you want to be associated with!

APPLYING TO A GUILD

- ☞ Be courteous when speaking to members — of any rank — in the guild you're applying to.
- ☞ Many guilds have an application process or a trial period for new members. This is a time for you to learn more about your new guild, as well as for the guild to learn about you. Make the most of this opportunity!

☞ Spelling, grammar and punctuation can be the difference between the approval or rejection of your application. Show you care enough about your application to present it in an easy-to-read and professional manner. Your guild application is equivalent to a personal resumé, and most guilds do care about presentation as well as your gaming skills! Remember, your reputation will reflect upon your guild's reputation and vice versa!

☞ Be yourself and be fun to play with! You'll quickly be accepted into a guild if you're fun to be around and make friends with the other members in the guild.

Recruiting for a Guild

☞ Don't just randomly invite people to fill up guild space; your guild will quickly become a joke and you are not likely to get many people who care for much besides their own needs.

☞ Consider how people present themselves and if they would fit in with your group. Don't just look for people you want, look for people who would be happy in your environment. If your guild is mostly a role-playing guild and you invite someone who uses '1337' speak, your guild will likely be unhappy with you. If your guild is mostly Levels 5-15 and you recruit someone who is Level 27, they will likely be quite unhappy in your group.

☞ Reward people who deserve it; if you see someone who is especially active and helpful in your guild, promote him. This will encourage people to be team players, as everyone loves power!

Guild Web Support: Station Players

As part of your *EverQuest II* subscription, guild leaders have access to web space for a guild page and administrative tools to help you organize your guild. Additional features can be purchased for a small fee. You can find out more at www.stationplayers.com

Signs to Watch Out For ...

...When Choosing A Guild

- Frederica shouts "The Knights who say Kney are now recruiting. Limited Captain positions, apply now!"

Any group will have fluctuations in leadership. Just because someone responds fast doesn't mean they should be a leader. Frederica might have no idea what a guild really is, just that she wants to run one.

- A box pops onto your screen asking you if you want to join The Knights who say Kney.

SPAM is bad. SPAM invites to a group are worse. SPAM invites to a guild are horrible.

- "You can only group with us if you are a member of our guild."

Don't let others force you to play the way they want to, not you. Group with people you like to adventure with. Never feel compelled to join anyone's guild.

- Frederica shouts, "The Knights who say Kney have a website, so apply now!"

So does my grandmother and my youngest daughter. Don't look for fluff, look for content and enjoyment. Some of the best guilds don't have websites (other than the SOE-supplied site) — they have people who chat or use voice chat programs (Team Speak or Ventrillo) and have a great time together.

- Be wary of roleplaying guilds that are not about roleplaying but about spur-of-the-moment concepts such as Dwarves with red hair or bluebeard Priests whose names all end in Axetooth.

These are not role playing groups. They have a ... less than spotless ... track record of success.

TRAITS, TACTICS, TRAINING & TRADITIONS

Every other level, beginning at Level 8, you gain an additional advantage — a Personal Trait, an Enemy Tactic, a Racial Tradition or a Training ability. Each time you reach an even-numbered level, you can select another advantage from the appropriate list. You don't have to select in order — you may take any of the available choices.

Level	Advantage
8	Personal Trait (1st)
10	Training (1st)
12	Enemy Tactic (1st)
14	Personal Trait (2nd)
16	Enemy Tactic (2nd)
18	Racial Tradition (1st)
20	Training (2nd)
22	Personal Trait (3rd)
24	Enemy Tactic (3rd)
26	Racial Tradition (2nd)
28	Personal Trait (4th)
30	Training (3rd)
32	Enemy Tactic (4th)
34	Racial Tradition (3rd)
36	Personal Trait (5th)
38	Enemy Tactic (5th)
40	Training (4th)
42	Personal Trait (6th)
44	Racial Tradition (4th)
46	Personal Trait (7th)
48	Personal Trait (8th)
50	Training (5th)

Personal Traits

Are you brawny or nimble? Durable, insightful or clever? Pick one at Level 8, and improve the attribute of your choice. Whatever you choose, you've started distinguishing yourself from the other characters of your Archetype and race. At Level 14, you can improve one of your resistances, and at Level 22, you improve your Hit Points or Power.

Level 8

<i>Brawny</i>	+4 Strength
<i>Nimble</i>	+4 Agility
<i>Durable</i>	+4 Stamina
<i>Insightful</i>	+4 Wisdom
<i>Clever</i>	+4 Intelligence

Level 14

<i>Hardy</i>	+3% Poison Resist
<i>Cold Blooded</i>	+3% Heat Resist
<i>Warm Blooded</i>	+3% Cold Resist
<i>Hygienic</i>	+3% Disease Resist
<i>Intent</i>	+3% Mental Resist

Level 22

<i>Sturdy</i>	+2.5% HP
<i>Focused</i>	+2.5% Power
<i>Healthy</i>	+5% HP regen
<i>Calm</i>	+5% Power regen

Level 28

<i>Muscular</i>	+4 Strength
<i>Spry</i>	+4 Agility
<i>Enduring</i>	+4 Stamina
<i>Enlightened</i>	+4 Wisdom
<i>Savvy</i>	+4 Intelligence

Level 36

<i>Resistant</i>	+3% Poison Resist
<i>Fireborn</i>	+3% Heat Resist
<i>Frostborn</i>	+3% Cold Resist
<i>Pristine</i>	+3% Disease Resist
<i>Willed</i>	+3% Mental Resist

Level 42

<i>Stout</i>	+2.5% HP
<i>Centered</i>	+2.5% Power
<i>Stalwart</i>	+5% HP regen
<i>Lucid</i>	+5% Power regen

Level 46

<i>Tough</i>	+3% Slash Resist
<i>Flexible</i>	+3% Crush Resist
<i>Resilient</i>	+3% Pierce Resist
<i>Recondite</i>	+3% Magic Resist
<i>Devout</i>	+3% Divine Resist

Level 48

<i>Powerful</i>	+4 Strength
<i>Deft</i>	+4 Agility
<i>Resolute</i>	+4 Stamina
<i>Visionary</i>	+4 Wisdom
<i>Brilliant</i>	+4 Intelligence

Enemy Tactics

Once you've been around the block a couple of times — and down through Antonica and the Commonlands — you start to pick up a few tricks for killing specific beasts. At Level 12 you gain your first Tactic, against gnolls or orcs — your choice. At Level 16, you choose another, against ghosts, skeletons or zombies, and so forth. What is the advantage? Depends on your Archetype.

Fighters get a chance to deal an extra attack for every attack landed against your chosen enemy. The effect lasts for 1 minute and can be re-used every 6 minutes.

Mages get a high-powered, low-resist nuke against their chosen enemy. It can be re-used every minute.

Priests get an attack debuff against their chosen enemy that slows and reduces Stamina, Strength and Agility, while also inflicting a minor DD. It can be re-used every minute.

Scouts get a defensive debuff against their chosen enemy that significantly reduces AC, while reducing Stamina, Strength and Agility and inflicting minor damage. It can be re-used every minute.

Level Enemies to Choose From

12	Gnoll	Orc		
16	Ghost	Skeleton	Zombie	
24	Centaur	Giant	Treant	
32	Fairy	Goblin	Golem	Bixie
38	Nightblood	Elemental	Lizardman	Shadowman

Training

Training allows further specialization in two or three areas every ten levels. Each time you gain a new Training technique, you can improve a previous specialization, or start a new one.

Racial Traditions

It's in your blood, so you might as well take advantage of it. There are ten Traditions for each race. You may select any of the ten each time you gain a new Tradition. They give you bonuses ranging from free food to higher Hit Points and Power. Where there is a duration, the effect lasts 3 minutes (except for Erudites' Wisp, which is not subject to this duration).

Special Damage (+ **Dam**) occurs on about 5% of your attacks during the 3 minutes it is active. It's about 10% as powerful as a Mage's nuke at your level.

Special Defense (+ **Def**) is about 40% as effective as a Priest's ward at your level.

Most of these buffs are permanent, and don't need to be triggered. However, note that the regen buffs (and associated stat buffs) must be activated and last 3 minutes.

BARBARIAN

Racial Traditions	Effect [Re-Use Delay]
<i>Blood of Halas</i>	+3 Cold Resist [PERM]
<i>Halasian Staple</i>	Summon Lager (no value, no rent) [30m]
<i>Strength of the North</i>	+5 STR [PERM]
<i>Remembrance of Halas</i>	+5 Defense [PERM]
<i>Strong Jawed</i>	+2% Crushing Resist [PERM]
<i>War Wounds</i>	+5% HP regen, +2 STA [30m]
<i>Teachings of Tundra Jack</i>	+5 Tracking [PERM]
<i>Brewmaster</i>	+5 Artistry skill [PERM]
<i>Herbology</i>	+5 Chemistry skill [PERM]
<i>Cold Retribution</i>	+ Cold Damage [30m]

DARK ELF

Racial Traditions	Effect [Re-Use Delay]
<i>Elven Reflexes</i>	+5 AGI [PERM]
<i>Embrace of Hate</i>	+ Magic Defense [30m]
<i>Sinister Cunning</i>	+5 INT [PERM]
<i>Strength of Will</i>	+3 Mental Resist [PERM]
<i>Shadow Shroud</i>	Hide (no movement) [30m]
<i>Fueled by Hate</i>	+5% PP regen, +2 Magic Resist [30m]
<i>Poison Crafter</i>	+5 Chemistry skill [PERM]
<i>Pursuit of the Arcane</i>	+5 Scribing skill [PERM]
<i>Wrath of the Teir'Dal</i>	+ Divine Reactive Damage [30m]
<i>Innoruuk's Cauldron</i>	+3% PP [PERM]

DWARF

Racial Traditions	Effect [Re-Use Delay]
<i>Vital Provisions</i>	Summon Ale (no value, no rent) [30m]
<i>Endurance</i>	+5 STA [PERM]
<i>Spell Shrug</i>	+3 Magic Resist [PERM]
<i>Hearty Constitution</i>	+3 Disease Resist [PERM]
<i>Butcherblock Body</i>	+5% HP regen, +2 STR [30m]
<i>Fortitude of Kaladim</i>	+5 Defense [PERM]
<i>Weapon Forger</i>	+5 Metalworking skill [PERM]
<i>Master of the Tumpy Tonic</i>	+5 Artistry skill [PERM]
<i>Brell's Blessing</i>	+3% HP [PERM]
<i>Stormhammer</i>	+ Divine Damage [30m]

ERUDITE

Racial Traditions	Effect [Re-Use Delay]
<i>Ethereal Absorption</i>	+5% PP regen, +2 INT [30m]
<i>Trained Mind</i>	+3 Mental Resist [PERM]
<i>Scholarly Pursuit</i>	+5 Scribing skill [PERM]
<i>Chemist</i>	+5 Chemistry skill [PERM]
<i>Knowledge of the Ether</i>	+3 Magic Resist [PERM]
<i>Erud's Teachings</i>	+3% PP, +2 INT [PERM]
<i>Path of Learning</i>	+5 INT [PERM]
<i>Ward of Glyphs</i>	+ Magic Defense [30m]
<i>Summon Wisp</i>	Summons light source pet/object [30m]
<i>Infusion</i>	+ Magic Reactive Damage [30m]

GNOME

Racial Traditions	Effect [Re-Use Delay]
<i>Ak'Anon Innovation</i>	+5 INT [PERM]
<i>Flash of Insight</i>	+3% PP [PERM]
<i>Sniffle Stopper</i>	+3 Disease Resist [PERM]
<i>Forge Invention</i>	+5 Metalworking skill [PERM]
<i>Chemical Calculations</i>	+5 Chemistry skill [PERM]
<i>Power Surge</i>	+5% PP regen, +2 AGI [30m]
<i>Lost in the Crowd</i>	Hide (no movement) [30m]
<i>Confusing Babble</i>	Decrease Hate (Aggro) [30m]
<i>Gnomish Innovation</i>	+ Heat Damage [30m]
<i>Singed Eyebrows</i>	+3 Heat Resist [PERM]

HALF ELF

Racial Traditions	Effect [Re-Use Delay]
<i>Elven Reflexes</i>	+5 AGI [PERM]
<i>Tend Wounds</i>	+5% HP regen, +2 STR [30m]
<i>Ayr'Dal Assault</i>	+ Slash Damage [30m]
<i>Camouflage</i>	Hide (no movement) [30m]
<i>Tenet of Takish'Hz</i>	+3 Magic Resist [PERM]
<i>Ayr'Dal Adornment</i>	+5 Artificing skill [PERM]
<i>Gift of the Faydark</i>	+5 Fletching skill [PERM]
<i>Perseverance</i>	+5 STA [PERM]
<i>Sinister Cunning</i>	+5 INT [PERM]
<i>Dual Breed</i>	+3% PP, +2 STA [30m]

HALFLING

Racial Traditions	Effect [Re-Use Delay]
<i>Light on the Feet</i>	+2 Avoidance [PERM]
<i>Always Prepared</i>	Summon Food [30m]
<i>Niami's Tutelage</i>	+5 Artistry skill [PERM]
<i>Halfling Grand Tactics</i>	Hide (no movement) [30m]
<i>Lunch Time</i>	+5% HP regen, +2 AGI [30m]
<i>Protection of the Lucky Cabbage</i>	+ Melee Defense [30m]
<i>Pants Patcher</i>	+5 Tailoring skill [PERM]
<i>Distracting Hoax</i>	Decrease Hate (Aggro) [30m]
<i>Mischief Maker</i>	+ Mental Damage [30m]
<i>Jumjum Regimen</i>	+3% HP [PERM]

HIGH ELF

Racial Traditions	Effect [Re-Use Delay]
<i>Elven Reflexes</i>	+5 AGI [PERM]
<i>Gilding of Felwithe</i>	+5 Artificing skill [PERM]
<i>Estonic Study</i>	+5 Scribing skill [PERM]
<i>Harmonious Mind</i>	+5% PP regen, +2 WIS [30m]
<i>Firiona's Zeal</i>	+ Divine Damage [30m]
<i>Tenet of Takish'Hz</i>	+3 Magic Resist [PERM]
<i>Graceful Movements</i>	+2 Avoidance [PERM]
<i>Apperception</i>	+5 INT [PERM]
<i>Gift of Tunare</i>	+5 WIS [PERM]
<i>Strength of the Koad'Dal</i>	+3% PP [PERM]

HUMAN

Racial Traditions	Effect [Re-Use Delay]
<i>Physical Adaptability</i>	+3 Defense [PERM]
<i>Environmental Adaptability: Heat</i>	+3 Heat Resist [PERM]
<i>Environmental Adaptability: Cold</i>	+3 Cold Resist [PERM]
<i>Metallurgy</i>	+5 Metal Shaping skill [PERM]
<i>Clothier</i>	+5 Tailoring skill [PERM]
<i>Tend Wounds</i>	+5% HP regen, +2 STR [30m]
<i>Leadership</i>	+5 Defense of another [30m]
<i>Perseverance</i>	+5 STA [PERM]
<i>Domination</i>	+ Divine Damage [30m]
<i>Determination</i>	+3% PP [PERM]

IKSAR

Racial Traditions	Effect [Re-Use Delay]
<i>Toughened Scales</i>	+5 Defense [PERM]
<i>Natural Regeneration</i>	+5% HP reg, +3 STR, +3 AGI [30m]
<i>Proficient Swimmer</i>	Enduring Breath [10m]
<i>Whipstitch</i>	+5 Tailoring skill [PERM]
<i>Dark Medicine</i>	+5 Chemistry skill [PERM]
<i>Honed Body</i>	+5 AGI [PERM]
<i>Greenmist Salvation</i>	+3 Disease Resist [PERM]
<i>Legacy of the Shissar</i>	+3% PP [PERM]
<i>Sebilisan Strike</i>	+ Crush Damage [30m]
<i>Defensive Coloration</i>	Hide (no movement) [30m]

KERRA

Racial Traditions	Effect [Re-Use Delay]
<i>Fleetness of Foot</i>	+5 AGI [PERM]
<i>Commune with the Spirits</i>	+5% PP regen, +2 WIS [30m]
<i>Spiritual Enlightenment</i>	+5 WIS [PERM]
<i>Ancestral Protection</i>	+3 Divine Resist [PERM]
<i>Eyes of the Night</i>	Ultravision [10m]
<i>Warm Fur</i>	+3 Cold Resist [PERM]
<i>Gift of the Land</i>	+5 Chemistry skill [PERM]
<i>Timber Shaper</i>	+5 Fletching skill [PERM]
<i>Hunter's Instinct</i>	+5 Tracking [PERM]
<i>Unsheathed Claws</i>	+ Slash Damage [30m]

OGRE

Racial Traditions	Effect [Re-Use Delay]
<i>Blessing of Zek</i>	+5 STR [PERM]
<i>Rallosian Conditioning</i>	+5 STA [PERM]
<i>Battle Rest</i>	+5% HP regen, +2 STR [30m]
<i>War Ready</i>	+3% HP [PERM]
<i>Murdunk's Tactics</i>	+ Slash Damage [30m]
<i>Toughened Hide</i>	+5 Defense [PERM]
<i>Oggokian Trade</i>	+5 Metalworking skill [PERM]
<i>Rallosian Readiness</i>	+5 Metal Shaping skill [PERM]
<i>Lifted Curse</i>	+5 INT [PERM]
<i>Battlefield Command</i>	+5 Defense for party member [30m]

RATONGA

Racial Traditions	Effect [Re-Use Delay]
<i>Swift Scurry</i>	+2 Avoidance [PERM]
<i>Increased Immunities</i>	+3 Disease Resist [PERM]
<i>Pitiful Plea</i>	Decrease Hate (Aggro) [20m]
<i>Concealed Presence</i>	Hide (no movement) [30m]
<i>Poison Play</i>	+5 Chemistry skill [PERM]
<i>Instruments of the Underfoot</i>	+5 Metalworking skill [PERM]
<i>Rodent Reflexes</i>	+5 AGI [PERM]
<i>Filth Forage</i>	+5% HP regen, +2 AGI [30m]
<i>Dark Agenda</i>	+ Poison Damage [30m]
<i>Toxic Tolerance</i>	+3 Poison Resist [PERM]

TROLL

Racial Traditions	Effect [Re-Use Delay]
<i>Natural Regeneration</i>	+5% HP reg, +3 STR, +3 STA [30m]
<i>Gift of Innother</i>	+3 Disease Resist [PERM]
<i>Troll Gourmet</i>	+5 Artistry skill [PERM]
<i>Mender of the Mire</i>	+5 Metal Shaping skill [PERM]
<i>Grobb Grub</i>	Summons food [30m]
<i>Swamp Breath</i>	Breathe longer underwater [10m]
<i>Bog Bully</i>	+5 STR [PERM]
<i>Manical Madness</i>	+3% PP [PERM]
<i>Brutal Barshings</i>	+ Crush Damage [30m]
<i>Resilience</i>	+5 STA [PERM]

WOOD ELF

Racial Traditions	Effect [Re-Use Delay]
<i>Elven Reflexes</i>	+5 AGI [PERM]
<i>Forage</i>	+5% HP regen, +2 STA [30m]
<i>Camouflage</i>	Hide (no movement) [30m]
<i>Gift of the Faydark</i>	+5 Fletching skill [PERM]
<i>Faydwer Fashions</i>	+5 Tailoring skill [PERM]
<i>Tunare's Footsteps</i>	+5 Tracking [PERM]
<i>Wind Warrior</i>	+2 Avoidance [PERM]
<i>Herbal Protection</i>	+3 Disease Resist [PERM]
<i>Precision in Combat</i>	+ Pierce Damage [30m]
<i>Vitality of the Feir'Dal</i>	+3% PP [PERM]

HOW TO BE FAMOUS

By Kwip

So, you want to be a hero, eh? Right — get in line, mate. That's it; take a number. Yes, the line is *really* that long.

Look, we all are coming into this game with one idea in common: we all want to be the absolute best hero in the game. I mean, honestly — what's the point of making friends and crafting things and other such nancy-boy activities? There's no room for friends when it comes to lifestyles of the Rich and Heroic, I'm sorry. And competition for a role like that is going to be pretty fierce, I can tell you right now. But fear not! This short guide should help you to be the greatest adventurer around.



It used to be Ogres shared your fate, but thanks to a powerful lobbying effort at the movies, Ogres are now considered quite the handsome devils.

Frogloks still ride the sentimental wave of that whole “kiss the frog to get a prince” nonsense that some drunken Froglok foisted on an incredibly naive elven princess. And Trolls still have the reputation that can only be earned by the noble act of eating a few smart-aleck billy goats as they cross your

bridge. I'm sorry Iksars, but you will never be on the cover of *AQ (Adventurer's Quarterly)*, available at newsstands near you!).

Choosing an Archetype is pretty easy. The test I like to use is this: take a stick. If your first thought is to try and launch a fireball out the end of it, go stand with the Mages. If you try and carve it into a holy symbol, go kneel with the Priests in prayer. If you try and hide behind the stick, go ahead and join the rest of the Scout-ish looking sticks over there. And if you try and smack the Mages, Priests and Scout-ish looking sticks with your stick, you're a Fighter.

Initial Quests

All right, you're off to a good start so far. You've picked a race and an Archetype. Now you're stuck doing some newbie quests. The important thing to remember here is that you're going to be a **FAMOUS ADVENTURER**. If everyone around you doesn't know it yet, you should probably start letting them know. I've found the best way to do this is to speak of yourself in the third person. It helps if you remind people of how great you are, too. But try and be subtle about it — no point in being obnoxious. Something like, “Kwip,

the Great and Famous Adventurer, would appreciate it if you lesser mortals would get out of His way.”

Notice how I capitalize “His”? Attention to detail, there. That's what **REALLY** sets apart a Famous Adventurer. Well, that and being, you know, actually *famous*.

Next, remember that any group you join becomes **YOUR** group. Everyone else in the group is your sidekick. Sometimes they're there merely for comedic relief, but sometimes they're there to fall madly in love with you. Well, I mean **OBVIOUSLY** they're going to fall madly in love with you — but sometimes they'll just be funny, and other times they'll have to die in glorious combat so that you can avenge their death. A real classy move for Famous Adventurers is to blame yourself for their death.

“Oh, beloved Mortimor; had only my blade struck more swiftly, I could have saved thee!”

Man. I can just feel the tears welling up in my eyes at the thought of moments like that. Those are the times that it's really handy to have a Bard or two in your party, so they can compose heroic ballads of your love and the Epic Battle their death led you to fight. If you're a Bard, it's perfectly acceptable to compose your own ballad of your awesomeness. You can even teach the other party members to sing the chorus parts.

Of course, if dead party members come back to try and get to their spirit shard, chase them away, because nothing ruins a truly great death scene like the dearly departed showing up and not being, well, *departed*.

One thing you'll have to overcome almost immediately is everyone around you being jealous. Oh, they won't admit it. They'll blame their anger with you on such obvious lies as your stealing all the party loot, your drawing too many mobs, or even your getting the entire party killed. I know, these things seem completely ludicrous, but it happens, I assure you. I've found the best way to disarm situations like that is to pretend not to speak their language. If they try and say you've been

Choosing Your Archetype & Race

For starters, if you want to be a great adventurer, forget the Artisan Archetype. Oh, sure, Artisans can all be very, very wealthy. I won't argue that with you. But let's be honest here, folks: do you remember who made Excalibur? No, the Lady of the Lake was merely the person who gave it to Arthur. I have it on good authority that Excalibur was made by Bob, a Level 45 Artisan who was actually trying to make a block of cheese, but due to a Noisy Distraction and his inability to hit Block Hearing in time, he wound up with the King-Maker instead.

So if you want to be a wealthy pig who rolls naked in great heaping piles of money, then an Artisan is what you want to be. No, wait, that's what *I* want to be. **YOU** want to be a famous hero. Let's get on with that, then.

It doesn't really matter what race you choose, with one exception: Iksars. Sorry guys, but nobody wants an ugly lizard hero.

carrying on a conversation for quite some time now, tell them you were lying. And then don't say anything else. Childish, perhaps — but like it says in the Good Book: "The path of a Famous Adventurer is beset on all sides by ... erm ... jerks." Or something like that.

The Path to Glory

Anyway, by this point in your career, you should be off of the starter island and onto whichever city you've chosen. The whole Good vs. Evil thing is a bit overrated. Once you're a Famous Adventurer, both sides will want to be your bestest friend anyway. If there's one currency that every alignment accepts, it's fame. Well, except for Gnomes. I think those guys still use gold. But everyone *else* will love you.

Now you're free to begin some serious campaigning for Famous Adventurer status. Again, I can't stress the importance of speaking in the third person. Especially when you're sending broadcast messages. Make sure everyone knows that your taking the time to send a message to all of them is an act of unbelievable kindness. They should feel privileged that someone of your fame deemed them worthy of hearing your voice. Or reading your typing. Whatever. Oh! That brings up another good point: as a Famous Adventurer, spelling properly is below you. You're a very busy, very *famous* person, and you just can't be bothered to do such menial tasks as spell checking.

In fact, you should probably start looking for a sycophant to begin broadcasting messages for you. Make sure they have good spelling, too, because they'll make you look bad if they keep broadcasting poorly typed messages. And make sure they use your full title — you have adopted a title by this point, right? I strongly suggest declaring yourself the Champion of some direction or the other. Making yourself the Lord of some castle or keep always sounds good, too. Be sure your lackey uses them all, as well. Something like, "The Great and Wise Kwip, Lord and Master of the Castle of Aaauuuggghhh, Champion of the North, Savior of the Halflings" — oh, did I forget to mention being a savior of some race or another? That always sounds impressive.

The only thing to be careful of here is getting a smart-aleck lackey who begins adjusting your title too creatively: "The Round and Walking Kwip, Lien Holder of Rundown Keep, Champion of That Way Over There, Savior of Things Found In His Beard." Lackeys like that should be beaten. Often.

The Final Plateau

Now that you've reached an acceptable level of fame, you can begin allowing other Famous Adventurers to travel with you. Just make sure they're not as famous as *you*. Someone has to be the leader, after all. Your best bet is to find a group of Famous Adventurers that are of different

professions than you. That way you can travel together fighting larger battles than you could on your own. Plus, you have someone else to blame if things go poorly.

Once you've assembled a worthy group of adventurers, you have to learn the importance of group dynamics. And get enough coconuts for your lackeys to bang together behind you as you travel, of course.

The value of traveling with differing professions is that it allows you to appeal to fans who might not normally pay you the proper respect and adoration. For example, if you're a Shadowknight, the Treants might get a little ticked at you because last time through their forest you burnt half of it down and ate most of the Dryads. BUT — if you're traveling with a Famous Warden, they'll probably just ask you for your autograph.

Make sure that when you travel with a group they all understand their supporting role, too. To this end, I suggest naming your group after yourself. Something like, "The Great and Wise Kwip, Lord and Master of the Castle of Aaauuuggghhh, Champion of the North, Savior of the Halflings — and Company." That sounds official, and it also gives the rest of your group a chance to really shine and identify with you, their leader.

As a Famous Adventurer myself, I can tell you that the higher levels, when you allow a group to accompany you, are always the toughest. The group tends to resent your fame, and will try and express their annoyance in such minor fashions as poisoning your drinking water, putting ground glass into your food, sticking venomous snakes in your bedroll, stabbing you to death in your sleep, or even putting a red shirt in the wash with your whites.

At times like this, when the world seems mighty ungrateful for the awesomeness that is you, just tell yourself that someday, after they name a town for you, it will all be worth it. You might have to take some underhanded steps to ensure you get the city named after you, but it gives you a warm feeling. If you don't believe me, just send me a /tell sometime.

I'll be on as Freeport or my alt, Qeynos ...

Iksar place of honor for Kwip.



QUESTING

To say that the number of quests in *EverQuest II* is mind-boggling would be an understatement. With hundreds of quests documented in this guide alone, and more being added with every update, you could quite easily spend your whole adventuring career questing. A table of quests has been provided with each zone map for easy access, with detailed walk-throughs of many quests.

If you take the time to methodically make your way through the Isle of Refuge, you are already familiar with the wide variety of quest types in game. Once you leave the Isle, though, there is a much wider variety of quests that come from varied sources. In order to give you some idea of how to answer one of the most common questions of new players ("Ok, I'm a citizen, what now?"), here are some suggestions for finding quests of various types.

Exploration Quest (Point of Interest)

The exploration system rewards players for finding new areas within the world. Each time you reach a new one, you see a message stating that you have discovered a new area and hear a brief musical flourish!

For Example, on the Isle of Refuge, when you approach the Mage Tower for the first time you will see:

**You have discovered ...
Malvonicus' Tower**

Certain areas give more or less experience depending on the difficulty of finding them, or the level range of the zone you are in. Try to find as many areas as you can! Simply walk around everywhere, leaving no door unopened or pathway unexplored, and you will find the points of interest in the world.

Many of these areas are linked to quests that begin with NPCs as well, so while you may find them once and gain experience, you will want to take note of the location in case you find yourself trying to find this point of interest again.

Collection Quests

Scattered throughout the Shattered Lands you will find small sparkling objects. By

gathering these objects you will receive an item that can be added to one of the many collection quests. There are hundreds of collection items scattered throughout the world, see how many you can find!

To add an item to a collection

1. Gather it from the world. (Put your cursor over it until it turns into a hand, then click.)
2. Examine it.
3. Choose "add to collection" and you will receive a quest to find the remaining items that are part of that collection!

Once you have collected a full set of items, find a collector NPC, and see what he will give you in return for your collection.

Collector NPCs can be found in the Isle of Refuge, East Freeport and North Qeynos.

Collections to look out for early on include Feathers, Moths, Butterflies, Bone Fragments and Shells.

Hallmark Quests

Throughout your adventuring career, you will find yourself approaching various milestones and thresholds. Three of the most well known include your Citizenship, Class and Subclass quests (as you reach Levels 7, 10 and 20, respectively). Others are to help you gain status points. And others will help you gain the loyalty of one or more groups in your home city. All of these quests are hallmark quests, where you may not earn a new weapon or piece of armor, yet the reward is important enough to take the time to complete it.

Slayer Quests

Become the greatest killer of Gnolls or Goblins to walk the Shattered Lands! The Slayer system tracks the number of times you are victorious in battle against certain monster types. You gain titles by accumulating creature kills! The more kills you have, the better the titles you receive.

Some Creatures Worth Slaying include Goblins, Orcs, Gnolls and many more.

Slayer Ranks include Killer, Initiate Hunter, Accomplished Hunter, Initiate Slayer, Accomplished Slayer, Master Slayer and Destroyer.

Heritage Quests

Many artifacts were lost in the chaos that followed the Shattering. Rumors abound throughout the lands as to where these artifacts might be found. Some NPCs will offer them as a reward for deeds well done, while others must be found by following a trail of clues. Artifacts that can be recovered include coin purses, weapons, and other rare and useful items! But beware, as with any magic of this kind, there is a chance that you may disturb some creature that would have preferred to be left alone!

Some Heritage Quests to look for

"These Boots Were Made For. . ."
"The Return of the Light"

Lore and Legend Quests

Ancient stories are often the best, and this is proven true for those who take the time to visit the libraries in Qeynos and Freeport. In South Qeynos, Sage Indis Surion sells copies of some of these tomes, while Sage Navarius Orvalis offers the same service in North Freeport. Purchase a book, take the time to read it, and you'll find yourself on a new quest. Some tomes inspire you to kill various creatures in the lands, hoping to find the same glory that the hero in the tale gained. Others simply compel you to visit somewhere new, to explore the world and see the sights.

Betrayal Quests

Sometimes you'll decide that you just don't like life in the city you started in. Whether you can't stand the "goodness" of Qeynos any longer, or the "evil" of Freeport is bringing you down, if you want to change city loyalty, the Betrayal quest is for you. If you wish to leave Freeport for Qeynos, Stilus Graphium in East Freeport will help you on your way. If you're looking to leave Qeynos for Freeport, speak to Cordun Brenland in Qeynos Harbor. In either case, you must complete the quest before reaching Level 17. After that level, your loyalty to the city is so strong that you cannot change.

Armor Quests

Everyone can use a little extra protection no matter what your class. Starting at Level 20, there are special quests just for that purpose, depending on what type of armor your new subclass wears. These quests cannot be started before Level 20 because many classes change what armor they are allowed to wear when they choose subclass at Level 20.

Heavy and medium armor wearers (except Defilers and Mystics) speak to Dyrir Pire in East Freeport or Ian Cathlan in Qeynos Harbor. Light armor wearers, plus Defilers and Mystics, speak to Vassi Darkscale in North Freeport or Selwyn Oakheart in South Qeynos. Very light armor wearers speak to Kirsteh the Witch in East Freeport or Gildas Cedartree in Elddar Grove.

Catalog Quests

For a small fee, the sages will also sell you a copy of a creature catalog. Take the time to verify the accuracy of the catalog, and you'll earn a small reward. Currently there are three catalogs for sale. Purchase this tome as early as you can afford it, and you'll find that most of the creatures listed will be ones you would encounter early in your adventuring career.

Hidden Quests

As you explore, you'll find quests tucked away in some of the most unusual places. Various items in the world, especially in dungeons, will also be quest initiators. The saying "leave no stone unturned" is very true in this world.

Access Quests

Certain zones in the game are locked until you find the key, password or authorization for entry. Each of these zones has a special access quest that must be completed. Most will require a group to complete, and the zone will require a group to enter, so completing them with friends is a good idea. If you find a door which seems locked, or a portal you can't pass through, it's probably because you don't have the proper access for the zone.

Far Seas Requisition Slips

These slips are random drops off various creatures in the outdoor hunting areas. When read, you are asked to fulfill the requisition by killing creatures in that zone and then reporting to someone in the city with what you have collected. The reward is usually coin, but also occasionally includes a minor magic item.

Tradeskill Wholesaler Tasks

Begun by speaking to a representative in your crafting society, these simple tasks begin by asking you to harvest a certain number of items from the outdoor zones. What you must harvest is currently based on your skill as an adventurer, so if you plan to do these tasks, be sure to keep your harvesting skills up to date. The items must be turned in to the wholesaler to complete the task, so do not use them in crafting an item. The reward is faction with your crafting society and a bit of coin.

Questing Tips

Hail everyone. Continue to hail them as you level, because while you might not be able to get a quest from them at Level 8, you might once you reach Level 15. Take notes of those NPCs who say something indicating you aren't experienced enough.

Examine everything. Many items start quests. When you acquire a new item, whether as a quest reward, purchase or mob drop, Examine it and follow any text to discover new quests. Some quest items disappear from your inventory when you initiate the quest. Others (such as tomes) you will need to refer back to in order to complete the quest, so be careful to not delete an item that you might later need.

Plan your questing strategy. Your quest journal will only hold so many quests (currently 50), so plan carefully where you intend to quest. Some questors prefer to pick a zone or two and complete all the quests that start in that zone. Others will look at where quests complete and decide from that what quests to complete. One of

the easiest strategies is to complete "delivery" quests between districts in the city as early as possible, traveling through the zones in some order. Then return and gather all the quests for an appropriate hunting area and complete them.

Save collection items in the bank if possible. Until you have a complete, or nearly complete, collection, don't Examine a collection item to create a new quest. The quest will count in your journal and limit you from starting other quests that may not take as long to complete. Once you examine a collection item and add it to your collection, the item disappears, so if you have to delete the quest later, that item is lost. Watch the broker list, too, if you are collecting. There are often pieces of collections for sale, and you might just be able to free up bank space that way.

Change camera angle if you can't pick up a collection item. Occasionally, the angle of your camera is set so that it makes it hard to target collection items on the ground. Usually if you change to first-person view and look down on the item, you should be able to gather it.

How do I delete a quest? What quests can't I delete? In your quest journal, click on the name of the quest you wish to delete. The "delete" button will highlight if you are allowed to delete the quest. Hallmark and heritage quests cannot be deleted and must be completed before they will be moved out of your journal.

Delete quests you can't immediately complete. Just like creatures, quests have a con system associated with them. If you accept a quest which "cons" yellow or orange to you, it probably makes more sense to delete that quest and come back for it after you have leveled some, than to keep it in your journal. Some quests cannot be deleted, but those quests also do not count toward your journal limit.

Get a group before starting access quests. Most of the zones that require special access keys will require you to have a group to enter than anyway, so it makes sense to complete the quest as a group if possible. And for those that don't require a group to enter the zone, you'll still find you want a group to help complete the quest if you are trying to enter a level-appropriate zone. Keyed zones tend to be populated with creatures that are very aggressive and very difficult to take down solo.

Brasse's Atlas

Well met indeed, traveller ... mind if Oi sit here a spell?

Even let ye buy me a beer, Oi will, hehe.

Brasse is me name, an' Oi bin scoutin' all over Norrath since Oi was auld enough ta walk, wif me quill an' parchment in hand, me liddle Wren an' Ranger Alluvian by me side. Many, many changes bin wrought upon tha lands, they bear little resemblance to tha charts o' ancient times.

Perhaps ye will find these maps Oi have compiled ta be o' some help in yer own travels! Oi'd be right pleased if ye used 'em, don' pay no mind ta an occasional beer stain. Landscapes an' paths an' alla routes ye'll need fer yer furst 30 seasons or so be here. Be sure ta read all yer kin about any land ye plan ta travel in as well — it allus pays ta be prepared!

So much lies afore ye, wondrous vistas ta be discovered. Ye will see majestic mountains leadin' ta

deep valleys, parched deserts wif they own strange beauty, wide grasslands, lush fields, swamps fulla life, an' dense forests that seem ta take ages ta pass through. Norrath is a wurd made fer tha likes o' ye, me adventuresome new friend! Only fair ta warn ye though, many a foul beastie have Oi seen, many be tha dangers that lurk in this changed wurd. Thar be numerous secret entrances ta places whut might be best left undisturbed ... but ye got ta luk of an auld time hero about ye. Oi don' think ye'll be held back by tha cautions of an auld dwarf, will ye? Hehe, no, Oi din't think so.

Well, if yer intent upon it, know ye that thar also be a grand bit o' treasure fer tha takin', if ye knows whur ta find it ... many grand mysteries ta solve, many strange adventures ta be had

Remember though that tha lands an' tha many souls upon 'em are like any livin' thing, they change over time. So keep yer eyes open whether ye be inna city or wilderland ... ye never know whut ye'll encounter! Oi'd be right appreciative if ye'd scrawl me a note when yer find things whut need ta be changed in yer journeys, me stout legs kin only git round so fast.

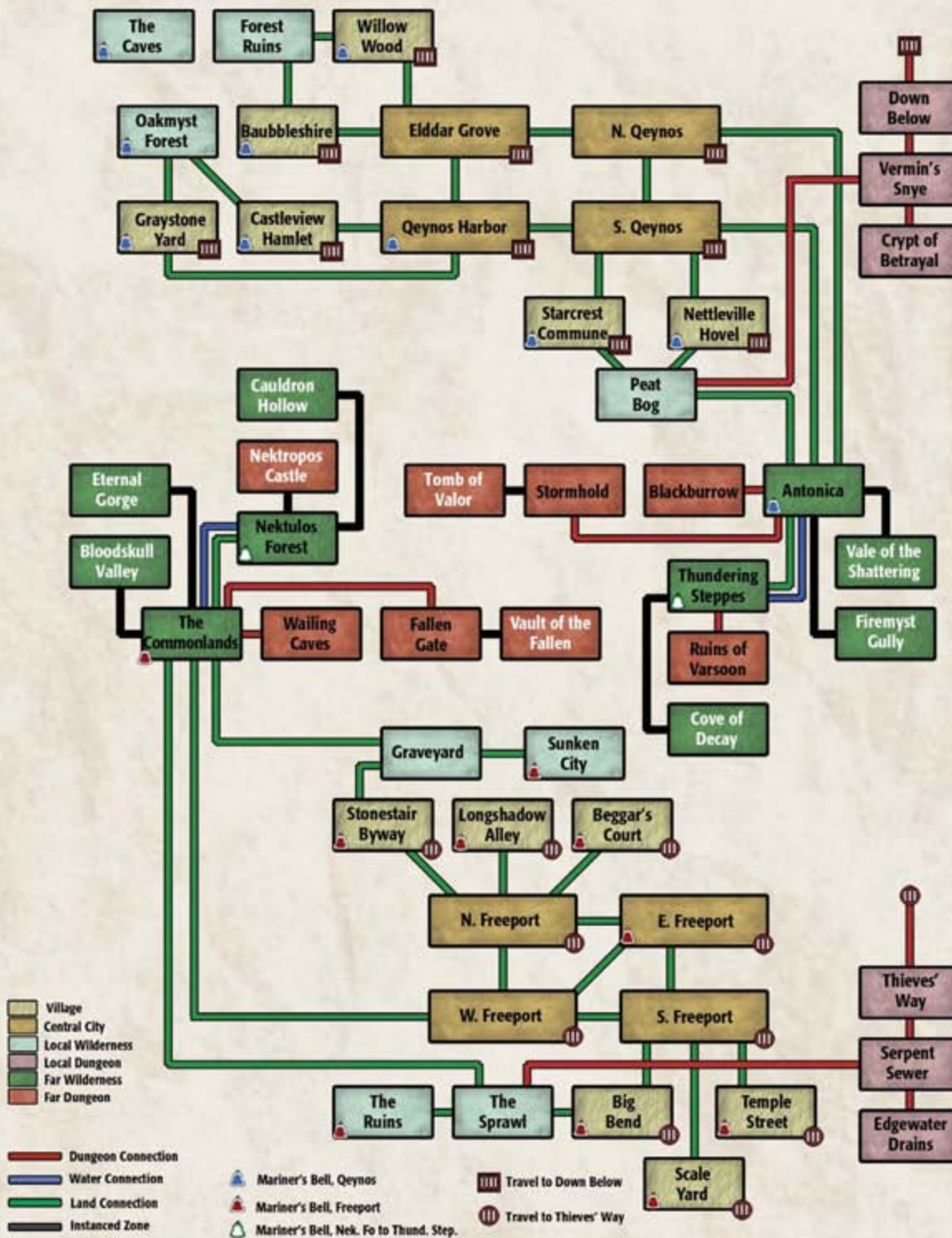
Now, Oi do think a second ale would not be amiss ...

Remember ... ta walk softly an' carry a big stick is all right fer them Elfinks, but us Dwarves recommend stridin' boldly an' carryin' an even bigger axe!



ZONE CONNECTIONS

By DrunkenFriar



QEYNOS

By Praxi

I am but an humble servant of Qeynos. If we all work together, our fair city can overcome all. We have kept the gnolls at bay while rebuilding and expanding the influence of our city, all with camaraderie. Everyone serves a purpose here, some great and some small, but we all do our part. The tinkering Gnomes and friendly Halflings of Baubbleshire make life easier for all. Castleview Hamlet's serenity is provided for by the insightful High Elves and Frogloks. The industriousness of the Dwarves and Barbarians in Graystone Yard can be evidenced all throughout the city! Kerra and Humans in Nettleville Hovel make the city realize that sometimes we must be playful. The studious Erudites and Humans of the Starcrest Commune bring wisdom for all. The Half Elves and Wood Elves of Willow Wood bring tranquility to all of Qeynos.

Through Antonia Bayle's leadership we have survived, nay, even prospered in these dark times! By the Spectacular Sprocket of Ak'Anon we have! Why, just last week Antonia reminded us that despite the best efforts of the host of Blackburrow, we have prevailed. We travel Antonica in relative safety now, thanks to our steadfast guards.

I know that we can overcome any obstacle placed before us by using our combined strengths. Antonia shows us everyday what we can accomplish if we just put our minds to it! For the Glory of Qeynos!

There are three types of zones within the city of Qeynos; **Villages**, where all new players start out; **City Zones**, where you can find many different quests, merchants and subclass trainers; and **Adventure Zones**, where you can accomplish valuable quests and smite evil in the name of Qeynos.

All new players start in a specific village zone, depending on your race (see **Zones**, below, to check which races start where). The first thing you should do in your new village is visit the Steward for your village. Stewards are always on the docks where you arrive. Complete the Steward's quest directing you to your new apartment and to your Landlord. Your Landlord will have you do a series of tasks to familiarize yourself with the village. After completing those tasks you are directed to a Citizenship task. Complete *that* task to become a citizen of

Qeynos and travel freely about the city (see **Quests**, below, for more detail on the **Qeynos Alignment**, **Welcome to Qeynos**, and **Village Citizenship Task**).

There are four Qeynos city zones: **North Qeynos**, **South Qeynos**, **Qeynos Harbor** and **Elddar Grove**. In addition to having a lot of quests, city zones have all the advanced class trainers and are where you begin your quest for your class armor. Guild quest-givers and specialized merchants are located in these zones also. It's worthwhile to check out the Points of Interest in these zones for the exploration EXP they give you when doing your newbie delivery runs.

Depending on how you play, you can get lower levels out of the way quickly by completing delivery quests while you're taking care of the **Welcome to Qeynos, Citizen!** quest and hitting all the Qeynos Points of Interest. Your low-level killing can be limited to what is required for the citizenship task; in fact, you can get up to about Level 9 or 10 just concentrating on deliveries and messages, if you care to run around that much. It's an easy way to get levels quickly doing something other than terrorizing the local monster population.

There are seven adventuring zones within Qeynos itself: **The Down Below**, **Forest Ruins**, **Oakmyst Forest**, **Peat Bog**, **The Caves**, **Vermin's Snye** and the **Crypt of Betrayal**. Always try to get as many quests as possible for a given zone before you go adventuring there; this saves you time so you don't have to go back to the zone later, and completing all those quests helps you level faster! See the individual zone descriptions to find quests for a particular zone.

Quests

Qeynos Alignment

You receive this quest the first time you arrive in your new village. Complete it by talking to the Steward near where you arrive, which starts the **Welcome to Qeynos!** quest and completes the Qeynos Alignment quest.

Welcome to Qeynos!

- Find your new room. A waypoint appears, leading you to the inn; follow it to the door. If for some reason the line disappears, just hit **[Alt] [W]** to bring up the waypoint menu and then double-click the first thing on it. Double-click the door and accept it. Your home is free for the first seven days, so don't worry about the cost right now. (And you can't proceed with the quest until you actually accept the home.)
- Speak with the Landlord, who will give you furniture to place in your new room.
- Place the furniture. (Open your inventory and right-click on the furniture, then choose a place for it.)
- Speak with the landlord again to be directed to speak to the banker.
- Find your banker (you can use the waypoint system again). Make sure to hail your banker to finish this part of the quest. (This might require right-clicking the banker and then selecting "Hail.")
- Return to the landlord to receive another piece of furniture. Place the furniture.
- Speak to the landlord to receive an exploration task.
- Explore the village. If you ever lose where to go next, **[Alt] [W]** brings up your waypoint menu, then double-click on the first item.
- Return to landlord to receive yet another piece of furniture.
- Place the furniture and speak to landlord again.
- Find the citizenship sign. Right-click on the sign to receive an application (it goes into your inventory); open your inventory, then right-click on the application to Examine it. This starts the Citizenship Task.



ZONES

Villages

- Baubbleshire (Gnomes & Halflings)
- Castleview Hamlet (Frogloks & High Elves)
- Graystone Yard (Dwarves & Barbarians)
- Nettleville Hovel (Humans & Kerra)
- Starcrest Commune (Erudites & Humans)
- Willow Wood (Half Elves & Humans)

City Zones

- North Qeynos
- Qeynos Harbor
- South Qeynos
- The Elddar Grove

Wilderness (3-12)

- The Forest Ruins
- Oakmyst Forest
- Peat Bog
- The Caves

Catacombs (Levels)

- The Down Below (3-10)
- Vermin's Snye (11-20)
- The Crypt of Betrayal (21-30)



Citizenship Task

- Get 5 tokens from a nearby adventure zone. (If it's the Caves, get there with an Outside Qeynos Mariner's Bell.) You get tokens by killing any monster in that zone. Tokens drop randomly, so don't expect one from every mob you kill.
- Get 5 tokens, then return to the citizenship sign; right-click on the sign to jump into an instanced zone.

- Speak to the NPC where you arrive in the zone. He directs you to deal with traitors to Qeynos.
- Without leaving the zone, track down and deal with the traitors, 'punishing' as necessary.
- Once all the traitors are dealt with, you've completed the Welcome to Qeynos, Citizenship Task and Qeynos Citizenship quests.

Reward for this quest is a class-appropriate weapon, Qeynos Citizen Ring (HP +5, PP +5, STA +1, AC 4), and a book entitled *Welcome to Qeynos, Citizen!*

Examine the book to get a lengthy quest that is good to do while completing delivery quests. This quest is basically an exploration of Qeynos and Antonica, helping you locate some important people and locations.

THE BAUBBLESHIRE

By Orlena

A quaint little village reminiscent of Rivervale before the breaking, Baubbleshire is home to Halflings and Gnomes. Built into the side of rolling hills outside Qeynos city proper, the inhabitants of The Baubbleshire rely on the protection of the Qeynos guards to keep the creatures of Forest Ruins and the Willow Wood at bay. Always a bustling center of activity, The Baubbleshire craft folk are among the best in the world, featuring specially created weapons and trinkets made with Gnomish ingenuity.

Key Locations & NPCs

In the center of the Baubbleshire, the **Spectacular Sprocket of Ak'Anon** is a tourist's delight and a true puzzle to scholars such as **Sage Xoort**. Imbedded into the bedrock itself, this giant sprocket stands as a monument to Gnomish inventors of yore. Weary travelers take refreshment and can't help but be revived by the energy flowing from **Tapster Bregun's Deep Mug Tavern**. Pull up a chair and ask **Kaladin Deeppockets** for a foamy mug of ale delivered by the endearing **Barmaid Estella Muddyfoot** and listen to the tales of the adventurers **Gornit Penwiggle** and **Lozoria Shinkicker**. Also make sure to stop for a word with the enchanting **Ganla Dindlenod**, who waits outside of the tavern, and the hardy **Mirf Guinders** and **Algan Timmizer** who lounge around above the miniature tavern.

As you travel around the town, the scent of **Nyla's** freshly baked pies draws you to what locals refer to as "Merchant Row." Shoppers looking for anything from food to new weapons will find merchants willing and ready to sell you their wares. Curious customers might even find themselves able to deal their way into assisting a needy merchant or two in exchange for some of their wares.

Once well armed and armored, brave adventurers can make their way through the gates into the **Forest Ruins** in hopes of starting their own tales of heroism and glory; a wise adventurer would also take a

moment to chat with **Marshal Surefoot**, a sturdy little man near the Forest Ruins gate. Truly skilled adventurers may even wish to sneak through the sewer grate behind **The Ringing Hammer**, a smithy run by **Smithy Findlebop** and his helper **Tinkerer Spindlebop**, and make their way into the depths of the **Down Below**. If a bow is more your style of fighting, **Bowyer Fallowheart** is only a hop, skip and a jump away at the gate to the Forest Ruins. One never knows what strange items the crafters and artisans of the Baubbleshire will exchange for a bit of coin to fill an adventurer's purse, so be sure to collect as much as your packs will carry before returning for a pint and good night's rest.

If you're in need of a good scroll to teach you more wisdom of arcane knowledge, make sure to visit **Scribe Wazzleburn** in the Scribe Shop adjoining The Ringing Hammer. In this cozy little shop one can also find **Alchemist Drizzledrop** working on amazing potions, but if you need any fighter-related training you must pop over to the armory to find **Trainer Oatheaver**.




As in all the villages around Qeynos, a branch of the **Qeynos Exchange** is always ready to serve the artisans and adventurers of Antonica. In the Exchange, **Banker Drizzcopper**, **Armsdealer Mugin Splintshin**, **Inkeeper Millbanks** and **Merchant Byrtle** sell fine wares for the young (and the short) people of Baubbleshire. Also make sure to stop by and have a chat with **Armorsmith Diggin Diggs**, who runs his shop outside of the Qeynos Exchange, selling wonderful armor crafted by his skilled hands.

For younger adventurers, fresh off the island, one would do well to talk to **Tailor Peona Toughins**, a cheery clothworker near the row of homes nuzzled into the hillside. **Mender Brera Pinthumb** can be found in this area as well, just in case you find yourself with holes in your armor or rust on your sword. If you feel at all concerned for your safety, fear not, for the gentle yet firm hands of **Captain Tunnell** keep the town in order, along with the help of **Guard Loorin'Thel** and **Tergon Tobokog** who can be found walking their beats through the area.

Quests

A Tattered Journal for Valean




Galana Dindlenod wishes to hire you to deliver a journal to Innkeeper Valean.

-  Talk to Galana Dindlenod; she can be found right outside of the tavern.
-  Take the journal to Innkeeper Valean in the Castlevew Hamlet Inn.
-  Return to Galana.

Reward. EXP / Coin / small hip bag (4 slots)

Badger Pelts for Diggs




Armorsmith Diggin Diggs is running out of material to make new armor and needs more badger pelts from the Forest Ruins. He just doesn't have time to go get them!

-  Talk to Armorsmith Diggin Diggs; he is outside of the Qeynos Exchange.
-  Kill 10 woodland badgers in the Forest Ruins; forest badgers can be found near the Baubbleshire Gate.
-  Return to Diggs.

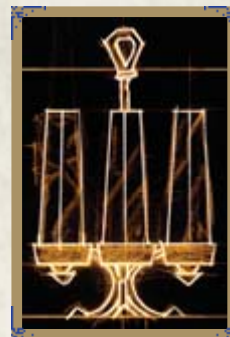
Reward. EXP / Coin / Badger Pelt Armguards or Bracers (both INT +1, STR +2, HP +4, PP +4)

Bag of Parts

You find a bag full of sprockets and cogs on the ground just inside Baubbleshire's dock entrance; you really ought to find the owner and return it.

-  Find the bag of parts on the ground, and pick it up; this is a random event that usually happens near the docks.
-  Examine the bag to begin the quest.
-  Return the bag to Algan Timmizer, above the tavern.

Reward. EXP / Coin



Cleaning Supplies for Findlebop

Smithy Findlebop is running low on cleaning supplies and needs you to gather more.

- ☞ Talk to Findlebop, in the armory.
- ☞ Kill 10 Mystail Yearlings in the Oakmyst Forest; Mystails are near the Castleview Hamlet gate.
- ☞ Return to Findlebop.

Reward. EXP / Leather Strapped Buckler, Defender, Shield or Symbol; (all WIS +1, HP +2, PP +2)

Embers for Xoort

Sage Xoort needs you to gather embers from the Forgotten Guardians for him to continue his research.

- ☞ Talk to Sage Xoort, by the Spectacular Sprocket.
- ☞ Kill Forgotten Guardians in the Forest Ruins until you have 5 coals; Forgotten Guardians can be found behind the large gates of the fortress.
- ☞ Return to Xoort.

Reward. EXP / Coin / Ember Scarred Cestus or Axe (both +1 AGI), or Dagger or Hammer (both +1 STR)

Fight the Forgotten Guardians

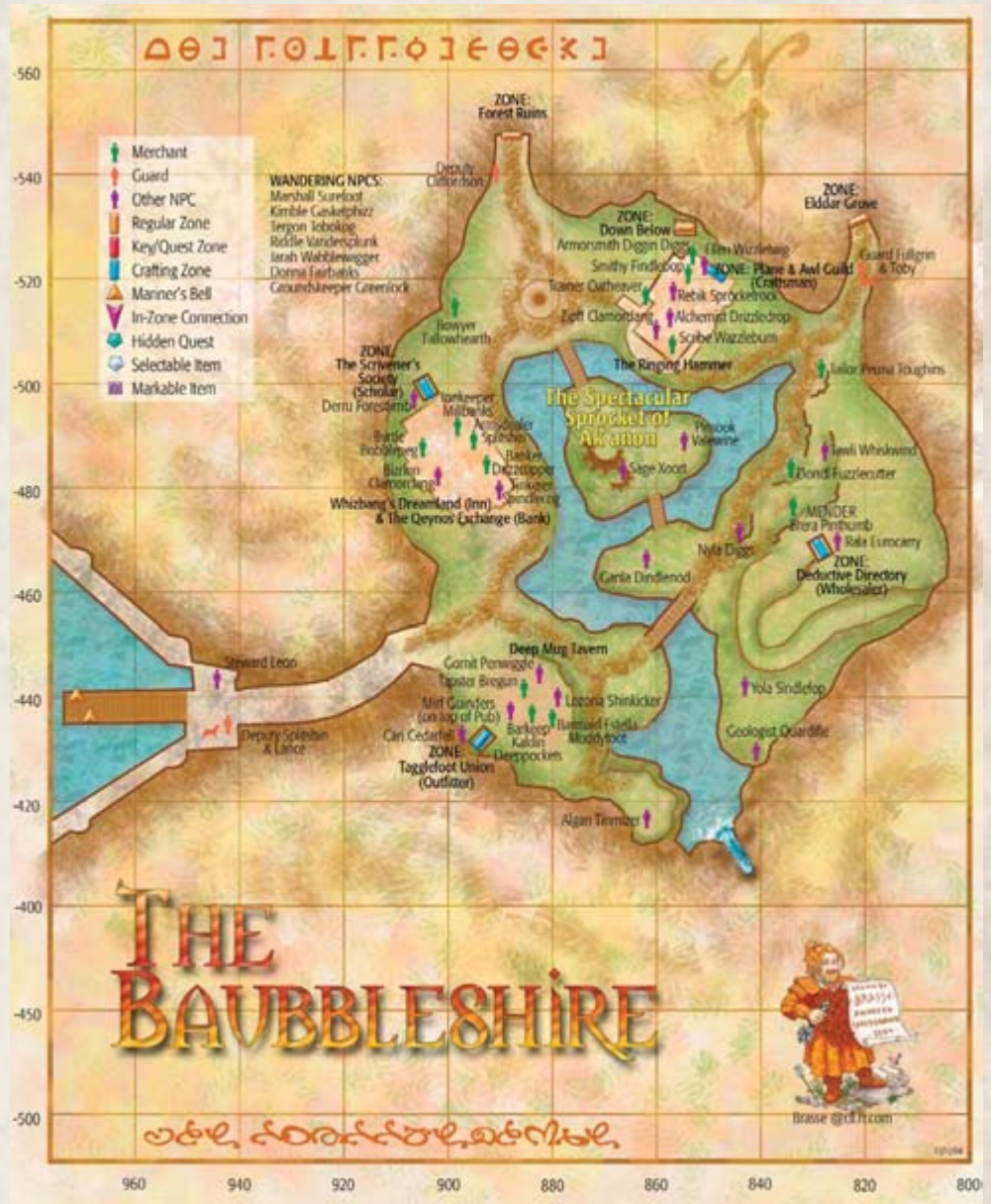
Marshal Surefoot needs help eradicating the Forest Guardians that plague the Forest Ruins ... guess who he asks for help?

- ☞ Talk to Surefoot, near the Forest Ruins gate.
- ☞ Kill 5 Forgotten Guardians in the Forest Ruins; they can be found behind the gates of the fortress.
- ☞ Return to Surefoot.

Reward. EXP / Coin / leatherfoot cap, headguard or reinforced headguard (all WIS +1)

Gathering Rock Samples

Geologist Quardifle is studying various rock formations around Qeynos. He needs you to travel into the Caves and collect samples for him.



- ☞ Talk to Quardifle, near the waterfall.
- ☞ Use the Mariner's Bell to travel to the Caves.
- ☞ Find the first and second rock samples underwater near the guards.
- ☞ Find the final rock sample at the top of the waterfall on the highest level of the caves.
- ☞ Return to Quardifle.

Reward. EXP / Coin / Crystal Embedded Ring (HP +1, PP +3)

In Search of the Shrine of Estle

Mirf Guinders hires you to locate the Shrine of Estle in the Down Below.

- ☞ Talk to Mirf, above the tavern.
- ☞ The Shrine of Estle is in the Down Below in the large room where the Bloodsabers lurk.
- ☞ Return to Mirf.

Reward. EXP / Coin

EVERQUEST II

PRIMA OFFICIAL GAME GUIDE

In Search of The Tower of the Order of Three

Algan Tinnmizer wishes to hire you to find an ancient mage tower in Forest Ruins. The tower was supposedly the original home of the first Qeynos Mage society, the Order of the Three.

- 🛡️ Talk to Algan, above the tavern.
- 🛡️ The Tower of the Order of Three is in the Forest Ruins in the very back of the fortress; make sure to take friends as there are a lot of powerful monsters in this area.
- 🛡️ Return to Algan.

Reward. EXP / Coin / wonkel-stitched sleeves (ColdR +4, HeatR +3)

Lendel's Grand Lager Delivery

Bartender Kaladin Deepockets needs you to deliver a lager to Bartender Coppershot in the Frozen Tundra Tavern.

- 🛡️ Talk to Kaladin, in the tavern.
- 🛡️ Deliver the lager to Bartender Coppershot in Greystone Yard.
- 🛡️ Return to Kaladin.

Reward. EXP / Coin / Lendel's Lager (20 drink)

Nyla's Pie Thief

Nyla Diggs asks you to help her find who has been stealing her pies.

- 🛡️ Talk to Nyla, southeast of the Sprocket.
- 🛡️ You will get a quest location update at each of the following locations, so you must go in order and wait for the quest update before moving on. Start by checking the smithy for signs that the thief is there.
- 🛡️ Check the bank for signs that the thief is there.
- 🛡️ Check the tavern to see if the thief is there. (You might need to leave to trigger your realization.)
- 🛡️ Confront the pie thief, Lozoria, to find out why he has been stealing pies.
- 🛡️ Return to Nyla with thief's identity.

Reward. EXP / Coin / Nyla's Pies (20 food)

Oro Root for Lozoria

Lozoria Shinkicker needs you to fetch some root that the Halflings use as a replacement for JumJum.

- 🛡️ Talk to Lozoria, at the Tavern.
- 🛡️ Kill 10 Glowmyst Beetles; they are found in Oakmyst Forest outside the Castleview Hamlet gate.
- 🛡️ Return to Lozoria.

Reward. EXP / Coin / root etched boots (HP +3)

Picnic Basket for Yola

Yola ordered a picnic basket from the Deep Mug Tavern. Tapster Bregun asks you to take the basket to Yola near the pond.

- 🛡️ Talk to Bregun, in the tavern.
- 🛡️ Find Yola, near the pond in Baubleshire, and give her the basket.
- 🛡️ Return to Bregun.

Reward. EXP / Coin / Loaf of Bread (5 food), 5 drink

Spindlecog's New Job

Tinkerer Spindlecog's stamping machine has broken down. He needs you to gather the repair parts so he can fix it.

- 🛡️ Talk to Spindlecog, in the smithy.
- 🛡️ Kill 10 Fledgling Antelope in Thundering Steppes.
- 🛡️ Return to Spindlecog.
- 🛡️ Kill 5 Griffawns in Thundering Steppes.
- 🛡️ Return to Spindlecog.
- 🛡️ Kill 10 Tide Octopi in Thundering Steppes.
- 🛡️ Return to Spindlecog.

Reward. EXP

BAVBLESHIRE QUEST LIST

Quest Name	Lvl	Start	Goal	Where It Begins	What to Do	Reward
Badger Pelts for Diggs	all	Baub.	For.Rn.	Armorsmith Diggs	Kill badgers	EXP / Coin / badger pelt armguards or bracers (INT +1, STR +2, HP +4, PP +4)
Bag of Parts	all	Baub.	Baub.	bag drop / cave at the end of docks	Return bag to Algan Tinnmizer	EXP / Coin
Cleaning Supplies f. Findlebob	all	Baub.	Oakm.F.	Smithy Findlebob / Armory	Kill mystail yearlings	EXP / N / choice: Leather Strapped Buckler, Defender, Shield or Symbol (WIS +1, HP +2, PP +2)
Embers for Xoort	10	Baub.	For.Rn.	Sage Xoort / Town Center	Kill forgotten guardians	EXP / Coin / choice: Ember Scarred Axe or Cestus (AGI +1), or Ember Scarred Dagger or Hammer (STR +1)
Fight the Forgotten Guardians	10	Baub.	For.Rn.	Marshal Surefoot / near Forest Ruins gate	Kill forgotten guardians	EXP / Coin / leatherfoot cap, headguard or reinforced headguard (WIS +1)
Gathering Rock Samples	all	Baub.	Caves	Geologist Quardifle / near Waterfall	Find 3 rock samples in the caves	EXP / Coin / Crystal Embedded Ring (HP +1, PP +3)
In Search of the Shrine of Estle	all	Baub.	Dn.Bel.	Mirf Guinders	Find the Shrine of Estle	EXP / Coin
In Search of the Tower of the Order of Three	10	Baub.	For.Rn.	Algan Tinnmizer	Locate the Mage tower in the center of Forest Ruins	EXP / Coin / wonkel-stitched sleeves (ColdR +4, HeatR +3)
Lendel's Grand Lager Delivery	all	Baub.	Gray.Y.	Barkeep Kaldin Deepockets	Deliver lager to Frozen Tundra tavern	EXP / Coin / 5 drink
Nyla's Pie Thief	all	Baub.	Baub.	Nyla Diggs	Find Nyla's pies by following the clues	EXP / Coin / 5 food
Oro Root for Lozoria	all	Baub.	Oakm.F.	Lozoria Shinkicker / Tavern	Kill the glowmyst beetles to collect oro roots	EXP / Coin / root etched boots (HP +3)
Picnic Basket for Yola	all	Baub.	Baub.	Tapster Bregun / Tavern	Deliver picnic basket to Yola	EXP / Coin / 5 food, 5 drink
Spindlecog's New Job	20	Baub.	Th.Stp.	Tinkerer Spindlecog / outside Armory	Kill fledgling antelope	EXP / Coin
Tattered Journal for Valean	all	Baub.	Cast.H.	Ganla Dindlenod	Take book to Innkeeper Valean	EXP / Coin / small hip bag (4 slots)
Bupipa's New Amplificator	all	Cast.H.	Baub.	Bupipa / Town Center	Pick up order from Bizrin Clamordang	EXP / Coin / belt pouch (4 slots)
Checking up on Lolla's Kegs	all	Net.Hov.	Baub.	Lolla Cotgrovve	Zipiff Clambordang	EXP / 5 drink
In Search of the Sepulcher of Jahnda	10	Ver.Sn.	Baub.	Gillin Blackfist	Talk to Mirf Guinders	EXP / Coin / Access to Jehndra's tomb and then Tomb of Lord Tonmerk
Potions for Jodi	all	Gray.Y.	Baub.	Jodi / Bank	Purchase potions from Fuzzlecutter	EXP / Coin
Vida Needs a New Broom	all	Net.Hov.	Baub.	Vida Sweeps	Get broom from Tawli	EXP / Coin / Dusty Blue Stone

CASTLEVIEW HAMLET

By Bowzercat

Castleview Hamlet is located in the northwest corner of Qeynos, nestled gently against the pristine walls of Qeynos Harbor. Protected by patrolling guards and thick walls, the Hamlet is safe against the gnoll invasion and the dark stirrings remaining after the Shattering. Thick solid buildings nestle against the walls of Qeynos proper like fortresses protecting the weak. Further from the Qeynos walls, merchants have set up tents where they sell their wares. Stout walls combined with rocky outcroppings and a sturdy gate keep the forest from encroaching upon the ordered and safe world of Castleview.

It is obvious the people living in Castleview Harbor are proud of their village. Streets are kept swept clean and the pest population is kept down to nothing. The grass, buildings and the central park are kept tidy, free of vermin and filth. It is a testament to the hard work of the people who survived the Shattering, and a big surprise to any betrayer of Freeport. Refugees from throughout Norrath, but especially the Frogloks and High Elves, have made Castleview Harbor a place they are proud to call home.

Key Locations & NPCs

Upon arrival in Castleview Hamlet you are dropped off at the sparkling docks to be greeted by **Steward Qeyntar**. While there is a direct link into Qeynos though the gates into Qeynos Harbor, the docks link Castleview with most other areas via the **Mariner's Bell**. Solid stone stairs lead you from the dock's waterways into the bright light of Castleview Hamlet.

You enter Castleview Hamlet with a view of the local park. The **Fountain of Valor** graces the center, the running water creating a soothing backdrop to the bustle of life in Castleview Hamlet. It is a popular gathering spot for High Elves. The throaty strains of **Bupipa Guryup** can be heard in her brackish Froglok voice from a turret just above the fountain.

Also near the Fountain is the **Armory**. Here **Shieldsmith Payge Menedor** and

Armsdealer Froptub ply their wares. **Menedor** sells shields and symbols with mystical powers to newcomers and veterans alike. Much of her gear is for those who have spent more than a little time attempting to make Norrath a safe world again, but she is always sure to stock an Ash Buckler or two at all times for new arrivals. The mender **Lyne Elia** can also be found in the armory. She is most pleased to hammer the dings from your armor and grind the nicks from your blade for just a few copper. Or, if you're planning a long excursion into the wilds, she will sell you repair kits to take on the trek.

Froptub, on the other hand, sells heavy armor and basic weaponry. Warriors will find themselves drooling over some of the wonderfully crafted breastplates and leggings.

Below the armory is the bar. **Entertainer Faadaen** is always willing to put on a show. She twists and turns in graceful movement while her skirt swirls about her legs in time with music only she hears. Inside, **Bartender Bulurg** is ready with a cool drink and a bit of food for the weary traveler. His parcels of food and drink can be bought in quantities of up to twenty, making it much easier for an adventurer to carry lunch for many days. And, while it may not be the tastiest fare, it lasts on the trail and is filling.

Next to the bar is the Great Gate into **Qeynos Harbor**. As a young adventurer you won't be able to go through that gate until you have proven yourself and your desire to be a Qeynosian citizen. To the left of the gate is the **citizenship sign**. There you can get an application for citizenship and prove yourself in the future.

Across the way and up the stairs is the **Qeynos Exchange**, bank extraordinaire of Qeynos. Inside the bank is a sturdy vault door that will deter even the stealthiest of lock pickers. **Banker Dalonalis** stands behind his counter ready to serve you. If thick stone walls and solid metal doors aren't enough to convince you that your precious items are safe in the hands of Dalonalis, then perhaps knowing that **Guard Gribbleton** is on duty will ease your mind even further. She patrols the bank ready to apprehend anyone who is mad enough to think of robbing the bank or any of its patrons.

On the plaza outside the bank various vendors ply their trade. **Merchant Kruupruk** sells furniture to make your home as delightful as possible. Perhaps your room will be complete with an armchair, or maybe the walls need some art. Kruupruk has everything you could possibly ever need. Not to be outdone, **Merchant Fevalin** vies for your attention, calling you over to see his wares. Near the merchants and on the side of the bank is an entrance into a crafting area, **Charter of the Truthbringer**.

Bordering the far side of the plaza is the place of all things magical and alchemical. Step down into **The Repository** and find **Scripte Bleemeb** hard at work behind his counter. From him you will be able to upgrade some spells. He does not carry a complete line of all spells, but he tries to stock something for everyone. While Bleemeb carries the spells, **Trainer Glumpa** handles the more physical side of things. He is replete with lessons on combat arts and tactics. **Alchemist Cilindari** is ready to fill every need you might have for potions and elixirs. Experiments are constantly erupting in the Repository, so make sure you keep your hands to yourself and don't pick up anything.

Back across the plaza, past the bank, down some stairs and back up is another fountain. It is a peaceful place for Frogloks to bathe, even if the water is too clean for them to truly feel comfortable. Here you will also find a short path leading through a cragged outcropping of rock. Wedged tightly into a narrow crevice in the rocks is the heavy-duty wooden gate that keeps the wild creatures of the **Oakmyst Forest** out of Castleview Hamlet. Outside, a guard is posted to doubly ensure that safety is found within the village.

Opposite the pathway leading to Oakmyst is the **Bed and Book Inn**. **Innkeeper Valean** is a pleasant man who always has a room available, so long as you provide him with 5 silver pieces per week. On the first floor of the Inn he sells his wares. Not to be outdone by **Merchant Kruupruk**, Valean sells furniture and Object d'art, and you don't have to carry the heavy items far to get them to your room. Upstairs is bright and airy, with bookcases flanking the walls.

The rooms are nothing to speak of, just four wall and some windows, but they are safe and comfortable in their own way. **Caretaker Failee** is willing to let you make any adjustments to the room that you would like for a price, so it is up to you how comfortable you wish to make your room.

Along the left side of the **Bed and Book Inn** you can find **Bowyer Bhalastia** and **Tailor Valinar**. They stand well matched on a patch of verdant green grass calling for attention and conducting a brisk trade. If you weren't interested in the heavy armor **Armorer Froptub** had, Tailor Valinar is the man for you. Specializing in light armor, he caters more toward the newer refugees or those of a more magical bent. Bowyer Bhalastia has a ready wit and is ready to service your bow hunting needs. He is ready with a short bow or a quiver of arrows for fearless trackers and hunter.

Finally, just before you get back to the docks is the entrance to the **Down Below**. It is a fearsome place that **Knight Captain Garathalas** refers to as the Catacombs. In here you will find many vermin and pests that need eradicating, and a few good quests as well!

Quests

Faedaen's Dinner Message

Faedaen's magic tricks are so good that she has been asked to perform and will not be able to make it to the Inn for her usual dinner. She needs you to tell Valaen that she won't be coming.

- 🗡️ Talk to Faedaen, at the bar under the armor shop.
- 🗡️ Talk to Valean in the Inn.
- 🗡️ Return to Faedaen.

Reward. Coin

A Jug of Water for the Hole in the Wall

Bartender Bulurg needs some water from the Oakmyst falls to brew his new drink, Tunare's Finest.



- 🗡️ Talk to Bartender Bulurg in the Inn.
- 🗡️ Zone into Oakmyst Forest and follow the road. When the road forks, stay on the right fork. The road will lead you to a grassy area with a pool of water. From there you should be able to see the waterfall feeding the pool.
- 🗡️ Return to Bulurg.

Reward. Coin / Tunare's Finest (5 drink)

Jewelry Delivery to Taneran

Taneran needs you to pick up some lovely jewelry he had made for his future wife, Listalania. Pick it up for him from the jeweler Tara.

- 🗡️ Talk to Taneran near the Fountain of Valor.
- 🗡️ Talk to Merchant Tara, at the jewelry store in North Qeynos.
- 🗡️ Return to Taneran.

Reward. Coin

Reservations for a Visitor

Listalania is a visitor in town and needs reservations at a good Inn.

- 🗡️ Talk to Listalania near the Fountain of Valor.
- 🗡️ Talk to Inkeeper Valean at the Inn.
- 🗡️ Return to Listalania.

Reward. Coin

Bupipa's New Amplificator

Bupipa Guryup has purchased an amplificator for her ... unique voice. She needs you to take her receipt and go pick the amplificator up.

- 🗡️ Talk to Bupipa, on the turret just east of the dock.
- 🗡️ Talk to Bizirinn Clamoring, in the Baubleshire armory.
- 🗡️ Return to Bupipa.

Reward. Coin / belt pouch (4 slots)

Sword for Aadalian

Aadalian Farenair wants to follow in the tradition of his family and have a beautiful etching put on his blade. He has commissioned Armsdealer Frobtub to make that etching, and needs someone to pick the sword up for him.

- 🗡️ Talk to Aadalian, outside the armory.
- 🗡️ Talk to Frobtub, in the armory.
- 🗡️ Return to Aadalian.

Reward. Coin

New Etching Tool for Frobtub

Frobtub's apprentice Boggi went to go fetch an etching tool for Armsdealer Frobtub, but hasn't come back for hours! Frobtub needs you to go find his lost apprentice.

- 🗡️ Talk to Frobtub, in the armory.
- 🗡️ Talk to Apprentice Boggi, near the South Qeynos gates.
- 🗡️ Return to Frobtub.

Reward. Coin / plain chair





Bog Exploring for Grommluk

Grommluk Oognee is having a good swim in the fountain, but he would much rather be swimming in some nice, mucky water! He wants you to find out if the Peat Bog is mucky enough for his taste.

- ☞ Talk to Grommluk, in the fountain near the Inn.
- ☞ Go to the Peat Bog; the easiest way to do this is to go to Nettleville Hovel via the docks and then follow your waypoint (alt-W) to the Peat Bog gate.
- ☞ Follow the path through the Peat Bog until you see the grate entrance to Antonica. Head south from there past some rocky walls to Two Logs Pond. Your quest should update with a quest location once you reach the pond.
- ☞ Return to Grommluk.

Reward. Coin / bog soaked sash (MagR +5, PoisR +9)

Valean's Stolen Books

Some of Valean's books are missing, and he believes that they have been stolen! Furthermore, he heard that they were being sold down in the sewers! He needs you to head into the Down Below and find his books.

- ☞ Talk to Innkeeper Valean at the Inn.
- ☞ Go to the Down Below; the easiest way to do this is to go to Nettleville Hovel via the docks and then follow your waypoint (Alt+W) to the Down Below entrance.

- ☞ Once you zone into the Down Below, you see a set of stairs. Adair Barnes is at the top of the stairs. The books are next to him. To update the quest you need to be in close proximity to the books. Sometimes it takes jumping on the books before the quest will update.

- ☞ Return to Valean.

Reward. Coin / Old Meat Tenderizer, Sharp Carving Knife, Well Used Pitchfork, Well Used Fighting Baton or Waning Wand

A Sack of Rusty Daggers for Kruuprum

Merchant Kruuprum needs someone to pick up a sack of rusty daggers from Mender Ironmallet, and you look just right for the job!

- ☞ Talk to Kruuprum, on the plaza just outside the Qeynos Exchange.
- ☞ Talk to Mender Ironmallet, in the armory of Greystone Yard.
- ☞ Return to Kruuprum.

Reward. Coin

Food for Kruuprum

Merchant Kruuprum is feeling a bit hungry, but can't seem to find any ingredients suitable to his ... odd pallet. Help him by collecting delicious, savory, juicy, tender centipedes.

- ☞ Talk to Kruuprum, on the plaza outside the Qeynos Exchange.
- ☞ Go to the Forest Ruins; the easiest way to do this is to go to the Willow Wood then follow your waypoint (alt-W) to the Forest Ruins gate.
- ☞ Kill 10 centipedes; follow the road

from the Willow Wood gate to the ruined Keep, and you will find the centipedes on the west side.

- ☞ Return to Kruuprum.

Reward. Coin

Mystail Tails for Fevalin

Merchant Fevalin is in need of some Mystail Tails off of Mystail Yearlings, yet doesn't have time to go slay the Mystails herself.

- ☞ Talk to Fevalin, on the plaza outside the Qeynos Exchange.
- ☞ Kill 10 Mystail Yearlings; they can be found in Oakmyst Forest, just down the road from the Castleview Gate.
- ☞ Return to Fevalin.

Reward. Coin / Mystail Charm (STR +1)

Bat Fur for Fevalin

Merchant Fevalin is short on bat fur and doesn't have time to go get more. Head to the Caves to slay bats for Fevalin.

- ☞ Talk to Fevalin.
- ☞ Use the Mariner's Bell to travel to the Caves.
- ☞ Kill 5 Silt Bats. To find the bats, head west from the bells into a small room. On the north side of the room there are a few Dustpaw Lookouts. To the west of the Dustpaws there is an entry into another room. In that room are the bats you need.
- ☞ Return to Fevalin.
- ☞ Kill 5 more of the Silt Bats in the same area.
- ☞ Return to Fevalin again.

Reward. Coin / torn backpack (4 slots)



The Lost Book of Arbos

Scribe Bleemeb is missing a book, and thinks Entertainer Faeadaen might know where to find it.

- 🗡️ Talk to Bleemeb, in the Repository.
- 🗡️ Talk to Faeadaen, at the bar under the armory.
- 🗡️ Talk to Innkeeper Valen at the Inn.
- 🗡️ Go upstairs and inspect (right-click) the bookcase.
- 🗡️ Return to Bleemeb.

Reward. Coin

Gathering Elddar Leaves

In the Elddar Forest are large oak trees, and one of these large trees has perfect leaves that Scribe Bleemeb requires.

- 🗡️ Talk to Bleemeb, in the Repository.
- 🗡️ Go to Eldarr Forest; the easiest way to get there is to go to Baubbleshire or Willow Woods and then waypoint (Alt W) to the Elddar Forest gate.
- 🗡️ In the center of the zone is a large tree. Stand near it to gather some leaves.
- 🗡️ Return to Bleemeb.

Reward. Coin

Badger Claws for Yanari

Yanari Cyellann needs some badger claws for a wand she is making.

- 🗡️ Talk to Yanari, in the Repository.
- 🗡️ Kill Vicious Badgers until you get 4 claws; the badgers can be found in Oakmyst Forest on the path to/from the docks, so you may want to use the Mariner's Bell to get to the Forest, instead of the gate.
- 🗡️ Return to Yanari.

Reward. Coin / Wand of Ferocity (HP +4, PP +4)

Substance Extract for Yanari

Yanari Cyellann needs crypt substance extract for one of her projects, and asks you to go fetch her some from the Down Below.

- 🗡️ Talk to Yanari, in the Repository.
- 🗡️ Kill 6 Crypt Substances, in the Down Below.
- 🗡️ Return to Yanari.

Reward. Coin / substance stained leggings, greaves or chain greaves (STR +1)

Proving Myself to Capt. Gerathalas

Knight-Captain Gerathalas doesn't seem to think you are strong enough to kill 10

Putrid Vermin. You need to show him what strong really is!

- 🗡️ Talk to Gerathalas; he wanders around Castleview Harbor during the day.
- 🗡️ Kill 10 Putrid Vermin, in the Down Below. The easiest way to find them is to go in through the Elddar Forest entrance and use your waypoint to locate the entrance to the Down Below. This leads you straight into a room with the Putrid Vermin.
- 🗡️ Return to Gerathalas. He can only be found during the day, so if you can't find him he might be off his shift.

Reward. Issued Cloth Shirt or Issued Leather Jerkin (both STR +1)

Oh Deer Me

Eireneith Alannia insists that the deer population in Antonica needs thinning. She asks you to help thin them out.

- 🗡️ Talk to Eireneith, near the doors that zone into Qeynos Harbor.
- 🗡️ Kill 10 Glade Deer, in Antonica in the grassy areas near the North and South Qeynos gates.
- 🗡️ Return to Eireneith.

Reward. Coin / choice: knotwood cudgel (STR +2, WIS +1, HP +4, PP +5), cedarstrike rod (AGI +2, STR +1, HP +5, PP +4), antler handled axe or tangled horsehair whip (both AGI +1, STR +2, HP +5, PP +4)

CASTLEVIEW HAMLET QUEST LIST

Quest Name	Lvl	Start	Goal	Where It Begins	What to Do	Reward
<i>Badger Claws for Yanari</i>	all	Cast.H.	Oakm.F.	Yanari Cyellann	Kill badgers	EXP / Coin / Wand of Ferocity (HP +4, PP +4)
<i>Bat Fur for Fevalin</i>	all	Cast.H.	Caves	Merchant Fevalin / outside Bank	Kill silt bats	EXP / Coin / Torn Backpack (4 slots)
<i>Bog Exploring for Grommluk</i>	all	Cast.H.	Peat	Grommluk / outside Inn	Find the pond	EXP / Coin / Bog Soaked Sash (MagR +5, PoisR +9)
<i>Bupipa's New Amplificator</i>	all	Cast.H.	Baub.	Bupipa / Town Center	Pick up order from Bizrin Clamordlang	EXP / Coin / belt pouch (4 slots)
<i>Faeadaen's Dinner Message</i>	all	Cast.H.	Cast.H.	Faeadaen / near Qeynos Harbor Gate	Take the message to Innkeeper Valaen	EXP / Coin
<i>Food for Kruuprum</i>	all	Cast.H.	For.Rn.	Merchant Kruuprum / outside Bank	centipedes	EXP / Coin
<i>Gathering Elddar Leaves</i>	all	Cast.H.	Eld.Gr.	Scribe Beemeb / Scribe shop	Gather leaves from Elddar tree	EXP / Coin
<i>Jewelry Delivery for Taneran</i>	all	Cast.H.	Cast.H.	Taneranthalis Nedaive / Town Center	Pick up ring from Jewel Box	EXP / Coin
<i>Jug of Water for Hole i.t. Wall</i>	all	Cast.H.	Oakm.F.	Bartender Bulurg / near Qeynos Harbor Gate	Visit the waterfalls	EXP / Coin / Tunare's Finest (5 drink)
<i>Last Book of Arbos</i>	all	Cast.H.	Cast.H.	Scribe Beemeb / Scribe shop	Get book from the Inn	EXP / Coin
<i>Mystail Tales for Fevalin</i>	all	Cast.H.	Oakm.F.	Merchant Fevalin / outside Bank	mystail yearlings	EXP / Coin / Mystail charm (STR +1)
<i>New Etching Tool for Froptub</i>	all	Cast.H.	Cast.H.	Armorsmith Froptub / Armory	Find Apprentice Boggi	EXP / Coin / plain chair
<i>Oh Deer Me</i>	10	Cast.H.	Anton.	Eireneith Alannia	glade deer	EXP / Coin / choice: antler handled axe, tangled horsehair whip, knotwood cudgel or cedarstrike rod (see stats, just above in walkthrough)
<i>Proving Myself to Capt. Gerathalas</i>	all	Cast.H.	Dn.Bel.	Captain Gerathalas/near Qeynos Harbor Gate	Slay rats and gather their tails	EXP / Coin / choice: Issued Cloth Shirt or Leather Jerkin (both STR +1)
<i>Reservations for a Visitor</i>	all	Cast.H.	Cast.H.	Listalania Vainerian / Town Center	Make room reservations in the Inn	EXP / Coin
<i>Sack of Rusty Daggers from Kuuprum</i>	all	Cast.H.	Gray.Y.	Merchant Kuuprum / Tavern	Get daggers from Mender Ironmallet	EXP / Coin
<i>Substance Extract for Yanari</i>	all	Cast.H.	Dn.Bel.	Yanari Cyellann / Scribe shop	Kill crypt substances	EXP / Coin / choice: substance stained leggings, chain greaves or greaves (STR +1)
<i>Sword for Aadalain</i>	all	Cast.H.	Cast.H.	Aadalain / outside Armory	Take sword to armor in town	EXP / Coin
<i>Valean's Stolen Books</i>	all	Cast.H.	Dn.Bel.	Innkeeper Valean / Inn	Find the books in Down Below	EXP / Coin / choice: Old Meat Tenderizer, Sharp Carving Knife, Well Used Pitchfork, Well Used Fighting Baton or Waning Wand
<i>Kualdin's Duet Offer</i>	all	Will.Wd.	Cast.H.	Kualdin Swoonsong	Talk to Bupipa	EXP / Coin
<i>Return the Tome for Viceheart</i>	all	Gray.Y.	Cast.H.	Barry Viceheart / Bank	Deliver book to Scribe Bleemeb	EXP / Coin
<i>Tattered Journal for Valean</i>	all	Baub.	Cast.H.	Ganla Dindlenod	Take book to Innkeeper Valean	EXP / Coin / small hip bag (4 slots)

GRAYSTONE YARD

By Biggs and Oakleif

Straight off when arriving in the village of Graystone Yard, you can tell that this is a town ruled by practical races — in this case, Dwarves and Barbarians. The buildings are massive, towering stone creations, the build exquisite (though the windows are generally in need of repair). Industrious workers are beginning to take advantage of the mountains to the north and are hard at work mining.

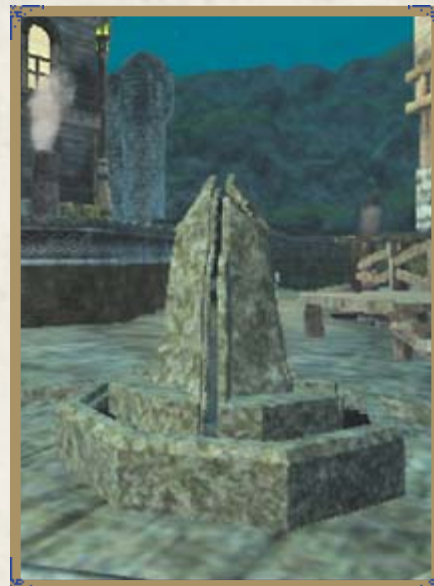
The Yard itself hosts all the amenities necessary to adventuring life — armor, weapons, a general store and a fledgling magic shop all can be found in the area. There's even an inn where you can wet your whistle after a hard day of work. Many entrepreneurial Dwarvish and Barbarian merchants have begun to set up small shops around the Yard. Granted, Graystone Yard isn't what you'd call high living, but to those who call it home, it's amply sufficient.

Ever searching for ways of income, fishermen have begun to line the docks of Graystone Yard, crowding around the **Mariner's Bell**. **Brice Strongmend** and **Ubani** are both sporting fishing poles (though not having much luck with the fish) and **Tacklemaster Monya** runs a baitshop just within the gates. For those who simply don't have a way with a pole, there are many other occupations to take

up in Graystone — for example **Alchemist Rafki** has made a small profit with potions and **Steward Sal** surely gets a small stipend from the city proper for her hard work on the docks, showing newcomers where to go.

A turn southward takes you to the **Stone of Kaladim**, Graystone Yard's unique fountain. Said stone is small and blends in with the drab area, though a close examination reveals it to be a work of art and heritage.

Near the central square sits the **Steel Furnace** — an Arms and Armor store. This is where you can find **Weaponsmith Soulforge**, **Armsdealer Kaya**, **Geoffrey Goddard**, **Armorsmith Snowbrot** and **Shieldsmith Steelvien**, all available to serve you. Don't forget to visit **Mender Ironmallet** as well — he can fix your damaged equipment. Take a special note to see what Watcher **Curmogliel Kaithal** is looking for; it may very well be to your advantage. Standing outside the Steel Furnace are **Pathfinder Silenstride** and **Watchman Fiercetry**, having a bit of conversation, but they will gladly talk to you if you're so inclined. If you're quick, you can also catch **Daisy Rockranger** on her journeys through the area and **Rolona Stienhold**, who's also wandering around.



Stone of Kaladim

Just south of the armor shop you find Graystone Yard's branch of the Qeynos Exchange — the bank of the region where you can store your items and change your heavy copper into much lighter silver.

Watchman Frerin and **Cuddles** — a very intimidating canine — are on guard in the bank, just in the event someone tries to pull something. The bank's quite a busy place these days with **Jodi**, **Barry Viceheart** and **Lars Silverbrace** all waiting to see the busy **Assistant Jalan**. Luckily, the line to see **Banker Dori** isn't quite as long, so you'll be in and out in a flash ... just in time to do some shopping with **Bowyer Mcguiggen** who stands just outside the bank. If you're up for a bit of conversation, you can catch some gossip with **Lona Dolsar**, **Soothsayer Reyala** or **Guard Jenisen** and her loyal partner **Valkyrie**.

On the other side of the square you can find the **The Frozen Tundra** — the local tavern. **Knight Captain Saloman** stands outside of the boisterous joint, keeping an eye on things; inside **Bartender Coppershot** serves ale and meat pasties to his patrons, including **Torr Halfstomp** and **Karg Icemore** — Barbarians misplaced out

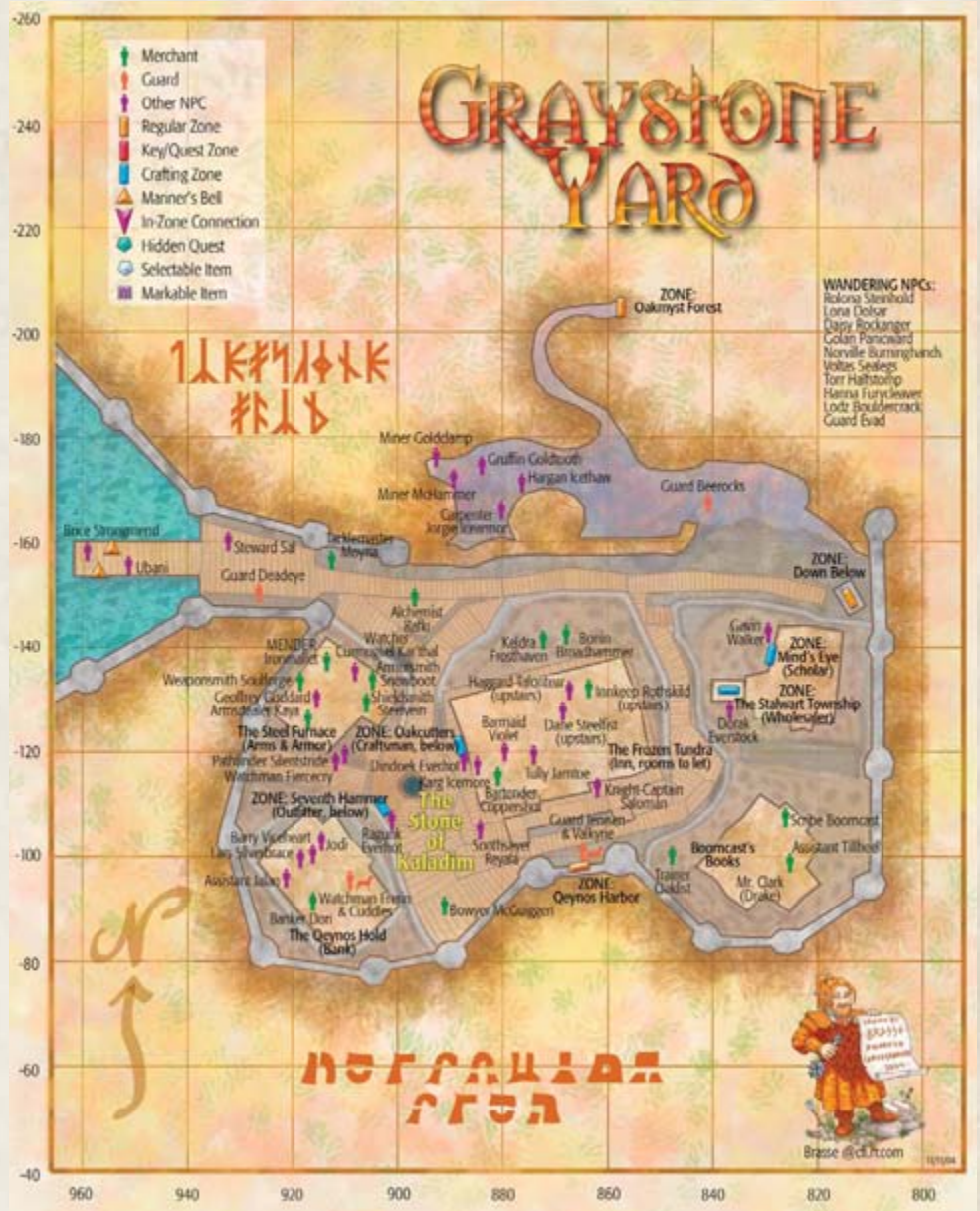


of Halas. **Tully Jamtoe** is also a patron of this fine establishment, a social type ready for conversation if you are so inclined. On the second floor, there are rooms available for rent, as well as a few more guests: **Haggard Taloneater** is having a heated discussion with **Dane Steelfist**, a local councilor. If you're interested in getting a room (and who isn't?), **Innkeep Rothskild** is more than interested in helping you out. If furnishings and fixings are what you have in mind, in front of the inn (to the north) **Keldra Frosthaven** and **Bonin Broadhammer** both sell furniture and other goodies to make your room much homier.

Directly south of the inn is the gate to **Qeynos Harbor**. Keep an eye out for **Golan Panicwarden**, who strolls around the area with **Voltas Sealegs**. The next shop of interest, **Boomcast's Books**, can be found just to the east of the tavern. **Trainer Oakmallet** lounges around outside, with **Scribe Boomcast** and **Assistant Tillheel** inside.

Finally working your way back upwards towards the north side of the village, remember to tip your hat to **Harina Furrycleaver** as she wanders by, lost in daydream. You pass the **Trident Society** — a crafter area guarded by one **Geoff Crazyeyes** — he most certainly earned his name! To the far east of the boardwalk you come across the **Down Below** entrance (Catacombs) for the more adventurous minded and a wide cavernous entrance guarded by **Guard Beerocks**. Diligent **Gruffin Goldooth** and **Hargen Icethaw** are working nearby, with **Miner Goldclamp** and **Miner McHammer** both seeking their luck on the cavern walls. **Carpenter Jorgie Icearmor** is also in the area, though seems to be slacking off instead of helping the miners with their work.

Should the Down Below not suit you, feel free to try adventuring in the **Oakmyst Forest**, or take the **Qeynos Harbor** gate to find other exciting areas ... but never forget the comfy (if crude) Graystone Yard!



Quests

Armor for Watchman Fiercecry

Watchman Fiercecry doesn't have time to visit the smithy during business hours, and would like you to pick up his new suit of armor from Armorsmith Snowboot. He was fitted for the armor two weeks ago, so it should be ready by now.

- 🛠️ Talk to Fiercecry, outside the Steel Furnace armory.
- 🛠️ Talk to Snowboot in the armory.
- 🛠️ Return to Fiercecry.

Reward. EXP / Coin

Finding Bait

Tacklemaster Moyna needs more bait for Brice and Ubani. She sends you out to gather centipedes that the locals call "Crawlers" for her to sell as bait.

- 🛠️ Talk to Moyna, near the dock.
- 🛠️ Kill 10 centipedes (or crawlers) in the Forest Ruins. There are a lot of them to the west of the castle ruins, just past the badgers, rock adders and hawks.
- 🛠️ Return to Moyna.

Reward. EXP / Coin / choice of Moyna's Fishing Spear (WIS +1) or Paring Knife (HP +2, PP +1)

Dane Steelfist, Bureaucrat

The Dwarf Dane Steelfist, a new bureaucrat in Graystone Yard, needs your help. He's pretty busy learning the ropes and asks if you'd help him with one or two of his tasks.

- ☞ Talk to Dane, outside your inn room.
- ☞ Kill 5 Lowland Badgers in Antonica, which can be found near the twin guard towers. Then return to Dane.
- ☞ Kill 8 Grizzled Badgers in Antonica, which can be found along the road east of the guard towers, past the Sayer Cabin. Then return to Dane.
- ☞ Kill 10 Timber Wolves in Antonica, which can be found at the same spot as the grizzled badgers. Return to Dane one more time.

Reward. EXP / choice of Dane's Chain Boots or Light Boots (both AGI +3, STA +2, MagR +5, MentR +6) or Dane's Light Shoes (AGI +1, STA +4, MagR +5, MentR +6)

Graystone Bank Tally Delivery

Banker Dori is very busy and asked if you'd be so kind as to deliver her daily tally to the main branch of the Qeynos Exchange in the harbor district. She is very specific in asking you to speak to Robert Newbury.

- ☞ Talk to Dori in the Qeynos Exchange.
- ☞ Talk to Robert, at the Qeynos Exchange in Qeynos Harbor.
- ☞ Return to Dori.

Reward. EXP / Coin / Wooden Chest

Inform Tracker Kelnis

Pathfinder Silentstride has found a new partner who happens to be stuck in the long line in the Qeynos Exchange. Since she doesn't want to leave without her new partner, she'd like you to go into Oakmyst Forest and inform Tracker Kelnis that she has some information regarding the gravesite of one Holly Windstalker.

- ☞ Talk to Silentstride, outside of the Steel Furnace armory.
- ☞ Talk to Kelnis on the bridge at the center of Oakmyst Forest, joining Mystail Hill with Oakmyst Doe Hill, due north of the gate to Graystone Yard.
- ☞ Return to talk to Silentstride.

Reward. EXP / Coin

Inspect the Oakmyst Forest Gate

Knight-Captain Saloma has heard some buzz that the Oakmyst Forest gate is going to be toppled by some of the creatures inside the forest, and he wants someone to go take a look at it.

- ☞ Talk to Salomar, just outside of the Frozen Tundra Tavern.
- ☞ Go to the Oakmyst Forest gate in Graystone Yard.
- ☞ Report back to Salomar.

Reward. EXP / Coin

New Fishing Pole for Brice

Brice Strongmend has a great fishing spot on the dock, but his pole is in sorry shape. He'd like you to pick up a new one for him from Tacklemaster Moyna. He gives you some coin and asks you to pick up the best pole you can for the money.

- ☞ Talk to Brice, on the dock.
- ☞ Talk to Moyna; she's the first merchant off the dock.
- ☞ Return to Brice.

Reward. EXP / Coin

GRAYSTONE YARD QUEST LIST

Quest Name	Lvl	Start	Goal	Where It Begins	What to Do	Reward
<i>Armor for Watchman Fiercercy</i>	all	Gray.Y.	Gray.Y.	Watchman Fiercercy / outside Armory	Pick up armor from Armorsmith Snowboot	EXP / Coin
<i>Dane Steelfist, Bureaucrat</i>	10	Gray.Y.	Anton.	Dane Steelfist / Upstairs in Inn	Kill lowland badgers, grizzled badgers, timber wolves <i>Dane's chain boots, light boots (both AGI +3, STA +2, MagR +5, MentR +6) or light shoes (STA +4, AGI +1, MagR +5, MentR +6)</i>	EXP / Coin / choice:
<i>Finding Bait</i>	all	Gray.Y.	For.Rn.	Tacklemaster Moyna / Docks	Kill centipedes	EXP / Coin / Moyna's fishing spear (WIS +2) or paring knife (HP +2, PP +1)
<i>Graystone Bank Tally Delivery</i>	all	Gray.Y.	Gray.Y.	Banker Dori / Bank	Deliver bank tally to Qeynos Harbor bank	EXP / Coin / wooden chest
<i>Inform Tracker Kelnis</i>	all	Gray.Y.	Oakm.F.	Pathfinder Silentstride/near Qeynos Hrb. Gate	Take message to Tracker Kelnis	EXP / Coin
<i>Inspect t. Oakmyst Forest Gate</i>	all	Gray.Y.	Gray.Y.	Knight Captain Salomar / outside Inn	Oakmyst Forest Gate	EXP / Coin
<i>New Fishing Pole for Brice</i>	all	Gray.Y.	Gray.Y.	Brice Strongmend / Docks	Deliver fishing pole to Tacklemaster Moyna	EXP / Coin
<i>New Fishing Spot for Ubani</i>	all	Gray.Y.	Q.Harb.	Ubani / Docks	Explore the docks for a good fishing spot	EXP / Coin
<i>Potions for Jodi</i>	all	Gray.Y.	Baub.	Jodi / Bank	Purchase potions from Fuzzlecutter	EXP / Coin
<i>Rat Man Bloodsaber Crusade</i>	all	Gray.Y.	Dn.Bel.	Watcher Cumogliel Kar'Thal	Kill bloodsabers	EXP / Coin / Apprentice Staff of the Celestial Watch (INT +1, AGI +1, WIS +1, STR +1, HP +10, PP +3)
<i>Return the Tome for Viceheart</i>	all	Gray.Y.	Cast.H.	Barry Viceheart / Bank	Deliver book to Scribe Bleemeb	EXP / Coin
<i>Shrillers for Tillheel</i>	all	Gray.Y.	Dn.Bel.	Assistant Tillheel / Scribe shop	Kill juvenile shrillers	EXP / Coin / shriller wing earring (DisR +8, DivR +7, MagR +5)
<i>Snake Skin for Soulforge</i>	all	Gray.Y.	Caves	Weaponsmith Soulforge / Armory	Collect the skin of 10 cave serpents	EXP / Coin / Blackened Staff (HP +2, PP +2), Hammer (STR +1, WIS +1), Rapier (HP +1, PP +2) or Sword (HP +2, PP +1)
<i>Baynor's Bent Tongs</i>	all	Will.Wd.	Gray.Y.	Blacksmith Baynor	Take tongs to Mender Ironmallet for repair	EXP / Coin
<i>Dusty Blue Stone</i>	all	Net.Hov.	Gray.Y.	Dusty Blue Stone / from <i>Vida Needs a New Broom</i> quest	Talk to Gruffing Goldtooth about the stone	
<i>Elixir for Tillheel</i>	all	Net.Hov.	Gray.Y.	Alchemist Garion Dunam	Deliver vial to Assistant Tillheel	EXP / Coin / Small Leather Bag (4 slots)
<i>History of Dwarves</i>	all	SQ	Gray.Y.	<i>History of the Dwarves</i> / Sage Indis Surion	Visit the Stone of Kaladim	EXP / N / Book to place in home
<i>Lendel's Grand Lager Delivery</i>	all	Baub.	Gray.Y.	Barkeep Kaldin Deeppockets	Deliver lager to Frozen Tundra tavern	EXP / Coin / 5 drink
<i>Sack of Rusty Daggers from Kuuprum</i>	all	Cast.H.	Gray.Y.	Merchant Kuuprum / Tavern	Get daggers from Mender Ironmallet	EXP / Coin



New Fishing Spot for Ubani

Ubani is a Kerra who is having no luck catching fish on the dock, even though Brice is hauling them in one after another just down the pier. He'd like you to go check the pier over in Qeynos Harbor to see if the fishing is better there.

- 🗡️ Talk to Ubani on the dock.
- 🗡️ Go to Qeynos Harbor; go out to the end of the dock.
- 🗡️ Return to Ubani.

Reward. EXP / Coin

Potions for Jodi

Jodi, in the Qeynos Exchange, is at the end of the long line. She asks if you'd hold her place in line while she runs to Baubleshire to pick up some potions. When you offer to make the run for her, she gladly accepts and asks you to pick up the special bottles of healing potions that Dondl Fuzzlecutter is holding for her.

- 🗡️ Talk to Jodi in the Qeynos Exchange.
- 🗡️ Talk to Dondl in Baubleshire, in front of one of the doors in the hill face in the eastern part of town.
- 🗡️ Return to Jodi.

Reward. EXP / Coin

Rat Man Bloodsaber Crusade

Watcher Curmogliel Kar`thal, in the Steel Furnace smithy, instructs you to smite four ratonga Bloodsabers in the Catacombs to prove your faith in the silent gods.

- 🗡️ Talk to Curmogliel, in the Steel Furnace armory.
- 🗡️ Kill 4 Ratonga Bloodsabers in the Down Below; they can be found in the northwest corner of the catacombs.
- 🗡️ Return to Curmogliel.

Reward. EXP / Coin / Apprentice Staff of the Celestial Watch (INT +1, AGI +1, WIS +1, STR +1, HP +10, PP +3)

Return the Tome for Viceheart

Barry Viceheart is waiting in line at the Qeynos Exchange, preparing to go on a crusade to rid the land of the remaining gnolls and prove his might and worth to the Qeynos Guard. However, the line is moving so slowly that he fears he won't get to complete his next errand.

- 🗡️ Talk to Barry at the Qeynos Exchange.
- 🗡️ Talk to Scribe Bleemeb in the Castlevew Hamlet scribe shop.
- 🗡️ Return to Barry.

Reward. EXP / Coin

Shrillers for Tillheel

Assistant Tillheel is in a bit of a quandary. Mr. Clark, Scribe Boomcast's pet, has made a mess of the papers and eaten the Shriller wings that the scribe is going to need ... who is likely to blame it all on Tillheel.

- 🗡️ Talk to Tillheel in the alchemy shop.
- 🗡️ Kill 10 Juvenile Shrillers in the Down Below. They are very common in the hallway leading away from the entrance from Graystone Yard, Starcrest Commune, and Nettleville Hovel up past the Strine of Estle, and toward the rooms infested with spiders.

🗡️ Return to Tillheel.

Reward. EXP / Coin / shriller wing earring (DisR +8, DivR+7, MagR+5)

Snake Skin for Soulforge

Weaponsmith Soulforge needs some snake skins for the handles of his swords.

- 🗡️ Talk to Soulforge in the armory.
- 🗡️ Kill 10 Cave Snakes in the Caves; they are frequently found at the top of the ramp behind the waterfall and along the river on the middle level of the Caves. The only way to get to the Caves is to use the Mariner's Bell.

🗡️ Return to Soulforge.

Reward. EXP / Coin / choice of Blackened Hammer (STR +1, WIS +1), Rapier (HP +1, PP +2) Staff (HP +2, PP +2) or Sword (HP +2, PP +1)



NETTLEVILLE HOVEL

By Cryth and Almeric

Nettleville Hovel is home to the reserved Kerra and diverse Humans of Qeynos. It's a busy district area, nestled snugly between Starcrest Commune, South Qeynos and the Peat Bog. Like most other Qeynos districts, the citizens here are friendly and welcoming.

Key Locations & NPCs

New refugees will first need to speak with **Steward Lorelei** about obtaining housing and citizenship with Qeynos. Lorelei is perched on the dock, daydreaming of nicer harbors when not accosted by young, clamoring newcomers. Take a moment to stop and chat with lonely **Aves**, then head upstairs into Nettleville proper. The bright daylight will startle your eyes, but once you become accustomed to it, the many NPCs will promise opportunities of quest and merchandise galore.

Heading south from the dock you can find **Bartender Kathey Brewsher** and **Barmaid Iolla Cosgrove**, who serve a delicious meal and a good brew. East of them, some of the locals — **Logan McAdie**, **Dawn Tross**, **Duncan Airth**, and **Karrie Clayton** — stand around, sometimes in idle conversation, sometimes concentrating on selling their wares or remembering a name. **Foster Graham**, another local, stands nearby at a small fountain, perhaps searching for a copper to throw in for luck.

On the **Nettleville Market Row** You can find many merchants. **Barika Ijumaa**, **Caryn Swell** and **Darian Wells** have a healthy competition between their shops; **Jabari Ola** and **Hadiya Pili** to the far east seem to be out of wares to sell. Once you've finished talking to them, head back west a bit to take a turn up the stairs to **William Barclay**. Another turn east will take you to the **Golden Scabbard**, an armory run by the efficient **Armsdealer Kumbufu Ari**, **Mender Aldin Dunwick**, **Smith Cayless Chambers** and **Bowyer Fesante**. Should you be in need of a shield head back outside to speak with **Shieldsmith Ajarn**.

North and west past the **Elusive Commonwealth** will lead you to the **Nettleville Quill** scribe shop, run by **Scribe Varion Smitelin** and **Trainer Tanglemayn**. **Alchemist Garion Dunam** has set up shop in this area as well, at least until his alchemy shop is built. Make sure to inspect the bookshelves here; they hold many treasures and interesting novels.

Another walkway, much like Merchant Row, takes you southward once more; make sure to take a hop north and speak with **Knight-Captain Elgrondeth**, then catch up with **Knight-Captain Hastings** as he patrols his post. Quite an important town, Nettleville must be, to attract two Knight Captains! For your light armor needs, **Tailor Ehuraa Rotherham** is quick with the needle; **Vida Sweeps**, another villager, displays some of Ehuraa's wares.

Turn east from Rotherham's vantage point and follow the street on its southeast curve. Along this way you will get to meet with **Dirk Vagrin** (a bit of a crazy), **Nia Jaja**, **Marsha Strohn**, **Bella Strohn** (relatives?), and **Sudi Abasi**. Once you've exchanged pleasantries with all of them, take the stairs down and curve northwest to enter the area's **Qeynos Exchange**. Within you can speak with **Bally Dowden**; if you need access to your bank account, **Banker Caroline Copperstone** would be glad to help.

Quests

Captain Elgrondeth's Dilemma

Knight-Captain Elgrondeth, head of the Nettleville guards, needs some helping controlling local wildlife populations. Can you help him with a series of tasks?

- ☞ Talk to Elgrondeth, near the South Qeynos gate.
- ☞ Do one of the following in Antonica, depending on which task he gives you.
 - * Kill 10 Sonic Shriekers, found around the Tower of Vhalen.
 - * Kill 5 Young Brown Bears, found in the grassy areas west of Archer's Wood.
 - * Kill 15 Thicket Lizards, found around the Tower of the Oracles.
 - * Kill 6 Darkclaw Crabs, found on the easternmost beach of Antonica, near Fangbreaker Keep.
- ☞ Return to Elgrondeth.

Reward. EXP / Coin / choice: Nettleville Guard Bracers (INT +2, STR +3, HP +7, PP +8), Armband (INT +2, STR +3, HP +1, PP +2), or Chain Bracer or Heavy Bracer (both INT +3, STR +2, HP +1, PP +2)

Verth's Delivery

Verth is a shady man who needs a shipment of contraband alcohol from his partner at the dock. Easy work, but he doesn't seem to want to attract attention by making the trip himself.



- ☞ Talk to Verth, in the NE area of Nettleville, behind a large building.
- ☞ Talk to Aves, at the dock.
- ☞ Talk to Verth or Captain Hastings.

Reward. Reward depends on who you talk to! Verth gives EXP / Coin. Hastings gives Coin and slightly more EXP, plus a medium bag (6 slots).

Sketch the Qeynos Claymore Monument

Smith Cayless Chambers has been asked to create a replica of the great Qeynos Claymore for a wealthy client. To do this, she needs a sketch of the sword so she has more to work with. Help her out by going to North Qeynos and making the sketch for her.

- ☞ Talk to Cayless, in the armory.
- ☞ Go to North Qeynos and find the Qeynos Claymore, in the middle of the zone near the Antonica gate.
- ☞ Return to Cayless.

Reward. Coin / Wooden Easel (furniture)

Elixir for Tillheel

Alchemist Garion Dunam needs you to make a delivery for him, and return with the payment for that delivery.

- ☞ Talk to Garion, in the scribe shop.
- ☞ Talk to Assistant Tillheel in the Graystone Yard scribe shop.
- ☞ Return to Garion.

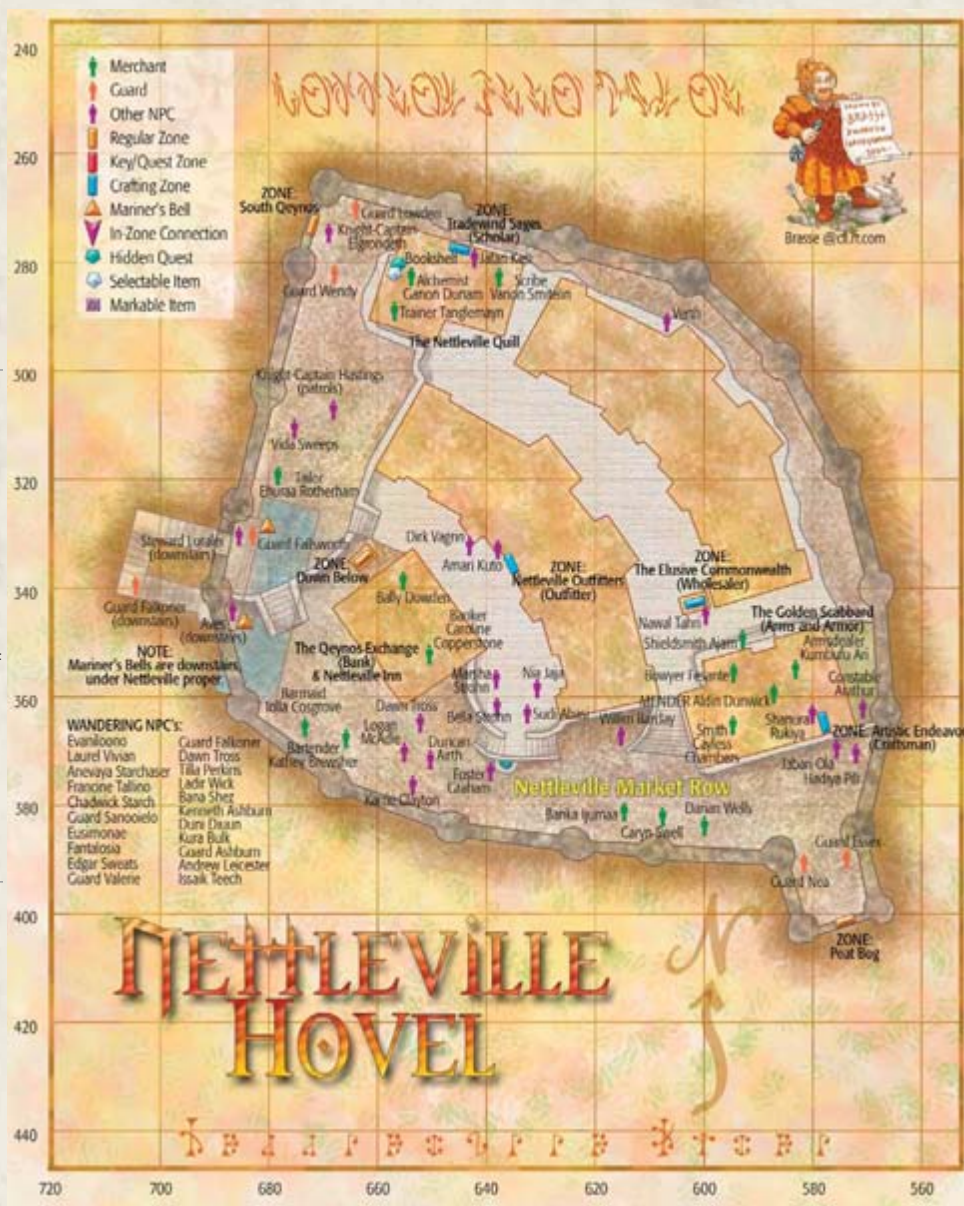
Reward. EXP / Coin / Small Leather Bag (4 slots)

Refill the Oakmyst Spider Silk Jars

The Nettleville Quill shop is fresh out of Oakmyst Spider Silk. If you refill the supply, you might be rewarded for your efforts.

- ☞ Inspect the bookshop in the scribe shop.
- ☞ Kill 10 Oakmyst Spiders, found on the west side of Oakmyst Forest near the river.
- ☞ Talk to Scribe Varion Smitelin, in the Nettleville scribe shop.

Reward. EXP / Coin / Oakmyst Spider Silk Gloves (AGI +1, WIS +2, DisR +8, HeatR +3)



Restocking Bog Faerie Wings

Scribe Varion Smitelin needs more Bog Faerie Wings for his alchemy experiments, and promises payment if you can run this little errand for him.

- ☞ Talk to Varion, in the scribe shop.
- ☞ Collect 8 Bog Faerie Wings, almost anywhere along the eastern edge of the Peat Bog.
- ☞ Return to Varion.

Reward. EXP / Coin / Embossed Fairy Wing Necklace (HP +3, PP +3)

Vida Needs a New Broom

Vida Sweeps needs your help getting a new broom from a broom merchant in the Baubbleshire.

- ☞ Talk to Vida, on the east side of Nettleville.
- ☞ Talk to Tawli Whiskwind, on the second level of hillside housing on the east side of the Baubbleshire.
- ☞ Return to Vida.

Reward. EXP / Coin / Dusty Blue Stone (Examine to begin another quest!)

Scalies for Shinies

Dirk Vagrin is quite possibly the oddest fellow in town, but he still has money for you if you can provide him a service. He needs a stout adventurer to collect scales from nearby Cave Serpents.

- ☞ Talk to Dirk, behind the Qeynos Exchange.
- ☞ Kill 10 Cave Serpents in the Caves, just up the first ramp.
- ☞ Return to Dirk.

Reward. EXP / Coin / Albino Snakeskin Wristband (ColdR +4, MentR +6, DivR +7, HP +5, PP +3)

Nia's Hissing Fit

Nia Jaja is angry because another Kerra named Marjani was quite rude to her. She wants to go to the local scribe shop, but wants to know if Marjani is still there before she goes.

- ☞ Talk to Nia, near the first southern stairwell.
- ☞ Go to The Nettleville Quill and look to see if Marjani is there. Move around until you get a journal update.
- ☞ Return to Nia.

Reward. EXP / Coin

Toxic Glands for Erollisi's Bane

Foster Graham has been keeping his wrinkles in check by using a mysterious youth elixer. He's rude and obnoxious, but he's offering coin if you take the trouble to help him get the stuff he needs for a fresh dose.

- ☞ Talk to Foster, near the small fountain in the south.
- ☞ Kill 6 Toxic Bog Slugs in the Peat Bog, just west of Two Logs Pond.
- ☞ Return to Foster.

Reward. EXP / Coin

Checking up on Lolla's Kegs

Barmaid Lolla Cotgrove is wondering why the new kegs she ordered haven't arrived yet. She would like you to go to the Baubleshire and try to find out if they're ready or not.

- ☞ Talk to Lolla, just south of the docks.
- ☞ Find Zipiff Clamorclang in Baubleshire, inside the blacksmith shop on the north side of the village.
- ☞ Return to Lolla.

Reward. EXP / 5 Mint Juleps (drink)

The Forgotten Blackburrow Cask

This quest begins with a cask of Blackburrow Stout tucked in a corner behind a building in Nettleville Hovel.

- ☞ Find the cask behind the building (590, 300) and inspect it.
- ☞ Talk to Bartender Bermor, in Starcrest Commune tavern. Give him the cask.

Reward. EXP / Coin, Bermor's ring of secrets (DisR +8, HeatR +3)



NETTLEVILLE HOVEL QUEST LIST

Quest Name	Lvl	Start	Goal	Where It Begins	What to Do	Reward
<i>Captain Elgrondeth's Dilemma</i>	8	Net.Hov.	Anton.	Knight Captain Elgrondeth / Near SQ Gate	Kill Sonic Shriekers	EXP / Coin / choice: Nettleville Guard <NG> Armband (INT +2, STR +3, HP +1, PP +2), NG Bracers (INT +2, STR +3, HP +7, PP +8), or NG Chain Bracer or Heavy Bracer (both INT +3, STR +2, HP +1, PP +2)
<i>Checking up on Lolla's Kegs</i>	all	Net.Hov.	Baub.	Lolla Cotgrove	Zipiff Clambordang	EXP / 5 drink
<i>Dusty Blue Stone</i>	all	Net.Hov.	Gray.Y.	Dusty Blue Stone / from <i>Vida Needs a New Broom</i> quest	Talk to Gruffing Goldtooth about the stone	
<i>Elixer for Tillheel</i>	all	Net.Hov.	Gray.Y.	Alchemist Garion Dunam	Deliver vial to Assistant Tillheel	EXP / Coin / Small Leather Bag (4 slots)
<i>Forgotten Blackburrow Cask</i>	all	Net.Hov.	Star.Com.	Wine cask behind west row of buildings	Bartender Bermor	EXP / Coin / Bermor's ring of secrets (DisR +8, HeatR +3)
<i>Nia's Hissing Fit</i>	all	Net.Hov.	Net.Hov.	Nia	Scribe shop	EXP / Coin
<i>Refill t. Oakmyst Spider Silk Jars</i>	all	Net.Hov.	Oakm.F.	Book case in scribe shop / Scribe shop	Oakmyst spiders	EXP / Coin / Oakmyst Spider Silk Gloves (AGI +1, WIS +2, DisR +8, HeatR +3)
<i>Restocking Bog Faerie Wings</i>	5	Net.Hov.	Peat	Scribe Varion Smitelin / Scribe shop	Kill bog faeries	EXP / Coin / Embossed Fairywing Necklace (HP +3, PP +3)
<i>Scalies for Shinies</i>	all	Net.Hov.	Caves	Dirk Vagrin	Kill albino snakes	EXP / Coin / Albino Snakeskin Wristband (ColdR +4, MentR +6, DivR +7, HP +5, PP +3)
<i>Sketch Claymore Monument</i>	all	Net.Hov.	NQ	Smith Cayless Chambers / Armory	Claymore Monument	EXP / Coin / Wooden Easel
<i>Toxic Glands for Erollisi's Bane</i>	all	Net.Hov.	Peat	Foster Graham	Kill Toxic bog slugs	EXP / Coin
<i>Urgent Message f. Nettleville</i>	all	Net.Hov.	Star.Com.	Knight Capt. Hastings / near SQ Gate	Captain Santis	EXP / Coin
<i>Verth's Delivery</i>	all	Net.Hov.	Net.Hov.	Verth	Deliver keg to docks (or report to Knight Capt. Hastings for +EXP)	EXP / Coin / medium bag (6 slots)
<i>Vida Needs a New Broom</i>	all	Net.Hov.	Baub.	Vida Sweeps	Get broom from Tawli	EXP / Coin / Dusty Blue Stone
<i>Angelia's Correspondence</i>	all	Star.Com.	Net.Hov.	Angelia Clayton	Take note to Karrie Clayton	EXP / N / 5 drink
<i>Evidence for Constable Arathur</i>	all	Dn.Bel.	Net.Hov.	alternative ending to <i>Stout Merchant Manifest</i> (starts in Down Below)		EXP / Coin / Tunic of the Guard (AGI +1, STR +5, HP +12, PP +12)
<i>Feed the Sapling</i>	all	Oakm.F.	Net.Hov.	Scholar Neola	Find the cure for the sapling in the scribe shop	EXP / N
<i>Letter from the Boss</i>	all	Q.Harb.	Net.H.	Shanda Tierbold	Deliver the Letter to Bailey Dowden	EXP / Coin
<i>Searching for the Scroll</i>	all	Star.Com.	Net.Hov.	Zentomaron Croosinaden / Scribe shop	Get scroll from Scribe Varion Smitelin	EXP / Coin

STARCREST COMMUNE

By GreatAjax

Located in the lawful town of Qeynos, Starcrest Commune is nestled comfortably between South Qeynos and the Peat Bog. Don't let the name fool you — the locals may declare that all your needs will be taken care of in their Commune, but you'll still be charged 5 silver for your room at the Inn, just like any other town! Starcrest is a grand political experiment implemented by the intellectual Erudites to serve as their home in Qeynos. Humans are also welcome here, though some suspect only so the Erudites can look down their noses at them. While you may spot the occasional animal about town, Erudites frown on the noise and distraction caused by pets, so make sure you keep yours locked safely away in your room! Don't be too put off by the attitude of many of the Erudite inhabitants — sometimes even the rudest of them will reward you handsomely for assisting them with quests. Just don't expect a kind word to go along with your reward.

Key Locations & NPCs

As a new arrival to Starcrest your first visit will be to the **Vasty Deep**, which houses the **Qeynos Exchange and Inn**. The Qeynos Inn provides you with a room; the first week is free, but every week after that costs 5 silver. Make sure you speak with residents here, as several of them will have tasks you can perform. **Angelia Clayton** entertains the Inn patrons with her dancing, but frets over the lousy tips and wonders if the grass may be greener over in Nettleville Hovel. **Zentomaron** and **Elliasenka Croosinaden** are harassing **Farnsby Dunworth** over a scroll. Don't judge all Erudites by this unpleasant pair, and try to help poor Farnsby out of his dilemma. And don't assume that **Innkeeper Jerben Sleepwell** and **Bartender Bermo** exist only to sell you their wares — bound behind their desks, they need a brave adventurer to procure certain ingredients for them (right-click on them to bypass the auto-merchant and get the option to Hail).

As you work toward your citizenship you will find yourself helping out in the **Catacombs**, a vermin-infested sewer system that can be entered from the north side of town. Also known here as the **Down Below**, this dungeon has outlets to most of the areas in Qeynos, and to even deeper perils below, if you are foolhardy enough to face them.

Barrik's Arms and Merchandise is on the south side of town, facing the merchant tents. **Armsdealer Barrik** himself is always looking for help with deliveries, so don't miss an opportunity to converse with him while you visit. The neophyte adventurer should take the time to carefully browse Barrik's stock; he carries a wide variety of both weapons and armor. For lighter, cheaper armor, try Barrik's associate **Tailor Unesh**. Make sure to pay a visit to **Mender Payne Bathon** every once in a while to get your gear patched up; with each death, your armor breaks a little more. If you are tired of hunting and would rather work on the interior design of your apartment, check out **Zinun Loospakina's** furniture.

Bowyer Harstead also works here, selling bows, arrows and throwing weapons — but you won't find her with the others. The cramped confines of the shop were not to her liking so she has taken a little nook for herself just outside.

Outside Barrik's, take a leisurely stroll through Merchant's Row and browse the merchandise of those who stock the tents there. **Piers Ipslock** sells shields and off-hand items for Mages to the north, and

next to him stands noble

Vondorinsarnoo, who is trying to concoct a cure for a nearby drunkard. To the south, you will find **Alchemist Tanaira**, who is lovesick over Merchant Grekin and needs your assistance to win his heart. It speaks ill of Grekin that he doesn't notice the sidelong glances and sighs of this lovely woman in the tent just next to his. **Fawn Starstone**, trying to take comfort beneath the one tree in this section of town, laments the lack of greenery in Starcrest and seeks assistance in developing a garden for herself. Leave her be until you earn your Qeynos citizenship and gain some seasoning in the field, for her work is difficult.

Nearby, **Oomitemlora** illustrates the intellectual superiority of Erudites by destroying the Human **Vandis** in a game of King's Field. **Taggan Brookrich** looks on, desperately trying to devise a way to turn things around for Vandis. Talk to him — your skills could prove useful to aid Vandis' cause.

For your scroll needs, visit **The Perfunctory Philosopher** run by **Scribe Ommanoden** — he and his more melee-oriented associate **Trainer Andor Quist** have many different and valuable scrolls to help you master your early skills. Ommanoden can put your burgeoning adventuring skills to use as well, should you speak with him, but bring a thick skin to the conversation. Erudites are not known for tact and diplomacy.

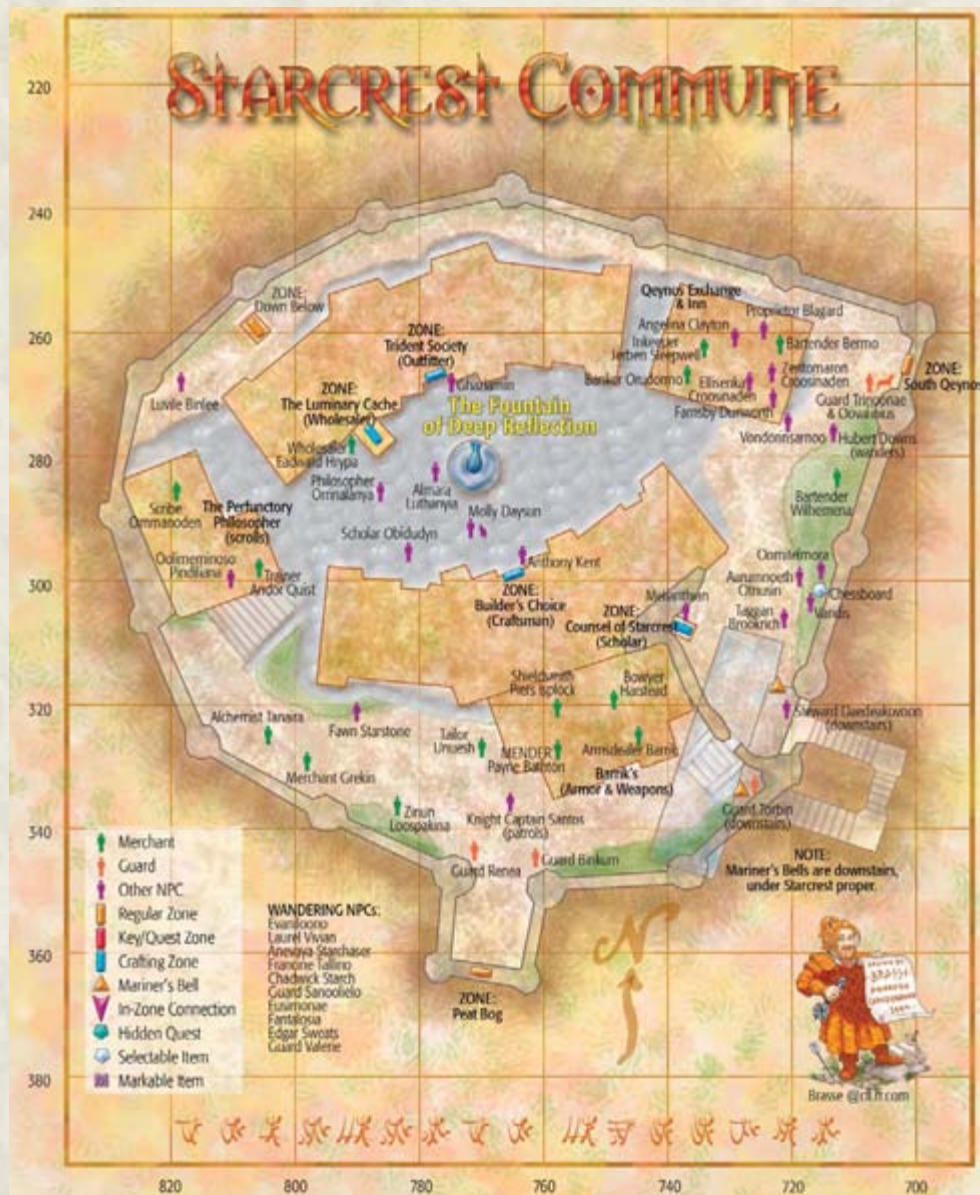


In the center of Starcrest lies the **Fountain of Deep Reflection**, a gathering place for the locals who cherish its calming beauty. Stop for a time for some quiet Erudite-style contemplation. When the gentle waters of the fountain have properly soothed you, be sure to interrupt the contemplation of others, as there are a few quests to be had here. **Scholar Obidudyn** needs assistance in his study of Elementals, and **Philosopher Orrinalanya** needs you to deliver a *coup de grace* in her theological debate. **Alamara Luthanyia** is happy to tell you about the monks of the Ashen Order and their monastery in the Elddar Grove. If you have a passion for crafting, the **Luminary Cache** is nearby for you to hone your skills.

Like all of the villages, Starcrest has a dock, and you should familiarize yourself with this area very early on, as it connects to every starting village and several important hunting areas. Knowing how to use the docks is absolutely vital to getting around Qeynos quickly and efficiently.

Young adventurers who reside in Starcrest often spend many of their early seasons studying the flora and fauna of the **Peat Bog** and helping eliminate some of the more dangerous creatures there. Take some time to speak with **Knight-Captain Santis** and Vondorinsarnoo about the Bog before venturing in, though. There is much to do there, and it's best to have an assignment or two before you venture too far in. Santis guards the Bog entrance, on the south side of town.

Once you have visited the locals and obtained your Qeynos citizenship, make sure to pay a visit to Nettleville Hovel, Starcrest's sister-hood. There is much interaction between the two villages, and many tasks will take you from one to the other. Nettleville is a cozy place laid out in much the same manner as Starcrest, though a bit less clean and overrun with cats. Each town connects with the Peat Bog and with **South Qeynos**, and you can move direct from one to the other via the **Mariner's Bell** at the docks.



Quests

Batwing Crunchies

Jerben Sleepwell, the Innkeeper, loves nothing more than to munch on the batwing crunchies his wife prepares for him. But alas, he is out of bat wings!

- ☞ Talk to Jerben, in the Exchange building.
- ☞ Go to the Caves.
- ☞ Kill 5 Shales Bats; they are found in the lower level of the Caves, between the Cavern of Lost Miners and the small Dustpaw Gnoll encampment.
- ☞ Return to Jerben.

Reward. EXP / Coin / a plain table

Angelia's Correspondence

Angelia Clayton is a dancer at the Inn in the Qeynos Exchange building. The locals don't tip very well, and she is wondering if her sister fares any better.

- ☞ Talk to Angelia, at the Qeynos Exchange building Inn.
- ☞ Talk to Angelia's sister, Karrie Clayton, who dances in merchant row in Nettleville Hovel.
- ☞ Return to Angelia Clayton.

Reward. EXP / 20 Warm Ale



Kitty Wants to Play

Molly Daysun has a cat that has gotten into some trouble. It seems the animal stole a piece from the King's Field game being played nearby.

- ☞ Talk to Molly, near the Fountain of Deep Reflection.
- ☞ Talk to Vandis at the dock entrance.
- ☞ Return to Molly.

Reward. EXP / a wooden pet cage (furnishing)

Bog Sludge Hunt

Knight-Captain Santis, guarding the Peat Bog gate on the south side of town, needs help eliminating some of the Bog Sludges which are terrorizing the locals.

- ☞ Talk to Santis.
- ☞ Kill 10 Bog Sludge in the Peat Bog; they are found in the area all around the wooden planks that serve as a path in the beginning of the Bog.
- ☞ Return to Santis.

Reward. EXP / Coin / Sludge Smear'd Shield (WIS +1)

Sobering Remedy

The Erudite Vondorinsarnoo wishes to help Hubert, who is drowning himself in liquor. He has in mind a certain remedy, composed of elements that must be gathered in the Peat Bog.

- ☞ Talk to Vondorinsarnoo, who stands near the South Qeynos gate
- ☞ Kill Bog Slugs, Large Scavengers and Bog Sludges; Slugs and Sludges can be found near the entrance to the Peat Bog and Scavengers are found at Two Logs Pond, near the path between the Starcrest gate and the Nettleville gate. The elements you need drop randomly from these creatures.

- ☞ Return to Vondorinsarnoo.

Reward. EXP / Coin / pox ward ring (DisR +8)

Elliasenka's Dagger is Ready

Armsdealer Barrik, proprietor of Barrik's Arms and Merchandise, has a custom dagger ready for delivery to Elliasenka in the Qeynos Exchange nearby.

- ☞ Talk to Barrik, in the armory.
- ☞ Talk to Elliasenka, in the Qeynos Exchange.
- ☞ Return to Barrik.

Reward. EXP / Coin / Barrik's Shortblade (dual wield weapon)

Deposit for Grekin

Grekin requests that you take his daily earnings over to the bank.

- ☞ Talk to Grekin, in the merchant area.
- ☞ Talk to the banker in the Qeynos Exchange.
- ☞ Return to Grekin.

Reward. EXP / Coin / small leather bag (4 slots)

Tanaira's Picnic Spot

Alchemist Tanaira is in love with Grekin, but he hardly notices her, though they work side by side. Tanaira wishes to find an ideal location in which to reveal her true feelings to him. Find a picnic spot for Tanaira.

- ☞ Talk to Tanaira, in the merchant area.
- ☞ Go to the waterfall in Oakmyst Forest. When you pass by Clearwater Pond, the waterfall should be visible in the distance, as it empties into the pond.

- ☞ Return to Tanaira.

Reward. EXP / Coin

Erudite Debate

Philosopher Orrinalanya is engaged in a theological debate with the King's Field master Oomitelmora. She has a letter for him which clarifies several points.

- ☞ Talk to Orrinalanya, near the Fountain of Deep Reflection.
- ☞ Talk to Oomitelmora, who is playing chess near the docks.
- ☞ Return to Orrinalanya.

Reward. EXP / Coin

Searching for a Scroll

Zentomaron Croosinaden needs a scroll to further his studies, and he is having problems getting it. His efforts to coerce it from Scribe Varion in Nettleville Hovel have been unsuccessful, so he needs your help.

- ☞ Talk to Zentomaron, in the Qeynos Exchange.
- ☞ Talk to Varion, in the Nettleville scribe shop.
- ☞ Return to Zentomaron.

Reward. EXP / Coin

EVERQUEST II

PRIMA OFFICIAL GAME GUIDE

Farnsby's New Axe

Farnsby Dunworth in the Exchange is so harried by Zentomaron over a scroll he knows nothing about that he doesn't have the time to fetch his new axe from Armsdealer Barrik.

- ☞ Talk to Farnsby in the Qeynos Exchange.
- ☞ Talk to Barrik in the armory.
- ☞ Return to Farnsby.

Reward. EXP / Coin / Well-worn axe, sturdy axe, or maul

Gathering Glowmyst

Bartender Bermo needs some Glowmyst juice — the secret ingredient of his glowing beverages.

- ☞ Talk to Bermo, in the inn.
- ☞ Kill 10 Glowmyst Beetles; they can be found in the Oakmyst Forest, near the Castlevew Hamlet gate.
- ☞ Return to Bermo.

Reward. EXP / Coin / 20 Bermo Beamers (drink)

Quills for Ommanoden

Scribe Ommanoden, proprietor of the Scribe Shop, needs ingredients to make some more quills. Note that nothing less than perfect will do!

- ☞ Talk to Ommanoden, in the Scribe shop.

- ☞ Kill Antonican Hawks in the Forest Ruins until you have 5 perfect feathers; the hawks can be found on either side of the fortress ruins in the center of the zone.

- ☞ Return to Ommanoden.

Reward. EXP / Coin

Catacomb Rat Rummaging

Taggan Brookrich is eager to help his friend Vandis win a game of King's Field, and he is aware that Vandis' skill will not avail him. Vandis' only hope is to lay dead rats around the game in the hope that the participants will think they are alive and flee the scene. A desperate and somewhat ridiculous plan, to be sure, but the reward is the same whether it works or not.

- ☞ Talk to Taggan near the docks.
- ☞ Kill 4 rats in the Catacombs; the rats can be found near the South Qeynos entrance.
- ☞ Return to Taggan.

Reward. EXP / Oaken Bench (furniture)

Essence Hunting for Obidudyn

Obidudyn is deep in study of Elementals and is none too pleased at your interruption. But he is willing to overlook your intrusive presence if you will procure some Forest Guardian essences for him.

- ☞ Talk to Obidudyn near the Fountain of Deep Reflection.

- ☞ Kill 6 Forest Guardians in the Forest Ruins; they are just behind the fortress ruin gate.

- ☞ Return to Obidudyn.

Reward. EXP / Coin / Dagger of Smoldering (INT +1, PP +3)

Building Fawn's Garden

Fawn Starstone stands in the shade of a tree near the open-air merchants, lamenting the lack of greenery in Starcrest. She has a plan to turn her back yard into a lovely garden.

- ☞ Talk to Fawn near the merchant area.
- ☞ Kill 15 Young Timber Wolves in Antonica; they are found behind the fields where the Klicnik Mites breed.
- ☞ Return to Fawn.
- ☞ Kill 5 Coldwind Octopi in Antonica; they are underwater near Coldwind Point.
- ☞ Return to Fawn.

Reward. Coin / choice of weapon: Coldwind Coast Forged Hammer (2H, STR +2, HP +3, PP +1), Coldwind Coast Katar (Dual Wield: AGI +2, HP +3, PP +1), Coldwind Tentacle Whip (Dual Wield, AGI +2, HP +4), Staff of the Coldwind Coast (2H, INT +2, PP +4)

STARCREST COMMUNE QUEST LIST

Quest Name	Lvl	Start	Goal	Where It Begins	What to Do	Reward
Angelia's Correspondence	all	Star.Com.Net.Hov.		Angelia Clayton	Take note to Karrie Clayton	EXP / N / 5 drink
Batwing Crunchies for Jerben	all	Star.Com.	Caves	Innkeeper Jerben Sleepwell	Kill bats	EXP / Coin / plain table
Bog Sludge Hunt	3	Star.Com.	Peat	Knight Captain Santis	Kill bog sludges	EXP / Coin / Sludge Smeared Shield (WIS +1)
Building Fawn's Garden	10	Star.Com.	Anton.	Fawn Starstone	Kill glade deer	EXP / Coin / choice: Coldwind Coast Katar (AGI +2, HP +3, PP +1), CwC Forged Hammer (STR +2, HP +3, PP +1), Staff of the CwC (INT +2, PP +4), CwC tentacle whip (AGI +2, HP +4)
Catacomb Rat Rummaging	all	Star.Com.	Dn.Bel.	Taggan Brookrich	Kill rats	EXP / Coin
Deposit for Grekin	all	Star.Com.Star.Com.		Merchant Grekin	Deliver deposit to bank in Qeynos Harbor	EXP / Coin / small bag (4 slots)
Elliasenka's Dagger is Ready	all	Star.Com.Star.Com.		Armsdealer Barrik	Deliver note to to Elliasenka Croosinaden in tavern	EXP / Coin / Barrik's shortblade, maul, dirk, greatstaff or longblade
Erudite Debate	all	Star.Com.Star.Com.		Philosopher Orrinalanya	deliver the message to Oomitelмора	EXP / Coin
Essence Hunting for Obidudyn	8	Star.Com.	For.Rn.	Scholar Obidudyn	Kill forgotten guardians	EXP / Coin / Dagger of Smoldering (INT +1, PP +3)
Farnsby's New Axe	all	Star.Com.Star.Com.		Farnsby Dunworth	Deliver payment to Armsdealer Barrik	EXP / Coin / Well Worn Axe
Gathering Glowmyst	all	Star.Com.	Oakm.F.	Bartender Bermo	Kill Glowmyst beetles	EXP / Coin / Bermo Beamer
Kitty Wants to Play	all	Star.Com.Star.Com.		Molly Daysun	Take pawn back to chessplayers	EXP / Coin / wooden pet cage
Quills for Ommanoden	all	Star.Com.	For.Rn.	Scribe Ommanoden / Scribe shop	Kill hawks for feathers	EXP / Coin
Searching for the Scroll	all	Star.Com.Net.Hov.		Zentomaron Croosinaden / Scribe shop	Get scroll from Scribe Varion Smitelin	EXP / Coin
Sobering Remedy	all	Star.Com.	Peat	Vondorinsarnoo	Get bog slug bile, bog sludge excretion, bog rat fur	EXP / Coin / pox ward ring (DisR +8)
Tanaira's Picnic Spot	all	Star.Com.	Oakm.F.	Merchant Tanaira	Find picnic spot	EXP / Coin
Forgotten Blackburrow Cask	all	Net.Hov.Star.Com.		Wine cask behind west row of buildings	Bartender Bermo	EXP / Coin / Bermo's ring of secrets (DisR +8, HeatR +3)
Urgent Message f. Nettleville	all	Net.Hov.Star.Com.		Knight Capt. Hastings / near S.Qeynos Gate	Captain Santis	EXP / Coin

THE WILLOW WOOD

By Orlena and Taera

The Willow Wood is a beautiful little village nestled in the rolling hills of Qeynos. Populated by the whimsical Wood Elves and their Half Elf cousins, it's the perfect place for a growing young Druid or Scout to make ends meet. Though there aren't as many quests here as there are in some areas, Willow Wood citizens are very generous in their quest rewards, a large plus! Make sure to explore all the boundaries of this cozy home before leaving, as citizens and merchants find perches all over the craggy rocks!

Key Locations & NPCs

As the rolling waves of the harbor draw your boat into the docks at the edge of Willow Wood, you are greeted by **Steward Kianoa**. To ensure your safety, **Guard Walterson** stands watch over the ships coming into the docks. **Jendan Greenthorn** peers past the end of the docks, the furrow of his brow displaying great concern. In need of a friend, Jendan asks all who come off the boat if perhaps they have seen another man who looks very much like him. Follow the breeze blowing from the tunnel which leads into the woods, and soon you will hear the cries of merchants anxious to sell their wares to travelers and adventurers alike. **Merchant Drystan Seaside** is among the first to greet you, offering to restock adventurers low on basic supplies. Standing watch beside the nearby graveyard is **Thayare Faystrider**, a lovely Wood Elf with a sad tale of war and death for any who will take the time to listen.

Inside the **Qeynos Exchange**, adventurers will feel secure leaving their most treasured possessions with **Banker Deepathom**. They may also wish to invest hard earned coins in a new weapon from **Armsdealer Thea Wavecrasher** or a new shield from **Shieldsmith Summerglint**. Should you find yourself in need of furnishings for your home, **Merchant Aelia Oakweaver** has

a ready supply of handcrafted Elven goods ready to decorate your home.

And if you need a bit of archery practice, you can make your way west from the bank and find **Bowyer Trueshot** willing to provide you with free lessons. You may also wish to restock your supply of arrows and other archery needs from his vast stores.

As you make your way to the center of the woods, the **Spirit of the Faydark** envelopes you, soothing your weary soul and reminding you of a more peaceful

able feather beds in Qeynos. And **Bartender Honeysuckle** makes the sweetest mead ever to grace your palette.

Once well rested, make your way over to Baynor's Hammer. Inside, **Blacksmith Baynor** is having difficulty repairing some bent tongs. A simple task of taking them to an expert yields a bit more jingle to the coin purse, so offer to help if you have the time. Should your armor or weapons be in need of repair, speak to **Mender Zanhass Mossclean**. If Zanhass reports that there is nothing she can do to repair your badly beaten armor, though, **Armorsmith**

Briget Crestmyst stands ready to fit you personally for a new suit.

Back outside after the heat of the armory, you can take a moment to breathe the clean air and speak with **Knight-Captain Skyreach** about his views on duty and honor. One of his guards, **Salinor**, stands quietly by the gate to Forest Ruins. For the latest weather forecast, speak to **Feredir Na'Duath**, whose trick knee is rumored to be far more accurate than any almanac.

Standing watch at the gate to Eddar Grove is **Guard Windstep**. Silently keeping vigil on the hill which looks down into the grove is

Hunter Vannil. Vannil spends his time watching over both the Eddar Grove and Forest Ruins, but is falling behind on man-aging to keep both safe for travelers. Those he deems capable, he enlists to aid him in making Forest Ruins safe for travelers, so speak with him if you feel strong and brave enough.

For the truly brave adventurer, **Daryann Stormrider**, representative for Willow Wood, offers a variety of tasks to those she deems capable of fulfilling them. Friendly **Rebeka Lori** recites to those who will listen the sad tale of a memorial in Willow Wood to those who could not make the passage to safety. Those who wish to listen to her tale often find themselves so moved that they too must pay their respects at the memorial graveyard in the woods.

Tucked in a peaceful corner of the woods,



time. **Kualdin Swoonsong** softly sings ballads and love songs in the glade; if you speak with him, you also find that he is looking for a duet partner.

Make your way into **Brooklily Books** to find a wide selection of tales and research information. Speak with **Scribe Salinai Brooklily**, who is happy to talk with anyone interested in the nature of magic. An avid scholar, Salinai requires the aid of some brave adventurers to help her with a population problem in Peat Bog. Her assistants, **Trainer Sandsea** and **Alchemist Rainwander**, help to keep the rest of the shop organized while Salinai completes her research.

Inside **The Peaceful Bough Inn**, travelers can find a quiet place to rest weary bodies, or a hearty meal to restore both mind and body alike. **Innkeeper Yeoni** is well known for having the most comfort-

high on a hill behind the Qeynos Exchange, **Hunter Lathar Forestdeep** is busily firing arrows at targets set deep in the woods. Even the most practiced archer could learn simply by watching the fearsome rate with which he fires his arrows with deadly accuracy.

Quests

Any Messages for Jendan?

Jendan Greenthorn's twin brother is sailing in from the Isle of Refuge and Jendan doesn't want to miss his arrival. He asks you to go see if any messages regarding his brother were left for him with the Innkeeper.

- 🗡️ Talk to Jendan, near the dock.
- 🗡️ Talk to Innkeeper Yeoni, at the Inn.
- 🗡️ Return to Jendan.

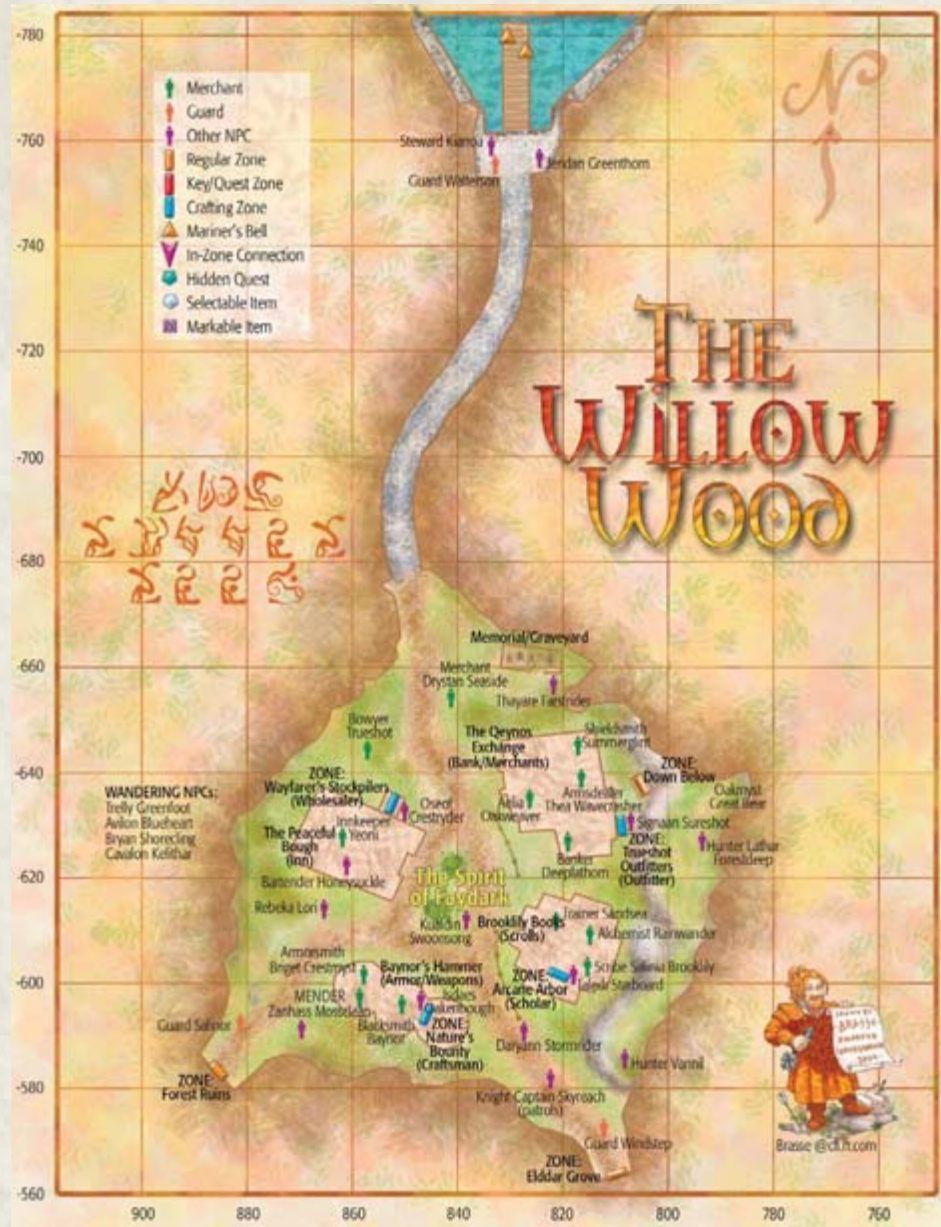
Reward. Coin

Kualdin's Duet Offer

Kualdin plans to sing a duet with Bupipa Guryip when he finds an available concert hall. The problem is, Bupipa doesn't know this! He needs you to ask Bupipa to be his partner.

- 🗡️ Talk to Kualdin, in the Spirit of Faydark Park, near the Inn.
- 🗡️ Talk to Bupipa Guryip — in Castlview Hamlet, on top of the turret just east of the dock.
- 🗡️ Return to Kualdin.

Reward. Coin



WILLOW WOOD QUEST LIST

Quest Name	Lvl	Start	Goal	Where It Begins	What to Do	Reward
<i>Any message for Jendan</i>	all	Will.Wd.	Will.Wd.	Jendan Greenthorn	Take note to Innkeeper Yeoni	EXP / Coin
<i>Balance of Life</i>	15	Will.Wd.	Anton.	Daryann Stormrider	Kill sea turtles	EXP / Coin / Willow Wood <WW> Blade of Service (AGI +2, STR +4, HP +10, PP +7), WW Walking Staff (AGI +3, STR +3, HP +9, PP +12), WW Maul (AGI +3, STR +3, HP +9, PP +19), WW Bow of Service (AGI +4, STR +3, HP +10, PP +12), or WW Hunting Blade (AGI +3, STR +3, HP +7, PP +10)
<i>Baynor's Bent Tongs</i>	all	Will.Wd.	Gray.Y.	Blacksmith Baynor	Take tongs to Mender Ironmallet for repair	EXP / Coin
<i>Kualdin's Duet Offer</i>	all	Will.Wd.	Cast.H.	Kualdin Swoonsong	Talk to Bupipa	EXP / Coin
<i>Scavenger Rats</i>	all	Will.Wd.	Peat	Scribe Salinia Brooklily	Kill scavenger rats	EXP / Coin
<i>Snake Slaying</i>	all	Will.Wd.	For.Rn.	Hunter Vannil	Kill snakes	EXP / Coin
<i>Willow Wood Memorial</i>	all	Will.Wd.	Will.Wd.	Rebeka Lori	Find graveyard in the Willow Wood	EXP / Coin
<i>Letter for Hunter Forestdeep</i>	all	For.Rn.	Will.Wd.	Outlander Vaughn after Vaughn's Stuff quest	Take letter to Tracker Forestdeep	EXP / Coin



Scavenger Rats

Scribe Salinia Brooklily is worried about the balance of nature in Qeynos, especially in the Peat Bog. She says that the rats are driving all of the other creatures out, and asks for your help in restoring balance.

- 🗡️ Talk to Salinia, in the Scribe Shop.
- 🗡️ Head to the Peat Bog; this best way to do this is to go to the dock in Willow Wood and use the Mariner's Bell to get to Starcrest Commune. Once there, waypoint (Alt W) to the Peat Bog gates.
- 🗡️ Kill 8 rats of any kind in the Peat Bog; the first rats you will find, Puny Scavengers, are southwest of the gate. If you would rather hunt a more challenging breed of rat, you can find Large Scavengers at location 710, 450.

Reward. Coin

The Willow Wood Memorial

Rebeka Lori tells you of a memorial in Willow Wood dedicated to relatives of residents who have been lost; Rebeka herself is missing a few cousins, but has not given up hope. Her dedication so moves you that you feel compelled to visit this memorial.

- 🗡️ Talk to Rebeka, just south of the Scribe Shop.
- 🗡️ Near the tunnel that leads from the docks there's a small graveyard; go into the center of that graveyard to complete this quest.

Reward. EXP

Baynor's Bent Tongs

Blacksmith Baynor has broken his favorite pair of tongs. Being a superstitious man, he insists that Ironmallet, the blacksmith who made the tongs, should be the one to fix them.

- 🗡️ Talk to Baynor, in the building between the Forest Ruins gate and the Elddar Forest gate.
- 🗡️ Talk to Mender Ironmallet, in the armory in Graystone Yard.
- 🗡️ Return to Baynor.

Reward. EXP / Coin

Snake Slaying

Hunter Vannil wants to make sure the youngest refugees of Qeynos are as safe as possible, and thus needs help slaying snakes in the Forest Ruins.

- 🗡️ Talk to Vannil, on the cliff just east of the Elddar Grove gate.
- 🗡️ Kill 8 Rock Adders in the Forest Ruins, near the stones in the forefront of the ruins.
- 🗡️ Return to Vannil.

Reward. EXP



NORTH QEYNOS

By Orlena

As the seat of government in Antonica, no area is safer than North Qeynos. Ironforge Estate stands like a massive guardian at the northern end of the zone. Visitors will often find **Baron Gavin Ironforge** and his wife, **Lady Vivianne Ironforge**, resting comfortably in the gardens of the estate while **Lord Drystan Ironforge** patrols the area to ensure their safety.

Tourists and adventurers alike will find the peaceful waters surrounding the **Temple of Life** a source of renewal for both mind and body. **The Seeress** is always willing to offer advice and guidance. **Medics Brendan** and **Rowena** provide free medical care to the needy. **High Priestess Cassandra** heads the temple, with **Priestess Allora Reed** and **Priest Ian Turner** also offering spiritual guidance to those who seek enlightenment.

In the grove outside the temple you will find **Caretaker Nogfizzle** hard at work maintaining the lush gardens. **Trainer McBresler** has set up a small stand outside the gardens where he provides adventurers with scrolls on fighting techniques.

Inside the Call to Arms Smithy, **Walter Channing** is always looking for someone willing to run short errands. The clang of **Master Smith Dylan Ironforge's** hammer can be heard throughout much of northern Qeynos. The guards who rely on his weaponry, the sound is more musical than annoying. Across the way from the smithy, sisters **Danielle** and **Rachel Clothspinner** have set up a leather curing shop, and are more than willing to purchase bear hides from hunters in Antonica. Just to the north, **Gavin** and **Tara Ironforge** run The Jewel Box.

Bankers **Carey Meloy** and **Burian MacHarg** run The Qeynos Hold and track shipments of goods coming into and out of the city. Their assistant, **Thardrin Steeleye**, is often overwhelmed with work, and is willing to pay others to help with his deliveries. Just south of the bank, **Sneed Galiway** runs a trading post where goods of all types are traded and sold. For those ready to settle down into one of the many homes and apartments for sale or rent, **Fhara Hanford** has a furniture delivery business.

Tourists will find themselves in awe of The Claymore Plaza. **Dawson Magnificent** stands off to one corner of the monument, singing new tunes written by **The Lyrist**,

in hopes of his great discovery. Sitting on an artist's stool near the monument, **Andrea Dovesong** shares tales of other "must see" locations in Antonica with any who will listen.

As you pass the Plaza, the scent of fresh baked bread fills the air and your nostrils. **Baker Voleen** and **Penny Goodhearth** are hard at work from dawn to dusk filling the bakery ovens with tempting goodies, so pick up a fresh loaf of bread and head southward to Irontoe's East. Irontoe's is run by **P.T Irontoe**. Barkeep **Harold Dunstan** willingly pours thirsty travelers a cold ale, with the exchange of a few coins of course. **Nicholas** and **Noelle Dering** also work in the inn, keeping it clean for guests and patrons. **Bouncer Johbal** stands like a statue in the back room, ever watchful for trouble from **Greta Steinbeard** and other patrons of the inn.

If you're looking to learn the strengths of music, how to buckle your swash or perhaps how to use the latest poison, stop by the grove outside Iron Toe's East and speak with **Counselor Vemerik** for help refining the paths of a Scout. Or if religion and philosophy are more your calling, talk with **Heirophant Aldalad**, who helps Priests choose which path to enlightenment they should follow.

True tourists won't mind the trip up the many stairs to the gates of Qeynos Palace, but unless you have an appointment, **Knight-Lieutenant Alesso** won't even consider letting you pass. **Delacar Mithanson** and **Frubbsp Bogstomper** stand outside the palace gates exchanging tales of adventure that any who pass by cannot help but eavesdrop on. The hustle and bustle of this area is quickly contagious to all who pass through it, but for those who slow down enough to take in the sights, you won't find yourself disappointed.

Quests

Anti-Venom Components for Brendan

Temple of Life Medic Brendan needs components for making medication.

- ☞ Talk to Brendan, in the Temple of Life.
- ☞ Kill Albino Spiders in the Caves to collect 5 white spider venom sacs. White

Spiders are found on the first level near the guards.

- ☞ Kill Cave Serpents to collect 5 venom sacs. Cave Serpents can be found in the same area, or by traveling up the ramp to the middle level and following the stream northward.

☞ Return to Brendan.

Reward. EXP / Coin / Sparkling Greenstone Charm (HP +2, PP +2)

Bear Fashion

Armorsmith Rachel Clothspinner has been waiting for an order of bear pelts to come in ... for too long! She promises to reward you if you travel to Oakmyst Forest and collect bear hides.

☞ Talk to Rachel, in the Clothspinner armor shop.

☞ Kill Oakmyst Great Bears in Oakmyst Forest, west of Clearwater Pond (most of them are on top of the cliff).

☞ Return to Rachel.

Reward. EXP / Coin / choice of: great bear hide greaves, great bear hide leggings (both INT +1, STR +2) or Oakmyst tailored leggings (INT +2, STR +1)

Blank Pages

Andrea Dovesong would like some parchment from Scribe Duvo in Eddar Grove. You look like the perfect messenger!

☞ Talk to Andrea, near Claymore Plaza.

☞ Talk to Scribe Duvo in the Eddar Grove scribe shop.

☞ Return to Andrea.

Reward. EXP / Coin

Civil Service

Knight Lieutenant Alesso requires your help dispatching the vermin in Antonica. It's a tough job, but he thinks you might have the guts for it. Might.

☞ Talk to Alesso, on the steps of the Qeynos Palace.

☞ Kill 10 rats in Antonica; any kind will do. One type of rats can be found just northwest of the North Qeynos gate.

☞ Kill 10 Klicnik Mites in Antonica. The mites are in the farmers' fields just southwest of the Qeynos gates.

☞ Kill 10 snakes in Antonica; any kind

will do. One type of snakes can be found just northwest of the North Qeynos gate.

Return to Alesso.

Reward. EXP / Coin

Delivery for Fhara

Baker Voleen needs you to deliver a basket of goods to her friend Fhara in the furniture shop.

Talk to Voleen, in the second general store.

Talk to Fhara, in the furniture shop south of the wall that divides the city, on the west side of the street.

Return to Baker Voleen.

Reward: EXP / Coin / Loaves of bread (5 food)

Delivery for Thardrin

Banker Thardrin catches you sneaking around the bank. To keep your idle fingers busy, and supply your pouch with a bit of coin, you agree to deliver a crate of supplies to Sneed Galiway.

Talk to Thardrin; he is in, you guessed it, the bank (Qeynos Exchange).

Talk to Sneed in Sneed Galiway's Trading Post just south of the bank.

Reward. EXP / Coin

Delivery for the Temple of Life

Gavin Ironforge tasks you with delivering a small box of silver etchings to Medic Rowena in The Temple of Life.

Talk to Gavin, in the jewelry shop.

Talk to Rowena, in the Temple of Life.

Return to Gavin.

Reward. EXP / Coin

Dwarven Fish Delivery

Merchant Gretta Steinbeard needs someone to pick up a load of fresh fish from Umil Grayfist.

Talk to Gretta, in Irontoe's East, the tavern.

Talk to Umil, on the Qeynos Harbor docks.

Return to Gretta.

Reward. EXP / Coin / Fresh Fish (5 food)



Dyes for Danielle

Armorsmith Danielle Clothspinner needs you to purchase two tubs of dye from Alchemist Khali'Mun.

Talk to Danielle, in the Clothspinner armor shop.

Talk to Khali'Mun, in South Qeynos in the Herb Shop.

Return to Danielle.

Reward. EXP / Coin / Brightly dyed Sash (HP +2, PP +1)

Gnoll Extermination

Knight Lieutenant Laughlin wants the gnolls around the gates of Qeynos thinned out a bit and asks you to help.

Talk to Laughlin, near the Antonica Gates.

Kill gnolls until you have gathered 10 ears. Gnoll camps can be found north past the wall outside the North Qeynos gates.

Return to Laughlin.

Reward. EXP / Coin / choice of thin banded bracer, scaled bracer or woven bracer (STR +1, HP +4, PP +4)

EVERQUEST II

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Papers from Fhara

Merchant Fhara Hanford, of Fhara's Furnishings, hires you to deliver some papers to Trevor in South Qeynos.

- ☞ Talk to Fhara, in the furniture shop.
- ☞ Talk to Merchant Trevor Minturn in South Qeynos, in the Bag and Barrel.
- ☞ Return to Fhara.

Reward. EXP / Coin

Performer Courier Service

Dawson Magnificent is running late for his performance in Fish Alehouse in the harbor and has no time to inform the alehouse that he will not be there on time. You, on the other hand, do not have tons of fans getting in your way so you are free to go deliver his message.

- ☞ Talk to Dawson, near the Claymore Plaza.
- ☞ Talk to Innkeeper Galsway, in the Fish Alehouse in Qeynos Harbor.
- ☞ Return to Dawson.

Reward. EXP / Coin

Sneed's Supplies

Merchant Sneed Galiway is having trouble keeping up with his suddenly booming business. He hires you to deliver a crate of supplies to Blacksmith Hegrenn.

- ☞ Talk to Sneed, in the first general store.
- ☞ Talk to Hegrenn in South Qeynos, on the second floor of the Bag and Barrel.

Reward. EXP / Coin

Some Nice Bear Hides

Armorsmith Danielle Clothspinner is frustrated. Her last few shipments of bear hides have barely been useable. She sends you to Antonica to gather hides to fill orders.

- ☞ Talk to Danielle, in the Clothspinner armory.
- ☞ Kill 10 bears in Antonica; follow the road from the North Qeynos gate westward through the pass until you see bears around the road.
- ☞ Return to Danielle.

Reward. EXP / Coin / choice of: Danielle's bearhide shoulderpads, mantle or shawl (all WIS +1, ColdR +4, HeatR +3)

Sword Delivery for Noelle

Merchant Walter Channing has a sword that he needs someone to deliver to Noelle Dering in Irontoe's East.

- ☞ Talk to Walter, in the Call to Arms smithy.
- ☞ Talk to Noelle in Irontoe's East, the tavern at the south side of the district.
- ☞ Return to Walter.

Reward. EXP / Coin

Visiting the Claymore Monument

Andrea Dovesong sings ballads of swords storied in history, similar to the one in Claymore Plaza. Her song about the Claymore Monument in Antonica is so moving that you decide to visit it.

- ☞ Talk to Andrea, near the Claymore Plaza.
- ☞ Travel to Antonica. Head southeast from the North Qeynos gates until you see the large sword monument.

Reward. EXP

NORTH QEYNOS QUEST LIST

Quest Name	Lvl	Start	Goal	Where It Begins	What to Do	Reward
<i>Anti-Venom Comps. f. Brendan</i>	10	NQ	Caves	Medic Brendan / Temple of Life	Kill white spiders and cave serpents	EXP / Coin / Sparkling Greenstone Charm (HP +2, PP +2)
<i>Bear Fashion</i>	10	NQ	Oakm.F.	Armorsmith Rachel Clothspinner / Clothing shop	Oakmyst Great Bears	EXP / Coin / great bear hide greaves, great bear hide leggings (both INT +1, STR +2) or Oakmyst tailored leggings (INT +2, STR +1)
<i>Blank Pages</i>	10	NQ	Eld.Gr.	Andrea Dovesong / Fountain	Scribe Duvo	EXP / Coin
<i>Civil Service</i>	9	NQ	Anton.	Knight Lt. Alesso	Kill beetles, snakes and rats	EXP / Coin
<i>Delivery for Fhara</i>	all	NQ	NQ	Baker Voleen		EXP / Coin / 5 food
<i>Delivery for Thardrin</i>	all	NQ	NQ	Thardrin / Bank	Deliver goods to Sneed's Supplies	EXP / Coin
<i>Delivery for the Temple of Life</i>	all	NQ	NQ	Gavin Ironforge / Armory		EXP / Coin
<i>Dwarven Fish Delivery</i>	10	NQ	Q.Harb.	Merchant Gretta Steinbeard	Docks	EXP / Coin / 5 food
<i>Dyes for Danielle</i>	all	NQ	SQ	Armorsmith Danielle Clothspinner / Clothing shop	Khali'Mun in Herb Shop	EXP / Coin / brightly dyed sash (HP +2, PP +1)
<i>Gnoll Extermination</i>	all	NQ	Anton.	Knight Lt. Laughlin	Kill gnolls to gather ears	EXP / Coin / choice: thin banded, scaled or woven bracer (STR +1, HP +4, PP +4)
<i>Papers from Fhara</i>	all	NQ	SQ	Merchant Fhara Hanford / Furniture shop	Deliver the papers to Trevor	EXP / Coin
<i>Performer Courier Service</i>	all	NQ	Q.Harb.	Dawson Magnificent / Fountain	Fish Alehouse	EXP / Coin
<i>Pestilence</i>	all	NQ	Anton.	Caretaker Nogfizzle	Kill 20 gnoll seers	1100 Status Points
<i>Sneed's Supplies</i>	all	NQ	SQ	Merchant Sneed	Deliver supplies to Blacksmith Hegrenn	EXP / Coin
<i>Some Nice Bear Hides</i>	10	NQ	Anton.	Armorsmith Danielle Clothspinner	10 bears	EXP / Coin / choice: Danielle's bearhide shoulderpads, mantle or shawl (WIS +1, ColdR +4, HeatR +3)
<i>Supply Lines</i>	all	NQ	Anton.	Guard Williamson / Western Gates	10 rats, snakes, beetles	1100 Status Points
<i>Sword Delivery for Noelle</i>	all	NQ	NQ	Merchant Walter Channing	Deliver sword to Noelle Dearing in Ironforge's East	EXP / Coin
<i>Vermin's Plague</i>	all	NQ	Ver.Sn.	Elsabethia Hartsunder / Temple of Life	grave leech, burrower, tomb vermin	
<i>Visiting Claymore Monument</i>	10	NQ	Anton.	Andrea Dovesong / Fountain	Claymore Monument	EXP / N
<i>Delivery for Fhara</i>	all	NQ	NQ	Baker Voleen		EXP / Coin / 5 food
<i>Delivery for Thardrin</i>	all	NQ	NQ	Thardrin / Bank	Deliver goods to Sneed's Supplies	EXP / Coin
<i>Delivery for the Temple of Life</i>	all	NQ	NQ	Gavin Ironforge / Armory		EXP / Coin
<i>Forgotten Shroud</i>	10	Ver.Sn.	NQ	a burial shroud / Mob drop	Talk to priests in Temple of Life	Prayer Necklace
<i>Into the Crypt of Betrayal</i>	20	Eld.Gr.	NQ	Weslaen Brookshadow	Speak to priestess Allora Reed in Temple of Life	Access to Crypt of Betrayal
<i>Recipe for Duvo</i>	all	Eld.Gr.	NQ	Scribe Duvo	Penny Goodheart	EXP / Coin / Winter Chocolates (5 food)
<i>Running With Cake</i>	all	SQ	NQ	Merchant Tibby Copperpot	Find Harold Dunstand	EXP / Coin / 5 food, 5 drink
<i>Sketch Claymore Monument</i>	all	Net.Hov.	NQ	Smith Cayless Chambers / Armory	Claymore Monument	EXP / Coin / Wooden Easel
<i>Sword Delivery for Noelle</i>	all	NQ	NQ	Merchant Walter Channing	Deliver sword to Noelle Dearing in Ironforge's East	EXP / Coin

By Orlena

SOUTH QEYNOS

South Qeynos connects the bustling commerce center of Qeynos Harbor with the more rural district of North Qeynos. Filled with inns and shops that cater to travelers and adventurers, it is here that most who wish to live in the city make their home.

While guards patrol the city both night and day, specially trained lieutenants command the watch near the gates to more dangerous places such as Antonica. **Knight-Lieutenant Illgar** seems to always be understaffed, however, and is willing to pay a bit of coin to those willing to help keep the gates around Qeynos clear of vermin.

A true sight to behold, the mystical **Fountain of Storms** outside the Hall of Thunder is a peaceful park to rest in throughout the day. Nearby, **Master-at-arms Dagorel** offers guidance to any who wish to learn more perfectly the Fighting arts, whether through strength of arm, strength of steel or strength of faith. Those who prefer to use magic rather than the sword against their foes will find that **Magister Niksel**, near the Three Towers, offers training to Mages who have surpassed basic instruction and are ready to conjure, enchant or summon.

For those seeking even further knowledge, hours can be lost in the Three Towers on the western edge of the district. Outside the tower **Eoradalunu Otuden** tells the story of the tower and another just like it that used to stand somewhere in Antonica. Inside the tower **Sage Indis Surion** has collected tomes filled with page after page of old stories. For those with enough coin, he's even willing to part with a some, setting those who read the book off on quests for riches and adventure.



Pull up a chair in the **Lion's Mane Tavern** and you'll be sure to hear even more stories. **Fredrick Losce** has recently been forced to move into town because of the corrupted dryad problem in Oakmyst Forest. Upstairs, **Feodra Iceslayer** reminisces about a crypt she once explored that is rumored to have been the final resting place of Varsoon the Undying.

Stop in at the **Food on Foot** prior to leaving town for a fresh baked loaf of bread and some of the best meaty pies in town. Proprietors **Tibby and Tabby Copperpot** willingly part with a pie or two in exchange for a few deliveries about town, as well.

Travelers can't help but be drawn to **The Bag and Barrel**. **Blacksmith Hegrenn** has set up a forge in the upper floors of the shop, something unheard of until she came to town. It truly is a sight of Gnomish ingenuity to behold. If you're running low on supplies, talk to **Alchemist Khali'Mun**, who carries a variety.

Quests

A Visit to the Tower of Oracles

Eoradalunu Otuden tells the story of another tower similar to the one he stands by, that can be found in Antonica.

- ☞ Talk to Eoradalunu Otuden, near the Mage Tower.
- ☞ Go to the Tower of Oracles in Antonica, in the north near a griffin tower.

Reward. EXP

Barbaric Chores

Feodra Iceslayer asks you to collect some venom sacs from the venomous keepers in Down Below.

- ☞ Talk to Feodra, in the Lion's Mane Inn and Tavern.
- ☞ Kill venomous keepers in the Down Below until you have 5 venom sacs; keepers are found in a room in the north part of the zone.
- ☞ Return to Feodra.

Reward. EXP / Coin



Corrupted Dryad Nuisance

Fredrick Losce is fed up with the corrupted dryads that plague any who enter the Oakmyst Forest. Someone should really do something about them, and you look like the perfect person!

- ☞ Talk to Fredrik, in the Lion's Mane Inn and Tavern.
- ☞ Kill 3 corrupted dryads in Oakmyst Forest; they are west of the Graystone Yard gate into the forest.
- ☞ Return to Fredrik.

Reward. EXP / Withering Necklace (HP +1, PP +2)

Gathering Components

Alchemist Khalil'mun told you to travel to Peat Bog and gather various components for his potions.

- ☞ Talk to Khalil'mun, in the Herb Shop.
- ☞ Kill bog faeries in the Peat Bog until you get fairy essence; bog faeries can be found on the east side of the bog.
- ☞ Kill bog slugs in the Peat Bog until you get an eyestalk; bog slugs can be found on the north side of the bog.
- ☞ Kill bog sludges in the Peat Bog until you get an ectoplasm; bog sludges can be found on the north side of the bog.
- ☞ Return to Khalil'mun.

Reward. EXP / Coin

EVERQUEST II

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SOUTH QEYNOS QUEST LIST

Quest Name	Lvl	Start	Goal	Where It Begins	What to Do	Reward
<i>Architectural Underground</i>	all	SQ	Ver.Sn.	<i>Architecture of Vermin's Snye</i> / Sage Indis Surion	Kill 8 rabid shrillers	EXP / N / Book to place in home
<i>Barbaric Chores</i>	10	SQ	Dn.Bel.	<i>Feodra Iceslayer</i> / Caves	Kill spiders	EXP / Coin
<i>Collector's Paradise</i>	all	SQ	C.ofBet.	<i>Guide to Collecting Crypt Plates</i> / Sage Indis Surion	Kill 5 ire minions	EXP / N / Book to place in home
<i>Corrupted Dryad Nuisance</i>	8	SQ	Oakm.F.	Frederick Losce	kill corrupted dryads	EXP / N / Withering Necklace (HP +1, PP +2)
<i>Followers of the Fang</i>	all	SQ	Anton.	Pupil Adept Wazzlefop / Tower	10 young timber wolves	1100 Status Points
<i>Former Resting Place of Varsoon</i>	10	SQ	Anton.	Feodra Iceslayer	Find the Crypt of Varsoon	EXP / N / Book to Place in Home
<i>Gathering Components</i>	9	SQ	Peat	Alchemist Khalil'mun / Herb Shop	Kill a bog faerie, bog sludge, and bog slug	EXP / Coin
<i>History o.t. Koada'Dal, Part One</i>	all	SQ	Eld.Gr.	<i>History of the Koada'Dal, Part One</i> / Sage Indis Surion	Visit Arbos, the Eddard Tree	EXP / N / Book to place in home
<i>History of Ayr'Dal</i>	all	SQ	Anton.	<i>History of the Ayr'Dal</i> / Sage Indis Surion	Visit the Glade of the Coven	EXP / N / Book to place in home
<i>History of Barbarians</i>	all	SQ	Anton.	<i>History of the Barbarians</i> / Sage Indis Surion	Visit Crater Pond	EXP / N / Book to place in home
<i>History of Dwarves</i>	all	SQ	Gray.Y.	<i>History of the Dwarves</i> / Sage Indis Surion	Visit the Stone of Kaladim	EXP / N / Book to place in home
<i>History of Erudites</i>	all	SQ	Anton.	<i>History of the Erudites</i> / Sage Indis Surion	Visit Crater Pond	EXP / N / Book to place in home
<i>History of Gnomes</i>	all	SQ	Anton.	<i>History of the Gnomes</i> / Sage Indis Surion	Visit Crater Pond	EXP / N / Book to place in home
<i>History of Halflings</i>	all	SQ	Anton.	<i>History of the Halflings</i> / Sage Indis Surion	Visit the Keep of the Ardent Needle	EXP / N / Book to place in home
<i>History of Humans</i>	all	SQ	Anton.	<i>History of the Humans</i> / Sage Indis Surion	Visit Crater Pond	EXP / N / Book to place in home
<i>History of Kerra</i>	all	SQ	Anton.	<i>History of the Kerra</i> / Sage Indis Surion	Visit Coldwind Point	EXP / N / Book to place in home
<i>Ignatia Cellus'</i>	all	SQ	Anton.	<i>Ignatia Cellus' History of Antonica</i> / Sage Indis Surion	Kill 5 Sabertooth Rune Casters	EXP / N / Book to place in home
<i>History o. Antonica</i>						
<i>Ilene Cellus' History o. Antonica</i>	all	SQ	Strmh.	<i>Ilene Cellus' History of Antonica</i> / Sage Indis Surion	Kill 5 zombie knights	EXP / N / Book to place in home
<i>Iriana Cellus' History of Antonica</i>	all	SQ	Th.Stp.	<i>Iriana Cellus' History of Antonica</i> / Sage Indis Surion	Kill 8 skeletal footsoldiers	EXP / N / Book to place in home
<i>Isabella Cellus's</i>	10	SQ	Anton.	<i>Isabella Cellus's History of Antonica</i> / Sage Indis Surion	Kill Sabertooths: 8 runts, 8 more runts, 7 champions, 8 more champions	EXP / N / Book to place in home
<i>History of Antonica</i>						
<i>Karath Smoothmane - Breaking o.t. Pact</i>	20	SQ	Th.Stp.	<i>Karath Smoothmane- Breaking of the Pact</i> / Sage Indis Surion	Kill 10 undead farmers	EXP / N / Book to place in home
<i>Karath Smoothmane - Winter Comes</i>	all	SQ	Anton.	<i>Karath Smoothmane- Winter Comes</i> / Sage Indis Surion	Kill 10 Sabertooth looters	EXP / N / Book to place in home
<i>Keeper of the Crypt</i>	all	SQ	C.ofBet.	<i>Cleaning with the Cryptkeeper</i> / Sage Indis Surion	Kill 8 restless corpses	EXP / N / Book to place in home
<i>Martyr's Tale</i>	all	SQ	C.ofBet.	<i>A Martyr's Tale</i> / Sage Indis Surion	Kill 6 ire minions	EXP / N / Book to place in home
<i>Mystery of the Bloodsaber</i>	25	SQ		Rion Rolana		EXP
<i>Oakmyst Minerals</i>	10	SQ	Oakm.F.	Blacksmith Hegrenn / Armory	Kill royal mist defenders	EXP / Coin / Oakmyst tempered sabre (STR +1, AGI +1)
<i>Of Dwarves and Barbarians</i>	all	SQ	Ver.Sn.	<i>A Collection of Epitaphs</i> / Sage Indis Surion	Kill 4 crumbling tomb sentries	EXP / N / Book to place in home
<i>Of Elves and Half-Elves</i>	all	SQ	Ver.Sn.	<i>A Collection of Epitaphs</i> / Sage Indis Surion	Kill 4 crumbling tomb sentries	EXP / N / Book to place in home
<i>Of Humans and Halflings</i>	all	SQ	Ver.Sn.	<i>A Collection of Epitaphs</i> / Sage Indis Surion	Kill 3 crumbling tomb sentries	EXP / N / Book to place in home
<i>Rabid Shriker Wings</i>	10	SQ	Dn.Bel.	Alchemist Khalil'mun / Herb Shop	Kill rabid shrillers	EXP / Coin
<i>Running With Cake</i>	all	SQ	NQ	Merchant Tibby Copperpot	Find Harold Dunstand	EXP / Coin / 5 food, 5 drink
<i>Sabertooth Miner's Guide, Part One</i>	all	SQ	Blkb.	<i>Basic Mining Guide, Part One</i> / Sage Indis Surion	Kill 5 sabertooth Pups	EXP / N / Book to place in home
<i>Wings of a Feather Hiss Tag.</i>	9	SQ	Caves	Shieldsmith Gauldry	Kill cave serpents	EXP / Coin
<i>Stop the Mischevious Tricksters</i>	all	SQ	Peat	Knight Lt. Ilgar	Kill bog faeries	EXP / Coin / Embossed Fairywing Brooch (INT +1, STA +1, HeatR +3)
<i>Story of the Rat Queen</i>	all	SQ	Ver.Sn.	<i>Story of the Rat Queen</i> / Sage Indis Surion	Kill 7 crumbling tomb guards	EXP / N / Book to place in home
<i>Three Keys - First</i>	all	SQ	Anton.	<i>Three Keys - The First</i> / Sage Indis Surion	Kill 10 small shore crabs (also found in Thundering Steppes)	EXP / N / Book to place in home
<i>Three Keys - Second</i>	all	SQ	Anton.	<i>Three Keys - The Second</i> / Sage Indis Surion	Kill 10 young timber badgers	EXP / N / Book to place in home
<i>Three Keys - Third</i>	all	SQ	Th.Stp.	<i>Three Keys - The Third</i> / Sage Indis Surion	Kill 10 undead workers	EXP / N / Book to place in home
<i>Tomb of Varsoon: Ruins of Life and Death</i>	25	SQ	R.ofVars.	Rune Shimmerstar	Find the pages of life and death	EXP / Coin
<i>Visit to the Tower o.t. Oracles</i>	10	SQ	Anton.	Eoradalanu Otuden	Tower of the Oracles	EXP / N
<i>Witness Transcripts from Kane Bayle's Trial</i>	all	SQ	C.ofBet.	From the Trial of Kane Bayle / Sage Indis Surion	Kill 7 restless corpses	EXP / N / Book to place in home
<i>Alabaster for the mages</i>	all	Caves	SQ	a chunk of alabaster / Mob drop	Take the chunk to Elspeth in the Tower	EXP / Coin
<i>Crumpled Note</i>	all	Dn.Bel.	SQ	a crumpled note / Mob drop	Find a mage interested in the note	EXP / Coin
<i>Dyes for Danielle</i>	all	NQ	SQ	Armorsmith Danielle Clothspinner / Clothing shop	Khalil'Mun in Herb Shop	EXP / Coin / Brightly dyed Sash (HP +2, PP +1)
<i>Helanni's Golden Engrav. Arrow</i>	10	Eld.Gr.	SQ	Helanni Firewing	Leona Ward	EXP / Coin
<i>Letter for Tabby</i>	10	Eld.Gr.	SQ	Initiate Tara	Tabby Copperpot	EXP / Coin
<i>Lost Spellbook Fragments</i>	all	For.Rn.	SQ	spellbook fragment drop / Mob drop	Return fragment to the Concordium, Armen Talbot	EXP / Coin
<i>Papers from Fhara</i>	all	NQ	SQ	Merchant Fhara Hanford / Furniture shop	Deliver the papers to Trevor	EXP / Coin
<i>Pelle's Manuscript</i>	all	Eld.Gr.	SQ	Pelle Shinkicker	Rune Shimmerstar	EXP / Coin / sparkling bluestone charm (HP +2, PP +2)
<i>Sneed's Supplies</i>	all	NQ	SQ	Merchant Sneed	Deliver supplies to Blacksmith Hegrenn	EXP / Coin

Oakmyst Minerals

Blacksmith Hegrenn has heard that there are special minerals in the Royal Mist Defenders in Oakmyst Forest and would like you to get some samples.

- ☞ Talk to Hegrenn, in the Bag and Barrel.
- ☞ Kill Royal Mist Defenders in the Oakmyst Forest until you get three samples. Royal Mist Defenders can be found on the western edge of the forest, guarding Scholar Neola.
- ☞ Return to Hegrenn.

Reward. EXP / Coin / Oakmyst Tempered Saber (AGI +1, STR +1)

Rabid Shriiller Wings

Alchemist Khalil'mun needs more materials to make his goods; he asks you to go harvest some wings off the Shriillers in the Down Below.

- ☞ Talk to Khalil'mun, in the Herb Shop.
- ☞ Kill rabid shriillers in the Down Below until you have 10 wings; they can be found in the hallways of the Down Below.
- ☞ Return to Khalil'mun.

Reward. EXP / Coin

Running with Cake

Merchant Tibby Copperpot is trying to arrange a deal with Harold Dunstand and needs you to deliver some fresh baked goods to him. A little good will goes a long way!

- ☞ Talk to Tibby, in the Food on Foot.
- ☞ Talk to Harold in North Qeynos; he is in Irontoe's East Inn.
- ☞ Return to Tibby.

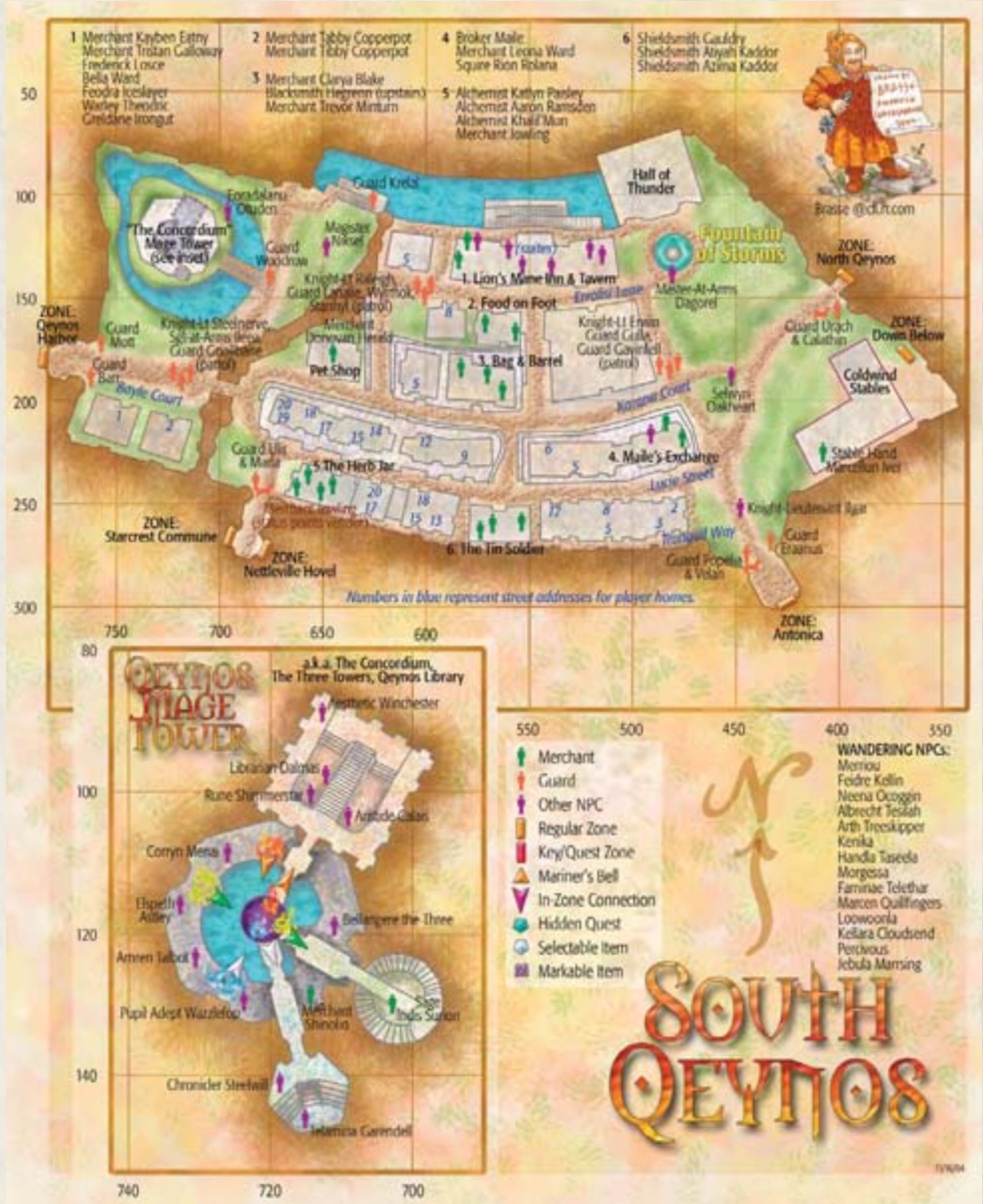
Reward. EXP / Coin / 5 food, 5 drink

Wings of a Feather Hiss Together

Shieldsmith Gauldry requires some rather unusual components to make his wares; as he is stuck in his shop, he hires you to get them.

- ☞ Talk to Gauldry, in the Tin Soldier shield shop.
- ☞ Kill cave serpents in the Caves until you have 6 wings; cave serpents are found just NW of the zone in point.
- ☞ Return to Gauldry.

Reward. EXP / Coin



Stop the Mischievous Tricksters

Knight-Lieutenant Ilgar needs your help controlling the population of faeries in Peat Bog.

- ☞ Talk to Ilgar, near the Antonica gate.
- ☞ Kill 10 bog faeries in the Peat Bog; they are on the west side of the zone.
- ☞ Return to Ilgar.

Reward. EXP / Coin / Embossed Faery Wing Brooch (INT +1, STA +1, HeatR +3)

The Former Resting Place of Varsoon

Feodra Iceslayer tells the story of a crypt that once was the resting place of Varsoon the Undying.

- ☞ Talk to Feodra, in the Lion's Mane Inn and Tavern.
- ☞ Go to the Tomb of Varsoon in Antonica; it is on an island off the northwestern shore.

Reward. EXP

QEYNOS HARBOR

By CopperAngel and Taera

Qeynos Harbor is a bustling quarter of the city proper, filled with people and unusual sights. The winding streets and canals of the western portion of the harbor are unlike anything else in Qeynos. The Qeynos arena, the **Grounds of Fate**, is just off the central market square (though presently closed for renovation). Gnomes in particular will want to visit this area as it harbors the **Clock of Ak'Anon**, a great monument to tinkers the world over. The steam-driven clock is a magnificent example of how Gnomish technology can benefit people if they just learn to trust it.

Qeynos has several small docks scattered around the island, but Qeynos Harbor is the city's center of commerce. The harbor has a number of shops catering to all manner of needs, specializing in armor and weapons but also including food, drink, furniture and many more choices. Craftspeople come from all over to buy and sell in the sprawling market square. Also, independent brokers keep tabs on the market throughout the city and can get you all sorts of unusual items ... for a small transaction fee. If anyone is selling it, you can find it in Qeynos Harbor.

For craftfolk planning to practice their trade in Qeynos, there are members of the Ironforge family on hand to help you with your paperwork. **Alfred Ironforge**, in the shipyard, can certify you for your basic craft. **Devona Ironforge**, just inside the city walls, can certify more advanced tradesman in their chosen specialty.

One thing you cannot do is actually craft things here, since there is no workshop. But, Qeynos Harbor has easy access to

nearby Graystone Yard and Castlevew Hamlet. South Qeynos and the Elddar Grove are close by as well, and the mariner's bell at the docks can take you to any of the villages.

Quests

Elddar Rope

- ☞ Talk to Merchant Harron Griswald in the tavern by the docks named The Mermaids Lure.
- ☞ Talk to Bowyer Adrianna in Antonica's House of Pottery in the Elddar Grove; it's the first house to the west of the Qeynos Harbor gate.
- ☞ Return to Harron.

Reward. EXP / Coin

Killing Fire Beetles

Carpenter Paddock has been having beetle problems — he constantly finds his lumber half-chewed and useless! He asks you to go out and get him 20 carcasses from the dastardly little beetles. Revenge is sweet, even in Qeynos.

- ☞ Talk to Paddock, in the open building just south of the docks.
- ☞ Kill 20 klicnik mites in Antonica; they're in Farmer Walcott's fields between the North/South Qeynos gates.
- ☞ Return to Paddock.

Reward. EXP / Coin / choice: singed brigandine tunic, singed leather tunic or singed leather vest (all HP +4, PP +4)



Letter from the Boss

Shandra Tierbold has entrusted you with a very important letter from her boss. You better make sure it gets to where it needs to be!

- ☞ Talk to Shandra, upstairs in the Mermaid's Lure, the tavern on the dock.
- ☞ Talk to Merchant Baily Dowden in the Nettleville Hovel's Qeynos Exchange.

Reward. EXP / Coin / 5 Cool Ale

QEYNOS HARBOR QVEST LIST

Quest Name	Lvl	Start	Goal	Where It Begins	What to Do	Reward
<i>Elddar Rope</i>	all	Q.Harb.	Eld.Gr.	Merchant Harron Griswald	Adrianna	EXP / Coin
<i>Finding the Feerrott</i>	37	Q.Harb.	Nek.F	Boulden Smitestone	Search for the artifact that will lead to Feerrott	Access to Feerrott
<i>Killing Fire Beetles</i>	10	Q.Harb.	Anton.	Carpenter Paddock	klicnik mites	EXP / N / singed brig. or leather tunic, or singed leather vest (HP +4, PP +4)
<i>Letter from the Boss</i>	all	Q.Harb.	Net.H.	Shanda Tierbold	Deliver the Letter to Bailey Dowden	EXP / Coin / 5 drink
<i>Seafood Stew</i>	all	Q.Harb.	Anton.	Cordun Brenland	Kill barracuda, manta ray, sea turtles	EXP / Coin / choice: fish scale armguards, bracers or armwraps (all INT +3, STR +2, HP +2, PP +1)
<i>Sharpening Stone</i>	all	Q.Harb.	Q.Harb.	Shanda Tierbold / Tavern on the docks	fetch stone from carpenter Paddock	Coin
<i>Sleek Wolf Hides</i>	all	Q.Harb.	Anton.	Merchant-Captain Erwin Rohand	Kill timber wolves to collect hides	EXP / Coin / Canine Tooth Earring (DisR +8, DivR +7)
<i>Taking the Bait</i>	10	Q.Harb.	Peat	Sean Wellfayer	kill slugs and faeries	EXP / Coin / dragonfly faerie wing earring (DisR +8, DivR +7)
<i>Three Bushels Fresh</i>	all	Q.Harb.	Q.Harb.	Innkeeper Galsway	Speak to 3 fish merchants in the harbor	EXP / Coin / wooden bucket
<i>Visiting Crater Pond</i>	all	Q.Harb.	Anton.	Ashilda MacHinry	Find Crater Pond	EXP / N / small lab flask
<i>Bryson's Bow</i>	10	Eld.Gr.	Q.Harb.	Bryson	Pick up bow from Carpenter Paddock	EXP
<i>Dwarven Fish Delivery</i>	10	NQ	Q.Harb.	Merchant Gretta Steinbeard	Docks	EXP / Coin / 5 food
<i>New Fishing Spot for Ubani</i>	all	Gray.Y.	Q.Harb.	Ubani / Docks	Explore the docks for a good fishing spot	EXP / Coin
<i>Nightbow's Deposit</i>	all	Eld.Gr.	Q.Harb.	Master Archer Nightbow	Deliver deposit to bank in Qeynos Harbor	EXP / Coin
<i>Performer Courier Service</i>	all	NQ	Q.Harb.	Dawson Magnificent / Fountain	Fish Alehouse	EXP / Coin



Sleek Wolf Hides

Merchant Erwin Rohand needs all the money he can get so he can go back out to sea and look for his lost love. He asks you to gather him some wolf hides so he can make clothes to sell. It's for a good cause, so you might as well help.

- 🗡️ Talk to Erwin; he works in the Mermaid's Lure tavern.
- 🗡️ Kill young timber wolves southeast of the central mountain range; beware of Darkpaw gnolls, though!
- 🗡️ Return to Erwin.

Reward. EXP / Coin / Canine Tooth Earring (DisR +8, DivR +7)

Seafood Stew

Cordun Brenland makes a mean Sea Food Stew ... but only when he has the right ingredients!

- 🗡️ Talk to Cordun on the third floor of the Fish's Alehouse and Inn just north of the South Qeynos Gate.
- 🗡️ Kill 2 barracudas, 2 Sea turtles, and a manta ray in the ocean that borders Antonica.
- 🗡️ Return to Cordun.

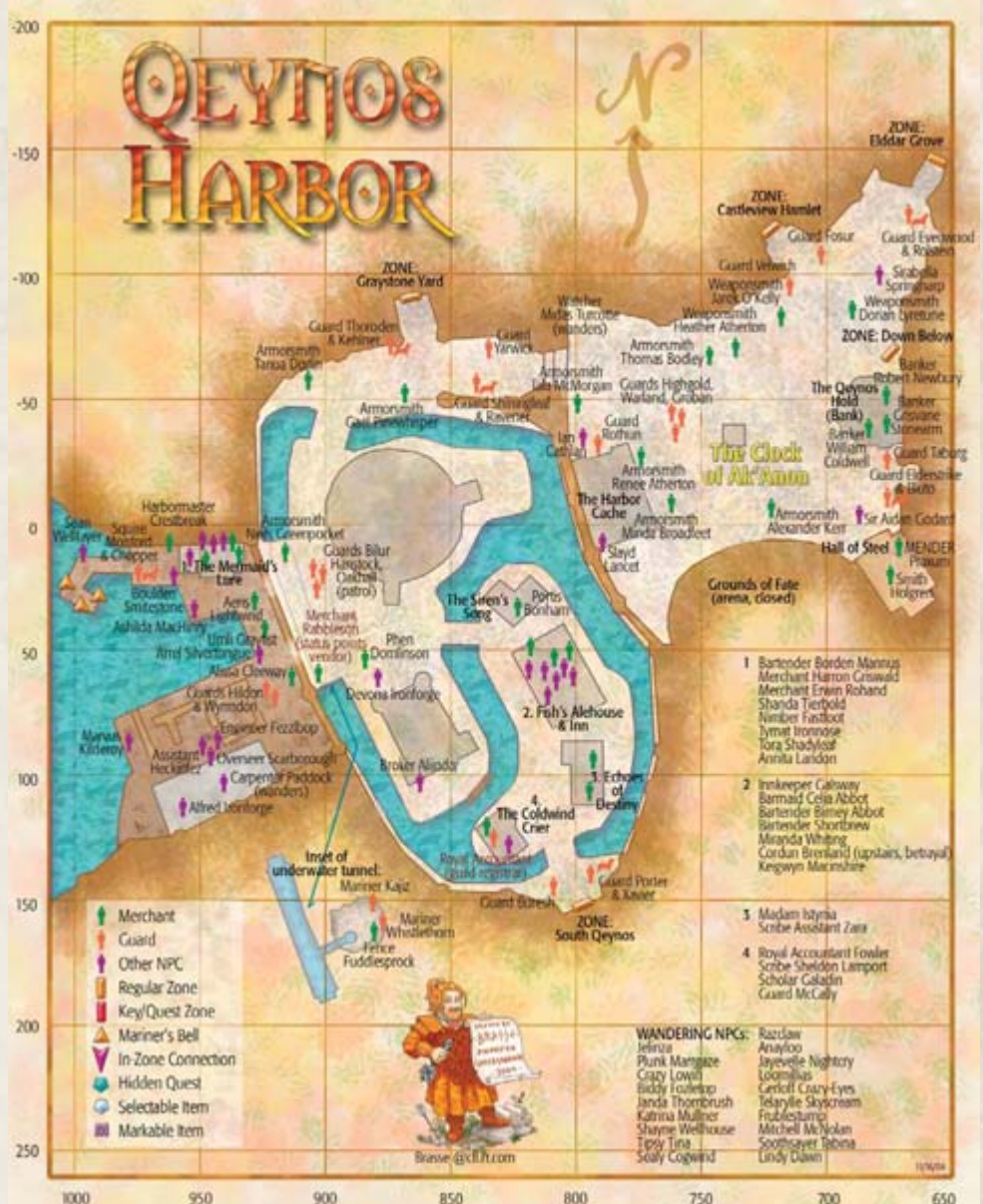
Reward. Coin / choice: fish scale armguards, armwraps or bracers (all INT +3, STR +2, HP +2, PP +1)

Taking the Bait

Sean Wellfayer is out of bait and doesn't have time to go get his own. Being the good citizen that you are, you offer to go get it for him.

- 🗡️ Talk to Sean Wellfayer, on the dock near the bells.
- 🗡️ Kill bog faeries in the Peat Bog until you get 5 dragonfly faerie wings; the bog faeries can be found just southeast of Two Logs Pond.
- 🗡️ Kill bog slugs in the Peat Bog until you get 5 pieces of bog slug meat; bog slugs can be found all over the northern half of the Peat Bog.
- 🗡️ Return to Wellfayer.

Reward. EXP / Coin / dragonfly faerie wing earring (DisR +8, DivR +7)



Three Bushels Fresh

Innkeeper Galsway is in need of three bushels of fish. There are four merchants in Qeynos Harbor, and he figures he might as well get the best price. He sends you to go find the merchant that will give him the best discount.

- 🗡️ Talk to Galsway, in the Fish's Alehouse & Inn.
- 🗡️ Talk to Alissa Cleeway, is on the docks.
- 🗡️ Talk to Aeri Lightwind, on the docks.
- 🗡️ Talk to Uml Grayfist, on the docks.
- 🗡️ Talk to Phen Domlinson, east of the docks.
- 🗡️ Return to Galsway.

Reward. EXP / Coin / wooden bucket

Visiting Crater Pond

Ashilda MacHinry, a fisherwoman at Qeynos Harbor, told you about a pool named Crater Pond where a meteor landed near the gates of the city. She warned you that the water became poisoned by the rock. You are interested, and decide to go look for the site.

- 🗡️ Talk to Ashilda, is on the dock.
- 🗡️ Go to Antonica. Follow the path from North/South Qeynos Gate to the dock (or vice versa); about halfway, head southeast of the road to find Crater Pond.

Reward. Small Lab Flask

THE ELDDAR GROVE

By Chersus

An island of natural serenity amid the hustle and bustle of Qeynos, the Eddar Grove is named in honor of Arbos, the last Eddar tree in Norrath. The young Eddar tree is a symbol of hope and renewal, but it can also be a painful reminder of lost Kelethin for many of the Wood Elves who still remember their beloved forest home.

There are no homes and few shops in the park-like Grove. The overgrown ruins show that nature is slowly reclaiming what civilization once wrought. Still, the Grove is a tamed and tended woodland rather than a true wilderness. Unlike nearby Oakmyst Forest, you are more likely to bump into a shopper out to buy a new bow than a wild animal. Several merchants do peddle their wares within the Grove, if you know where to find them.



Grove to train and meditate. Other people from different parts of the city sometimes come here for the peace and tranquility you just cannot find where so many people live and work.

Because of its central location, The Eddar Grove is a short walk from most parts of Qeynos. The Willow Wood and Baubleshire lie to the north and west. Two gates into the

city proper will deliver you to Qeynos Harbor or North Qeynos. For the more adventurous soul, the Down Below offers a shortcut to South Qeynos, or even as far as the Peat Bog by way of Vermin's Snye.

Druids and Rangers are frequent visitors to the Grove. Rangers in particular gather to discuss the defense of the city and the state of the lands around it. There are never enough of them to handle every threat, and they can often use the help of their fellow citizens in keeping the lands around Qeynos safe. Monks come to the Eddar

ELDDAR GROVE QUEST LIST

Quest Name	Lvl	Eld.Gr.	Goal	Where It Begins	What to Do	Reward
<i>Arrows for Fanthis</i>	all	Eld.Gr.	Eld.Gr.	Patrolman Fanthis	Pick up arrows from Armsdealer Nightbow	EXP / Coin
<i>Bryson's Bow</i>	10	Eld.Gr.	Q.Harb.	Bryson	Pick up bow from Carpenter Paddock	EXP / Coin
<i>Hawk Hunt</i>	5	Eld.Gr.	For.Rn.	Gregor Earthstride	Kill 5 hawks	EXP / Coin / Gregor's Old Bow (STR +2, HP +8, PP +5)
<i>Helanni's Golden Engrav. Arrow</i>	10	Eld.Gr.	SQ	Helanni Firewing	Leona Ward	EXP / Coin
<i>Into the Crypt of Betrayal</i>	20	Eld.Gr.	NQ	Weslaen Brookshadow	Speak to priestess Allora Reed in Temple of Life	Access to Crypt of Betrayal
<i>Journal of Elkare</i>	all	Eld.Gr.	Anton.	Weslaen Brookshadow	Find journal in fields near the Old Oak (loc -102, 114)	Coin / Lesser amulet of Warding (HP +1, PP +2)
<i>Letter for Tabby</i>	10	Eld.Gr.	SQ	Initiate Tara	Tabby Copperpot	EXP / Coin
<i>Message for Zwena</i>	all	Eld.Gr.	Eld.Gr.	Initiate Lunaru	Deliver letter to Zwena	EXP / Coin / Fine Painting
<i>Nightbow's Deposit</i>	all	Eld.Gr.	Q.Harb.	Master Archer Nightbow	Deliver deposit to bank in Qeynos Harbor	EXP / Coin
<i>Oakheart's Report</i>	all	Eld.Gr.	Eld.Gr.	Pathfinder Oakheart	Take report to Rysian Gladewalker	EXP / Coin
<i>Pelle's Manuscript</i>	all	Eld.Gr.	SQ	Pelle Shinkicker	Rune Shimmerstar	EXP / Coin / sparkling bluestone charm (HP +2, PP +2)
<i>Recipe for Duvo</i>	all	Eld.Gr.	NQ	Scribe Duvo	Penny Goodhearth	EXP / Coin / Winter Chocolates (5 food)
<i>Recovery o.t. Bloodsaber Plans</i>	20	Eld.Gr.	Ver.Sn.	Weslaen Brookshadow	Recover the set of Bloodsaber plans	EXP / Bloodsaber plans
<i>Serenity Lost</i>	all	Eld.Gr.	Anton.	Wander Greencoast	Destroy 10 frenzied scarecrows	
<i>Unnatural Lesson</i>	9	Eld.Gr.	Anton.	Lookout Venvyle	Kill 6 decaying skeletons and 6 risen protectors	EXP / Coin / Ward of the Unnatural (INT +2, STA +1, STR +2, HP +7, PP +8)
<i>Vale of the Shattering (1-3)</i>		Eld.Gr.	Anton.	Rask Helstot	(1) Kill 10 gnolls or 10 bloodsabers (2) find path (3) kill unkempt druids	EXP / Earring of the Shattering (HP +15, PP +15), access to Vale of the Shattering
<i>Visiting the Windstalker Grave</i>	all	Eld.Gr.	Anton.	Lookout Venvyle	Find Holly Windstalker's grave	EXP / N / Bracelet of Howling Winds (AGI +2, STA +2, STR +1, HP +8, PP +7)
<i>Blank Pages</i>	10	NQ	Eld.Gr.	Andrea Dovesong / Fountain	Scribe Duvo	EXP / Coin
<i>Eldaar Rope</i>	all	Q.Harb.	Eld.Gr.	Merchant Harron Griswald	Adrianna	EXP / Coin
<i>Gathering Eldaar Leaves</i>	all	Cast.H.	Eld.Gr.	Scribe Beemeb / Scribe shop	Gather leaves from Eldaar tree	EXP / Coin
<i>History o.t. Kooda'Dal, Part One</i>	all	SQ	Eld.Gr.	The History of the Kooda'Dal, Part One / Sage Indis Surion	Visit Arbos, the Eddar Tree	EXP / N / Book to place in home

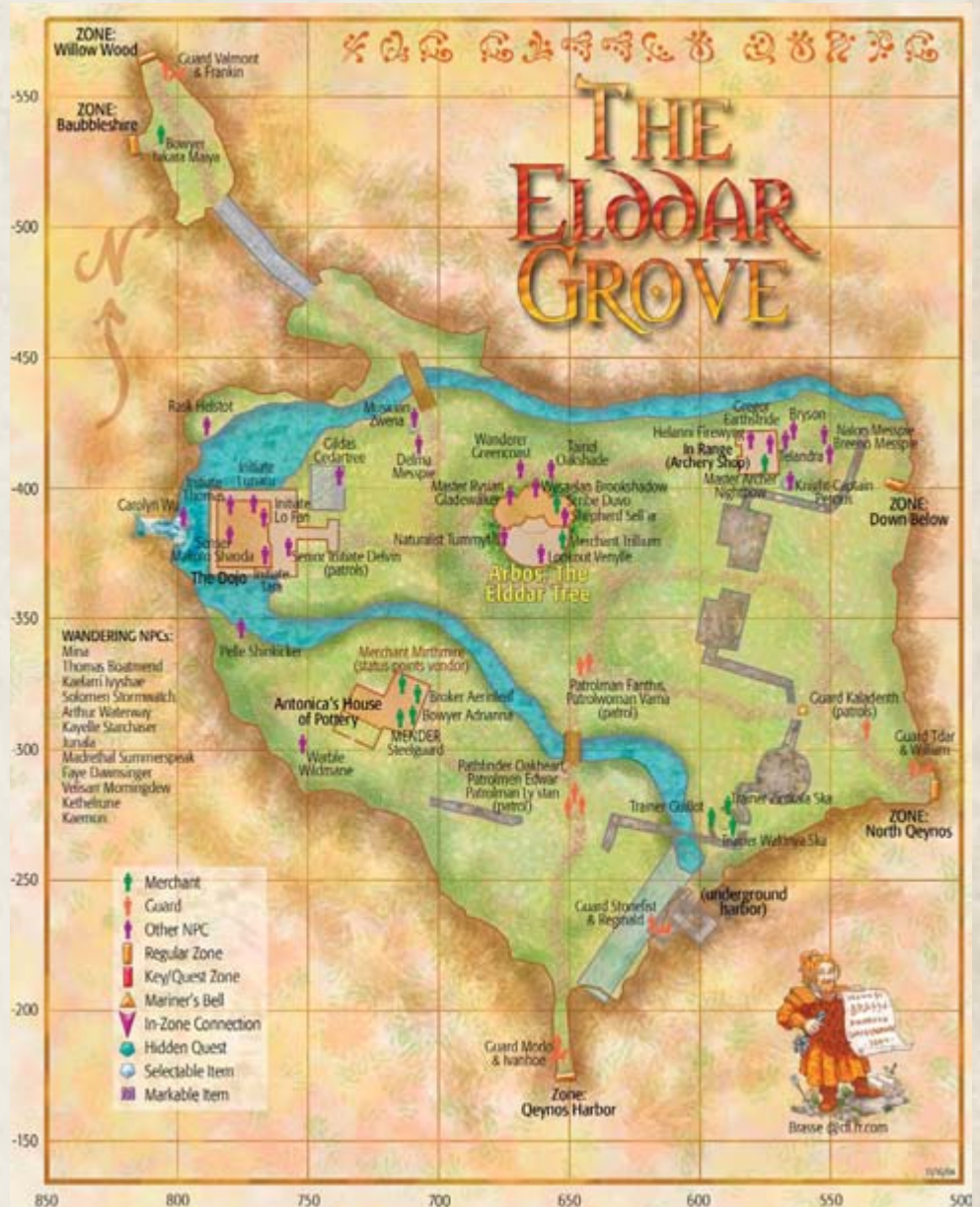
Key Locations & NPCs

The center of the grove and the most striking landmark in the area is **Arbos, the Eddar Tree** itself. Though it is young as the lives of trees are measured, it supports a lift and small platform like those the Feir'Dal once used in Kelethin. Here the leaders of the Wood Elves meet, making plans and coordinating the activities of the Rangers. This is an excellent place to seek work that will benefit the city. **Scribe Duvo** is a busy Halfling, but he can be persuaded to take a moment away from his work to sell scrolls to adventurers.

The northeast corner of the grove contains the **In-Range** archery shop. **Master Archer Nighbow** carries a wide variety of supplies for the discerning archer. In the back, shielded by the ruins, is an archery range where many of Qeynos' best archers practice their skills. For those less proficient students, the heavy stone walls of the ruins prevent stray shots from endangering passersby.

At the western end of the grove there is a fish pond. Built out over the waster on pilings is a dojo where young initiates learn both discipline and combat through rigorous training. **Sensei Makoto Shoda** is a strict teacher, and once they begin their studies, initiates rarely stray from the premises. Some of the initiates take to writing letters to their friends on the outside to stay in touch.

Three trainers peddle their wares from one of the ruined towers in the southeast part of the grove. **Guillot** the Froglok sells combat arts for the novice. His Kerra companions **Wakinya** and **Zintkala Ska** have arts for increasingly skilled fighters.



Quests

Arrows for Fanthis

Fanthis, a patrolman of the city guard, has a lot of things on his plate. Though he works in the Eddar Grove, he still has no time to pick up his order of arrows from the In-Range archery shop.

- 🏹 Talk to Fanthis; he wanders about zone.
- 🏹 Talk to Master Archer Nightbow at the archery shop.
- 🏹 Return to Fanthis.

Reward. EXP / Coin

Bryson's Bow

Not satisfied with an ordinary bow, Bryson has commissioned an unusual bow from a shipwright. Excited as he is about its arrival, he just hasn't had time to pick it up yet.

- 🏹 Talk to Bryson, northeast of the In-Range archery shop.
- 🏹 Talk to Carpenter Paddock, in the Qeynos Harbor shipyard.
- 🏹 Return to Bryson.

Reward. EXP / Coin

Hawk Hunt

Gregor Earthstrider is a frustrated fletcher. The hawk feathers he needs to make arrows have become quite scarce and he will reward any adventurer who can help him find some.

- ☞ Talk to Gregor at the In-Range archery shop.
- ☞ Kill 5 Antonican Hawks in the Forest Ruins.
- ☞ Return to Gregor.

Reward. EXP / Coin / Gregor's Old Bow (STR +2, HP +8, PP +5)

Helanni's Golden Engraved Arrow

Helanni Firewyng has worked hard to perfect her archery skills, and has finally been awarded the Golden Engraved Arrow, the highest award in archery. Now she would like her friend Leona Ward to know of her success. In fact, she wants you to deliver her trophy to Leona.

- ☞ Talk to Helanni at the In-Range archery shop.
- ☞ Talk to Leona Ward in the South Qeynos tavern.

Reward. EXP / Coin

Journal of Elkare

More than a century ago, the Druids of Karana hid a sacred tome in an oak tree out in Antonica. Perhaps now the knowledge it holds could help the Druids hasten Karana's return.

- ☞ Talk to Wesaelan Brookshadow on the Eddar tree platform.
- ☞ Go to the large oak tree in Farmer Walcott's fields in Antonica.
- ☞ Kill the 3 brigands that ambush you.
- ☞ Return to Wesaelan.

Reward. EXP / Lesser Amulet of Warding (HP +1, PP +2)

Letter for Tabby

Initiate Tara has a letter she needs to have delivered to Tabby Copperpot right away.

- ☞ Talk to Tara in the dojo on the pond.
- ☞ Talk to Tabby Copperpot, a merchant in the South Qeynos general store.

Reward. EXP / Coin

Nightbow's Deposit

(You must complete Arrows for Fathis to get this quest.)

Master Archer Nightbow is busy running her shop and doesn't have time to make her regular deposit at the Qeynos Exchange. Since you've proven yourself reliable to the city guard, maybe she'd trust you with it.

- ☞ Talk to Nightbow at the In-Range archery shop.
- ☞ Talk to Banker Grisvane Stonearm at the Qeynos Exchange in Qeynos Harbor.

☞ Return to Nightbow.

Reward. EXP / Coin

Note for Zwena

Training isn't the only thing on Initiate Lunaru's mind; he's been pining after the Musician Zwena for some days now. Until he can see her again, he'd like someone to deliver a note to Musician Zwena.

- ☞ Talk to Lunaru in the dojo on the pond.
- ☞ Talk to Zwena near the northern bridge.

Reward. EXP / Coin / a painting (furniture)

Oakheart's Report

The security of Qeynos depends on the vigilance of many watchers, both within the city and without. Pathfinder Oakheart has recently returned from his patrol, and you could aid the city by delivering his report to his superiors.

- ☞ Talk to Oakheart in the northwest corner of the grove, near the gates.
- ☞ Talk to Master Rysian Gladewalker in the Eddar tree.
- ☞ Return to Oakheart to report your mission completed.

Reward. EXP / Coin

Pelle's Manuscript

Pelle Shinkicker may be short, but his tales are tall. In fact, he's written a book of his many epic adventures. He'd like to have it published, but why walk to South Qeynos when some nice adventurer will do it for you?

- ☞ Talk to Pelle on the south side of the pond.
- ☞ Talk to Rune Shimmerstar in South Qeynos; he can be found in the Three Towers (aka the Mage Tower).
- ☞ Talk to Aundor Singingsword in Oakmyst Forest; he is near the Western Falls.
- ☞ Return to Pelle.

Reward. EXP / Coin / Sparkling Bluestone Charm (HP +2, PP +2)



Recipe for Duvo

Even the most dedicated scribe cannot live on parchment and ink. That's why you must aid Scribe Duvo with the critical task of fetching a copy of Penny Goodhearth's delectable muffin recipe.

- ☞ Talk to Duvo on a platform of the Eddar Tree.
- ☞ Talk to Penny in North Qeynos.
- ☞ Return to Duvo.

Reward. EXP / Coin / 5 winter chocolates (food)

Unnatural Lesson

Lookout Venylle believes that to fight the unnatural threats to Qeynos you must understand the unnatural. Experience is the best teacher it seems, and she encourages adventurers to go get some.

- ☞ Talk to Venylle on a platform of the Eddar Tree.
- ☞ Kill 6 risen protectors and 6 decaying skeletons in the Tomb of Varsoon, in the northwest corner of Antonica.
- ☞ Return to Venylle.

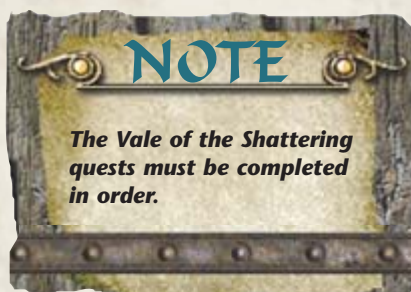
Reward. EXP / Coin / Ward of the Unnatural (INT +2, STA +1, STR +2, HP +7, PP +8)

Visiting the Windstalker Grave

Rumor has it that Holly Windstalker herself has been glimpsed wandering the wilds of Antonica by night. A dire rumor if true, since Holly Windstalker is dead ...

- ☞ Talk to Lookout Venylle, on the north side of the pond.
- ☞ Go to Holly Windstalker's grave in Antonica; it is on a hill overlooking Windstalker village.
- ☞ Kill the Bloodsabers at the grave.
- ☞ Return to Venylle.

Reward. Coin / Bracelet of Howling Winds (AGI +2, STA +2, STR +1, HP +8, PP +7)



Vale of the Shattering: Proof of Ability

Druid Rask Helstot could use your help, but first you must prove yourself capable of handling his task.

- ☞ Talk to Rask, on the north side of the pond.
- ☞ Choose to defeat either Gnolls or Bloodsabers to prove your abilities.
 - If you choose to kill Bloodsabers you must kill 10 Bloodsaber Adepts in the Vermin's Snye; Bloodsaber Adepts are in the northeast area of the zone.
 - If you choose to kill Gnolls you must kill 10 Gnolls of any kind; you can find them all over Antonica and Blackburrow.

- ☞ Return to Helstot.

Reward. EXP / Coin

Vale of the Shattering: Investigating the Trail

Now that you've proven your skills, Rask will entrust you with his actual mission. He wants to know what is going on in the Vale of the Shattering.

- ☞ Talk to Rask, on the north side of the pond.
- ☞ Find the trail that leads to the Shattered Vale. It's a long way north-east of Blackburrow, north of Stormhold along the edge of the hills. The path is blocked by a landslide, and you will get a quest location update upon arrival.

- ☞ Return to Rask Helstot.

Reward. EXP / Coin

Vale of the Shattering: Dispersing the Unkempt

The final leg of your adventure, Rask has one more task for you to complete.

- ☞ Talk to Rask on the north side of the pond.
- ☞ Head to the forest east of Windstalker pond. You will find a ring of Unkempt Druids.
- ☞ Kill the Unkempt Druids.
- ☞ Return to Rask.

Reward. EXP / Earring of the Shattering (HP +15, PP + 15), access to the Vale of the Shattering

THE CAVES

By Bowzercat



Should you decide to take the upward path, clutching to the dragonspine as you crawl up the ramp, you find yourself in a large flat area, a stream clinging to one wall. Looking closely at the walls of the cave reveals a **Diamond** fragile enough to be marked, though be careful of the cave serpents and albino spiders that watch your movements with slaving jaws. A giant mole, **Slaverjaw** himself, sometimes joins these arachnids and rodents in their watching, though Slaverjaw has a more ... paws on approach. A wise adventurer assembles a group of friends before facing the oversized mole.

Luckily for the young hunters of Norrath, Slaverjaw tends to stay fast asleep in his

Dark, ominous, and entirely foreboding, the Caves is the picture-perfect example of a fantasy dungeon —dripping walls, huge caverns full of monsters, and twisting, turning mole holes that can plunge an innocent adventurer to her death.

To reach the Caves, use the Mariner's Bell (Travel Outside, not Inside) in Qeynos Harbor or any village of Qeynos. Your first sight of the caves will be a large cavern with not many mobs but lots of water, crystals and **Guard Belaire**. The spine of a dragon (or some other large creature), embedded into the northeast wall of the cave, helps form a climbable ramp that leads upwards into the more dangerous regions of the area. A northeast pocket harbors bats of several kinds, as well as a Dustpaw Gnoll or two.



THE CAVES QUEST LIST

Quest Name	Lvl	Start	Goal	Where It Begins	What to Do	Reward
<i>Alabaster for the mages</i>	all	Caves	SQ	a chunk of alabaster / Mob drop	Take the chunk to Elspeth in the Tower	EXP / Coin
<i>Anti-Venom Comps. f. Brendan</i>	10	NQ	Caves	Medic Brendan / Temple of Life	Kill white spiders and cave serpents	EXP / Coin / Sparkling Greenstone Charm (HP +2, PP +2)
<i>Bat Fur for Fevalin</i>	all	Cast.H.	Caves	Merchant Fevalin / outside Bank	Kill silt bats	EXP / Coin / Torn Backpack (4 slots)
<i>Batwing Crunchies for Jerben</i>	all	Star.Com.	Caves	Innkeeper Jerben Sleepwell	Kill bats	EXP / Coin / plain table
<i>Gathering Rock Samples</i>	all	Baub.	Caves	Geologist Quardifle / near Waterfall	Find 3 rock samples in the caves	EXP / Coin / Crystal Embedded Ring (HP +1, PP +3)
<i>Scalies for Shinies</i>	all	Net.Hov.	Caves	Dirk Vagrin	Kill albino snakes	EXP / Coin / Albino Snakeskin Wristband (ColdR +4, MentR +6, DivR +7, HP +5, PP +3)
<i>Snake Skin for Soulforge</i>	all	Gray.Y.	Caves	Weaponsmith Soulforge / Armory	Collect the skin of 10 cave serpents	EXP / Coin / Blackened Staff (HP +2, PP +2), Hammer (STR +1, WIS +1), Rapier (HP +1, PP +2) or Sword (HP +2, PP +1)
<i>Snake Wings</i>	9	SQ	Caves	Shieldsmith Gauldry	Kill cave serpents	EXP / Coin

burrows most of the days and nights. More frequent dangers include Mudpaw Gnolls and Alabaster Guardians, the former attacking with thrifty fingers yearning to strip your body of its belongings, the later a collection of mindless, grinding monsters that kill for the joy of the scent of blood in their nostrils.

Should you make it past these encounters and head up the ramp/tunnel to the final level of the caves, you would be wise to bring friends — or running shoes. While the leatherwinged Terra Bats might make easy foes for a single adventurer, the Rockpaw Gnolls and Alabaster Behemoths require more than one assailant to take them down. Pale adders guard the nest of their leader, an elusive, massive snake who appears even less often than Slaverjaw, and albino pythons leer at adventurers, standing guard at tunnels that appear to have been made by Slaverjaw. A huge dragon skull sends a chill down the spine of thoughtful adventurers; if such a mighty beast can be felled, what hope is there for them?

In the dangerous recesses of these upper levels exist the fearsome foes, **The Devoured** and **Atramentor**. As with Slaverjaw, neither of these foes should be faced alone, but if you have a good, solid group at your side, know that both of these beasts promise treasure and loot beyond your wildest dreams.



FOREST RUINS

By CopperAngel

The Forest Ruins is a quaint castle surrounded by remarkably few trees, considering that it's supposed to be a forest. The Ruins are located between **Baubbleshire** and **Willow Wood** and are surrounded by rocky mountainside, except for the access from the suburbs at the southeast and a small path leading to a waterfront beach on the northeast.

There are only a scattering of NPCs in the Forest Ruins; most of what you find here are monsters. **Sergeant at Arms Uthros** and **Merchant Aedre** are located just near the Baubbleshire and Willow Wood suburbs. **Outlander Vaughn** has been sighted at the nearest Stoneshell Snapper pond, but he also finds his way back behind the castle.

The Ruins property is littered with all sorts of vermin, ranging from centipedes to hawks to colossal elementals. Deer and badgers and various types of snakes also make their home in this quiet little area, and it is a great locale for adventurers to find challenging grouping environments, or just to have fun.

In the area outside the castle you find more foresty types of monsters — the deer, badger, hawks and other animals mentioned above. Inside the castle doors you immediately find the Forgotten



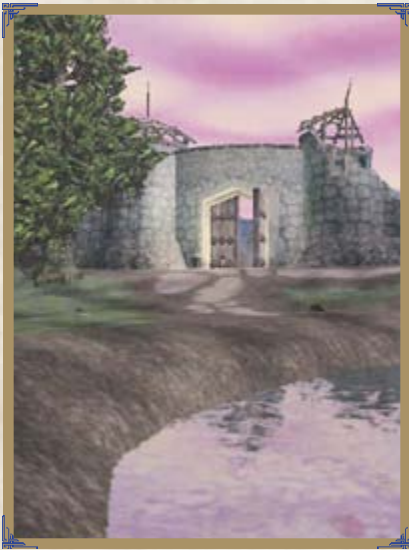
Watch out for those Forgotten Guardians!

Guardians, the elementals who know what they want and know how to get it. Don't let them surprise you, they're tougher than they seem. The castle is divided into two sections by the second pond that

passes through its middle. Quite a number of undead also live (live?) in the castle, particularly near **The Ruined Mage Tower** at the back.

FOREST RUINS QUEST LIST

Quest Name	Lvl	Start	Goal	Where It Begins	What to Do	Reward
<i>Forest Ruins Volunteer</i>	all	For.Rn.	For.Rn.	Sergeant at Arms Uthros	Kill different creatures in Forest Ruins; repeatable	EXP / N / 5 food and 5 drink
<i>Letter for Hunter Forestdeep</i>	all	For.Rn.	Will.Wd.	Outlander Vaughn after <i>Vaughn's Stuff</i> quest	Take letter to Tracker Forestdeep	EXP / Coin
<i>Lost Spellbook Fragments</i>	all	For.Rn.	SQ	spellbook fragment drop / Mob drop	Return fragment to the Concordium, Amren Talbot	EXP / Coin
<i>Vaughn's Stuff</i>	all	For.Rn.	For.Rn.	Outlander Vaughn	Retrieve Vaughn's items from ruin skulkers	EXP / Coin / <i>firepride blood bracer</i> , leads to <i>Letter for Hunter Forestdeep</i>
<i>Badger Pelts for Diggs</i>	all	Baub.	For.Rn.	Armorsmith Diggs	Kill badgers	EXP / Coin / <i>badger pelt armguards or bracers (INT +1, STR +2, HP +4, PP +4)</i>
<i>Embers for Xoort</i>	10	Baub.	For.Rn.	Sage Xoort / Town Center	Kill forgotten guardians	EXP / Coin / choice: <i>Ember Scarred Axe or Cestus (AGI +1)</i> , or <i>Ember Scarred Dagger or Hammer (STR +1)</i>
<i>Essence Hunting for Obidudyn</i>	8	Star.Com.	For.Rn.	Scholar Obidudyn	Kill forgotten guardians	EXP / Coin / <i>Dagger of Smoldering (INT +1, PP +3)</i>
<i>Fight the Forgotten Guardians</i>	10	Baub.	For.Rn.	Marshal Surefoot / near Forest Ruins gate	Kill forgotten guardians	EXP / Coin / <i>leatherfoot cap, headguard or reinforced headguard (WIS +1)</i>
<i>Finding Bait</i>	all	Gray.Y.	For.Rn.	Tacklemaster Moyna / Docks	Kill centipedes	EXP / Coin / <i>Moyna's fishing spear (WIS +2) or paring knife (HP +2, PP +1)</i>
<i>Food for Kruuprum</i>	all	Cast.H.	For.Rn.	Merchant Kruuprum / outside Bank	centipedes	EXP / Coin
<i>Hawk Hunt</i>	5	Eld.Gr.	For.Rn.	Gregor Earthstride	Kill 5 hawks	EXP / Coin / <i>Gregor's Old Bow (STR +2, HP +8, PP +5)</i>
<i>In Search of the Tower of the Order of Three</i>	10	Baub.	For.Rn.	Algan Tinmizer	Locate the Mage tower in the center of Forest Ruins	EXP / Coin / <i>wonkel-stitched sleeves (ColdR +4, HeatR +3)</i>
<i>Quills for Ommanoden</i>	all	Star.Com.	For.Rn.	Scribe Ommanoden / Scribe shop	Kill hawks for feathers	EXP / Coin
<i>Snake Slaying</i>	all	Will.Wd.	For.Rn.	Hunter Vannil	Kill snakes	EXP / Coin



Quests

Forest Ruins Volunteer

Sergeant at Arms Uthros offers a warning and some background on the forest ruins of Qeynos. As long as you plan on staying in the area for a while, the good Sergeant asks for some assistance with the local vermin.

- ☞ Talk to Uthros, near the Baubbleshire and Willow Wood gates.
- ☞ He designates a number of monsters in the area that you need to kill; the number/type of monster varies. Refer to the map if you need help finding monsters.
- ☞ Return to Uthros.

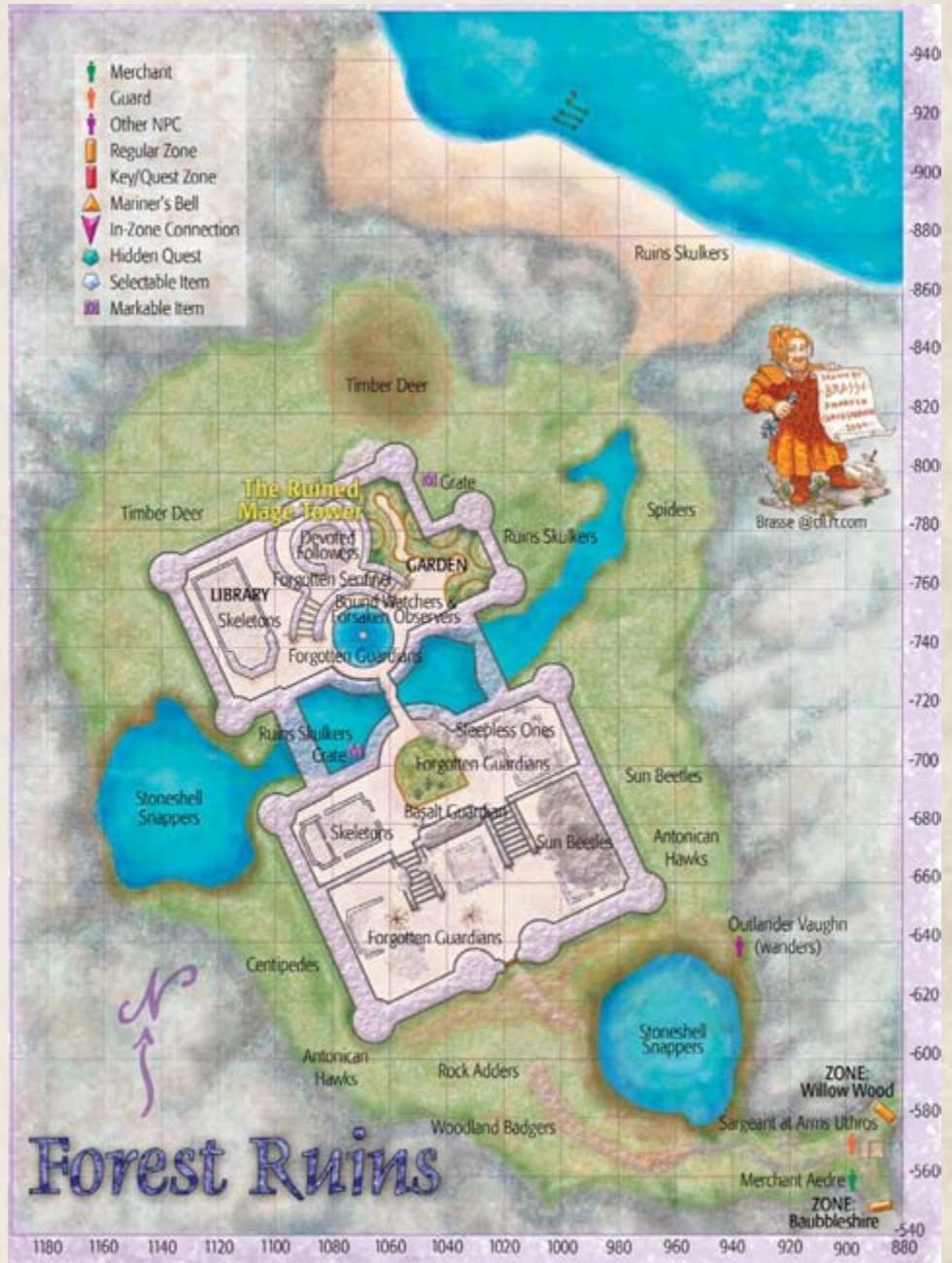
Reward. EXP / Coin / Food, Drink

Vaughn's Stuff

You offered to help Outlander Vaughn recover some of his stolen property. He says the Ruins Skulkers stole his satchel that had contained many important items.

- ☞ Talk to Outlander Vaughn; he wanders around the area.
- ☞ Kill Ruins Skulkers until you have recovered all four quest items.
- ☞ Return to Vaughn.

Reward. EXP / Coin / firepride blood bracer



Letter for Hunter Forestdeep

Outlander Vaughn is thankful for the return of his property and wonders if you would be willing to do him another favor. And this time, he'll even pay you!

- ☞ Talk to Vaughn; he wanders around the area.
- ☞ Take the letter to Hunter Forestdeep, in Willow Wood on the eastern cliff.

Reward. EXP / Coin

Lost Spellbook Fragments

You found a spellbook fragment and think you ought to take it to Amren Talbot.

- ☞ Kill Forgotten Guardians until you get a lost spellbook fragment.
- ☞ Examine the spellbook.
- ☞ Talk to Amren, at the Three Towers on the west side of South Qeynos.

Reward. EXP / Coin

OAKMYST FOREST

By TheDrunkenFriar

Oakmist Forest is a dangerous yet beautiful hunting ground for those between Levels 3 and 12. Whether you enter via **Castleview Hamlet** or **Graystone Yard**, you find yourself comforted by the presence of a guard stationed at each entrance to protect any innocent travelers who may have stumbled into the wrong neck of the woods. Among the lush flora you will find some low-level **Glowmyst Beetles** near the entrances. Be wary, however, as the deeper you travel into these woods the less safe you will find yourself. Be careful of the **Vicious Badgers** that pack a stronger bite than you might think they have. Also be careful of the **Oakmyst Spiders** that take safety in groups. Don't wander into any caves unprepared, for within lurk highly aggressive **Corrupted Dryads** and **Rotweed Thistles**. The **Corrupted Dryads** and **Oakmyst Great Bears** will both attack you on sight, so keep an eye out for them at all times.

Watch for **Steward Treedo** and his wild accusations, as well. If you look around him enough, maybe you will stumble upon a **Treant Sapling**, a character involved in the **Feed the Sapling** quest. And finally, keep in mind when running that Oakmist Forest isn't the flattest zone around! The shortest route to a guard could have you falling into more trouble than you're running from!

Quests

An Ode to Oakmyst

A stone on a hill reveals an ode to the Oakmist Forest, and you are to find each of the locations described in the poem.

- ☞ Inspect the inscribed stone; it is to the far east, past the Oakmyst poachers and does.
- ☞ Go to the tree in the middle of Clearwater pond.
- ☞ Go to the Western Falls.
- ☞ Go to Shaded Tail Glade, on the hill surrounded by a path, south of the bridge.
- ☞ Go to the cliff that overlooks the field of Oakmyst fairies.
- ☞ Go to the teardrop cave in the south.

Reward. EXP / Coin / The Songweaver's Belt (AGI +1, WIS +1, MagR +11, PoisR +5)



Feed the Sapling

Scholar Neola is a Dryad who is worried about the state of the forest and the Treants.

- ☞ Talk to Neola, on the west side of Oakmist Forest.
- ☞ Inspect the bookshelf in the Scribe Shop of Nettleville Hovel; the bookshelf is behind Alchemist Garion Dunam.
- ☞ Return to Oakmist Forest and find the Sapling; it is near Steward Treedo, also in western Oakmist.
- ☞ Sprinkle the sapling with the "excel-agro."
- ☞ Return to Neola.

Reward. EXP / Dryad Vine Handwraps

Judgement of the Dryads

(You must complete Feed the Sapling to get this quest.)

Judge Eumonia, a superior of Neola, has concern for the forest as well. She asks you to help her rid the forest of evil spirits.

- ☞ Talk to Eumonia, on the west side of Oakmist, near Neola.
- ☞ Kill 5 Sunshimmer Sprites; they are on the north side of the forest.
- ☞ Return to Eumonia.

Reward. EXP / Coin / Ring of Rootbrawn (HP +3, PP +3, DisR +5, HeatR +5, MentR +1)

Destroy the Corruption

(You must complete Judgement of the Dryads to get this quest.)

Empress Anassa, leader of the Dryads, is ashamed of the evil Corrupted Dryads and the horrid excuse for an ent, Rotweed. She asks you to destroy them and reclaim the forest in the name of good.

- ☞ Talk to Anassa, on the west side of Oakmist, near Eumonia.
- ☞ Kill the Corrupted Dryads, Rotweed Thistles, and Rotweed; they are in the teardrop cave in the south of the zone.
- ☞ Return to Anassa.

Reward. EXP / Coin / choice of rainbow hued cap (INT +1, WIS +2), rh gloves (AGI +2, WIS +1) or rh shawl (STA +1, WIS +2)

Proof of Oakmyst Poachers

Catastrophe! Poachers are killing all the innocent Oakmyst does of the forest, shipping their pelts to Freeport to be sold on the black market! Steward Treedo is about ready to grab a tree branch and kill every poacher he finds ... but every time he goes to look, there isn't a poacher in sight!

- ☞ Talk to Treedo, on the west side of Oakmist, near the Sapling.
- ☞ Kill 2 poachers; poachers are on the northeast side of the zone, near the Oakmyst does. They only come out at night.
- ☞ Return to Treedo.

Reward. EXP / Oakmyst Staff (INT +1, STR +1, HP +2, PP +2)



OAKMYST FOREST QUEST LIST

Quest Name	Lvl	Start	Goal	Where It Begins	What to Do	Reward
<i>Destroy the Corruption</i>	all	Oakm.F.	Oakm.F.	Empress Annassa	Kill Rotweed in corrupt dryad caves (must complete <i>Judge Eunomia's</i> task first)	EXP / N / rainbow hued cap (INT +1, WIS +2), rh gloves (AGI +2, WIS +1) or rh shawl (STA +1, WIS +2)
<i>Feed the Sapling</i>	all	Oakm.F.	Net.Hov.	Scholar Neola	Find the cure for the sapling in the scribe shop	EXP / N / Dryad Vine Handwraps
<i>Judgement of the Dryads</i>	10	Oakm.F.	Oakm.F.	Judge Eunomia	Kill sunshimmer sprites (must complete <i>Scholar Neola's</i> first)	EXP / N / Ring of Rootbrawn
<i>Ode to Oakmyst</i>	all	Oakm.F.	Oakm.F.	Rock in Oakmyst Forest	Find locations in Oakmyst Forest	EXP / Coin / Songweaver's Belt (AGI +1, WIS +1, MagR +11, PoisR +5)
<i>Phyndin's Map</i>	all	Oakm.F.	Oakm.F.	Kill Oakmyst great bears for note	Find locations listed in the note	EXP / N / Old Druid's Earring
<i>Proof of Oakmyst Poachers</i>	all	Oakm.F.	Oakm.F.	Steward Tredo	Kill 2 Oakmyst Poachers	EXP / Coin / Oakmyst Staff (INT +1, STR +1, HP +2, PP +2)
<i>Badger Claws for Yanari</i>	all	Cast.H.	Oakm.F.	Yanari Cyellann	Kill badgers	EXP / Coin / Wand of Ferocity (hp +4, PP +4)
<i>Bear Fashion</i>	10	NQ	Oakm.F.	Armorsmith Rachel Clothspinner / Clothing shop	Oakmyst Great Bears	EXP / Coin / great bear hide greaves or leggings (INT +1, STR +2), or Oakmyst tailored leggings (INT +2, STR +1)
<i>Cleaning Supplies f. Findlebop</i>	all	Baub.	Oakm.F.	Smithy Findlebop / Armory	Kill mystail yearlings	EXP / N / choice: Leather Strapped Buckler, Defender, Shield or Symbol (WIS +1, HP +2, PP +2)
<i>Corrupted Dryad Nuisance</i>	8	SQ	Oakm.F.	Fredrick Losce	kill corrupted dryads	EXP / N / Withering Necklace (HP +1, PP +2)
<i>Gathering Glowmyst</i>	all	Star.Com.	Oakm.F.	Bartender Bermo	Kill Glowmyst beetles	EXP / Coin / Bermo Beamer
<i>Inform Tracker Kelnis</i>	all	Gray.Y.	Oakm.F.	Pathfinder Silentstride/near Qeynos Har. Gate	Take message to Tracker Kelnis	EXP / Coin
<i>Jug of Water for Hole i.t. Wall</i>	all	Cast.H.	Oakm.F.	Bartender Bulurg / near Qeynos Harbor Gate	Visit the waterfalls	EXP / Coin / Tunare's Finest (5 drink)
<i>Mystail Tales for Fevalin</i>	all	Cast.H.	Oakm.F.	Merchant Fevalin / outside Bank	mystail yearlings	EXP / Coin / Mystail charm (STR +1)
<i>Oakmyst Minerals</i>	10	SQ	Oakm.F.	Blacksmith Hegrenn / Armory	Kill royal mist defenders	EXP / Coin / Oakmyst tempered sabre (STR +1, AGI +1)
<i>Oro Root for Lozorla</i>	all	Baub.	Oakm.F.	Lozorla Shinckicker / Tavern	Kill the glowmyst beetles to collect oro roots	EXP / Coin / Root Etched Boots (HP +3)
<i>Refill t. Oakmyst Spider Silk Jars</i>	all	Net.Hov.	Oakm.F.	Book case in scribe shop / Scribe shop	Oakmyst spiders	EXP / Coin / Oakmyst Spider Silk Gloves (AGI +1, WIS +2, DisR +8, HeatR +3)
<i>Tanaira's Picnic Spot</i>	all	Star.Com.	Oakm.F.	Merchant Tanaira	Find picnic spot	EXP / Coin

THE PEAT BOG

By Zandarbar



A putrid pit of vermin, slugs and oddly out of place faeries, the Peat Bog is a challenging and rewarding adventure zone for young adventurers in Qeynos. Brimming with multitudes of monster types and small passages to give Gnomes and Halflings an upper hand, the Peat Bog isn't the most scenic of areas — look to Oakmyst Forest if it's nature's beauty you seek — but it is one of the funnest! A doublewide plank runs between the two gates to **Starcrest Commune** and **Nettleville Hovel**, keeping the feet of travelers and traders nice and dry. Venturing off that path will send you on a journey through bog slime, though at only one location is the water deep enough to really be called a pond.

Key Locations & NPCs

The north end of the Peat Bog is home to various slugs, sludges and vermin. The further south you venture, the more dangerous the monsters become, progressing upward through the slithering coldblooded encampments of monitor lizards to the camps of faerie nobles themselves. The first and foremost landmark of the Peat Bog represents the separation between safety and the unknown: **Two Logs Pond**. This pond is home to a few slimy Silt Suckers, but it's real value is it's location. It's namesakes, two logs jutting out of the pool, make perfect crawling holes for smaller races.

Ravenous Bog Slugs and Fungus Crawlers make your trip a hard one; Mist Stalkers leer on with jaws open and waiting. Make sure you bring a friend or two to head through this area (unless everything conspires, of course) or else you're likely to get chomped. Like a snail's shell, the Peat Bog curls back on itself into one final Faerie valley, filled with faerie guardians, abbots and nobles. **Stonegnasher** and the Faerie **Queen Ebedra** herself present formidable challenges, should an adventurer be seeking riches at the risk of life.

Even after you outgrow the lovely swamps of the Peat Bog don't forget to return for travel purposes; a grate at the northern end of the swamp can transport you to the open lands of **Antonica**, and another grate to the east can lead you directly down into the sewers of **Vermin's Syne**, bypassing the Down Below.

Only a frog could really love the pleasantries of the Peat Bog ... the green fog mist, broke-down rotting forest, damp feeling, and the muck running into your boots and climbing your leg (don't wear your best Sunday-go-to-temple shoes on this trip). In fact, dress for battle.

Quests

Peat Bog is the destination of choice for over half a dozen quests given elsewhere. If you need slugs, there are plenty there. Rats are plentiful also. Wild dogs, frogs, goo, lizards and other animals that like to live in this environment are plentiful.

Two Log Pond is here to fill your jar with swamp water for **Grommluk** (in Castleview Hamlet). Stay on the wood planking path till about the middle of the area, and then go south and east. You can't miss it — this is the only large water hazard in the area. There is a merchant (**Merchant Oakvil**) in Peat Bog near the gate to Starcrest Commune. The Rich and Famous should love this place. It is filled with escargot, frog legs and a few other delicacies that fill elegant menus. You can also find the slugs you need for another quest, starting in Starcrest Commune.

If you're going to be in the Peat Bog, stop off in Nettleville and talk to Scribe Varion Smitelin to get his faeries wings commission and collect a few bugs with good looking getaway sticks. Be careful though —faeries like to help each other out, so expect more than one at a time in battles. There are only a few lone faeries straying through the area to mash on.





PEAT BOG QUEST LIST

Quest Name	Lvl	Start	Goal	Where It Begins	What to Do	Reward
<i>Path of the Sun Wolf</i>	all	Peat	Qeynos	Journal of the Sun wolf / Mob drop	Visit various locations around the city	EXP / N
<i>Bog Exploring for Grommluk</i>	all	Cast.H.	Peat	Grommluk / outside Inn	Find the pond	EXP / Coin / bog soaked sash (MagR +5, PoisR +9)
<i>Bog Sludge Hunt</i>	3	Star.Com.	Peat	Knight Captain Santis	Kill bog sludges	EXP / Coin / Sludge Smearred Shield (WIS +1)
<i>Gathering Components</i>	9	SQ	Peat	Merchant Khalil mun / Herb Shop	Kill a bog faerie, bog sludge, and bog slug	EXP / Coin
<i>Restocking Bog Faerie Wings</i>	5	Net.Hov.	Peat	Scribe Varion Smitelin / Scribe shop	Kill bog faeries	EXP / Coin / Embossed Fairywing Necklace (HP +3, PP +3)
<i>Scavenger Rats</i>	all	Will.Wd.	Peat	Scribe Salinia Brooklily	Kill scavenger rats	EXP / Coin
<i>Sobering Remedy</i>	all	Star.Com.	Peat	Vondorinsarmoo	Gather bog slug bile, bog sludge excretion, bog rat fur	EXP / Coin / pox ward ring (DisR +8)
<i>Stop the Mischevious Tricksters</i>	all	SQ	Peat	Knight Lt. Ilgar	Kill bog faeries	EXP / Coin / Embossed Fairywing Brooch (INT +1, STA +1, HeatR +3)
<i>Taking the Bait</i>	10	Q.Harb.	Peat	Sean Wellfayer	kill slugs and faeries	EXP / Coin / dragonfly faerie wing earring (DisR +8, DivR +7)
<i>Toxic Glands for Erollisi's Bane</i>	all	Net.Hov.	Peat	Foster Graham	Kill Toxic bog slugs	EXP / Coin

THE DOWN BELOW

By Zandarbar

The Down Below is the first level of the dank sewer system that threads through the dirt under the city of Qeynos. While the above-ground portion of Antonica is a portrait of perfection — inhabited by smiling faces and clean streets — the Down Below presents adventurers with a grim collection of undead, vermin, sludges and other such unsavories. It's a good place for young adventurers to work on their new skills, while helping to clean up the city.

Every sector of town, from **Nettleville Hovel** to **Eddar Grove**, has an entrance into the sewers. Don't think of this zone

as a city transportation system, though! The halls are guarded by aggressive monsters and it is unadvisable to use the area as a connection between zones unless you know your way very well and feel confident that you can beat whatever the Catacombs throw at you. It is, however, about the only way to get to the lower levels of the sewers: **Vermin's Snye** and, from there, the **Crypt of Betrayal**.

If you have come to hunt, though, this is a grand place to quest and gain EXP/treasure. The areas around the entrances are good for soloing, and as you

delve deeper into the Down Below, you can find wonderful spots for groups and a few named monsters as well.

The two easiest grouping spots are the spider and beetle areas. The spider area, at the north tip of the sewer, is home to **Venomous Keepers, Venomous Watchers, Frenzied Watchers** and their leader, the **Creeper**. The Creeper is a very difficult yet strangely beautiful spider who, with his entourage of **Creeper Protectors**, has been known to feast on the bodies of innocent adventurers. Should you turn the tables and put *him* on *your* table, though, you might find yourself in possession of some nice rare items. The beetle area is to the east. (Beware of going too far south when looking for this area, or you will run into undead!) In this nest of carapaces and mandibles you can find various types of **Tomb Rifiers** and of course, the **Crypt Protector**. As with the Creeper, the Crypt Protector is a very difficult monster to defeat, but quite rewarding.

If you're looking for a bit more challenging spot, try taking on the **Bloodsabers** in the west/northwest area of this zone. While you will find many Bloodsabers wandering the hallways, the true treasure trove of these miscreants is in a large cloverish room. If your group can handle it, that room will practically bathe you in



THE DOWN BELOW QUEST LIST

Quest Name	Lvl	Start	Goal	Where It Begins	What to Do	Reward
<i>Ancient Scepter</i>	all	Dn.Bel.	Dn.Bel.	Drop off Tortured Souls	Return scepter to original location	<i>Remembrance Ring (STA +1, AGI +2, HP +4, PP +4)</i>
<i>Crumpled Note</i>	all	Dn.Bel.	SQ	a crumpled note / Mob drop	Find a mage interested in the note	EXP / Coin
<i>Defiled Drem Drem</i>	all	Dn.Bel.	Dn.Bel.	Casket (loc -200, -60)	Kill Bloodsaber Meddlers to get back Drem Drem's bones	EXP / Coin
<i>Evidence for Constable Arathur</i>	all	Dn.Bel.	Net.Hov.	alternative ending to <i>Stout Merchant Manifest</i>	(starts in Down Below)	EXP / Coin / <i>Tunic of the Guard (AGI +1, STR +5, HP +12, PP +12)</i>
<i>Goods Down Below</i>	all	Dn.Bel.	Dn.Bel.	Merchant Falin Shaloon	Collect 6 each: malefic arachnid fants, crypt substance slime, tomb rifter shells (repeatable)	EXP / Coin
<i>Intriguing Eye</i>	all	Dn.Bel.	Dn.Bel.	Books behind Merchant	Kill monsters & talk to NPCs	EXP / Coin / <i>access to Crow's Final Resting Place</i>
<i>Stout Merchant Manifest</i>	all	Dn.Bel.	Qeynos	Fippy Darkpaw / Unseen Hands	See 5 tavern owners (Baub/Star.Com/Grays.Y/Qey.H/NQ)	EXP / Coin / <i>Nighthide Tunic (AGI +5, STR +3, HP +12, PP +12)</i>
<i>Working the Down Below</i>	all	Dn.Bel.	Dn.Bel.	Merchant Adair Barnes	Kill various monsters; repeatable	EXP / Coin
<i>Barbaric Chores</i>	10	SQ	Dn.Bel.	Feodra Iceslayer / Caves	Kill spiders	EXP / Coin
<i>Catacomb Rat Rummaging</i>	all	Star.Com.	Dn.Bel.	Taggan Brookrich	Kill rats	EXP / Coin
<i>In Search o.t. Shrine of Estle</i>	all	Baub.	Dn.Bel.	Mirf Guinders	Find the Shrine of Estle	EXP / Coin
<i>Proving Myself</i>	all	Cast.H.	Dn.Bel.	Capt. Gerathalas/near Qeynos Harbor Gate	Slay rats and gather their tails	EXP / Coin / <i>choice: Issued Cloth Shirt or Leather Jerkin (both STR +1)</i>
<i>Rabid Shriller Wings</i>	10	SQ	Dn.Bel.	Merchant Khalil'mun / Herb Shop	Kill rabid shrillers	EXP / Coin
<i>Rat Man Bloodsaber Crusade</i>	all	Gray.Y.	Dn.Bel.	Watcher Cumogiel Kar'Thal	Kill bloodsabers	EXP / Coin / <i>Apprentice Staff of the Celestial Watch (INT +1, AGI +1, STR +1, WIS +1, HP +10, PP +3)</i>
<i>Shrillers for Tillheel</i>	all	Gray.Y.	Dn.Bel.	Assistant Tillheel / Scribe shop	Kill juvenile shrillers	EXP / Coin / <i>Shriller Wing Earring (DisR +8, DivR +7, MagR +5)</i>
<i>Substance Extract for Yanari</i>	all	Cast.H.	Dn.Bel.	Yanari Cyellann / Scribe shop	Kill crypt substances	EXP / Coin / <i>choice: substance stained leggings, greaves or chain greaves (STR +1)</i>
<i>Valean's Stolen Books</i>	all	Cast.H.	Dn.Bel.	Innkeeper Valean / Inn	Find the books in Down Below	EXP / Coin / <i>choice: Old Meat Tenderizer, Sharp Carving Knife, Well Used Pitchfork, Well used Fighting Baton or Waning Wand</i>

experience. Should you find even these Bloodsabers to be too easy for your tastes, the dangerous undead of the south-east area should suit you wonderfully; the rotting citizens and nobles of Qeynos past want revenge on your nice, warm flesh, and should you provoke their **Undead Prince** you will most likely find yourself face down, and fast.

Remember that the hallways hold plenty of **Shrillers**, **Crypt Substances** and other such less difficult creatures should you want to fight alone.

Worry not about getting overloaded with valuables, either; **Merchant Fallin Shaloon** at the northeast entry or **Merchant Adair Barnes** at the southwest exit will gladly take your trophies off your hands.

Quests

An Ancient Scepter

You find a rusty old wand that looks like it's part of a statue. A sudden longing comes over you to return said wand to its home.

- ☞ Kill a Rotting Citizen in the Down Below until you get the wand; rotting citizens can be found in the south-east.
- w Go to the far southeast room, inhabited by Rotting Royals and Citizens. On the northeast wall there is a statue (loc -190, -10); click it.

Reward. Remembrance Ring (STA +1, AGI +2, HP +4, PP +4)



Defiled Drem Drem

You found a coffin ... that had been robbed! Being the righteous, pious person you are, you take up the task of retrieving the bones.

- ☞ Search the southeastern side rooms for a clickable coffin; this activates the quest.
- ☞ Kill Bloodsaber Meddlers until you receive six bones.

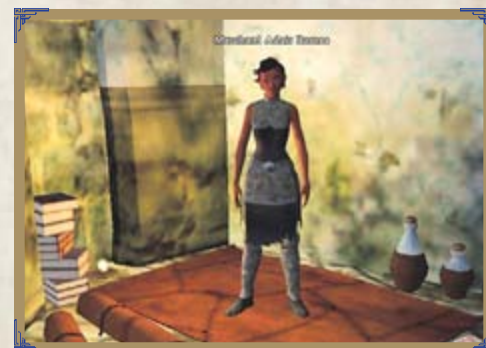
Reward. EXP

Goods Down Below

Merchant Fallin Shaloon, a brash Dwarf, makes his way in the world of the Down Below. He needs help fulfilling his orders and hopes that you can help him.

- ☞ Talk to Fallin at the northeast entry area.
- ☞ Kill the monsters Fallin sends you to kill; his list varies. Refer to the map for assistance finding the monsters.
- ☞ Return to Fallin.

Reward. EXP / Coin



Working the Down Below

Like Merchant Fallin Shaloon, Merchant Adair Barnes needs help fulfilling his orders and hopes that you can help him.

- ☞ Talk to Adair at the southwest entry area.
- ☞ Kill the monsters Adair sends you to kill; his list varies. Refer to the map for assistance finding the monsters.
- ☞ Return to Adair.

Reward. EXP / Coin



An Intriguing Eye

A bound tome with an odd symbol on it has caught your eye; you follow the instructions of the book to try to find its meaning.

- 🔍 Search the books near the merchants to activate this quest.
- 🔍 Kill Bloodsaber Meddlers until you receive a Bloodsaber Meddler Note.
- 🔍 Read the note.
- 🔍 Talk to Gornit Penwiggie; he's in the Baubleshire tavern.
- 🔍 Kill Coiled Burrowers and Rabid Shrillers until you get the four quest items. Coiled Burrowers are found all over the Down Below; Rabid Shrillers are in the southeast.
- 🔍 Return to Gornit.
- 🔍 Talk to Proprietor Blagard; he's at the Qeynos Exchange in Starcrest Commune.
- 🔍 Talk to Constable Arathur in Nettleville Hovel; she's behind the armory.
- 🔍 Kill a Fallen Noble in the Down Below; they are in the far southeast room, upstairs.
- 🔍 Go north out of the main undead room then turn southwest; stand near the statue at 146, -73.

Reward. EXP / Coin (amount depends on level) / access to Crow's Final Resting Place (inspect final statue to get in)



Stout Merchant Manifest

Fippy has been running an illegal business trading Stout with Qeynos merchants. While you don't necessarily want to break the law, you *do* want to know why Fippy's been watching you, and so you agree to help him. For now.

- 🔍 Talk to Fippy; he's in Crow's Resting Place (complete **An Intriguing Eye** for access).
- 🔍 Defeat Fippy's lackey, then talk to him again.
- 🔍 Read the Stout Merchant Manifest.
- 🔍 Talk to Gornit Penwiggie, in the Baubleshire tavern.
- 🔍 Talk to Proprietor Blagard, in the Starcrest Commune tavern.
- 🔍 Talk to Karg Icemoore, in the Graystone Yard tavern.
- 🔍 Talk to Bartender Borden Mannus, in the Qeynos Harbor tavern.
- 🔍 Talk to P.T. Irontoe, in the North Qeynos tavern.

NOTE: You can *either* complete this quest by *doing the next step or switch the next step and complete the Evidence for Constable Arathur quest instead. You cannot complete both quests. You must choose.*

- 🔍 Return to Fippy.

Reward. EXP / Coin / Nighthide Tunic (AGI +5, STR +3, HP +12, PP +12, attunable)

Evidence for Constable Arathur

You decide to be a good citizen and go give the information to Constable Arathur instead of that horrible Gnoll!

- 🔍 Talk to Arathur, behind the armory in Nettleville Hovel.

Reward. EXP / Coin / Tunic of the Guard (AGI +3, STR +5, HP +12, PP +12, attunable)

VERMIN'S SNYE

By GreatAjax

Vermin's Snye is the second level of the Catacombs, a dangerous maze of twisting stone passageways leading to rivers of sewage interspersed with crypts filled with sepulchers, coffins and urns. Pillars and arches hold up crumbling ceilings, and the walls echo with the footsteps of the undead. Perhaps you saw one of its entrances while you were still a young adventurer, muddling through the Peat Bog, or among the rats of the Down Below. Well, now the scars of battle show on your face, and you have a

few seasons under your belt — it's time to tread among the dead and decaying and see what horrors lurk even deeper below!



But before entering Vermin's Snye, stop by the Mage Tower in South Qeynos. There are several Tomes for sale there that open

multitude of repeatable quests on the corpses of your defeated opponents.

up quests in the Snye. For example, pick up **Architecture of the Vermin's Snye** or **Rat Queen of the Vermin's Snye** for two long multi-part quests that will lead you through the entire dungeon. Once inside, examine your surroundings carefully. One of the bedrolls by the merchant contains a quest — and just down the hallway a crate gives you another. You also find a

VERMIN'S SNYE QUEST LIST

Quest Name	Lvl	Start	Goal	Where It Begins	What to Do	Reward
<i>Bloodsaber Raid</i>	all	Ver.Sn.	Ver.Sn.		Kill 10 bloodsaber proficient	EXP / Coin / Blackened Bloodletter Ring (HP +3, PP +4, DisR +16, HeatR +5, MentR +5)
<i>Calcified Bone of the Tortured</i>	20	Ver.Sn.	Ver.Sn.	Lika the Tortured drop	Brawler Bently in Vermin's Snye	EXP / Coin / bonesword
<i>Fooling the Serpent</i>	all	Ver.Sn.				
<i>Forgotten Shroud</i>	10	Ver.Sn.	NQ	a burial shroud / Mob drop	Talk to priests in Temple of Life	Prayer Necklace
<i>In Search of the Sepulcher of Jahnda</i>	10	Ver.Sn.	Baub.	Gillin Blackfist	Talk to Mirf Guinders	EXP / Coin / Access to Jehndra's tomb and then Tomb of Lord Tonmerk
<i>Little Help for Elendial t. Sage</i>	all	Ver.Sn.	Ver.Sn.			
<i>Lost and More Lost</i>	all	Ver.Sn.				
<i>Murkies</i>	all	Ver.Sn.				
<i>Paper Puzzle</i>	all	Ver.Sn.				
<i>Population Control</i>	13	Ver.Sn.	Ver.Sn.	Nuisance Note / Mob drop		
<i>Rats? What Rats?</i>	all	Ver.Sn.	Ver.Sn.		Kill 10 large tomb vermin	EXP / Coin
<i>RofV: Investigation of the Mausoleum</i>	20	Ver.Sn.	R.ofVar.	Zaen Kalystir	Find entrance to Tomb of Varsoon	EXP / Coin / Starts Ruins of Varsoon: Revealing quest
<i>Serving the Prime Healer</i>	all	Ver.Sn.	Ver.Sn.	Brother Garvis	Kill grave leeches and giant burrowers	EXP / Amulet of the Prime Healer (INT +1, STA +1, STR +2, HP +4, PP +7)
<i>Shriller Catcher</i>	all	Ver.Sn.	Ver.Sn.	cabinet, loc 170, -38	Slay 20 rabid shrillers	
<i>Skin of the Serpent</i>	all	Ver.Sn.				
<i>Strange Delivery</i>	all	Ver.Sn.	Ver.Sn.			EXP / Coin
<i>Tomb Guard's Chair</i>	all	Ver.Sn.				
<i>Unyielding Duty</i>	15	Ver.Sn.		Mob drop		
<i>Architctural Underground</i>	all	SQ	Ver.Sn.	<i>Architecture of Vermin's Snye</i> / Sage Indis Surion	Kill 8 rabid shrillers	EXP / N / Book to place in home
<i>Of Dwarves and Barbarians</i>	all	SQ	Ver.Sn.	<i>Collection of Epitaphs</i> / Sage Indis Surion	Kill 4 crumbling tomb sentries	EXP / N / Book to place in home
<i>Of Elves and Half-Elves</i>	all	SQ	Ver.Sn.	<i>Collection of Epitaphs</i> / Sage Indis Surion	Kill 4 crumbling tomb sentries	EXP / N / Book to place in home
<i>Of Humans and Halflings</i>	all	SQ	Ver.Sn.	<i>Collection of Epitaphs</i> / Sage Indis Surion	Kill 3 crumbling tomb sentries	EXP / N / Book to place in home
<i>Recovery o.t. Bloodsaber Plans</i>	20	Eld.Gr.	Ver.Sn.	Weslaen Brookshadow	Recover the set of Bloodsaber plans	EXP / Bloodsaber plans
<i>Story of the Rat Queen</i>	all	SQ	Ver.Sn.	<i>Story of the Rat Queen</i> / Sage Indis Surion	Kill 7 crumbling tomb guards	EXP / N / Book to place in home
<i>Vermin's Plague</i>	all	NQ	Ver.Sn.	Elsabethia Hartsunder / Temple of Life	grave leech, burrower, tomb vermin	

Key Locations & NPCs

The dead are everywhere in Vermin's Snye. They should lie in stately alcoves and sarcophagi, but when they get antsy, they rise and roam freely through the halls. For the most part however, the undead primarily make mischief in a series of four mausoleums, which you can reach by heading down the lower passageway from the zone-in spiral staircase room, and taking your first right. Through the hallways leading to and beyond the mausoleums you run into an assortment of fine solo content, including **Rabid Shriillers** and **Cave Leeches**, as well as great group encounters such as the **Festering Zombies**. When you reach the mausoleums and have fought your way through the seemingly endless assault of the undead hordes gathered here, light a torch and take a moment to gaze up at the beautiful high arched ceilings painted to look like the night sky. Most of the rooms have upper levels where wealthier Qeynos residents arranged to have themselves buried. The undead here are generally huddled in groups of 3-5 **Crumbling Tomb Priests, Guards** and **Sentries**, with some solo vermin thrown in for good measure. Clearing these areas out and putting the dead to a final rest is a good job for a mid-teen group.



If you continue down the lower hallway, rather than taking a right at the crypt rooms, you come to the putrid center of the sewage system, where **Ravenous Cubes** feed on the waste of Qeynos. The cubes congregate primarily in one large sewage collection room. Be sure to examine the back wall of this room, as it contains a **Cabinet** with a quest to hunt **Shriillers** inside.

The **Bloodsabers** are a deadly group of fanatics who are too stupid to realize that their god, Bertoxxulous the Plaguebringer, is long dead. They lurk in the upper areas of the Snye, easily accessible by taking the hallway that starts from the top of the spiral stairs at the start of the zone. You may have met some of their brethren in the Down Below — but these Bloodsabers are much tougher. **Bloodsaber Proficients** and **Specialists** dwell in linked groups (with a few solitary **Bloodsaber Adepts** roaming around), in two large rooms connected to each other by a river of sewage. These rooms are a bit harder than the areas discussed earlier, and a mid-to-high teens group is recommended

here. In the halls to the right of the first Bloodsaber room, you sometimes see **Lika the Tortured** roaming the halls. If you happen across her and should find a certain bone among her remains, be sure to show it to **Brawler Bently** at the spiral staircase. In the second room there is an entrance to the Crypt of Betrayal, the third level of the Catacombs, which is not recommended for players below 20 seasons.

If you have the fortitude to travel deeper beyond the Bloodsabers, make sure to speak with **Zaen Kalystir**, who has carved a little home for himself among the rats and the undead. He has a very important job for you, but his motives are questionable, so be wary in your dealings with him. Not far from Zaen dwells **Ayamia the Rat Queen**, an insane woman who imagines the group of 4 **Large Tomb Vermin** who accompany her are her sons who died long ago. Ayamia and her “sons” are a climactic battle in the Vermin's Snye, so be sure your group is well prepared for a long and difficult fight should you be foolhardy enough to take her on.

Quests

Serving the Prime Healer

Brother Garvis, a kindhearted soul, is here in this dark, dank sewer to find venom sacs to create serums to heal the poisoned and sick.

- ☞ Talk to Garvis, who stands on the spiral stairs near the entrance.
- ☞ Kill 50 Grave Leeches and 10 Giant Burrowers; you will find both these beasts near the entrance. Leeches are good for soloing, while Burrowers are a less common group-oriented enemy.
- ☞ Return to Garvis.

Reward. EXP / Amulet of the Prime Healer (INT +1, STA +1, STR +2, HP +4, PP +7)



Calcified Bone of the Tortured

After killing Lika the Tortured, you find an armbone that seems to be extremely strong and useful. It almost looks like it could be used to craft a weapon!

- ☞ Kill Lika the Tortured, a skeleton who roams the halls to the right of the first Bloodsaber room. Note that you might not get the arm, so this might take multiple tries.
- ☞ Take this bone to Brawler Bently at the top of the spiral staircase near the entrance.
- ☞ Take the bone to Dylan Ironforge at the smithy in North Qeynos.

Reward. EXP / Coin / bonesword

In Search of the Sepulchre of Jahnda

Gillin Blackfist unwittingly mentions a secret treasure to you. Well, what are you waiting for, go find it!

- ☞ Talk to Gillin, on the spiral stairs at the entrance to the Snye.
- ☞ Talk to Mirf Guinders, above the tavern in Baubbleshire.
- ☞ Kill 3 golems called Watchers in the Vermin's Snye, and recover 3 Jade Golem Crystals for Mirf.
- ☞ Return to Mirf.
- ☞ Kill Ayamia the Rat Queen; she's in one of the northeast rooms of Vermin's Snye. This is a very tough battle — make sure you have a competent group with you to assure victory.
- ☞ Go to the central entrance area where you can zone in from the Down Below or Peat Bog; this should update your quest journal with a quest location.
- ☞ Go to the alcove containing the Coldwind Cliffs painting. It is located in the nook at the end of the lower hallway leading from the spiral stairs at the entrance.
- ☞ Go to the main mausoleum, called the Sepulcher of the Prime Healer. The Sepulcher is located at approximately 240, -90.
- ☞ Go to Lord Tonmerk's sarcophagus. This is located near the Sepulcher, at approximately 250, -120, on the bottom level against the west wall.



- ☞ The sarcophagus opens up access to a mini-zone that you can access once per 6 days (if successful), with a group of 3 or more who have all completed this quest.

Reward. The reward is variable, depending on your actions and success, but you should receive at least one high quality rare item.

Ruins of Varsoon

Speak with Zaen Kalystir in a nook near the Rat Queen. He is a rather unpleasant man, but he has an intriguing task for you — to find Varsoon's old tomb. This is located at the Ruins of Varsoon POI in Antonica. (Head along the coastline to the north from North Qeynos and you reach it in no time.)

Speak with Zaen. The dead have whispered strange things to you ... things Zaen would rather not hear. His motives are suspect, but you must complete his mission and find out yourself what has become of Varsoon.

NOTE: There are many more quests in this area, coming from random drops from monsters and clickables around the zone. Make sure to explore thoroughly!

ANTONICA

By Bowzercat

Antonica is an enormous area filled with many NPCs and even more monsters. Suitable for everyone between Level 8 and Level 25, there's always something for you to do in Antonica. Plenty of quests can be found all over, and many heritage and access quests that start elsewhere lead you to Antonica. The size can be daunting, but there are three Griffin Towers to help get around, as well as horses for the richer folk.

Twists and turns bounded by rocks and cliffs can make journeying around Antonica difficult. The easiest way to become acquainted with the layout of Antonica is to take a Griffin ride. From Griffin back, you can see the lay of the land below you and you will be safe from monsters. If you travel from the South Qeynos gates to the Oracle Tower via griffin, you will see the North Qeynos Gates, the Forbidden Isle, and the Keep of the Ardent Needle. Similar sights are yours when traveling from the Oracle Tower to Gnollslayer Keep, and from the Keep back to the South Qeynos Gates.

Antonica is safest near the Qeynos gates. There soldiers and guards keep the most dangerous monsters at bay. As you travel deeper into the zone, fights get progressively more difficult, with some of the hardest monsters lurking near the entrance to the Thundering Steppes. However, rolling hills and verdant trees make the zone beautiful to look at, so it is advised that, at some point, you explore the amazing sites of the Archer's Wood, the Shipwreck, and all the other fabulous areas of Antonica.

The wise traveler will stay on the roads until she has a firm grasp on the layout of Antonica. There are dangerous monsters in every part of the countryside, and it is very easy to wander into an area filled with deadly creatures. Once you've reached Level 18 or so, most areas are safe and overland travel becomes much safer and easier. Near the Qeynos gates, most monsters are peaceful and won't attack on sight; further into the zone all monsters become aggressive and will attack without provocation.

Most areas have specific kinds of monsters. You will need to be able to find certain kinds of monsters for specific quests. Below, general areas are split out and the NPCs and monsters that reside in those areas are listed. Points of Interest are also listed, as they are used in many quests.

NOTE: This description is written from the viewpoint of a Qeynos adventurer. For Freepoint adventurers, once you're strong enough to survive the rigors of Nektulos Forest and Thundering Steppes, you'll have outgrown most of the challenges of Antonica. There are still a few useful places to adventure here, but we're assuming that anyone reading this article is from Qeynos, on the verge of growing into the teen levels.

Griffin Towers

There are three Griffin Towers in Antonica. They're at the South Qeynos Gates, The Tower of the Oracles and Gnollslayer Keep. Forming a rough triangle, Griffin Towers make travel across the vast outside zone easier.



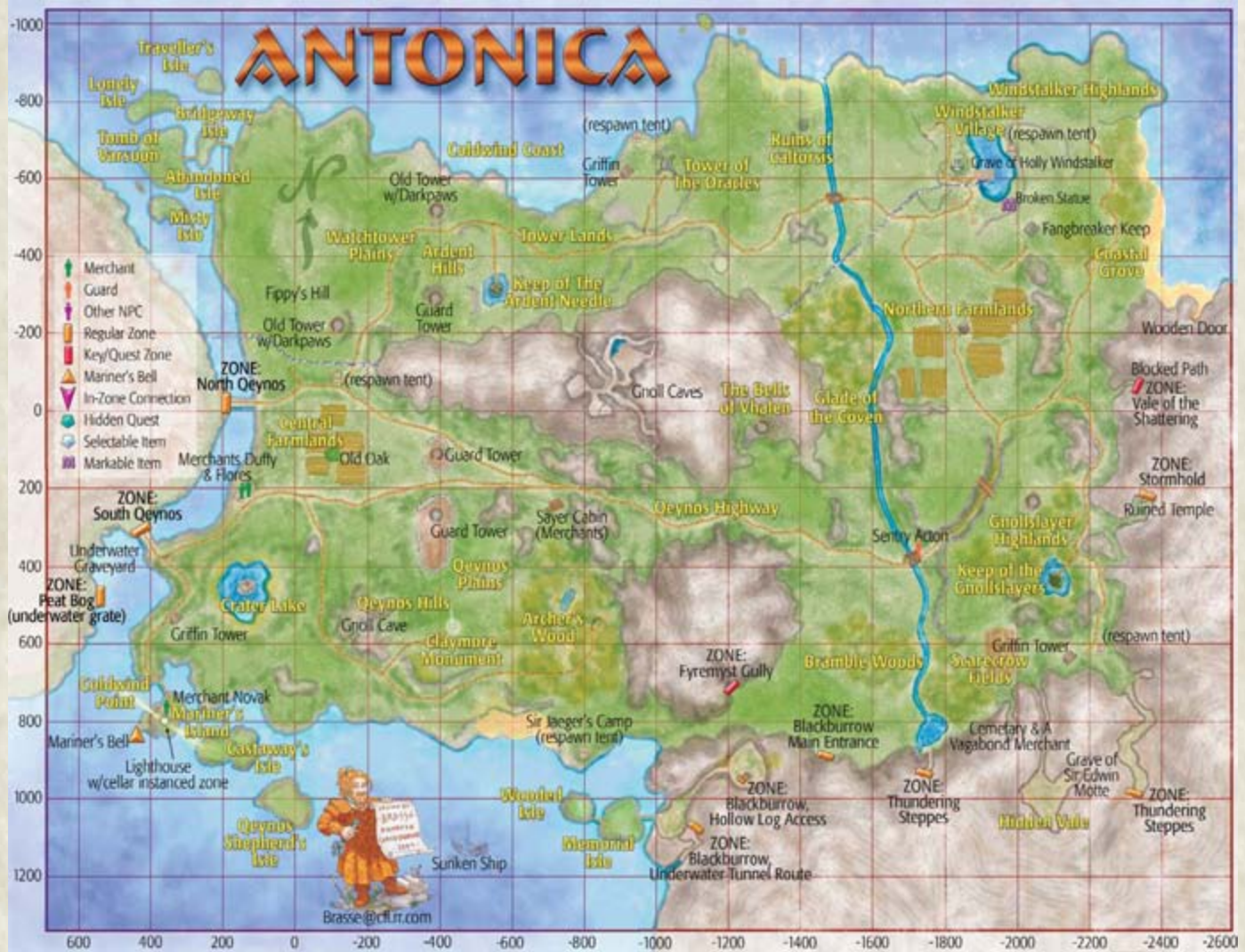
North Qeynos Gates

One of the first places you enter Antonica is from the North Qeynos Gates. This area is designed for players from about Level 7 to Level 10. Upon entering the zone for the first time, you'll be amazed by its vastness, compared to the smaller, cozier city zones. You can see for miles and miles, nothing but rolling hills and open skies. To ensure the safety of young adventurers, **Guards Jarvis, Lambton** and **Camden** stand watch under the eye of **Captain Eitoo**. If a new adventurer finds trouble too big to handle, calling for help and running to the Guards can keep you alive.

When traveling south along the shore from the North Qeynos Gates, you don't have to worry much about trouble. The moat rats, lowland vipers and sparrow hawks are, for the most part, willing to ignore you and let you pass. However, if you have chosen to rid the land of nasty rats and vile vipers, **Merchant Duffy** and **Flores** are ready to buy your spoils. They camp along the southern road in small tents, ready to offer a few coppers for a bird beak or rat tail.

Once you feel a bit more comfortable in the vast lands of Antonica, you might venture east from the gates. There **Farmer Walcott** stands in the midst of his fields and watches his crops be devoured by Klicnik mites. A solo player around Level 9 might brave these foul bugs and assist Farmer Walcott. If a few Level 9 players decide to team together, the **Witherstraw Scarecrows** are formidable, but manageable, adversaries as well.

From Farmer Walcott's fields you can see the eastern guard towers. Between the fields and the towers, hunters can find lowland badgers and young timberwolves. You might not want to solo in this area until about Level 10 or 11, but **Sentry Briar** and **Innis** will help at the northern tower, as will **Sentry Secord**



and **Deegan** at the southern. Behind the Northern tower, **Soldier Pellenos** recovers from wounds accrued in the field, and **Lieutenant Fenwill** keeps his post on the third floor of the tower. At the Southern tower, **Soldier Selenia** recovers from similar wounds.

Further south from the guard towers stands **The Claymore** on top of Qeynos Hill. The hill is dotted with ferocious Darkpaw Mystics and Youths in groups of 3 and 4. Parties of adventurers may decide to cleanse the hill at about Level 12. At The Claymore, **Sentries Dunstan** and **Alden** stand guard, ready to help any adventurers in need. Upon the monument stands **Ignar Steadir** and beside it is **Wolfgang Constantine**. Behind the monument stand the woodspeople **Soldier Homrie** and **Dancer**.

Ranging north from the North Qeynos Gates, the monsters become more and more dangerous. **Fippy's Hill**, just past the aqueduct, is protected by Darkpaw Gnolls. If you head towards the water you will find Klicnik Warriors and Scurriers crawling in and out of their buried fortresses. Unlike the Klicnik Mites, who are more interested in Farmer Walcott's crops than anything else, the warriors and scurriers will attack upon sight. Further north the **Forbidden Isle** can be seen. Upon it lies the **Ruins of Varsoon**, but it is protected by Decaying Skeletons, Mausoleum Protectors and Risen Protectors. Players should not venture here until they have a group of people around Level 15.

Even the water that flows under the bridge to the North Qeynos Gates is teeming with creatures. Octopi and sea turtles roam

these waters; be cautious, as they are not always easy to spot, since they swim deep underwater hoping to elude adventurers. Be especially careful, as steep cliffs about the water and make escape difficult when an encounter turns bad.

Mariner's Island

Mariner's Island is a thriving center of activity in Antonica. Travelers come to the area via boat from the Mariner's Bells. However, whether they come from Qeynos's suburbs or from far away lands, **Guard Kaplan**, **Dockmaster Wilson** and **Director Jasmine** await to welcome the weary traveler. Just up the hill from the docks is the Coldwind Lighthouse that, for ages, has kept vessels from running aground on the rock islands sur-

rounding Qeynos. Always ready to assist travelers is **Merchant Novak**. She will trade items from far away lands for solid Qeynosian cash.

North of Mariner's Island is a Griffin Tower. From here, travelers can fly to either the Tower of the Oracles or the Thundering Steppes. Around the tower you can find sparrow hawks, lowland vipers and moat rats flitting, slithering and scuttling about. Also near the Griffin Tower is **Crater Pond**. Around the water, Darkpaw Mystics and Youths lie in wait for the unwary traveler. In the murky water, pond gliders slide about waiting to spring.

The **South Qeynos gate** is also nearby. There **Guard Coffrey** and **Guard Ritter** man their posts. **Corporal Batton** stands next to the massive gates of the Qeynos fortress and even more sparrow hawks and lowland vipers live in this area.

Archers Wood

The **Archers Wood** is a secluded forest home to woodland animals and Darkpaw gnolls. Trees canopy the area and leaves cover the ground. Verdant hills fade into the springy mulch of forestland. Majestic Antonica stags wander the wood, their antler racks impressively posed upon their heads. Young kodiak bears and pond beavers also inhabit the woods, and even a wolf or two shows its shaggy face from time to time. To help keep all in check, foresters man the woods and practice their archery on stuffed dummies and bulls-eye targets. This is an area for groups around Level 14.

The east side of Archers Wood is filled with solo content. Glade deer and bear cubs mingle among lowland badgers and young timber wolves. They walk free on the grassy hills that ease out of the eastern edge of the woods. Wandering bats fly near rocky outcroppings and swoop past the heads of travelers. Players around Level 12 can expect to find good solo encounters in this area.

North of Archers Wood, Darkpaw Soldiers and Shaman have set up camp. Their camp encroaches upon a small merchant house. **Kinamer Galemaul** braves the outside but keeps a fence between himself and the world. **Guard Hubbard** is at the door, hoping to keep wild creatures at bay. **Merchant Addison** is on the first floor of the house, and on the second

floor are **Merchants Tanen Danos, Qugley and Edwards**. Lording over it all is **Sighard Sayer**.

South of the Archers Wood is the ocean, filled with dangerous sea creatures. On the sandy beach, Driftwood Defilers drag their trailing vines, and sand-covered crabs wander about looking for an unwary traveler to snap up. Groups around Level 10 should have no problems in this area.

West of Archers Wood you can find more Darkpaw gnolls ravaging the land. Their tribal tents scar the land and warn adventurers to beware. However, hearty groups around Level 12 should be able to help cleanse the land from this scourge. For the lone adventurer, lowland badgers and bear cubs are around. Their pelts are highly prized by merchants and crafters alike.

Entrance To Blackburrow

The **Blackburrow** cave is a system of tunnels carved into the southern Antonican mountain. Its main entrance is a wooden door surrounded by boulders, though a secondary entrance from an underwater tunnel lets you in at the far end of the cave. At the main entrance, a gnoll banner hangs above the entrance, signaling to the wary traveler that no good can come of entering.

North of Blackburrow you can find Darkpaw gnolls scattered across the land like so many ants. They blanket everything from rocky outcroppings to wooded glades. Any spot they can find to drive in a tent spike will be inhabited with these gnolls. Happy amongst the gnolls are feral timberwolves whose temperaments match the noxious gnolls. To the north, **Dancoed of the Pine**, a mighty Darkpaw gnoll, wanders through the trees with brutes in tow, looking to ambush unwary hunters.

East of Blackburrow, the Darkpaw gnolls gather around a river. At the head of the river is a glorious waterfall, but the splendor of the falling water hides the corruption of even more Darkpaw gnolls. A secret entrance into the **Thundering Steppes** is nestled into the craggy mountains, protected by — you guessed it — more gnolls. No group lower than Level 16 should consider removing this scourge from such an idyllic spot.

West of Blackburrow you can find Sabertooth gnolls, cousins to the Darkpaw. Like their cousins, the Sabertooth litter the countryside with their ugly tents. Young brown bears live cheek by jowl with these gnolls. However, one small area has been cleared from their infestation. The entrance to **Firemyst Gully** is clean and safe and is guarded by **Centurion Grimbold Seadirt**.

Tower of the Oracles

The **Tower of the Oracles** is a divine spire placed on the top of a ridge. Light flows into the building through stained glass windows and illuminates the sages within. On the first floor the beautiful **Oracle Ulinara** and **Oracle Liandrin** converse, perhaps pondering the fate of Norrath. Gorgeous stone carved steps lead to the top of the tower where **Oracle Ednar** can feel closer to the heavens. **Darvin Gallowyn** is also on the top floor, though one suspects his thoughts aren't quite as far-reaching.

West of the Tower of the Oracles is one of the three Griffin Towers. From there you can fly to the South Qeynos Gates or the Thundering Steppes. Surrounding the tower, Dale Snakes and Crimson Falcons search for small creatures in the grass to fill their bellies. The **Keep of the Ardent Needle** can also be seen to the west of the tower. At the drawbridge, **Watchman Laxley** stands guard. On the first floor, **Hwal Rucksif** is his usual irascible self and **Merchant Cooper** is just waiting for you to bring him goodies for sale ... or to buy some of his goods! **Lord Quinn** Clothspinner — perhaps a cousin of the Clothspinners of North Qeynos? — stands on the landing, surveying all he owns. Outside, Sabertooth Battlers, warlocks and Rune Casters encroach upon the Keep walls. **Watchman Loxley** hopes groups around Level 16 will come to help protect the keep.

South of the tower, solo adventurers can find plenty of cleanup to do. Red-tailed hawks screech and peck at newly won carcasses of rodents. Thicket lizards roam about, their jaws spread wide, ready to snatch a meal from said hawks. Giant bats flap near boulders and lie in wait for adventurers. Sabertooth Runecasters and Battlers may be too much for the solo

adventurer; you may want to team up with others to rid the area of these fiends.

East of the Tower of the Oracles, some of the most evil creatures of Antonica lie in wait for the unsuspecting. **Anguis** rattles about on top of a ridge, a dragon to be feared. Only two full groups of adventures around Level 22 will be able to defeat this formidable creature; even the way to Anguis is fraught with danger. Granitescale Basalisks stand ready to attack in defense of their kin.

Nearby are the **Ruins of Caltorsis**. **Lord Rison** stands in the center of the broken-down keep, surrounded by his Restless Caltorsites and Caltorsis Knights. Caltorsis Clerics waft around the area in their spectral robes. Solo players will find some of these vile skeletons and zombies to pick off at the edges, but only a group will be able to wade into the fray and defeat the plague they have brought to the land.

Windstalker Village

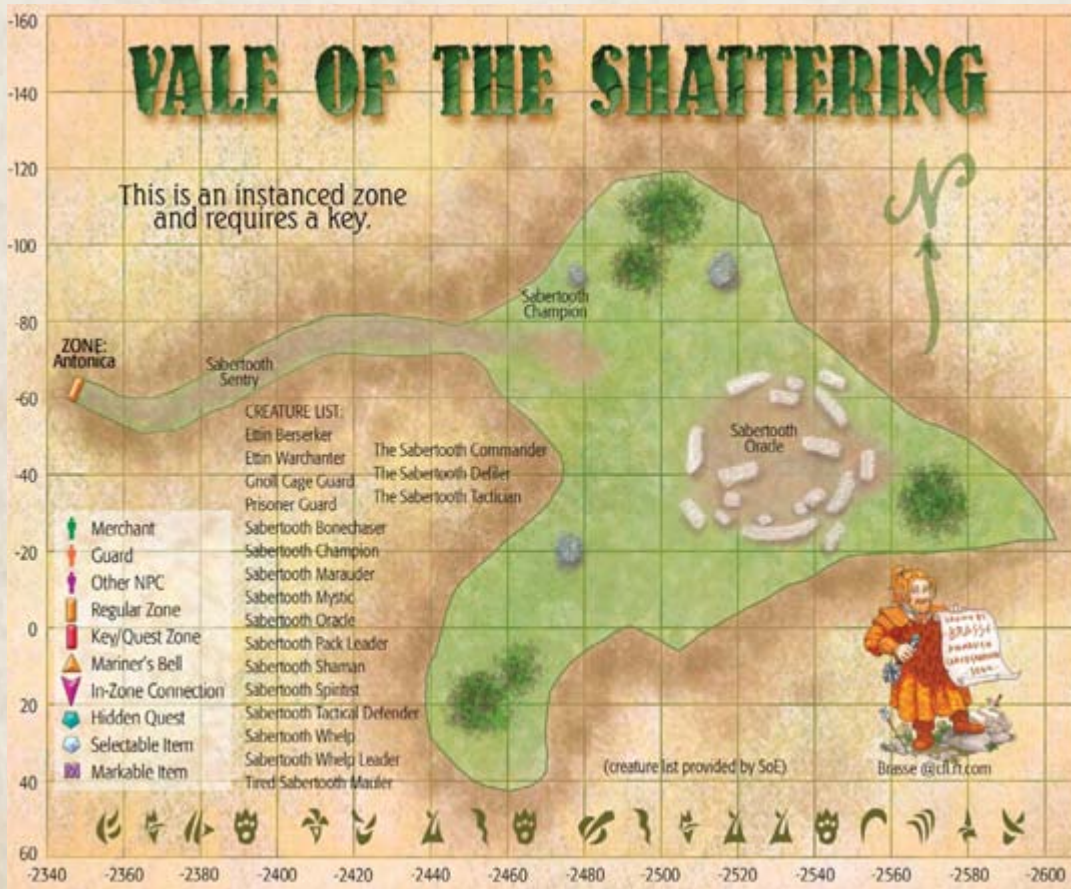
Windstalker village is a quaint little hamlet with a few houses, an inn, and a mill. It is a peaceful place to rest and take a break from the dangers that roam the outdoor zones of Antonica. Outside a house stands **Breeza Harmet**, an inquisitive young woman. (She may have questions for you!) In a merchant house, **Merchant Lina** plys her wares. There is also a bookcase there that should be inspected; there just might be a book containing a quest. Across the central crossroads of the village is the Inn. Flanked by cows and pigs, the inn is the perfect picture of a country getaway, a resting-place at heart. **Innkeeper Naroo** will happily sell you some food for a few copper. Just outside the Inn, **Isdemus Hamest** rests against a tree and a villager fishes off the dock.



At the mill, a gigantic waterwheel makes use of power generated by the water and spins round and round. On the first floor of the mill, **Barkeep Lanice** has beverages for the thirsty traveler. Upstairs, **Mayor Woodbridge** is ready to welcome you, and **Rison Hanagom** slinks about behind him, an obvious parasite of the Mayor's position. Directly across from the mill, a set of gigantic steps leads up to the grave marker of the long-remembered Holly Windstalker. Set a bit apart from the rest of the citizen's cemetery, her marker stands prominently on a hill commanding a wonderful view of the village.

West of Windstalker Village lurks evil and danger. Once you leave the safety of the village, you are chased by Giant Kodiaks and Hulking Stalkers that make great targets for solo players around Level 20. Be wary, because Antonican Highwaymen lurk among the trees, ready to jump unsuspecting people. Amid this carnage, **Historian Rotpaw** stands awaiting lessons.

South of Windstalker Village, Enraged Wolves, Kodiaks and Giant Bears are ready for solo players around Level 17. **Fangbreaker Keep** stands upon a rise and is surrounded by restless caltorsites. In the lee of the keep stands a burnt-out farmhouse. Two dejected farmers



bemoan their luck and tell of the gnolls that have destroyed their farm. Now Rotstuffed Scarecrows and Earth Burrowers are the only thing in their plowed fields; their stories remind you a bit of that of Farmer Walcott's.

Northeast of Windstalker Village, more Antonican Highwaymen lie in wait, while enraged wolves stalk and giant bears lumber about. A wooded area begins here, and within can be found Thornbriars, their spiny wooden tentacles ready to reach out and ensnare any who pass by. On the edge of the woods, the ocean starts again and the sand is dotted with Darkclaw Crabs. Only those around level 18 will want to brave this area.

Gnollslayer Keep

Gnollslayer Keep is the last bastion of defense before the wild hinterlands of the Thundering Steppes. It is a rock-solid keep, complete with turrets and a drawbridge. Gnolls and wild beasts can be kept at bay with ease. Standing ever on guard at the bridge is **Sergeant Tillin**. Just inside the drawbridge stands **Sir Hegel Hammerheart**,

both the former and the later looking regal and intimidating. Just in case something makes it past the drawbridge, **Sentry Smythe** keeps post at the keep gates. Inside, on the first floor, **Merchant Geddard** sells his wares while **Captain Beltho** keeps command. **Lord Bennet**, owner of such a strategic holding, awaits visitors with eager impatience.

Nearby, Knight **Greda Stenshearer** stands at a tree to the east of Gnollslayer Keep. A Griffin Tower stands ready to take adventurers away from the dangerous frontier. You can catch a griffin to either the Tower of the Oracles or to the South Qeynos Gates, but be wary when meandering through this area. **Sarn the Wayfarer**, a crafty gnoll, patrols the region, perhaps making his plans to take over Gnollslayer Keep.

The entrance to Thundering Steppes is found to the east of Gnollslayer Keep. There is a small pathway that leads into the zone walls. High stone cliff walls on either side wind along until you reach big wooden gates that are the entrance to Thundering Steppes. This is a safe area, as the wooded path is free from marauding monsters.

The entrance to **Stormhold** can be found after leaving Gnollslayer Keep and heading northeast up

the road. Giant Bears and Enraged Wolves dot the hillside. As if these creatures weren't enough to deter the wary traveler, on the east side of the road is an area with defiled squire skeletons. Through the skeletons is a small path that leads to Stormhold, though it's a shame that the majestic entranceway is almost completely destroyed. Pillars and cornices hang at odd angles, and the stone floor is cracked and crooked.

Northwest of Gnollslayer Keep, Enraged Wolves and Giant Bears are ready to eat the unsuspecting. Highwaymen inhabit the lonely area. Darkpaw gnolls have taken up residence, but I doubt they keep each other company. This area can be hunted by both groups and solo adventurers. Groups will want to have reached Level 15 or so, and soloers will want to be around Level 19.

Southwest of Gnollslayer Keep, Rot Stuffed Scarecrows hang on their poles, grotesque mockeries of their normal scarecrow cousins. Blight-oaks twisted branches are ready to entangle you and destroy soloing characters. Darkpaw gnolls gather in packs that can not be defeated in groups less than Level 16.

Antonica is a vast and varied area. Solo play ranges from Level 8 to Level 20 with ease. A Level 30 character will still be able to find some green monsters. There are epic zones that are off this area, like **Firemyst Gully**, and dungeons like Blackburrow and Stormhold. Travel is made easier with Griffins; though the land is vast, it is still accessible. Explore Antonica whether a solo player or a group looking for danger; you'll be sure to find it.

ANTONICA QUEST LIST

Quest Name	Lvl	Start	Goal	Where It Begins	What to Do	Reward
<i>Battle with the Timberclaws</i>	all	Anton.	Anton.	After Frontier Lady's quest / near Claymore Monument	Slay timberclaw gnolls in Archer's Woods <i>(INT +4, STA +4, STR +1, ColdR +4, HeatR +3, PoisR +9, HP +17, PP +18)</i>	EXP / Coin / Green Arrow Necklace
<i>Captain's Communique</i>	10	Anton.	Th.Stp.	Captain Eitao / North Qeynos Gate	Deliver communique to Capt Sturman	EXP / Coin / The Trials of Sir Morgan book
<i>Corroborating Existence o.t. Stormhold Library</i>	23	Anton.	Strmh.	Timothus Yelow	Find the library	EXP / Coin
<i>Crude Gnoll Map</i>	25	Anton.	Anton.	Map off Gnoll Shaman in cave / Gnoll Cave	Must complete <i>Ruins of Varsoon: Investigation of Mausoleum</i>	EXP / Coin
<i>Deliveries for Flores</i>	10	Anton.	Anton.	Merchant Flores	Deliver goods to Merchant Novak at Coldwind Point	EXP / Coin
<i>Delivery from Sayer's Outfitters</i>	15	Anton.	Anton.	Sighard Sayer	Deliver goods to Lord Clothspinner	EXP / Coin
<i>Does the Underforge Exist</i>	16	Anton.	Strmh.	Kinamer Galemaul / Sayer Cabin	Find The Underforge	EXP / Coin
<i>Exploring the chessboard</i>	16	Anton.	Strmh.	Breeza Harmet / Windstalker Village	Find The Chessboard	EXP / Coin
<i>Fallen Bell</i>	12	Anton.	Anton.	A large fallen bell / Whalen Tower	Kill 40 gnolls	EXP / Coin / choice: earrings
<i>Frontier Lady's Task</i>	all	Anton.	Anton.	Dancer / Near Claymore Monument	Speak to Sighard Sayer (Dummy is at largest tree in Archer's woods, SE side, loc -730, 630; leads to <i>Battle with the Timberclaws</i>)	EXP / Coin / Oaken Ring of Trusaris <i>(AGI +1, WIS +2, HP +6, PP +2)</i>
<i>Getting the Axe</i>	10	Anton.	Anton.	Squire Kivan / Sir Jaegen's Camp	Collect 10 Sabertooth mining picks	EXP / Coin
<i>Gnoll Report</i>	10	Anton.	Anton.	Captain Eitao / North Qeynos Gate	Find Captain Beltho	EXP / Coin / Signet Ring of Qeynos (HP +5, PP +3)
<i>Half-eaten Order Slip</i>	all	Anton.	Anton.	A note dropped off moat rats	Kill 2 witherstraw scarecrows	EXP / Coin / Rope belt of witherstraw <i>(AGI +1, STR +1, WIS +1, MagR +5, PoisR +9)</i>
<i>Hidden Riddle</i>	25	Anton.	R.ofV.	Rikantus	Find the puzzle box in ruins	EXP / Coin
<i>How Did Their Garden Grow?</i>	20	Anton.	Strmh.	Darmen Sproutmore / Sayer Cabin	Find The Atrium in Stormhold	EXP / N / Garden Bracelet (HP +5, PP +3)
<i>Hunt f.t. Windstalker Rumbler</i>	20	Anton.	Anton.	Book / Windstalker Village	Slay Windstalker Rumbler (a RARE spawn; must complete <i>Vengeance for Marlea Sayer</i> for full reward)	EXP / Coin / Gnollslayer Sword
<i>Hunter's Manifest</i>	all	Anton.	Anton.	Box / Keep of the Gnollslayers	Kill 10 bears	EXP / Coin
<i>Jolina Fairfeather's Gravestone</i>	all	Anton.	Anton.	Gravestone /loc -1750, -750	Kill 15 highwaymen	
<i>Journey is Half the Fun</i>	all	Anton.	Anton.	Cru Nasteo / Outside NQ gates	Speak to Selinda Whispersong	
<i>Keep of the Ardent Needle</i>	10	Anton.	Anton.	Captain Eitao / North Qeynos Gate	Find Keep of Ardent Needle	EXP / Coin
<i>Legend of Motte</i>	15	Anton.	Anton.	Bookcase in Windstalker village / Windstalker Village	Slay 10 Antonica highway men	EXP / Coin / the Guard of Motte <i>(shield: INT +3, WIS +2, HP +9, PP +6)</i>
<i>Letter to Ransom</i>	10	Anton.	Anton.	Merchant Cooper / Keep of the Ardent Needle	Deliver letter to Ransom in Windstalker Village	EXP / Coin
<i>Lord Grimrot's Scythe</i>	18	Anton.	Anton.	Ignar Steadirt	Speak with the Dwarven knights	Access to Firemyst
<i>Once Upon an Isle Dreary</i>	25	Anton.	Anton.	Quallium / Lighthouse across water	Kill isle dankfur gnolls	EXP / Coin / Wordsmith's Earring of Insight <i>(HP +4, PP +4, DisR +8, HeatR +3, MentR +6)</i>
<i>Outland Brigade Reports</i>	25	Anton.	Th.Stp.	Captain Sturnam	Speak to the 5 scouts and get reports	EXP / Coin / Outland Brigade Belt
<i>Pecket's Patrol</i>	10	Anton.	Anton.	Lockerbox in Lighthouse / lighthouse across water	Speak to Corporal Pecket	EXP / Coin / Bangle of the Coldwind Garrison (HP +8, PP +7)
<i>Rediscovered Shrine</i>	15	Anton.	Th.Stp.	Riason Hanagrom / Windstalker Village	Find shrine in southern part of zone	
<i>Restless Runestones</i>	all	Anton.	Anton.	Boat / Windstalker Village	Kill 20 restless Caltorsites	Coin
<i>Ruins of Varsoon: Golem Creation Process</i>	all	Anton.	Anton.	Oracle Liandrin / Tower of Oracles	Find ruins in laboratory of Varsoon	EXP / Coin
<i>Sabertooth Battle Plans</i>	all	Anton.	Anton.	Sir Jaeger	Find Sabertooth battleplans (must complete <i>Squire Kivan's</i> quest first)	EXP / Coin
<i>Scrawlings in the Dark</i>	21	Anton.	Blkb.	Rikantus/Cemetery	Find Scrawlings of Chirannis tome	EXP / Coin
<i>Strange Black Rock</i>	all	Anton.	Nek.F	Scholar A'Quylar	Find a new way to power the trinket he found	EXP / Coin / Glowing Black Stone
<i>There Mite Be Trouble</i>	10	Anton.	Anton.	Note half-eaten by Moat Rat / fields near NQ gate	Kill 20 Klicknick mites	EXP / Coin
<i>These Boots Were Made for Walking</i>	all	Anton.	Anton.	Hwal Rucksif / Keep of the Ardent Needle	Harvest 100 iron and 100 maple; keep till completion	
<i>Tillin's Gnoll Woes</i>	20	Anton.	Blkb.	Sergeant Tillin / Keep of the Gnollslayers	Kill gnolls in Blackburrow (repeatable)	EXP / Coin
<i>Tour of Antonica</i>	all	Anton.	Anton.	Bootstrutter's Field Guide to Antonica / Drops off low-level Darkspawn Gnolls near Qeynos gates	Visit 15 locations in Antonica	EXP / Coin / Bootstrutter's Adventure Pack
<i>Tree Within a Tree</i>	20	Anton.	Th.Stp.	Oracle Ulinara / Tower of Oracles	Find the acorn under tree	EXP
<i>Trials of Sir Morgan</i>	all	Anton.	Th.Stp.	Rikantus	Kill scarecrows	
<i>Unraveling the Bloodsaber Plots</i>	20	Anton.	Anton.	Captain Eitao / North Qeynos gate	Raid the meeting of Bloodsabers by Windstalker pond	EXP
<i>Vengeance for Marlea Sayer</i>	20	Anton.	Anton.	Killing Windstalker Rumbler	Tell Sighard Sayer that the Windstalker Rumbler is dead	EXP / Coin / (Gnollslayer Sword)
<i>Visions of Coldwind Point</i>	15	Anton.	Anton.	Quallium / Lighthouse across water	Visit vigilant giant (lighthouse on Coldwind point), tree that peeks (loc -20, 675), sword like no other (Claymore Monument), and king of the thicket (Great Oak in Archer's woods)	EXP / Coin
<i>Whereabouts of Clan McMarrin</i>	22	Anton.	Th.Stp.	Tanen Danos / Sayer Cabin	Find the journal in the village ruins on the western side	EXP / Coin
<i>Whispers of Fortune</i>	31	Anton.	Nek.F	Rikantus		EXP / Coin

Quest Name	Lvl	Start	Goal	Where It Begins	What to Do	Reward
<i>Antonica Creature Catalog</i>	all	N.Free	Anton.	Sage Navarius Orvalis	Find and catalog each of the 15 creatures	EXP / N / Book to place in your home
<i>Balance of Life</i>	15	Will.Wd.	Anton.	Daryann Stormrider	Kill sea turtles	EXP / Coin / Willow Wood Blade of Service (AGI +2, STR +4, HP +10, PP +7), WW Walking Staff (AGI +3, STR +3, HP +9, PP +12), WW Maul (AGI +3, STR +3, HP +9, PP +19), WW Bow of Service (AGI +4, STR +3, HP +10, PP +12) or WW Hunting Blade (AGI +3, STR +3, HP +7, PP +10)
<i>Building Fawn's Garden</i>	10	Star.Com.	Anton.	Fawn Starstone	Kill glade deer	EXP / Coin / choice: Coldwind Coast <CwC> Forged Hammer (STR +2, HP +3, PP +1), CwC Katar (AGI +2, HP +3, PP +1), Staff of the CwC (INT +2, PP +4), CwC tentacle whip (AGI +2, HP +4)
<i>Captain Elgrondeth's Dilemma</i>	8	Net.Hov.	Anton.	Knight Captain Elgrondeth / Near SQ Gate	Kill Sonic Shriekers	EXP / Coin / choice: Nettleville Guard <NG> Armband (INT +2, STR +3, HP +1, PP +2), NG Bracers (INT +2, STR +3, HP +7, PP +8), or NG Chain Bracer or Heavy Bracer (both INT +3, STR +2, HP +1, PP +2)
<i>Civil Service</i>	9	NQ	Anton.	Knight Lt. Alesso	Kill beetles, snakes and rats	EXP / Coin
<i>Dane Steelfist, Bureaucrat</i>	10	Gray.Y.	Anton.	Dane Steelfist / Upstairs in Inn	Kill lowland badgers, grizzled badgers, timber wolves	EXP / Coin / choice: Dane's chain boots, light boots (both AGI +3, STA +2, MagR +5, MentR +6) or light shoes (STA +4, AGI +1, MagR +5, MentR +6)
<i>Darkpaw Defilers</i>	all	Eld.Gr.	Anton.	Wander Greencoast		
<i>Fine Silks for Sale</i>	all	R.of Vars.	Anton.	a Fine Silk Roll	Find buyer for the silk	EXP / Coin
<i>Followers of the Fang</i>	all	SQ	Anton.	Pupil Adept Wazzlefop / Tower	10 young timber wolves	1100 Status Points
<i>Former Resting Place of Varsoon</i>	10	SQ	Anton.	Feodra Iceslayer	Find the Crypt of Varsoon	EXP / N / Book to place in Home
<i>Gnoll Extermination</i>	all	NQ	Anton.	Knight Lt. Laughlin	Kill gnolls to gather ears	EXP / Coin / choice: thin banded, scaled or woven bracer (STR +1, HP +4, PP +4)
<i>History of Ayr'Dal</i>	all	SQ	Anton.	<i>History of the Ayr'Dal</i> / Sage Indis Surion	Visit the Glade of the Coven	EXP / N / Book to place in home
<i>History of Ayr'Dal</i>	all	N.Free	Anton.	Sage Navarius Orvalis	Visit the Glade of the Coven	EXP / N / Book to place in your home
<i>History of Barbarians</i>	all	SQ	Anton.	<i>History of the Barbarians</i> / Sage Indis Surion	Visit Crater Pond	EXP / N / Book to place in home
<i>History of Erudites</i>	all	SQ	Anton.	<i>History of the Erudites</i> / Sage Indis Surion	Visit Crater Pond	EXP / N / Book to place in home
<i>History of Erudites</i>	all	N.Free	Anton.	Sage Navarius Orvalis	Visit Crater Pond	EXP / N / Book to place in your home
<i>History of Gnomes</i>	all	SQ	Anton.	<i>History of the Gnomes</i> / Sage Indis Surion	Visit Crater Pond	EXP / N / Book to place in home
<i>History of Gnomes</i>	all	N.Free	Anton.	Sage Navarius Orvalis	Visit Crater Pond	EXP / N / Book to place in your home
<i>History of Halflings</i>	all	SQ	Anton.	<i>History of the Halflings</i> / Sage Indis Surion	Visit the Keep of the Ardent Needle	EXP / N / Book to place in home
<i>History of Humans</i>	all	SQ	Anton.	<i>History of the Humans</i> / Sage Indis Surion	Visit Crater Pond	EXP / N / Book to place in home
<i>History of Humans</i>	all	N.Free	Anton.	Sage Navarius Orvalis	Visit Crater Pond	EXP / N / Book to place in your home
<i>History of Kerra</i>	all	SQ	Anton.	<i>History of the Kerra</i> / Sage Indis Surion	Visit Coldwind Point	EXP / N / Book to place in home
<i>History of Kerra</i>	all	N.Free	Anton.	Sage Navarius Orvalis	Visit Coldwind Point	EXP / N / Book to place in your home
<i>Hrath's Journal</i>	all	Th.Stp.	Anton.	Kerath McMarrin	Search for the tower Hrath holed up in (Vhalen's Bell Tower)	EXP / Firestone Earring
<i>Ignatia Cellus'</i>	all	SQ	Anton.	<i>Ignatia Cellus' History of Antonica</i> / Sage Indis Surion	Kill 5 Sabertooth Rune Casters	EXP / N / Book to place in home
<i>History of Antonica</i>						
<i>Isabella Cellus's History of Antonica</i>	10	SQ	Anton.	<i>Isabella Cellus's History of Antonica</i> / Sage Indis Surion	Kill Sabertooths: 8 runts, 8 more runts, 7 champions, 8 more champions	EXP / N / Book to place in home
<i>Journal of Elkare</i>	all	Eld.Gr.	Anton.	Wesaelan Brookshadow	Find journal in fields near the Old Oak (loc -102, 114)	Coin / Lesser Amulet of Warding (HP +1, PP +2)
<i>Karath Smoothmane - Winter Comes</i>	all	SQ	Anton.	<i>Karath Smoothmane- Winter Comes</i> / Sage Indis Surion	Kill 10 Sabertooth looters	EXP / N / Book to place in home
<i>Killing Fire Beetles</i>	10	Q.Harb.	Anton.	Carpenter Paddock	klicnik mites	EXP / N / singed brig. or leather tunic, or singed leather vest (HP +4, PP +4)
<i>Oh Deer Me</i>	10	Cast.H.	Anton.	Eireneith Alannia	glade deer	EXP / Coin / choice: cedarstrike rod (AGI +2, STR +1, HP +5, PP +4), knotwood cudgel (STR +2, WIS +1, HP +4, PP +5), antler handled axe or tangled horsehair whip (both AGI +1, STR +2, HP +5, PP +4)
<i>Pestilence</i>	all	NQ	Anton.	Caretaker Nogfizzle	Kill 20 gnoll seers	1100 Status Points
<i>Seafood Stew</i>	all	Q.Harb.	Anton.	Cordun Brenland	Kill barracuda, manta ray, sea turtles	EXP / Coin / choice: fish scale armguards, bracers or armwraps (INT +3, STR +2, HP +2, PP +1)
<i>Serenity Lost</i>	all	Eld.Gr.	Anton.	Wander Greencoast	Destroy 10 frenzied scarecrows	
<i>Sleek Wolf Hides</i>	all	Q.Harb.	Anton.	Merchant-Captain Erwin Rohand	Kill timber wolves to collect hides	EXP / Coin / Canine Tooth Earring (DisR +8, DivR +7)
<i>Some Nice Bear Hides</i>	10	NQ	Anton.	Armorsmith Danielle Clothspinner	10 bears	EXP / Coin / choice: Danielle's bearhide shoulderpads, mantle or shawl (WIS +1, ColdR +4, HeatR +3)
<i>Supply Lines</i>	all	NQ	Anton.	Guard Williamson / Western Gates	10 rats, snakes, beetles	1100 Status Points
<i>Three Keys - First</i>	all	SQ	Anton.	<i>The Three Keys - The First</i> / Sage Indis Surion	Kill 10 small shore crabs (also found in Thundering Steppes)	EXP / N / Book to place in home
<i>Three Keys - Second</i>	all	SQ	Anton.	<i>The Three Keys - The Second</i> / Sage Indis Surion	Kill 10 young timber badgers	EXP / N / Book to place in home
<i>Unnatural Lesson</i>	9	Eld.Gr.	Anton.	Lookout Venylle	Kill 6 decaying skeletons and 6 risen protectors	EXP / Coin / Ward of the Unnatural (INT +2, STA +1, STR +2, HP +7, PP +8)
<i>Vale of the Shattering (1-3)</i>		Eld.Gr.	Anton.	Rask Helstot	(1) Kill 10 gnolls or 10 bloodsabers (2) find path (3) kill unkempt druids	EXP / Earring of the Shattering (HP +15, PP +15), access to Vale of the Shattering
<i>Visit to the Tower o.t. Oracles</i>	10	SQ	Anton.	Eoradalanu Otuden	Tower of the Oracles	EXP / N
<i>Visiting Crater Pond</i>	all	Q.Harb.	Anton.	Ashilda MacHinry	Find Crater Pond	EXP / N
<i>Visiting Claymore Monument</i>	10	NQ	Anton.	Andrea Dovesong / Fountain	Claymore Monument	EXP / N
<i>Visiting the Windstalker Grave</i>	all	Eld.Gr.	Anton.	Lookout Venylle	Find Holly Windstalker's grave	EXP / N / Bracelet of Howling Winds (AGI +2, STA +2, STR +1, HP +8, PP +7)

BLACKBURROW

By Ptmine

Blackburrow, home of the Gnolls, is a twisting cave system that has not changed much from the days of yore. There are many deep caverns to explore, all filled with gnolls and dangerous beasts; no matter how many foes you slice down with your swords the Blackburrow seems to have creatures coming out of the stonework. Many of them are in large groups, as they appear to be pack animals; you should bring a group with you as well, just to make thing seven.

Key Locations & NPCs

As Blackburrow is such a maze it is very hard to navigate. There are three entrances into the cave system, all from **Antonica**; the main entrance takes you into the upper level of the cave system, the log entrance takes you to the middle level, and the underwater entrance takes you to the bowels of Blackburrow where the most dangerous creatures lurk.

The young adventurer should always enter from the main entrance unless with a large and experienced group. The main entrance leads you to a small grassy knoll full of gnolls (pun intended). Be careful of the hol-

low tree slide; this chute carries you down into the middle level of Blackburrow; a convenient shortcut to be sure, but only if you intend to take it! In this easy area lurk smaller gnolls such as gnoll pups, scrawny gnolls and patrolling gnolls.



Should you head east toward the water, you run into Sabertooth lookouts overlooking a large waterfall. Jumping into the water takes you on a direct route to the lowest level of the cave; as with the log, this is only useful if you mean to use it! Razorgills guard the stream that heads east, but it's always a good idea to explore this way; Cavepaw

fishermen and **Nantglas the Cold** stand guard on a small island and, further on down the stream, some Cavepaw spearfishers lounge around in front of the **Collapsed Tunnel to Everfrost**.

Head back to the grassy area and you have two more choices of where to go. Following the railroad tracks leads you into a few rooms full of Sabertooth miners; be careful when surveying the east room, as **Overseer Wuoler** is there and ready to chase you out. The other route is to the northeast, down a winding tunnel that takes you to the middle level of the cave.

MIDDLE LEVEL

Though deeper, the middle level of the cave is dryer and smaller ... and more dangerous. Sabertooth diviners, chanters and stalwart sabertooths comprise the gnoll population, while terrapedes and cave shimmers stalk through the shadows. Heading southward takes you to a storage room and planning rooms guarded by sabertooth elites. In the storage room you can find hoard watchers and stockpile protectors, and in the two planning rooms you can find sabertooth oracles and tacticians.

BLACKBURROW QUEST LIST

Quest Name	Lvl	Start	Goal	Where It Begins	What to Do	Reward
<i>Filthy Bronze Key</i>	15	Blkb.	Blkb.	filthy bronze key / Mob drop	Find chest for key; key drops 1/375	Choice: <i>crude wooden buckler</i> (INT +4, WIS +5, HP +16, PP +16), <i>Gnoll Paw Talisman</i> (INT +5, WIS +4, HP +18, PP +15), <i>Great Spear of the Hunt</i> (AGI +6, STR +4), or <i>Runed Granite Tomahawk</i>
<i>Gnoll Brew</i>	15	Blkb.	Blkb.	Assistant Wilabus / Bottom of Blackburrow	Find gnoll brewery and grab a bottle of brew	EXP / Coin / 3 <i>agate geodes</i>
<i>Grubby Bone Key</i>	15	Blkb.	Blkb.	grubby bone key / Mob drop	Find chest for key; key drops 1/187	<i>kodiak hide boots</i> (AGI +5, STA +2, HP +11, PP +13, MagR +5, MentR +6), <i>cloak</i> (STA +4, WIS +3, HP +14, PP +10, ColdR +4, HeatR +3), <i>cuirass</i> (STR +4, AGI +3, HP +13, PP +11, DisR +8, MagR +5), or <i>leggings</i> (INT +4, STR +3, HP +14, PP +10, ColdR +4, PoisR +9)
<i>Polished Steel Key</i>	15	Blkb.	Blkb.	polished steel key / Mob drop	Find chest for key; key drops 1/750	Choice: <i>Splitpaw staff of Snarling</i> (AGI +7, STR +5, HP +21, PP +19), <i>Polished Darkpaw chain boots</i> (AGI +5, STA +7, HP +18, MagR +5, PP +22, MentR +6), <i>Gnarled bracelet of the Den</i> (AGI +4, STA +3, STR +5, ColdR +4, DivR +7, HP +21, PP +19, MentR +6), or <i>Great fetish of the Paw</i> (INT +4, STA +3, STR +5, ColdR +4, HP +18, HeatR +3, PP +22, PoisR +9)
<i>Rare Rocks Lost</i>	15	Blkb.	Blkb.	Geologist Gribden / Bottom of Blackburrow	Kill Sabertooth miners, excavators to get rock samples	EXP / N / choice: <i>black rock shard bracelet</i> (STA +3, STR +2, HP +7, PP +8), <i>crystalline rock shard earrings</i> (INT +1, STA +2, WIS +2, HP +8, PP +7), <i>green rock shard necklace</i> (INT +3, STA +1, STR +1, ColdR +4, PoisR +9), or <i>red rock shard ring</i> (STA +2, AGI +1, WIS +2, HP +10, PP +5)
<i>Tarnished Silver Key</i>	15	Blkb.	Blkb.	tarnished silver key / Mob drop	Find chest for key; key drops 1/1500	Choice: <i>Splitpaw staff of Snarling</i> , <i>Gnarled bracelet of the Den</i> , <i>Polished Darkpaw chain boots</i> , or <i>Great fetish of the Paw</i>
<i>Sabertooth Miner's Guide, Part One</i>	all	SQ	Blkb.	<i>Basic Mining Guide, Part One</i> / Sage Indis Surion	Kill 5 sabertooth Pups	EXP / N / Book to place in home
<i>Scrawlings in the Dark</i>	21	Anton.	Blkb.	Rikantus/Cemetery	Find Scrawlings of Chirannis tome	EXP / Coin
<i>Tillin's Gnoll Woes</i>	20	Anton.	Blkb.	Sergeant Tillin / Keep of the Gnollslayers	Kill gnolls in Blackburrow (repeatable)	EXP / Coin

LOWER LEVEL

Heading down to the lower level via the northern tunnel, be very wary as giant lashers, blightfang hatchlings and blightfang broodtenders guard the entry way. A underwater tunnel leading west will show you the way to the only two NPCs in this zone: **Geologist Fribden** and his **Assistant Wilabus**, both here to study the rock structure.

The room just south of them is one you certainly have to be cautious in; this is the lair of the **Spider Queen** and her minions. The Spider Queen is a tough adversary, but well worth the fight ... should you win!

Through the large pool and underwater tunnel you find more Sabertooth elites and some Sabertooth Brewmasters guarding the most important room in Blackburrow: the brewery. This path leads on to emerge into Antonica once more, taking you full circle through the underground maze of Blackburrow.

Quests

Rare Rocks Lost

Geologist Fribden is interested in the structure of Blackburrow; he is, after all, a geologist. He asks you to collect rock samples.

- ☞ Talk to Fribden, in a west room of the lower level.
- ☞ Kill Sabertooth miners and Sabertooth excavators until you have 4 rocks; they are in the upper level of the caves to the NW.
- ☞ Return to Fribden.

Reward. EXP / choice of Rock Shard accessories (see Quest List, p. 126)



Gnoll Brew

Assistant Wilabus has had a long day and could sure go for some special Gnoll Brew.

- ☞ Talk to Wilabus, in a west room of the lower level of the caves.

- ☞ Follow the path south and through the underground tunnel to get to the Blackburrow Brewery.

- ☞ Inspect the jug of brew in the back of the room on top of a barrel.

- ☞ Return to Wilabus.

Reward. Coin / three Agate Geodes (crafting)

STORMHOLD

By GreatAjax

Stormhold is a huge and complex dungeon located on the eastern side of Antonica. Once a great castle where the living went about their daily routines in splendor; now a cracked and decaying underground maze where the defiled remains of former inhabitants stalk through the halls. Stormhold holds many secrets, and only the most persistent adventurer will be able to discover them all. For those who played the original *EverQuest*, this place will bear a marked similarity to the dungeon known as Befallen. The easiest way to get here is by taking a Griffin to the Thundering Steppes tower in Antonica, then heading north up the road and turning off into the hills to the east where the road turns toward Gnollslayer's Keep.

Level 1

As soon as you enter Stormhold, you notice **Archaeologist Elurad** standing in the corner, too scared to venture deeper into the horrors of this dark place. He is not above sending you to do his dirty work however, so grab his quest. Just a bit down the hall is the spirit of **Sir Valinayle**, who needs your help to exact vengeance upon his former foes.

The entryway opens into the Main Hall of Stormhold, which is divided in two by a

large set of double doors. Beyond the doors, at the end of the hall, there are two clickable quests you should activate. The first, an **Obelisk** tucked away into a corner, is a shrine into which you must release the tainted souls that inhabit the various oozes crowding the halls. This is a good simple quest to get as you begin your exploration here, as Life Leeches spawn in this hall and nearby. The other is the exact opposite, and is perhaps one of the most difficult quests in Stormhold. A **Brazier** on the platform above the obelisk opens up a quest to kill the Scions. Scions are the hardest enemies in Stormhold and are recommended for raid parties over Level 20 only. If you should happen to lay eyes on a Scion without a raid party, chances are you will be dead within seconds. Thankfully, they spawn very rarely.

On the right of the Main Hall are two doors. Take the first of these, and then your first right, to speak with **Quartermaster Berlon**, a reanimated skeleton who is upset about the corruption that stains the halls. He offers 3 different quests to you, all of which are repeatable, but you can only take one at a time. Beyond Berlon's room, the hallway leads to some rooms with lower-level group-oriented Defiled Knight and Defiled Locksmith encounters. This area serves as a good warm-up for some of the harder areas of the dungeon — and you may have the pleasure of meeting **Lord**

Benfield here as well.

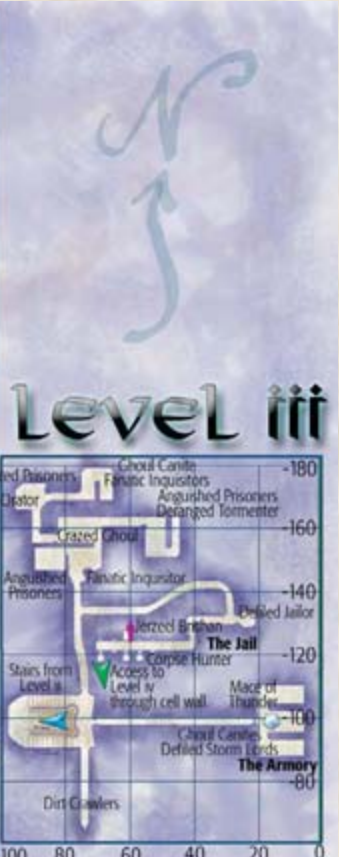
The second left from the Main Hall is ideal for solo and group adventurers with fewer than 20 seasons. The hallway here leads to a vast room with an oversized Chess Board in the middle, a very interesting sight. All sorts of Defiled reside here, from Squires and Sentries to Knights and Priests. Sometimes you may spot the evil **Lord Androus** with his posse of two Defiled Bishops — be careful, as Androus is very dangerous! Make sure to kill his healers first if you take him on. Another named monster spawns here; Androus is a wimp compared to **Archiovianix the Scion of Destruction** — pray you don't lay eyes on this Scion without a whole lot of backup!

A series of other rooms branch off the Chess Board room. Scorched Skeletons can be found in the kitchens off the far right corner. Behind the chess board is a room with a Defiled Keeper and a bunch of Defiled Squires. To the left of the Chess Board are rooms where Fetid Goo, Rot Zombies, and Life Leeches slink around. And if you root around to the left a bit, you find a well that leads to a long drop to the 4th floor of the dungeon. If the fall doesn't kill you, the enemies at the bottom surely will.

The bulk of Stormhold is accessible from the second door to the right starting from the Main Hall. Here you first find a series

STORMHOLD QUEST LIST

Quest Name	Lvl	Start	Goal	Where It Begins	What to Do	Reward
<i>Bone Bladed Claymore</i>	40	Strmh.	Strmh.	Bone Bladed Claymore	Find and slay the gnoll shaman the sword showed	EXP / Bone Bladed Claymore
<i>Cleansing the Corruption (3)</i>	all	Strmh.	Strmh.	Quartermaster Berlon	Kill 25 various mobs	EXP / Coin
<i>Cleansing the Enemy (1)</i>	all	Strmh.	Strmh.	Quartermaster Berlon	Slay 9 bonebloods	EXP / Coin
<i>Cleansing the Filth (2)</i>	all	Strmh.	Strmh.	Quartermaster Berlon	Dispatch 10 centipedes, 10 piles of good and 10 rat-like creatures	EXP / Coin
<i>Defiled Knights</i>	all	Strmh.	Strmh.	Sir Valinayle	Slay 8 defiled knights	EXP / Coin
<i>Defiled Lancer</i>	all	Strmh.	Strmh.	Sir Valinayle	Slay 8 defiled lancers	EXP / Coin
<i>Defiled Sentries</i>	all	Strmh.	Strmh.	Sir Valinayle	Slay 8 defiled sentries	EXP / Coin
<i>Key to the Past</i>	15	Strmh.	Strmh.	Crushed Librarian / Library	Get journal pages (off defiled squires & knights, Lord Androus, Guard Capt. Hess, Zombie Handmaidens)	EXP / Coin / access to Tomb of Valor
<i>Relics for Elurad</i>	all	Strmh.	Strmh.	Archeologist Elurad	Find the Mace of Thunder in the armory, the vessel of storms in the chapel and the tome of thunder in the library	EXP / Coin / more quests
<i>Scorched Skeletons</i>	all	Strmh.	Strmh.	Sir Valinayle	Slay 6 scorched skeletons	EXP / Coin / more quests
<i>Tainted Souls of Stormhold</i>	all	Strmh.	Strmh.	examine a shrine	Kill 50 leeches or oozes of one kind	
<i>Unearthed Scions</i>	all	Strmh.	Strmh.	Altar, loc 20, -125	Destroy the Scions of Darkness, Pain, Suffering and Destruction	
<i>Corroborating Existence</i> o.t. Stormhold Library	23	Anton.	Strmh.	Timothus Yelow	Find the library	EXP / Coin
<i>Does the Underforge Exist</i>	16	Anton.	Strmh.	Kinamer Galemaul / Sayer Cabin	Find The Underforge	EXP / Coin
<i>Exploring the chessboard</i>	16	Anton.	Strmh.	Breeza Harmet / Windstalker Village	Find The Chessboard	EXP / Coin
<i>How Did Their Garden Grow? 20</i>	20	Anton.	Strmh.	Darmen Sproutmore / Sayer Cabin	Find The Atrium in Stormhold	EXP / N / Garden Bracelet (HP +5, PP +3)
<i>Ilene Cellus' History o. Antonica</i>	all	SQ	Strmh.	<i>Ilene Cellus' History of Antonica</i> / Sage Indis Surion	Kill 5 zombie knights	EXP / N / Book to place in home



STORMHOLD

--: THE BEFALLEN:--



of rooms with Defiled Knights and Lancers residing within. Tunneling Zombies and Dust Crawlers dot the hallways. Two large barracks rooms can be found on the north side, filled with Zombie Knights. **Guard Captain Hess** can be found here as well, forever watching over his men. On the southeast side of this area is a thin passageway leading to the Underforge, still haunted by **Blacksmith Brigg** and his Defiled Locksmiths. On the eastern side of this first level, a bit north from the Underforge, you find the spiral stair which leads to Level 2. If you venture down here, be sure to have a group of at least Level 19 or 20 with you.

Level 2

The centerpiece of Level 2 is the **Atrium**, which is a generally safe area for groups to gather and reform if necessary. But you may sometimes spot the vile **Scion of Destruction** here, so never completely let your guard down. A handy trick to remember, if you start to get lost down here, is E for Exit. Heading east out of the Atrium takes you to the spiral stairs leading up to Level 1. Other doors open to the south, west and north.

To the south of the Atrium you find the Battlepriests, **Greyhorn** and **Alexandria**, who must have been very rich in life, as they drop a variety of fine loot. Be sure to stop by and pay them a ... friendly visit. If you continue on to the west from the

Battlepriests, you run into some tough enemies — Defiled Crusaders, Defiled Acolytes and Feign Zombies. This path leads ultimately to the Chapel, which holds the Vessel of Storms, needed for the Relic Quest.

To the west of the Atrium you find an enlarged hallway teeming with Condensed Mists. Off this hallway is a room that sometimes spawns one of the vile Scions. Feign Zombies stand guard along the walls here. A grate in this room leads you to the Library area, where you can speak with the **Crushed Librarian** to pick up an access quest for the Tomb of Valor. There is also plenty to kill here — even the books will attack you! They are called Guardian Writs, and they are accompanied by a few roaming Defiled Squalls. In a room off the Library lurk the Sealed Strongboxes, which appear innocent enough, but even these chests have teeth!

Level 3

To the west of the library are the stairs leading to the third level of the dungeon. Some Horde Knights, along with the **Watcher of the Horde**, guard the way. East from the bottom of the stairs is the Armory, guarded by Defiled Storm Lords and Ghoul Canites. The final Relic, Mace of Thunder, lies here among the old stockpiles of weapons. North of the stairs is the Prison. Anguished Prisoners still fill the cells here, and the **Orator** can also be

found here, surrounded by Fascinated Prisoners, and none too happy to make your acquaintance. One of the prison cells has been hollowed out and leads to the caves below on Level 4.




Level 4

The open, natural meandering tunnels of the caves are an interesting contrast to the confined halls of Stormhold. Even the monsters here are different — this is the only place in Stormhold where Goblins lurk. The Bone Blood Goblins have made their home down here, and they share the tunnels with the less aggressive Blackblood Salamanders. “Easy” access to this level is provided from the well on Level 1, though most adventurers will die from the fall.

Quests

Tainted Souls of Stormhold




Hidden under a small obelisk you find a Holy Shrine to Katana. You believe that you can use this shrine to release the souls of leeches and oozes.

-  Inspect the small obelisk; it is at the north end of the first rectangular room.
-  Kill 50 of any kind of leech or ooze in Stormhold. These are found all over the place!
-  Return to the shrine.

Reward. EXP

Scorched Skeletons

As you enter Stormhold, the spirit of Sir Valinayle beckons from an alcove on the right. Speak to him — he promises treasure if you take vengeance for him.

-  Talk to Valinayle, in an alcove on the east side of the entry hall.
-  Kill 6 scorched skeletons; they are north of the chess board.
-  Return to Valinayle.

Reward. Coin / a series of money quests from Valinayle

Relics for Elurad

Archaeologist Elurad, an Erudite who stands at the entrance to Stormhold, is trying to piece together the history of this place. Help him by locating some relics.

- ☞ Talk to Elurad, at the entrance.
- ☞ Find the Tome of Thunder. This is located in the southeast corner of the library.
- ☞ Find the Vessel of Storms. This is in the back of the Chapel on Level 2.
- ☞ Find the Mace of Thunder. This is located in the Armory on Level 3, at approximately 25, -100.
- ☞ Return to Elurad.

Reward. The reward is variable, depending on your class, but you receive a high quality rare item.

Cleansing the Enemy

Quartermaster Berlon is a tough taskmaster who needs many errands run and many enemies slain. Better get to work!

- ☞ Talk to Berlon, in a small room off the first turn east from the main hall.
- ☞ Kill 9 Bone Bloods, located on Level 4.
- ☞ Return to Berlon.

Reward. EXP / Coin

Cleansing the Filth

- ☞ Talk to Quartermaster Berlon, in a small room off the first turn east from the main hall.
- ☞ Kill 10 Goo. These are located off to the left of the chess board room.
- ☞ Kill 10 Rats. Rats scurry all over Stormhold.
- ☞ Kill 10 Centipedes. These are found crawling all around Level 1.
- ☞ Return to Berlon.

Reward. EXP / Coin

Cleansing the Corruption

- ☞ Talk to Quartermaster Berlon, in a small room off the first turn east from the main hall.
- ☞ Kill 4 Defiled Squires. These congregate in and around the chess board room.
- ☞ Kill 4 Defiled Sentries. These congregate in and around the chess board room.
- ☞ Kill 4 Defiled Knights, found all around Level 1.
- ☞ Kill 4 Defiled Cavaliers, located on Level 2, near the Chapel room.
- ☞ Kill 4 Defiled Crusaders, in a room to the southeast of the Atrium on Level 2.
- ☞ Kill 2 Defiled Storm Lords, lurking in the Armory on Level 3.

- ☞ Kill 2 Defiled Squalls, who roam the Library area off of Level 2.
- ☞ Kill 1 Defiled Tempest, in the Armory on Level 3.
- ☞ Return to Quartermaster Berlon.

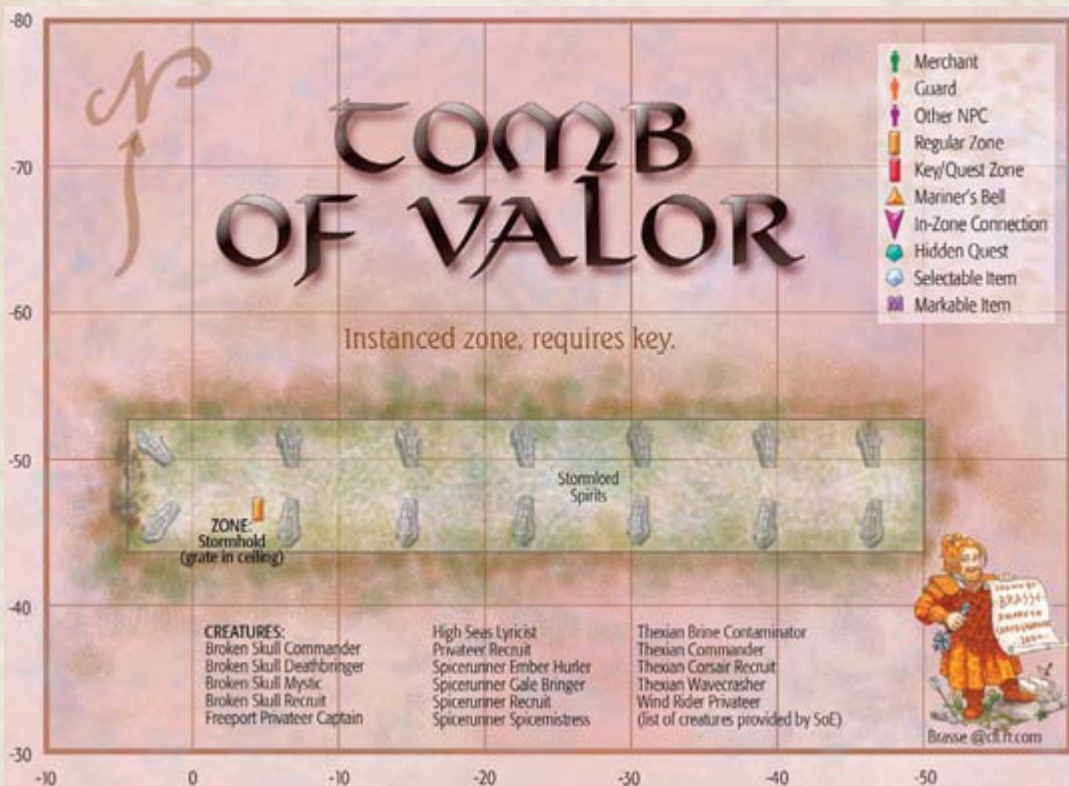
Reward. EXP / Coin

A Key to the Past

You find a crushed librarian in the library. He desires information about the horrors that befell this place. He needs help locating some journal pages.

- ☞ Talk to the Crushed Librarian in the Library.
- ☞ Kill Defiled Squires until you find the journal pages. The journal pages are random drops. Defiled Squires tend to congregate around the chess board area.
- ☞ Return to the Crushed Librarian.
- ☞ Kill Defiled Knights until you find all the journal pages. The pages are random drops. Knights are located all around the first level of Stormhold.
- ☞ Return to the Crushed Librarian.
- ☞ Kill Lord Androus, who spawns randomly in the chess board room.
- ☞ Kill Guard Captain Hess, who spawns in the Barracks on Level 1.
- ☞ Kill the Zombie Handmaidens of Lady Chesgard. You can reach the Handmaidens by heading south from the Atrium, and taking a left where the path forks.
- ☞ Return to the Crushed Librarian.

Reward. Access to Tomb of Valor, an instanced dungeon for Levels 23-26



THUNDERING STEPPES

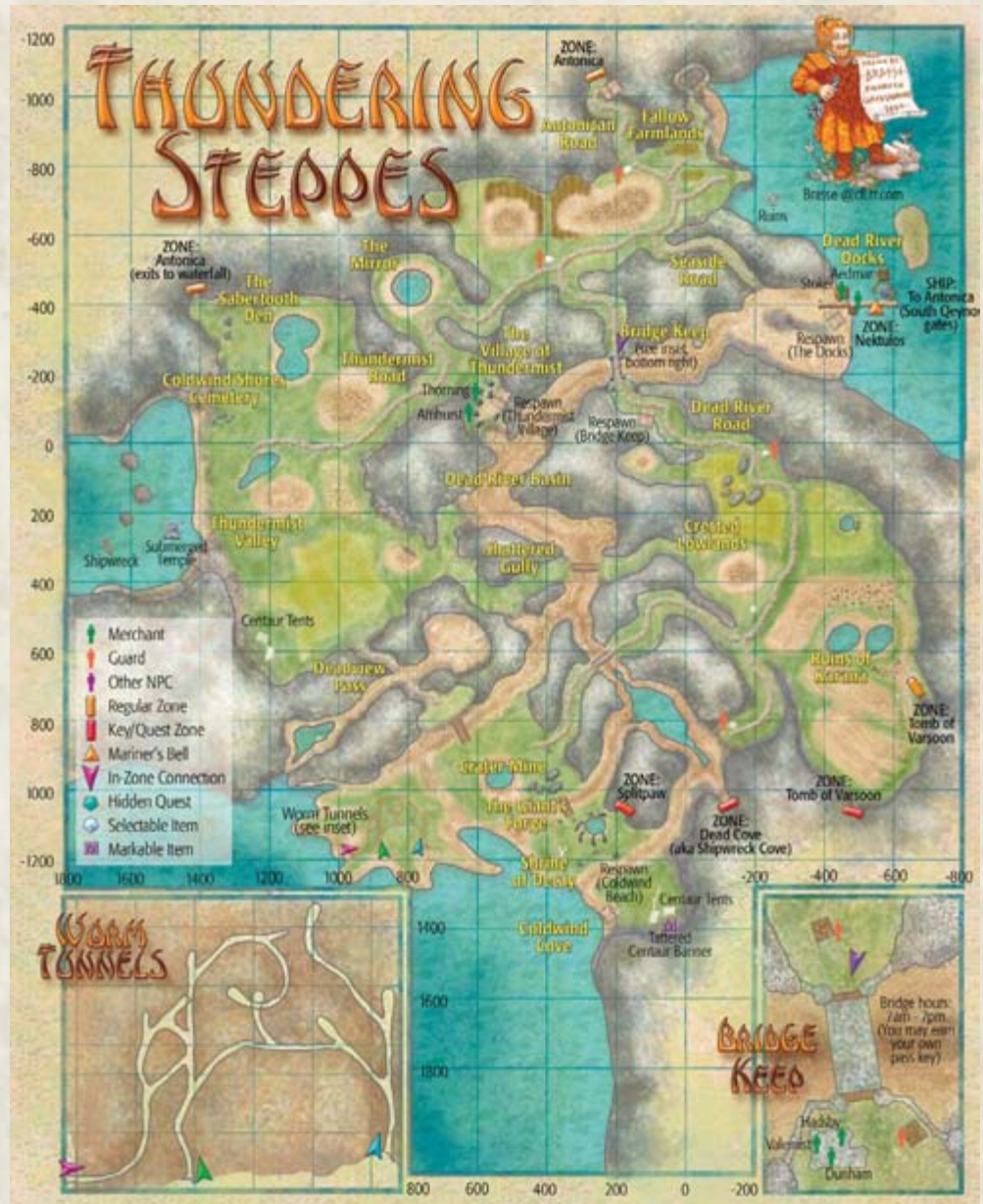
By Biggs

Thundering Steppes is a large arid region, home to many dangerous and challenging monsters, ranging from centaurs to giants to extremely strong gnolls. Young adventurers will quickly find themselves flat on their backs in this zone; you should be at *least* Level 20 and in a group before venturing here. The zone is so massive and challenging that even Level 30s can find interesting prey in the rolling hills!

Travel through the Steppes is easiest via the excellent road system that is patrolled frequently by outriders. Don't expect their help with extracting you from situations though; they're there only to patrol the highway and keep it free of banditry. It's recommended that you at least keep somewhat near the roads during your travels through the steppes, as the hills are steep and difficult to cross.

One special note to the traveler is to try to get to safe destinations before nightfall, as many of the bridges and keeps are closed at the moonlight hours and will not open until morning. It would be perilous indeed to be caught outside of safety when the undead start to roam.

Luckily, this dangerous terrain is home to several small hamlets and thorps that have erected sturdy walls to keep even the massive giants from trampling villagers. A small settlement has risen up near

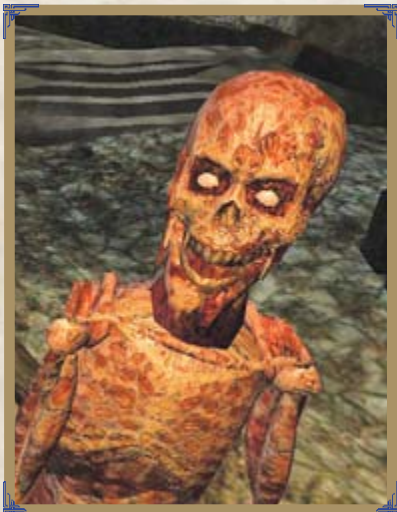


THUNDERING STEPPES QUEST LIST

Quest Name	Lvl	Start	Goal	Where It Begins	What to Do	Reward
<i>Bridge Keep Threats</i>	20	Th.Stp.	Th.Stp.	Turgen Bremhurst / Bridge Keep	Hunt 9 centaurs	
<i>Captain's New Friend</i>	27	Th.Stp.	Th.Stp.	Captain Abella Coranis	Kill the orc assassin	
<i>Defense of Thundermist Valley</i>	20	Th.Stp.	Th.Stp.	Tobias Vreldig	Hunt 8 wolves	
<i>Eternal Rest for the Undead</i>	all	Th.Stp.	Th.Stp.	chest in Sage Elrendir's shop / Upper Docks area	Destroy 20 unearthed settlers	
<i>Finishing the job</i>	all	Th.Stp.	Th.Stp.	chest in Merchant Stoker's shop / Docks area	Slay 25 sabertooth lookouts	
<i>Helping Holly Rowan</i>	20	Th.Stp.	Th.Stp.	Holly Rowan / Thundermist	Hunt 9 skeletons	
<i>Hrath's Journal</i>	all	Th.Stp.	Anton.	Kerath McMarrin	Search for the tower Hrath holed up in (Vhalen's Bell Tower)	EXP / Firestone Earring
<i>Hunting for Trapper Borgus</i>	all	Th.Stp.	Th.Stp.	Trapper Borgus / near Antonica gate	Repeatable	EXP / Coin
<i>Mysterious Assailants</i>	all	Th.Stp.	Th.Stp.	Reinkor McCollin / Docks area	Find and slay 10 drowned footsoldiers	
<i>Mysterious Supplier</i>	23	Th.Stp.		A sack of flour (loc 1208, 600)	Kill 10 drowned footsoldiers	EXP / Coin
<i>Old Man Cedric's Stool</i>	23	Th.Stp.	Th.Stp.	A small stool (loc 593, -155)		EXP / Coin
<i>Pretty Ponies, All in a Row</i>	20	Th.Stp.	Th.Stp.	Waylon March / loc 250 60	Kill 6 Steelhoof centaurs	

the docks, but if you want a real village the **Village of Thundermist** is nestled in between two strategic mountains that provide protection. The other reliably safe location is the **Bridge Keep** (closed during the night) which provides merchants and a few quests.

If you're wondering if the Thundering Steppes is home to any other Points of Interests — yes!! The Steppes are practically littered with Pols, ranging from the **Antonican Road** to the **Shattered Gully**, across **Thundermist Valley** and through the **Ruins of Karana**. Make sure to explore every corner of this region, as there are plenty of different creatures, quests and locations.



<i>Protecting Coldwind Beach</i>	20	Th.Stp.	Th.Stp.	Athwyn Shaedon / Coldwind Cove	Hunt 8 skeletons (repeatable with different creatures)	EXP / Coin
<i>Recycling t. Old-Fashioned Way</i>	20	Th.Stp.	Th.Stp.	Grenn Stiles / Thundermist Village	Get 5 highland huntress bones	
<i>Shipwreck Cove: Kraughl's Request</i>	28	Th.Stp.	Th.Stp.	Chieftain Kraughl	Find and kill the gnoll raider, Grinash the Vicious	EXP / Access to Wiseman Oluran
<i>Shipwreck Cove: Reforming Stormsunder</i>	28	Th.Stp.	Th.Stp.	Wiseman Oluran	Find spear pieces: kill Incaulebis the Maleficent, The Banished and Cassandra of the Gailspear Amazons	EXP / Access to Thundering Steppes epic zone
<i>Slay the Revenant Soldiers</i>	20	Th.Stp.	Th.Stp.	Chest at loc 390, 520	Kill 15 revenant soldiers	
<i>Where will this lead me?</i>	20	Th.Stp.	Th.Stp.	Sick Barbarian/Thundermist	Find the old hermit	
<i>Working the Docks</i>	all	Th.Stp.	Th.Stp.	Brant Omannus / Docks area	Kill 9 beetles	EXP / Coin
<i>Captain's Communique</i>	10	Anton.	Th.Stp.	Captain Eitoo / North Qeynos Gate	Deliver communique to Capt Sturman	EXP / Coin / The Trials of Sir Morgan book
<i>Iriana Cellus' History o. Antonica</i>	all	SQ	Th.Stp.	<i>Iriana Cellus' History of Antonica</i> / Sage Indis Surion	Kill 8 skeletal footsoldiers	EXP / N / Book to place in home
<i>Karath Smoothmane – Breaking o.t. Pact</i>	20	SQ	Th.Stp.	<i>Karath Smoothmane- Breaking of the Pact</i> / Sage Indis Surion	Kill 10 undead farmers	EXP / N / Book to place in home
<i>Outland Brigade Reports</i>	25	Anton.	Th.Stp.	Captain Sturman	Speak to the 5 scouts and get reports	EXP / Coin / Outland Brigade Belt
<i>Rediscovered Shrine</i>	15	Anton.	Th.Stp.	Riason Hanagrom / Windstalker Village	Find shrine in southern part of zone	
<i>Spindlecog's New Job</i>	20	Baub.	Th.Stp.	Tinkerer Spindlecog / outside Armory	Kill fledgling antelope	EXP / Coin
<i>Three Keys - Third</i>	all	SQ	Th.Stp.	<i>Three Keys - The Third</i> / Sage Indis Surion	Kill 10 undead workers	EXP / N / Book to place in home
<i>Tree Within a Tree</i>	20	Anton.	Th.Stp.	Oracle Ulinara / Tower of Oracles	Find the acorn under tree	EXP
<i>Trials of Sir Morgan</i>	all	Anton.	Th.Stp.	Rikantus	Kill scarecrows	
<i>Whereabouts of Clan McMarrin</i>	22	Anton.	Th.Stp.	Tanen Danos / Sayer Cabin	Find the journal in the village ruins on the western side	EXP / Coin

FREEPORT

By Praxi

I am a proud Citizen of Freeport. Am I evil you ask? I suppose that depends on your definition of evil, although I do not call myself evil. I labor every day to enhance the safety of my City. I defend my house in Longshadow Alley with the strength of my sword and the power of my spells. I purge the surrounding countryside of those who would harm us. I obey the orders of Lucan the Overlord without question. To question is to draw attention to oneself ... attention that almost certainly leads to a knife in the back in a darkened alley.

Our city has been a nation under siege. It has made our people hard. The strong will survive, while the weak will be eradicated. Our struggle has been rewarded with increased security for our population, but I think our many enemies are just biding their time, waiting for us to grow soft and weak like those foolhardy Qeynosians. The Overlord has foreseen this and will not let us falter. Our enemies will rue the day they thought they could deceive us.

Throughout Freeport, the citizens all have one thing in common. From the brutish Ogres and Trolls in Big Bend and the aloof Kerrans and Erudites in Stonestair Byway, to the lowly Ratonga and Gnomes on Temple Street and the riff-raff Humans and Half Elves of Beggar's Court, even to the savage Iksar and Barbarians in Scale Yard and the proud Dark Elves in Longshadow Alley — they all share a common trait: they will desperately cling to what they do have, even unto death.

There are three types of zones within the city of Freeport: **Villages**, where all new players start out; **City Zones**, where you can find many different quests, merchants and subclass trainers; and **Adventure Zones**, where you accomplish valuable quests and smite enemies in the name of Freeport.

All new players start in a specific village zone, depending on your race (see **Zones**, below, to check which races start where). The first thing you should do in your new village is visit the Overseer. Overseers are always on the docks where

you arrive. Complete the Overseer's quest directing you to your new apartment and to your Slumlord. Your Slumlord will have you do a series of tasks to familiarize yourself with the village. After completing those tasks, you are directed to a Citizenship task. Complete these tasks to become a citizen of Freeport and travel freely about the city. Refer to the bulleted items at the end of this section for more detail on the **Freeport Alignment, Welcome to Freeport** and **Village Citizenship Task**.

The other type of zone in the city proper are city zones: **North Freeport, South Freeport, West Freeport** and **East Freeport**. The city zones have a lot of quests available, many specialized merchants, all the advanced class trainers, the class armor quest-givers, and guild quest givers. It is worthwhile to check out the Points of Interest in these zones also for the exploration EXP when doing your newbie delivery runs.

Depending on how you play, you can get lower levels out of the way quickly by completing delivery quests while you're taking care of the **The Freeport Citizens Guide to Opportunity** quest and hitting all the Freeport Points of Interest. Your low-level killing can be limited to what is required for the citizenship task; in fact, you can get up to about Level 9 or 10 just concentrating on deliveries and messages, if you care to run around that much. It's an easy way to get levels quickly doing something other than terrorizing the local monster population.

There are seven adventuring zones within Freeport itself: **Freeport Graveyard, the Ruins, the Sunken City, the Sprawl, Thieves' Way, Serpent Sewers** and **Edgewater Drains**. Always try to get as many quests as possible for a given zone before you go adventuring there; this saves you time so you don't have to go back to the zone later, and completing all those quests helps you level faster! See the individual zone descriptions to find quests for a particular zone.

Quests

Freeport Alignment

☞ Speak to the Overseer (this starts the Welcome to Freeport Quest). He directs you to the 'Manager' (aka a Slumlord) in your new house. This completes the Freeport Alignment Quest.

Welcome to Freeport

- ☞ Find your new home. A waypoint appears, leading you to the inn; follow it to the door. If for some reason the line disappears, just hit **[Alt][W]** to bring up the waypoint menu and then double-click the first thing on it. Double-click the door and accept it. Your home is free for the first seven days, so don't worry about the cost right now. (And you can't proceed with the quest until you actually accept the home.)
- ☞ Speak to the manager, usually called Slumlord. He will give you furniture to place in your new home.
- ☞ Place the furniture in your house (open your inventory and right-click on the furniture, then choose a place for it) and then speak to the Slumlord again. He will direct you to seek out the banker for your zone.
- ☞ Speak to the banker, then return to the Slumlord who will give you more furniture.
- ☞ Place the furniture in your house and hail the Slumlord again. He will direct you to visit specific areas of your village.
- ☞ Visit the specific areas in your village. then return to the Slumlord. He will give you even *more* furniture to place.
- ☞ Place the furniture then talk to the Slumlord again. He will direct you to the citizenship sign.

ZONES

Villages

- Big Bend (Ogres & Trolls)
- Stonestair Byway (Kerra & Erudites)
- Temple Street (Ratonga & Gnomes)
- Beggar's Court (Humans & Half Elves)
- Longshadow Alley (Dark Elves)
- Scale Yard (Iksar & Barbarians)

City Zones

- North Freeport
- South Freeport
- East Freeport
- West Freeport

Wilderness (3-12)

- Freeport Graveyard
- The Ruins
- The Sunken City
- The Sprawl

Freeport Sewer (Levels)

- Thieves' Way (3-10)
- Serpent Sewer (11-20)
- Edgewater Drains (21-30)



Right-click on citizenship sign to receive an application. Examine the application by right-clicking it to start the citizenship task quest.

Citizenship Task

Get 5 tokens from a hunting area near your village by killing creatures in the selected zone. Not every creature will drop a token for you; just be patient.

When you have 5 tokens, return to the citizenship sign and right-click it. This will zone you into the Freeport Citizenship instanced zone.

Speak to the person in the zone, who will want you to prove your worth to Freeport.

Without leaving the zone, resolve the issues with the traitors and defectors you find there, by sword or spell. After dealing with all of them, you have completed the Welcome to Freeport, Citizenship Task, and Freeport Citizenship quests.

Reward is usually a class weapon, a Freeport Citizenship Ring (HP +5, STA +1, PP +5, and AC 4), and a book entitled *The Freeport Citizen's Guide to Opportunity*.

Examining the book and reading it all the way through will start **The Freeport Citizen's Guide to Opportunity** quest. This quest is basically an exploration of Freeport and the Commonlands, helping you locate some important people and locations.

BEGGAR'S COURT

By Cryth and GreatAjax

Nestled in between some of the abandoned and burned buildings of Freeport, this city district is home to Humans and Half Elves. A maze of passages and rooms border the double courtyard that makes up Beggar's Court, with some attic refuges accessible only by daring leaps from ledge to ledge. Luckily, most of the merchants and residents of the area are found chatting around the shabby booths that crouch and squat around the courts, hoping to pawn away some of their wares.

Key Locations & NPCs

Overseer Zerrin is the first person new Human and Half Elf refugees speak with upon arriving in their new home. Similar to the other Freeport Overseers, Zerrin is a hard and grouchy person with a superior attitude due to his position. Try to stay on his good side as you complete your citizenship!

Once entering the upper courtyard from the Docks, **Bartender Sestius Buccio** and his lovely companion **Barmaid Meilia** will call your attention to their well known wares. Behind them, **Arms Dealer Silentblade** works (silently) on fabulous daggers, swords, axes and other such weapons for the avid adventurer. **Mender Glanae**, an associate of Silentblade, offers repair services and repair kits to those adventurers who scuff their armor and dull their swords on the field.

Shieldsmith Pebblemark and **Scribe Inkwell** have set up their stations near the **Freeport Reserve**, hoping that those who withdraw their silver from **Banker Voranuis** will come and spend it on their wares. Nearby, in two large houses in the northwest corner of the courtyard, **Mariana Darkleaf**, **Olivia Quicksilver** and **Marcus Cantarius** hope to avoid the official eye, while **Banwyn Sympronian** and **Sentius Poisonleaf** stand where they are sure to be noticed. South of them, in a small, ramshackle apartment, **Gilriel Cypria** and **Elowyn Equitus** take a rest.

Before heading down into the lower court, don't forget to talk to those with booths in the middle of the area or in the

houses on the east side! **Antius Vedrix**, a loner, has rented an apartment up near the dock, though nearby **Reana Astria** has her eye on the home in case Antius were to meet with a sudden end. Along the south wall of the northern court **Tailor Thesta** and **Trainer Saltpro** set up shop, while just north of them **Alchemist Loamshallow** bellows and fusses over his 'cheap prices.' **Festus Septimius** and **Guard Nolia** look on with contempt.

The lower court is a good bit more populated than the upper. Down here, the booths have been taken over by a local gang for the most part; **Manius Galla**, **Crispin Luvinius** and **Favonius Seneca** cluster around the far east tent, **Tullia Domna**, **Elduin Proceus** and **Anrean Velvinna** occupy the middle two, and to the far west, **Caius Ebonroot** and **Lucius Vulso** take advantage of the shade. Should one need a bow, **Bowyr Cinre** stands at the base of a long set of stairs (leading to the home of **Rilius Shadowsiege**) and Innrooms can be obtained at **The Flophouse**, with the permission of **Innkeep Melus** of course.

Near the North Freeport gate, visitors can stop and reflect at **The Fountain of Divine Retribution**, an inspiration to Inquisitors and Shadowknights the world over ... just make sure not to attract the attention of **Guard Aquila** or the more dangerous **Drunk Artorius**.

Quests

Deliver Help to Janus Fieri

Marcus Cantarius has a friend out at the Crossroads in the Commonlands, working on an investigation. He has a lead for this friend, and wants you to deliver it.

- ☞ Talk to Marcus, in a large house in the northwest corner of town.
- ☞ Deliver a note to Janus Fieri. He can be found along the northwest fence at the Crossroads in the Commonlands.
- ☞ Investigate the nomad's camp and find the journal. You can find the journal in the stack of books by Ronam Olansk's tent at -155, -830.

- ☞ Return the journal to Janus.
 - ☞ Kill ten Bloodskull lumberjacks in the Commonlands. They can be found around -150, 550.
 - ☞ Return to Janus Fieri.
- Reward.** EXP / Coin / choice: fire branded chain greaves, leather greaves, or leggings (all are HP +9, PP +6, ColdR +4, PoisR +9)

The Nyghtfallow Heirloom

Tsuul Nyghtfallow's brother was killed a couple nights ago in the Sprawl while carrying a family heirloom. Tsuul wants it back from the guttersnipe hooligans that undoubtedly stole it.

- ☞ Talk to Tsuul, along the north wall.
- ☞ Kill 5 Guttersnipe Hooligans in the Sprawl. They are to the left as you enter the Sprawl from Big Bend.
- ☞ Return to Tsuul.

Reward. EXP / Coin / Nyghtfallow Chain (HP +3, PP +3)

Free Wares for Silentblade

Armsdealer Silentblade is running short on maces. He knows that you can pick some up for little more than a little sweat from the undead priests in the Graveyard.

- ☞ Talk to Silentblade, in the armory up the steps along the north wall.
- ☞ Kill 10 Undead Battlepriests near the entrance of the Graveyard from the Sunken City, north of the entrance from the Commonlands, or near the gate to Stonestair Byway.

☞ Return to Silentblade.

Reward. EXP / Coin / choice of Silentblade's Buckler or Silentblade's shield

Get Rich Quick

Armsdealer Silentblade asks you to take the cases of maces you found for him to Armsdealer Blort in Big Bend.

- ☞ Talk to Silentblade in the armory up the steps along the north wall.
- ☞ Speak with Armsdealer Blort in Big Bend.
- ☞ Return to Silentblade.

Reward. EXP / Coin

Antius's Package

Antius Vedrix has a package to send, and you're just the one to deliver it ... but, as is often the way in Freeport, you saw and did nothing, hear?!

- ☞ Talk to Antius, in a house to the northeast.
- ☞ Talk to Mirini in the Scale Yard. She can be found upstairs in one of the buildings to your right after you enter the Scale Yard via dock.

☞ Return to Antius.

Reward. EXP / Coin

To Spite a Darkleaf

Mariana Darkleaf is rude. Since she taunted you about killing some Shoreside Asps in the Ruins, you'll do just that.

- ☞ Talk to Mariana at a central booth in the upper courtyard.
- ☞ Kill 10 Shoreside Asps in the Ruins.
- ☞ Return to Mariana and tell her off.

Reward. EXP

Running for a Candidate

After killing the asps *To Spite a Darkleaf*, Mariana has another job for you to get you out of her hair.

- ☞ Talk to Mariana Darkleaf at her booth in the upper courtyard.
- ☞ Talk to Lurina Galla, in a building along the south edge of the district.

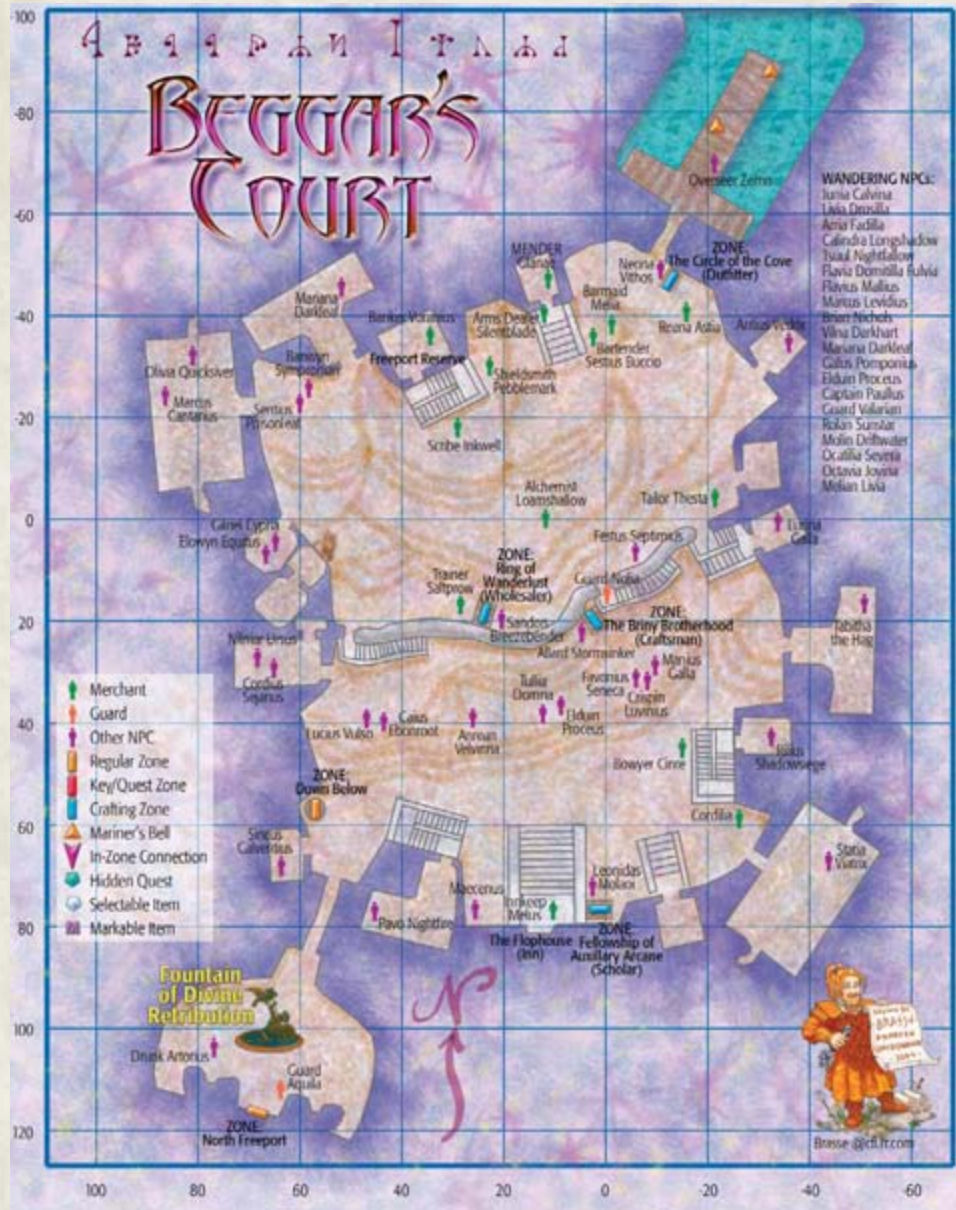
Reward. EXP

99 Bottles of Beer In My Hand

Festus Septimius needs some sand to make his glassware, but beach sand is too sturdy. He wants the sand found in bulky brine sifters' gizzards instead.

- ☞ Talk to Festus, at the south end of the upper courtyard.
- ☞ Kill 5 Bulky Brine Sifters; they can be found in the Sunken City near the docks.
- ☞ Return to Festus.

Reward. EXP / Coin / broken glass shard (HP +3)



Casing the Joint

Lucius Vulso has a get-rich-quick scheme, but needs some information before trying it.

- ☞ Talk to Lucius, at the western booth in the lower court.
- ☞ Talk to Banker Kamen, in the bank in Stonestair Byway.
- ☞ Return to Lucius.

Reward. EXP / Coin / dual pocketed shoulder bag (4 slots)

Into the Sewers for Lucius

After *Casing the Joint* for Lucius, he offers to let you help him get into the bank. Go into the Thieves' Way and get trash hopper slime to disguise his scent when he breaks into the bank vault.

- ☞ Talk to Lucius Vulso, at the western booth in the lower court.
- ☞ Kill 10 trash hoppers in the Thieves' Way. You can find them near every entrance into the sewer.

☞ Return to Lucius.

Reward. EXP / Coin / Tarnished lucky coin (PoisR +9)

An Errand for the Queen

Tullia Domna has lost it. She thinks she's Queen Antonia Bayle, and married to Overlord Luclan D'Vere. She wants you to kill her 'entourage.'

☞ Talk to Tullia at the center booth in the lower court.

☞ Kill 10 Giantslayer Bashers in the Sprawl. They are to the right as you enter the Sprawl from Big Bend.

☞ Return to Tullia.

Reward. EXP / Coin

Problem Solving

Crispin Luvinius could use a problem solver to send a 'message' to a vagrant out in the Ruins, and wants the message relayed through the vagrant's acquaintances.

☞ Talk to Crispin, at the eastern booth in the lower courtyard.

☞ Kill 10 Vagrant Squatters; you can find them in the Ruins, north of the docks.

☞ Return to Crispin.

Reward. EXP / Coin

Advanced Problem Solving

Once again, Crispin Luvinius gets you involved with his 'messenger services.'

☞ Talk to Crispin, at the eastern booth in the lower courtyard.

☞ Kill 10 Giantslayer Bashers in the northeast side of the Sprawl.

☞ Return to Crispin.

Reward. EXP / Coin

Joining the Gang

Manius Gala runs a protection racket. When you ask to join the gang, he sends you on a little test ...

☞ Talk to Manius, at the eastern booth in the lower courtyard.

☞ Kill ten Freeport Raiders in the Sunken City. They can be found all over the land areas in the western part of the district.

☞ Return to Manius.

Reward. EXP / Coin / Freeport Raider Earring (STA +1)

Donations from the Banker

Manius Galla has one more task for you to see if you can be trusted in the gang: go collect a "withdrawal" from the banker. If he balks, ask if his family can afford to have any more accidents. If you don't bring back the money, you can expect to have your own accident.

☞ Talk to Manius, at the eastern booth in the lower courtyard.

☞ Talk to Banker Voranius in Beggar's Court. The bank is along the north wall, up the steps.

☞ Return to Manius.

Reward. EXP / Coin

Siricus and the Militia

Siricus Calventius is applying to the Freeport Militia and has bribed Sentius Poisonleaf to help facilitate his application. He'd like you to check up on its status, as Manius has promised to rough him up if he leaves his house.

☞ Talk to Siricus in his house off the southwest corner of the lower courtyard.

☞ Talk to Sentius, who can be found at a stall in the northwest portion of town.

☞ Return to Siricus.

Reward. EXP / Coin

BEGGAR'S COURT QUEST LIST

Quest Name	Lvl	Start	Goal	Where it Begins	What to do	Reward
<i>99 Bottles of Beer In My Hand</i>	all	Beg.Ct	Sunk.C	Festus Septimus	Kill Bulky Crabs to get 5 handfuls of sand	EXP / Coin / Broken Glass Shard (HP +3)
<i>Advanced Problem Solving</i>	all	Beg.Ct	Sprawl	Crispin Loveinius	Kill 10 Giantslayer bashers	EXP / Coin
<i>Antius's Package</i>	all	Beg.Ct	Scal.Y	Antius Vedrix	Take package to Mirini	EXP / Coin
<i>Casing the Joint</i>	all	Beg.Ct	Stn.Bw	Lucius Vulso	Talk to the Banker	EXP / Coin / Dual Pocketed Shoulder Bag (4 slots)
<i>Deliver Help to Janus Fieri</i>	all	Beg.Ct	Comm.	Marcus Cantarius	Talk to Janus at the Crossroads	EXP / Coin / Fire branded leggings, chain greaves, leather greaves, or plate greaves (all HP +9, PP +6, ColdR +4, PoisR +9)
<i>Donations from the Banker</i>	all	Beg.Ct	Beg.Ct	Manius Galla	Speak with Banker	EXP / Coin
<i>Errand for the Queen</i>	all	Beg.Ct	Sprawl	Tullia Domna	Kill 10 Giantslayer bashers	EXP / Coin
<i>Free Wares for Silentblade</i>	all	Beg.Ct	Gravey.	Armsdealer Silentblade	Kill 10 Undead Priests	EXP / Coin / Silentblade's Shield or Buckler (no stats beyond shield factor)
<i>Get Rich Quick</i>	all	Beg.Ct	BigBnd.	Armsdealer Silentblade	Speak with Armsdealer Blort	EXP / Coin
<i>Into the Sewers for Lucius</i>	10	Beg.Ct	Serp.S	Lucius Vulso	Kill 10 frogs	EXP / Coin / Tarnished Lucky Coin (PoisR +9)
<i>Joining the Gang</i>	all	Beg.Ct	Sunk.C	Manius Galla	Kill 10 Freeport Raiders	EXP / Coin / Freeport Raider Earring (STA +1)
<i>Marcus Cantarius's Man. Hatred</i>	10	Beg.Ct	Comm.	Marcus Cantarius	Collect 45 dervish thug scalps	EXP / Coin
<i>Nyghtfallow Heirloom</i>	all	Beg.Ct	Sprawl	Tsull Nyghtfallow	Kill guttersnipe hooligans to get heirloom	EXP / Coin / Nyghtfallow Chain (HP +3, PP +3)
<i>Problem Solving</i>	all	Beg.Ct	Ruins	Crispin Loveinius	Kill 10 Vagrant Squatters	EXP / Coin
<i>Running for a Candidate</i>	all	Beg.Ct	Beg.Ct	Mariana Darkleaf	Talk to Lurina Galla	EXP / N
<i>Siricus and the Militia</i>	all	Beg.Ct	Beg.Ct	Siricus Calventitus	Speak with Sentius	EXP / Coin
<i>To Spite a Darkleaf</i>	all	Beg.Ct	Ruins	Mariana Darkleaf	Kill 10 Shoreside Asps	EXP / N
<i>Small Time Rori</i>	all	Stn.Bw	Beg.Ct	Rori	Talk to Manius Galla	EXP / Coin

BIG BEND

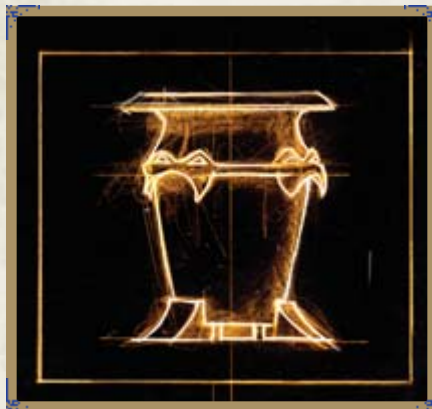
Any Gnome or Ratonga would feel sorely out of place in the Big Bend, home to Trolls and Ogres. This village is built with massive proportions, everything made giant-size to suit the needs of its majority population. From above, Big Bend is similar to a wheel, with the **Torch of Oggok** at the hub and spokes going towards the docks, **South Freeport Gate**, and **The Sprawl Gate**. The Torch of Oggok, other than acting as a centerpiece for the area, is also used for cooking whatever tasty adventurer a troll happens to get her hands on.

Key Locations and NPCs

On the dreary docks of Big Bend, **Overseer Travogg** stands ready to greet the Trolls and Ogres that stagger off of the boat full of refugees. A collective breath is released by the remaining passengers as they sail on to the next dock; the stench of Ogre had finally departed to mingle with the already impermeable stench of Big Bend.

Merchant Molg near the docks calls out to you to purchase her furniture as you wander by; it might very well be good for your health to do as the Troll says. Should you make it by her unladen with tables and chairs, head northward into the central area where the majority of merchants ply their wares. **Bartender Galenus Fluvianus** might not have a true tavern, but his market stall is well manned by **Barmaid Poppaea** and patronized by **Muzzmog**, a heavy drinker.

Armsdealer Blort often heads into his hidden home at night; one would think such a large being would be fearless, but Blort seems to have a 'thing' for darkness. Luckily, **Mender Galbran** does not feel the same way; Galbran is on call at all hours of the day or night. **Shieldsmith Firda** carries shields of massive sizes for the Trolls and Ogres of the area, though **Caala Sawtooth**, a resident of the home behind Firda's shop, wishes the shieldsmith's business were not so booming. Should you be searching for softer, suppler armor, **Tailor Darby** has set up shop near **Da Dirt Nap**; **Innkeeper Uglar Splinterthumb** intelli-



gently decided that the tailor would bring in business and welcomed Darby to the area. **Bowyer Klott** too lays his wares out on a stall near the inn, though sadly his custom is not as frequent as Darby's.

The **Freeport Reserve** bank, guarded by the brave and gallant **Guard Wompa**, is run by meticulous **Banker Quintius Calacicus**. Should you need to make a withdrawal of silver or gold to spend on any of the wares in the central area, Quintus is the man to visit.

Before leaving the central area, stop to examine the Torch of Oggok. While it is primitive and somewhat boring, the monument to Ogres and Trolls is a sign of their strength and unity; a sight that should not be overlooked. Once done reflecting over the fiery shrine, head southeast, then north at the dead end. A small house to the east houses **Jezranaz Rottingskin** should you have any need to visit; otherwise, the next merchant in the area is **Alchemist Kaboomga**, who sells Kaboomables in his shop. Visit Kaboomga for any of your alchemical or poison needs! Once done in this shop, continue following the path northward until you reach a large home to the northeast; if you are looking for a good slave, **Slaver Brona** has a few Barbarians and Dwarves in stock. Should they not be to your liking, continue eastward (perhaps take a trip north to the South Freeport gate and visit **Captain Sorio**) to discover the scribe shop, run by **Scribe Papilius Ahala** and cohort **Trainer Gromk**. Finally, in the far southwest, **Cantik the Crazy** babbles near the Sprawl gate. Make sure to stop by — Cantik is worth a good giggle or two!

By Cryth and Wrendolyn

Quests

Vermin Reduction

Ratcatcher Zarbt wants to make sure no rats sneak into town, so he'd like you to help kill some of them. Note: this quest is repeatable.

- ☞ Talk to Zarbt on the docks.
- ☞ Kill 5 Sewage Rats in the Thieves' Way; they can be found spread throughout the area.
- ☞ Return to Zarbt.

Reward. EXP

Skagga's Signs

Merchant Skagga wants a sign for her shop to get more business for her "precious wares."

- ☞ Talk to Skagga, next to the bank.
- ☞ Talk to the local Scribe, Popilius Ahala, in her scribe shop.
- ☞ Return to Skagga.

Reward. EXP / Coin

Brona's Thralls

Slaver Brona needs you to deliver a message.

- ☞ Talk to Brona, standing near the Inn.
- ☞ Head to Scale Yard and go to the Tavern. Talk to Bartender Icebrow there.
- ☞ Return to Brona.

Reward. EXP / Coin from Brona, 5 frothy ice brews (drink) from the Bartender

Dwarven Payback

A Dwarven prisoner has been tortured by his captor and he wants revenge against the Ratonga who put him in this situation.

- ☞ Talk to the male Dwarven prisoner next to the Inn.
- ☞ Kill 10 Diseased Ratongas; they are in the Thieves' Way, in a room near the Temple Street ladder.

Reward. EXP / Coin

Trolls and Arms

Armsdealer Blort would like to expand his business by selling to other dealers, but he isn't sure how to begin.



Your job is to get him some information.

- ☞ Talk to Blort in the inner circular area of town, near the "merchant" on the map.
- ☞ Go to Temple Street and find Armsdealer Shinska, just outside the armory.
- ☞ Return to Blort.

Reward. EXP / choice of Blort's Painted Bludgeoner, Cutter, Slicer or Sticker (all HP +3, PP +3)

Muzmog's Rat Smashing Fun

Muzmog likes drinking ale, he likes smashing rats, and he especially likes smashing rats after drinking ale. He wants you to join in on the fun.

- ☞ Talk to Muzmog, in the inner circular area of town, next to the bartender.
- ☞ Kill 10 Sewage Rats in the Thieves' Way; they are spread around zone.
- ☞ Return to Muzmog.

Reward. EXP / 5 of Muzmog's fetid ale (drink)

Paying the Tab

Bartender Galenus wants to pay his debts at the bank, but he can't leave his bar in the hands of his barmaid. He needs you to take his money to the bank.

- ☞ Talk to Galenus in the inner circular area of town.
- ☞ Talk to Banker Quintius, in the bank.
- ☞ Return to the Galenus.

Reward. EXP / Coin / small leather bag (4 slots)



The Captive's Information

Vakiza Skinner believes a thrall plans to use some monsters to attack Freeport. She wants you to attack these particular monsters.

- ☞ Talk to Vakiza, not far from the bank, standing in the outer circular area of town.
- ☞ Go to the Commonlands. From the dock, head up the hill, then follow the side of the cliff (roughly northwest) to get to a griffin tower. Take a griffin ride to the Nektulos Station.

- ☞ Kill 12 Tortured Souls just southwest of here, outside the Tower of Zervonn.
- ☞ Return to Vakiza.
- ☞ Kill 5 Sandstone Giants in the Commonlands. They are easily found in the maze in front of the Fallen Gate zone.
- ☞ Return to Vakiza.

Reward. EXP / Coin / choice of pitted coif (INT +1, WIS +4, DivR +7, MentR +6) or deeply scuffed cap (INT +2, WIS +3, DivR +7, MentR +6)

Sorio's Giantslayer Problem

You offer to help the militia, and Captain Sorio finds a task for you.

- ☞ Talk to Sorio, at the South Freeport Gate.
- ☞ Kill 10 Giantslayer Thugs in the Sprawl. They are west of the Big Bend exit.
- ☞ Return to the Captain.

Reward. EXP / Coin / Freeport Enforcer wristband (DivR +7, MentR +6)

Skins for Skagga

(You must complete Skagga's Signs before getting this quest.)

Merchant Skagga feels her signs are not working — a zombie skin would add a decorative touch and thus improve business.

- ☞ Talk to Skagga, next to the bank.
- ☞ Kill Decaying Deadlings in the Sunken City until you find a large zombie skin. They are in the northwest watery area of the zone.
- ☞ Return to Skagga.

Reward. EXP / Coin / choice of zombie skin mantle (ColdR +4, HeatR +3) or zombie skin shoulderpads (WIS +1)

Hops for Galenus

(You must complete Paying the Tab before getting this quest.)

Bartender Galenus needs your help again, this time in passing some information.

- ☞ Talk to Galenus, in the inner circular area of town.
- ☞ Go to the docks and talk to Hurska.
- ☞ Return to Galenus.

Reward. EXP / Coin / 10 warm ale (drink)

Sorio's Dog Hunt

(You must complete Sorio's Giantslayer Problem before getting this quest.)

You ask Captain Sorio if he needs more help, and he tells you he does not want the thugs breeding more dogs.

- ☞ Talk to Sorio, at the South Freeport Gate.
- ☞ Kill 10 wild dogs in the Sprawl. From the Big Bend zone, head south past the Guttersnipe Crooks and Hooligans. The dogs are in the same area as the Halfling Upstarts and Wood Elf Scouts.
- ☞ Return to the Captain.

Reward. EXP / Coin / Canine Tooth Earring (DisR +8, DivR +7)

Brona's Guard Check

(You must complete Brona's Thralls before getting this quest.)

Slaver Brona wants to make sure the guards are at the city gate entrances for each of the districts, and she sends you to check on this.

- ☞ Talk to Brona, standing near the Inn.
- ☞ Check the Freeport gates for each district: Big Bend, Stonestair Byway, Temple Street, Beggar's Court, Longshadow Alley and Scale Yard.
- ☞ Return to Brona.

Reward. EXP / Coin

Funny Rat Smashing

(You must complete Rat Smashing Fun before getting this quest.)

Muzmog says smashing funny-looking rats is even more fun, and you get to participate again. Note: this quest is repeatable.

- ☞ Talk to Muzmog, in the inner circular area of town, next to the bartender.
- ☞ Kill 10 Puny Squalid Vermin in the Ruins, found in the first area you see after coming off the dock.
- ☞ Return to Muzmog.

Reward. EXP / 3 of Muzmog's fetid ale (drink)

BIG BEND QUEST LIST

Quest Name	Lvl	Start	Goal	Where it Begins	What to do	Reward
<i>BigBnd.</i>				Slaver Brona	Ensure there are guards at each of the city gates	EXP / Coin
<i>Brona's Thralls</i>	all	BigBnd.	Scal.Y	Slaver Brona	Deliver message to Icebrew	Coin
<i>Captive's Information</i>	15	BigBnd.	Comm.	Vakiza Skinner	Slay 12 tortured souls and 5 sandstone giants	EXP / Coin / pitted coil (INT +1, WIS +4, DivR +7, MentR +6) or deeply scuffed cap (INT +2, WIS +3, DivR +7, MentR +6)
<i>Dwarven Payback</i>	all	BigBnd.	Sprawl	Dwarven Prisoner	Kill 10 ratonga (Black Magi)	EXP / Coin
<i>Hops for Galenus</i>	all	BigBnd.	S.Free	Galenus Fulvanus	speak to Hurska	EXP / Coin / warm ale (10 drink)
<i>Muzmog's Rat Smashing Fun</i>	all	BigBnd.	Ruins	Muzmog	Kill 10 rats	EXP / N / Muzmog's Fetid Ale (5 drink)
<i>Paying the Tab</i>	all	BigBnd.	BigBnd.	Galenus Fulvanus	take tab to Banker Quintus	EXP / Coin / Small leather bag (4 slots)
<i>Skagga's Signs</i>	all	BigBnd.	BigBnd.	Skagga	Speak to Scribe Papilius Sahala	EXP / Coin
<i>Skin for Skagga</i>	all	BigBnd.	Sunk.C	Skagga	Kill 10 zombies	EXP / Coin / Zombie Skin Mantle (ColdR +1, HeatR +2) or Zombie Skin Shoulderpads (WIS +1)
<i>Sorio's Dog Hunt</i>	all	BigBnd.	Sprawl	Captain Sorio	Kill 10 wild dogs	EXP / Coin / Canine Tooth earring (DisR +8, DivR +7)
<i>Sorio's Giantslayer Problem</i>	all	BigBnd.	Sprawl	Captain Sorio	Kill 10 giantslayer thugs	EXP / Coin / Freeport Enforcer Wristband (DivR +7, MentR +6)
<i>Trolls and Arms</i>	all	BigBnd.	Tmp.S	Armsdealer Blort	Speak with Shinka the Armsdealer	EXP / N / Blort's Painted Cutter, Bludgeoner, Sticker or Slicer (HP +3, PP +3)
<i>Vermin Reduction</i>	all	BigBnd.	Thv.W	Ratcatcher Zarbt	Kill 5 sewage rats	EXP / N
<i>Get Rich Quick</i>	all	Beg.Ct	BigBnd.	Armsdealer Silentblade	Speak with Armsdealer Blort	EXP / Coin
<i>History of Trolls</i>	all	N.Free	BigBnd.	Sage Navarius Orvalis	Visit The Torch of the Oggok	EXP / N / Book to place in your home
<i>Jezeanaz's Hideous Locket</i>	9	Sunk.C	BigBnd.	hideous troll locket	Return locket to Jezreanaz	EXP / Coin
<i>Kazar and the Vial</i>	all	Stn.Bw	BigBnd.	Kazar	Talk to Crantik the Crazy	EXP / Coin
<i>Muckwort's Quest</i>	all	Tmp.S	BigBnd.	Old Man Muckwort	Get vial from Crantik the Crazy	EXP / Coin
<i>Stolen Thex Artifacts</i>	all	Long.A	BigBnd.	Kylaniith D'Lar	Find artifacts	EXP / Coin / Dreadguard Belt (HP +9, PP +6, MagR +5, PoisR +9)

LONGSHADOW ALLEY

By Taera and Gnish

Home to the fleet-footed and strong-armed Dark Elves, Longshadow Alley is a somewhat oppressive and extremely hostile environment, riddled with distrust, envy, and plots. Every corner, every shadow, every doorway — all could be the hiding place of midnight-skinned assassins. Still, many adventurers visit this zone due to the high-quality crafting of the intelligent Dark Elves and the numerous quests that offer travelers riches and fame.

Key Locations & NPCs

Longshadow Alley is centered around the **Destroyed Knowledge Portal**, the main attraction of the zone. This monument has become the town center, so to speak; shops and houses have sprung up in a circle around it. Just east of the monument, **Tailor T'Gosk** has set up shop, selling wares ranging from threadbare tunics sewn by T'Gosk's apprentices to finely crafted armor made by the tailor himself.

South of T'Gosk is the **Freeport Reserve**, the local bank. **Banker T'Val** wisely stays behind his counter, safely out of reach of any would-be robbers. Make sure to visit T'Val before continuing on the merchant loop; what good is visiting **Alchemist K'Tolia** if you can't afford her poisons, or **Bowyer V'Dyhn** if you can't purchase his bows?

Directly opposite the bank is a small shop belonging to **Mender Breislade** and **Shieldsmith Sh'Nra**, where the former patches up armor and weapons and the latter crafts shields of every shape and size. Outside their shop stands **Armsdealer T'Nyvez**; perhaps the high quality of T'Nyvez's wares and the fact that T'Nyvez's weapons don't break very often has caused a rift between T'Nyvez and the mender.

The main square is not restricted to merchants, not at all. **Maliz T'Raam** and **Imnat D'Ven**, two citizens, have rented out a house west of the portal. Southwest of the portal, **Alanaramal Z'Aste** waits for some attention, and north of the por-

tal **Modian K'Jarr** and **Ezna M'Linar** try to convince **Lynsia T'Kanix** to lower her prices.

Once done exploring the main circle, head northeast to the dock, pausing for a moment to converse with **Dur X'Shri**. At the dock you can find **Overseer Daerla**, a vital NPC for new Dark Elf refugees, and **Merchant L'Dor**, who simply can't stand the cramped city square. Also on these docks are two **Mariner's Bells**, your link to the outside world.

Head back towards the city, but this time take the outer road south. If you're in need of a job you might want to stop by the **Office of the Freeport Militia**; **Captain L'Nek** has been searching for brave adventurers such as yourself. Across from Captain L'Nek's is a house owned by **Tilzak N'Lim**.

The **Elysium Inn** might not be the best of inns, but **Innkeep T'Mel** can safely promise that you will be left alive through the night. Should you not be weary or tired, though, continue around the bend until you come to a large house to the south. Within you can find **Zelina T'Von** and **Kylanith D'Lar**; these NPCs must be wealthy to afford a home so big, even if it is a little worn around the edges.

Past their home you will find the **North Freeport gate**, guarded by **Guard D'Beph** and **Guard T'Narr**. As both guards look busy, you might want to head back out and continue on your way, stopping to chat with a less busy person, such as **Mol K'Lorn**. **Scribe P'Thek** in the Scribe Shop is also quite willing to chat ... and perhaps exchange one of his scrolls for some of your money! Should you be in search of easier reading, **Trainer V'Tun** is also willing to give you crash courses in easy skills.

Side houses to the northeast and southwest reveal **Yarana D'Ven** and **Innurae V'Tarris**, and further up **Orian D'Rak** is the sole patrol of a large home. Northward to the dead end will bring you to two choices: west to the **Thieves' Way grate** or east, right back to where we started!

Quests

Taking It Out on the Raiders

Malix T'Raam, a rather angry Dark Elf, suggested that I kill some Freeport Raiders in Sunken City.

- ☞ Talk to Malix in a building to the SW of the Destroyed Knowledge Portal.
- ☞ Kill 10 menacing Freeport raiders; they are in the Sunken City, on dry land in the east side of the zone.
- ☞ Return to Malix.

Reward. EXP

A Dramatic Performance

NOTE: You must complete Taking It Out on the Raiders to get this quest.

Malix T'Raam feels more confident in your abilities after you killed the Freeport Raiders, and wants you to deliver a message to Pavo in Beggar's Court.

- ☞ Talk to Malix in a building to the southwest of the Destroyed Knowledge Portal.
- ☞ Talk to Pavo in Beggar's Court, in front of a building to the east of the inn.
- ☞ Return to Malix.

Reward. EXP / Coin / choice of Tattered or Cracked Teir'Dal Sleeves (both ColdR +4, HeatR +3)

A Shady Clearing

NOTE: You must complete A Dramatic Performance to get this quest.

Imnat D'Vren is impressed with the work you did for Malix, and as a result, asks you to clear out some diseased Ratonga so that a treasure can be delivered through the sewers.

- ☞ Talk to Imnat, in a building to the SW of the Destroyed Knowledge Portal.
- ☞ Kill 10 diseased Ratonga; they are in the Thieves' Way, near the entrances.
- ☞ Return to Imnat.

Reward. EXP / Coin / choice between Cracked, Hardened or Tattered Teir'Dal boots (all MagR +5)

Dead Man's Eyes

Divek L'Narr is bent on avenging his brother's murder from many centuries ago. To do this, he needs to perform a ritual that requires a pair of zombie eyes.

- ☞ Talk to Divek, in the building south of The Destroyed Knowledge Portal.
- ☞ Kill decaying deadlings in the Sunken City; they are near the Ruined Shrine of Praxus.
- ☞ Return to Divek.

Reward. EXP / Coin / Dead Eye Earring (DisR +8, DivR +7)

Ogre Watch

Orian D'Rak needs a message delivered to Azreana, an Erudite in Stonestair Byway.

- ☞ Talk to Orian, in a building near the Thieves' Way gate.
- ☞ Talk to Azreana, in the middle of the Stonestair Byway across from the Inn.

Reward. EXP / Coin

Information Gathering From a Fishmonger

NOTE: You must complete Ogre Watch to get this quest.

Orian D'Rak needs information about a meeting location from Tilzak the fishmonger.

- ☞ Talk to Orian, in a building near the Thieves' Way gate.
- ☞ Talk to Tilzak N'Lim, on the east side of town across from the office of the Freeport Militia.
- ☞ Return to Orian.

Reward. EXP / Coin / belt pouch (4 slots)

The Missing Book

Lotni K'ira is angry! She left her house for a few minutes and when she returned home, she saw a female Ratonga leaving her house with a book. She needs your help tracking down the dirty rat!

- ☞ Talk to Lotni, in a room just off the alley to the dock.
- ☞ Talk to Chrna in Temple Street; Chrna wanders around near the South Freeport gate.
- ☞ Return to Lotni.

Reward. EXP / Coin / choice of Cracked or Tattered Teir'Dal gloves (both HP +2, PP +1)



Magical Retribution

NOTE: You must complete The Missing Book to get this quest.

Lotni K'ira seeks the death of Black Magi, as they have stolen her precious spell book. Steal it back before they can use it!

- ☞ Talk to Lotni, in a room just off the alley to the dock.
- ☞ Kill 10 Black Magi Insurgents; they are in the southeast corner of the Sprawl.

Reward. EXP / Black Magi Medallion (INT +3, HP +5, PP +10)

The Truth Is Out There

Captain L'Nek needs assistance in investigating the matter of the Thexians who have been spreading dissension among the Teir'Dal.

- ☞ Talk to L'Nek outside the Office of the Freeport Militia (first alley on the left when coming from the docks).
- ☞ Talk to Imnat D'Vren, a secret informant to the Militia. He is in a building to the SW of the Destroyed Knowledge Portal.
- ☞ Return to Captain L'Nek and let him know what Imnat told you.

Reward. EXP / Coin / choice of Cracked or Tattered Teir'Dal Cap (both HP +2, PP +1)

Silenced Speech

NOTE: You must complete The Truth Is Out There to get this quest.

Captain L'Nek wants to see Kirs G'Viz silenced, though he won't come out and say it.

🗡️ Talk to L'Nek.

🗡️ Go to the Ruins (Travel using the outside of Freeport Mariner's Bell) and kill Vagrant Squatters until you find "something." Squatters are located just to the south of where you zone into the Ruins.

🗡️ Return to L'Nek.

Reward. EXP / Kirs' insignia ring (AGI +1)

The Stolen Thex Artifacts

Kylanith D'Lar needs information regarding five stolen Thex artifacts.

🗡️ Talk to Kylanith, in large building to the southeast.

🗡️ Locate 4 of the Thex artifacts in Big Bend.

🗡️ Return to Kylanith to let her know you couldn't find them all (journal updates letting you know when to return).

🗡️ Talk to Kylanith, who informs you that she heard one was in the Graveyard.

🗡️ Locate fifth Thex Artifact in the Graveyard.

🗡️ Return to Kylanith.

Reward. EXP / Coin / Dreadguard Belt (HP +9, MagR +5, PP +6, PoisR +9)

A Special Perfume

Zelina T'Von needs assistance gathering scent glands from Molerat Scrubs in the Ruins so that she can make a perfume with which to entice her husband.

🗡️ Talk to Zelina in the alley on the outskirts of town (South of the Office of the Freeport Militia).

🗡️ Go to The Ruins (travel using the outside of Freeport Mariner's Bell on the dock).

🗡️ Kill Molerat Scrubs until you have 10 scent glands.

🗡️ Return to Zelina.

Reward. EXP / Coin

For That Special Someone

NOTE: You must complete A Special Perfume to get this quest.

Zelina T'Von is pleased with your contribution to her perfume and now seeks your assistance to take a bottle of wine to her husband.

🗡️ Talk to Zelina in the alley on the outskirts of town (South of the Office of the Freeport Militia).

🗡️ Take the wine to Banker T'Val.

🗡️ Return to Zelina.

Reward. EXP / Coin / untainted wine (5 drink)

Exotic Soups

Tilzak the fisherman is working on a new recipe and needs shark fins.

🗡️ Talk to Tilzak, at the docks.

🗡️ Go to the Sunken City (use the outside of Freeport Mariner's Bell on the docks) and kill sharks until you have 10 fins.

🗡️ Return to Tilzak.

Reward. EXP / Shark Fin Souffle

No Rivals For Yarana

Yarana D'Ve is an ambitious Dark Elf who seeks assistance in thwarting her rival's research and activities.

🗡️ Talk to Yarana, who resides just north of the Scribe shop.

🗡️ Go to the Serpent Sewers and destroy 8 filthy moccasins. The quickest path there is via Thieves' Way and Serpent Sewer (second grate on left).

🗡️ Return to Yarana.

🗡️ Go to Fallen Gate (access zone) and destroy seven slime sacs (they're past the Pool of Percelia and fairly deep).

🗡️ Return to Yarana.

🗡️ Go back to Fallen Gate and destroy two suspended watchers.

🗡️ Return to Yarana.

Reward. EXP / elephant hide tunic (AGI +2, STR +3, DisR +8, MagR +5), silvered ring

LONGSHADOW ALLEY QUEST LIST

Quest Name	Lvl	Start	Goal	Where it Begins	What to do	Reward
<i>Dead Man's Eyes</i>	all	Long.A	Sunk.C	Divek L'Narr	Kill zombies until you get pair of rotted eyes	EXP / Coin / Dead Eye Earring (DisR +8, DivR +7)
<i>Exotic Soups</i>	all	Long.A	Sunk.C	Tilzak N'Lim	Kill 10 sharks	EXP / Coin / Sharkfin Souffle (20 food)
<i>For that Special Someone</i>	all	Long.A	Long.A	Zelina T'Von	Take the wine to the banker	EXP / Coin / Untainted Wine (5 drink)
<i>Info. Gath. from a Fishmonger</i>	all	Long.A	Long.A	Orian D'Rak	Speak to Tilzak	EXP / Coin
<i>Magical Retribution</i>	all	Long.A	Sprawl	Lotni K'Iria	Kill 10 Black Magus Insurgents	EXP / Black Magi Medallion (INT +3, HP +5, PP +10)
<i>Missing Book</i>	all	Long.A	Tmp.S	Lotni K'Iria	Find the Ratonga who stole her book	EXP / Coin / Cracked or Tattered Teir'Dal Gloves (both HP +2, PP +2)
<i>No Rivals for Yaarana</i>	15	Long.A	Serp.S	Yarana D'Ve	Kill 8 Filthe Moccasins	EXP / Coin / Silvered Ring, Elephant Hide Tunic (AGI +2, STR +3, DisR +8, MagR +5)
<i>Ogre Watch</i>	all	Long.A	Stn.Bw	Orian D'Rak	Deliver message to Azreana	EXP / Coin
<i>Shady Clearing</i>	all	Long.A	Thv.W	Imnat D'Vren	Kill 10 diseased ratonga	EXP / Coin / Cracked or Tattered Teir'Dal Boots (both MagR +5)
<i>Silenced Speech</i>	all	Long.A	Ruins	Captain L'Nek	Kill Vagrant Squatters until Kir's signet ring is found	EXP / Kir's Insignia Ring (AGI +1)
<i>Special Perfume</i>	all	Long.A	Ruins	Zelina T'Von	Kill molerat scrubs to gather 10 scent glands	EXP / Coin
<i>Stolen Thex Artifacts</i>	all	Long.A	BigBnd.	Kylanith D'Lar	Find artifacts	EXP / Coin / Dreadguard Belt (HP +9, PP +6, MagR +5, PoisR +9)
<i>Taking It Out on the Raiders</i>	all	Long.A	Sunk.C	Maliza T'Raan	Kill 10 Menacing Raiders	EXP / Coin
<i>Truth Is Out There</i>	all	Long.A	Long.A	Captain L'Nek	Talk to Imnat D'Vren	EXP / Coin / Cracked or Tattered Teir'Dal Cap (both HP +2, PP +1)
<i>Blind Taste Test</i>	all	Scal.Y	Long.A	Bartender Icebrew	Speak to Modian K'Jarr	EXP / Coin
<i>History of Ogres</i>	all	N.Free	Long.A	Sage Navarius Orvalis	Visit The Destroyed Knowledge Point	EXP / N / Book to place in your home
<i>History of Ratonga</i>	all	N.Free	Long.A	Sage Navarius Orvalis	Visit The Destroyed Knowledge Point	EXP / N / Book to place in your home

SCALE YARD

One of the smaller villages in Freeport, the Scale Yard is a cramped, stinking, dirty hole which the Iksar and Barbarians of Freeport lovingly call home.

The village's central location is the **Fountain of the Fallen Soldier**, a monument to battles past. You will find plenty of weapons and armor dealers in the area, as well as many trainers. **Bowyer Kakriss** and **Tailor C'Keel** sell their goods around the fountain itself, conveniently situated near the **Thieves' Way** entry grate.

Dunn Coldbrow, Barbarian Warchief, lives in a small house off the main area. The **Freeport Reserve** Bank, run by **Banker Izark**, is also nearby, in case you need to make a withdrawal to buy some of C'Keel or Kakriss' goods.

At the northern tip of the Scale Yard you find a tavern, quite full of Barbarians. **Briac Tundrafire** and **Colin Stoutfist** fight for **Barmaid Frostwind's** attention, while **Dyerth Shiraz** has smartly monopolized the mugs of **Bartender Icebrew**. The rest of the shopkeepers are in the far west side of the village, where **Armsdealer Shilza** and **Mender Garowin** have set up shop. Several other merchants have congregated around here as well: **Ziraak**, **Shieldsmith McHalford**, **Alchemist Sypp** and **Trainer Valseth** all make use of Shilza's location. Thus poor **Zever Tzizzink** and **Evelyn Stoutfist** have to put up with the noise of hawkers calling their wares.

On the east side is a gate to **South Freeport**, guarded by **Guard Thaguk**. This also seems to be a local hotspot; **Zhox Selith**, **Zerin Ithelz** and a few others all stand around here, hailing you to come complete their quests. **Olin Barkstripper** has a shop between the South Freeport gate and Fountain of the Fallen Soldier.

Toward the docks one can find the **Heated Stone Inn**, run by **Innkeeper Frosthome**. **Conner McBrodeen**, a resident who lives across from the inn, seems to have one of the largest houses in the village ... of course, the large, rundown house shared by **Skal Vethiz**, **Nithask Syrthiss** and **Zekvila Dizelk** (and the sometimes elusive **Mirin Zilshia!**) is larger due to its many residents. Across from this large house, **Scribe Coldquill** has set up shop. And at the far southern side of the village, **Overseer Sakkis** and **Ingra** stand ready at the docks near the **Mariner's Bells**.

Quests

Blind Taste Test

Bartender Icebrew wants you to have a Dark Elf in Longshadow Alley test out a new brew.

- ☞ Talk to Icebrew in the tavern at the north end of the Scale Yard.
- ☞ Talk to Modian K'Jarr in Longshadow Alley. Modian can be found N of The Destroyed Knowledge Portal.
- ☞ Return to Icebrew.

Reward. EXP / Coin

Icebrew's Secret Recipe

Bartender Icebrew asks you to gather 10 jars of rust monster blood.

- ☞ Talk to Icebrew in the tavern at the north end of the Scale Yard.
- ☞ Kill rust monsters (found near the Isle of Rust, just N of where you zone in from the Mariner's Bell) in the Sunken City until you have 10 jars of blood.
- ☞ Return to Icebrew.

Reward. EXP / Coin / Wheat rust stout (5 drink) and Icebrew Belt (STA +1)

Will Work for War

Colin Stoutfist wants you to find and ask Warchief Coldbrow when the attack on the orcs will be.

- ☞ Talk to Colin, in the tavern at the north end of the Scale Yard.
- ☞ Talk to Dunn Coldbrow, in a building southeast of the tavern.
- ☞ Talk to Mirin Zilshia about whether he has any jobs for Colin. Mirin is in the southeast corner of Scale Yard.
- ☞ Return to Colin.

Reward. EXP/Coin/Torn Backpack (4 slots)

Will Fight for Fun

Colin Stoutfist wants you to put a bit of pressure on the giantslayer thugs in the Sprawl so they will accept Warchief Coldbrow as their leader.

- ☞ Talk to Colin, in the tavern at the north end of the Scale Yard.
- ☞ Kill 10 giantslayer thugs in the Sprawl; they are in the NW corner of the zone.
- ☞ Return to Colin.

Reward. EXP

By Taera and Orlena

Avoiding the Sea Beasties

Dunn Coldbrow has an unusual task for you. He wants you to help try the patience of Lucan.

- ☞ Talk to Dunn, in a building southeast of the tavern.
- ☞ Kill 10 orcs in the Commonlands; they can be found all along the southern edge of the zone.
- ☞ Return to Dunn.

Reward. EXP / Coin

Ending the Fury

Dunn Coldbrow tells you that he has inside information on how the Barbarians will be the first to wipe out the orcs. He says his informant told him that if the Barbarians can manage to kill a number of the Darkblade furies, this vision will come true.

- ☞ Talk to Dunn, in a building southeast of the tavern.
- ☞ Kill 10 Darkblade Furies in Thieves' Way.
- ☞ Return to Coldbrow.

Reward. EXP / Coin / choice between Coldbrow Clan Leggings, Medium Greaves or Hide Greaves (all ColdR +4, PoisR +9)

Tasty Tears of the Thralls

Dyerth Shiraz asks you to help collect the tears of 10 Wood Elves.

- ☞ Talk to Dyerth Shiraz in the tavern.
- ☞ Kill Wood Elf Scouts in the Sprawl until you have 10 tears; the Wood Elves are near the Commonlands gate.
- ☞ Return the tears to Dyerth.

Reward. EXP / Coin / Sazzpazilla (5 drink)

Door to Door Anger

Evelyn Stoutfist asks you to find Plordo the Gnome and ask him for her money.

- ☞ Talk to Evelyn, at her home in the western side of the Scale Yard.
- ☞ Talk to Alchemist Plordo Blotterdock in the Temple Street district; Plordo is near the South Freeport Gate.
- ☞ Return to Evelyn.

Reward. EXP / Coin

Preventative Maintenance

Verin Ithelz asks you to kill some orc exiles in the Ruins to prevent his rival from using them as slaves.

- 🗡️ Talk to Verin, near the S. Freeport gate.
- 🗡️ Kill 10 exiled orcs in the Ruins, near the Forgotten Shrine of Shoreside.
- 🗡️ Return to Verin.

Reward. EXP / Coin / Orc Exile Shield (WIS +1)

Verin's New Thralls

Verin Ithelz asks you to go to the Sprawl and kill some guttersnipes.

- 🗡️ Talk to Verin, near the S. Freeport gate.
- 🗡️ Kill 10 Guttersnipes in the Sprawl.
- 🗡️ Return to Verin.

Reward. EXP / Coin / Broken Thrall Manacles (HP +2, PP +1)

Bring Out Your Souls

Zekvila Dizelk asks you to travel to the Graveyard to kill undead knights and collect their spirits in the crystal she gives you.

- 🗡️ Talk to Zekvila, in a house in the southeast corner of the Scale Yard.

- 🗡️ Kill 10 undead knights in the Graveyard until you collect 10 souls; undead knights are found in the SW corner of The Graveyard.

- 🗡️ Return to Zekvila.

Reward. EXP / Coin / choice between Scaled Bracer of Service or Scaled Armband of Service, both (HP +2, PP +1)

A Worthy Teacher

Zekvila Dizelk is having problems with her spells and needs advice from an Erudite named Raban.

- 🗡️ Talk to Zekvila, in a house in the SE.
- 🗡️ Talk to Raban in the Stonestair Byway; he is in The Hole tavern on the west side.

- 🗡️ Return to Zekvila.

Reward. EXP / Coin



SCALE YARD QUEST LIST

Quest Name	Lvl	Start	Goal	Where it Begins	What to do	Reward
Avoiding the Sea Beasties	all	Scal.Y	Comm.	Dunn Coldbrow	Kill 10 orcs	EXP / Coin / Coldbrow Clan Tunic
Blind Taste Test	all	Scal.Y	Long.A	Bartender Icebrew	Speak to Modian K'Jarr	EXP / Coin
Bring Out Your Souls	all	Scal.Y	Gravey.	Zekvila Dizelk	Kill 10 undead knights	EXP / Coin / Scaled Bracer of Service or Scaled Armband of Service (both HP +2, PP +1)
Door to Door Anger	all	Scal.Y	Tmp.S	Evelyn Stoutfist	Speak with Plordo the Gnome	EXP / Coin
Ending the Fury	all	Scal.Y	Thv.W	Dunn Coldbrow	Kill 5 darkblade furies	EXP / Coin / Coldbrow Clan Leggings, Medium Greaves or Hide Greaves (all ColdR +4, PoisR +9)
Icebrew's Secret Recipe	all	Scal.Y	Sunk.C	Bartender Icebrew	Gather 10 jars of rustmonster blood	EXP / Coin / Wheat rust stout (5 drink) and Icebrew Belt (STA +1)
Poisonous Zever	15	Scal.Y	Fall.G	Zever Tzizzink	Kill 9 putrid dragoons and 12 tainted wretches	EXP / Coin / Iksar Gloves
Preventative Maintenance	all	Scal.Y	Ruins	Verin Ithelz	Kill 10 orc exiles	EXP / Coin / Orc exile shield (WIS +1)
Sword-chucks of Doom	all	Scal.Y	Scal.Y	Armsdealer Shitza	Speak to Briac Tundrefire	EXP / Coin / Shitza Slicer (no stats, 2 handed weapon)
Tasty Tears of the Thralls	all	Scal.Y	Ruins	Dyerth Shiraz	Kill tears of 10 wood elves	EXP / Coin / Sazzpazilla (5 drink)
Verin's New Thralls	all	Scal.Y	Sprawl	Verin Ithelz	Kill 10 Guttersnipes	EXP / Coin / Broken Thrall Manacles (HP +2, PP +1)
Will Fight For Fun	all	Scal.Y	Sprawl	Colin Stoutfist	Kill 10 giantslayer thugs	EXP / N
Will Work for War	all	Scal.Y	Scal.Y	Colin Stoutfist	Speak to Dunn Coldbrow	EXP / Coin / Torn Backpack (4 slots)
Worthy Teacher	all	Scal.Y	Stn.Bw	Zekvila Dizelk	Speak to Raban	EXP / Coin
Antius's Package	all	Beg.Ct	Scal.Y	Antius Vedrix	Take package to Mirini	EXP / Coin
Brona's Thralls	all	BigBnd.	Scal.Y	Slaver Brona	Deliver message to Icebrew	Coin

STONESTAIR BYWAY

By Cryth and Gnish

Located in Freeport, Stonestair Byway is home to the Erudites and Kerra. It is a true show of the Overlord's cruelty, the fact that these two races have been stuck together; even the smallest of Gnome children know that the two races are bitter enemies. It is immediately obvious that there are high levels of distrust and tension in the area between the opposing races; the Erudites will speak hardly a word to the Kerra and vice versa.

Key Locations and NPCs

The first person you meet upon arriving in Stonestair Byway is **Overseer Melkia**. If you're here to apply for citizenship to Freeport, you need to speak with the Overseer for directions. On your way into town you pass **Nosno the Naysayer**, the local nut, who constantly spews some nonsense about the world ending. You are probably better off avoiding him unless you really want to hear his story. South of Nosno, up the stairs that frame **Farida**, you find a house in which **Jezrina** and **Habika** reside. North of Noso you find the scribe shop, home to the inky-fingered **Scribe Johari** and **Trainer Fomundulus**, who takes a more physical approach to teaching.

Continue on past Nosno and peer north to visit **Juma** in his tiny apartment. Poor Juma suffers from heartache, as he is forbidden to see his beloved Habika. Thus he stays within his home all day, pining for her presence. It's a cramped home, though, so do not dawdle too long before continuing west.

Once you reach the first platform of stairs, a turn south brings you to the **Graveyard gate**, a dangerous area, as **Pona** will tell you. Should you go westward instead — make sure to inspect **Shieldsmith Nisra's** wares first, though! — you come across **Merchant Washaso** and **Innkeeper Zahar**, proprietor of the **Safe Haven** Inn.

The Fountain of Anguish is a popular resting place for Stonestair Byway residents; the fountain square branches off into various important buildings, including **The Hole**, a tavern run by **Bartender Koali** and patronized by many Kerra and Erudites. Some of the regular bench warmers you find at the tavern include **Raban**, **Kazer** and **Tobial**, the later being a Kerra who is hopelessly in love with **Barmaid Miala**. The **Freeport Reserve** bank also branches off from the

fountain square; **Banker Kaman** will be sure to hardly skim any money from your account. **Guard Savanuu** keeps the peace, while **Tailor Fomondulus** keeps everyone clothed. **Wenso Swindlehassel**, **Jafari**, **Halma** and **Street Witch Azreana** can also be found around the Fountain.

North past **Alchemist Irian's** post brings you closer to the **North Freeport gate**; the only stops between Irian and the gate are **Bowyer Thindel** for ranged weapons and **Amsdealer Melai** and **Mender Rosali** for your other weapons and mending needs.

Quests

... Let Me Count the Ways ...

Tobial, a Kerra in the tavern, seeks Ratonga corpses to give as a courting gift to the lovely Kerra he desires.

- ☞ Talk to Tobial in the tavern.
- ☞ Kill Ratonga until 10 Ratonga corpses are acquired; one of the easiest places to get Ratonga is in the Thieves' Way. Kill the Diseased Ratonga there, or the Darkblade Ratonga. Note that you can also find Ratonga in the Sprawl or various other places.
- ☞ Return to Tobial.

Reward. EXP / Coin

Are You There, Tom? It's Me, Pona

Pona lost her denmate and seeks revenge for her loss.

- ☞ Talk to Pona near the Graveyard gate.
- ☞ Kill 10 undead fighters in the Graveyard; they are up and down the east side of the Graveyard.
- ☞ Return to Pona.

Reward. EXP / Favor of Pona (necklace: STA +1, DivR +2, STR +1) or Polished Iron Ring (INT +2, WIS +2)

Eviction!

Zahar, the innkeeper, has offered to rent a room to you; however, it is currently occupied. If that person can't pay his rent, then the place is yours.

- ☞ Talk to Zahar in front of the inn.
- ☞ Talk to Galenus Vatia about the rent (he is south of the fountain in his house).
- ☞ Return to Zahar.

Reward. EXP / Coin / bedroll (furniture)

Kazar's Focus

Kazar needs you to retrieve his "foci."

- ☞ Talk to Kazar in the tavern.
- ☞ Talk to Alchemist Irian about the foci; he is on the platform just NE of Fountain.
- ☞ Return to Kazar.

Reward. EXP / Coin

Kazar And The Vial

Kazar needs an errand run to retrieve a vial from a crazy Troll named Crantik.

- ☞ Talk to Kazar, in the tavern.
- ☞ Talk to Crantik the Crazy, in Big Bend near the Sprawl gate.
- ☞ Return to Kazar.

Reward. EXP / Coin

Nosno's Prophecy

Nosno the Naysayer needs a message delivered to all Kerra women ...

- ☞ Talk to Nosno near the docks.
- ☞ Speak with Miala, the female Kerra who works at the tavern.
- ☞ Speak with Pona, the female Kerra by the Graveyard gate.
- ☞ Return to Nosno.

Reward. EXP

The Contest

Lisori doesn't think you can kill an orc.

- ☞ Talk to Lisori, in the tavern.
- ☞ Kill Exiled Orcs in the Ruins until you have 10 fingers; they are near the Forgotten Shrine of Shoreside.
- ☞ Return to Lisori.

Reward. EXP / orc finger necklace (STR +1, ColdR +4, PoisR +9) or ring (STA +1, HeatR +4, MagR +9)

Easy Acceptance

Lisori offers the "Hunter's Mantle" that was owned by his father, if you kill the squatters until you find the one who stole it.

- ☞ Talk to Liroi, in the tavern.
- ☞ Kill Vagrant Squatters in the Ruins until one drops the mantle; they are in the southeast corner of the zone.
- ☞ Return to Liroi.

Reward. EXP / choice of Mangy Hunter's Mantle or Shoulderpads (both ColdR +4, HeatR +3)

Jezrina's Molerat

Jezrina the Seer cannot see my destiny without a tumor-infested heart from a Molerat.

- 🗡️ Talk to Jezrina, in the building just south of the docks.
- 🗡️ Kill puny squalid vermin in the Ruins until a tumored heart is located; they are near the docks.
- 🗡️ Return to Jezrina.

Reward. EXP / Small Hip Bag (lore, 4 slots)

Small Time Rori

Rori, local street thug, needs help enlisting scum to strengthen gang.

- 🗡️ Talk to Rori, northeast of the bank and up the stairs.
- 🗡️ Go to Beggar's Court to speak with Manius Galla; Manius is near one of the tents in the lower court.
- 🗡️ Return to Rori.

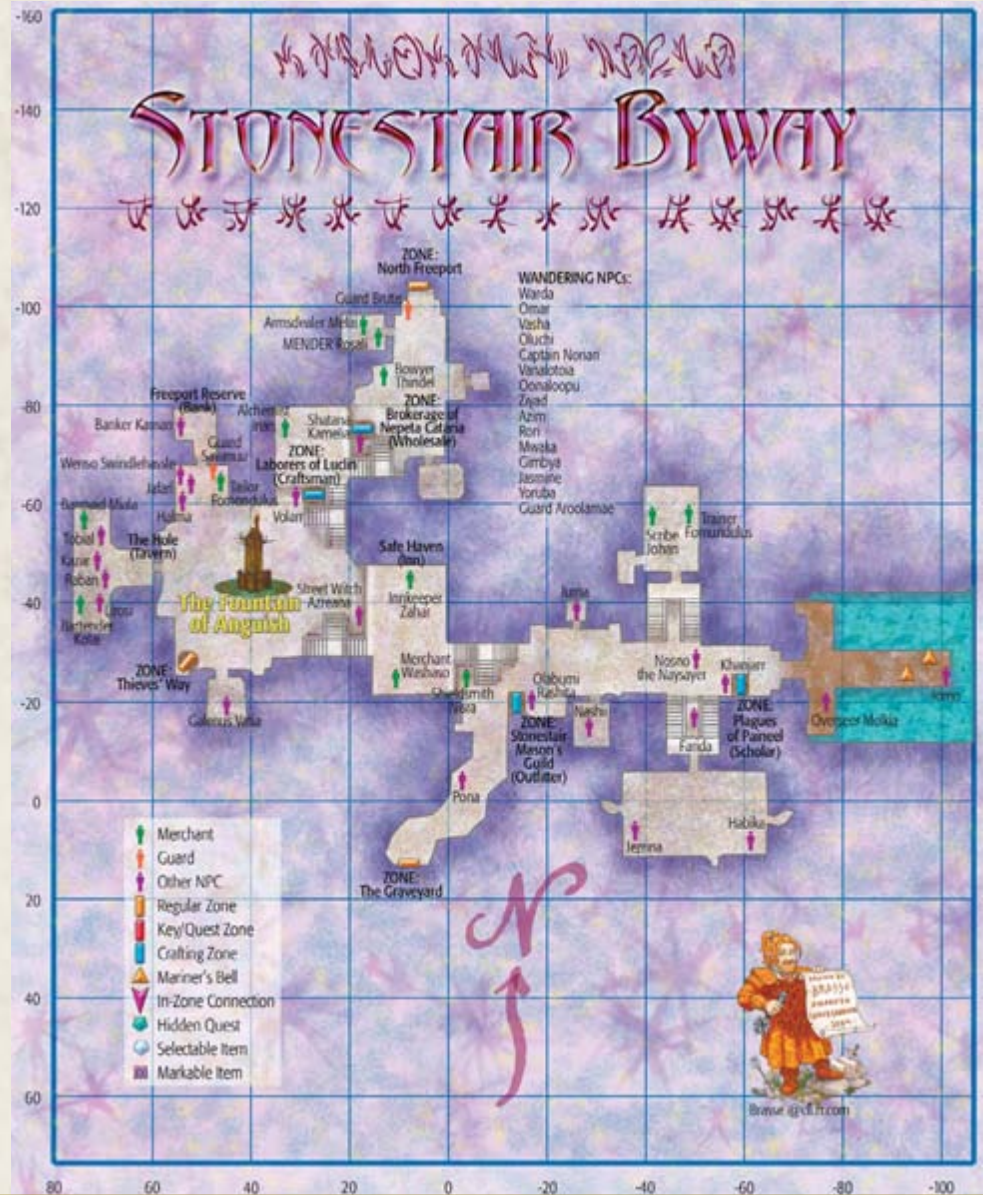
Reward. EXP / Coin

Rori's Back

Rori has decided to try his luck again finding a gang. This time though, he wants a few exiled orcs handled.

- 🗡️ Talk to Rori, northeast of the bank and up the stairs.
- 🗡️ Kill 10 Exiled Orcs in the Ruins; they are near the Forgotten Shrine of Shoreside.
- 🗡️ Return to Rori.

Reward. EXP / Coin / Orc Exile Belt (STA +1, HP +2, PP +1)



STAIRSTONE BYWAY QUEST LIST

Quest Name	Lvl	Start	Goal	Where it Begins	What to do	Reward
<i>Are you there, Tom? It's me, Pona</i>	all	Stn.Bw	Gravey.	Pona	Kill 10 undead fighters	EXP / N / Polished Iron Ring (INT +2, WIS +2) or The Favor of Pona (STA +1, STR +1, DivR +2)
<i>Contest</i>	all	Stn.Bw	Ruins	Lisori	Slay 10 exiled orcs	EXP / N / Orc Finger Necklace (ColdR +4, PoisR +9, STR +1) or Orc Finger Ring (HeatR +1, MagR +2, STA +1)
<i>Easy Acceptance</i>	all	Stn.Bw	Ruins	Lisori	Slay vagrant squatters to find hunter's mantle	EXP / Mangy Hunter's Mantle or Shoulderpads (ColdR +4, HeatR +3)
<i>Eviction</i>	all	Stn.Bw	Stn.Bw	Innkeep Zahar	Speak with Galenus	EXP / Coin / a dirty bedroll
<i>Jezrina's Prophecy</i>	all	Stn.Bw	Ruins	Jezrina	Kill puny squalid vermin to find a tumored heart	EXP / N / Small Hip Bag (4 slots)
<i>Juma and Habika's Story</i>	15	Stn.Bw	Stn.Bw	Juma	Talk to Habika	EXP / Coin
<i>Kazar and the Vial</i>	all	Stn.Bw	BigBnd.	Kazar	Talk to Crantik the Crazed	EXP / Coin
<i>Kazar's Focus</i>	all	Stn.Bw	Stn.Bw	Kazar	Talk to Irian the Merchant	EXP / Coin
<i>Let me count the ways</i>	all	Stn.Bw	Sprawl	Tobial	Kill 10 ratonga (Black Magi)	EXP / Coin
<i>Nosno's Prophecy</i>	all	Stn.Bw	Stn.Bw	Nosno The Naysayer	Speak to Miala and Pona	EXP / N
<i>Small Time Rori</i>	all	Stn.Bw	Beg.Ct	Rori	Talk to Manius Galla	EXP / Coin
<i>Rori's Back</i>	all	Stn.Bw	Ruins	Rori	Get 4 orc exile hides	EXP / Coin / orc exile belt (STA +1, HP +2, PP +1)
<i>Casing the Joint</i>	all	Beg.Ct	Stn.Bw	Lucius Vulso	Talk to the Banker	EXP / Coin / Dual Pocketed Shoulder Bag (4 slots)
<i>Enchanting Evening with Krysa</i>	all	Tmp.S	Stn.Bw	Krysa	Speak with Raban	EXP / Coin / Krysa's Used Makeup Case
<i>History of Iksar</i>	all	N.Free	Stn.Bw	Sage Navarius Orvalis	Visit The Fountain of Anguish	EXP / N / Book to place in your home
<i>Ogre Watch</i>	all	Long.A	Stn.Bw	Orian D'Rak	Deliver message to Azreana	EXP / Coin
<i>Worthy Teacher</i>	all	Scal.Y	Stn.Bw	Zekvila Dizelk	Speak to Raban	EXP / Coin

TEMPLE STREET

By Wrendolyn

If you're a Ratonga, or a Gnome of evil alignment, Temple Street is the place you'll call home. A background in psychology may help you understand the locals; they run the gamut from vain and jealous to argumentative and schizophrenic. Still, it provides all the comforts (or discomforts, if you really wish to fit in here!) you'll need, including close access to South Freeport and fine hunting in the Thieves' Way. Temple Street is packed with many small rooms, most of them in disarray. All but one of the rooms are unoccupied, and the single resident, **Za Za Leaska**, does not offer a lot in the way of conversation. Perhaps the locals like to use them as cheap shelter for visiting friends and relatives.

Key Locations & NPCs

If you're a new refugee to Temple Street, the first resident you should speak with is **Overseer Ivagora**, in order to get started on the road to Freeport citizenship. This Ratonga helps set the tone for many of your dealings with Temple Street residents, as she is brash, demanding and forceful. Just, in fact, the way you would expect a Freeport Overseer to behave. Should you be in need of bags or torches, or have some goods to unload, **Merchant Blixta Stiklesoofla** hangs out right by the docks, and is the first of several merchants to carry those goods. Though he doesn't have much to say now, take note of where **Brashk** stands, for you'll be visiting him for a future quest. You'll also return to the docks many times to use the Mariner's Bell, which takes you to many other Freeport locations.

Once you've passed that particular conversational hurdle, you'll want to find your future landlady, **Innkeeper Zixi Wuggle**, sole proprietor of **Wuggle's Chamber of Horizontal Stasis**, in the middle of town. Zixi doesn't mention why she stands outside her own establishment. We hope she doesn't have some secret knowledge about the condition of her rooms ... Just behind the inn is the

crafters' zone, **The Circle of Vaniki**. After securing your room, you are soon directed to the Freeport Reserve bank at the south end of town, where you'll meet one of the Humans, **Banker Sempronia Gallus**. It's obvious to her that neither Ratongas nor Gnomes could be entrusted to manage their own bank, so she took the job. After you've completed your journey towards citizenship, speak to Sempronia again for a way to help her with a bank matter.

You've seen the Inn and the Bank, now it's time to check out what's for sale in Temple Street. **Armsdealer Shinska** stands just outside the armory, ready to sell you a variety of weapons (many iron-based), along with platemail, iron brigandine armor, iron chainmail and steel vanguard armor. Shinska has a task for you as well, if you are willing. After you've died a number of times, remember to seek the services of **Mender Krellian**, working from inside the armory. Not far from the armory, tucked behind a building, you'll encounter **Old Man Muckwort**. He's another Human in town, although the militia did try to get rid of him. He claims he's always been there, and if you bring him a certain vial, he'll cheaply reward you (very cheaply).

Temple Street boasts a landmark, the **Defiled Temple**. You'll gain some experience for discovering it, and inside you have the opportunity to learn some history, courtesy of **Regias Flutzrubble**. Next to the temple is the scribe shop, with two workers, **Trainer Yurik** and **Scribe Frizi Figglesnip**, ready to help you upgrade your skills and spells to the Apprentice II level. Frizi is also out for revenge; it seems some hoodlums took her books and aim to use them as toilet paper. Don't let this travesty go unpunished — speak to Frizi to find out how you can help.

To the left of the bank, at the end of the street, you find a quartet of merchants. All of them sell roughly the same wares, though they are far from presenting a united front. First are the father and son team of Ratongas, **Merchant Vlepo** and **Merchant Vleko**. Within spitting distance are **Merchant Qwergo**

Togglesmeet and his son, **Merchant Twergo Togglesmeet**. These four are no strangers to jealousy, greed and bitterness. Each pair claims to have been there first, and accuses the other of selling shoddy goods. Take advantage of the situation by taking quests from each of them, for they all have secret plans to take care of their competition and need a bit of help.

From this area you can travel down a tunnel and emerge at the easternmost part of Temple Street. Here you find several useful merchants. **Bowyer Kavina** offers arrows, a bow, axe, throwing daggers, shurikens and other ranged weapons. **Tailor Sipka** is all about armor, and the very-light to light stuff at that. He sells burlap, cordovan, inventors, laborers, rawhide, threadbare and woven cordovan armor pieces. The area surrounding **Bartender Pshavost** (who only sells flasks of drink) is teeming with activity and sin. You discover the feuding sisters, **Barmaid Krasa** (who offers food for sale) and **Krysa** (who sells flasks of drink). Their relationship is likely too far overrun with envy, spite and hatred to save, though you can benefit by talking to both of them for two easy quests. Also in front of the bar is the clearly mad **Sparzit Cogsnibble**. People who hear voices urging them to "kill, kill, kill!" deserve their privacy, and you can help ensure he gets that by obtaining a pair of perfect snake fangs for him.

If you're in need of some extra defense, **Shieldsmith Fubbledodge** sells a variety of shields as well as some secondary slot stat modifiers. You find Fubbledodge, **Chrna** and **Alchemist Plordo Blotterdock** near the gate to South Freeport. Chrna and Plordo will be quest contacts after you speak with Merchant Qwergo.

Lastly, take advantage of Temple Street's easy access to the **Thieves' Way**, to the right of the Freeport Reserve. You'll hunt here as you strive toward citizenship, and for many levels beyond. Diseased Ratongas, Ravenous Cubes and Darkblade Furies are just a few of the nasties you'll find lurking below the city. Enjoy your stay!

Quests

Muckwort's Quest

Old Man Muckwort is defensive and ready to pick a fight with any that overstay their welcome on his "porch" or backtalk to him. He wants a vial of something from a Troll named Crantik, though he doesn't say what he plans to do with the stuff.

- 🗡️ Talk to Muckwort. He stands at the east end of town, behind a building that's on the same side of the street as the armory.
- 🗡️ Talk to Crantik the Crazy in Big Bend, near the gate to the Sprawl.
- 🗡️ Return to Old Man Muckwort.

Reward. EXP / Coin

Vleko's Plan

Merchant Vleko has devised a scheme to kill his Gnome competitors and have an orc take the blame. He needs your help in securing one sword from a certain kind of orc before he can complete his nasty plan.

- 🗡️ Talk to Vleko at his stand, southwest of the bank at the end of the street.
- 🗡️ Kill Orc Exiles in The Ruins until you get a sword; they linger near the Forgotten Shrine of Shoreside, in the middle of The Ruins.
- 🗡️ Return to Vleko.

Reward. EXP / Coin / choice: Cheap Ratonga Club, Spear, War Axe (all HP +1, PP +2) or Knuckles (HP +2, PP +1)

Vlepo's Plan

Merchant Vlepo wants to be rid of his Gnome competitors, and he plans to achieve this goal by planting a stolen weapon from the armsdealer in town in the Gnome's stall. You get to steal the weapon!

- 🗡️ Talk to Vlepo at his stand, southwest of the bank at the end of the street.
- 🗡️ Talk to Armsdealer Shinska just outside the armory. Distract him and take a weapon.
- 🗡️ Return to Vlepo.

Reward. Minor EXP / Coin



Twergo's Plan

Merchant Twergo Togglesmeet hopes to make a mind-controlling device. This will ensure he and his father get all the customers, and his Ratonga competitors get none. He will use zombie brains to bring his invention to life, and that is where you come in.

- 🗡️ Talk to Twergo at his stand, southwest of the bank at the end of the street.

- 🗡️ Kill Decaying Deadlings in the Sunken City until you get 10 brains. You can find lots of them in the northwest portion of the watery area, where The Ruined Shrine of Prexus rests.

- 🗡️ Return to Twergo.

Reward. EXP / Coin / Twergo's Polished Earring (HP +3).

Qwergo's Plan

Merchant Qwergo Togglesmeet needs an Igniter Rumberod from a Temple Street resident named Plordo. With this device, he hopes to take out his Ratonga competition once and for all.

- ☞ Talk to Qwergo at his stand, southwest of the bank at the end of the street.
- ☞ Talk to Alchemist Plordo Blotterdook, left of the South Freeport gate.
- ☞ Talk to Chrna, not far from the Alchemist's stall.
- ☞ Return to Qwergo.

Reward. EXP / Coin

Krasa Isn't Taking It Anymore

Krasa and her sister Krysa have a vicious rivalry, and you could easily find yourself in the middle. Krasa is tired of Krysa getting all the kudos, and she thinks she could dance as well as Krysa. She is almost ready to carry out an evil plan to get Krysa out of the picture, with your and Spezi's help.

- ☞ Talk to Barmaid Krasa in the westernmost part of the city, in front of the bartender.
- ☞ Deliver a message to Spezi the Street Hag, in an alcove near the armory in town.
- ☞ Return to Krasa.

Reward. EXP / Coin

Makeup for Krysa

Krysa enjoys the attention and lingering looks she receives that her sister Krasa does not. She needs you to bring her some makeup so that her beauty will not fade.

- ☞ Talk to Krysa in the westernmost part of the city near the bartender.
- ☞ Talk to Brashk near the docks.
- ☞ Return to Krysa.

Reward. EXP / a small weathered keg (furniture), Old Makeup Case (4 slot container)

Frizi's Stolen Books

Temple Street's scribe has had a number of her books stolen by Guttersnipe Crooks. Worse, they plan on using the pages as toilet paper! Your job is to exact some revenge.

- ☞ Talk to Scribe Frizi Figglesnip in the Scribe Shop.
- ☞ Kill 10 Guttersnipe Crooks, in the Sprawl. From the Big Bend zone, head southeast past the asps and scorpions. In the next area you can find these pesky thieves.
- ☞ Return to Frizi.

Reward. EXP

Teeth for Sparzit

Sparzit Cogsibble wants to make a snake to bite people that mistakenly enter his home. He would like to utilize real snake teeth in this endeavor, so that they do not break after a bite is landed.

- ☞ Talk to Sparzit in the easternmost part of the city, in front of the bartender.
- ☞ Kill Shoreside Asps until you get a pair of perfect asp fangs; they can be found in The Sprawl just after the Big Bend zone.
- ☞ Return to Sparzit.

Reward. EXP / Coin / perfect asp fang (AGI +1, STR +1)

Netherot Name Calling

The Netherots have been hurting Armsdealer Shinska's business by making disparaging comments about Shinska. He wants them stopped.

- ☞ Talk to Shinska just outside the armory.
- ☞ Kill 4 Netherot Chanters; they are in the Thieves' Way. Note that they are hard to find but often spawn at the first door before the Darkblades.
- ☞ Return to Shinska.

Reward. EXP / Coin / your choice: Badly polished dagger, hammer, mace or rapier.

Keys for Sempronia

Banker Sempronia Gallus desperately wishes to recover the keys to the Freeport Reserve vault from a certain diseased Ratonga, and you are just the adventurer to get them for her. Note: You must first complete your Freeport citizenship quest before you can take this quest.

- ☞ Talk to Sempronia, inside the bank.
- ☞ Kill Diseased Ratonga in the Thieves' Way until you find the stolen keys. Diseased Ratonga can be found in almost all of the areas near the entry ladders.
- ☞ Return to Sempronia.

Reward. EXP / Coin / Coalition Hammered Gold Earring (INT +1)



Not Since the Invention of the Wheel

Zninki Flatzazzle is distraught, for someone has stolen his marvelous Bread Bisector invention. He would like it returned, and you can make this happen.

- 🌀 Talk to Zninki.
- 🌀 Go to The Ruins. From the docks, take the stairs to the south. You find many Vagrant Squatters there; kill them until you find the Bread Bisector.
- 🌀 Return to Zninki.

Reward. EXP / Coin / wheat bread (5 food)

Zaza's Little Problem

Zaza Lenska suspects her husband is cheating on her. She wants to brew a potion to find out for certain, but she lacks some ingredients. Note: You will have trouble with this quest in your earlier levels; wait until you have a bit of experience under your belt.

- 🌀 Talk to Zaza, in the second small, unlabeled building from the docks.
- 🌀 Go to the Commonlands. You need to find an uncommon spawn, Behemoth Monitors, and kill them until you get a

single tear. These can be found in the area near the Fallen Gate maze.

- 🌀 Return to Zaza.
- 🌀 Zaza needs more ingredients; you need to kill 7 Giant Vulriches to get 7 vials of blood. These can be found west of the Ruins of Valmarr, near Matthias Siegemaker, in the Commonlands.
- 🌀 Return to Zaza.

🌀 Zaza is not done yet! She wants you to kill four Constructs of Malice in the Fallen Gates dungeon in the Commonlands. There is one of these in the room with the lake. There are others spread throughout the lower levels, though they are grouped.

- 🌀 Return to Zaza.



TEMPLE STREET QUEST LIST

Quest Name	Lvl	Start	Goal	Where it Begins	What to do	Reward
<i>Enchanting Evening with Krysa</i>	all	Tmp.S	Stn.Bw	Krysa	Speak with Raban	EXP / Coin / Krysa's Used Makeup Case
<i>Frizi's Stolen Book</i>	all	Tmp.S	Sprawl	Frizi Figglesnip	Kill 10 Guttersnipes	EXP / N
<i>Improving the design</i>	all	Tmp.S	Gravey.	Sparzit Kogs nibble	Collect 10 samples of bone rot from undead pikemen	EXP / Coin
<i>Keys for Sempronia</i>	all	Tmp.S	Thv.W	Sempronia Galus	Kill Diseased Ratonga to find keys	EXP / Coin / Coalition Hammered gold earring (INT +1)
<i>Krasa Isn't Taking Anymore</i>	all	Tmp.S	Tmp.S	Krasa	Speak with Spezi	EXP / Coin
<i>Makeup for Krysa</i>	all	Tmp.S	Tmp.S	Krysa	Speak with Brashk	EXP / N / Small Weathered Keg
<i>Muckwort's Quest</i>	all	Tmp.S	BigBnd.	Old Man Muckwort	Get vial from Crantik the Crazy	EXP / Coin
<i>Netherot Name Calling</i>	all	Tmp.S	Thv.W	Shinska	Kill 4 Netherot Chanters	EXP / Coin / badly polished rapier, dagger, hammer, mace or maul (no stats)
<i>Not Since Invention o.t. Wheel</i>	all	Tmp.S	Ruins	Zninki Flatzazzle	Kill vagrant squatters	EXP / Coin / wheat bread (5 food), Gnomish bread bisector (HP +2, PP +1)
<i>Qwergo's Plan</i>	all	Tmp.S	Tmp.S	Qwergo Togglesmeet	Speak to Alchemist Plorodo near the S. Freeport Gate	EXP / Coin
<i>Teeth for Sparzit</i>	all	Tmp.S	Sprawl	Sparzit Kogs nibble	Kill Shoreside Asps to find a perfect set of fangs	EXP / Coin / perfect asp fang (AGI +1, STR +1)
<i>Twergo's Plan</i>	all	Tmp.S	Sunk.C	Twergo Togglesmeet	Collect 10 zombie brains from urchin zombies	EXP / Coin / Twergo's Polished Earring (HP +3, STA +1)
<i>Vleko's Plan</i>	all	Tmp.S	Ruins	Vleko	Kill orc exiles to find the sword	EXP / Coin / cheap ratonga spear, waraxe, club (all HP +1, PP +2) or knuckles (HP +2, PP +1)
<i>Vlepo's Plan</i>	all	Tmp.S	Tmp.S	Vlepo	Speak with Shinska the Armsdealer	EXP / Coin
<i>Zaza's Little Problem</i>	15	Tmp.S	Comm.	ZaZa Lenska	Gather 6 monitor behemoth tears	EXP / Coin
<i>Door to Door Anger</i>	all	Scal.Y	Tmp.S	Evelyn Stoutfist	Speak with Plorodo the Gnome	EXP / Coin
<i>Missing Book</i>	all	Long.A	Tmp.S	Lotni K'Iria	Find the Ratonga who stole her book	EXP / Coin / Cracked or Tattered Teir'Dal Gloves (both HP +2, PP +2)
<i>Natasha's Note</i>	10	Gravey.	Tmp.S	dirty note	Return item to Tarakh	EXP / Coin
<i>Trolls and Arms</i>	all	BigBnd.	Tmp.S	Armsdealer Blort	Speak with Shinska the Armsdealer	EXP / N / Blort's Painted Cutter, Bludgeoner, Sticker or Slicer (HP +3, PP +3)

NORTH FREEPORT

By Cryth and Orlena

North Freeport is perhaps the most active of the four main Freeport districts, containing both religious facilities, the magical center and a wide variety of shops and houses open to adventurers of all ages.

Ironically enough, some of the better housing in Freeport is available here on **Compassion Road** and **Integrity Road**. It is doubtful whether any of the tenants have either compassion or integrity as they most likely performed many underhanded acts to gain the prestige and coin to afford such spacious homes.

North Freeport is a great place to trade, or train! **Trainer L'Tor**, **Trainer Sicangu Wi** and **Trainer Krung Ironfist** — all who make their home on Eminence Road — are outstanding trainers and will improve your skills ... for a price!

The Academy of Arcane Science is perhaps the most impressive building in this section of the city. "We are the stewards of all knowledge!" claims the sign facing the street. The academy contains a very impressive collection of tomes, magical scrolls and other bits of knowledge.

Sage Navarius Orvalis will sell you tomes of knowledge that have been transcribed with bits of lore, often leading readers to new adventures as they attempt to learn more about the tales contained in the tomes they purchased.

Camtur Flograttle is merely an apprentice who often complains about all the work he has to do scrubbing beakers, dusting tomes and feeding the cadavers. Perhaps he wasn't cut out for this profession after all! **Scribes Tullia Sulla**, **Claudia Quarto** and **Jabir Maridar** sell various magical scrolls of knowledge to students of magic. **Tome Warden K'Narn** is in charge of all the knowledge in the academy, the first to touch each new piece of information and the one who doles out that knowledge to those who seek it. There are two other floors in the Academy of Arcane Science. You can reach them by standing on the platforms and touching the glowing, floating torches nearby. On the sub-level are **Archivist Jindlefog** and **Merchant Brinegaggle**. On the upper level are **The Foci** and **Paragon Jalex**.

The Temple of War is home to the priests of the Dismal Rage, whose motto is, "With the power of dark faith united ... none shall oppose our destiny!" Definitely not a group that you'd want to cross! Inside you find **Priest Kelian**, who trains all new priests entering the temple, and **Commandant Tychus**, who doesn't have much to say unless you've proven yourself to be proficient in combat arts. **Convert Y'Ral** is the one to speak to if you wish to acquire a writ for tasks with the Dismal Rage. **Augurer Valgus** is also looking for adventurers to prove themselves by completing small tasks for his group. Don't be turned off by **Modinite Z'Vol**, who is happy to tell anyone who will listen about the Threshing Room — the Dismal Rage believes that one can only be purified through intense suffering. The Threshing Room is where young priests complete their trial of suffering to advance in the priesthood. Only the strongest will survive the trial to advance their profession. Those who fail simply don't leave the room ... ever.

Just outside of the Temple of War is **Administrator Frugi**. He might have something important to say, or he might not. He's a little hard of hearing so be sure to speak up if you talk to him. Many just give up trying to converse with him altogether.

No city district is complete without the odd or crazy person. **Mizzog the Sighted** is a rather creepy Troll who can "see" through blind eyes. You find Mizzog just outside of **Torlig's Herbs and Potions**, a store that sports the motto, "Should you need assistance, ask an assistant, and not Torlig, that is what they are there for after all." **Torlig the Alchemist** is the owner of this shop, but he won't deal with any customers. He's much too busy working on his next alchemical experiment. Instead you'll need to speak with either **Alchemist Vinicius Fuscinus** or **Alchemist Aulus Crispian** if you wish to make a purchase.

C.M. Brushwuttle Studios is a great place to buy paintings or statues. **Painter Brushwuttle** currently works out of this small studio in North Freeport. During the

Age of Turmoil, C.M. Brushwuttle was commissioned by the Knights of Truth and the Paladins of Marr to create an iconic statue that would be used to represent the ideal of a valorous knight. Brushwuttle envisioned a gallant avatar whose face was partially shrouded by a cloak, to represent the humility of the true knight as well as to make the knight's race something that did not matter among the valorous. Brushwuttle's vision would also be heavily armored and holding the hilt of a great broadsword that was patterned after the Sword of Faith, a sword once given to the knight-lords of the Knights of Truth. The statue that C.M. Brushwuttle created became known as **The Cavalier** and symbolized valor, knighthood, and great faith. Word quickly spread of this artifact as visiting knights were overwhelmed by the powerful visage of the Cavalier. The artist was soon overwhelmed by numerous commissions from other knights to make more of the statues. Copies of the Cavalier can be found in nearly every corner of the world where great knights gather, and even in the ruins where they once existed. **Fryda Brushwuttle** also works in the small store and sells various jewelry items.

Standing between Brushwuttle Studios and **Freeport Fine Clothiers** is **Broker Profallia**. Speak with the broker if you wish to buy or sell items on the city market.

If you're wondering about **Freeport Fine Clothiers**, this is the store where **Armorsmith Turia Quietus**, **Tailor Livilla Ramio** and **Armorsmith Prisca Ursus** all sell armor and clothing. Should you be in need of a new set of armor, or if the weather is getting cold and you need a warm cloak, this is the place to go.

The Jade Tiger's Den is where you'll find ale, food, and rooms. **Bartenders Elma Lowe** and **Julia Florens** will both serve you a drink. **Bard Loganius** continuously plays a tune downstairs to entertain patrons of the Jade Tiger. **Merchant Vibia Valens** and **Merchant Cipius Abito** both sell general goods. For those seeking a little companionship, the Jade Tiger also offers the entertainment services of **Courtesans Fannia Falx** and **Aconia**.

Angelus. These two girls are rather popular however, so you'll have to squeeze in around the crowd upstairs to get a glimpse of them.

If you're into fortune telling, you may want to visit **The Oracle of Freeport** while you're in the area. The store claims to be the "Keeper of all knowledge of the outside, the self, and that which-is-yet-to-be!" If you believe all of that, speak with **Oracle Porcia Aponius** to see if you can be further enlightened.

For visitors to Freeport in ages past, many will recognize **The Blue Building**, which sells gems and fine jewelry. **Merchants Sabina Thallis** and **Girafer L'Un** are more than happy to show you their jewelry displays. Speak with either merchant if you wish to purchase one of their fine ornamental pieces.

Quests

Death Certificate

Missionary G'Zule needs someone to deliver grim news to Merchant Tailia in the Ruins.

- ☞ Talk to G'Zule, just outside the Temple of War.
- ☞ Talk to Tailia in the Ruins, near the southwest corner of the zone.

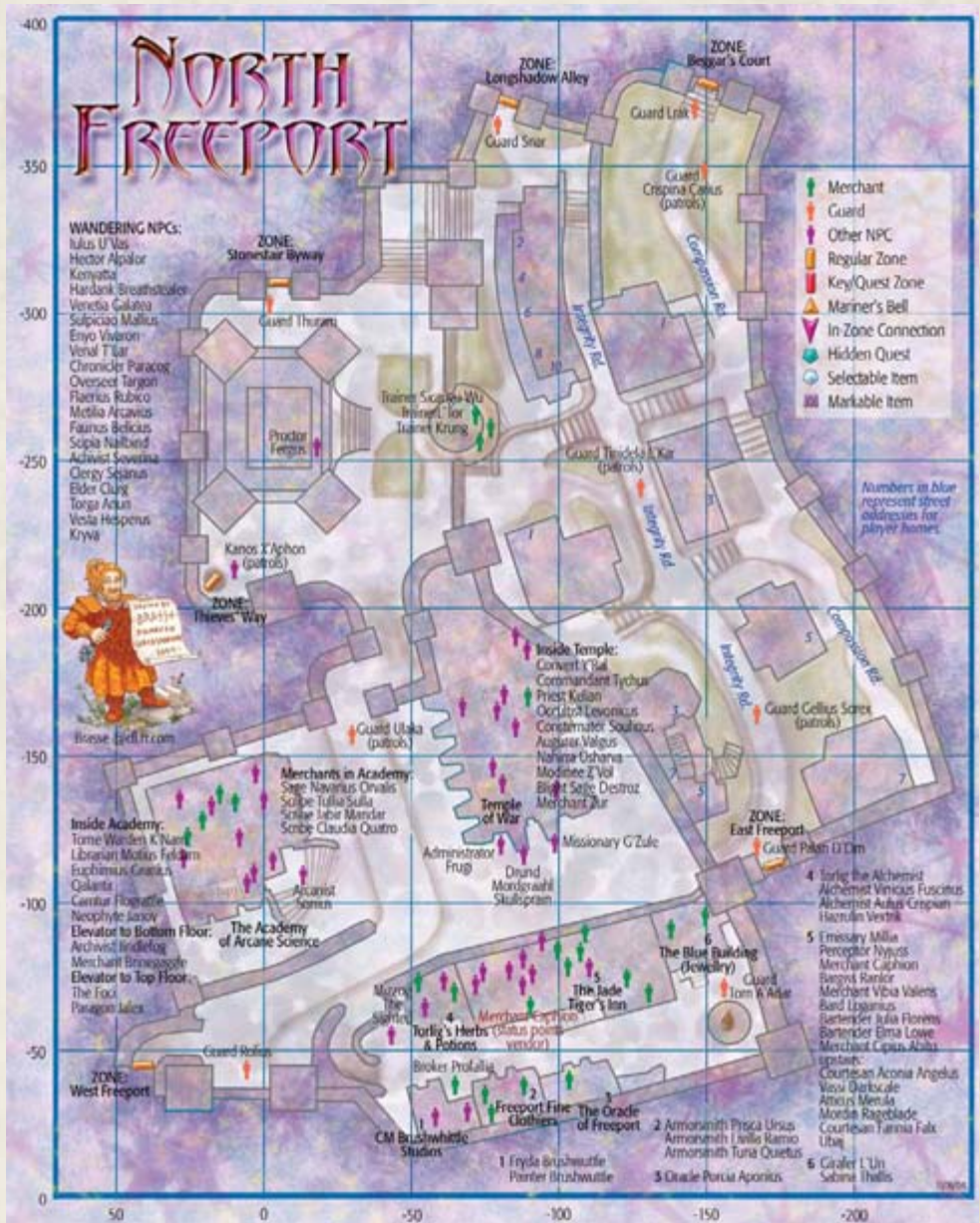
Reward. EXP / Coin

Dismal Tidings

Constnator Soulinus asks you to investigate the old cemetery found deep in the Commonlands.

- ☞ Talk to Soulinus, inside the Temple of War.
- ☞ Go to the cemetery. The graveyard is west of the Crossroads and south of the river that runs east/west through the Commonlands. Find the mausoleum in the graveyard.
- ☞ Return to Soulinus.

Reward. EXP / choice between Thick Armband or Bracer of the Willing (both DivR +7, HP +3, PP +5, PoisR +9)



Gathering Brittle Bones

Augurer Valgus doubts that you are truly filled with the rage it takes to be a hero of Freeport. He challenges you to take on brittle bone skeletons in the Commonlands.

- ☞ Talk to Valgus, inside the Temple of War.
- ☞ Kill brittle skeletons in the Commonlands graveyard until you get 4 brittle bones.
- ☞ Return to Valgus.

Reward. EXP / Coin / Skull-faced ring (DisR +8, HP +6, HeatR +3, PP +9, MentR +6)

Golem Research

Euphemius Granius needs you to gather some components for his research on golems.

- ☞ Talk to Euphemius, in the Academy of Arcane Science.
- ☞ Kill undead trolls and ogres in the Fallen Gate until you have 4 undead troll remains and 4 undead ogre remains. There are various types of undead trolls and ogres here; just look for really big zombies!
- ☞ Return to Euphemius.

Reward. EXP



Graverobber Spoils

Missionary G'Zule needs you to dispatch some of the grave robbers that have been sacking the cemetery in the Commonlands and return what they have stolen to him.

- ☞ Talk to G'Zule, just outside the Temple of War.
- ☞ Kill grave robbers in the cemetery in the Commonlands until you have retrieved what they stole (quest journal update).

Reward. EXP / Coin

Key to Fallengate

Kanoz X'aphon knows how to get through the Fallen Gate and is willing to share the secret if you help him out.

- ☞ Talk to Kanoz, who patrols the area near the Thieves' Way grate.
- ☞ Talk to Tundis N'oxyle in the Yapping Maze, on the west end of the Commonlands near the Fallengate entrance.
- ☞ Return to Kanoz.
- ☞ Kanoz teleports you to an instanced zone when you are ready. Bring a bunch of friends, as there are two hard fights down here!
- ☞ Kill the Thexians inside to break up the meeting. Kanoz shows up right at the end of the meeting. NOTE there are two named monsters down here; you might want to kill both before talking to Kanoz and being teleported back to North Freeport.

Reward. EXP / Coin, access to Fallen Gate, choice between Cap of the Betrayer (+1 wis +11 disease +5 heat), Cirlet of the Betrayer (+1 wis +1 health +2 power), Heavy Cirlet of the Betrayer (+1 wis +1 health +2 power) or Hood of the Betrayer +3 power +5 divine +11 mental),



Message for Anessa

Augurer Valgus would like you to deliver a very important message to Anessa Bonefetter.

- ☞ Talk to Valgus, inside the Temple of War.
- ☞ Talk to Anessa Bonefetter in West Freeport. Anessa is found in the Backalley Brawlhouse.

Reward. EXP / Coin

Note for Lusius

Scribe Jabir Maridar asks you to deliver a message to the banker in West Freeport.

- ☞ Talk to Jabir, in the Academy of Arcane Science.
- ☞ Talk to Banker Lusius; he is in the West Freeport bank.

Reward. Coin

Shipment for Jabir

Scribe Jabir Maridar needs to get his shipments from Merchant William in the Commonlands.

- ☞ Talk to Jabir, in the Academy of Arcane Science.
- ☞ Talk to William; he is at the Crossroads in the Commonlands, along the north wall of the 'village.'
- ☞ Return to Jabir.

Reward. EXP / Coin

The Mariner's Rhyme

Augurer Valgus is looking for a sailor named Javy in the Seafarer's Roost.

- ☞ Talk to Valgus, inside the Temple of War.
- ☞ Talk to Javy in the Seafarer's Roost in East Freeport.

Reward. EXP / Coin, choice between Mariner's Earring (INT +2, WIS +1, PP +6, HP +2) or Mariner's Rhyme (WIS +3, HP +5, PP +3)

Vibia's Wailing Cave Ingredients

Merchant Vibia Valens asks you to gather some ingredients from Wailing Caves.

- ☞ Talk to Vibia, in the Jade Tiger's Inn.
- ☞ Kill Primordial Seep in the Wailing Caves until you have 2 samples of primordial seep bile. Primordial Seep can be found a little ways inside the entrance to the Wailing Caves.
- ☞ Kill Soulspike in the Wailing Caves; Soulspike is in the far southeast side of the cave.

- ☞ Return to Vibia.

Reward. EXP / Coin

NORTH FREEPORT QUEST LIST

Quest Name	Lvl	Start	Goal	Where it Begins	What to do	Reward
<i>Antonica Creature Catalog</i>	all	N.Free	Anton.	Sage Navarius Orvalis	Find and catalog each of the 15 creatures	EXP / N / Book to place in your home
<i>Ash Dodo</i>	all	N.Free	Nek.F	Bird Watching: The Do's and Don't's of Nektulos Forest / Sage Navarius Orvalis	Kill 10 shadowed men	EXP / N / Book to place in your home
<i>At Low Tide</i>	all	N.Free	Edg.D	Sage Navarius Orvalis	Kill 6 juvenile sludgewalkers	EXP / N / Book to place in your home
<i>Cooking with Barbarians</i>	all	N.Free	Comm.	An Old Cookbook / Sage Navarius Orvalis	Kill 8 Bloodskull scouts (repeatable w / requisition slip)	EXP / N / Book to place in your home

<i>Cooking with Elves</i>	all	N.Free	Comm.	An Old Cookbook / Sage Navarius Orvalis	Kill 5 Bloodskull Scouts	EXP / N / Book to place in your home
<i>Cooking with Halflings</i>	all	N.Free	Comm.	An Old Cookbook / Sage Navarius Orvalis	Kill 6 kerran rogues	EXP / N / Book to place in your home
<i>Death Certificate</i>	10	N.Free	Ruins	Missionary G'Zule	Give certificate to Merchant Talia	EXP / Coin
<i>Dismal Tidings</i>	all	N.Free	Comm.	Consternator Soulinus	Find the old cemetery	EXP / N / Thick Armband or Bracer of the Willing (both HP +3, PP +5, DivR +11, PoisR +16)
<i>Double-Headed Thrush</i>	all	N.Free	Nek.F	Bird Watching: The Do's and Don't's of Nektulos Forest / Sage Navarius Orvalis	Kill 10 ashland wisps	EXP / N / Book to place in your home
<i>Dragoon Zytli- Black Rank</i>	all	N.Free	Nek.F	Sage Navarius Orvalis	Kill 10 Nerius crabs	EXP / N / Book to place in your home
<i>Dragoon Zytli- Blood Rank</i>	all	N.Free	Nek.F	Sage Navarius Orvalis	Kill 10 Dragoon Patrolmen	EXP / N / Book to place in your home
<i>Dragoon Zytli- Green Rank</i>	all	N.Free	Nek.F	Sage Navarius Orvalis	Kill 10 motley kodiaks	EXP / N / Book to place in your home
<i>Enchanted Serpent</i>	all	N.Free	Serp.S	Collected Stories of Serpent Sewer / Sage Navarius Orvalis	Kill 6 sludge mucus	EXP / N / Book to place in your home
<i>Far Side of Tears, Part 1</i>	all	N.Free	Orc.W	Sage Navarius Orvalis	Kill 8 Vallon Grunts	EXP / N / Book to place in your home
<i>Far Side of Tears, Part 2</i>	all	N.Free	Orc.W	Sage Navarius Orvalis	Kill 7 Vallon quarry sentries	EXP / N / Book to place in your home
<i>Far Side of Tears, Part 3</i>	all	N.Free	Orc.W	Sage Navarius Orvalis	Visit Deathfist Quarry	EXP / N / Book to place in your home
<i>Far Side of Tears, Part 4</i>	all	N.Free	Orc.W	Sage Navarius Orvalis	Kill 10 valley deer (repeatable)	EXP / N / Book to place in your home
<i>Fooling the Serpent</i>	all	N.Free	Serp.S	Collected Stories of Serpent Sewer / Sage Navarius Orvalis	Kill 6 refuse toads	EXP / N / Book to place in your home
<i>Freeprt Sewers Creature Catalog</i>	all	N.Free	Serp.S	Sage Navarius Orvalis	Find and catalog 12 creatures in sewers	EXP / N / Book to place in your home
<i>Gathering Brittle Bones</i>	10	N.Free	Comm.	Augurer Valgus	Obtain 4 brittle bones from brittle skeletons	EXP / Coin / Skull-faced ring (HP +6, PP +9, DisR +16, HeatR +11, MentR +11)
<i>Gnomes and the Art of Clockwork Maintenance: Cogs & Sprockets</i>	all	N.Free	Edg.D	Sage Navarius Orvalis	Kill 6 drudge mucus	EXP / N / Book to place in your home
<i>Gnomes and the Art of Clockwork Maintenance: Gears</i>	all	N.Free	Edg.D	Sage Navarius Orvalis	Kill 7 drudge mucus	EXP / N / Book to place in your home
<i>Gnomes and the Art of Clockwork Maintenance: Valves</i>	all	N.Free	Edg.D	Sage Navarius Orvalis	Kill 6 Murkwater henchmen	EXP / N / Book to place in your home
<i>Golem Research</i>	15	N.Free	Fall.G	Euphemius Granius	Collect the remains of undead ogres and trolls	EXP
<i>Grave Robber Spoils</i>	10	N.Free	Gravey.	Missionary G'Zule	kill grave robbers to retrieve what they stole	EXP / Coin
<i>History of Ayr'Dal</i>	all	N.Free	Anton.	Sage Navarius Orvalis	Visit the Glade of the Coven	EXP / N / Book to place in your home
<i>History of Erudites</i>	all	N.Free	Anton.	Sage Navarius Orvalis	Visit Crater Pond	EXP / N / Book to place in your home
<i>History of Gnomes</i>	all	N.Free	Anton.	Sage Navarius Orvalis	Visit Crater Pond	EXP / N / Book to place in your home
<i>History of Humans</i>	all	N.Free	Anton.	Sage Navarius Orvalis	Visit Crater Pond	EXP / N / Book to place in your home
<i>History of Iksar</i>	all	N.Free	Stn.Bw	Sage Navarius Orvalis	Visit The Fountain of Anguish	EXP / N / Book to place in your home
<i>History of Kerra</i>	all	N.Free	Anton.	Sage Navarius Orvalis	Visit Coldwind Point	EXP / N / Book to place in your home
<i>History of Ogres</i>	all	N.Free	Long.A	Sage Navarius Orvalis	Visit The Destroyed Knowledge Point	EXP / N / Book to place in your home
<i>History of Ratonga</i>	all	N.Free	Long.A	Sage Navarius Orvalis	Visit The Destroyed Knowledge Point	EXP / N / Book to place in your home
<i>History of Teir'Dal</i>	all	N.Free	E.Free	Sage Navarius Orvalis	Visit the Amphitheater of Kelkarn	EXP / N / Book to place in your home
<i>History of Trolls</i>	all	N.Free	BigBnd.	Sage Navarius Orvalis	Visit The Torch of the Oggok	EXP / N / Book to place in your home
<i>Horned-Woodpecker</i>	all	N.Free	Nek.F	Bird Watching: The Do's and Don't's of Nektulos Forest / Sage Navarius Orvalis	Kill 10 mist grinnins (need group of 3-6 to enter)	EXP / N / Book to place in your home
<i>Journal of Rocco Barisano</i>	all	N.Free	Serp.S	Sage Navarius Orvalis	Kill 6 refuse toads	EXP / N / Book to place in your home
<i>Key to Fallen Gate</i>	13	N.Free	Comm.	Kanoz X'aphon	Speak with Tundis N'oxyle	EXP / Coin / access to Fallen Gate, plus choice: Cap of the Betrayer (WIS +1, DisR +11, HeatR +5), Circlet otB (WIS +1, HP +1, PP +2), Heavy Circlet otB (WIS +1, HP +1, PP +2), Hood otB (PP +3, DivR +5, MentR +11)
<i>Killing Hyenas</i>	10	N.Free	W.Free	Scribe Jabir Maridar	Deliver message to Banker Lusius Ulizes	EXP / Coin
<i>Mariner's Rhyme</i>	all	N.Free	E.Free	Augurer Valgus	Find Javvy in the Seafarer's Roost	EXP / Coin / Mariner's Earring (INT +2, WIS +1, PP +6, HP +2) or Mariner's Rhyme (shield; WIS +3, HP +5, PP +3)
<i>Message for Anessa</i>	10	N.Free	W.Free	Augurer Valgus	Deliver message to Anessa Bloodfetter	EXP / Coin
<i>Monsters</i>	all	N.Free	Nek.F	Sage Navarius Orvalis	Kill 10 firelight shrillers	EXP / N / Book to place in your home
<i>Murkies</i>	all	N.Free	Serp.S	Sage Navarius Orvalis	Kill 5 crazed channel menders	EXP / N / Book to place in your home
<i>Note for Lusius</i>	all	N.Free	W.Free	Scribe Jabir Maridar	Banker Lusius	Coin
<i>Oops Factor</i>	all	N.Free	Edg.D	Sage Navarius Orvalis	Kill 6 drudge mucus	EXP / N / Book to place in your home
<i>Outside Freeprt Creature Catalog</i>	all	N.Free	Sprawl	Sage Navarius Orvalis	Find and catalog 12 creatures in Freeport area	EXP / N / Book to place in your home
<i>Shipment for Jabir</i>	10	N.Free	Comm.	Jabir Maridar	Get shipment from Merchant William	EXP / Coin
<i>Skin of the Serpent</i>	all	N.Free	Serp.S	Collected Stories of Serpent Sewer / Sage Navarius Orvalis	Kill 7 crazed channel menders	EXP / N / Book to place in your home
<i>Splitpaw Down Under, Part 1</i>	all	N.Free	Orc.W	Stack of books behind Sage Navarius	Kill 6 petrified deadwoods	EXP / Coin
<i>Trainee's Test</i>	all	N.Free	Edg.D	Sage Navarius Orvalis	Kill 6 drudge mucus	EXP / N / Book to place in your home
<i>Vibia's Wailing Cave Ingredients</i>	all	N.Free	Wail.C	Vibia Valen	Collect 2 samples of primordial seep bile	EXP / Coin
<i>Words of Pure Magic</i>	all	N.Free	Lavast.	Stack of books behind Sage Navarius	Find the 4 Druzaic Shrines	EXP / Coin
<i>Aelia and the Butcher</i>	all	W.Free	N.Free	Aelia Catus	Take note to Julia Floren	EXP / Coin / Messenger Ring (HP +1, PP +2)
<i>Dalal's Message</i>	all	E.Free	N.Free	Dalal Akilia	Deliver message to Nyjuss	EXP / Coin
<i>Gates of Cauldron Hollow</i>	20	Nek.F	N.Free	Argis the Mage	Find a library in your home city	EXP / Access to Cauldron Hollow
<i>Message for Missionary G'Zule</i>	10	Comm.	N.Free	Arconicus	Deliver message to Missionary G'Zule	EXP / Coin
<i>Offering of the Faithful</i>	all	S.Free	N.Free	Clara Maius	Collect the offering from G'Zule	EXP / N
<i>Rusty Symbol of Marr</i>	8	Gravey.	N.Free	old holy symbol of Marr	Give item to Missionary G'Zule	EXP / Coin
<i>Searching Depths of Fallen Gate</i>	15	Fall.G	N.Free	Ilucide's Battered Journal	Seek the answer in the Academy of Arcane sciences	EXP / Coin / Access to epic sub zone

SOUTH FREEPORT

By Cryth and Orlena

South Freeport is the smallest district within Freeport proper; in fact, it is so small that Freeport's cartographers decided it was the perfect district to be lazy on! Many of the small shops and such are not marked, so you will have to explore on your own (or use the map in this guide!).

Near the gates to **West Freeport** and **Big Bend** is **Weaponsmith Lucilla Quietus**. If you're in the market for a new weapon you may want to pay her a visit.

As you walk towards the docks you more than likely run into **Sergeant Nominus** as he patrols the streets. The sergeant is in a fix right now as many of his men have been ordered to patrol other areas, but he's also been ordered to find a rogue named Pythus ... or else! Sergeant Nominus would be indebted if he could obtain help in tracking down Pythus. He'll even provide the leads the Freeport Militia has obtained so far on where Pythus might currently be hiding. The sergeant only asks that you make sure Pythus never works again.

South Freeport is a good location for home buyers to look for a new residence. The village is small and friendly (for Freeport) and you find a variety of addresses on **Justice Road** and **Freedom Road** to choose from.

Along Justice Road you may run into **Alexandria Tal'Azroth**, who is looking for her brother whom she hasn't heard from in a very long time. If you happen to find him or any news of him, she would be most grateful if you'd let her know.

Victory Road doesn't have any housing addresses, but you will find **Clara Maius**,

who is looking for others to help serve the Dismal Rage and their crusade. If you're inclined to help, speak with Clara to find out where your skills might best serve the crusade.

Near the **East Freeport gate** is **Haggler Verinus**, selling food. It's a good idea to stock up before leaving the city, as eating well makes adventuring an easier task. You'll find that by regularly eating food and drink, you'll be ready for the next battle sooner than a hungry or thirsty adventurer!

Erasmio Crane by the docks can't talk because he's getting his ship ready for a short fishing trip. Leave him to his preparations since there are more colorful characters to talk to just a few planks away.

Aboard the **Terror of the Tranquil Sea** you discover **Squab Kalina**, who offers writs for the Seafury Buccaneers. If you're not a complete landlubber, you may want to assist the Seafury Buccaneers with their tasks. Maybe you'll earn a share of the pirate booty! Also aboard the ship are **Merchant Exmarch**, **Marauder Kindolus** and **Boatswain Fomas**.

Freeport Block and Tackle provides marine supplies for every adventure. Speak with **Weaponsmith Sidonius Baro**, **Weaponsmith Clodia Laeca**, **Armorsmith Nipius Malchus**, **Armorsmith Annia Kaeso** or **Armorsmith Matius Juba** to inquire about weapons and armor. **Merchant Caius Brucci** deals in general goods while **Broker Agamennus** will get you in touch with the city market.

Quests

Armadillo Hides

Merchant Nipius Malchus needs armadillo hides for a trial run in making better armor.

- ☞ Agree to help Nipius.
- ☞ Use the Mariner's bell to travel to the Commonlands. Kill 15 banded armadillos. Banded Armadillos are found just outside the West Freeport Gates.
- ☞ Return the hides to Nipius for your reward.

Reward: EXP / Coin / Armadillo hide Kite Shield, Tower Shield, Round Shield or Buckler (all INT +1, WIS +2, HP +5, PP +3)

Armor Delivery

Nipius Malchus is so backed up with orders that he needs a delivery person.

- ☞ Agree to take the armor to Lt. Darrius in West Freeport.
- ☞ Deliver armor to Lieutenant Darrius. He is outside the Freeport Militia House.

EXP / Coin

SOUTH FREEPORT QUEST LIST

Quest Name	Lvl	Start	Goal	Where it Begins	What to do	Reward
Armadillo Hides	10	S.Free	Comm.	Nipius Malchus	Gather 15 armadillo hides	EXP / Coin / Armadillo Hide Kite Shield, Tower Shield, Round Shield or Buckler (all INT +1, WIS +2, HP +5, PP +3)
Armor Delivery	10	S.Free	W.Free	Nipius Malchus	Deliver armor to Lieutenant Darrius	EXP / Coin
Find Pythus the Thief	all	S.Free		Sergeant Nominus	Deliver armor to Lieutenant Darrius	EXP / Coin
Finding the Feerrott	37	S.Free	Orc.W.	Ogre	Find artifact that will give access to Feerrott	EXP / Coin / Access to Feerrott
Hunting Henchmen	20	S.Free	Edg.D	Lucilla Quietus	Kill 7 Murkwater henchmen (complete Mailza T'Raan quests first)	EXP / Coin
Message for Merchant Valary	10	S.Free	Comm.	Lucilla Quietus	Deliver note to Merchant Valary	EXP / Coin
Note for Sergius	10	S.Free	W.Free	Clodia Laeca	Deliver letter to Sergius Mordanticus	EXP / Coin
Offering of the Faithful	all	S.Free	N.Free	Clara Maius	Collect the offering from G'Zule	EXP / N
Speckled Rattler Profit	10	S.Free	Comm.	Clodia Laeca	Kill speckled rattlers for their skins	EXP / Coin / speckled snakeskin belt (STR +2, MagR +5, PoisR +9)
Hops for Galenus	all	BigBnd.	S.Free	Galenus Fulvianus	speak to Hurska	EXP / Coin / warm ale (10 drink)

Find Pythus the Thief

Sergeant Nominus hires you to track down and slay a rogue operating in the area.

- 🛡️ Talk to Nominus; he patrols around the zone.
- 🛡️ Talk to Kaeso Polluvius; he is on the dock.
- 🛡️ Talk to Aldrevia Metilla; she wanders around the zone as well.
- 🛡️ Kill Pythus; he is in the Commonlands, wandering near the Crossroads.
- 🛡️ Return to Nominus.

Reward. EXP / Coin

Message for Merchant Valary

Weaponsmith Lucilla Quietus needs a runner to take a message to the Commonlands.

- 🛡️ Talk to Lucilla, between the West Freeport and Big Bend gates.
- 🛡️ Talk to Merchant Valary; she is in the Commonlands at the Crossroads along the northern wall.

Reward. EXP / Coin

Note for Sergius

Weaponsmith Clodia Laeca needs you to deliver a very personal letter to Sergius Mordanticus. No peeking, now!

- 🛡️ Talk to Clodia, in Freeport Block and Tackle.
- 🛡️ Talk to Sergius in West Freeport; he is in the southwest corner of Execution Plaza.

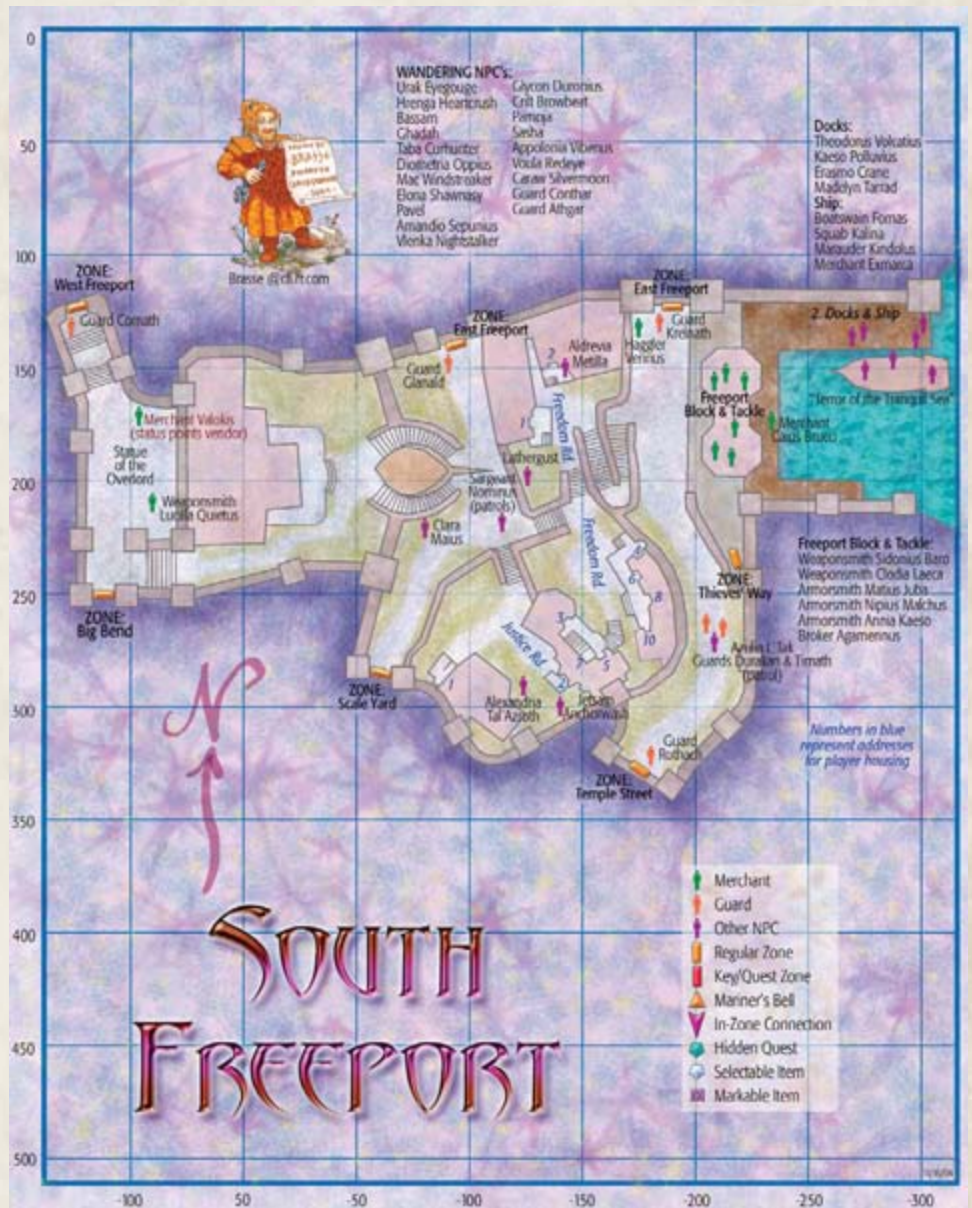
Reward. EXP / Coin

Offering of the Faithful

Clara Maius charges you with collecting three offerings from the faithful of Dismal Rage.

- 🛡️ Talk to Clara, on Victory Road.
- 🛡️ Talk to Missionary G'Zule, at the Temple of War in North Freeport.
- 🛡️ Talk to Magia, the banker in West Freeport.
- 🛡️ Talk to Bruccius, at the docks in East Freeport.
- 🛡️ Return to Clara.

Reward. EXP

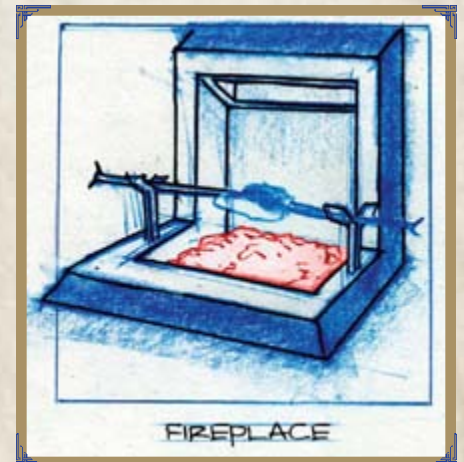


Speckled Rattler Profit

Weaponsmith Clodia Laeca wants speckled rattler skins. You want coin. A perfect arrangement.

- 🛡️ Talk to Clodia, in Freeport Block and Tackle.
- 🛡️ Kill Speckled Rattlers in the Commonlands; they are just outside of the West Freeport gate.
- 🛡️ Return to Clodia when you have all the skins she needs.

Reward. EXP / Coin / Speckled Snakeskin Belt (STR +2, MagR +5, PoisR +9)



EAST FREEPORT

By Cryth and Orlena

East Freeport is a bustling city center that connects to **North**, **South**, and **West Freeport**. Almost anything you could wish to purchase is available in the small market village in East Freeport, and perhaps even some things you *wouldn't* want to purchase — this is Freeport, after all.

The shopping village can be found near the **Amphitheater of Kelkarn**. Give a nod to **Foreman Asprenus** before you do your shopping, to see if he has any tasks available for an adventurer looking for work.

Hallard's Bolt and Arrow, which sells fine melee and missile weapons, is a great place to purchase new weapons. **Bowyer Tarragar Caroom**, **Master Archer Hawkeye Hallard** and **Bowyer Dalal Akilia** will be happy to help you with your selection.

The Emporium is another great Freeport shop, offering fine furnishings for sale. **Merchants Salonia Siculus** and **Vhishall** will sell you any piece of furniture you see on display in their store. Merchant Vhishall also sells market boards for home owners wishing to post items for sale out of their homes. Just be careful when walking through the store as they have a "you break it, you buy it" policy.

Trader's Holiday offers miscellaneous gear for adventuring souls. **Merchants**

Alypia Damian and **Silius Rullus** both sell general goods that every adventurer can use. They'll also buy any extra items you want to get rid of quickly.

The Freeport Observer publishes "All the truth that is fit to print." You find **City Registrar Glamis** in this building at the front counter. Be sure to speak with him if you're planning to join the city's guild social structure. He'll make sure all the appropriate paperwork is filled out and get your guild properly registered with the city. **Kirsteh the Witch**, another dubious character, resides in the Freeport Observer. Bother her at your own risk! Upstairs you find **Scribe Zizwold**, who sells magic scrolls, and **Stilus Graphium**, who appears to be a Qeynos loyalist. If Freeport isn't your cup of tea, you may want to speak with Stilus to see if he offers a better solution.

Armor by Ikthar is, as you might have guessed, an armor shop — "Heavy armor for a dangerous world." Speak with **Shieldsmith Vaska**, **Armorsmith Uthngar**, **Armormaster Ikthar Icehammer**, **Shieldsmith Skaznik** or **Armorsmith Octavia Rullus** to purchase from a wide selection of armor and shields. **Mender Culdor** is also available to adventurers without the funds to purchase new sets of armor and who would like to merely repair the armor they currently wear.

Beyond Armor by Ikthar is a round entry that leads to **Alchemists Galen L'Dal**, **Katarni D'Fiz** and **Aemia Sevso**. Speak with any of the alchemists to purchase their wares. Poison (and poison testers) are the best sellers lately.

The Amphitheater of Kelkarn is a real landmark in East Freeport. This large amphitheater once hosted performances by many popular bards of all races in Norrath. At this time however, all performances have been suspended by edict of the Overlord. Overlord D'Lere doesn't seem to be into music appreciation.

Near the amphitheater is **Velithe and Bardo's Music Shoppe**. "For the affluent citizen, the finest instruments in Freeport!" However, business has been poor since the closing of the amphitheater; only the existence of Bards, Troubadors and Dirges keep it from shutting down.

Near the docks lies the **Seafarer's Roost**, just the place to go for "food and ale served near the sea." If you exit the Seafarer's Roost in the back of the tavern you'll discover a patio deck overlooking the harbor that has been set up for outdoor dining. It is possibly the most romantic spot in the entire city of Freeport, at least at dinnertime! **Scribe Lollia Parnesius** also sells magic scrolls inside the Seafarer's Roost and **Merchant Progenitus** sells unique items for adventurers with the right amount of prestige.

EAST FREEPORT QUEST LIST

Quest Name	Lvl	Start	Goal	Where it Begins	What to do	Reward
<i>Crab Meat</i>	10	E.Free	Sprawl	Annia Velithe	Collect 5 pieces of crab meat	EXP / Coin
<i>Crossroads</i>	all	E.Free	Comm.	Foreman Asprenus	Find the Crossroads	EXP / N
<i>Dalal's Message</i>	all	E.Free	N.Free	Dalal Akilia	Deliver message to Nyjuss	EXP / Coin
<i>Delivery to the Crossroads</i>	all	E.Free	Comm.	Viducius Festus	Find Merchant Valary at the Crossroads	EXP / Coin
<i>Free the Decaying Deadlings</i>	10	E.Free	Sunk.C	Sirraw Swiftpaw	Kill 6 decaying deadlings	EXP / Coin
<i>Kill the Giantslayers</i>	10	E.Free	Sprawl	Julie Danerous	Kill 10 giantslayers	Coin
<i>Kouryick's Missing Cargo</i>	20	E.Free	Nek.F	Kouryick	Get cargo manifest from Nerius Marauders	EXP / Coin
<i>Message for Boomba</i>	10	E.Free	W.Free	Annia Velithe	Deliver message to Boomba	EXP / Coin / half-pound meat pie (5 food) and warm ale (5 drink)
<i>Message for Mallius</i>	10	E.Free	W.Free	Julie Danerous	Deliver message to Mallius Otho	EXP / Coin
<i>Message for Sergius</i>	10	E.Free	E.Free	Sirraw Swiftpaw	Deliver message to Sergius Mordanticus	EXP / Coin
<i>Putting Zombies to Rest</i>	10	E.Free	Gravey.	Sergeant Typhoeus	Kill 12 putrid zombies	EXP / Coin
<i>Scribe Zizwold's List</i>	all	E.Free	Nek.F	Scribe Zizwold	Hunt ash owlbears, Asilian Fairies, and Arachneidae hatchlings for comps.	EXP / Coin
<i>Sewer Problem: A Gnome Sol.</i>	all	E.Free	Thv.W	Foreman Asprenus	Find Engineer Veebert	EXP / Coin / Access to Silicon Goo zone
<i>Typhoeus's Blackmail</i>	10	E.Free	Ruins	Sergeant Typhoeus	Get 25 pieces of tattered armor from exiled orcs	EXP / Coin
<i>History of Teir'Dal</i>	all	N.Free	E.Free	Sage Navarius Orvalis	Visit the Ampitheater of Kelkarn	EXP / N / Book to place in your home
<i>Mariner's Rhyme</i>	all	N.Free	E.Free	Augurer Valgus	Find Javvy in the Seafarer's Roost	EXP / Coin / Mariner's Earring
<i>Message for Lollia</i>	all	W.Free	E.Free	Anessa Bonefetter	Deliver Message to Lollia Parnesius	EXP / Coin
<i>Message for Typhoeus</i>	all	W.Free	E.Free	Anessa Bonefetter	Deliver message to Sergeant Typhoeus	Coin

Also near the docks is the **Port Authority**, which is in charge of maintaining the harbor of Freeport. **Viducius Festus** sells general goods while **Broker Odysneu** charges a commission to sell items on the city market. One can also find **Taskmaster Castor K'Velm** in this area.

On the docks you'll find **Harbormaster Duskmark**, **Slaughtergrott the Vigilant** and **Sergeant Typhoeus**.

Quests

Crab Meat

Annia Velithe has a crab craving. She needs someone to go out and get her crabs for her dinner.

- 🗡️ Talk to Annia, inside the music shop.
- 🗡️ Kill Brine Sifters in the Sunken City until you have 5 crab meat; Brine Sifters can be found all over the water areas of the zone.

🗡️ Return to Annia.

Reward. EXP / Coin

Dalal's Message

Bowyer Dalal Akilia needs you to deliver a mysterious note to Nyjuss.

- 🗡️ Talk to Akilia, in the bow and arrow shop.
- 🗡️ Talk to Nyjuss, in the market square of North Freeport.

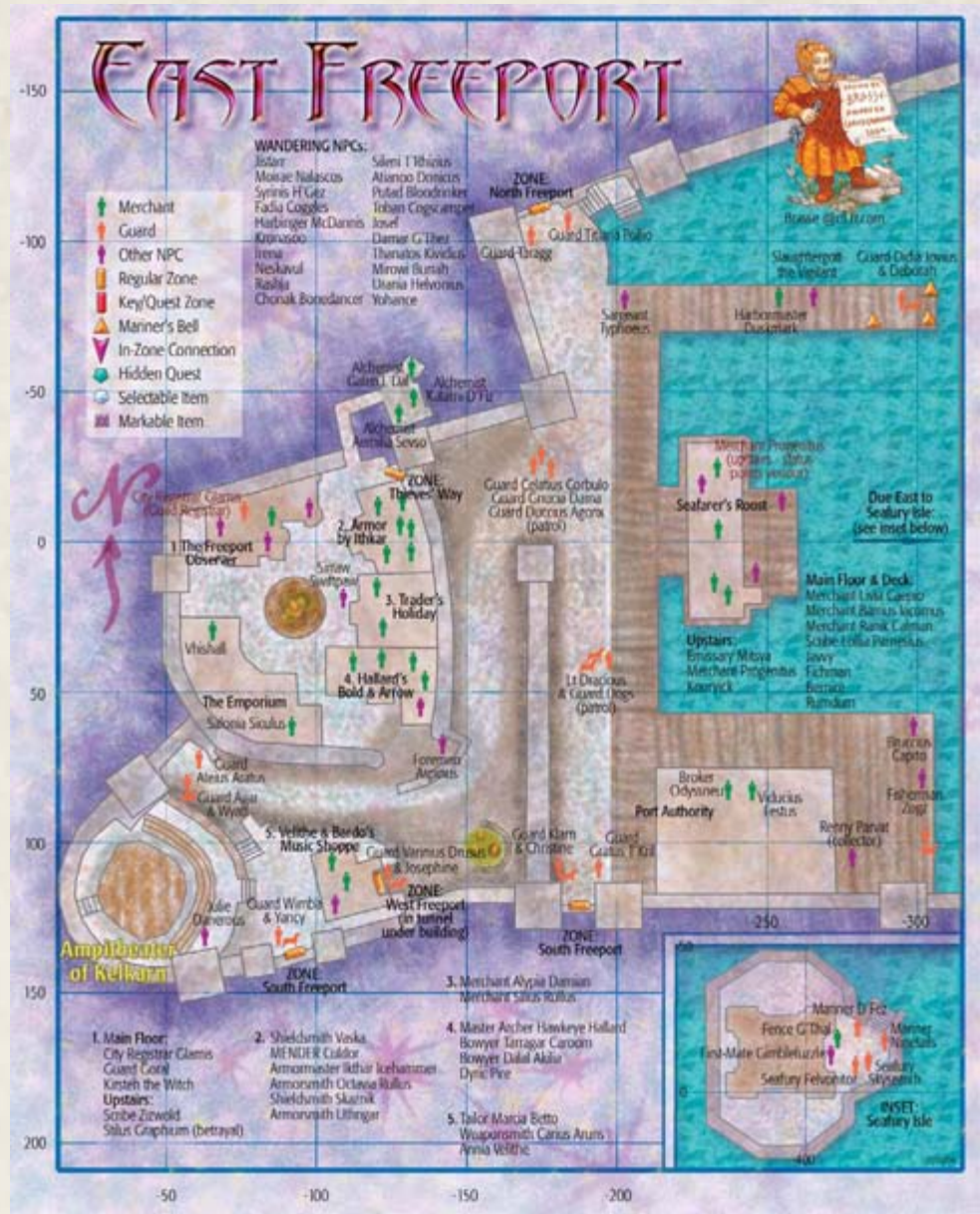
Reward. EXP / Coin

Delivery to the Crossroads

Viducius Festus sends you on an errand to The Crossroads.

- 🗡️ Talk to Festus; he is on the Port Authority on the southeast side of the zone.
- 🗡️ Talk to Merchant Valary, on the northern edge of the Crossroads in the Commonlands.

Reward. EXP / Coin



Free the Decaying Deadlings

Sirraw Swiftpaw wants you to lay to rest the poor souls of decaying deadlings in Sunken City.

- 🗡️ Talk to Sirraw, in the middle of the merchant area.
- 🗡️ Kill 6 decaying deadlings in the Sunken City. Decaying deadlings are in the northern watery end of East Freeport.
- 🗡️ Return to Sirraw.

Reward. EXP / Coin

Kill the Giantslayers

Julie Danerous tells you of a gang of giant slayers that have been running amuck in the Sprawl.

- 🗡️ Talk to Julie, near the Ampitheater of Kelkarn.
- 🗡️ Kill 10 giantslayer thugs in the Sprawl; thugs can be found in the northwest corner of the zone.
- 🗡️ Return to Julie.

Reward. Coin

Kouryick's Missing Cargo

A drunken seafury by the name of Kouryick tells you of some lost cargo from his old ship that washed ashore in Nektulos Forest and is now being held by Nerius pirates.

- ☞ Talk to Kouryick, in the Seafarer's Roost.
- ☞ Kill Nerius Marauders in Nektulos Forest; they are on the beach near the docks.
- ☞ Once you have killed several Marauders, Nerius Pirates will show up. Kill them until you receive the cargo (quest journal update).
- ☞ Return to Kouryick.

Reward. EXP / Coin

Message for Boomba

Annia Velithe needs an urgent message delivered to Boomba in West Freeport.

- ☞ Talk to Annia, inside the music shop.
- ☞ Talk to Boomba in West Freeport, near the Commonlands gate.

Reward. EXP / Coin / half-pound meat pie (5 food) and warm ale (5 drink)

Message for Mallius

Julie Danerous needs someone to deliver a message to Merchant Mallius Otho in West Freeport.

- ☞ Talk to Julie, near the Ampitheater of Kelkarn.
- ☞ Talk to Mallius in West Freeport, south of the Coliseum.

Reward. EXP / Coin

Message for Sergius

Sirraw Swiftpaw hires you to take a message to Sergius, because she can't leave her post.

- ☞ Talk to Sirraw, in the middle of the merchant area.
- ☞ Talk to Sergius Mordanticus in West Freeport; Sergius is just south of Execution Plaza, by the Freeport Militia House.

Reward. EXP / Coin

Putting Zombies to Rest

Sergeant Typhoeus dares you to go into the Graveyard and face some of the denizens there.

- ☞ Talk to Typhoeus, on the dock.
- ☞ Kill 25 zombies in the Graveyard. Zombies are found in the northwest corner of the Graveyard.

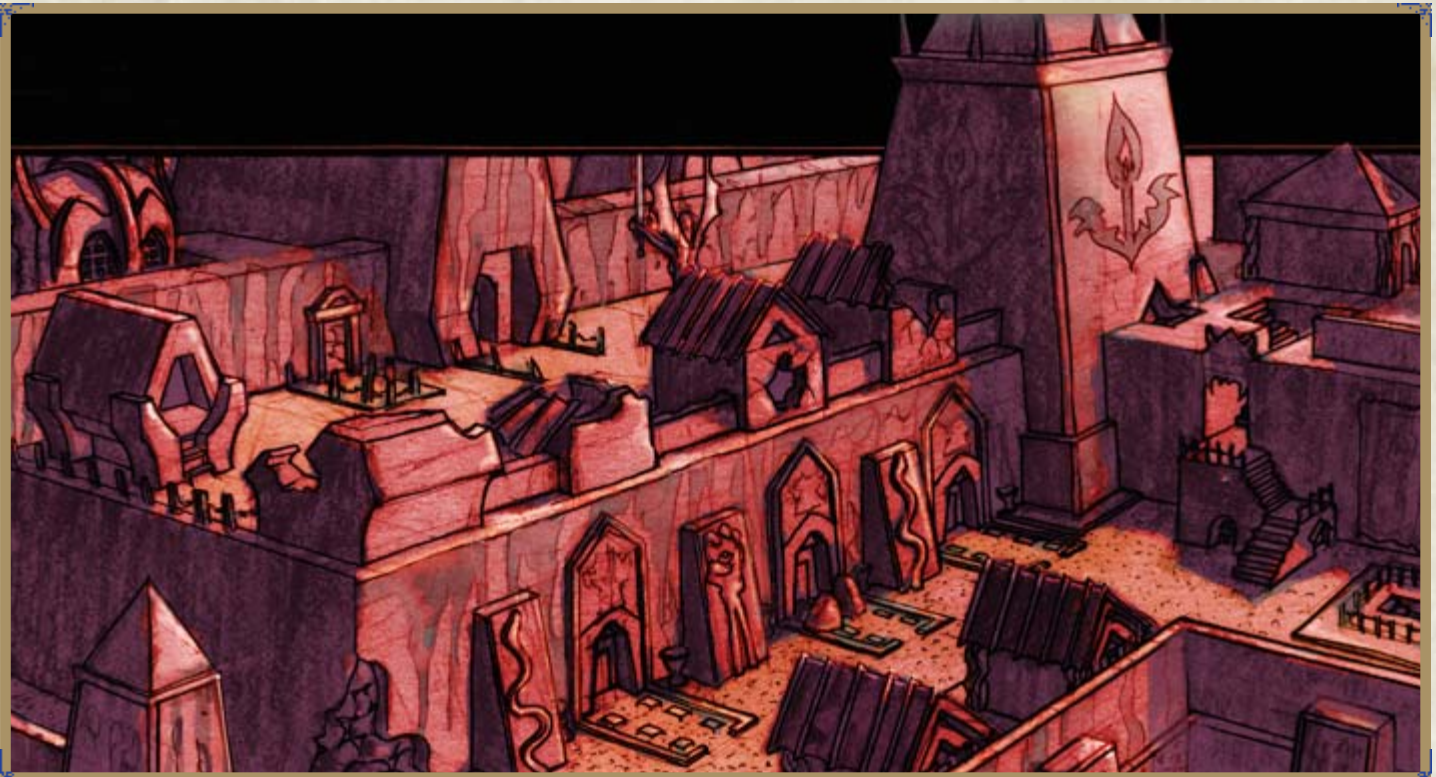
Reward. EXP / Coin

Typhoeus's Blackmail

Your big mouth has gotten you in trouble with one of the Freeport Militia sergeants. In order to keep from being arrested, you now need to gather tattered armor from the ghostly orcs in the Commonlands.

- ☞ Talk to Sergeant Typhoeus, on the dock.
- ☞ Kill ghostly orcs near the West Freeport gate until you collect 25 pieces of armor (quest journal updates).
- ☞ Return the armor to Typhoeus.

Reward. EXP / Coin



WEST FREEPORT

By Cryth and Orlena

West Freeport covers a large area of the city and contains quite a few shops and a couple of taverns. Many will find what they're looking for here. If you entered the area through the **North Freeport gate**, you also notice a poster on a nearby signpost with slayer status on it.

The **Freeport Reserve** is the one-stop location for all banking needs. Speak with **Bankers Macrinus Sanctus, Lusius Ulixes, Gavius Herenus** or **Magia Cotta** to deposit or withdraw coin and items from your personal vault.

Near the Freeport Reserve are several shops. The **Elddar Stables and Livery** sells some of the finest mounts on the face of Norrath. Speak with **Stable Hand Pachomius** if you're in the market to purchase a horse. **Mulka's Pet Guuds** is also nearby. It's a "Guud place to buy food, and pets too" according to the sign over the shop. **Mulka the Skinner** is a Troll who generally sells dead kittens in her shop, but she'll sell you a live one if you ask nicely. The demand for pets in Troll society is usually pretty low, but the call for dinner is always high!

Ironstar's Repairs and **Gurb's Anvil** share a building. **Mender Ironstar** will get your gear back in shape to help you stay in one shape, for a reasonable price.

Gurb's Anvil sells "deadly weapons for deadly people." Speak to **Gurb the Master Weaponsmith** or **Weaponsmith Helena Tullas** to see if you qualify as deadly.

Fine Leather and Hide sells armor for adventurers looking for something that isn't too heavy. Speak with **Tailor Dare Pauldenchair** or **Tailor Venetirsk** to be outfitted with new armor.

Merchant Boomba is the last in a long line of Boombas who have sold pickles in Freeport. If you take the time to chat with him, he'll tell you about his namesake, the greatest grandsire named Boomba, and how he will name his child Boomba and she will continue on the family tradition by selling pickles when he is gone.

The **Champion's Coliseum**, a Point of Interest in West Freeport, has been closed by order of the Overlord. This coliseum was once the proving grounds of the Steel Warriors in Freeport. It was used to train new warriors, as well as a dueling arena for experienced fighters wishing to keep up their skills. The **Vagrant Camp** is another Point of Interest in this part of the city, located behind the Champion's Coliseum. The **Execution Plaza** is another great place to visit, near the **Coalition of Tradefolk** building. One can assume

that most executions have taken place by tossing the unfortunate victim into the pit to perish.

The **Blood Haze Inn** offers ale, food and rooms. Speak with **Bartender Broll** or **Innkeeper Sirconium** if you're looking for food or a room for the night. **Broker Mallium** also makes his services available at the inn for those wishing to buy or sell on the city market.

The **Backalley Brewhouse** is a second tavern in this part of Freeport. It is a members-only club however, and admittance is by invitation only. The front doors of this establishment have been boarded up, but if you go around to the back of the building in the alley you see **Bouncers Flotsam** and **Jetsam** just outside the open door. Once inside, you find **Bouncer Raga**. Security is pretty tight in this place! If you speak to **Bartender Bendl Fizztuzzle** he'll recommend the Fizztuzzle Whiskey to you. Should you decide to order one, don't make any negative comments about it as Bouncer Jetsam ensures all patrons like the unusual drink. **Merchant Grum Zoomly** also sells his wares inside the tavern, and should you be interested in entertainment, just seek out **Dancer Francine Defury**.

WEST FREEPORT QUEST LIST

Quest Name	Lvl	Start	Goal	Where it Begins	What to do	Reward
<i>Aelia and the Butcher</i>	all	W.Free	N.Free	Aelia Catus	Take note to Julia Floren	EXP / Coin / Messenger Ring (HP +1, PP +2)
<i>Averus part 1</i>	all	W.Free	Wail.C	Averus Justarius	Kill 10 skeletal undead and 10 ghostly undead	EXP / Coin
<i>Averus part 2</i>	all	W.Free	Wail.C	Averus Justarius	Kill the living orcs until you have proof they are dead	EXP / Coin
<i>Head of Marius</i>	10	W.Free	Thv.W	Lieutenant Darrius	Find Marius Darkblade and get the stolen goods and his head	EXP / Coin
<i>In Search of the Spirit Keepers</i>	all	W.Free	Wail.C	Lt. Darrius	Slay 5 spirit keepers	EXP / Coin
<i>Killing Bats</i>	8	W.Free	Comm.	Sergius Mordanticus	Kill 10 bats	EXP / fashioned turquoise earring (INT +1, STA +1, WIS +1, HP +2, PP +3)
<i>Maurader Eye Patches</i>	all	W.Free	Nek.F	Anessa Bonefetter	Slay 6 nerius marauders	EXP / Coin / Marauder Eye Patch (INT +4, WIS +5, HP +15, PP +17, DivR +134, MentR +34)
<i>Message for Lollia</i>	all	W.Free	E.Free	Anessa Bonefetter	Deliver Message to Lollia Panesius	EXP / Coin
<i>Message for Typhoeus</i>	all	W.Free	E.Free	Anessa Bonefetter	Deliver message to Sergeant Typhoeus	Coin
<i>Trials of the Soldier</i>	all	W.Free	Comm.	Sergius Mordanticus	Kill 10 orcs	EXP / Coin / Cool Ale (5 drink)
<i>Varski, Part 1</i>	all	W.Free	Fall.G	Varski	Kill the undead Leatherfoot halflings to get the stoppered clay pot	EXP / Coin
<i>Armor Delivery</i>	10	S.Free	W.Free	Nipius Malchus	Deliver armor to Lieutenant Darrius	EXP / Coin
<i>Killing Hyenas</i>	10	N.Free	W.Free	Scribe Jabir Maridar	Deliver message to Banker Lusius Ulizes	EXP / Coin
<i>Message for Anessa</i>	10	N.Free	W.Free	Augurer Valgus	Deliver message to Anessa Bloodfetter	EXP / Coin
<i>Message for Boomba</i>	10	E.Free	W.Free	Annia Velithe	Deliver message to Boomba	EXP / Coin / half-pound meat pie (5 food) and warm ale (5 drink)
<i>Message for Mallius</i>	10	E.Free	W.Free	Julie Danerous	Deliver message to Mallius Otho	EXP / Coin
<i>Note for Lusius</i>	all	N.Free	W.Free	Scribe Jabir Maridar	Banker Lusius	Coin
<i>Note for Sergius</i>	10	S.Free	W.Free	Clodia Laeca	Deliver letter to Sergius Mordanticus	EXP / Coin

Just outside of The Backalley Broomhouse is **Merchant Balex**, who sells unique and rare items to adventurers with the right amount of prestige to own such items.

The Coalition of Tradesfolk patrons claim that "Everyone and everything has its price." Artisans interested in furthering their tradeskill career should speak with **Alethea Augustine** and **Matthias Zoe** to register their professions. **Merchant Aelia Catus** also sells items in the Coalition of Tradesfolk building.

The Freeport Militia House was **Overlord D'Lere's** workplace some 500 years ago. Since taking rule of the city, he has delegated his previous position as the leader of the Freeport Militia to his various lieutenants and captains. To the militia, "Ignorance of the law is an offense punishable by death!" The Freeport Militia has a longstanding history of corruption — so caution when dealing with members of this faction is always advised. Inside the Freeport Militia House you find **Sergius Mordanticus**, **Lieutenant Darrius**, **Trooper Bonesaw**, **Merchant Gorga**, **Captain Vrondeil** and **Captain Monarvia**. Always address officers of rank properly (or avoid them altogether) as they generally get upset when you hail them without showing the proper respect.

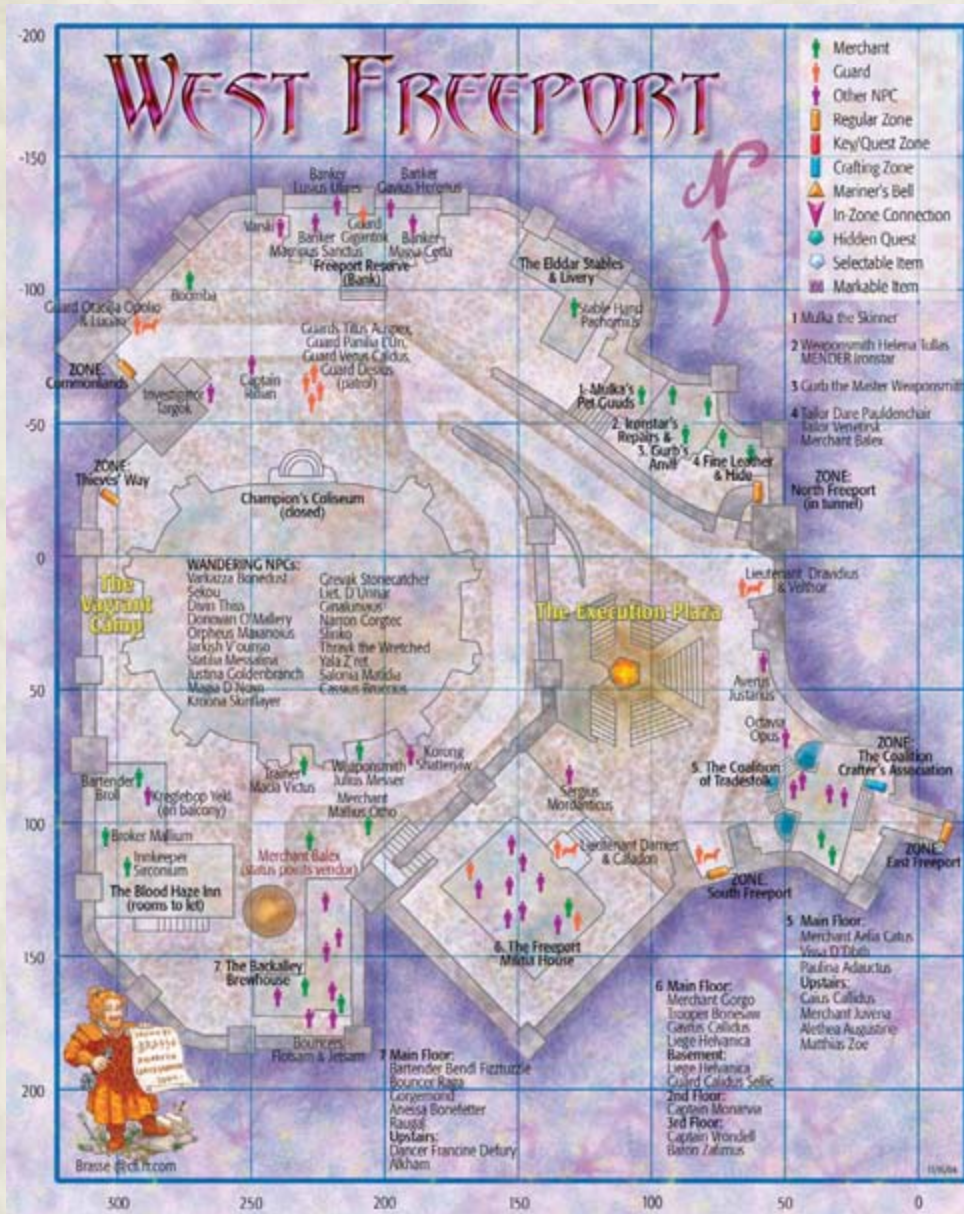
Quests

Aelia and the Butcher

Merchant Aelia Catus wants you to visit Julia Floren and remind her of an outstanding loan debt.

- ☞ Talk to Aelia, on the first floor of the Coalition of Tradesfolk.
- ☞ Talk to Julia, in the Jade's Tiger Den in North Freeport.
- ☞ Return to Aelia.

Reward. EXP / Coin, Messenger Ring (HP +1, PP +2)



Averus part 1

Averus Justarius tries to pick a fight with you, but rather than kill him in the street with all watching, you decide to prove him wrong about you by taking on the undead in Wailing Caves.

- ☞ Talk to Averus, east of the Execution Plaza.
- ☞ Kill undead orcs in the Wailing Caves until you get a quest journal update; different types of undead orcs (Shin'Ree Pawns, Shin'Ree Avengers, etc) are all over the front of the cave.
- ☞ Return to Averus.

Reward. EXP / Coin

Averus part 2

Averus Justarius has come up with a way to make money, or so he thinks. He needs you to travel to Wailing Caves and bring back proof that not all of the orcs there are undead.

- ☞ Talk to Averus, just east of the Execution Plaza.
- ☞ Kill a living orc in the Wailing Caves and get the quest item, a badge. Living orcs are found deeper in the Wailing Caves, past the undead ones.
- ☞ Return to Averus.

Reward. EXP / Coin

TIP

A wise adventurer should keep talking to Averus, as he has many quests to offer!

In Search of the Spirit Keepers

Lieutenant Darrius hires you to venture deep into Wailing Caves and hunt for the legendary spiritkeepers.

- ☞ Talk to Darrius, in front of the Militia House.
- ☞ Kill 5 Shin'Ree Spiritkeepers; they are deep inside the Wailing Caves, past the advisor's room (you will need a key) and in the graveyard.
- ☞ Return to Darrius.

Reward. EXP / Coin

Killing Bats

Sergius Mordanticus wants you to cull the numbers of bats in The Commonlands.

- ☞ Talk to Sergius, in front of the Freeport Militia House.
- ☞ Kill 10 bats in the Commonlands. You can find different kinds of bats all over the place, though you might need a ranged ability to bring them down from the sky.
- ☞ Return to Sergius.

Reward. EXP / Fashioned Turquoise Earring (INT +1, STA +1, WIS +1, HP +2, PP +3)

Message for Lollia

Anessa Bonefetter would like you to deliver a message to Scribe Lollia Panesius in East Freeport.

- ☞ Talk to Anessa, in the Backalley Brewhouse.
- ☞ Talk to Lollia, in the Seafarer's Roost, an inn in East Freeport.

Reward. EXP / Coin

Message for Typhoeus

Anessa Bonefetter would like you to deliver yet another message.

- ☞ Talk to Anessa, in the Backalley Brewhouse.
- ☞ Talk to Sergeant Typhoeus in East Freeport; he can be found near the docks.

Reward. Coin

The Head of Marius

Lieutenant Darrius requires a "favor" of you. He needs you to get back some stolen goods from Marius Darkblade and punish him for his crimes at the same time.

- ☞ Talk to Darrius, at the front of the Freeport Militia House.
- ☞ Kill Marius, in the Thieves' Way, in the second Darkblade room. Caution, as he is a hard enemy to beat!
- ☞ Return to Darrius.

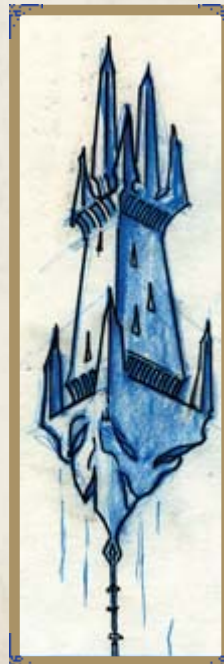
Reward. EXP / Coin

The Marauder Eye Patches

Anessa Bonefetter hires you to slay six nerius marauders in order to obtain their eye patches.

- ☞ Talk to Anessa, in the Backalley Brewhouse.
- ☞ Kill Nerius Marauders until you have 6 eye patches; Marauders are in Nektulos Forest on the beach near Port Naythex and the dock.
- ☞ Return to Anessa.

Reward. EXP / Coin / Marauder Eye Patch (INT +4, WIS +5, DivR +7, HP +15, PP +17, MentR +6)



Targok

Investigator Targok accosts you as you are traveling through West Freeport, claiming you broke some laws and are to be arrested. In order to avoid being thrown in jail, you agree to help make up for the crime you were charged with.

- ☞ Talk to Targok, near the Commonlands gate.
- ☞ Kill Firelight Shrippers until you have 8 perfect hides; Firelight Shrippers can be found in Nektulos Forest, northwest from the Commonlands gate.
- ☞ Return to Targok.

Reward. EXP / Coin

Trials of the Soldier

Sergius Mordanticus has ordered you to kill 10 orcs and report back to him when you succeed.

- ☞ Talk to Sergius, in front of the Freeport Militia House.
- ☞ Kill 10 orcs in the Commonlands; they are along the southern edge of the zone.
- ☞ Return to Sergius.

Reward. EXP / Coin / Cool Ale (5 drink)

Varski, Part 1

Varski claims to be a fan of yours and coerces you into finding some items in Fallen Gate.

- ☞ Talk to Varski, east of the bank.
- ☞ Kill undead Halflings in the Fallen Gate until you get the stoppered clay pot and the brass lever. There are many types of undead Halflings around the Fallen Gate; just look for short zombies!
- ☞ Return to Varski.

Reward. EXP / Coin

TIP

Just as with Averus, Varski offers more quests ... and more rewards! Keep coming back!

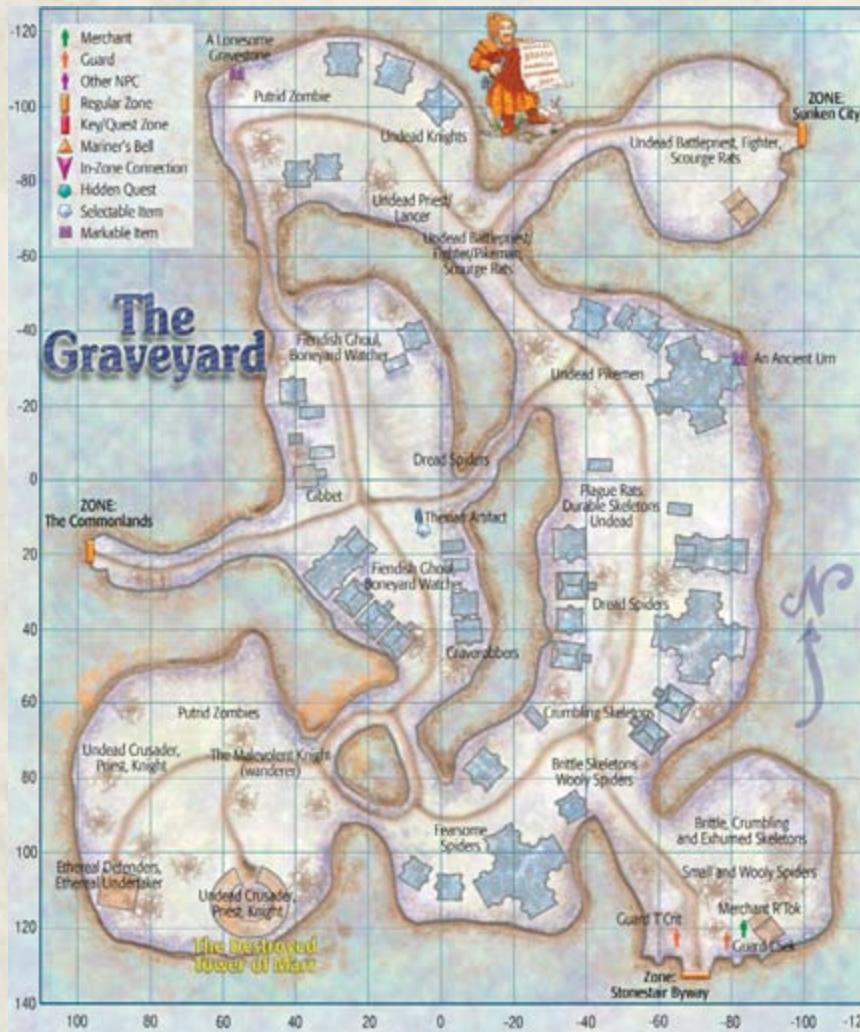
THE GRAVEYARD

Serving as the burial ground of Freeport, the Graveyard lies in a small canyon between the **Stonestair Byway**, the **Sunken City** and the **Commonlands**. The Graveyard is home to rats, spiders, skeletons and zombies, but there are some other nasty surprises sprinkled in. One of the great things about **the Graveyard** is that it is an excellent area to work on mastering skeletons and zombies. There are resources to harvest in the area as well, plus a merchant.

Key Locations & NPCs

The Graveyard is an excellent place to gain experience from around levels 3 to 14. You can start out killing skeletons, spiders and rats close to the Sunken City and Stonestair Byway gates; the Stonestair Byway gate has the weaker monsters of the two city exits. These are pretty safe areas to hunt since most of the monsters are solo and you have nearby guards if you get into trouble. Also, near the Stonestair Byway, you find **Merchant R'Tok**, who will pay you.

The Graveyard contains a Point of Interest, the **Destroyed Tower of Marr**, located in the southwest portion of the zone. Be careful when exploring the tower, as the Ethernere



do not like anyone defiling their graveyard, and they will attack you.

If you have the **Stolen Thex Artifacts** Quest from Longshadow Alley, you can find the fifth and final **Thex Artifact** in the center of the Graveyard. However, take extreme caution when attempting to get to this artifact, as it sits in the middle of the **Fiendish Ghoul**

drop so it might take you a while to get it.

- ☞ Loot a **Rusty Symbol of Marr** in the Graveyard; it is dropped by **Undead Priests** and **Battlepriests**.
- ☞ Take the Symbol to **Missionary G'Zule** in Freeport.

Reward. EXP / Coin

By Skoriks

and **Boneyard Watcher** area. Both types of monsters are highly aggressive and (in the case of the **Boneyard Watchers**) hard to kill.

There are a few named monsters in the Graveyard. Be sure to bring a group and enjoy the excitement of killing them. **The Spirit of Valeron** appears in the **Destroyed Tower of Marr**, **The Malvolent Knight** roams around and is quite dangerous, and finally **Gibbet** can be found in the **Boneyard Watcher** area.

The Graveyard is the goal of many different quests that start in other zones. You can sometimes work on several of them at the same time.

Quest

The Rusty Symbol of Marr

This quest starts when you loot a **Rusty Symbol of Marr** off a monster in the Graveyard. It's a rare

THE GRAVEYARD QUEST LIST

Quest Name	Lvl	Start	Goal	Where it Begins	What to do	Reward
<i>Natasha's Note</i>	10	Gravey.	Tmp.S	dirty note	Return item to Tarakh	EXP / Coin
<i>Rusty Symbol of Marr</i>	8	Gravey.	N.Free	old rusty symbol of Marr	Give item to Missionary G'Zule	EXP / Coin
<i>Are you there, Tom? It's me, Pona</i>	all	Stn.Bw	Gravey.	Pona	Kill 10 undead fighters	EXP / N / Polished Iron Ring (INT +2, WIS +2) or The Favor of Pona (STA +1, STR +1, DivR +2)
<i>Bring out your souls</i>	all	Scal.Y	Gravey.	Zekvila Dizelk	Kill 10 undead knights	EXP / Coin / Scaled Bracer of Service or Scaled Armband of Service (HP +2, PP +1)
<i>Free Wares for Silentblade</i>	all	Beg.Ct	Gravey.	Armsdealer Silentblade	Kill 10 Undead Priests	EXP / Coin / Silentblade's Kiteshield, Shield or Buckler (no stats beyond shield factor)
<i>Grave Robber Spoils</i>	10	N.Free	Gravey.	Missionary G'Zule	kill grave robbers to retrieve what they stole	EXP / Coin
<i>Improving the design</i>	all	Tmp.S	Gravey.	Sparzit Kogsnibble	Collect 10 samples of bone rot from undead pikemen	EXP / Coin
<i>Putting Zombies to Rest</i>	10	E.Free	Gravey.	Sergeant Typhoos	Kill 12 putrid zombies	EXP / Coin

By Cryth

THE SPRAWL

The Sprawl is a maze-like zone filled with guttersnipe, black magi and giantslayers, three major factions of humanoid monsters that are sure to trouble careless adventurers and reward careful ones. The Sprawl is also home to animal monsters such as gravel vipers, shoreside asps, dune scorpions and wild dogs. A small contingent of Wood Elf scouts and Halfling upstarts — dirty Qeynosians! — also inhabit the area. The Sprawl connects to Big Bend, The Commonlands, The Ruins and Serpent's Sewer.

The northeast end of the Sprawl, near the **Big Bend Gate**, one can find easy, solo creatures such as Shoreside Asps and Dune Scorpions. Take heed, as these monsters have poisonous attributes, but they are quickly and easily killed by a skillful adventurer.

Northeast, one finds dusty lairs of Giant Slayers and Giant Slayers themselves. Said creatures are dull, dumb and slow, though



incredibly strong; make sure to have a trusty group at your back before charging at these bullies. Southeast from where the Giantslayers lurk, Qeynosian Halflings and Wood Elves frolic about in innocence and gaiety — all the more reason to dispatch them quickly.

find within city limits. By **the Ruins Gate**, Merchant Sasha sells and buys, hoping that adventurers will grace her shop rather than Loria's. Other than the two merchants, the only non-guard is **Leige Aquila**, a lord who often looks for help in clearing out the area.

The east side of the Sprawl is home to Guttersnipe Crooks and Hooligans, as well as Gravel Vipers and a few wild dogs. Be careful of these mangy mutts; a single wild dog may pose no challenge, but the semi-intelligent creatures have learned to value pack behavior. South and east of them you find the Black Magi, a dangerous group of mages devoted to the dark arts (a good cause, true) that are quick to throw their power against you. Be extremely cautious when dealing with these; have a full group at your back, at the least.

The Sprawl is home to very few NPCs.

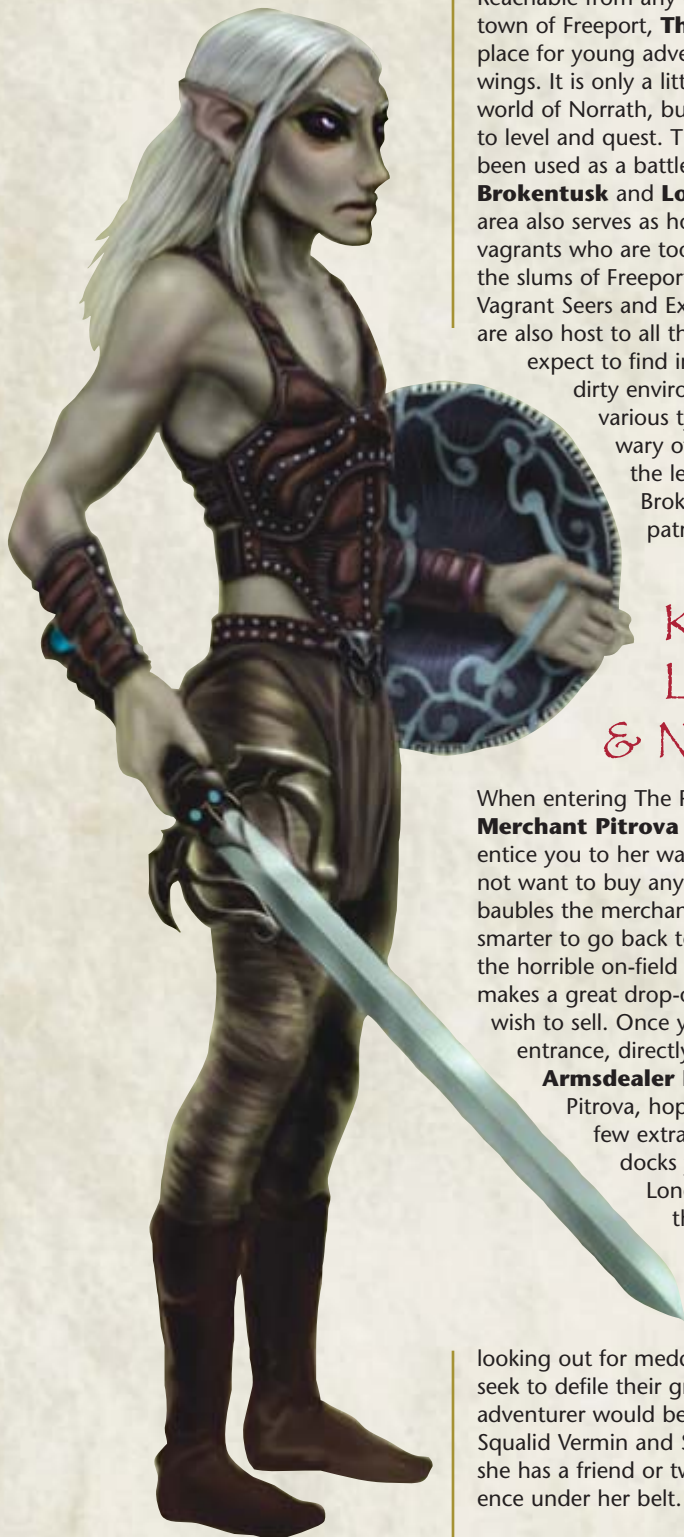
Merchant Loria by the Big Bend Gate is there to sell and buy wares, though her prices are higher than those you

THE SPRAWL QUEST LIST

Quest Name	Lvl	Start	Goal	Where it Begins	What to do	Reward
Balancing the Gangs	8	Sprawl	Sprawl	a misspelled guttersnipe note	kill 8 giantslayers	EXP
Shivo's Arcane Rod	10	Sprawl	Sprawl	the magic rod	Return item to Claudia Quarto	EXP / Coin
Sprl. Giantslayer Sweep	3	Sprawl	Sprawl	Liege Aquila	kill giantslayer bashers, thugs or brutes	EXP / Coin / Purified Water (1 drink)
Sprl. Guttersnipe Sweep	3	Sprawl	Sprawl	Liege Aquila	kill guttersnipe hooligans or crooks	EXP / Coin / Iron Rations (1 food)
Advanced Problem Solving	all	Beg.Ct	Sprawl	Crispin Loveinius	Kill 10 Giantslayer bashers	EXP / Coin
Crab Meat	10	E.Free	Sprawl	Annia Velithe	Collect 5 pieces of crab meat	EXP / Coin
Dwarven Payback	all	BigBnd.	Sprawl	Dwarven Prisoner	Kill 10 ratonga (Black Magi)	EXP / Coin
Errand for the Queen	all	Beg.Ct	Sprawl	Tullia Domna	Kill 10 Giantslayer bashers	EXP / Coin
Frizi's Stolen Book	all	Tmp.S	Sprawl	Frizi Figglesnip	Kill 10 Guttersnipes	EXP / N
Kill the Giantslayers	10	E.Free	Sprawl	Julie Danerous	Kill 10 giantslayers	Coin
Let me count the ways	all	Stn.Bw	Sprawl	Tobial	Kill 10 ratonga (Black Magi)	EXP / Coin
Magical Retribution	all	Long.A	Sprawl	Lotni K'Iria	Kill 10 Black Magus Insurgents	EXP / Black Magi Medallion (INT +3, HP +5, PP +10)
Nyghtfallow Heirloom	all	Beg.Ct	Sprawl	Tsull Nyghtfallow	Kill guttersnipe hooligans to get the heirloom	EXP / Coin / Nyghtfallow Bracelet (HP +2, PP +4) or Nyghtfallow Chain (HP +3, PP +3)
Outside Freeprt Creature Catalog	all	N.Free	Sprawl	Sage Navarius Orvalis	Find and catalog 12 creatures in Freeport area	EXP / N / Book to place in your home
Sorio's Dog Hunt	all	BigBnd.	Sprawl	Captain Sorio	Kill 10 wild dogs	EXP / Coin / Canine Tooth earring (DisR +1, DivR +2)
Sorio's Giantslayer Problem	all	BigBnd.	Sprawl	Captain Sorio	Kill 10 giantslayer thugs	EXP / Coin / Freeport Enforcer Wristband (DivR +2, MentalR +1)
Teeth for Sparzit	all	Tmp.S	Sprawl	Sparzit Kogsibble	Kill Shoreside Asps to find a perfect set of fangs	EXP / Coin / asp fang earring (Agi +2, STA +2) or perfect asp fang (AGI +1, STR +1)
Verin's New Thralls	all	Scal.Y	Sprawl	Verin Ithelz	Kill 10 Guttersnipes	EXP / Coin / Broken Thrall Manacles
Will Fight For Fun	all	Scal.Y	Sprawl	Colin Stoutfist	Kill 10 giantslayer thugs	EXP / N

THE RUINS

By Kitty-chan



Reachable from any dock in the chaotic town of Freeport, **The Ruins** is a great place for young adventurers to test their wings. It is only a little corner of the vast world of Norrath, but it is a fantastic place to level and quest. The Ruins have long been used as a battleground for the **Brokentusk** and **Lonetusk Orcs**. This area also serves as home to a plethora of vagrants who are too poor to live in even the slums of Freeport: Vagrant Squatters, Vagrant Seers and Exiled Orcs. The Ruins are also host to all the vermin you might expect to find in such an open and dirty environment: snakes and various types of rodents. Be wary of **Lieutenant Gurg**, the leader of the Brokentusk clan, who patrols his domain.

Key Locations & NPCs

When entering The Ruins from the dock, **Merchant Pitrova** will quickly try to entice you to her wares. While you might not want to buy any of the overpriced baubles the merchant sells (it's much smarter to go back to town and not pay the horrible on-field markup), Pitrova makes a great drop-off for any items you wish to sell. Once you pass through the entrance, directly ahead is

Armsdealer Nylz who, much like Pitrova, hopes to take you in for a few extra coin. North of the docks you begin to run into Lonetusk orcs at one of their encampments.

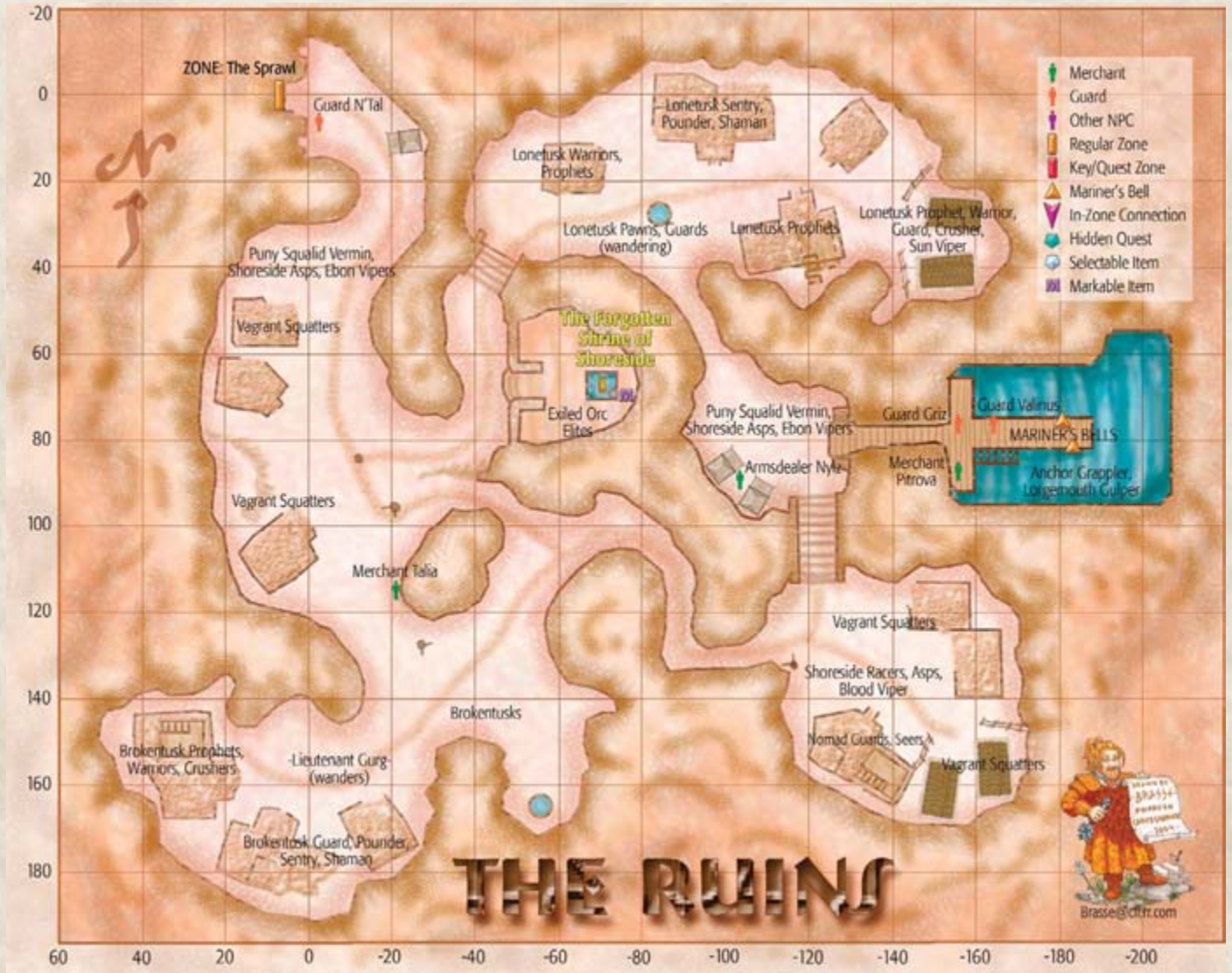
Lonetusk Pawns and the more fierce Lonetusk Guards patrol the area,

looking out for meddling adventurers who seek to defile their grounds. A wise young adventurer would be smarter to stick to Squalid Vermin and Shoreside Asps unless she has a friend or two, or a bit of experience under her belt.

Heading south from the docks up the stairs you find the settlements of the vagrants and a house of nomads, seers and guards. Head west from the nomad encampment (say, aren't nomads supposed to wander?) and follow the path to a fork in the path. To the west is the Brokentusk orc settlement — beware the aggressive guards — and to the north a small amphitheatre houses the **Forgotten Shrine of Shoreside**, whose stones bear the marks of many travelers. Continuing north from the Shrine brings you looping back in to the Lonetusk Encampment, while heading west takes you in to another vagrant settlement and to **Merchant Talia**, a competitor of Pitrova.

Westward from Talia is a gate to **The Sprawl**, a sister-area of The Ruins, or you can follow the path back east to the docks.





THE RUINS QUEST LIST

Quest Name	Lvl	Start	Goal	Where it Begins	What to do	Reward
Contest	all	Stn.Bw	Ruins	Lisori	Slay 10 exiled orcs	EXP / N / Orc Finger Necklace (ColdR +1, PoisR +2, STR +1) or Orc Finger Ring (HeatR +1, MagR +2, STA +1)
Death Certificate	10	N.Free	Ruins	Missionary G'Zule	Give certificate to Merchant Talia	EXP / Coin
Easy Acceptance	all	Stn.Bw	Ruins	Lisori	Slay vagrant squatters to find hunter's mantel	EXP / Mangy Hunter's Mantle
Jezrina's Prophecy	all	Stn.Bw	Ruins	Jezrina	Kill puny squalid vermin to find a tumored heart	EXP / N / Small Hip Bag (4 slots)
Muzmog's Rat Smashing Fun	all	BigBnd.	Ruins	Muzmog	Kill 10 rats	EXP / N / Muzmog's Fetid Ale (5 drink)
Not Since Invention o.t. Wheel	all	Tmp.S	Ruins	Zninki Flatzazle	Kill vagrant squatters	EXP / Coin / wheat bread (5 food), Gnomish bread bisector (HP +2, PP +1)
Preventative Maintenance	all	Scal.Y	Ruins	Verin lthelz	Kill 10 orc exiles	EXP / Coin / Orc exile shield; access to the Chamber of Immortality in Ruins of Varsoon
Problem Solving	all	Beg.Ct	Ruins	Crispin Loveinius	Kill 10 Vagrant Squatters	EXP / Coin
Rori's Subterfuge	all	Stn.Bw	Ruins	Rori	Get 4 orc exile hides	EXP / Coin / Orc Exiled Belt
Silenced Speech	all	Long.A	Ruins	Captain L'Nek	Kill Vagrant Squatters until Kir's signet ring is found	EXP / Kir's Insignia Ring
Special Perfume	all	Long.A	Ruins	Zelina T'Von	Kill molerat scrubs to gather 10 scent glands	EXP / Coin
Tasty Tears of the Thralls	all	Scal.Y	Ruins	Dyerth Shiraz	Kill tears of 10 wood elves	EXP / Coin / Sazzpazilla (5 drink)
To Spite a Darkleaf	all	Beg.Ct	Ruins	Mariana Darkleaf	Kill 10 Shoreside Asps	EXP / N
Typhoeus's Blackmail	10	E.Free	Ruins	Sergeant Typhoeus	Get 25 pieces of tattered armor from exiled orcs	EXP / Coin
Vleko's Plan	all	Tmp.S	Ruins	Vleko	Kill orc exiles to find sword	EXP / Coin / cheap ratonga spear, waraxe, club or knuckles (HP +1, PP +2)

SUNKEN CITY

By Reeli

The Sunken City was once a district of Freeport, home to some unknown race. The coastal swamplands it was built on could not hold the mass of building, though, and the city collapsed to rest beneath the waves, the airpockets within buildings slowly running out until the corpses of its former citizens within faded away into spirits that now lurk the ruins. Now, the area is a wraith-infested home to scuttling crabs, rust monsters, skeletons and ghosts. While it is always wise to be

careful in any adventure area, know that the Sunken City is a good place to spread young wings and find some good fights.

When first entering the city from the decrepit **dock**, make your way north to the **Isle of Rust** and speak to **Gerbard the Snitch** and **Lukur**. Both of these NPCs seem to be stranded, trapped by the rust monsters and unable to obtain their goals. This is a good area for lower levels to work on their skills; the rust monsters and brine sifters pose little challenge as long as they are not grouped, and even if they are, you and a couple of friends can easily take them down.

Heading further north takes you to an alley full of skeletons, unlucky humanoids who didn't make it out of the city before its collapse. Cursed Cutthroats, Scouts and Corpsemen leer at you and your friends, and every now and then their Captain appears to rally his troops. Should you make it past them, a southward bend takes you to a room with more Brine Sifters and skeletons, then loops back around to the Isle of Rust.

Heading east from the Isle takes you to the land/sea split of Sunken City; it appears that not all of the city sunk! Heading north through the water, you reach a room full of bloated zombie corpses; just like the cursed skeletons before, these poor souls need to be

helped to their eternal rest. Make sure to stop by the **Ruined Shrine of Prexus** in the northwest corner of this room.

Small Scorpions south of the land/sea divide make excellent solo targets; these creatures occupy the next three rooms leading up to a gate to the **Graveyard**. If you're looking for more group targets, southwest of this area you can find Menacing and Freeport Raiders, bandits who seek to steal the stolen goods of Freeport — blasphemy! Dispatch them quickly, for the love of Lucan!

Quests

Gerbard's Coins

Gerbard the Snitch is in need of some coins, and the best way to make money in the Sunken City is to steal it off the dead! Gerbard asks you to kill some of the walking skeletons that inhabit the area; some of them were pirates in life, and may still have a doubloon or two.

- ☞ Talk to Gerbard, on the Isle of Rust.
- ☞ Kill Cursed Cutthroats until you get 5 coins; they are in the northeast corner of the zone.
- ☞ Return to Gerbard.

Reward. EXP, Pirate Coin Necklace (PoisR +9)

Lukur's Antiques

Lukur is perhaps the only antique collector in Freeport, which is why he has visited the Sunken City. The crates that float about the area contain wonderful vases, pots and other such articles. Lukur, though, isn't the best of fighters, and isn't too sure he can safely traverse the zone.

- ☞ Talk to Lukur, on the Isle of Rust.
- ☞ Search the crates floating around the zone for the 3 antiques. The crates containing antiques are clickable.
- ☞ Return to Lukur.

Reward. Opaque Veil (MentR +6)





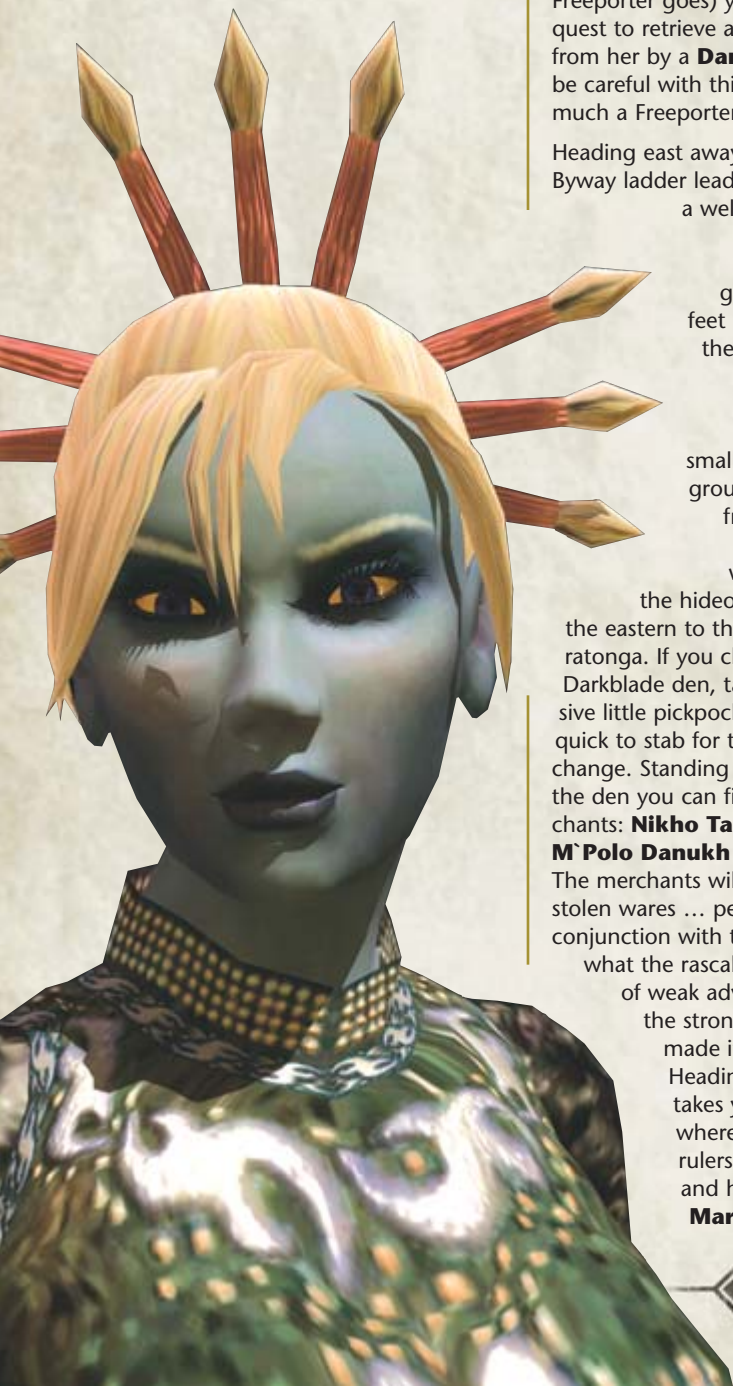
SUNKEN CITY QUEST LIST

Quest Name	Lvl	Start	Goal	Where it Begins	What to do	Reward
Exacting revenge on the crabs	5	Sunk.C	Sunk.C	twitching crab claw	Kill 6 bulky crabs	EXP / N
Gerbard's Coins	all	Sunk.C	Sunk.C	Gerbard the Snitch	Collect 5 pirate coins	EXP / N / Pirate coin necklace (PoisR +3)
Jezeanaz's Hideous Locket	9	Sunk.C	BigBnd.	hideous troll locket	Return locket to Jezeanaz	EXP / Coin
Lukur's Antiques	6	Sunk.C	Sunk.C	Lukur	Find 3 ceremonial masks	EXP / N
99 Bottles of Beer In My Hand	all	Beg.Ct	Sunk.C	Festus Septimus	Kill Bulky Crabs to get 5 handfuls of sand	EXP / Coin / Broken Glass Shard (HP +3) or Polished Glass Bangle (INT +2, MagR +2)
Dead Man's Eyes	all	Long.A	Sunk.C	Divek L'Narr	Kill zombies until you get a pair of rotted eyes	EXP / Coin / Dead Eye Earring (DisR +2, DivR +1)
Exotic Soups	all	Long.A	Sunk.C	Tilzak N'Lim	Kill 10 sharks	EXP / Coin / Sharkfin Souffle (20 food)
Free the Decaying Deadlings	10	E.Free	Sunk.C	Sirraw Swiftpaw	Kill 6 decaying deadlings	EXP / Coin
Icebrew's Secret Recipe	all	Scal.Y	Sunk.C	Bartender Icebrew	Gather 10 jars of rustmonster blood	EXP / Coin / Wheat rust stout (5 drink) and Icebrew Belt (STA +1)
Joining the Gang	all	Beg.Ct	Sunk.C	Manius Galla	Kill 10 Freeport Raiders	EXP / Coin / Freeport Raider Earring (STA +2, HP +2)
Skin for Skagga	all	BigBnd.	Sunk.C	Skagga	Kill 10 zombies	EXP / Coin / Zombie Skin Mantle (ColdR +1, HeatR +2) or Zombie Skin Shoulderpads (WIS +1)
Taking It Out on the Raiders	all	Long.A	Sunk.C	Maliza T'Raan	Kill 10 Menacing Raiders	EXP / Coin
Twergo's Plan	all	Tmp.S	Sunk.C	Twergo Togglesmeet	Collect 10 zombie brains from urchin zombies	EXP / Coin / Twergo's Polished Earring (HP +3, STA +1)

THIEVES' WAY

By Kitty-Chan

The **Thieves' Way** is a dank sewer passage located in the uppermost drainage system for the city of Freeport, above. The way is home to various vile creatures, trash hoppers and refuse roaches being some of the more disgusting. The Thieves' Way connects to many parts of the city above, and of course to the meaner, more dangerous sewers below.



Key Locations & NPCs

When entering the ruins from **Stonestair Byway**, you immediately see a small scared Ratonga known as **Zatzy** who tells you about being the lone survivor in an assault by the Darkblade death squad. If you are nice to her (well, "nice" as far as a Freeporter goes) you find yourself with a quest to retrieve a trinket that was stolen from her by a **Darkblade Brigand**. Just be careful with this quest, as Zatzy is as much a Freeporter as you are.

Heading east away from the Stonestair Byway ladder leads you around south past a well concealed entrance to one of the lairs of the Union Mender groups. Continuing a few feet past the Mender den on the north wall, you reach a gate leading up to **Longshadow**

Alley. Due north is a small room with another group of Union Menders, from the south of which lead two paths, the western path heading to the hideout of the Darkblades, the eastern to the haunts of the diseased ratonga. If you choose to enter the Darkblade den, take heed of the aggressive little pickpockets; the Darkblades are quick to stab for trivial amounts of change. Standing by the southern wall of the den you can find a group of merchants: **Nikho Tambolo**, **Mikela Osa**, **M'Polo Danukh** and one **Sali Va'ah**. The merchants will gladly sell you their stolen wares ... perhaps they even work in conjunction with the Darkblades, buying what the rascals loot from the corpses of weak adventurers and selling to the stronger adventurers who made it through their ranks. Heading east from the Den takes you to the throne room where the current Darkblade rulers live: **Lady Darkblade** and her dangerous spouse **Marius Darkblade**.

Quests

The Darkblade Dagger

A note hidden within this dagger has suggested that should you slay ten diseased ratonga. The old Darkblade Dagger you've found will reward you and even goes on to suggest that should you not complete this task the dagger will end your life.

- ☞ Kill Darkblade guards until you receive the Darkblade Dagger.
- ☞ Inspect the dagger.
- ☞ Kill 10 diseased ratonga; they can be found near the ladders.
- ☞ Inspect the Darkblade Dagger.

Reward. EXP / Darkblade Dagger (AGI +1)

The Failed Assassin

If you've received this quest you've accidentally killed an undercover militia agent. Though you could likely not care less, you may find taking on his assignment to be rewarding.

- ☞ Kill Darkblade guards until you receive a note.
- ☞ Read the note.
- ☞ Kill Marius Darkblade.
- ☞ Talk to Captain Molacus; he is in Temple Street at the South Freeport gate.

Reward. EXP / Coin / Bloodmetal Earring of Militia (INT +4, WIS +1, DisR +8, DivR +7)

Darkblades and Dirty Rats

Zatzy is a very quiet and scared Ratonga; her trinket has been stolen by a Darkblade Brigand. You've been tasked to bring it back to her.

- ☞ Talk to Zatzy, by Stonestair Byway stairs.
- ☞ Kill Darkblade Brigands until you receive the quest item Trinket; see map for their location.
- ☞ Return to Zatzy.
- ☞ Zatzy will attack you; kill her.

Reward. Zatzy's Bludgeoner (AGI +1, INT +1, STR +1, HP +4, PP +4), access to Den of the Darkblade Assassins



THIEVES' WAY QUEST LIST

Quest Name	Lvl	Start	Goal	Where it Begins	What to do	Reward
Chuggle's Toolbox	5	Thv.W	Thv.W	An empty toolbox	Find a zaptwister, sprocket wobbler, octagonal blundgener, and can of elbow grease	EXP / Coin / Tinkered Neck Heaterator (INT +1, STA +2, STR +1, HP +8, PP +7)
Darkblade Dagger	5	Thv.W	Thv.W	An Old Darkblade dagger	Kill 10 ratonga	EXP / Darkblade dagger (AGI +1)
Darkblades and the Dirty Rats	5	Thv.W	Thv.W	Zatzy	Kill darkblades to find the trinket	N / Zatzy's Bludgeoner (INT +1, AGI +1, STR +1, HP +4, PP +4), access to Den of Darkblade Assassins
Failed Assassin	5	Thv.W	Thv.W	A small piece of parchment	Kill Marius Darkblade	EXP / Coin / Bloodmetal Earring of Militia (INT +4, WIS +1, DisR +8, DivR +7)
Ending the Fury	all	Scal.Y	Thv.W	Dunn Coldbrow	Kill 5 darkblade furies	EXP / Coin / Coldbrow Clan Leggings, Medium Greaves, or Hide Greaves (all ColdR +4, PoisR +9)
Head of Marius	10	W.Free	Thv.W	Lieutenant Darrius	Find Marius Darkblade and get the stolen goods and his head	EXP / Coin
Keys for Sempronia	all	Tmp.S	Thv.W	Sempronia Galus	Kill Diseased Ratonga to find keys	EXP / Coin / Coalition Hammered gold earring (INT +1)
Netherot Name Calling	all	Tmp.S	Thv.W	Shinska	Kill 4 Netherot Chanters	EXP / Coin / Badly Polished Rapier, Dagger, Hammer, Mace or Maul (no stats)
Sewer Problem: A Gnome Sol	all	E.Free	Thv.W	Foreman Asprenus	Find Engineer Veebert	EXP / Coin / access to Silicon Goo zone
Shady Clearing	all	Long.A	Thv.W	Imnat D'Vren	Kill 10 diseased ratonga	EXP / Coin / Cracked or Tattered Teir'Dal Boots (MagR +5)
Vermin Reduction	all	BigBnd.	Thv.W	Ratcatcher Zart	Kill 5 sewage rats	EXP / N

SERPENT SEWER

By Gnish

Below the Thieves' Way, where monsters lurk and swim in murky knee-high water (or neck-high water, if you're a Gnome), is the Serpent Sewers, a twisting labyrinth of tunnels and rooms created long ago. These ancient corridors are lined with moss and ooze, while almost all of the large rooms harbor some sort of Gnomish contraption. In no way is this area for the weak of heart or muscle; be sure to take a bunch of friends when entering this zone.

Key Locations & NPCs

Whether you enter via the **Sprawl** or the **Thieves' Way**, you find yourself in a northern tip of the Serpent Sewers, a somewhat safe refuge. This area is infested with small vermin such as Immature Sludgewaters, Measly Filthy Moccasins, and Sewer Vermin; you also see brownish Refuse Toads splashing through the muck as well. A wise group would practice on these creatures before heading further in.



East of the entry passage is a room full of Pestilence Ratongas and Drudge Globules, oddly reminiscent of the Diseased Ratonga who lurk in the safer Thieves' Way. Past this room the passage curls south, then southwest past the instanced **Serpent Lair**. A turn north at the dead end takes you into a narrow room that is home to Crazed Channel Menders, Sewage Nuisances and perhaps **Bulkeen Fizzlethroops**, a Gnome who patrols up and down the western ways. There is also a grate here that leads to the even tougher **Edgewater Drains**, though the faint of heart should not even look at that direction; the smell of sulfur and old blood might turn your guts.

Heading south from there you can find **Marcus Puer** and then, to the east, a room full of NPCs: Merchants **Tula Mawh**, **Gurtha Tings**, **Rix Tah'Reh** and **Kerik Lorn** stand easily under the watchful eye of **Hired Guard Gazzuk**. Just around the corner from them, the slightly braver and antisocial **Watcher Kenjedeau** stands his ground, unintimidated by the Sludge Mucus and Crazed Channel Menders that look on. Head back westward, then south once more to find a small room. Make sure to take note of the **Broken Barrel** and **Pump** that have been left in this room; they both look in need of repair, or perhaps something else ...

East again leads you to a room that is home to a huge tank and bonfire beneath it, a Gnomish contraption left over from times of yore. South from here takes you to **Cicero Puer**, then west shows you an interesting Gnomish contraption: a head and hand holding tanks. Be wary of this area, as the **Ancient Dasher** makes his home here; any **bedrolls** you should find will be long vacated. Make your way north to complete the circle, popping to the west for a moment should you be in need of Murkwater Abettors or Stewards. One final room, filled with Gnomish gears and tanks and filthy moccasin serpents stands in your way to the entrance; pass through here and you have gone full circle around the sewer!

Quests

Murkwater Uniform

Cicero Pure, a Ratonga in the Sewers, needs help locating a Murkwater uniform.

- ☞ Talk to Cicero, in the southeast corner of the Serpent Sewer.
- ☞ Kill Murkwater Inducts until bracers and gloves are found; the Inducts are outside a room northeast of Cicero.
- ☞ Kill Murkwater Abettors until boots and chest piece are found; they are found in a room northeast of Cicero.
- ☞ Kill Murkwater Stewards until leggings and sleeves are found; they are with the Abettors.
- ☞ Return to Cicero.

Reward. EXP / Coin / Murkwater Ring (AGI +1, STA +1, WIS +1, HP +3, PP +5)

A Gift From the Serpent's Mouth

You find a fang, long and deadly, off the corpse of a snake. Remembering the bite of that fang against your skin, you wonder if you could harness its power and turn it into a weapon of your own.

- ☞ Killing snakes eventually spawns Stench, a named snake.
- ☞ Kill Stench to locate an inspectable fang. Inspect it.
- ☞ Talk to Marcus Puer; he is in the west part of the Sewer.
- ☞ Kill crazed menders until they drop a cog shaft (quest item). They are in the northeast room, or several other rooms around the zone.
- ☞ Kill drudge globules until they drop 2 sticky goos; they are in a room with pestilent ratongas at the north end of the zone.
- ☞ Kill filthy moccasins until they drop 3 snake skins; they are in the north/northeast corner.
- ☞ Return to Marcus.

Reward. EXP / perfect asp fang (AGI +1, STR +1)



SERPENT SEWER QUEST LIST

Quest Name	Lvl	Start	Goal	Where it Begins	What to do	Reward
<i>Crazy Talking Skull</i>	all	Serp.S	Serp.S	A talking skull	Find headless skeletal remains	EXP / Coin / Bone weapon
<i>Fresh Samples</i>	10	Serp.S	Serp.S	Marcus Puer	Gather samples of a variety of creatures	EXP / Coin
<i>Gift from the Serpent's Mouth</i>	25	Serp.S	Serp.S	Stench fang	Take fang to Marcus Puer and gather materials he needs	EXP / Coin / perfect asp fang (AGI +1, STR +1)
<i>Murkwater Uniform</i>	all	Serp.S	Serp.S	Cicero Puer	Gather pieces of Murkwater uniform by killing murkwater abettor, steward and inducts	Coin / Murkwater ring (AGI +1, STA +1, WIS +1, HP +3, PP +5)
<i>Enchanted Serpent</i>	all	N.Free	Serp.S	<i>Collected Stories of Serpent Sewer</i> *	Kill 6 sludge mucus	EXP / N / Book to place in your home
<i>Fooling the Serpent</i>	all	N.Free	Serp.S	<i>Collected Stories of Serpent Sewer</i> *	Kill 6 refuse toads	EXP / N / Book to place in your home
<i>Freeport Sewers Creature Catalog</i>	all	N.Free	Serp.S	Sage Navarius Orvalis	Find and catalog 12 creatures in sewers	EXP / N / Book to place in your home
<i>Into the Sewers for Lucius</i>	10	Beg.Ct	Serp.S	Lucius Vulso	Kill 10 frogs	EXP / Coin / Tarnished Lucky Coin (PoisR +9)
<i>Journal of Rocco Barisano</i>	all	N.Free	Serp.S	Sage Navarius Orvalis	Kill 6 refuse toads	EXP / N / Book to place in your home
<i>Murkies</i>	all	N.Free	Serp.S	Sage Navarius Orvalis	Kill 5 crazed channel menders	EXP / N / Book to place in your home
<i>No Rivals for Yaarana</i>	15	Long.A	Serp.S	Yaarana D'Vea	Kill 8 Filthe Moccasins	EXP / Coin / Silvered Ring, Elephant Hide Tunic (AGI +2, STR +3, DisR +8, MagR +5)
<i>Skin of the Serpent</i>	all	N.Free	Serp.S	<i>Collected Stories of Serpent Sewer</i> *	Kill 7 crazed channel menders	EXP / N / Book to place in your home

* *Collected Stories of Serpent Sewer* sold by Sage Navarius Orvalis

EDGEWATER DRAINS

By Bhinder and Orlena

All drains lead here Who built this lowest level, and why? Perhaps the Gnomes, a few of whom live here with many contraptions of unknown function. They keep to themselves and are too busy to educate outsiders. Let us pray that their machines do not explode and bring all three levels of sewer and the city of Freeport itself crashing down upon you while you explore the flooded maze.

Oh indeed ... Edgewater is flooded for the most part. The grates themselves are blocked, preventing proper drainage. Those few who were paid enough (or threatened enough) to venture down to clear them never returned. You will encounter a great many ravenous creatures in your travels here, and will soon understand the cause of the workers' disappearance.

Not to worry — there is still an air-space at the top of all the passages, to allow you to take in the redolence of decay freely. You will never feel dry again, but perhaps the trip can be made worth your while, if you spend some time here.

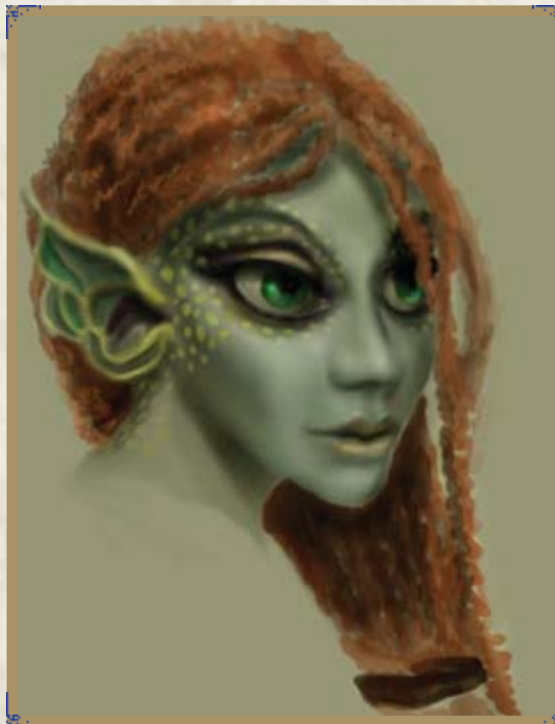
As you explore the main level of the drains, you'll find a contraption obviously made by one of the madder Gnomes, that feeds the drudge mucus in the drains, leading to a massive overpopulation. Make your way up the stairs to the higher level of the drains, pause long enough to talk to

Bendik Jonkers about an inventor named Bodwink Zevuwickle. Bendik says he will reward you if you return to him with 5 discarded invention components from the inventions around Edgewater Drains. A **practice dummy** on the stairs has a note attached to it that suggests that practicing on bile toads would be much more useful than beating on a prac-

tice dummy. On the lower levels, decaying bodies have their own tales to tell. A skeleton deep under the water still clenches a **coin** in its jaws. A **rotting corpse** with a myriad of bite marks and gouges bespeaks of how vicious the needletooth sharks are in the Drains. A wise adventurer would do well to help the city by ridding the drains of the needletooths.

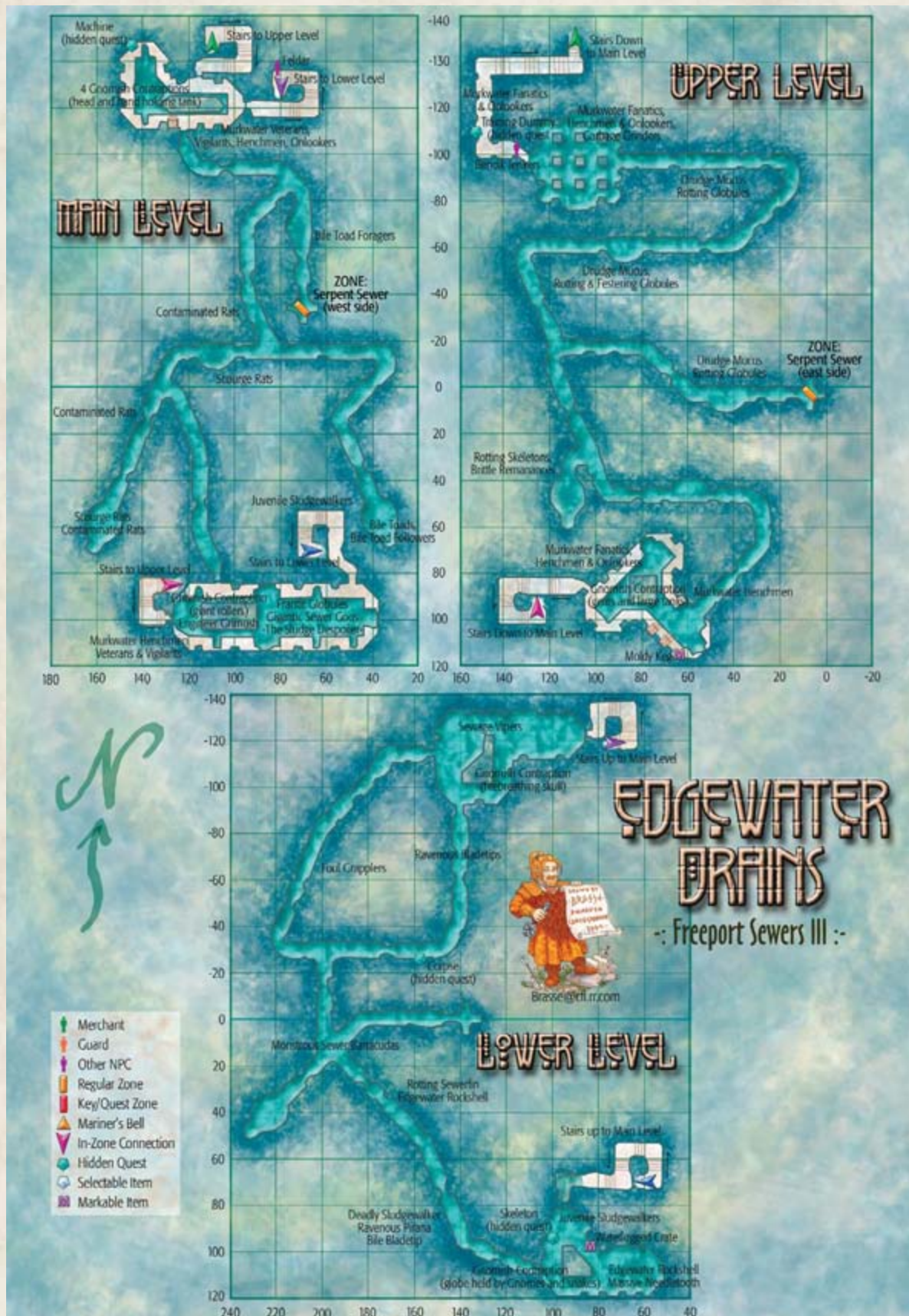
Many interesting sea-dwellers have made their way inside, and they are all too eager to feast on the flesh of intruders. Be sure to practice fighting in water on the easier ones first, for they can quickly overwhelm you if you are unused to such tactics. Having a priest along who can cast waterbreathing is very handy, so that fighters can engage the watery dangers in their own element without danger of drowning. Among the more advanced creatures, you will find Murkwaters and their "pet" Garbage Grinders, who have begun to dwell here in the depths. They are hostile indeed, so be prepared for tough battles.

There are undoubtedly secrets beneath the flooded drains, and it will take a strong party of stalwarts to discover them. Prexus himself would bless your efforts, were he still in Norrath, but you will have to lean on your own stout will!



EDGEWATER DRAINS QUEST LIST

Quest Name	Lvl	Start	Goal	Where it Begins	What to do	Reward
<i>Avenge the Freeport Trooper</i>	20	Edg.D	Edg.D	A trooper signet	Slay 6 Murkwater henchmen (repeatable)	EXP / Coin
<i>Exterminating the Contam. Rats</i>	20	Edg.D	Edg.D	An embossed collar	Kill 7 contaminated rats	EXP / N
<i>Inside the Edgewater Drains</i>	20	Edg.D	Edg.D	Bendik Jonkers	Obtain the 5 components and return them to Bendik	EXP / N
<i>Mucus Feeding Machine</i>	all	Edg.D	Edg.D	Machine on Main Level	Slay 20 drudge mucus	EXP / Coin
<i>Saving the Sewage Pumps</i>	20	Edg.D	Edg.D	An acidic gland	Slay 6 sludge mucus	EXP / N
<i>At Low Tide</i>	all	N.Free	Edg.D	Sage Navarius Orvalis	Kill 6 juvenile sludgewalkers	EXP / N / Book to place in your home
<i>Gnomes and the Art of Clockwork Maintenance: Cogs & Sprockets</i>	all	N.Free	Edg.D	Sage Navarius Orvalis	Kill 6 drudge mucus	EXP / N / Book to place in your home
<i>Gnomes and the Art of Clockwork Maintenance: Gears</i>	all	N.Free	Edg.D	Sage Navarius Orvalis	Kill 7 drudge mucus	EXP / N / Book to place in your home
<i>Gnomes and the Art of Clockwork Maintenance: Valves</i>	all	N.Free	Edg.D	Sage Navarius Orvalis	Kill 6 Murkwater henchmen	EXP / N / Book to place in your home
<i>Hunting Henchmen</i>	20	S.Free	Edg.D	Lucilla Quietus	Kill 7 Murkwater henchmen (complete Mailza T'Raan quests first)	EXP / Coin
<i>Oops Factor</i>	all	N.Free	Edg.D	Sage Navarius Orvalis	Kill 6 drudge mucus	EXP / N / Book to place in your home
<i>Trainee's Test</i>	all	N.Free	Edg.D	Sage Navarius Orvalis	Kill 6 drudge mucus	EXP / N / Book to place in your home



THE COMMONLANDS

By Gnish and Orlena

West Freeport Gates

Once you leave the city of Freeport, you are outside with no protection. The road from the city slopes upward, but you will not have gone far before you're hailed by **Inquisitor Irizan**. It seems he needs assistance, but he won't tell you what. Only that you need to seek out Merchant Edmond at the crossroads for your assignment.

Constable Calvin is on the other side of the road from Irizan and needs assistance with keeping the vermin away from the city gates. If you look up the road past the constable, you even see many of the snakes and armadillos that he's just ordered you to kill.

Follow the path out of the gates, and you'll eventually come to what the locals call **The Crossroads**. Be careful on your journey, though, as orcs patrol the land. Not far up the path, you encounter the first Guard station, though it's more of a destroyed wall than a station. **Sergeant Borus** commands this "station" and tries to keep the orcs at bay. It's a good idea to stop and chat with the sergeant as the guards can only kill so many orcs. To the north as you continue your run to the Crossroads, you see more vermin, packs of carrion hounds, and larger banded armadillo. Keep your head low, stay on the path and run for the Crossroads. (Oh and most importantly, take the left fork in the road!)

The Dog Pond

If you're feeling brave, turn northeast when you come to the fork in the road and head out along the savanna. Leave the well worn path and head southward to the **Dog Pond**, aptly named for the various carrion hounds that make their dens around the pond. Also coming to drink at this watering hole are elephants of all ages, dung beetles and more snakes. The **Master of the Hunt** stands watch over the shelter in the desert. Unable to leave his post, he asks

adventurers to help him reacquire a journal that the dreg sneaks stole from him recently. In the bottom of an **abandoned boat** you find a note penned by one unlucky gent who was overwhelmed by the hungry carrion hounds. Work to reduce the population of hounds, and you may just find yourself well rewarded.

The Siege Lands

Make your way northward from the Dog Pond and you soon find yourself out on the **Siege Lands**. The staging ground for a long-ago assault on the Siege Lands are now a dangerous place for all who venture there. Ghostly orcs and skeletal fallen orcs wander the flat lands searching for either their final revenge or their final rest. Navigate your way safely through the Siege Lands down to the **Fisherman's Docks**, though, and you find that there are mariners who can be called by the ringing of the bell and hired to take you back to various areas of Freeport. **Vivius Herminius** keeps watch over the comings and goings of the docks region, and is more than willing to share a bit of information about what she's seen to any who will take the time to listen. Swim out from the shores and you find deadly razortail barracuda and silt sharks swimming about looking for a tasty meal. Follow the shoreline north and west past the sand crabs, and eventually you will come to **Smuggler's Path**.

Be wary as you make your way up the path, however, because this area is home to the Blackshield gang. Smugglers and brutes alike have set up camp in this well hidden cove, spending their days and nights drinking and dancing. But don't let their seemingly drunken state fool you. They are all battle ready and tough foes in need, especially to any who come close to their stolen kegs of rum.

Dead Man's Valley & the Wailing Caves

If you're feeling brave, or perhaps just foolhardy, make your way straight westward from the Smuggler's Path out into **Dead Man's Valley**, so named because of the Shin'Ree clan that rule the area. You soon find that they are not the only danger to avoid while passing through. Snakes, beetles, deer and elephant may seem like simple game for the hunt, but all have learned to fight back, and fight hard. If you're out looking for a meal, be sure to bring friends to share it with, because you'll need them simply to make the kill. While in the area, you may want to take those friends into the **Wailing Caves** for some exploring as well. At first sight, you might be a bit startled — its a huge maw, a face in a snarl. To enter the caves, you must walk into the mouth.

Continue past the entrance to Wailing Caves and you meet up with tradesmen. Not all of the members of this nomadic tribe are interested in giving coin in exchange for goods, so use caution when deciding whom to deal with and whom to avoid. **Ronam Olansk** seems to be as fair a man as any, and may be worth the time to talk to him.

Not to be confused with Dog Pond that you saw earlier, **Dog Trapper Lake** marks one edge of Dead Man's Valley. Another local watering hole on the savanna, you find that here the rhinoceros and elephants co-exist peacefully with deer. In the center of the lake, a monolithic spire juts out from the waters. Make your way to the top and enjoy the vista, or tuck onto the ledge and fish for a while if you dare.

Continue to travel west a bit more, and you come to a second nomad encampment. Here the tradesmen are more interested in trade than in stealing your very soul. In fact, **Orwen Neovra** is desperate for your help. His wife, Ariana, was taken by orcs and dragged off to Wailing Caves. Orwen doesn't expect that his wife will be found alive, but does wish to learn her fate, and asks for your help.



By now you may find that your packs are heavy laden and your body too weary to go on much longer. Follow the blinking lights toward the tower, but be wary. These lights are not guides for travelers; they are, in fact, grove wisps blinking in the distance. It is rumored that the wisps of light can be molded into a light source more lasting than torches with a bit of Gnomish ingenuity, so you may wish to stop long enough to gather their essence.

Tired adventurers can either use one of the griffin towers to return to Freeport for the night, or make their way south-westwards to The Crossroads. The towers are one of the modern miracles of Freeport to aid travelers. Climbing the tower, you see three platforms. From here, you can fly to the Nektilos Griffin Tower or the Hidden Canyon Griffin Tower. But beware! The Hidden Canyon tower has undead that protect the Canyon's entrance. This location is not for the faint of heart!

Shiv Lane

As you walk east and south toward the Crossroads from Dog Trapper Lake, you are traveling along the path named **Shiv Lane**. The lane also continues westward toward **Nektilos Forest**. Lest you think that such a well worn path is safe, look both left and right and you soon see otherwise. Beside you, wandering packs of lions travel between the lake and river, especially at dusk and dawn. Strange birdlike creatures called vulriches are so fierce that even the lions don't hunt them for food, so don't get too close without being ready for a fight. A tiny Gnome named **Gimble Cognoggin** is hotfooting his way back to the Crossroads himself. He'd tried to find the Wailing Caves entrance in hopes of gathering components for some of his new "inventions," but found that the journey was simply to perilous. Listening to Gimble ramble on about vari-

ous inventions certainly makes the journey seem faster, though before long you find yourself happy to see the spires marking the guard posts of The Crossroads.

Pride Lake

Following Shiv Lane, you eventually meet up with the **Road of Sorrow**. While traveling this road, you see a lake to the south and all the animals that inhabit the area. A closer look reveals lions, dogs, rhinos, elephants and then some. The interesting part is that all these animals aren't out there killing each other. Then why are they so hostile to you?

Tower of Zarvonn

As you near the end of the Road of Sorrow, you see the Nektulos Forest gates; if you look to the south, you also see tortured souls aplenty surrounding the **Tower of Zarvonn**. It is an evil-looking tower that can strike fear into your heart. The ghosts,

or "tortured souls," seek warm flesh, so be careful about getting too close. It has also been rumored that a strangely stitched zombie has been seen in this area from time to time.

If you can, make your way into the tower itself and speak with **Assistant D'Verin**. She will agree to let you help her with her

research, but only after you collect some large skulls from the undead who roam the Siege Lands. Before she gives you the key you seek, she also tasks you with speaking with her mistress, **Overseer Melicinn**, at the top of the tower. While there, sneak a peek at the tome on D'Verin's table and discover some secrets of your own.

THE COMMONLANDS QUEST LIST

Quest Name	Lvl	Start	Goal	Where it Begins	What to do	Reward
<i>Abandoned Boat</i>	all	Comm.	Comm.	boat at The Dog Pond	Kill 25 carrion hounds	EXP / Coin
<i>Completing a Coward's Job</i>	all	Comm.	Comm.	Wall (loc 130, -840)	Slay 25 bloodskull warriors	EXP / Coin
<i>Components for Gimble</i>	all	Comm.	Wail.C	Gimble Cognoggin	Gather infected goo plasma, mimic ichor, wailing spider venom sac and spirit of the shin'ree	EXP / Coin
<i>Condemned to death by decree of the Overlord</i>	all	Comm.	Comm.	Wanted poster (loc -1100, -35)	Slay 15 dervish cutthroats	EXP / Coin
<i>Dealing with the Bloodskulls</i>	8	Comm.	Comm.	Sergeant Borus	Slay some bloodskull orcs	EXP / Coin
<i>Delving into Fln.Gt.</i>	8	Comm.	Fall.G	Tundis N'oxyle	Find a journal in the Tier'dal ruins	EXP / Coin
<i>Dirty Sneaky Rats</i>	all	Comm.	Comm.	Master of the Hunt	Kill the dreg sneak that stole the journal and return it to the hunter	EXP / Coin / Rat Hunter's <RH> Whip (AGI +1, STR +2, HP +5, PP +3), RH Bow (INT +1, AGI +1, STR +1, HP +3, PP +6), RH Spear (INT +1, STR +1, WIS +1, HP +4, PP +6)
<i>Do or Die, Says Irizan</i>	all	Comm.	Comm.	Inquisitor Irizan	Speak to Merchant Edmond for your assignment	EXP / Coin
<i>Front Yard Cleanup</i>	8	Comm.	Comm.	Constable Calvin	Rid the area by the front gates of vermin	EXP / Coin
<i>Grum's Inspiring Axe</i>	all	Comm.	Comm.	Axe in Impelia's tower	Kill 15 sandstone giants	EXP / Coin
<i>Journal Transl. for Tundis N'oxyle</i>	15	Comm.	Nek.F	Tundis N'oxyle	Find Jhos T'sein and deliver journal	EXP / Coin
<i>Message for Missionary G'Zule</i>	10	Comm.	N.Free	Arconicus	Deliver message to Missionary G'Zule	EXP / Coin
<i>Narin Heirloom</i>	16	Comm.	Fall.G	V'Tal Narin	Fine Varin's brother and the lock box he was searching for	Coin
<i>Pitiful Troll Assistance</i>	15	Comm.	Nek.F	Kregnok Legbreaker	Find a nightfall giant and take its head	EXP / Coin / Kregnok's axe
<i>Potion Making</i>	all	Comm.	Comm.	Arconicus	Kill 10 wisps	EXP / Coin
<i>Quell the Undead</i>	all	Comm.	Wail.C	Ronam Olansk / Badlands Tradesmen tent	Kill 15 orc skeletons	EXP / Coin
<i>Return of the Light</i>	18	Comm.	Comm.	Burned out lightstone	Speak to Cannix Silverflame in the Crossroads	EXP / Greater Lightstone
<i>Rotting Tome</i>	all	Comm.	Comm.	Tome in Tower of Zarvonn	Kill 25 tortured soul zombies	EXP / Coin
<i>Search for Ariana</i>	17	Comm.	Wail.C	Orwen Neovra	Find Ariana in the caves	EXP / Coin / Badlands Stiletto (AGI +1, STR +2, HP +4, PP +4)
<i>Stop the Bloodskull Lumberjacks</i>	all	Comm.	Comm.	Woodpile near a stump (loc -100, 530)	Kill 25 orchish lumberjacks	EXP / Coin / Burnt Branch Earring (STA +1, WIS +1, DisR +8, DivR +7, MagR +5)
<i>Zarvonn's Legacy</i>	15	Comm.	Comm.	Impellia Abettus	Find woman in Zarvonn's old N. Commonlands tower	EXP / Coin / Access to The Valley of Zarvonn (must have 3-6 players to enter zone)
<i>Armadillo Hides</i>	10	S.Free	Comm.	Nipius Malchus	Gather 15 armadillo hides	EXP / Coin / Armadillo Hide Kite Shield, Tower Shield, Round Shield or Buckler (all INT +1, WIS +2, HP +5, PP +3)
<i>Avoiding the Sea Beasties</i>	all	Scal.Y	Comm.	Dunn Coldbrow	Kill 10 orcs	EXP / Coin / Coldbrow Clan Tunic
<i>Captive's Information</i>	15	BigBnd.	Comm.	Vakiza Skinner	Slay 12 tortured souls and 5 sandstone giants	EXP / Coin / pitted coif (INT +1, WIS +4, DivR +7, MentR +6) or deeply scuffed cap (INT +2, WIS +3, DivR +7, MentR +6)
<i>Cooking with Barbarians</i>	all	N.Free	Comm.	An Old Cookbook / Sage Navarius Orvalis	Kill 8 Bloodskull scouts (repeatable w / requisition slip)	EXP / N / Book to place in your home
<i>Cooking with Elves</i>	all	N.Free	Comm.	An Old Cookbook / Sage Navarius Orvalis	Kill 5 Bloodskull Scouts	EXP / N / Book to place in your home
<i>Cooking with Halflings</i>	all	N.Free	Comm.	An Old Cookbook / Sage Navarius Orvalis	Kill 6 kerran rogues	EXP / N / Book to place in your home
<i>Crossroads</i>	all	E.Free	Comm.	Foreman Asprenus	Find the Crossroads	EXP / N
<i>Deliver Help to Janus Fieri</i>	all	Beg.Ct	Comm.	Marcus Cantarius	Talk to Janus at the Crossroads	EXP / Coin / Fire branded leggings, chain greaves, or leather greaves (all HP +9, PP +6, ColdR +4, PoisR +9)
<i>Delivery to the Crossroads</i>	all	E.Free	Comm.	Viducius Festus	Find Merchant Valary at the Crossroads	EXP / Coin
<i>Dismal Tidings</i>	all	N.Free	Comm.	Consternator Soulinus	Find the old cemetery	EXP / N / Thick Armband or Bracer of the Willing (both HP +3, PP +5, DivR +7, PoisR +9)
<i>Gathering Brittle Bones</i>	10	N.Free	Comm.	Augurer Valgus	Obtain 4 brittle bones from brittle skeletons	EXP / Coin / Skull-faced ring (HP +6, PP +9, DisR +8, HeatR +3, MentR +6)
<i>Key to Fallen Gate</i>	13	N.Free	Comm.	Kanoz X'aphon	Speak with Tundis N'oxyle	EXP / Coin / access to Fallen Gate, plus choice: Cap of the Betrayer (WIS +1, DisR +11, HeatR +5), Circlet ofB (WIS +1, HP +1, PP +2), Heavy Circlet ofB (WIS +1, HP +1, PP +2), Hood ofB (PP +3, DivR +5, MentR +11)
<i>Killing Bats</i>	8	W.Free	Comm.	Sergius Mordanticus	Kill 10 bats	EXP / fashioned turquoise earring (INT +1, STA +1, WIS +1, HP +2, PP +3)
<i>Marcus Cantarius's Mon. Hatred</i>	10	Beg.Ct	Comm.	Marcus Cantarius	Collect 45 dervish thug scalps	EXP / Coin
<i>Message for Merchant Valary</i>	10	S.Free	Comm.	Lucilla Quietus	Deliver note to Merchant Valary	EXP / Coin
<i>Shipment for Jabir</i>	10	N.Free	Comm.	Jabir Maridar	Get shipment from Merchant William	EXP / Coin
<i>Speckled Rattler Profit</i>	10	S.Free	Comm.	Clodia Laeca	Kill speckled rattlers for their skins	EXP / Coin / speckled snakeskin belt (STR +2, MagR +5, PoisR +9)
<i>Trials of the Soldier</i>	all	W.Free	Comm.	Sergius Mordanticus	Kill 10 orcs	EXP / Coin / Cool Ale (5 drink)
<i>Zaza's Little Problem</i>	15	Tmp.S	Comm.	ZaZa Lenska	Gather 6 monitor behemoth tears	EXP / Coin

The Crossroads

With all the traffic that travels the area, from those heading to Nektulos Forest to those travelers from the boats, it was only a matter of time until the Freeport Militia set up an area of protection for travelers and merchants. It's nothing like what Freeport proper can offer in the way of wares, but it's enough to get you by. The merchants here sell basic food and water, but they're always on the lookout for someone to run an errand or two for them. **Merchants Valary** and **William** both have been expecting deliveries from the city for days, and ask any who pass through if they have come recently from Freeport. If you spoke with Inquisitor Irizan back at the Freeport gates, then you'll know that **Merchant Edmond** isn't quite all that he seems to be, and you'll want to speak with him for your "assignment."

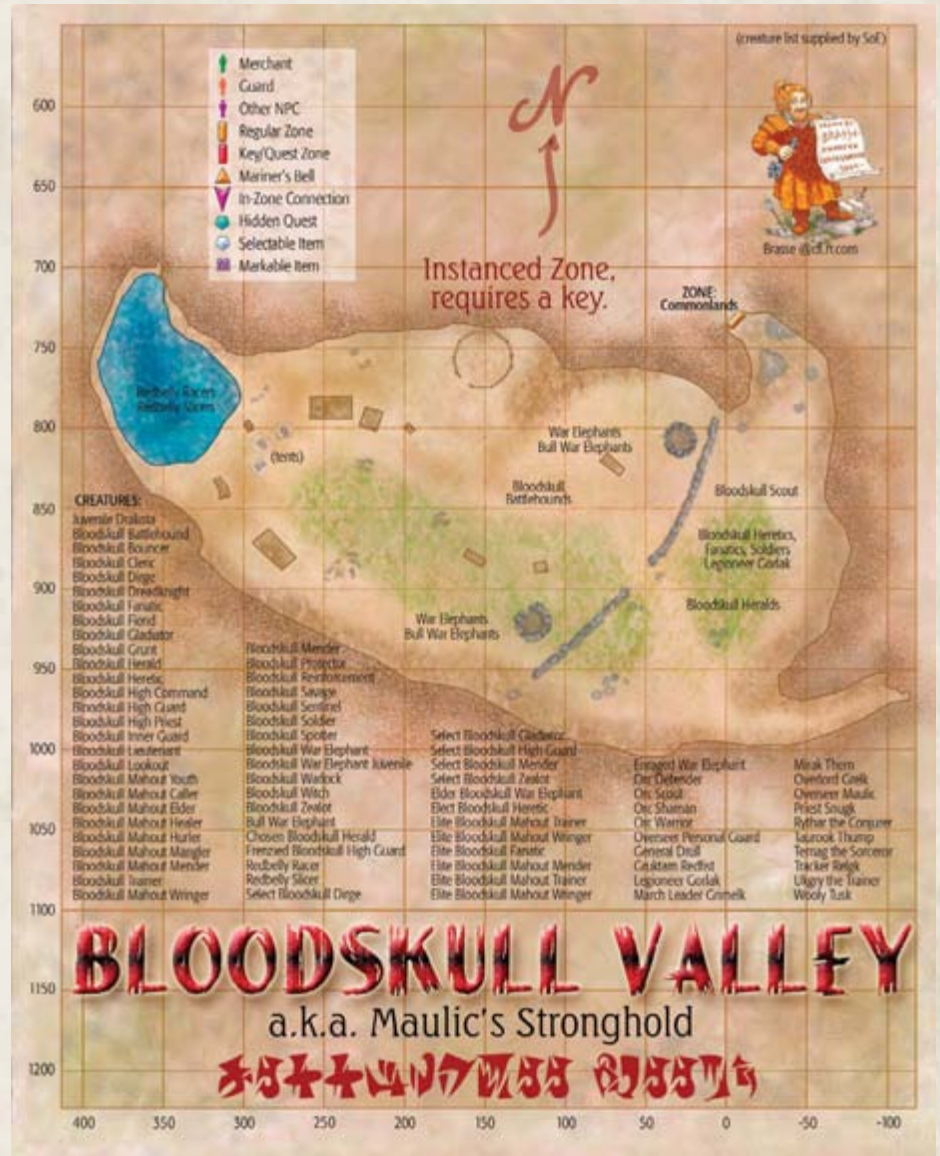
Lions roam the area with the orcs, so guards have been posted to protect the area. As you can imagine, it was too much work having the guards run back to Freeport after scuffles with the "locals," so the city sent a mender out to help out.

An interesting Gnome by the name of **Taskmaster's Assistant Koz'ma** also inhabits these parts.

Behind one of the merchants' booths is a Dark Elf, **V'tal Narin**. She needs help locating her brother and the items he was searching for in the **Fallen Gate**.

Impelia Abettus has been studying Zarvonn's Legacy for many months now, and has learned that there are quite possibly still remains of his old tower somewhere in the Commonlands. She hires you to find the tower, speak with any you find within, and report your findings back to her. On the wall behind her, **Grum the Giantslayer's old axe** hangs on the wall. The sight of the ancient axe has inspired many an adventurer to aspire to legendary status themselves, leaving the Crossroads to slay giants just as Grum had once done. At least, that was their plan No one confirmed it with the giants.

Heading southwest from the Crossroads takes you down the **Road of the Plague Bringer** toward the home of Undead Ratonga and Kerra. Don't try them alone, as they usually come in pairs and are quite dangerous. Also be sure to keep a close watch on your pockets should you decide



to follow the path through the huts by the river. Dreg sneaks are very sneaky and have been known to liberate quite a few travelers of their coin!

The Graveyard

Past the relative safety of the roads out of the Crossroads, tucked in between two rivers, an ancient graveyard lies. Brittle skeletons wander around the graveyard seeking souls to join them. To the south of the graveyard, digger wasps, dune cobra, sand monitors and noxious molting scorpions creep across the dry sands of the desert. Be careful here; as you might imagine, the undead have unusual strength for such decrepit bodies!

Ruins of Valmarr

The once-bustling town outpost is no more. Whether it was from the constant orc attacks or some other cause, no one is really sure. But the area is now patrolled by fallen disciples, guardians and crusaders, all guarding the ghostly form of **Lady Anyanka Polevshi**. The guardians patrol throughout the entire ruins and can be handled solo. Also in this area are rats and bugs, which in an undead area with rotting corpses is to be expected. Most creatures in this area are very aggressive, so don't venture in too far at first. And beware the water, as pikes live in it and they're always looking for something to eat.

WAILING CAVES

By Bhinder and Orlena

The Orcs of Shin'Ree have carved out a stronghold in the limestone walls of the Wailing Caves. If you lead your party inside, be prepared to argue with the residents!

Curiously, the Ree clan seem to be very tight-knit; you will encounter many Ree warriors in skeletal form who have returned from the grave to help their brethren. Perhaps seeing such evidence of continued existence is what makes the Ree Orcs fight without fear of death.

One of the notable features of the Wailing Caves is a wide, deep pit. It is unknown whether this is a naturally formed pit or if it was carved over centuries by the Orcs (or others before them), but it is an imposing maw of darkness when viewed from the top. A spiral ramp winds all the way to the bottom, should you wish to explore it ... but expect to encounter resistance from those deep within.

The wily adventurer knows that the entrances to important areas are often locked or hidden. The Orcs of Ree are cer-

tainly clever enough to block the entrance to their tactical planning rooms, lest secrets of their plans for conquest of the Commonlands should leak out. What some do not know is that they have allies

a good idea to be bungling into Orc after Orc in the dark ... since they can track you by scent as well as sight.

among humans as well ... half-crazed but useful dervishes aid in the plotting. You will need to discover a way to unlock a secret passage to get at the leaders of the clan. Should you emerge victorious from this encounter, beyond lies the mystical graveyard of the Shin'Ree, guarding the way to a final locked door that may itself lead to more mystery.

Some of the passages are very narrow, and your party will have to plan its approach with care, keeping the more fragile members safe at the back while you travel through the passages. This is a good place for fledgeling adventurers to practice sound group tactics in a dungeon environment. It is extremely dark in most areas, and the party may need torches if they lack ultravision. It is not



WAILING CAVES

Quest Name	Lvl	Start	Goal	Where it Begins	What to do	Reward
<i>Combustible Gnome</i>	all	Wail.C	Wail.C	Cog Burn	Slay 30 skeletal orcs (repeatable)	EXP / Coin
<i>Averus part 1</i>	all	W.Free	Wail.C	Averus Justarius	Kill 10 skeletal undead and 10 ghostly undead	EXP / Coin
<i>Averus part 2</i>	all	W.Free	Wail.C	Averus Justarius	Kill the living orcs until you have proof they are dead	EXP / Coin
<i>Components for Gimble</i>	all	Comm.	Wail.C	Gimble Cognoggin	Gather a teaspoon of infected goo plasma, mimic ichor, wailing spider venom sac and spirit of the shin'ree	EXP / Coin
<i>In Search of the Spirit Keepers</i>	all	W.Free	Wail.C	Lt. Darius	Slay 5 spirit keepers	EXP / Coin
<i>Quell the Undead</i>	all	Comm.	Wail.C	Ronam Olansk / Badlands Tradesmen tent	Kill 15 orc skeletons	EXP / Coin
<i>Search for Ariana</i>	17	Comm.	Wail.C	Orwen Neovra	Find Ariana in the caves	EXP / Coin / Badlands Stiletto (AGI +2, STR +2, HP +4, PP +4)
<i>Vibia's Wailing Cave Ingredients</i>	all	N.Free	Wail.C	Vibia Valen	Collect 2 samples of primordial seep bile	EXP / Coin

FALLEN GATE

By Taera and Orlena

The Fallen Gate is a massive keyed zone that would take at least an hour to explore for a good-sized group of Level 20s. The zone is a twisting, turning labyrinth of interconnecting corridors, secret quest locations, and dangerous monsters, and one of the best places for Freeporters to hunt, as this is where the infamous armor quests are completed.

Upon zoning in from the Commonlands, a quest practically leaps out at you; a clickable **corpse** near the entry embarks you on an enjoyable and easy quest. Be careful about straying far from the entry, or even staying at it, though; dangerous trains and aggressive monsters will make any AFKers short-lived.

Once you have a group you can trust, head on into the Fallen Gate. The **First Gate** is the first landmark you come to. Four columns around this gate are inscribed with a story; take the time to read it if you will. If your group is feeling adventurous, take a quick look down the east pathway; a quest-starting **lamppost** stands before a circular room. Often adventurers find the feared **Lord Ak'Tamis** in that room, one of the easier bosses and very rewarding.

Head back to the First Gate and take the west passageway. **Logan Belchbottom** stops you for a moment, urgently in need of help; assist the poor fellow, then keep moving onward. The first area you come to in this direction is the first marketplace where you can find Blighted Shopkeepers and other assorted undead. Mist Serpents congregate around the large boulders to the east, and every now and then a huge serpent will show up to make a meal of visitors.

East from here leads to the **Pool of Percelia**, where Murkworms and other such creatures lurk. If you continue east, a long, winding and dangerous road takes you to the **Bull's Pit**. North from here you can find **Tippy Toe's Corpse** and a side passage that loops around to the west, ending up in the second market where you can find Blighted Traders.

Quests

The Gatemaster - Key to the Present

Gatemaster D'Zar has you confused with the First Gate Captain. She sends you to find out how the halflings managed to assault the Gate.

- ☞ Talk to D'Zar, in a room northeast of the Pool of Percelia.
- ☞ Kill lifeless Leatherfoot halflings until you find a clue. Halflings are found in the first room north of the gate to Commonlands.
- ☞ Kill fallen rangers until you find another clue. Rangers are found in the room northwest of the First Gate.
- ☞ Kill armorsmiths and look for further clues. Fallen armorsmiths are found in the tunnel to the northernmost cave.
- ☞ Kill suspended watchers until you find more clues. The suspended watchers are gargoyles in the room just east of where the armorsmiths were.
- ☞ Kill zombie constructs (found south of the suspended watcher room) until you get a quest journal update.
- ☞ Return to D'Zar.

Reward. EXP / Coin

The Gatemaster - Key to the Past

Gatemaster D'Zar used to be in charge of Neriak. That is, until he died and the place fell to ruins. She sends you on a mission to scout out just how bad the damage to Fallen Gate really is.

- ☞ Talk to D'Zar, in a room northeast of the Pool of Percelia.
- ☞ Go to the upper market and get a quest location update. The market is on the western side of the zone.
- ☞ Return to D'Zar.

Reward. EXP / Coin

Kill 'Em All

Logan Belchbottom wants to leave Fallen Gate, but he's too scared to even move. He needs you to clear a path for him.

- ☞ Talk to Logan near the First Gate on a rock near center of room right after the gate.
- ☞ Kill a festering invader, a fallen explorer and a perished ranger north of where Logan stands.
- ☞ Kill a lifeless Leatherfoot, a lifeless bowman, a rotting Teir'Dal, a hulking corpse and a rotting brute in the room where Logan is found.
- ☞ Kill an unresting scout and a decaying attacker near the exit to Commonlands.
- ☞ Return to Logan.

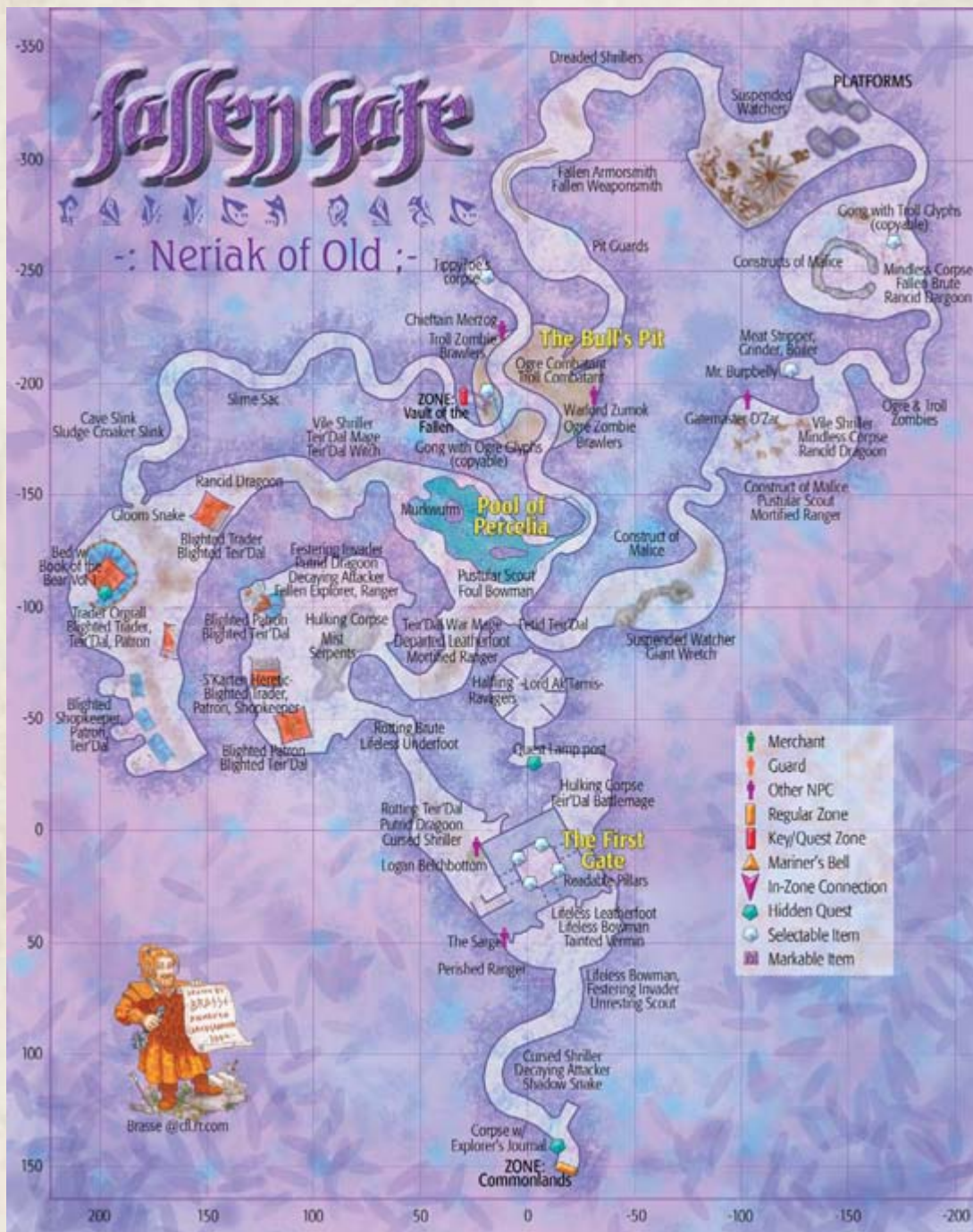
Reward. EXP

Charge of the Leatherfoot Brigade

After hearing The Sarge's story, it's clear that he brought his demise down on his own head. But somewhere out there, Special Agent Tippytoe might still be alive.

- ☞ Talk to the Sarge in the first main room you come to north of the entrance.
- ☞ Find Special Agent Tippytoe deep in the ruins of Fallen Gate. Tippytoe is now a corpse in a small cave at the north end of the zone.
- ☞ Return to the Sarge.

Reward. EXP / Coin



Charge of the Leatherfoot Brigade - Doopy

The Sarge has a problem. Special Agent Tippytoe never came back from his scouting. So The Sarge has moved on to Plan B, and that plan involves you.

- ☞ Talk to the Sarge in the first main room you come to north of the entrance.
- ☞ Kill rancid dragons, blighted shopkeepers and war witches until you get a badge from each. Dragons can be found just north of the Sarge. Blighted

- shopkeepers can be found by the tents in the westernmost room. War witches are found along the path between those two areas.
- ☞ Return to the Sarge.

Reward. EXP / Coin

Charge of the Leatherfoot Brigade - Frambert

The Sarge continues with his plans, thinking you are his missing special agent. He's disappointed in you, though, because somehow you messed up his Plan B. So it's on to Plan C.

- 🗡️ Talk to the Sarge in the first main room you come to north of the entrance.
- 🗡️ Attempt to smash the alarms in the marketplace (they're indestructible, but you don't know that yet). The marketplace is on the western side of the zone.
- 🗡️ Return to the Sarge.

Reward. EXP / Coin

Charge of the Leatherfoot Brigade - Tippytoe

The Sarge is now moving on to Plan D. He somehow seems to be replaying events that lead to his death. Now he tells you to go scout the area where his final duel took place, not realizing that he died in the fight.

- 🗡️ Talk to the Sarge in the first main room you come to north of the entrance.
- 🗡️ Scout out the Pool of Percelia.
- 🗡️ Return to the Sarge.

Reward. EXP / Coin



FALLEN GATE QUEST LIST

Quest Name	Lvl	Start	Goal	Where it Begins	What to do	Reward
Charge o. Leatherfoot Brigade	15	Fall.G	Fall.G	The Sarge	Find Special Agent Tippytoe	EXP / Coin
Charge o. Leatherfoot Brigade - Doopy	15	Fall.G	Fall.G	The Sarge	Find the badges on the undead Tier'Dal	EXP / Coin
Charge o. Leatherfoot Brigade t - Framber	15	Fall.G	Fall.G	The Sarge	Smash the alarms in the marketplace	EXP / Coin
Charge o. Leatherfoot Brigade - Tippytoe	15	Fall.G	Fall.G	The Sarge	Scout the area as ordered by the ghost	EXP / Coin
Fallen Explorers	15	Fall.G	Fall.G	skeletal corpse	Find groups of explorers crushed in caves to gather relics	EXP / Coin / Dented Leggings of the Coldheart, Warped Malifcous Breastplate, Dinged Mantle of Incantations, Bent Leggings of Magnificence
Gatemaster- Key to the Past	15	Fall.G	Fall.G	Gatemaster D'Zar	Scout the upper market for signs of damage	EXP / Coin
Gatemaster- Key to the Present	15	Fall.G	Fall.G	Gatemaster D'Zar	Kill Lifeless Leatherfoots to find a clue	EXP / Coin
Kill'Em All	15	Fall.G	Fall.G	Logan Belchbottom	Kill list of mobs to clear the exit for Logan	EXP
Lost Friend in Fallen Gate	15	Fall.G	Fall.G	Logan Belchbottom	Find Mr. Burpbelly in Fallen Gate	EXP
Memorial of Darkness	15	Fall.G	Fall.G	purse of offering	Find the Memorial of Darkness	EXP / Coin
Memorial of Hatred	15	Fall.G	Fall.G	purse of offering	Find the Memorial of Hatred	EXP / Coin
Memorial of Power	15	Fall.G	Fall.G	purse of offering	Find the Memorial of Power	EXP / Coin
Memorial of Vengeance	15	Fall.G	Fall.G	purse of offering	Find the Memorial of Vengeance	EXP / Coin
Searching Depths o. Fallen Gate	15	Fall.G	N.Free	Ilucide's Battered Journal	Seek the answer in the Academy of Arcane sciences	EXP / Coin / Access to epic sub zone
Delving into Fln.Gt.	8	Comm.	Fall.G	Tundis N'oxyle	Find a journal in the Tier'dal ruins	EXP / Coin
Golem Research	15	N.Free	Fall.G	Euphemius Granius	Collect the remains of undead ogres and trolls	EXP
Narin Heirloom	16	Comm.	Fall.G	V'Tal Narin	Fine Varin's brother and the lock box he was searching for	Coin
Poisonous Zever	15	Scal.Y	Fall.G	Zever Tzizzink	Kill 9 putrid dragoons and 12 tainted wretches	EXP / Coin / Iksar Gloves
Varski, Part 1	all	W.Free	Fall.G	Varski	Kill the undead Leatherfoot halfings to get the stoppered clay pot	EXP / Coin



NEKTULOS FOREST

By Bhinder and Orlena

Some lands have diminished since the Shattering, but not this dark and twisted forest. It merely grew in malice and size, feeding upon the chaos and destruction.

Where it was once dangerous only to the very young, Nektulos has become treacherous to even those approaching their thirtieth season. Nightfall Giants now tread its dark corridors and crush all who do not belong ... some of them can see the invisible, and even the fastest horse has trouble outrunning these long-strided giants.

Those who choose to use the Forest as a passage to run between Thundering Steppes and the Commonlands are advised to stay on the path ... or perish. If you wish to fight here, bring friends. Lots of friends, for you will often be surprised by the sudden appearance of wanderers who seek a tasty morsel such as yourself. The truly patient and careful soloer can survive here, but only if she employs great caution. There are but two routes between the southern and northern sections of the forest: the great ramp known as "N`Mar's Ascent" (to the west) and the wending river path to the east. The ramp is well guarded by skeletons, but a reasonable level of invisibility will allow safe passage.

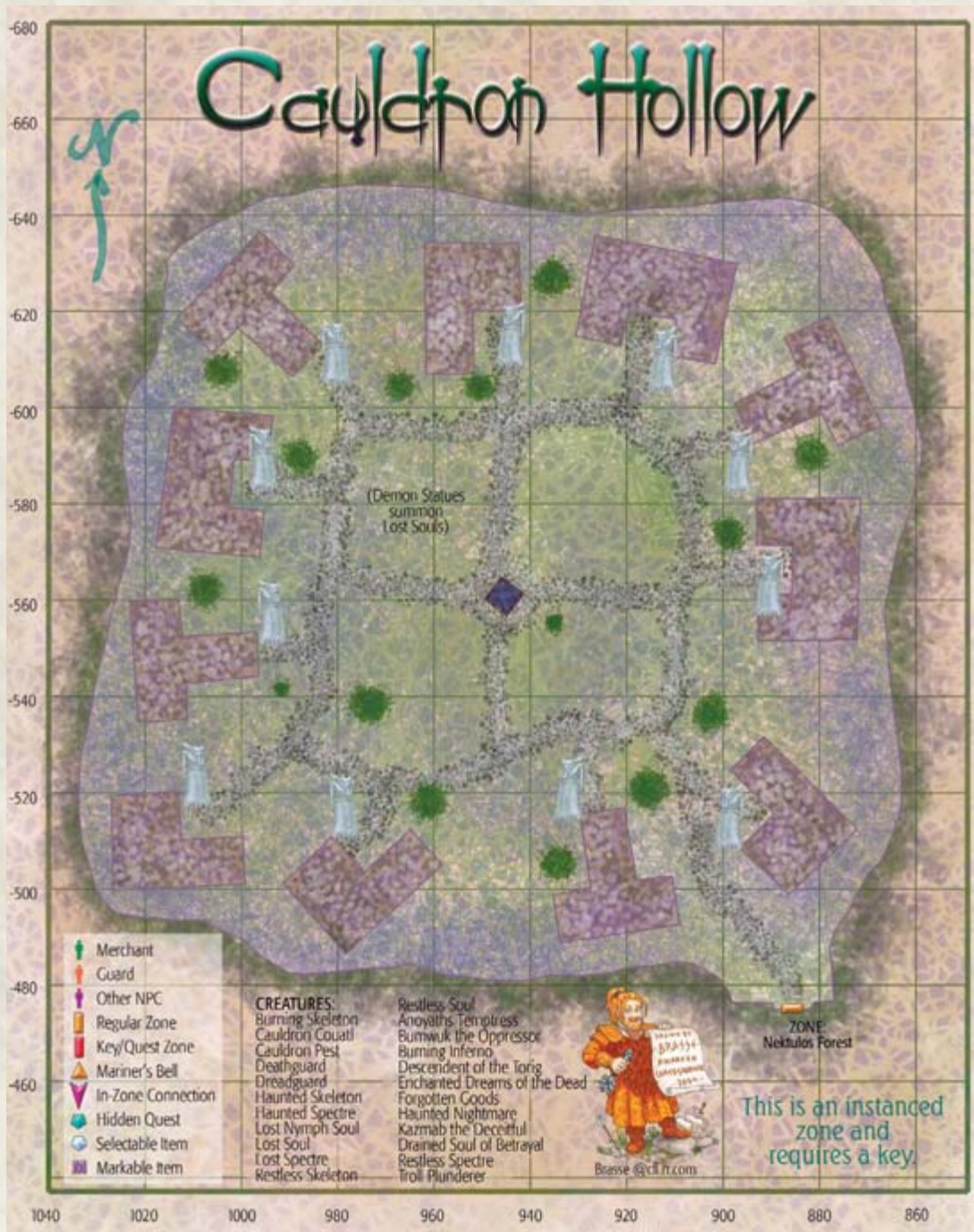


These are the hazardous paths you must follow, should you wish to test yourself in the Lavastorm Mountains, the haunted Cauldron Cove or the forbidding mass of Nektropos Castle. The keys to unlock those dark gates are to be found in Nektulos Forest, among the deepening shadows.

In addition to the formidable Giants, twisted Treants, skilled Dragoons, vile skeletons, and hateful goblins all await your arrival. Even fish that have grown in this corrupt land will strip the flesh from an unwary traveler before he can escape to safety ... and there are really no safe passages; all paths are watched by malevolent eyes.

The creatures of the forest range from merely mean to truly awe-inspiring in power — but don't get too close or awestruck by the power of denizens, such as Kaay'lah, without having brought 15 or more close friends for protection. Dragoons of his sort have gained such power that it will take all your might, and then some, to defeat him.

If you are a truly brave adventurer, you can find quests from both those who call the forest home and those who have simply wandered in, not knowing where they traveled. As you come into the Forest for the first time from the Commonlands, a voice calls to you, compelling you to seek out one who knows the secrets of the forest. Make your way to **Port Naythex** and you will find merchants willing to trade, plus sea captains



brave enough to sail their ships into the most dangerous of waters ... assuming you are willing to come aboard and act as guard, of course. **Daisy Winterhope** is looking to build a rather unusual vessel to navigate the Sea of Mist, and is willing to employ adventurers to help gather supplies. You might even pick up a mercenary contract or two from **Stalker Pulsarian**. Not all who venture into the forest are as brave as you, though. **Jovan the Young** felt stout of heart and strong of sword ...

until he met with some rotweeds, that is. Now, having lost the talisman his father gave him, Jovan stands quivering near the gates back to the Commonlands, hoping to find someone willing to retrieve the talisman for him. A dark elf named **Noxil V'Sek** has spent many an hour in Nektulos Forest hoping to unravel a few of the mysteries of the forest. Offer to help his exploration, and you will find that you gain more than just knowledge.



Nektulos Forest: Cauldron Hollow



NEKTULOS FOREST QUEST LIST

Quest Name	Lvl	Start	Goal	Where it Begins	What to do	Reward
<i>Aboard the Maid for the Mist</i>	28	Nek.F	Ench.L	Captain Corrigan	Keep one Seamist fairy alive on journey to Enchanted Lands	EXP / access to the Enchanted Lands
<i>Calling in the Forest</i>	all	Nek.F	Nek.F	End of J'Rais Bridge from Commonlands	Find Theeral the nomad	EXP / Coin
<i>Deal with the Escaped Entity</i>	28	Nek.F	Nek.F	Seamist Fairy Nerina	Identify and slay an escaped creature from the Enchanted Lands	EXP / access to the Enchanted Lands
<i>Dragoon K'Naee of the Thexians</i>	28	Nek.F	Nek.F	Dragoon K'Naee	Aid the General with gathering Owlbear meat	EXP / Shiny Brass Halberd
<i>Gates of Cauldron Hollow</i>	20	Nek.F	N.Free	Argis the Mage	Find a library in your home city	EXP / access to Cauldron Hollow
<i>Maid for the Mist</i>	28	Nek.F	Nek.F	Daisy Winterhope	Obtain 25 ironshell carapaces and return them to Daisy	EXP
<i>Mercenary Contract</i>	all	Nek.F	Nek.F	Stalker Pulsarian	Slay 20 owlbears	EXP / Coin
<i>Missing Mask</i>	30	Nek.F	Nek.F	crate	Follow the clues to find where the mask was taken	EXP / Coin / Guise of the Deceiver
<i>Mysteries of Nektulos</i>	all	Nek.F	Nek.F	Noxil V'Sek	Search the river for proof of Behemoth's whereabouts	EXP / Coin
<i>Talisman Lost</i>	all	Nek.F	Nek.F	Jonovan the Young	Find the roothorror that took Jonovan's talisman	EXP / Coin
<i>Ash Dodo</i>	all	N.Free	Nek.F	Bird Watching: The Do's and Don't's of Nektulos Forest / Sage Navarius Orvalis	Kill 10 shadowed men	EXP / N / Book to place in your home
<i>Double-Headed Thrush</i>	all	N.Free	Nek.F	Bird Watching: The Do's and Don't's of Nektulos Forest / Sage Navarius Orvalis	Kill 10 ashland wisps	EXP / N / Book to place in your home
<i>Dragoon Zyt- Black Rank</i>	all	N.Free	Nek.F	Sage Navarius Orvalis	Kill 10 Nerius crabs	EXP / N / Book to place in your home
<i>Dragoon Zyt- Blood Rank</i>	all	N.Free	Nek.F	Sage Navarius Orvalis	Kill 10 Dragoon Patrolmen	EXP / N / Book to place in your home
<i>Dragoon Zyt- Green Rank</i>	all	N.Free	Nek.F	Sage Navarius Orvalis	Kill 10 motley kodiaks	EXP / N / Book to place in your home
<i>Horned-Woodpecker</i>	all	N.Free	Nek.F	Bird Watching: The Do's and Don't's of Nektulos Forest / Sage Navarius Orvalis	Kill 10 mist grinnins (need group of 3-6 to enter)	EXP / N / Book to place in your home
<i>Journal Trans. for Tundis N'oxyle</i>	15	Comm.	Nek.F	Tundis N'oxyle	Find Jhos T'sein and deliver journal	EXP / Coin
<i>Kouryick's Missing Cargo</i>	20	E.Free	Nek.F	Kouryick	Get cargo manifest from Nerius Marauders	EXP / Coin
<i>Marauder Eye Patches</i>	all	W.Free	Nek.F	Anessa Bonefetler	Slay 6 nerius marauders	EXP / Coin / Marauder Eye Patch (INT +4, WIS +5, HP +15, PP +17, DivR +7, MentR +6)
<i>Monsters</i>	all	N.Free	Nek.F	Sage Navarius Orvalis	Kill 10 firelight shrillers	EXP / N / Book to place in your home
<i>Pitiful Troll Assistance</i>	15	Comm.	Nek.F	Kregnok Legbreaker	Find a nightfall giant and take its head	EXP / Coin / Kregnok's axe
<i>Scribe Zizwold's List</i>	all	E.Free	Nek.F	Scribe Zizwold	Hunt ash owlbears, Asilian Fairies, Arachneidae hatchlings for comps	EXP / Coin
<i>Strange Black Rock</i>	all	Anton.	Nek.F	Scholar A'Quylar	Find a new way to power the trinket he found	EXP / Coin / Glowing Black Stone
<i>Whispers of Fortune</i>	31	Anton.	Nek.F	Rikantus		EXP / Coin
<i>Finding the Feerott</i>	37	Q.Harb.	Nek.F	Boulden Smitestone	Search for the artifact that will lead to Feerott	access to Feerott

Skills

In general, when you acquire a skill, your initial skill level will be your character level x 5. For example, a skill acquired when you're at Level 15 will begin at level 75 (15 x 5). After that, as long as the skill increases, it increases at 5 per character level: 80 by the time you reach Level 16, 85 by the time you reach Level 17, and so forth. In a few cases, a skill begins at a "boosted" level. This means its initial level is higher than your character level x 5. In those cases, it doesn't increase at 5 skill level/character level until your character level has "caught up" with it; it only increases at 2 per level, or 4, until your character level is one-fifth the skill level. Initially boosted skills are indicated in the lists below by a number in parentheses; for example, Commoner (30) means that you acquire it while a Commoner (at Level 1), but you acquire it at skill level 30, not 5. It only increases by 2 per character level until about the time you reach Level 10, and the skill level is 50. From that point on, it increases at 5 per level.

Skills "Dings." Even though you usually gain 5 skill levels per character level, your skill actually increases one level at a time. For example, at character level 15.0, your skill level is actually 76 (15 x 5 + 1). At 15.2 it increases to 77. At 15.4 it increases to 78. At 15.6 it increases to 79. At 15.8 it increases to 80, and so forth.

General Skills

You acquire all General Skills either when you begin play (as a Commoner) or when you choose your Archetype. The one exception is Parry, which you learn at Level 10, when you complete your Class quest. You continue to learn all General Skills throughout the game; they are not capped.

COMMONER SKILLS

There are a few skills that all characters acquire at the beginning of the game, but they quickly lose them if they do not pursue the "correct" professions. These skills include Crushing and Staff (all but Scout), and Hammer and Great Hammer (Fighter, Priest).

GENERAL SKILL PROGRESSION

SKILL	FUNCTION	ACQUIRED WHEN YOU BECOME
<i>Defense</i>	avoid physical attacks	Commoner (30)
<i>Magic Affinity</i>	wear magical jewelry, other access.	Commoner
<i>Spell Avoidance</i>	avoid magical attacks	Commoner (30)
<i>Very Light Armor</i>	wear robes and other light armors	Commoner
<i>Alcohol Tolerance</i>	tolerate the effects of alcohol	Archetype
<i>Fishing</i>	catch fish	Archetype
<i>Focus</i>	maintain concentration under attack	Archetype
<i>Forestry</i>	find and harvest lumbers	Archetype
<i>Gathering</i>	gather herbs, flowers, small plants	Archetype
<i>Mining</i>	mine for ores and minerals	Archetype
<i>Swimming</i>	swim in water	Archetype (31)
<i>Trapping</i>	catch small game animals	Archetype
<i>Parry</i>	intercept incoming attacks	Class

EQUIPMENT SKILLS & PROFICIENCIES

	Mage	Fighter	Brawler	Crusader	Warrior	Priest	Cleric	Druid	Shaman	Scout
ARMOR										
<i>Very Light (robes & other)</i>	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
<i>Light (leather & woven)</i>		Y	Y	Y	Y		Y	Y	Y	Y
<i>Medium (chain & brigandine)</i>				Y	Y		20+		20+	20+
<i>Heavy (plate & vanguard)</i>				20+	20+		20+			
SHIELDS										
<i>Buckler (small)</i>		Y	Y	Y	Y	Y	Y	Y	Y	Y
<i>Round Shield (medium)</i>		Y		Y	Y					Y
<i>Kite Shield (large)</i>				Y	Y					
<i>Tower Shield (very large)</i>					Y					
<i>Symbols (talisman & symbol)</i>	Y					Y	Y	Y	Y	
WEAPON SKILLS										
<i>Axe (1-H axes)</i>		Y			Y					Y
<i>Great Axe (2-H axes)</i>		Y			Y					
<i>Bow (short & long bows)</i>					Y					Y
<i>Dagger</i>	Y				Y					Y
<i>Fists</i>			Y							
<i>Hammer (1-H hammers)</i>		Y	Y	Y	Y	Y	Y	Y	Y	
<i>Great Hammer (2-H hammers)</i>		Y	Y	Y	Y	Y	Y	Y	Y	
<i>Mace</i>		Y	Y	Y	Y	Y	Y	Y	Y	Y
<i>Rapier</i>					Y					Y
<i>Spear</i>					Y				Y	Y
<i>Great Spear (large polearms)</i>					Y					
<i>Staff (2-H staves)</i>	Y	Y	Y		Y	Y	Y	Y	Y	
<i>Sword (1-H swords)</i>		Y		Y	Y			Y		Y
<i>Great Sword (2-H swords)</i>		Y		Y	Y					
<i>Thrown Weapon (knives & shuriken)</i>			Y		Y					Y
STYLE PROFICIENCIES										
<i>Crushing (hammer, mace, staff, fists)</i>	Y	Y	Y	Y	Y	Y	Y	Y	Y	
<i>Slashing (swords & axes)</i>		Y	Y	Y	Y			Y		10+
<i>Piercing (daggers & bows)</i>	Y		Y		Y				Y	Y
<i>Ranged (bows, crossbows & thrown)</i>			Y		Y					Y

10+ means that all Classes of this Archetype get the skill.

20+ means that all Subclasses of this Archetype or Class get the skill.

Archetype Skills

There are several skills that are only acquired by each Archetype, or by specialized characters within that Archetype. Each time you upgrade your profession, you acquire at least one new skill. And in a few cases, you lose a skill when you upgrade your profession. Skills that only a single Archetype, or a single Class, or a single Subclass can acquire are marked in **bold**.

ARCHETYPE SKILL PROGRESSION

FIGHTER SKILLS

SKILL	FUNCTION	ACQUIRED WHEN YOU BECOME	OTHER PROFESSIONS?
<i>Buckler</i>	use very small shields	Fighter	also Priest, Scout
<i>Crushing</i>	use hammer, mace, staff, fists well	Fighter (31)	also Mage, Priest
<i>Great Hammer</i>	use two-handed hammers	Fighter	also Priest
<i>Hammer</i>	use one-handed hammers	Fighter	also Priest
<i>Light Armor</i>	wear leather and woven armor	Fighter	also Cleric, Druid, Shaman, Scout
<i>Mace</i>	use maces	Fighter	also Priest, Scout
Martial Combat	use Fighter combat arts	Fighter	
<i>Axe</i>	use one-handed axes	Fighter (Brawler, Crusader lose it)	also Scout
Great Axe	use two-handed axes	Fighter (Brawler, Crusader lose it)	
Great Sword	use two-handed swords	Fighter (Brawler loses it)	
<i>Round Shield</i>	use medium shields	Fighter (Brawler loses it)	also Scout
<i>Slashing</i>	use swords and axes well	Fighter (31)	also Druid, Bard, Predator, Rogue
<i>Staff</i>	use two-handed staves	Fighter (Crusader loses it)	also Mage, Priest
<i>Sword</i>	use one-handed swords	Fighter (Brawler loses it)	also Druid, Scout
Brawling	use Brawler combat arts	Brawler	
Deflection	lessen impact of physical hits	Brawler (36)	
Fists	use your fists	Brawler	
<i>Piercing</i>	use daggers and bows well	Brawler	also Warrior, Mage, Shaman, Scout
<i>Ranged</i>	use bows, crossbows, thrown well	Brawler	also Warrior, Scout
<i>Safe Fall</i>	reduce damage taken in a fall	Brawler	also Scout
<i>Sneak</i>	avoid creatures who can't see you	Brawler	also Scout
<i>Thrown Weapon</i>	use throwing knives and shuriken	Brawler	also Warrior, Scout
Physicality	use Bruiser combat arts	Bruiser	
Tranquility	use Monk combat arts	Monk	
<i>Disruption</i>	increase your spell damage	Crusader	also Mage, Priest, Bard
Faith	use Crusader spells	Crusader	
<i>Kite Shield</i>	use large shields	Crusader	also Warrior
<i>Medium Armor</i>	wear chain and brigandine armor	Crusader	also Warrior, Inquisitor, Templar, Defiler, Mystic, Dirge, Troubador, Assassin, Ranger, Brigand, Swashbuckler
<i>Ministration</i>	use healing and curing spells well	Crusader	also Mage, Priest, Bard
<i>Ordination</i>	use buff and debuff spells well	Crusader	also Mage, Priest, Bard
<i>Subjugation</i>	control pets, monsters well	Crusader	also Mage, Priest, Bard
Determined Faith	use Paladin spells	Paladin	
<i>Heavy Armor</i>	wear plate and vanguard armor	Paladin, Shadowknight	also Berserker, Guardian, Inq., Templar
Determined Zeal	use Shadowknight spells	Shadowknight	
<i>Bow</i>	use short and long bows	Warrior	also Scout
<i>Dagger</i>	use daggers	Warrior	also Mage, Scout
Great Spear	use large polearms	Warrior	
<i>Kite Shield</i>	use large shields	Warrior	also Crusader
<i>Medium Armor</i>	wear chain and brigandine armor	Warrior	also Crus., (see Fighter: Crusader)
<i>Piercing</i>	use daggers and bows well	Warrior	also Brawler, Mage, Shaman, Scout
<i>Ranged</i>	use bows, crossbows, thrown well	Warrior	also Brawler, Scout
<i>Rapier</i>	use Rapiers	Warrior	also Scout
<i>Spear</i>	use spears	Warrior	also Shaman, Scout
Tactics	use Warrior combat arts	Warrior	
<i>Thrown Weapon</i>	use throwing knives and shuriken	Warrior	also Brawler, Scout
Tower Shield	use very large shields	Warrior	
Berserk	use Berserker combat arts	Berserker	
<i>Heavy Armor</i>	wear plate and vanguard armor	Berserker, Guardian	also Paladin, Shadowknight, Inq., Tem.
Protection	use Guardian combat arts	Guardian	

EVERQUEST II

PRIMA OFFICIAL GAME GUIDE

SKILL	FUNCTION	ACQUIRED WHEN YOU BECOME	OTHER PROFESSIONS?
MAGE SKILLS			
<i>Crushing</i>	use hammer, mace, staff, fists well	Mage (31)	also Fighter, Priest
<i>Dagger</i>	use daggers	Mage	also Warrior, Scout
<i>Disruption</i>	increase your spell damage	Mage (31)	also Crusader, Priest, Bard
Evocations	use Mage spells	Mage	
<i>Ministration</i>	use healing and curing spells well	Mage (31)	also Crusader, Priest, Bard
<i>Ordination</i>	use buff and debuff spells well	Mage (31)	also Crusader, Priest, Bard
<i>Piercing</i>	use daggers and bows well	Mage (31)	also Brawler, Warrior, Shaman, Scout
<i>Staff</i>	use two-handed staves	Mage	also Fighter, Priest
<i>Subjugation</i>	control pets, monsters well	Mage (31)	also Crusader, Priest, Bard
<i>Symbols</i>	use talisman or symbol as shield	Mage	also Priest
Enchantments	use Enchanter spells	Enchanter	
Protean	use Coercer spells	Coercer	
Hallucinations	use Illusionist spells	Illusionist	
Sorcery	use Sorcerer spells	Sorcerer	
Noctivagance	use Warlock spells	Warlock	
Elemental Mastery	use Wizard spells	Wizard	
Legerdemain	use Summoner spells	Summoner	
Conjurations	use Conjurer spells	Conjurer	
Sepultures	use Necromancer spells	Necromancer	
PRIEST SKILLS			
<i>Buckler</i>	use very small shields	Priest	also Fighter, Scout
<i>Crushing</i>	use hammer, mace, staff, fists well	Priest (31)	also Fighter, Mage
<i>Disruption</i>	increase your spell damage	Priest (31)	also Crusader, Mage, Bard
<i>Great Hammer</i>	use two-handed hammers	Priest	also Fighter
<i>Hammer</i>	use one-handed hammers	Priest	also Fighter
Inspirations	use Priest spells	Priest	
<i>Mace</i>	uses maces	Priest	also Fighter, Scout
<i>Ministration</i>	use healing and curing spells well	Priest (31)	also Crusader, Mage, Bard
<i>Ordination</i>	use buff and debuff spells well	Priest (31)	also Crusader, Mage, Bard
<i>Staff</i>	use two-handed staves	Priest	also Fighter, Mage
<i>Subjugation</i>	control pets, monsters well	Priest (31)	also Crusader, Mage, Bard
<i>Symbols</i>	use talisman or symbol as shield	Priest	also Mage
<i>Light Armor</i>	wear leather and woven armor	Cleric	also Fighter, Druid, Shaman, Scout
Theurgy	use Cleric spells	Cleric	
Interrogations	use Inquisitor spells	Inquisitor	
<i>Heavy Armor</i>	wear plate and vanguard armor	Inquisitor, Templar	also Berserker, Guard., Pala., Shkn.
<i>Medium Armor</i>	wear chain and brigandine armor	Inquisitor, Templar	also (see Fighter: Crusader)
Regimens	use Templar spells	Templar	
Archeogenesis	use Druid spells	Druid	
<i>Light Armor</i>	wear leather and woven armor	Druid	also Fighter, Cleric, Shaman, Scout
<i>Slashing</i>	use swords and axes well	Druid	also Fighter, Bard, Predator, Rogue
<i>Sword</i>	use one-handed swords	Druid	also Fighter, Scout
Nature's Reckoning	use Fury spells	Fury	
Nature's Refuge	use Warden spells	Warden	
<i>Light Armor</i>	wear leather and woven armor	Shaman	also Fighter, Cleric, Druid, Scout
<i>Piercing</i>	use daggers and bows well	Shaman	also Brawler, Warrior, Mage, Scout
<i>Spear</i>	use spears	Shaman	also Warrior, Scout
Talismans	use Shaman spells	Shaman	
Vehemence	use Defiler spells	Defiler	
<i>Medium Armor</i>	wear chain and brigandine armor	Defiler, Mystic	also (see Fighter: Crusader)
Fetichisms	use Mystic spells	Mystic	
SCOUT SKILLS			
<i>Axe</i>	use one-handed axes	Scout	also Fighter (Warrior)
<i>Bow</i>	use short and long bows	Scout	also Warrior
<i>Buckler</i>	use very small shields	Scout	also Fighter, Priest
<i>Dagger</i>	use daggers	Scout	also Warrior, Mage
Disarm Trap	disarm dangerous trap effects	Scout	

SKILL	FUNCTION	ACQUIRED WHEN YOU BECOME	OTHER PROFESSIONS?
<i>Light Armor</i>	wear leather and woven armor	Scout	also Fighter, Cleric, Druid, Shaman
<i>Mace</i>	use maces	Scout	also Fighter, Priest
<i>Piercing</i>	use daggers and bows well	Scout (31)	also Brawler, Warrior, Mage, Shaman
<i>Ranged</i>	use bows, crossbows, thrown well	Scout (31)	also Brawler, Warrior
<i>Rapier</i>	use Rapiers	Scout	also Warrior
Reconnaissance	use Scout combat arts	Scout	
<i>Round Shield</i>	use medium shields	Scout	also Fighter
<i>Safe Fall</i>	reduce damage taken in a fall	Scout (31)	also Brawler
<i>Sneak</i>	avoid creatures who can't see you	Scout	also Brawler
<i>Spear</i>	use spears	Scout	also Warrior, Shaman
<i>Sword</i>	use one-handed swords	Scout	also Fighter, Druid
<i>Thrown Weapon</i>	use throwing knives and shuriken	Scout	also Brawler, Warrior
Tracking	find monsters or creatures	Scout	
<i>Disruption</i>	increase your spell damage	Bard	also Crusader, Mage, Priest
Melodies	use Bard songs	Bard	
<i>Ministration</i>	use healing and curing spells well	Bard	also Crusader, Mage, Priest
<i>Ordination</i>	use buff and debuff spells well	Bard	also Crusader, Mage, Priest
<i>Slashing</i>	use swords and axes well	Bard	also Fighter, Druid, Predator, Rogue
<i>Subjugation</i>	control pets, monsters well	Bard	also Crusader, Mage, Priest
Dirges	use Dirge songs	Dirge	
<i>Medium Armor</i>	wear chain and brigandine armor	Dirge, Troubador	also (see Fighter: Crusader)
Ballads	use Troubador songs	Troubador	
<i>Slashing</i>	use swords and axes well	Predator	also Fighter, Druid, Bard, Rogue
Stalking	use Predator combat arts	Predator	
Assassination	use Assassin combat arts	Assassin	
<i>Medium Armor</i>	wear chain and brigandine armor	Assassin, Ranger	also (see Fighter: Crusader)
Archery	use Ranger combat arts	Ranger	
Poisoning	apply poisons to your weapon	Rogue	
Skulduggery	use Rogue combat arts	Rogue	
<i>Slashing</i>	use swords and axes well	Rogue	also Fighter, Druid, Bard, Predator
Banditry	use Brigand combat arts	Brigand	
<i>Medium Armor</i>	wear chain and brigandine armor	Brigand, Swashbuckler	also (see Fighter: Crusader)
Swashbuckling	use Swashbuckler combat arts	Swashbuckler	

Artisan Skills

Every character who chooses to begin an Artisan career acquires all 18 Artisan skills. When you choose a Class, you only continue learning the six skills for that Class; all other Artisan skills are capped at 45. When you choose a Subclass, you only continue learning the two skills for that Subclass; all of your other Class skills are capped at 95. (These are the only skills in the game that are capped.)

ARTISAN SKILL PROGRESSION

SKILL	FUNCTION	ARCHETYPE	CLASS	SUBCLASS
<i>Craftsmanship</i>	make furniture	Artisan	> Craftsman	> Carpenter
<i>Sculpting</i>	create furniture pieces	Artisan (31)	> Craftsman	> Carpenter
<i>Artistry</i>	create food and drink	Artisan (31)	> Craftsman	> Provisioner
<i>Culinary</i>	prepare foods	Artisan	> Craftsman	> Provisioner
<i>Fletching</i>	make woodworker items	Artisan (31)	> Craftsman	> Woodworker
<i>Woodworking</i>	create items made of wood	Artisan	> Craftsman	> Woodworker
<i>Heavy Armoring</i>	make medium and heavy armor	Artisan	> Outfitter	> Armorer
<i>Metal Shaping</i>	create medium and heavy armors	Artisan (31)	> Outfitter	> Armorer
<i>Light Armoring</i>	make light and very light armor	Artisan	> Outfitter	> Tailor
<i>Tailoring</i>	create items made of cloth	Artisan	> Outfitter	> Tailor
<i>Metalworking</i>	create metal-based weapons	Artisan (31)	> Outfitter	> Weaponsmith
<i>Weaponry</i>	craft weapons	Artisan	> Outfitter	> Weaponsmith
<i>Alchemy</i>	make potions and poisons	Artisan	> Scholar	> Alchemist
<i>Chemistry</i>	create trade skill items with chem.	Artisan (31)	> Scholar	> Alchemist
<i>Artificing</i>	create magic items with trade skills	Artisan (31)	> Scholar	> Jeweler
<i>Runecraft</i>	make mag. augmentations for items	Artisan	> Scholar	> Jeweler
<i>Arcana</i>	make spells and books	Artisan	> Scholar	> Sage
<i>Scribing</i>	create spells and copy books	Artisan (31)	> Scholar	> Sage

SPELLS & COMBAT ARTS

You learn *skills* automatically, as you level and as you refine your profession. In general for each skill you learn, you become able to acquire new *spells* and *combat arts*.

NOTE: For the most part, Mages and Priests get spells, while Fighters and Scouts get combat arts. There is a little cross-over — for example, Crusaders get several spells, along with their combat arts — and some professions get other abilities entirely, like a Bard's songs.

Skills are the basis for your **spells**. Skills are knowledge and technique in a particular area; spells are what you can do with that knowledge.

In several cases, you can no longer improve a skill once you select a more specialized class — for those skills, they are capped at 45 (5 x 9; for skills that stop improving when you select a class) and at 95 (5 x 19; for skills that stop improving when you select a subclass).

In a very few cases (mostly when you select a Fighter profession that specifically doesn't engage in certain combat styles, like a Monk), you actually *lose* a skill. For example, Monks lose some of the weapon skills they learned earlier.

Combat arts are exactly like spells, except they're for non-casters, and their animations require less finger-wagging. For the remainder of this article, "spells" also includes combat arts.

COSTS

Spells depend on **Power (PP)** or **Health (HP)** to use them. Some also require **Concentration**. You have 5 Concentration slots (or points). Each spell that requires Concentration fills one or more of these slots. You can't maintain a spell if you don't have enough Concentration slots for it. So (for example) you can maintain one spell that requires 3 slots, plus two more spells that require 1 slot each.

SPELL VERSIONS & UPGRADES

There are four possible "paths" for spell improvement:

1. The spell upgrades with your level for about 10 levels
2. The spell doesn't upgrade at all (this mainly includes spells for which there isn't really a good "upgrade")

3. The spell upgrades indefinitely, as you continue to level (in which case there won't be a better version of the spell later on)
4. The spell has a basic level, plus up to eleven upgrades. This is not talking about better versions of the spell (like Healing is better than Minor Healing), but upgrades within Minor Healing. These spells are also called *tier spells*.

If it follows path #4 — that is, if it's a tier spell — here are the possible ways to get upgrades:

Apprentice I. This is where you start. You get this level of the spell automatically, when you reach the appropriate skill level.

Apprentice II. This can be bought in a store. All spells are available this way.

Apprentice III. This is a common crafted item. It can't be acquired from an NPC or as a drop. All spells are available this way.

Apprentice IV. This can only be found as the reward for an easy quest. Not many spells are available this way.

Adept I. This is Uncommon loot. All spells are available this way.

Adept II. This can only be found as the reward for a difficult quest. Not many spells are available this way.

Adept III. This is an Uncommon crafted item, which requires a rare harvest (drop). All spells are available this way.

Adept IV. This can only be found as the reward for an epic quest. Few spells are available this way.

Note that some spells do not continue on to Master level. The rest of this section only talks about those that do.

Master I. This is Rare loot. All spells are available this way.

Master II. This is a special event reward. They're available when they're available.

Master III. This is a Rare crafted item, which requires an extremely rare drop or a multi-group encounter. Some spells are available this way.

Master IV. This basically combines Adept IV and Master III — an epic quest with an extremely rare drop or a multi-group encounter drop. Few spells are available this way.

OTHER SPELL NOTES

- Spells increase in power as you level. Going up 10 levels roughly doubles the cost and power of a spell.
- Tier spells also increase in power as you upgrade them, but more efficiently. Going from Apprentice I to Master IV roughly adds 2/3 to power, 1/4 to cost. (Those are the extremes of the scale. All spells that can upgrade follow the same scale, even if they don't have a Master IV upgrade.)
- Both increasing your level and upgrading the spell slightly increase your base chance of success.

RANGES (IN GENERAL)

Type of Ability	Range (meters)
Single-Target DD (Mage spells)	35
Single-Target DD (other spells, arts)	30
Single Healing	20
Single Buffs	10
All other spells	25
Melee attack (arts)	5
Ranged combat (arts)	the range of your bow, max 50
Group buffs & heals (arts)	centered on caster, radius 15
Group buffs & heals (spells)	centered on caster, radius 75
<i>(Spell buffs and heals tend to be cast before combat, so the group can cluster to get the buff. Art buffs and heals tend to be cast during combat.)</i>	
DD AoE radius	10
Melee AoE radius (arts)	5
Other AoE radius	75

SPELL & ART STATS

For each spell and art, we include: the Level at which you acquire it; the Heroic Opportunity icon associated with it; the time it takes to cast it (in seconds); how long until you can reuse it (in seconds or minutes); its radius of effect (in any); brief description of it.

Fractional Levels (13.6). You get some spells and arts in the middle of a level, rather than always at the beginning. For example, if a spell's level is listed as 13.6, that means that you get it 60% of the way through Level 13 (that is, when you have filled the sixth tan bubble of your experience bar).

Entertainment Spells (E). The next page lists several spells included in the game just for fun. Those spells are also included in each profession's list of spells, indicated with "(E)" following the spell's name.

ENTERTAINMENT SPELLS & ARTS

Starting at Level 20, and every five or ten levels after that, each Mage and Priest gets access to a new Entertainment spell, based on your Subclass. At Levels 20, 40 and 50, each Fighter and Scout gets access to a new Entertainment combat art, also based on your Subclass. These spells and arts are more for fun than anything else, but you may find a use or two for yours as you adventure throughout the shattered realms. Once you reach the appropriate level, you can buy them from select merchants.

Fighter

Brawler

LEVEL BRUISER

20 Dreadnaught Kata

40 Wooden Skin Style

50 Iron Skin Style

LEVEL MONK

20 Silent Fist Kata

40 Tiger Style

50 Radiance of the Silent Fist

Crusader

LEVEL PALADIN

20 Holy Steed

40 Summon Squire

50 Hand of Bayle

LEVEL SHADOWKNIGHT

20 Unholy Steed

40 Summon Squire

50 Hand of Lucan

Warrior

LEVEL BERSERKER

20 Fury of Fire

40 Form of the Furious Bear

50 Berserker's Fury

LEVEL GUARDIAN

20 Hand of the Just

40 Form of the Rook

50 Guardian's Sanctuary

Mage

Enchanter

LEVEL COERCER

20 Lysira's Forced Jig/Mirth

30 Illusion Other: Ratonga

35 Kintaz' Boggling Request / Mournful Pose

40 Illusion Other: Troll

45 Zumaik's Wincing Posture / Call of the Banshee

50 Aanya's Enforced Worship

LEVEL ILLUSIONIST

20 Illusion: Human/Half Elf

30 Illusion Group: Human

35 Illusion: Barbarian/Dwarf

40 Group Illusion: Half Elf

45 Illusion: Gnoll

50 Group Illusion: Gnoll

Sorcerer

LEVEL WARLOCK

20 Kraylith's Curse of the Toad

30 Kraylith's Minor Familiar

35 Yreth's Bat Vexation

40 Bat Familiar

45 Erqu's Hex of the Rat

50 Raven Familiar

LEVEL WIZARD

20 T'Lys' Minor Familiar

30 Al'Kabor's Flaming Visage

35 Al'Cenari's Scaled Companion

40 Tishan's Freezing Form

45 Rune's Tome of Knowledge

50 Solist's Dark Flame

Summoner

LEVEL CONJURER

20 Illusion: Fire Elemental

30 Illusion: Water Elemental

35 Illusion: Air Elemental

40 Illusion: Earth Elemental

45 Group Illusion: Air Elemental

50 Group Illusion: Earth Elemental

LEVEL NECROMANCER

20 Nylph's Bone Form

30 Nylph's Ghost Form

35 Nylph's Misty Image

40 Dartain's Dead Sight

45 Nylph's Skeletal Regiment

50 Dartain's Cloaking Debris

Priest

Cleric

LEVEL INQUISITOR

20 Unholy Fear

30 Enforced Reverence

35 Detect Good

40 Summon Unholy Symbol

45 Unholy Adept

50 Unholy Aura

LEVEL TEMPLAR

20 Faith Respect

30 Blessing

35 Detect Evil

40 Summon Holy Symbol

45 Holy Acolyte

50 Holy Aura

Druid

LEVEL FURY

20 Faerie Fire

30 Nature's Irate Form

35 Call of the Fae

40 Curse of the Un-natural

45 Fury of the Storm

50 Rowyl's Furious Barrier

LEVEL WARDEN

20 Dust Cloud

30 Rowyl's Form of the Vale

35 Call of the Fae

40 Form of the Strange Bear

45 Warden's Gentle Reminder

50 Reebo's Circling Runes

Shaman

LEVEL DEFILER

20 Yoppa's Rodent Form

30 Wunshi's Foul Sickening

35 Turgur's Spirit Sight

40 Turgur's Instant Relief

45 Form of the Spirit Hawk

50 Juka's Smoldering Essence

LEVEL MYSTIC

20 Udor's Spirit of the Hawk

30 Form of the Builder

35 Slithering Form of the Serpent

40 Haero's Aura Awareness

45 Form of the Great Stag

50 Talisman of the Spiritist

Scout

Bard

LEVEL DIRGE

20 Melancholy Melody

40 Disguise: Dark Elf

50 Lyssa's Perpetual Motion

LEVEL TROUBADOR

20 Rousing Celebration

40 Disguise: High Elf

50 Brusco's Flavorful Aura

Predator

LEVEL ASSASSIN

20 Greth's Willing Scout

40 Disguise: Half Elf

50 Shadowed Form of the Assassin

LEVEL RANGER

20 Phyn's Hunting Hawk

40 Jeth's Cuddly Companion

50 Rhyn's Feline Hunter

Rogue

LEVEL BRIGAND

20 Clobber

40 Disguise: Wood Elf

50 Disguise: Ogre

LEVEL SWASHBUCKLER

20 Swashbuckler's Charm

40 Disguise: Half Elf

50 Weapon Blur

Professions

By Ambyrelle Thistledown, daughter of Cryth

The Shattered Lands are a dangerous place to explore and adventure in. The elders tell us that training in a profession will ensure our survival as we venture out into the world. Without these skills granted to us by our mentors, we would be quickly overcome by the many adversaries that await us. Knowledge, hard work and preparation are the key to prosperity in these troubled times. As I was taught, so I will convey to you, through the notes in this journal the lessons my mother gave me on the various professions of good, neutral and evil works. It is ultimately left up to the individual to choose the path which is most suited.

As novices, we choose to train in one of four archetypes. This first choice starts us on a journey toward our final professions. At first, our training is very general, and every novice within the same archetype learns the same lessons. It is only after ten short seasons that we learn more complicated tasks to perform and begin to diverge from the other novices training under the same archetype. For now, let's focus on the four novice archetypes.

Archetypes

Fighter

Fighters stand toe-to-toe with their adversaries while protecting their allies from harm. They focus on dealing physical damage to their enemies and are the last to back down from a fight.

Mage

Mages are better suited to standing behind the front line in order to cast their powerful spells without interruption. Seeking knowledge of all things arcane, mages use powerful forms of magic to strike down their enemies, as well as to improve the abilities of their allies.

Priest

Priests are revered throughout Norrath for their divine ability to augment and replenish the health of their allies. While priests are rarely recognized for their battle prowess, they are still highly respected and frequently sought out by adventuring groups to sustain the physical and spiritual needs of the party.

Scout

Scouts use their natural agility, stealth, and cunning to explore the unknown and reconnoiter with their party. Trained in detecting and disarming traps, scouts are used by many adventuring groups to deal with the troublesome problem of opening treasure chests and infiltrating enemy lairs. Scouts are masters of surprise combat and inflict additional opportunistic damage whenever possible to gain an advantage over their opponents.

Classes

After the largely uneventful training through the chosen archetype profession, our budding adventurer begins to learn more challenging skills. Once again we are given a choice that will further narrow down our final chosen profession. Each archetype is given a choice out of three classes to train in next. These new classes build upon the lessons taught during the archetype training and further instruct us with new skills focused on the final profession. The choice of class limits again what choices are available during the final leg of this journey ten more seasons hence.

Fighter

WARRIOR

Warriors use all manner of armor and weapons to protect their companions and inflict damage upon the enemy. They stand bravely at the forefront of battle, striking fear into the hearts of their opponents.

BRAWLER

Brawlers specialize in physical combat styles that bring them in close with the enemy. Favoring light armor and hand-to-hand battle tactics, brawlers have honed their bodies into potent weapons.

CRUSADER

Crusaders are heavily armored knights who call upon divine powers to aid them in battle. Capable of dealing impressive physical damage, crusaders can wield a variety of weapons and shields.

Mage

SORCERER

Sorcerers are experts of all forms of magical attacks and spells that weaken the abilities and resistances of their opponents. Generally feared (or at least respected) by non-magic users, sorcerers wield powerful and destructive arcane forces.

ENCHANTER

Enchanters use magical forces to beguile and control their enemies. By instilling confusion and misdirection in the minds of their adversaries, enchanters give their comrades the advantage in battle.

SUMMONER

Summoners can call forth powerful creatures of Norrath and bend them to their will. Though they command a variety of arcane powers as well, the summoner's foremost line of attack and defense are the monsters they control.

Priest

CLERIC

Clerics use divine magic to tend to the physical and spiritual needs of their allies. These priests not only instantly heal wounds and banish diseases, but also magically augment the health of their comrades.

DRUID

Druids are mighty priests whose powers are closely tied to nature. They increase the regenerative healing of their party while purging ailments, blessing their companions with enhanced prowess.

SHAMAN

Shaman call upon the ancient spirits of the land, using protective wards and healing to invigorate their comrades. They remove afflictions from their companions and turn vile magic back upon the enemy.

Scout

ROGUE

The rogue is a crafty fighter who uses stealth and trickery to gain the advantage in battle. Always shrewd combatants, rogues use every opportunity to exploit the vulnerabilities of their opponents.

BARD

Bards sing rousing songs that boost the abilities of their allies and inspire courage on the field of battle. Though skilled in a wide variety of weaponry, bards mainly use their musical powers to wreak havoc upon the enemy.

PREDATOR

Predators are relentless hunters who use stealth and cunning to stalk their prey. At home in the shadows, predators use the element of surprise to give their allies the upper hand.

Beyond the novice and journeyman ranks we have progressed, and now we must face a final test. For many, this final choice is as clear as the fine crystal glass the craftsmen make for their vases and lamps. Those who believe in good easily follow the path to greatness, while those who are more self-serving or intent on evil follow the path into darkness. For the rare few however that are truly neutral, they face the toughest test of all ... choosing their final profession where no clear choice lies. Each profession has its merits. After long and arduous training, it is the hope of our mentors that we will have learned enough to choose wisely the profession we wish to pursue.

Fighter**WARRIOR**

Berserker (neutral). Berserkers are chaotic warriors who inflict heavy damage with all manner of weapons. Their furious attacks overwhelm their opponents, to whom they show no mercy.

Guardian (neutral). Guardians don heavy armor to protect themselves in combat and aid in the defense of their allies. They will stand firm against any threat and lead their party to victory.

BRAWLER

Bruiser (evil). Bruisers are powerful thugs who use raw physical force to pummel their opponents into submission. They have transformed their bodies into brutal weapons designed to inflict suffering upon their enemies.

Monk (good). Monks are disciplined combatants who specialize in the martial arts. Their natural agility allows them to avoid their enemy's blows and strike back with clean, efficient counterattacks.

CRUSADER

Paladin (good). Paladins are crusaders for all things good and right. Wearing heavy armor, these valiant defenders of truth fight for nobility, honor and virtue.

Shadowknight (evil). Shadowknights are insidious dark crusaders who use the power of evil to advance their cause. They live to inflict fear, hate and despair upon all who cross their path.

Mage**SORCERER**

Warlock (neutral). Warlocks manipulate the destructive forces of poison and disease to obliterate their foes. They are masters of death and decay, who deal devastating damage and pain to their opponents.

Wizard (neutral). Wizards are masters of the arcane arts, tapping into the elemental powers of fire and ice. Wielding these powerful forces, wizards can inflict startling devastation upon their enemies.

ENCHANTER

Illusionist (good). Illusionists use arcane power to confound and befuddle their enemies. They also are able to boost the offensive and defensive capabilities of their allies.

Coercer (evil). Coercers dominate the minds of the weak and hurl their foes into paralyzing states of confusion and catatonia. They can also enhance the mental abilities and combat prowess of their allies.

SUMMONER

Necromancer. Necromancers summon the dead and imbue them with unnatural life. These pitiful but powerful creatures are slaves to their masters until the grave claims them once more. Lords of death and decay, necromantic mages strike fear into the hearts of their enemies.

Conjurer (good). Conjurers summon forth powerful elemental beings that obey their master's every command. Ripped from domains of fire, air, earth and water, these enslaved minions make powerful servants and bodyguards.

Priest**CLERIC**

Templar (good). Templars are faithful servants of the divine who use their benevolent powers to aid their fellow adventurers. They mend the wounded and purge illness and suffering from the afflicted.

Inquisitor (evil). Inquisitors are fanatics who relentlessly advance the doctrines of their religions and accept no compromise in their beliefs. Skilled Priests, they minister to the body while seizing control of the soul.

DRUID

Warden (neutral). Wardens are protectors of the woodlands and defenders of wildlife. They tap into the power of nature to mend wounds and purge ailments that afflict their allies.

Fury. Furies harness the power of storms and control the ferocity of nature. They command the feral spirits of the wilderness to strengthen and heal their companions.

SHAMAN

Defiler (evil). Defilers enslave the spirits of their ancestors, harvesting and corrupting their power to use against enemies. This stolen energy can also be used to heal and boost the capabilities of the defiler's allies.

Mystic (good). Mystics seek a symbiotic connection with the spirits of their ancestors, petitioning them to bestow the power to heal the injured, invigorate the weak, and enhance the capabilities of their allies when on the field of battle.

Scout**ROGUE**

Brigand (evil). Brigands are bloodthirsty highwaymen who will backstab anyone who isn't mindful of their presence. They are unpredictable wildcards who arouse fear and confusion in the hearts of their adversaries.

Swashbuckler (good). Swashbucklers are rogues who charm their way into your confidence while secretly loosening your purse strings. Though known to brag, they are cunning and should not be underestimated.

BARD

Dirge (neutral). Dirges are singers of angry songs and laments, using the power of cacophony to subdue their enemies. Their songs of rage inspire the fury of battle within their allies.

Troubador (neutral). Troubadors play music that inspires strength and courage in the hearts of their companions. They lead their allies into the deepest dungeons, raising their spirits with songs of victory.

PREDATOR

Assassin (evil). Assassins are cruel mercenaries who hunt down their prey, showing neither mercy nor compassion. They survey dark corridors for potential prey as well as hidden dangers that may be lurking ahead.

Ranger (good). Rangers are natural outdoorsmen and trackers, masters of stealthy movement in the undergrowth. They use perception and cunning to gain the advantage over their adversaries.

FIGHTER

By Biggs

Why a Fighter?

1. Fighters have more Health and defense than other archetypes.
2. Fighters have the potential to wear heavier armor than any other archetype in the game.
3. Fighters get numerous types of taunts, skills used to draw aggro and save your robed companion!
4. Every group needs a tank, so you won't have to solo often!
5. As the target leader in most situations, it's the Fighter who gets to choose what the party fights next, and where.
6. A Fighter goes well in duos as well as groups; Fighter and Scout teams kill fast and have little downtime, while Fighter and Priest teams rarely see death.
7. Though it takes you a long time to kill things solo, you can get the job done and stay alive!
8. Fighters have a large choice of weapons, ranging from two-handed swords to staves to dual axes.

Why Not a Fighter?

1. Being the first line of defense means that you are, in most cases, the first body on the ground.
2. While every group needs a tank, most groups only need one.
3. Expensive to maintain; heavy armor doesn't come cheap!

The Fighter profession is the general melee profession that many gamers affectionately refer to as the 'tank' or 'meat shield.' As the only profession able to wear Light Armor (instead of Very Light Armor like Mages, Scouts and Priests) until Level 10, Fighters will often find themselves as the front line of a party. Though they do not do as much damage as Scouts, their high strength and weapon skills allow them to wield great axes, swords, maces and a smattering of other weapons with lethal precision.

Ability Highlights

Wild Swing. You gain this as soon as you become a Fighter. This is your first attack ability and is real useful, whether soloing or grouping. Make sure to open with this attack, as it does a good amount of damage.

Taunt. You also gain this as soon as you become a Fighter. Very useful when partying; not at all useful when soloing. This 'attack' draws the monster's attention off of your party member and on to you — they don't call you 'tank' for nothing!

Toughness. This is your first self-buff and raises your defense; under no circumstances should this spell be off while in combat!

Kick. Another damage attack, Kick should not replace Wild Swing but supplement it.

Intervene. For those situations where you simply can't get a monster to stop hitting your Mage friend, a quick cast of Intervene on the offended party will allow you to take some of the damage done to them. This ability is no replacement for you actually getting the hit but it can make the difference between a dead Mage and a live one.

Assault. When you're fighting multiple monsters at the same time, Assault is a very good damage ability to use, as it hits all surrounding enemies of your target's encounter at once.

Shout. Assault is to Wild Swing as Shout is to Taunt ... when you have multiple monsters fighting your party, let out a Shout to attract all of their attention! Just make sure your Priest is ready to keep you alive through the bash-fest.

Call to Arms. Your second buff, this one affects the whole party — isn't it nice to share? Call to Arms raises Slashing, Crushing and Piercing damage for all party members. Once again, keep this buff going during all battles.



Combat Tactics

SOLO

While the Fighter profession is traditionally party-centered (just as the Priest profession is) the Fighter is an uncannily good soloer in *EverQuest II*. Because of their ability to take a lot of damage, Fighters can often take on monsters that would slice a Scout up in two heartbeats — the downside is that they take slower to kill things overall (due to their lower damage) and will have numerous sit-breaks without a Priest there to keep them healthy. Make sure to use your Wild Swing, Kick and Assault skills as often as possible, and don't forget to keep yourself buffed with Toughness and Call to Arms.



GROUP

Fighters really shine when in a group, as it is in this setting where they get to play their true role: The Tank. While your Call to Arms ability makes you a pseudo-buffer for the party, your real expertise is in getting hit and keeping attention off weaker professions. In group situations your Power should be used for Taunt and Shout more often than Wild Swing, Kick and Assault; feel free to use the latter, but make sure you always have enough Power for the former. It is suggested that you keep Intervene going on either a Priest or a Mage; see which of them pulls the most attention from monsters and then keep them protected. Also take into account that, while your Priest can pick your Mage up, your Mage can't resurrect your Priest.

Class Quests

You must run through *Fighter Training* before choosing your Class (Warrior, Brawler or Crusader). After you finish the part outlined below, find the conclusion of your Class Quest described with the Class you choose.

Fighter Training (Qeynos)

- ☞ Talk to Master-At-Arms Dagorel in South Qeynos, near a fountain in the northeast section of town.
- ☞ Kill 5 white Spiderlings in the Caves. You will find the Caves linked from any dock area and the Spiderlings are just inside the entrance.
- ☞ Return to Dagorel.
- ☞ Talk to Luvile Binlee, in Starcrest Commune, behind the Scribe Shop.
- ☞ Talk to Hargan Icethaw, in Graystone Yard, on the north side of town, working the mines.

- ☞ Return to Dagorel.
- ☞ Talk to Knight-Lieutenant Laughlin, near the Antonica Gate in North Qeynos.
- ☞ Talk to Lieutenant Ilgar, by the South Qeynos Antonica Gate.
- ☞ Talk to Squire Moorford, on the docks in Qeynos Harbor.
- ☞ Kill one Gnoll Pup. You will find the Pups just off to the left as you leave the bridge from North Qeynos into Antonica.
- ☞ Return to Dagorel one last time.

Fighter Training (Freeport)

- ☞ Talk to Commandant Tychus in the Temple of War in North Freeport.
- ☞ Kill 5 Guttersnipe Crooks in the Sprawl; they are in most of the areas to the far east.
- ☞ Return to Tychus.
- ☞ Talk to Elma Lowe, in the Jade Tiger's Inn in North Freeport.
- ☞ Talk to Ranik Calman, in East Freeport in the Seafarer's Roost Inn.
- ☞ Talk to Grum Zoomly, in West Freeport in the Back Alley Brewhouse Tavern.
- ☞ Return to Tychus again.
- ☞ Talk to Favonius Seneca in Beggar's Court, at one of the eastern booths in the lower square.
- ☞ Talk to Lysia T'Kanix in Longshadow Alley, in the third house east of the North Qeynos gate.
- ☞ Talk to Savas Dranak in Scale Yard, north of the fountain on the north side of town.
- ☞ Return to Tychus.

FIGHTER ABILITIES (MARTIAL COMBAT SKILL)

Art	IL	Lvl	HO	Icon	Casting	Reset	Rad	Description
Wild Swing	1.8		sword		1 sec	10 sec	–	An extra attack that does low damage.
Taunt	3		horn		1 sec	8 sec	–	Increases your hate level with the target.
Toughness	4		flex.arm		2 sec	3 min	–	Increases your Physical resistance for a short time.
Fighting Chance	5		shield		0 sec	10 sec	–	Allows Fighter to begin a heroic opportunity.
Kick	5		boot		0.65 sec	10 sec	–	A kicking attack that deals Crushing damage to the target.
Intervene	6		horn		2.2 sec	10 sec	–	Gives you a chance to take damage dealt to the target while you remain nearby.
Assault	7		fist		3 sec	30 sec	5 m	An area of effect attack that damages enemies near you.
Shout	8		horn		1 sec	30 sec	10 m	Taunts all the enemies in a single encounter.
Call to Arms	9		flex.arm		2 sec	30 sec	25 m	Increases your group's Slashing, Crushing and Piercing techniques for a short time.
Rescue	25		horn		0 sec	30 min	–	Increases your hate position by 1.

BRAWLER ◀ FIGHTER

By Taera, interviewed Calvin "Zladko" Benson

Why a Brawler?

1. While most Fighters prepare to soak up damage with heavy, bulky armor, Brawlers are all about *not* getting hit. Dodging and avoiding are your forte!
2. Crusaders and Warriors are usually seen with big swords and shields. Brawlers would much rather use a blunt any day, whether it be dual blunts or a two-handed blunt, or even just their fists (with brass knuckles and such, of course!).
3. Brawlers get many area-of-effect (AoE) attacks, thus making them more able to hold aggro of many monsters.
4. Brawlers are the most combat-oriented of the three Fighter classes. You have a lot of kicks and most of your combat arts in general are more about doing damage than being defensive.
5. When the going gets tough, the tough play dead! Use Feign Death to avoid sticky situations.

While Crusaders draw from holy/unholy forces, and Warriors are tribal beasts who use their extreme combat knowledge to have good offense and defense, Brawlers are more

centered on the martial arts, focusing themselves and gathering energy into dodging, weaving and landing calculating hits. They are a class that knows not everything is about blocking and swinging; sometimes an unexpected kick is more likely to strike home on an enemy, and tranquility rather than anger will produce the best results.

Path of the Brawler

Path of the Brawler (Qeynos)

- ☞ Talk to Master-At-Arms Dagorel in South Qeynos, near a fountain in the northeast section of town. Choose to be a Brawler.
- ☞ Enter the instanced zone in the Dojo.
- ☞ Defeat the other initiates.
- ☞ Meditate at the altar.

Reward. Dagorel's Brawler Tunic (AGI +2, STR +3, DisR +8, MagR +5), Dagorel's Ring of Brawling (AGI +2, STR +3, PP +15), promotion to Brawler

Path of the Brawler (Freeport)

- ☞ Talk to Commandant Tychus in the Temple of War in North Freeport; choose to be a Brawler.
- ☞ Talk to Korong Shatterjaw, on the southeast side of the Coliseum in West Freeport.
- ☞ Enter the instanced zone in West Freeport; it is in the Inn.
- ☞ Kill the opponents as they come to you; always be prepared, for there is a long line of baddies waiting to get a piece of you!
- ☞ Return to Korong.

Reward. Dreadnaught Chest Wraps (AGI +1, STR +3, ColdR +4, HeatR +3), The Commandant's Ring of Power (AGI +3, STR +4), promotion to Brawler

Ability Highlights

Power Strike. This is an attack ability that has the chance of interrupting a spell; this is a very good ability to use against casters (for obvious reasons).

Thrust Kick. The first in your line of kicks, thrust kick deals crushing damage to your opponent. Simple, but a key element in some Heroic Opportunities (HOs) and a good damage dealer besides!

Martial Focus. Concentrate your tranquility and obtain a state of high awareness! This ability increases your deflecting and parrying rate.

Shoulder Charge. Charge in and stun your opponent; this is very useful when your target is beating up on a Priest or Mage. Pausing their damage for just a few seconds might be the difference between a dead Priest and a live one.

Feign Death. When the going gets tough, the tough hit the floor! Sometimes it's the best thing for the group to hit the floor and play dead. If you're almost dead and a co-tank can't get the target off of you, a Feign Death will loose the aggro. If your entire party falls down and you have a phoenix



Combat Tactics

SOLO

As with any class, the first thing to remember is to keep your buffs on at all times. An extra bit of parrying or an extra deflect or two could be the difference between your life and death; likewise, extra damage could fell an enemy before it kills you! Try to use your HOs to your advantage; the more damage you put out, the better you will do in a solo fight. Make sure to rest up between fights if you are at all hurt.

GROUP

As Brawlers do a fair amount of damage, you will likely find yourself switching between the tank role and the secondary tank role. As a tank, your main focus is keeping aggro and taking as little damage as possible. Make sure to have Martial Focus up at all times. Use Taunting Slap and Power Strike on casters, and if your Priest is getting low on Power, throw on Brawler's Stance. If you find yourself in the secondary tank role, use your offensive attacks as much as possible. Rapid Swings, Power Strike and Thrust Kick all make good choices, and Bruising Strike makes a good finishing attack.



feather, Feign Death can allow you to get the Priest back up, who in turn revives everyone else.

Brawler's Stance. This is the one really defensive ability that Brawlers get; when you're really getting hurt and not dodging enough, Brawler's Stance will sacrifice some offensive power for some defense. This is good when fighting higher-level monsters or named monsters.

Bruising Strike. You hit your enemy so hard that you hurt your own fist! This ability is a high damage attack; the downside is that you take some damage yourself if

successful. This is best used when you aren't tanking or aren't in trouble, or the monster is almost dead anyway and you know the Health hit won't cause your death.

Taunting Slap. Another ability geared against casters, this ability interrupts your target's casting and pulls aggro at the same time.

Rapid Swings. This ability has a chance to land a series of four attacks. If you happen to miss one of the attacks, the rest of the attacks (4 total) behind it will fail.

BRAWLER ABILITIES (BRAWLING SKILL)

Art	IL	Lvl	HO	Icon	Casting	Reset	Rad	Description
Power Strike	10		sword		1 sec	30 sec	-	An extra attack that may interrupt a spell.
Thrust Kick	11		boot		1 sec	15 sec	-	Deals Crushing damage.
Martial Focus	12		flex.arm		1.5 sec	1 min	-	Increases your deflect and parry skills for a short time.
Indomitable Will	13		flex.arm		1 sec	30 sec	-	Dispels hostile mental effects on the Brawler.
Shoulder Charge	13		fist		0.65 sec	30 sec	-	Stuns the enemy.
Feign Death	14		flex.arm		0 sec	10 sec	-	Gives you a chance to trick enemies into thinking that you are dead.
Thundering Fists	15		flex.arm		1 sec	30 sec	-	Grants the Brawler a small chance to briefly stun his target with each melee hit.
Focused Strike	15.6		sword		1 sec	10 sec	-	An extra attack that can be used at range.
Brawler's Stance	16		-		2.2 sec	3 min	-	Sacrifices offense for increased defense and deflection.
Bruising Strike	17		fist		1 sec	30 sec	-	Deals high damage to the target and some damage to the Brawler on a successful hit.
Taunting Slap	17.6		horn		1 sec	8 sec	-	Deals minor damage to the enemy while increasing hate towards the Brawler.
Staggering Stance	18		flex.arm		3 sec	30 sec	-	Allows the Brawler to shield his allies from attacks and increases the Agility of his shielded allies.
Rapid Swings	19		fist		1 sec	30 sec	-	Has a chance to launch a series of 4 attacks. If any one attack misses, the remaining attacks also fail.
Flying Kick	19.6		boot		0.65 sec	10 sec	-	An extra high damage attack.

Why a Bruiser?

1. To "off tank." This means you can provide the same buffs that a tank could provide, to the entire group; thank goodness you're not just a DPS machine!
2. Ability to peel mobs. The Bruiser has an exceptional ability to prevent mobs from attacking other characters by giving the mobs some mean aggro.
3. Feign Death. This ability, while not so practical in earlier levels, becomes important when large groups are being pulled — this can provide an aggro group with an alternative target. It could save an entire group.
4. Soloability. The Bruiser is as competent at bashing things alone as in a group.

5. You're an evil Monk! You crush and destroy things as a matter of principle!
6. Your body is your best weapon. While some professions rely on weapons, your talents revolve around your physical prowess.

It is said that a Bruiser is born, not trained. To be a Bruiser you must enjoy being evil and having to crush and destroy things regularly — why? Because it's a matter of principle. When talks fail, the Bruiser steps in to crack some skulls. Flashing swords around in shiny armor is nice and all, but when it's time to throw down, the Bruiser is who you want on your side. Once the Bruiser gets his hands on something — inevitably, it is mutilated and pulverized. The Bruiser heeds no formalities and concerns himself only with the raw destruction of the nearest target.

Path of the Bruiser

- ☞ Talk to Captain Monariva, on the second story of the Freeport Militia House in West Freeport.
- ☞ Kill a Dervish go-between in the southwest Commonlands near the Dervish cutthroat tents.
- ☞ Return to Monariva; choose to be a Bruiser.
- ☞ Head to the Serpent Sewers to find the Storage Room instanced zone; it's in one of the far east tunnels.
- ☞ Kill everything in the instanced zone.
- ☞ Return to Monariva.

Reward. Bruiser Forger Cestus (AGI +4, STR +6), promotion to Bruiser



Ability Highlights

Jeer. This is a great ability that not only causes fear, but acts as a preemptive aggro when you need that edge to grab it from a Priest or Mage.

Crash. This particular attack has the ability to interrupt a spell being cast. This adds dynamics to the Bruiser.

Bob and Weave. This buff increases evasion and greatly helps in solo play.

Eye Gouge. This is a very useful ability that debuffs the target with a one minute re-use timer. Judicious use can provide the group with just enough to overcome a difficult battle.

Combat Tactics

SOLO

Bruisers are excellent soloists. They can effectively solo mobs 2 or 3 levels above themselves — just make sure they're not group encounters. While the Bruiser is capable of killing higher-level mobs, it is most efficient to attack blue-con in rapid succession; this makes for almost zero down time. If you simply want to assess your capabilities, you can buff yourself with all your skills

and take on a creature substantially higher than yourself; just keep in mind that those buffs wear off quickly. A typical solo encounter looks like this: Thrust Kick, Wild Swing, Rapid Swings, Kick, Focused Strike, then Bruising Strike — all in succession.

GROUP

Typically the group role of a Bruiser is DPS and to keep aggro off those who shouldn't have it. Bruisers may be considered secondary tanks, but with their sheer DPS, they are able to adjust who has aggro bet-

ter than most other professions. The role of a Bruiser is clearly to bruise, and not too much else. At bruising, they are exceptional. The idea in a group is to take aggro from adds and give colossal beat downs. There is some consideration however to the weapon you use; ideally you will have more than one to choose from to address the specific monster and situation at hand. With bare fists, you do average damage at an average speed. With two weapons you attack faster but with less DPS, and with a two-handed weapon, you can do exceptional damage at the cost of speed.

BRUISER ABILITIES (PHYSICALITY SKILL)

Art	IL Lvl	HO Icon	CASTING	Reset	Rad	Description
<i>Dreadnaught Kata (E)</i>	20	-	1 sec	10 min	-	The brutality of the Dreadnaughts is legendary, even among those who make war for a living.
<i>Ignore Pain</i>	20	flex.arm	1 sec	1.5 min	-	Heals a portion of your hit points.
<i>Fiery Fists</i>	21	fist	2.2 sec	1.5 min	-	Engulfs the Bruiser's hands in flames granting a chance to deal fire damage with every successful melee hit.
<i>Whirling Blaze</i>	21.6	fist	3 sec	30 sec	5 m	A multi-enemy fire damage attack.
<i>Roughhouse</i>	22	fist	2 sec	n.a.	-	Increases your fist skill and decreases your deflection skill.
<i>Jeer</i>	22.6	horn	1 sec	30 sec	10 m	Increases hate towards the Bruiser and fears all enemies in an encounter.
<i>Intimidating Orders</i>	23	flex.arm	2 sec	30 sec	25 m	Increases the offense and Crushing of the group while decreasing the mental resistance of the group.
<i>Intimidate</i>	24	fist	0.65 sec	30 sec	-	Prevents the target from doing anything for a short time. It will break if the creature is struck.
<i>Crash</i>	24.6	sword	1 sec	30 sec	-	A lower damage attack that interrupts the enemy and increases hate towards the Bruiser.
<i>Bruising Spirit</i>	26	fist	1 sec	30 sec	-	Increases the Bruiser's armor class while draining health.
<i>Bob and Weave</i>	26.6	flex.arm	1.5 sec	1 min	-	Increases parry, deflection, and attack speed.
<i>Fierce Punch</i>	27	fist	0.65 sec	30 sec	-	Stuns and lowers the damage of the enemy.
<i>Eye Gouge</i>	28	fist	1 sec	1 min	-	An extra attack that decreases the target's accuracy on a successful hit.
<i>Blitz</i>	29	sword	1 sec	10 sec	-	An extra medium damage attack.
<i>Haymaker</i>	30	sword	0.65 sec	1 min	-	Launches a punch attack that knocks down the target on a successful hit.
<i>Bouncer</i>	30.6	flex.arm	2.2 sec	3 min	-	Sacrifices offense for increased defense and skill in tranquility.
<i>Sturred Insult</i>	31	horn	1 sec	8 sec	-	Increases hate towards the Bruiser. This ability can be used while stunned.
<i>Grapple</i>	31.6	fist	1 sec	30 sec	-	A high damage stunning attack that costs health.
<i>Sucker Punch</i>	32	fist	0.65 sec	1 min	-	Launches a punch attack that deals high damage. It must be launched from behind or flanking the target.
<i>Overtaking Blows</i>	32.6	flex.arm	3 sec	30 sec	-	Allows the Bruiser to shield their ally from attacks and increases their defend chance.
<i>Throat punch</i>	33	boot	0.65 sec	10 sec	-	An extra medium damage attack that has a chance to stifle.
<i>One hundred hand slap</i>	33.6	fist	1 sec	30 sec	-	Launches a flurry of attacks that cause high damage to the enemy.
<i>Ignore Hurt</i>	34	flex.arm	1 sec	1.5 min	-	Heals a portion of your hit points.
<i>Beatdown</i>	35	fist	3 sec	30 sec	5 m	A multi-enemy attack that deals additional damage to a single enemy.
<i>Boast</i>	36	horn	1 sec	30 sec	10 m	Increases hate towards the Bruiser and grants an increase in the attack speed of the Bruiser.
<i>Brawl</i>	36.6	flex.arm	1 sec	n.a.	-	Increases your fist skill and decreases your deflection skill.
<i>Rousing Cry</i>	37	flex.arm	2 sec	30 sec	25 m	Increases the offense and slightly increases the damage of the group.
<i>Merciless Stomp</i>	38	sword	1 sec	30 sec	-	A lower damage attack that interrupts enemy and increases hate towards Bruiser. It buffs Strength when enemy dies.
<i>Burning Lunge</i>	39	boot	1 sec	15 sec	-	A medium fire damage kick attack that grants additional damage capability.
<i>Heavy Scarring</i>	40	boot	3 sec	5 min	-	Holds the Bruiser in place while greatly reducing the damage taken.
<i>Wooden Skin Style (E)</i>	40	-	1 sec	10 min	-	Through ancient magics and studies, the Dreadnaughts have discovered secrets to make their skin as hard as bark.
<i>Battle Fury</i>	40.4	flex.arm	1.5 sec	1 min	-	Increases parry, deflection, attack speed, and grants an increase in offensive skills.
<i>Hammer Fist</i>	41	fist	0.65 sec	30 sec	-	Stuns and lowers the Crushing damage resistance of the enemy.
<i>Eye Rake</i>	42.6	fist	1 sec	1 min	-	An extra attack that decreases the target's accuracy on a successful hit.
<i>Pummel</i>	43	sword	1 sec	10 sec	-	An extra attack that has a small chance to stun the enemy.
<i>Taunting Stance</i>	44	flex.arm	1.5 sec	1 min	-	A provocative stance that sometimes enrages your enemies when you hit them.
<i>Retaliation</i>	44.4	flex.arm	2.2 sec	3 min	-	Sacrifices offense for increased defense and a chance to counter attack each time an enemy strikes.
<i>Crusher</i>	44.8	sword	0.65 sec	1 min	-	Launches a punch attack that knocks down the target on a successful hit.
<i>Instigate</i>	45	horn	1 sec	8 sec	-	Greatly increases the hate towards the Bruiser, and can be used while stunned.
<i>Meteor Punch</i>	45.6	fist	1 sec	30 sec	-	A high fire damage over time stunning attack that costs health.
<i>Shrug Off</i>	46	flex.arm	3 sec	30 sec	-	Allows the Bruiser to shield their ally from attacks and increases the armor of their ally.
<i>Dirty Punch</i>	46.6	fist	0.65 sec	1 min	-	Launches a punch attack that deals high damage. It must be launched from behind or flanking the target.
<i>Roundhouse</i>	47	boot	0.65 sec	10 sec	-	Damages the enemy, has a chance to stifle the enemy, and increases the hate towards the Bruiser.
<i>Crushing Fury</i>	47.6	fist	1 sec	30 sec	-	Launches a high damage flurry of attacks that grant the Bruiser increased Strength.
<i>Ignore Agony</i>	48	flex.arm	1 sec	1.5 min	-	Heals a portion of your hit points.
<i>Bone Crusher</i>	49	fist	3 sec	30 sec	5 m	A multi-enemy attack that decreases the armor class of all opponents hit.
<i>Abuse</i>	50	horn	1 sec	30 sec	10 m	Increases hate towards the Bruiser and deals high damage to all enemies in an encounter.
<i>Iron Skin Style (E)</i>	50	-	1 sec	10 min	-	Only the most dedicated Dreadnaughts have learned the secrets of Strengthening their bodies as hard as iron.
<i>Savage Blows</i>	50	fist	0.9 sec	1.5 min	5 m	A series of attacks that targets up to 5 enemies within melee range.

MONK ◀ BRAWLER ◀ FIGHTER

Why a Monk?

1. You don't get hit very often! Monks receive an ability called Karmic Focus that neither Warrior nor Crusader subclasses receive. This, along with Martial Discipline, gives you a defensive edge.
2. Monks get more offensive skills than most of the other fighter types, and while the Brawler outdoes them in damage, they outdo the Brawler in defense. If you want a good mix of offense and defense and the ability to tank for a group, Monk is a good way to go.
3. With your Mend ability, you can pull out an emergency heal in a tight situation. This ability can only be used every 5 minutes, but it can save you if you're about to die and your Priest is out of Power, or it can save another party member who is in trouble because your taunt abilities failed you. Remember that using an ability like Mend with an enemy targeted will heal whomever the enemy has targeted!
4. If you prefer the sleek look of leather armor to the shiny bulk of plate mail, then the life of a Monk is for you! Monks and Bruisers are the only advanced fighting professions that use Light Armor as standard practice.

Why Not a Monk?

1. When you DO get hit, it's going to hurt you more than it would for the other Fighters. Make sure that your Priest realizes that if an enemy has a lucky streak, you could get very hurt very fast.
2. Monks can only use fist-based and blunt weapons; daggers and Swords are out of the question. There are still plenty of good weapons out there for you, but not all quests built for a Fighter will reward you with a weapon you can use.

Branching off the Fighter line of professions, Monks are the ultimate embodiments of the evasive damage-dealer. Fighters to the core, Monks will still be responsible for bearing the brunt of their party's foe's attacks. However, the manner in which a Monk handles this role is different than the other professions. While Guardians or Paladins may be content to hide in a steel case and absorb blow after blow, Monks prefer not to get hit in the first place, and specialize in

parrying and dodging attacks. Monks have the utmost control over their bodies, learning how to release their positive energy to increase damage, and to slow their heartbeats to a standstill.

Path of the Monk

- ☪ Talk to Master Makoto, in a small Dojo in Elddar Grove.
- ☪ Kill 25 gnolls; note that any gnoll under Level 17 does not count. Gnolls can be found in various places throughout Antonica and Blackburrow.
- ☪ Return to Makoto.
- ☪ Go to the fountain in Starcrest Commune and get a bucket of water.
- ☪ Return to Makoto again; be very careful, as the bucket will spill if you take a staircase (meaning you can't get to the dock) and has a high chance of spilling if you run (switch to walk mode for this). The quickest route back to Makoto is Starcrest to S. Qeynos to N. Qeynos to Elddar Grove.
- ☪ Makoto will transfer you to an instanced zone to fight against one of the monks; this can be a very hard fight.
- ☪ Return to Makoto again.

Reward: Makoto's Bo of Striking (AGI +6, STR +4) promotion to Monk

Ability Highlights

Mend. With your Mend ability, you can pull out an emergency heal in a tight situation. This ability can only be used every 5 minutes, but it can save you if you're about to die and your healer is out of Power, or it can save another party member who is in trouble because your Taunt abilities failed you. Remember that using an ability like Mend with an enemy targeted will heal whomever the enemy has targeted!

Swooping Dragon/Winter's Talon. High-damage flying kicks that leave behind a fire/cold-based DoT effect on your enemy.

Wind Walk. Self-only invisibility! This is an ability that most Fighters and Priests dream of having! Combine this with Feign Death and phoenix feathers, and you can be an invaluable tool for helping a party recover from a very bad encounter.

By Almeric

Face of the Mountain. If you have control over the aggro in an encounter and want an extra boost to your defense, this power provides it. You get a strong defensive boost, but you also are unable to move for the duration of the spell. Should aggro get away from you, you won't be able to chase your opponents, so your groupmates under attack will have to get close to you so you can still attack the monsters.

Everburning Flame. This ability provides a self-only haste buff which, combined with your other high-damage abilities, keeps you at the forefront of melee damage dealers.

Stone Stance. Like Face the Mountain, Stone Stance provides a large boost to your defense, only larger. The drawback to this power is that you can't do ANYTHING — even attack. Use this when your Priest is running low on Power, you have a strong hold on aggro, and you know your groupmates can finish off the encounter.

Combat Strategies

Since you'll typically be the primary damage absorber for groups you join, there isn't a whole lot of difference in strategy between the solo Monk and the grouped Monk. Either way, your job is to avoid getting hit while dishing out damage. That means when you wade into a group of monsters, you'll want to use Toughness, Martial Focus and Karmic Focus as much as possible.

SOLO

When solo, you can maximize your damage potential by using the soloable Heroic Opportunity available to you: Fighting Chance, a Sword Icon (the Wild Swing and Power Strike lines), and a Horn Icon (any taunt). Often this will only net you Sky Cleave, a single-target Heroic Opportunity direct-damage effect, but other times you'll create Crushing Anvil, a similar effect on ALL monsters you're engaged with, and very rarely you'll receive Hero's Armor, which will make you extraordinarily tough for about two minutes.

Managed properly, you can keep a steady stream of these Heroic Opportunities going off between uses of other abilities. Your Kick/Stomp line of kicks and your Wild/Fierce Swing line of attacks both have fast reset times, so use them in conjunction with each other. Thrust Kick and Power Strike, meanwhile, both reset much more

slowly, so pair them together as well. When all of those are busy resetting, you still have high-damage maneuvers such as Bruising Strike or Rapid Swings waiting for you, and you should definitely not forget them.

GROUP

In a group, you have to control the aggro to ensure that the monsters focus their attacks on you, and not your less-durable groupies. If you DO lose aggro, you have to be able to get it back and/or protect your group in other ways. You may find it to be in your best interests to keep Intervene

focused on your Priest at all times. If you want to, you can actually use Intervene twice on two separate low-durability group-mates, but this will use up 4 of your 5 points of Concentration.

Karmic Focus is a useful ability to keep on yourself, but it can also be used on others. The upside of having to decide who to use this on is that the ability lasts for about 2 minutes, while the reset time is only half that. You can Defend yourself just before a difficult fight, and feasibly be able to Defend someone else in a pinch during that fight.

Another option is to use Tranquil Blessing. This Concentration-based buff will cause whomever you cast it on to stand a lesser chance of getting monsters' attention.

Mend is a very nice heal, and can certainly help keep a party's overall efficiency up by allowing the Priest to cast one or two fewer heals once in a while. However, Mend is best saved for strategic moments where you absolutely need a heal on yourself or a groupmate to survive an encounter. The last thing you want is to get into a tough spot only to find your Mend button inactive.

MONK ABILITIES (TRANQUILITY SKILL)

Art	IL	Lvl	HO	Icon	Casting	Reset	Rad	Description
Mend	20		flex.arm		1.5 sec	5 min	-	Heals some of the target's hit points.
Silent Fist Kata (E)	20		-		1 sec	25 sec	-	"Members of our order must control their desires and temper their body and mind." - Master Makoto Shoda.
Tranquil Blessing	21		flex.arm		0.65 sec	5 min	-	Allows a Monk to bestow a lower hate active buff on an ally.
Sparkling Cobra	21.6		fist		3 sec	30 sec	5 m	A multi-enemy lightning damage attack.
Swooping Dragon	22		sword		1 sec	30 sec	-	Launches a flying kick at the Monk's target.
Hand Clap	22.6		horn		1 sec	30 sec	10 m	Increases hate towards the Monk and interrupts all enemies in an encounter.
Wisdom of Zephyl	23		flex.arm		2 sec	30 sec	25 m	Increases the offense of the group and increases the damage of the Monk.
Wind Walk	24		flex.arm		1 sec	30 sec	-	Allows a Monk to travel invisibly until the Monk is drained of Power.
Grappling Bear	24.6		sword		1 sec	30 sec	-	A lower damage attack that interrupts the enemy.
Break Through	25		boot		1 sec	15 sec	-	A medium damage kick attack that grants additional damage capability.
Plodding Tortoise	25.6		boot		1 sec	15 sec	-	A medium damage attack that can be used while stunned.
Face of the Mountain	26		flex.arm		3 sec	30 sec	-	Increases a Monk's armor and roots him in place.
Karmic Focus	26.6		flex.arm		1.5 sec	1 min	-	Increases parry and greatly increases deflection.
Rushing Bear	27		fist		0.65 sec	30 sec	-	Stuns the enemy for a moderate time.
Dragon Stance	28		flex.arm		1 sec	1.5 min	-	Increases your accuracy and damage and decreases your defense and armor.
Pouncing Tiger	29		sword		1 sec	10 sec	-	An extra attack that slightly decreases the Agility of the enemy.
Winter's Talon	30		flex.arm		1 sec	30 sec	-	Launches a flying kick that freezes the opponent on successful hit.
Sweeping Crane	30.6		flex.arm		3 sec	3 min	-	Sacrifices offense for increased defense and skill in tranquility.
Silent Threat	31		horn		1 sec	8 sec	-	Increases hate towards the Monk. This ability can be used while stifled.
Stumbling Boar	31.6		fist		1 sec	30 sec	-	A high damage attack that costs health.
Everburning Flame	32		flex.arm		0.85 sec	30 sec	-	Increases a Monk's attack rate at the cost of draining health.
Martial Discipline	32.6		flex.arm		3 sec	30 sec	-	Allows the Monk to shield their ally from attacks and increases their deflection skill.
Swooping Hawk	33		boot		0.65 sec	10 sec	-	An extra medium damage lightning attack.
Darting Sparrow	33.6		fist		1 sec	30 sec	-	Launches a flurry of attacks that have a chance to stun the enemy.
Compress	34		flex.arm		1.5 sec	5 min	-	Heals some of the target's hit points.
Swooping Eagle	35		fist		3 sec	30 sec	5 m	A medium damage multi-enemy attack.
Focus Energy	36		horn		1 sec	30 sec	10 m	Increases hate towards the Monk and grants an increase in the Monk's attack.
Diving Dragon	36.6		sword		1 sec	30 sec	-	Launches a flying kick at the Monk's target.
Quiet Purity	37		flex.arm		2 sec	30 sec	25 m	Increases the offense of the group and increases the mental resistance of the Monk.
Striking Cobra	38		sword		1 sec	30 sec	-	A lower damage attack that interrupts the enemy.
Sacrifice	38.6		flex.arm		3 sec	1.5 min	-	Allows a Monk to take damage instead of the target.
Biting Mantis	39		boot		1 sec	15 sec	-	A medium lightning damage kick attack that can be used while stunned.
Stone Stance	40		boot		3 sec	5 min	-	Holds the Monk in place while greatly reducing the damage taken.
Tiger Style (E)	40		-		1 sec	10 min	-	By channeling his inner chi, a Monk is able to take the form of a tiger to combat enemies.
Control Breathing	40.4		flex.arm		1.5 sec	1 min	-	Increases parry, deflection, and grants water-breathing.
Charging Tiger	41		fist		0.65 sec	30 sec	-	Stuns and has a chance of confusing the enemy.
Waking Dragon	43		sword		1 sec	10 sec	-	An extra attack that deals additional fire damage over time.
Spider Stance	44		flex.arm		2 sec	1.5 min	-	Increases your attack speed, deflection skill, and defense skill.
Winding Dragon	44.4		flex.arm		4 sec	3 min	-	Sacrifices some ability to hit the enemy for increased damage.
Icy Talon	44.8		flex.arm		1 sec	30 sec	-	Launches a flying kick that freezes the opponent on successful hit.
Infuriating Calm	45		horn		1 sec	8 sec	-	Increases hate towards the Monk, can be used while stifled, and lowers enemy damage.
Freezing Palm	45.6		fist		1 sec	30 sec	-	A high ice damage attack that costs health.
Transcendent Vision	46		flex.arm		3 sec	30 sec	-	Allows the Monk to shield their ally from attacks and increases their tranquility skill.
Everburning Fire	46.6		flex.arm		0.85 sec	30 sec	-	Increases a Monk's attack rate at the cost of draining health.
Diving Phoenix	47		boot		0.65 sec	10 sec	-	An extra heat damage attack.
Lunging Mongoose	47		fist		1 sec	30 sec	-	Launches a flurry of attacks that have a chance to stun the enemy.
Heal	48		flex.arm		1.5 sec	5 min	-	Heals some of the target's hit points.
Storming Hydra	49		fist		3 sec	30 sec	5 m	A multi-enemy lightning attack that grants the Monk increased Agility.
Agitate Spirit	50		horn		1 sec	30 sec	10 m	Increases hate towards the Monk and deals Power damage to all enemies in an encounter.
Flying Dragon	50		sword		1 sec	30 sec	-	Launches a flying kick at the Monk's target.
Radiance o. t, Silent Fist (E)	50		-		1 sec	10 min	-	It is said that the true masters of the Clan of the Silent Fist glow with an inner light.
Silent Fist	50		fist		1 sec	30 sec	-	A high damage attack that silences the target for a short time.



Why a Crusader?


1. Self buffs combined with the best armor for your level allow Crusaders to pull out of some close calls.
2. The ability to defend groupmates, and increase their defense, makes a Crusader a great addition to any group.
3. Being the one to grab and hold aggro makes a Crusader feel powerful.
4. Instant heals can often save your life, and your group's!
5. The choice of a two-handed weapon or weapon and shield brings enough variety to the class that even multiple Crusaders in a group means everyone is useful.
6. Flashy combat styles, instant heals, and short duration buffs allow the Crusader to always be doing something in combat.


If you enjoy being the one to stand your ground while the enemy beats on you, then a Crusader is the path for you. The challenge of getting, and holding, hate from a group of mobs can be thrilling. Knowing that you singlehandedly saved the poorly armored Mage in your group from certain death is reward enough for most Crusaders. Combining tactics of when to call evacuate vs. when to hold the fight and use your instant heals make the Crusader frequently the leader in the party, often second only to the Priest's Power bar.

Path of the Crusader

Path of the Crusader (Qeynos)


-  Talk to Master-At-Arms Dagorel in South Qeynos, near a fountain in the northeast section of town. Tell him you wish to be a Crusader.
-  Go to The Harbor Cache (instanced zone) in Qeynos Harbor. The Cache is found just southwest of the Clock of Ak"Anon.


-  Be prepared for battle when you first zone in, as you will immediately be attacked by two brigands. As you look for the hostages, ignore the cook who is in the upper left corner of the building. Travel up the stairs to the second floor and defeat the brigand at the end of the hall to free the hostages.


-  Return to Dagorel.


Reward. Dagorel's Crusader Chainmail (AGI +2, STR +3, DisR +8, MagR +5), Dagorel's Ring of Faith (STR +3, WIS +2, PP +15), promotion to Crusader


Path of the Crusader (Freeport)

-  Talk to Commandant Tychus in the Temple of War in North Freeport. Tell him you wish to be a Crusader.

-  Talk to Erasmo Crane in South Freeport, on the docks.

-  Enter the instanced zone in South Freeport.

-  Defeat all of the monsters within.

-  Return to Tychus.

Reward. Militia Crusader Chainmail (STR +3, WIS +2, DivR +7, MagR +5), Commandant's Ring of Conviction (STR +4, WIS +3), promotion to Crusader

Ability Highlights

Blessed Weapon. Blessed Weapon is a very good buff. It is a damage add that has the possibility of going off with each attack, and more damage means more killing, faster!

Righteous Blow. This is your first in a series of melee attacks that inflicts Divine damage. Often used in Heroic Opportunities starter chains, Righteous Blow quickly becomes your most frequently used style whether soloing or in group combat.

Demonstration of Faith. A very short duration (20 seconds or so) ward that prevents dam-

age to a groupmate, this spell is most useful when a less armored ally has accidentally gained the hate of a group of enemies. This is yet another ability that begins to bridge the gap between Fighter and Priest for the Crusader and its subclasses.

Unyielding Stance. This requires you to have a shield equipped. On a successful hit, the enemy is momentarily stunned, and when it comes to again, will hate the Crusader even more.

Cry of Conviction. An AoE (area-of-attack) damage art, this can easily be a lifesaver of your group. It reduces fight time, as monsters will die faster, and makes said monsters dislike you even more. Note that this ability is limited to six or fewer monsters of one encounter.

Power Cleave. The wound inflicted with this ability is so massive that an enemy will continue to bleed and suffer Health loss long after the initial wound. A Crusader's only DoT, this move makes a good opening to maximize the damage it does over the course of a combat. Also used to advance the same starter chain, it makes a good follow-up to a **Kick**.

Faithful Swing. This is a small Health tap that, on a successful hit, leeches some Hit Points from the target and gives them to the Crusader.

Knight's Stance. This sacrifices some offensive ability for defense and an increased chance to block. Most useful while grouped, it can also be used solo in combats where outlasting your opponent is more important than doing faster dam-





age. Using Power Cleave before activating Knight's Stance is a good idea; this way, your enemy is still taking a good amount of damage while you hunker down.

Offering of Armament. This transfers some of your AC rating to the target. This is a very good spell to use if your Priest or Mage start getting hammered.

Inflame. This is useful for pulling enemies off groupmates, as it quickly increases hate toward you.

Ancient Pledge. A cross between Demonstration of Faith and Offering of Armament, Ancient Pledge is a true example of how unselfish the Crusader class is. This ability allows you to shield your target from attacks and increases the defense of your shielded target.

Vigor of Trust. This grants Strength and Stamina to your target for a short time.

Combat Tactics

SOLO

Crusaders solo simply by outlasting their opponents. Their moderate damage ability means that it really is a case of survival of the fittest, because they will most likely not be doing more damage over time to their target than the target does to them. Solo combat falls into a pattern of Kick, a sword style, then Taunt, in order to maximize Heroic Opportunities. The sword style can

vary greatly, usually starting with a style that adds a wound, such as Power Cleave. Remembering to buff up before engaging in battle can often be the difference between pulling off a successful fight and lying dead on the ground.

GROUP

Crusaders tend to shine in a group more than solo. With a wide range of abilities to protect party members and pull aggro to themselves, Crusaders make the ultimate tank in a group. Being aware of who has aggro and needs to be protected is the Crusader's primary job in group combat. Ensuring that they are doing everything they can to keep aggro off Mages and Priests is also the role of the Crusader in the group, leaving others free to deal the damage.



CRUSADER ABILITIES (FAITH SKILL)

Art	IL	Lvl	HO	Icon	Casting	Reset	Rad	Description
Blessed Weapon	10		sword		3 sec	4 sec	-	Gives the Crusader a chance for Divine damage each melee attack.
Righteous Blow	11		sword		1 sec	20 sec	-	Melee attack that does Divine damage.
Demonstration of Faith	12		flex.arm		1 sec	15 sec	-	Wards (prevents Health damage to) a group member.
Righteous Anger	13		sword		1 sec	20 sec	-	Does instant Divine damage to the target opponent.
Unyielding Advance	13		fist		0.65 sec	30 sec	-	Requires a shield, stuns the enemy, and increases hate towards the Crusader.
Cry of Conviction	14		flex.arm		1 sec	30 sec	5 m	Does instant Divine damage to up to six valid targets within an area of effect around the Crusader.
Power Cleave	15		sword		1 sec	10 sec	-	A high damage attack that requires a two handed weapon.
Faithful Swing	15.6		sword		1 sec	10 sec	-	An extra attack that grants a small amount of hit points to the Crusader.
Knight's Stance	16		-		2.2 sec	3 min	-	Sacrifices offense for increased defense and greater chance to block.
Offering of Armament	17		-		1 sec	16 sec	-	Increases a group member's Armor Class at the cost of Armor Class from the Crusader.
Inflame	17.6		horn		1 sec	8 sec	-	Slightly increases hate towards the Crusader.
Ancient Pledge	18		flex.arm		3 sec	30 sec	-	Allows the Crusader to shield his allies from attacks and increases the defense of his shielded allies.
Vigor of Trust	19		flex.arm		3 sec	4 sec	-	Grants Strength and Stamina to the target party member.
Charge	19.6		boot		0.65 sec	10 sec	-	An extra medium damage attack that deals a brief knockdown stun.

Why a Paladin?

1. Paladins make very effective tanks; as any Sorcerer knows, magic is a great way to get a monster's attention, and the Paladin's magical attacks make for a great attention-grabber.
2. Walking tall and carrying a big hammer is intimidating and usually quite effective at getting the attention of foes.
3. Having your own line of self-buffs and heals makes solo combat much easier.
4. As stated above, the Paladin can heal himself ... this means you have the ability to turn a looming defeat into victory.
5. With your ability to wear Heavy Armor, you make a great tank that is capable of taking a lot of beatings.
6. Mixing magic and melee in combat means you always have something to be doing.

Why Not a Paladin?

1. Taunt doesn't work nearly as well as you'd like it to, especially when grouped with an overactive Mage or Priest.
2. Having to recast buffs before combat gets real old real fast.
3. Being out-damaged by a Rogue is enough to make even a grown man cry, and happens a lot.

Paladin ... the very word speaks of honor and justice. The Paladin is a hybrid subclass that can both fight and cast Priest-type spells, and while capable of both, the Paladin is expert at neither. This is not to say that a Paladin is weak — in fact the average Paladin is far, far from it. The ability to wear the heaviest armor and to use some of the bigger, nastier weapons, coupled with the heals and buffs, makes Paladins worthy of their heroic titles, whether soloing or in a group.

The Paladin's true calling in EQII isn't that of a front line fighter, skirmisher or damage dealer. Instead a Paladin is a tank, able to absorb damage that would make most warriors of similar ability faint. With damage mitigation, heavy armor and self buffs and heals, the Paladin is truly a force to be reckoned with. Granted, their ability

to damage an enemy is far lower than most other professions, even that of other melee professions. The Paladin's function is to outlast the enemy by sheer Health and durability. A solo Paladin's fight is akin to watching a destruction derby where two opponents hammer at each other until one of them is irreplaceably damaged. It's not fast — but highly entertaining. In a group, a Paladin's main role is to get the attention of the enemy fast and hold it on himself through the fight. Sometimes this even means holding the line while everyone else runs away, being the sacrificial hero that Paladins seem to love to be.

Path of the Paladin

☞ Talk to Delacar Mithanson, in North Qeynos on the steps of the Qeynos Palace.

☞ Kill 25 gnolls in Antonica or Blackburrow. Note that the gnomes must be of a level that cons green or higher to you; anything gray is not enough of a 'challenge' for Delacar.

☞ Return to Delacar.

☞ Rescue the villagers.

☞ Return to Delacar again.

Reward. Delacar's Sword of Honor (STA +5, STR +5), promotion to Paladin

Ability Highlights

Lay on Hands. This instant heal is a wonder to have when available, and will become your lifesaver both while soloing and in group situations where things are not going well. It has a very long re-use timer, however, you don't want it to be needed every combat. This is more a "get out of trouble free" card than a casual heal.

Oath Strike. When you hit with this combination ability and spell, you hit hard. A single target direct-damage ability, it also acts like a magical damage over time, combining the best of both worlds in one ability. Reuse timer is long enough, though, that you will probably only use it once per combat, so use it early to get the most out of it.

Devout Aid. A third instant heal, this spell comes at the cost of a significant amount of Power. Having the shortest of all the recast timers, it will be available almost constantly, but use it with caution so that you are not so drained of Power that you cannot use combat abilities.

Decree. Does instant Divine damage and interrupts the target and surrounding encounter members within the AoE. Very useful against spellcasting enemies.

Combat Tactics

SOLO

The difference between a victory and a defeat while soloing is often whether or not you remember to buff up before engaging the enemy. You have self-buffs for a reason; be sure to put them up before you go into battle.

GROUP

Here your buffs will be most useful if you think ahead and decide who should get what. Be careful about using Defend on the Priest in the group, as it means you will take extra damage should he get aggro. This leads to him having to heal you more often, building up more aggro, and thus making it all that much harder to taunt the enemy back to you. If you have a caster in the group, it is probably better to Defend her, and be ready to case Demonstration of Faith on the Priest should he gain aggro.

Heroic Opportunities are much more complex in a group than while soloing. Often chains will be started by the Scout or caster you are grouped with, but have to be advanced by one of your many abilities. By the time you reach Paladin levels, however, you should have a wide enough variety of abilities that you can use your styles and still be prepared to take advantage of an HO when it becomes available.

First and foremost in most groups your job will be to get and hold aggro as soon as possible. Often this means using your AE taunt spell (Shout), but you have to be careful when grouped with Mages who have crowd control ability. Nothing will

make your Mage madder than breaking her root or mesmerizing spell on a controlled enemy, so use Shout with caution. As Taunt and Shout are on separate recast timers, when in doubt you can always use Taunt on the targeted pulled mob and save the Shout spell for any who get away from the Mage.

One of the noblest sacrifices that a Paladin can make is to allow others to get away safely while suffering the defeat alone. As all who are grouped share experience debt when someone dies, it is better to let the majority of the group get away if the combat is turning sour, than for all to fall together — you suffer a fraction of the debt you would had everyone died. Hold

the Line is the ultimate ability for making just such a sacrifice. While you will be immobilized for the duration of the spell, you can still fight, but all aggro is pulled to you for the duration of the spell. When everyone else is safe, you can cancel the spell yourself and run like heck, or lie nobly face down in the dirt waiting for a revive.

PALADIN ABILITIES (DETERMINED FAITH SKILL)

Art	IL	Lvl	HO	Icon	Casting	Reset	Rad	Description
<i>Holy Steed (E)</i>	20		-		1 sec	10 min	-	A Paladin can summon a holy steed to his side.
<i>Lay on Hands</i>	20	flex.arm			0 sec	30 min	-	Replenishes Hlth instantly. Replenishment does not have a casting time, nor does it cost Power, but it has a long reset timer.
<i>Redemption</i>	21	horn			0 sec	21 sec	-	Grants the target a redemptive aura. Whenever the target accrues hate, some of that hate is transferred to the Paladin.
<i>Divine Wrath</i>	21.6	fist			3 sec	30 sec	5 m	A multi-enemy damage attack that slightly heals the Paladin's group.
<i>Blessed Aid</i>	22	flex.arm			2 sec	5 sec	-	Replenishes Health instantly.
<i>Blinding Light</i>	22.6	horn			1 sec	30 sec	10 m	Increases hate towards the Paladin and reduces divine resistance to all enemies in an encounter.
<i>Divine Inspiration</i>	23	flex.arm			2 sec	30 sec	25 m	Increases the offense of the group and transfers hate from all members to the Paladin.
<i>Smite Prayer</i>	23	horn			1 sec	30 sec	10 m	Increases hate towards the Paladin and decreases the divine resistance to all enemies in an encounter.
<i>Blessing of the Penitent</i>	24	flex.arm			2.2 sec	21 sec	-	Increases your maximum hit points.
<i>Glorious Weapon</i>	24.6	sword			3 sec	4 sec	-	Blesses the Paladin's weapon granting it a chance to deal divine damage.
<i>Divine Vengeance</i>	25.6	sword			1 sec	20 sec	-	Inflicts divine damage and grants the Paladin increased Strength.
<i>Penitent Sacrament</i>	26	flex.arm			1 sec	5 min	-	Consumes a penitent essence and heals the Paladin.
<i>Faithful Zeal</i>	26.6	flex.arm			1 sec	15 sec	-	wards a target group member and increases the Paladin's hate generation.
<i>Blinding Bash</i>	27	fist			0.65 sec	30 sec	-	Requires a shield and interrupts all enemies within an encounter.
<i>Omen of Battle</i>	27.6	sword			1 sec	20 sec	-	Inflicts divine damage and interrupts the enemy.
<i>Oath Strike</i>	28	sword			1 sec	30 sec	-	Melee attack that does Divine damage, and on a successful hit does Divine damage over time.
<i>Unyielding Conviction</i>	28.6	flex.arm			1 sec	30 sec	5 m	Inflicts divine damage at point blank area of effect. It can be cast while stunned.
<i>Blazing Faith</i>	29	sword			1 sec	30 sec	-	An extra attack that deals divine damage to the enemy.
<i>Holy Sunder</i>	29	sword			1 sec	10 sec	-	Requires a two handed weapon. Deals Slashing damage over time to the enemy and can be used while stunned.
<i>Prayer of Devotion</i>	30	flex.arm			1 sec	21 sec	15 m	Increases your party's Wisdom and Power.
<i>Shining Beacon</i>	30.6	flex.arm			2.2 sec	3 min	-	Sacrifices offense for increased defense and hate.
<i>Noble Tone</i>	31	horn			1 sec	8 sec	-	Irresistable hate increase towards the Paladin.
<i>Implacable Wrath</i>	32	sword			1 sec	20 sec	-	Inflicts divine damage over time.
<i>Aegis of Hope</i>	32.6	flex.arm			3 sec	30 sec	-	Allows the Paladin to shield their ally from attacks and increases the chance for the Paladin to shield block.
<i>Vengeance</i>	33	boot			0.65 sec	10 sec	-	An extra medium damage attack that lowers resistance to Crushing attacks.
<i>Pious Belief</i>	33.6	flex.arm			3 sec	4 sec	-	Increases Strength, Stamina, and Wisdom.
<i>Virtuous Touch</i>	34	flex.arm			0 sec	30 min	-	Replenishes Health instantly. Replenishment does not have casting time, nor does it cost Power, but it has a long reset timer.
<i>Flatedge Twirl</i>	35	fist			3 sec	30 sec	5 m	A Crushing damage multi-enemy attack.
<i>Devout Aid</i>	36.6	flex.arm			2 sec	5 sec	-	Replenishes Health instantly.
<i>Call to Glory</i>	37	flex.arm			2 sec	30 sec	25 m	Increases the offense of the group, transfers some of the group hate, and increases the damage of the Paladin.
<i>Righteous Cause</i>	38	sword			3 sec	4 sec	-	Grants the Paladin a chance to strike opponents with a divine bolt and stun them.
<i>Blessing of the Devout</i>	38.6	flex.arm			2.2 sec	21 sec	-	Increases your maximum hit points.
<i>Shatter Will</i>	39	sword			1 sec	20 sec	-	Inflicts divine damage, decreases Wisdom of the target, and grants the Paladin increased Strength.
<i>Refusal of Grace</i>	40	fist			1 sec	20 sec	-	Inflicts massive divine damage.
<i>Summon Squire (E)</i>	40	-			10 sec	20 min	-	Summons a dutiful squire to the Paladin's side.
<i>Display of Devotion</i>	40.4	flex.arm			1 sec	15 sec	-	wards a target group member and increases the Paladin's hate generation.
<i>Devout Sacrament</i>	40.8	flex.arm			3 sec	5 min	-	wards a target group member and increases the Paladin's hate generation.
<i>Courageous Dash</i>	41	fist			0.65 sec	30 sec	-	Requires a shield, stuns the enemy and slightly increases hate towards the Paladin.
<i>Divine Judgment</i>	41.6	sword			1 sec	20 sec	-	Inflicts divine damage and interrupts the enemy from an extended range.
<i>Ancient Wrath</i>	42.6	flex.arm			1 sec	30 sec	5 m	An attack that can be used while stunned, causes Slashing damage over time, and has a chance for an area of effect stun.
<i>Sworn Strike</i>	42.6	sword			1 sec	30 sec	-	Melee attack that does Divine damage, and on a successful hit does Divine damage over time.
<i>Condemnation</i>	43	sword			1 sec	10 sec	-	Extra attack that decreases the enemy Slashing and Crushing resistance.
<i>Judgment Strike</i>	43	sword			1 sec	10 sec	-	Requires two handed weapon. Deals Slashing damage over time with chance to area-effect stun. Can be used while stunned.
<i>Elixir of Resuscitation</i>	44	flex.arm			5 sec	15 sec	-	Resurrects a dead target (Caster cannot be directly engaged in combat).
<i>Benediction</i>	44.4	flex.arm			2.2 sec	3 min	-	Sacrifices offense for greater defense and a divine increase in armor class.
<i>Prayer of Conviction</i>	44.8	flex.arm			1 sec	21 sec	15 m	Increases your party's Wisdom and Power.
<i>Clarion Call</i>	45	horn			1 sec	8 sec	-	Irresistable, longer range hate increasing combat art.
<i>Unwavering Faith</i>	46	flex.arm			3 sec	30 sec	-	Allows the Paladin to shield their ally from attacks and increases the chance for their shielded ally to parry attacks.
<i>Unyielding Wrath</i>	46.6	sword			1 sec	20 sec	-	Inflicts divine damage over time.
<i>Blessed Rush</i>	47	boot			0.65 sec	10 sec	-	An extra medium damage attack that reduces Agility and Crushing resistance.
<i>Crusade</i>	47.6	flex.arm			3 sec	4 sec	-	Increases Strength, Stamina, and Wisdom and cannot be dispelled.
<i>Divine Touch</i>	48	flex.arm			0 sec	30 min	-	Replenishes Health instantly. Replenishment does not have casting time, nor does it cost Power, but it has a long reset timer.
<i>Holy Symbol</i>	49	fist			3 sec	30 sec	5 m	A multi-enemy Crushing attack which increases the hate towards the Paladin.
<i>Decree</i>	50	horn			2 sec	15 sec	15 m	Does instant Divine damage and interrupts the target and surrounding encounter members within the area of effect.
<i>Hand of Bayle (E)</i>	50	-			1 sec	10 min	-	Covers the Paladin's hand with a holy light.
<i>Pious Aid</i>	50	flex.arm			2 sec	5 sec	-	Replenishes Health instantly.
<i>Zealous Preaching</i>	50	horn			1 sec	30 sec	10 m	Increases hate towards the Paladin from all enemies in an encounter for a low Power cost.

By Gnish

Why a Shadowknight?

1. Up until this point you have been the most defensive of Fighters: a Crusader. While you are still quite defensive, the Shadowknight takes a slight shift, giving you a lot more damage power and several debuffs, damage-over-time spells (DoTs), and lifetaps.

2. This doesn't mean you lose tanking power at all! On the other hand, Shadowknights receive the ability to wear heavy armor, a huge plus to their defense. Mid-twenties you also receive the ability to use Kite Shields, the most effective of shields, and if this isn't enough, you will receive an ability that sacrifices offense for even more defense.

3. Shadowknights are one of the few professions that can inflict damage via spells or weapons. They can cast DoTs, provide a group lifetap, transfer AC to groupmates and make a groupmate appear dead to mobs that are beating on her. A couple of buffs for the group are also at your disposal. Lastly, since SKs can use shields, they have a couple combat arts that allow them to stun or even knock down an opponent.

4. Why pay gold for what you can get free? Shadowknights get a spell called Unholy Steed. This ability summons a horse ... perhaps not the fanciest, but as they say, don't look a gift horse in the mouth.

Shadowknights are Crusaders of the purest evil, who live to inflict fear, hate and despair on all that dare to cross their path. With heavy debuffs and lots of defense, Shadowknights are one of the hardest-to-hurt professions in the game. While defense is their primary focus and thus most concern should be given to armor, a Shadowknight with a good weapon can inflict a fair amount of damage on their enemy.

Path of the Shadowknight

- ☞ Talk to Captain Monariva in West Freeport, on the second floor of the Freeport Militia House.
- ☞ Kill a dervish go-between in the Commonlands; they run along the northwest edge of the zone.
- ☞ Return to Monariva.
- ☞ Head to the Serpent Sewers to find the Storage Room instanced zone; it's in one of the far east tunnels.
- ☞ Kill the Dervish within this zone; focus on the Kingpin at first, as he hits the hardest.
- ☞ Return to Monariva again.

REWARD. Shadowblade of Zeal (INT +4, STR +6), promotion to Shadowknight

Ability Highlights

Harm Touch. The extent of the Shadowknight's evilness is such that you can inflict immediate Disease damage. There is no casting time associated with this ability and it does about 250 at Level 20 with a 30-minute recast time. As you in power, so does this ability's damage.

Graven Embrace. This causes an ally to appear to die, often causing monsters to ignore that ally and attack other members of your party. This ability is perfect for helping out that Priest or Mage who is getting pummeled.

Shriek of Terror. Shriek of Terror increases hate towards the Shadowknight and decreases the Disease resistance of all targets in an encounter. Good for pulling hate and keeping it there.

Infernal Pact. This wards a target groupmate and grants a chance to life tap foes. When you're in a group, this ability is most helpful on meleers (so they get the life tap), especially Scout types as they hit

quickly and thus have more chances to lifetap. Lifetaps, although small, could be the lifesaver in close fights.

Lucan's Pact. Lucan's Pact sacrifices offense for increased defense, resistances and undead form. Not only does this spell help you tank, but you get to do so in skeleton form!

Evasive Maneuvers. Shields your target from attacks. Great for those times your Priest goes linkdead, or dead!

Shadowy Elusion. This is yet another spell that helps keep your group safe. This ability transports the party members within range to the nearest designated safe spot for the current adventuring area.

Combat Tactics

SOLO

Shadowknights are effective soloers. They are definitely not the fastest DPS around, but with their high defense they will wear an enemy down over time. Always have your self-buffs up (Vigor of Trust, Demonstration of Faith, Blessed Weapon). Since you have high defense to begin with, you might avoid the Knight's Stance spell, which provides additional defense at the cost of offense. Since you're solo, you want all the offense you can get. A great way to get this is of course through your sword, spells and Heroic Opportunities. Start your fight by casting your HO starter, then one of your sword spells (Power Cleave/Faithful swing), then your nuke to complete your chain (Righteous Anger, for instance). Also use your kick and shield attacks (Unyielding Advance or Charge).

GROUP

Shadowknights make good main tanks and party members. When you're in a group, provide your group buffs. Since you can also give defense to a groupmate, consider this too for the Priest or Mage who will potentially take damage during

your fights. Depending on the mobs you're fighting, it might also be good to go ahead and use your Knight's Stance, as that will increase your defense and thus reduce the damage you take (and increase the Priest's Power since she won't need to

heal you as much). Keep your aggro-generating spells up as well, so that if you're the main tank, you keep the mob focused on you. You also want to keep your Graven Embrace spell handy to help out your Mage/Priest as well. This spell will

make them appear dead and thus pull the mob off of them. Save your Harm Touch for dire need, as you never know when that one big nuke might save the group.

SHADOWKNIGHT ABILITIES (DETERMINED ZEAL SKILL)

Art	IL Lvl	HO Icon	Casting	Reset	Rad	Description
<i>Harm Touch</i>	20	fist	0 sec	30 min	-	Does instant Disease damage to the target. This damage does not have a casting time, nor does it cost Power.
<i>Unholy Steed (E)</i>	20	-	5 sec	0 sec	-	A shadow knight can summon an unholy steed to his side.
<i>Graven Embrace</i>	21	flex.arm	1 sec	5 min	-	Causes an ally to temporarily die, often causing NPCs to ignore that ally and attack other members of your party.
<i>Sickening Decay</i>	21.6	fist	3 sec	30 sec	5 m	A multi-enemy disease damage attack.
<i>Grim Coil</i>	22	sword	0 sec	0 sec	-	Does Disease damage over time.
<i>Decree of Decay</i>	22.6	horn	1 sec	30 sec	10 m	Increases hate and curses all enemies with a lifetap shield.
<i>Shriek of Terror</i>	23	horn	1 sec	30 sec	10 m	Increases hate towards the Shadowknight and decreases the disease resistance of all enemies in an encounter.
<i>Unholy Order</i>	23	flex.arm	2 sec	30 sec	25 m	Increases the offense and disease resistance of the group.
<i>Tainted Caress</i>	24	flex.arm	1 sec	20 sec	-	Sends a deathly essence to cage your target. Sometimes a fragment of its soul is drawn to anyone that damages it.
<i>Grim Harbinger</i>	24.6	sword	3 sec	4 sec	-	Curses the Shadowknight's weapon causing it to sometimes deal disease damage.
<i>Fetid Grasp</i>	25	sword	1 sec	20 sec	-	Inflicts disease damage.
<i>Tainted Sacrament</i>	26	flex.arm	3 sec	30 sec	-	Drags the souls of your victims from their final place of rest. They briefly fight for you and then disappear into nothingness. A Shadowknight must have a tainted essence to use this spell.
<i>Infernal Pact</i>	26.6	flex.arm	1 sec	15 sec	-	Wards a target group member and grants a chance to lifetap foes.
<i>Decrepit Slam</i>	27	fist	0.65 sec	30 sec	-	Requires a shield, stuns the enemy, and deals disease damage.
<i>Condemning Spirit</i>	27.6	sword	1 sec	20 sec	-	Inflicts disease damage.
<i>Consume Vitae</i>	28	sword	3 sec	10 sec	-	Does instant Disease damage to the target, and returns a portion of this damage as Health replenishment to the caster.
<i>Cruel Intent</i>	28.6	flex.arm	1 sec	30 sec	5 m	Inflicts area of effect disease damage instantly then Slashing damage over time.
<i>Painbringer</i>	29	sword	1 sec	10 sec	-	An extra attack that slightly decreases the Strength of the enemy.
<i>Sorrow</i>	29	sword	1 sec	10 sec	-	Requires two handed weapon. Deals Slashing damage over time to the enemy and releases an area of effect disease attack.
<i>Draw Strength</i>	30	fist	1 sec	30 sec	-	Draws Strength from your target and grants you some of its Strength.
<i>Lucan's Pact</i>	30.6	flex.arm	2.2 sec	3 min	-	Sacrifices offense for increased defense, resistances, and undead form.
<i>Disease Cloud</i>	31	horn	1 sec	8 sec	-	Increases hate and has an additional disease damage over time effect.
<i>Grim Sword</i>	32	sword	1 sec	20 sec	-	Launches an extra attack that focuses death and decay on your weapon. A successful hit deals disease damage to your target.
<i>Evasive Maneuvers</i>	32.6	-	3 sec	30 sec	-	Allows the Shadowknight to shield their ally from attacks and increases the parry skill.
<i>Spiked Boot</i>	33	boot	0.65 sec	10 sec	-	An extra medium damage Piercing attack.
<i>Contract of Shadows</i>	33.6	flex.arm	3 sec	4 sec	-	Increases Strength, Stamina, and Agility.
<i>Malefic Touch</i>	34	fist	0 sec	30 min	-	Does instant Disease damage to the target. This damage does not have a casting time, nor does it cost Power.
<i>Swarming Spirits</i>	35	fist	3 sec	30 sec	5 m	A multi-enemy lifetap.
<i>Vile Coil</i>	36.6	sword	0 sec	0 sec	-	Does Disease damage over time.
<i>Insatiable Hunger</i>	37	flex.arm	2 sec	30 sec	25 m	Increases the offense of the group and grants all members a chance to lifetap with each attack.
<i>Unholy Aura</i>	38	sword	3 sec	4 sec	-	Surrounds Shadowknight in an unholy aura, granting some Strength and sometimes striking enemies with disease damage.
<i>Cursed Caress</i>	38.6	flex.arm	1 sec	20 sec	-	Sends a deathly essence to cage your target. Sometimes a fragment of its soul is drawn to anyone that damages it.
<i>Baleful Smite</i>	39	sword	1 sec	20 sec	10 m	Inflicts disease damage and inflicts additional disease damage to the target's companions.
<i>Dreadful Wrath</i>	40	fist	1 sec	10 sec	-	A high damage attack that slows the movement of the enemy.
<i>Summon Squire (E)</i>	40	-	10 sec	20 min	-	Summons a willing squire to the shadow knight's side.
<i>Unholy Blessing</i>	40.4	flex.arm	1 sec	15 sec	-	wards a target group member and increases damage capability.
<i>Cursed Sacrament</i>	40.8	flex.arm	3 sec	30 sec	-	Drags the souls of your victims from their final place of rest. They briefly fight for you and then disappear into nothingness. A Shadowknight must have a cursed essence to use this spell.
<i>Destructive Slam</i>	41	fist	0.65 sec	30 sec	-	Requires a shield, stuns and stifles the enemy for a short time.
<i>Sickening Anger</i>	41.6	sword	1 sec	20 sec	-	Inflicts disease damage.
<i>Devour Vitae</i>	42	sword	3 sec	10 sec	-	Does instant Disease damage to the target, and returns a portion of this damage as Health replenishment to the caster.
<i>Unending Pain</i>	42.6	flex.arm	1 sec	30 sec	5 m	Inflicts area of effect disease damage and then Slashing damage over time, while decreasing enemy Agility.
<i>Pariah's Mark</i>	43	sword	1 sec	10 sec	-	An extra attack that increases the hate towards the Shadowknight.
<i>Shadowy Elusion</i>	44	boot	5 sec	15 min	10 m	Transports the party members within range to the nearest designated safe spot for the current adventuring area.
<i>Malevolent Circle</i>	44.4	-	2.2 sec	3 min	-	Sacrifices offense for increased defense and a disease based increase in armor class.
<i>Siphon Strength</i>	44.8	fist	1 sec	30 sec	-	Draws Strength from your target and grants you some of its Strength.
<i>Insidious Whisper</i>	45	horn	1 sec	8 sec	-	Increases hate towards Shadowknight, deals disease damage over time, and lowers the attack rating of the enemy opponent.
<i>Calculated Evasion</i>	46	-	3 sec	30 sec	-	Allows the Shadowknight to shield their ally from attacks and increases the Agility of the Shadowknight.
<i>Plague Sword</i>	46.6	sword	1 sec	20 sec	-	Launches an extra attack that focuses death and decay on your weapon. A successful hit deals disease damage to your target.
<i>Soulrend</i>	47	boot	0.65 sec	10 sec	-	An extra medium damage attack that reduces Wisdom.
<i>Unholy Strength</i>	47.6	flex.arm	3 sec	4 sec	-	Increases Strength, Stamina, and Agility.
<i>Ruinous Touch</i>	48	fist	0 sec	30 min	-	Does instant Disease damage to the target. This damage does not have a casting time, nor does it cost Power.
<i>Death Cloud</i>	49	fist	3 sec	30 sec	5 m	A multi-enemy disease attack which damages all enemies hit over time.
<i>Blasphemy</i>	50	horn	1 sec	30 sec	10 m	Increases hate towards the Shadowknight and deals a small amount of divine damage to all enemies in an encounter.
<i>Despoiling Mist</i>	50	fist	1 sec	21 sec	15 m	Decreases Armor Class on the target and surrounding encounter members within the area of effect.
<i>Hand of Lucan (E)</i>	50	-	1 sec	10 min	-	Covers the shadow knight's hand with an unholy light.
<i>Wicked Coil</i>	50	sword	0 sec	0 sec	-	Does Disease damage over time.

Why a Warrior?

1. You can use almost any weapon. Other professions are limited in weapon selection, but not the Warrior. When you get tired of hacking at enemies with your sword, try picking up an axe, polearm, flail, hammer, mace, staff or spear. If you get tired of using a one-handed weapon with shield, try picking up some dual wield weapons! And if that gets old, you'll have no trouble swinging the many massive two-handed weapons you can purchase or quest for. Norrath offers an abundance of weapons in all shapes and sizes, and only the Warrior is truly prepared to savor that bounty.
2. No other class is better equipped to "pull" enemies than Warrior. The Warrior can equip a bow to reel in monsters from long range. While the Brawler can equip throwing weapons, those lack the range of the bow; and the Crusader has no options for ranged weapons at all. While arrows can be expensive, the Warrior will find the bow to be an incredible tool in combat, and the initial damage it deals is quite impressive as well.
3. Because spells are for sissies! The true Hero relies on the steel in his hand and the armor on his back. (Plus a few Combat Arts.)
4. While Crusaders and Brawlers can both use the taunts inherited from the Fighter archetype, the Warrior gets several new taunts that make him the master of keeping enemies focused on him and not on other party members. This makes the Warrior a great addition to any group.
5. The Warrior is a self-sufficient tank capable of going toe-to-toe with very tough foes, and this makes Warrior a great class to play if you enjoy soloing.
6. The Warrior is in many ways a balance between Crusader and Brawler, so if you aren't sure which way to go from Fighter, Warrior is a good

default choice. While the Warrior won't deal out as much damage as the Brawler, he will give more than the Crusader. And while his defensive abilities are limited next to the Divine Might of the Crusader, they are superior to the Brawler.

Why Not a Warrior?

1. Managing the aggression ("aggro") of the enemy in a group is a stressful experience. All the casters, Priests and Scout-types are relying on you to keep them alive, yet their spells always seem to stir the ire of the enemy. There's rarely time to take it easy during combat as a Warrior.
2. The Warrior does not deal a whole lot of damage. The Scout and Mage archetypes are far more effective offensively. If you want to kill things fast, you're not going to do it as a Warrior.

Warrior Quests

Speak with Dagorel, the Master-at-Arms in Qeynos South. If you have enough levels, he will send you out to learn the differences between Crusader, Brawler and Warrior. Once you have chosen, you must test your mettle against the ferocious beasts of the Arena in North Qeynos.

Path of the Warrior (Qeynos)

- ☞ Talk to Dagorel in South Qeynos, near the fountain in the northeast section of town. Select Warrior as your choice of profession.
- ☞ Go to the Arena, an instanced zone in North Qeynos, and prove your mettle as a Warrior by defeating the wild beasts there in gladiatorial combat. The Arena is the long building (visible on the map) on the south side of town. Enter it and defeat 2 bears and 3 lions.
- ☞ Return to Dagorel.

Reward. Dagorel's Ring of Might (AGI +2, STR +3, HP +15), Dagorel's Warrior Chainmail (AGI +2, STR +3, DisR +8, MagR +5), promotion to Warrior

Warrior Quests

Path of the Warrior (Freeport)

- ☞ Talk to Commandant Tychus in the Temple of War in North Freeport; select the Warrior option when he asks which class you wish to be.
- ☞ Talk to Bargiss Ranlor, in the Jade Tiger's Inn in North Freeport.
- ☞ Follow Bargiss Ranlor to the entrance to the instanced zone.
- ☞ Kill all the monsters in the instanced zone.
- ☞ Return to Tychus.

Reward. Commandant's Ring of Might (STA +3, STR +4) and Militia Warrior Chainmail (STA +2, STR +3, MagR +5, PoisR +9), promotion to Warrior

Ability Highlights

Taunting Blow. This deals out average damage and also taunts the enemy. While it won't make your enemies as angry as Taunt or Shout, it can work well in tandem with those abilities to assure that the enemy who is attacking your groups' Priest or Mage changes focus back to you quickly. Having that extra taunt gives the Warrior a slight edge over his brethren Crusader and Brawler, in terms of drawing aggression.

Rallying Cry. This is a 3-minute attack ability buff for your group, which also taunts the enemy. Use it liberally, as it has a relatively fast cast time and is a more effective taunt than Taunting Blow!

Wound. This deals out a fair amount of Slashing damage initially, and then continues to deal damage for several rounds of combat thereafter. An indispensable part of every Warrior's repertoire!

Hold the Line. Perhaps no other ability better defines the group role of the Warrior. Hold the Line locks you in place where you stand, and remains active until you cancel it. As you make successful attacks on the enemy, this ability will function as a continual taunt to all enemies in the encounter. Hold the Line is absolutely vital to keeping multiple enemies focused on you for extended periods of time. If you use it properly, you will be able to keep total control of encounters, and your group will adore you!

Soldier's Stance. As the party's tank, you will sometimes find that the Priests in the group have a hard time keeping up with the amount of damage being dealt to you. If you find your Health often slipping uncomfortably into the red, it may be time to apply Guarded Stance. Using 3 concentration points, Guarded Stance will increase your defense while reducing your offensive output. This is an important and often overlooked ability — use it wisely.

Concussion. This deals out some nice damage, and also reduces the Power pool of an enemy. Use it liberally on enemy spell casters, especially Priests!

Combat Tactics

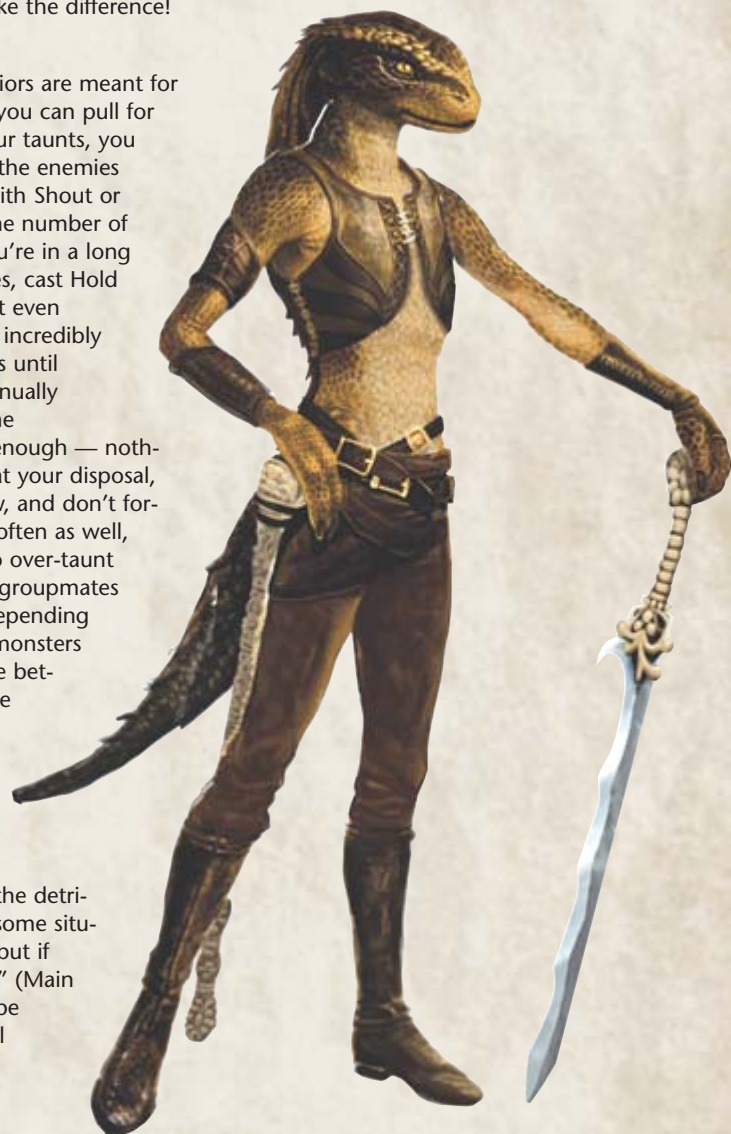
SOLO

Warriors make great soloers. Buff yourself with Call to Arms before fights. Use a bow to pull enemies, especially in crowded areas with lots of aggressive enemies, or against tougher foes to get that extra bit of damage in from long range. Always keep your eye on Kick and use it whenever it becomes available. If the fight is very

close, buff yourself mid-fight with Toughness. Though it doesn't last long, it casts fast and it can make the difference!

GROUP

Soloing is fun, but Warriors are meant for grouping! With a bow, you can pull for the group, and with your taunts, you should be able to keep the enemies focused on you. Start with Shout or Anger, depending on the number of foes you're facing. If you're in a long fight with many enemies, cast Hold the Line before the fight even begins. Hold the Line is incredibly valuable, because it lasts until canceled, and will continually taunt every enemy in the encounter. But it's not enough — nothing is! Use every taunt at your disposal, including Taunting Blow, and don't forget to use Rallying Cry often as well, to keep aggro. Better to over-taunt than under-taunt. Your groupmates will vary their actions depending on how well you keep monsters focused on yourself. The better you do, the more the Sorcerer can cast his damage spells, and the more the Rogue can use his positional abilities. It's tempting to just lay on the damage dealing abilities to the detriment of taunts, and in some situations this is advisable, but if you're the group's "MT" (Main Tank), taunting should be your primary focus at all times.



WARRIOR ABILITIES (TACTICS SKILL)

Art	IL	Lvl	HO	Icon	Casting	Reset	Rad	Description
Taunting Blow	10		fist		1 sec	10 sec	-	A special attack that increases your hate level with the target.
Mangle	11		sword		1 sec	10 sec	-	Deals some damage and decreases target's attack techniques on successful hit.
Rallying Cry	12		flex.arm		3 sec	1 min	25 m	Increases your party's physical defense against Slashing, Piercing, and Crushing attacks.
Shield Bash	13		flex.arm		0.65 sec	30 sec	-	Requires a shield and stuns the enemy.
Hunker Down	13.6		flex.arm		1 sec	1 min	-	Increases defense but decreases attack rate and threat level.
Wound	14		sword		1 sec	20 sec	-	An extra attack that deals Slashing damage over time.
Hold the Line	15		horn		1 sec	30 sec	-	Immobilizes Fighter and each successful hit generates hate for the entire encounter. Cancel at any time to remove the effect.
Forced Swing	15.6		sword		1 sec	10 sec	-	An extra attack that can be used even while stunned.
Soldier's Stance	16		-		2.2 sec	3 min	-	Sacrifices offense for increased defense and chance to parry.
Concussion	17		sword		1 sec	20 sec	-	Deals Crushing damage and drains some Power on a successful hit.
Anger	17.6		horn		1 sec	8 sec	-	Ranged taunt that increases the hate towards the Warrior.
Stand Firm	18		flex.arm		3 sec	30 sec	-	Allows the Warrior to shield their allies from attacks.
Battle Tactics	19		flex.arm		3 sec	1 min	25 m	This ability increases the hit points of your party.
Knee break	19.6		boot		0.65 sec	10 sec	-	An extra medium damage attack that interrupts combat actions.

Why a Berserker?

1. Berserkers deal great melee damage while still playing the tank role for groups.
2. Berserkers get many attack buffs that raise their damage in combat.
3. Berserkers have great group skills augmenting defense, damage per second (DPS), Health, speed and Strength.
4. Berserkers get nice area-of-effect attacks.

Berserkers are chaotic warriors who inflict heavy damage with all manner of weapons. Their furious attacks overwhelm their opponents, whom they show no mercy. Playing a Berserker is the best of both worlds: heavy melee damage and the ability to take the hits. You are also able to use almost all weapon and armor types, making you very versatile and flexible.

Path of the Berserker

- Talk to Captain Monariva, on the second story of the Freeport Militia House in West Freeport.
- Kill a Dervish go-between in the southwest Commonlands near the Dervish cutthroat tents.
- Return to Monariva; choose to be a Berserker.
- Head to the Serpent Sewers to find the Storage Room instanced zone; it's in one of the far east tunnels.
- Kill everything in the instanced zone (except Vylo, of course!).
- Return to Monariva.

Reward. Jagged Blade of the Berserker (AGI +4, STR +6), promotion to Berserker

Ability Highlights

Focus Rage. Focuses damage taken into a rage that will sometimes cause a berserk state. When berserk, a Berserker loses some defense, but gains a large amount of damage and a faster attack rate. In addition, the Berserker may use certain combat arts that require the berserk state.

Furious Onslaught. An area-of-effect attack that damages enemies near you. It's a great way to gather hate off other groupmates, but remember not to use this when you have mobs mezzed during the battle.

Sunder. Increases hate towards the Berserker and does a knockdown to all targets in an encounter.

Stunning Cry. A shout that releases the Berserker's anger in a stunning cry. It stuns enemies within the area of effect. It can only be activated when berserk.

Tides of War. Tides of War increases the offense of the Berserker's group and increases the attack speed of the berserker.

Frenzy. Attacks a single target 3 times. It can only be activated when berserk.

Vehemence. Vehemence allows the Berserker to shield his target from attacks.

Combat Tactics

SOLO

The Berserker is not the best at soloing because, while a good damage dealer and a good tank, the Berserker is the best of neither world. Although you're at a disadvantage relative to other melee professions when it comes to solo, you can and will solo — but you need to learn all of the strengths of your subclass. Using your Heroic Opportunities (HO) as often as possible to add to your damage output is critical to your success. Open with ranged attacks and plan your blows with your HO in mind as you attack.



Make sure your self-buffs (Call to Arms, Rallying Cry, Battle Tactics) are always on you and keep Toughness handy for those times a fight turns bad. Since you cannot heal yourself, make sure you always enter a fight knowing how many mobs will be attending as well as your exit strategy, just in case.

GROUP

Grouping for the Berserker is the way to go. You can pick damage dealer or tank as the role to play and do both very well. Always use Intervene on your Priest to take some of his blows. Your DPS is well balanced with your Health and defense,

giving you an edge many other melee types do not own. Dive into the fray and show the monsters your Fury and Rage. Blow after blow, you have the ability to devastate your foes with any combination of abilities. Building hate with each blow, it is an easy task to switch from damage dealer to tank if needed.

BERSERKER ABILITIES (BERSERK SKILL)

Art	IL Lvl	HO Icon	Casting	Reset	Rad	Description
<i>Focus Rage</i>	20	flex.arm	3 sec	12 sec	-	Focuses damage taken into a rage that can cause a berserk state. When berserk, a Berserker loses some defense, but gains increased damage and attack rate. In addition, the Berserker may use certain combat arts that require the berserk state.
<i>Fury of Fire (E)</i>	20	-	1 sec	1 min	-	In times of intense stress, a Berserker's Fury can often show through bursts of flame.
<i>Blood Rage</i>	21	flex.arm	0.85 sec	10 sec	-	Sends Berserker into frenzy while draining Health. His melee hits may cause him to perform a swinging area of effect attack.
<i>Furious Onslaught</i>	21.6	fist	3 sec	30 sec	5 m	A multi-enemy attack that also grants a chance to berserk.
<i>Fury</i>	22	fist	1.9 sec	1.5 min	-	Allows a chance to counter attack each time the Berserker is hit.
<i>Enrage</i>	22.6	horn	1 sec	30 sec	10 m	Increases hate towards the Berserker and grants the Berserker a chance to go berserk.
<i>Bloodlust</i>	23	flex.arm	2 sec	30 sec	25 m	Increases the offense of the group and grants a chance to berserk when any member of the group is hit.
<i>Sunder</i>	23	horn	1 sec	30 sec	10 m	Increases hate towards the Berserker and deals a knockdown to all enemies in an encounter.
<i>Battle Chant</i>	24	fist	0.85 sec	30 sec	25 m	A raucous chant that increases the party's Strength.
<i>Raging Strike</i>	24.6	fist	1 sec	10 sec	-	Reduces damage slightly while granting a chance to berserk with each hit.
<i>Maul</i>	25.6	sword	1 sec	10 sec	-	An extra attack that lowers the offense of the enemy and deals an interrupt.
<i>Stifled Rage</i>	26	fist	2.2 sec	30 sec	25 m	Decreases attack rate and increases defense.
<i>Havoc</i>	26.6	flex.arm	3 sec	1 min	25 m	Increases the group armor class and grants an increase in Strength.
<i>Press</i>	27	fist	0.65 sec	30 sec	-	Requires a shield, stuns and decreases the offense of the enemy.
<i>Berserker Barrage</i>	28	sword	2 sec	40 sec	5 m	Attacks creatures to the front and side of the Berserker.
<i>Vicious Blow</i>	28.6	sword	1 sec	20 sec	-	Deals Slashing damage over time and grants a chance to berserk on each hit.
<i>Coup de Grace</i>	29	sword	1 sec	10 sec	-	An extra attack that grants a short berserk after the death of the enemy.
<i>Weapon Shield</i>	30	fist	2.2 sec	30 sec	-	Increases parry skill.
<i>Reckless Stance</i>	30.6	-	2.2 sec	3 min	-	Slightly sacrifices offense for increased defense.
<i>Mad Cry</i>	31	horn	1 sec	8 sec	-	Increases hate towards the Berserker and interrupts opponents.
<i>Furious Rush</i>	31.6	sword	1 sec	20 sec	-	Deals Power damage over time and interrupts the enemy.
<i>Stunning Cry</i>	32	fist	1 sec	1 min	10 m	A shout that releases the Berserker's anger in a stunning cry. It stuns all enemies of a linked encounter.
<i>Infuriation</i>	32.6	flex.arm	3 sec	30 sec	-	Allows the Berserker to shield their ally from attacks and grants a chance to berserk.
<i>Stomp</i>	33	boot	0.65 sec	10 sec	5 m	An extra multi-enemy damage attack.
<i>Screaming Fury</i>	33.6	flex.arm	3 sec	1 min	25 m	Increases hit points and attack speed.
<i>Rage</i>	34	flex.arm	0 sec	1.5 min	-	Increases attack speed and damage capability for a short time.
<i>Whirlwind</i>	35	fist	3 sec	30 sec	5 m	A multi-enemy attack that knocks back any opponent struck.
<i>Greater Fury</i>	36.6	flex.arm	3 sec	1.5 min	-	Allows a chance to counter attack each time the Berserker is hit.
<i>Tides of War</i>	37	flex.arm	2 sec	30 sec	25 m	Increases the offense of the group and increases the attack speed of the Berserker.
<i>Promise of Violence</i>	38	fist	1 sec	10 sec	-	An extra attack it has a chance to cause the Berserker to go berserk on a successful hit.
<i>War Chant</i>	38.6	fist	0.85 sec	30 sec	25 m	A raucous chant that increases the party's Strength.
<i>Relentless Battering</i>	39	sword	1 sec	10 sec	-	An extra attack that lowers the offense, defense, and interrupts the enemy.
<i>Form o. t. Furious Bear (E)</i>	40	-	1 sec	10 min	-	Through an uncontained burst of Fury, a Berserker is able to become as a bear.
<i>Vanquish</i>	40	fist	1 sec	1 min	-	A high damage medium duration stun attack.
<i>Anarchy</i>	40.4	flex.arm	3 sec	1 min	25 m	Increases the group armor class, Strength, and grants an extra attack chance with each swing.
<i>Controlled Rage</i>	40.8	fist	2.2 sec	30 sec	25 m	Decreases attack rate and increases defense.
<i>Raging Blows</i>	41	fist	0.65 sec	30 sec	-	Stuns and deals a medium amount of damage to the enemy.
<i>Mutilate</i>	42	sword	1 sec	20 sec	-	Deals high Slashing damage over time and grants a chance to berserk on each hit.
<i>Berserker Assault</i>	42.6	sword	2 sec	40 sec	5 m	Attacks creatures to the front and side of the Berserker.
<i>Rupture</i>	43	sword	1 sec	10 sec	-	An extra attack that deals additional Slashing damage over time.
<i>Frenzy</i>	44	sword	1 sec	1 min	-	Attacks a single target up to 3 times in succession. If any attack misses, the subsequent attacks are not performed.
<i>Unflinching Will</i>	44.4	-	2.2 sec	3 min	-	Sacrifices offense for increased defense and an increase in mental resistance.
<i>Weapon Guard</i>	44.8	fist	2.2 sec	30 sec	-	Increases parry skill.
<i>Bully</i>	45	horn	1 sec	8 sec	-	Increases the hate towards the Berserker, interrupts the enemy, and deals mental damage over time.
<i>No Quarter</i>	45.6	sword	1 sec	20 sec	-	Deals Power damage over time, interrupts the enemy, and grants a chance to berserk.
<i>Vehemence</i>	46	flex.arm	3 sec	30 sec	-	Allows the Berserker to shield their ally from attacks and grants a chance for them to berserk.
<i>Stunning Roar</i>	46.6	fist	1 sec	1 min	10 m	A shout that releases the Berserker's anger in a stunning cry. It stuns all enemies of a linked encounter.
<i>Destructive Rage</i>	47	flex.arm	3 sec	1 min	25 m	Increases hit points and attack speed for the duration and forces a berserk when the effect ends.
<i>Wallop</i>	47	boot	0.65 sec	12 sec	-	A high damage attack that can strike multiple opponents.
<i>Slaughter</i>	49	fist	3 sec	30 sec	5 m	A high damage multi-enemy attack.
<i>Berserker's Fury (E)</i>	50	-	1 sec	10 min	-	Through concentration and intense rage, a Berserker can channel his anger and cause his body to shimmer with flame.
<i>Fearsome Shout</i>	50	horn	1 sec	30 sec	10 m	Increases hate towards the Berserker and has a chance to make enemies in an encounter flee.
<i>Rampage</i>	50	fist	3 sec	1.5 min	10 m	Rampage allows you to attack all enemies within melee radius whenever you hit them.
<i>Unbridled Fury</i>	50	flex.arm	3 sec	1.5 min	-	Allows a chance to counter attack each time the Berserker is hit.

Why a Guardian?

1. The Guardian is one of the few professions capable of donning Vanguard Plate, the best looking and most prestigious armor in the game. No other character can appear quite as intimidating as a Guardian decked out in full Vanguard, all shiny metal from head to foot, the very picture of a perfect tank.
2. The Guardian is a valued asset to any party. With his armor and weapon options, and the wealth of defensive abilities provided by his knowledge of Protection, your Guardian will be highly sought after by groups in need of someone to soak up the damage for them.
3. If you make a mistake when creating your character and can't stand looking at how ugly you are, Guardian is a great way to cover up that unsightly appearance with shining steel!
4. Believe it or not, Guardian is a subclass that requires a lot of thought to play well! With the array of situational defensive abilities you receive, you are afforded a variety of interesting and unusual ways to keep your party alive. You may not be dealing major damage, but you can certainly make the world safe for those who do!

The Guardian is a walking tank, encased in layers of metal and impervious to attack. A defensive juggernaut, the Guardian gains knowledge of the Protection line of abilities, giving him many situational options for keeping his party members alive. Sentinel, the first of these abilities, is perhaps one of the most important, and offers a revealing glimpse at the true purpose of Guardians. This ability allows you to absorb all the damage taken by your target for a short period of time. In fact, the majority of your abilities will be party-oriented defensive skills. You will need to start thinking of yourself as a kind of preemptive Priest, rather than an offensive damage-dealer. Make sure enemies attack you whenever possible so that the damage they deal is mitigated by your armor. When the enemy focuses on a weaker member of the party (and they will!), you will need to juggle your abilities to lessen the effectiveness of their assault, or take the burden of the assault upon yourself

with Sentinel. Certainly, you will receive some nice offensive upgrades as a Guardian, such as Maim and True Strike, as well as nice perks like the ability to dual-wield, but these are just icing on the steel-shelled cake.

Path of Guardian

Path of the Guardian (Qeynos)

- ☞ Talk to Delacar Mithanson in North Qeynos, on the steps of the Citadel in the center-west part of town.
- ☞ Kill 25 gnolls in Antonica/Blackburrow. The gnolls must pose a challenge to you (not be gray).
- ☞ Return to Delacar Mithanson; choose the Guardian option.
- ☞ Delacar will transport you to an instanced zone. Kill the gnolls in this instanced zone until you find the Sabertooth Tactician.
- ☞ Kill the Tactician and his Bloodsaber ally.
- ☞ Return to the area where you appeared; Dworn Soulforge will be waiting there to transport you back to Delacar.
- ☞ Talk to Delacar.

Reward. Delacar's Halberd of Defense (STA +5, STR +5), promotion to Guardian

Path of the Guardian (Freeport)

- ☞ Talk to Captain Monariva, on the second story of the Freeport Militia House in West Freeport.
- ☞ Kill a Dervish go-between in the southwest Commonlands near the Dervish cutthroat tents.
- ☞ Return to Monariva; choose to be a Guardian.
- ☞ Head to the Serpent Sewers to find the Storage Room instanced zone; it's in one of the far east tunnels.
- ☞ Kill everything in the instanced zone.
- ☞ Return to Monariva.

Reward. Aegis of the Guardian (STA +4, STR +6, HP +18, PP +16), promotion to Guardian

Ability Highlights

Sentinel. This signature Guardian ability allows you to absorb all damage a party member would otherwise take, for a short time. A great ability to use in last ditch situations when your Priest has had too much work and you can no longer taunt the monsters off. Just make to stand close to your target for Sentinel to be effective.

Allay. Allows the Guardian to sometimes parry or block attacks directed at his target. This ability is similar to Intervene, except it lasts for 3 minutes, rather than being maintained by Concentration points. You must be standing near the party member you are allaying in order for it to work.

Slam. Guardians aren't all defense! Slam is a damage-dealing ability and should move to just behind Kick (and its upgrades).

Shouting Cry. This is a great ability that taunts all the enemies in an encounter, and lowers their damage output. Contrast this with the Berserker ability Enrage, learned at the same level, that also taunts the enemy, but offers an offensive boost to the Berserker instead of damage reduction.

Bull Rush. Bull Rush is a super upgrade to Shield Bash that only the Guardian can learn. If you've got a shield equipped (and you're a Guardian, so you should be!) you can use Bull Rush to stun your enemy for a short time and knock him down to boot!

Dig In. While every Fighter-based subclass receives a similar upgrade to Guarded Stance, the Guardian's is the most effective — the only one that *greatly* increases defense and resistances. The tradeoff is larger than for other professions as well, as the Guardian sacrifices offense *and* movement speed — but as a Guardian you shouldn't need either of those things in most circumstances.

Combat Tips

GROUP

Guardians are made for grouping, so don't be shy! In fact, Guardian is the perfect profession to play if you are a natural leader. Your group depends on you to tank for them, which means you must keep enemies focused on you as much as possible so that it is your armor being hammered on, rather than the robes of the Priest or

Mages. You'll need to make use of the various taunts inherited from Fighter and Warrior to properly manage the aggression level of the enemy. Keep an eye on the Health bars of your group-mates and employ abilities such as Intervene and Sentinel to alleviate damage done to them if any should happen to draw fire. In group situations, you'll need some macros to communicate efficiently to the party. At the least, create one macro that tells the group that you are pulling the target.

SOLO

In many ways soloing as a Guardian is the polar opposite of grouping — in a group the stress level is high and a large proportion of the pressure is on you, but by yourself, combat is a refreshingly simple experience. Make sure you buff yourself up pre-battle with abilities like Battle Tactics and Call of Command as appropriate. You can pull enemies out of dangerous areas with your bow, and you are

well equipped to deal with them with your heavy armor and weapons. Once combat has begun, maximize your damage output by cycling through your offensive abilities. Solo combat is a down and dirty battle of attrition, so always pay careful attention to your Health bar relative to that of the enemy. If your Health bar reaches the orange before your opponent's Health bar, it might be time to think about running.

GUARDIAN ABILITIES (PROTECTION SKILL)

Art	IL Lvl	HO Icon	Casting	Reset	Rad	Description
<i>Hand of the Just (E)</i>	20	–	1 sec	10 min	–	"If hand start to glow, we start to retreat." - Un-named orc war chief before a battle.
<i>Sentinel</i>	20	flex.arm	2.2 sec	1.5 min	–	Allows a Guardian to sometimes absorb all the damage a nearby ally would otherwise take.
<i>Allay</i>	21	flex.arm	2.3 sec	30 sec	–	Allows a Guardian to sometimes parry or blocks directed at his target. The Guardian must remain nearby.
<i>Bury</i>	21.6	fist	3 sec	30 sec	5 m	A multi-enemy attack that applies a Crushing damage over time effect to a single opponent.
<i>Slam</i>	22	sword	1.32 sec	30 sec	–	Launches a high damage extra attack.
<i>Shouting Cry</i>	22.6	horn	1 sec	30 sec	10 m	Increases hate towards the Guardian and lowers the damage of all enemies in an encounter.
<i>Guardian's Call</i>	23	flex.arm	2 sec	30 sec	25 m	Increases the offense of the group and increases the parry skill of the Guardian.
<i>Call of Command</i>	24	flex.arm	1.9 sec	30 sec	25 m	Increases defense skill of party.
<i>Taunting Challenge</i>	24.6	fist	1 sec	10 sec	–	Reduces damage slightly while increasing hate with each hit.
<i>Ruin</i>	25.6	sword	1 sec	10 sec	–	An extra attack that lowers the offense of the enemy and deals Slashing damage over time.
<i>True Strike</i>	26	fist	1.32 sec	30 sec	–	Launches an extra attack that ignores the target's armor class.
<i>Battle Cry</i>	26.6	flex.arm	3 sec	1 min	25 m	Increases the group armor class and grants an increase in Stamina.
<i>Bull Rush</i>	27	fist	0.65 sec	30 sec	–	Requires a shield, stuns and deals a knockdown on the enemy.
<i>Iron Will</i>	28	flex.arm	2.2 sec	5 min	–	Temporarily increases your Stamina.
<i>Maim</i>	28.6	sword	1 sec	20 sec	–	Deals Slashing damage over time and lowers enemy attack speed.
<i>Shatter</i>	29	sword	1 sec	10 sec	–	An extra attack that decreases the enemy Slashing resistance.
<i>Desperate Flurry</i>	30	fist	0.85 sec	30 sec	25 m	Increases attack rate while draining Power.
<i>Dig In</i>	30.6	flex.arm	2.2 sec	3 min	–	Sacrifices offense and slows the movement of the Guardian to greatly increase the defense and resistance of the Guardian.
<i>Suppress</i>	31	horn	1 sec	8 sec	–	Increases hate towards the Guardian and slows the attack frequency of the enemy.
<i>Batter</i>	31.6	sword	1 sec	20 sec	–	Deals Power damage over time and has a small chance to stifle the enemy.
<i>Entrench</i>	32	flex.arm	0.6 sec	30 sec	25 m	Slows target's attack rate and movement rate. Increases the target's armor class.
<i>Never Surrender</i>	32.6	flex.arm	3 sec	30 sec	–	Allows the Bruiser to shield their ally from attacks and increases their parry skill.
<i>Invade</i>	33	boot	0.65 sec	10 sec	–	An extra high damage single enemy attack.
<i>Do or Die</i>	33.6	flex.arm	3 sec	1 min	25 m	Increases hit points and defense.
<i>Safe Guard</i>	34	flex.arm	2.2 sec	1.5 min	–	Allows a Guardian to sometimes absorb all the damage a nearby ally would otherwise take.
<i>Topple</i>	35	fist	3 sec	30 sec	5 m	A multi-enemy attack which reduces the attack of any opponent hit.
<i>Crush</i>	36	sword	1.32 sec	30 sec	–	Launches a high damage extra attack.
<i>Smothering Cry</i>	36	horn	1 sec	30 sec	10 m	Increases hate towards the Guardian and stifles all enemies in an encounter for a short time.
<i>Call to Battle</i>	37	flex.arm	2 sec	30 sec	25 m	Increases the offense of the group and increases the defense of the Guardian.
<i>Vengeful Strike</i>	38	fist	1 sec	10 sec	–	Reduces damage slightly while granting increased Stamina and hate with each hit.
<i>Call of Protection</i>	38.6	flex.arm	1.9 sec	30 sec	25 m	Increases the armor of the party.
<i>Ferocious Charge</i>	39	sword	1 sec	10 sec	–	An extra attack that lowers the offense of the enemy, deals Slashing damage over time, and has a chance to stifle.
<i>Form of the Rook (E)</i>	40	–	1 sec	10 min	–	A Mystical transference of the desire to protect the party may sometimes result in the Guardian becoming as the rook.
<i>Retaliate</i>	40	fist	1 sec	1 min	–	A high damage staggering attack.
<i>Commanding Presence</i>	40.4	flex.arm	3 sec	1 min	25 m	Increases the group armor class, hit points, and Stamina.
<i>Unerring Strike</i>	40.8	fist	1.32 sec	30 sec	–	Launches an extra attack that ignores the target's armor class.
<i>Staggering Slam</i>	41	fist	0.65 sec	30 sec	–	Requires a shield, stuns and lowers the damage of the enemy.
<i>Cleave</i>	42	sword	1 sec	20 sec	–	Deals Slashing damage over time, lowers enemy attack speed, and instantly decreases enemy Power.
<i>Iron Conviction</i>	42.6	flex.arm	2.2 sec	5 min	–	Temporarily increases your Stamina.
<i>Overwhelm</i>	43	sword	1 sec	10 sec	–	An extra high damage attack.
<i>Taunting Assault</i>	44	horn	0.9 sec	30 sec	5 m	An area of effect attack that generates extra hate with all enemies it strikes.
<i>Fortified Stance</i>	44.4	–	2.2 sec	3 min	–	Sacrifices offense for increased defense and an high increase in Crushing resistance.
<i>Desperate Rush</i>	44.8	fist	0.85 sec	30 sec	25 m	Increases attack rate while draining Power.
<i>Deafen</i>	45	horn	1 sec	8 sec	–	Increases the hate towards the Guardian, slows the attack frequency, and deals Power damage to the enemy.
<i>Vindication</i>	45.6	sword	1 sec	20 sec	–	Deals Power damage over time, has a small chance to stifle the enemy, and grants an increase in mental resistance.
<i>Vigilance</i>	46	flex.arm	3 sec	30 sec	–	Allows the Guardian to shield their ally from attacks and grants a small chance for them to intervene.
<i>Anchor</i>	46.6	flex.arm	0.6 sec	30 sec	25 m	Slows target's attack rate and movement rate. Increases the target's armor class.
<i>Return to Battle</i>	47	flex.arm	3 sec	1 min	25 m	Increases hit points, defense, and grants an increase in Strength when the duration ends.
<i>Swamp</i>	47	boot	0.65 sec	10 sec	–	An extra medium damage attack that decreases the offense of the enemy.
<i>Sentry</i>	48.6	flex.arm	2.2 sec	1.5 min	–	Allows a Guardian to sometimes absorb all the damage a nearby ally would otherwise take.
<i>Tremor</i>	49	fist	3 sec	30 sec	5 m	A multi-enemy attack that stuns opponents and decreases the offense of all enemies hit.
<i>Blast</i>	50	sword	1.32 sec	30 sec	–	Launches a high damage extra attack.
<i>Guardian Sphere</i>	50	flex.arm	3 sec	5 min	10 m	Allows the Guardian to sometimes absorb damage dealt to the group.
<i>Guardian's Sanctuary (E)</i>	50	–	1 sec	10 min	–	A Guardian's desire to protect his party can manifest itself in strange ways.
<i>Protect</i>	50	horn	1 sec	30 sec	10 m	Greatly increases hate towards the Guardian from all enemies in an encounter.

MAGE

By Gnish

Why a Mage?

1. Your Intelligence-based attacks do huge amounts of damage, killing enemies before they have the chance to take advantage of your lower defense.
2. Mages are probably the best 1-9 solo archetype; they can solo group monsters quite easily with their quick, heavy damage.
3. Mage classes and subclasses are unique and fun to play: Summoners become joint Priest/damage dealers while their summon becomes a tank, making them an effective one-person group. Enchanters get mesmerizing spells that distract enemies until they are hit, a very useful ability when your group pulls more than one monster at a time! Sorcerers are pure damage dealers, their massive attacks making even Scouts tremble.
4. Fighters and Scouts have to get up close and personal with a monster to make any difference. Mages, on the other hand, can stand back and fire from a distance without getting their robes bloodied.
4. Spell effects on Mage spells are wonderful eye-candy; let's face it, watching bolts of lightning fry your enemy is much funner than simply kicking them.
6. Every group loves a Mage! Until Scouts begin to branch off into their classes and subclasses, the Mage certainly takes the lead as best damage dealer in game.
7. As everyone but Fighters are in very light armor until 10, Mages really aren't that much at a disadvantage.
8. YOU GET TO BLOW STUFF UP!!!

The Mage archetype is the starting point for Sorcerers (Wizards, Warlocks), Summoners (Necromancers, Conjurers), and Enchanters (Illusionists, Coercers). A Mage's job is to harness the destructive forces of nature, such as lightning and fire, and mold them into calculated attacks. Your purpose is damage (and lots of it), although with time your role will change as you become more specialized.

Ability Highlights

Lightning Burst. You gain this as soon as you become a Mage. It will be your main attack spell until you choose your class, so make sure to keep it handy at all times.

Static Pulse. You also gain this as soon as you become a Mage. Static Pulse should always be used at the beginning of fights, as it is a DoT (Damage over Time) spell. The faster it is cast on your target, the faster it can start doing damage. As a plus, it also decreases your target's resistance to magic attacks, making your following Lightning Burst even more effective.

Magi's Shielding. A great buff, a good Mage will have this on *whenever* going into combat. It increases your Power pool, Health pool, and Trauma (Crushing/Slashing/Piercing) resistances.

Arcane Bindings. A hugely useful ability, Arcane Bindings effectively roots the target to the ground. While it has a high chance of being canceled when the target is hit, it is quite a hitpoint-saver if it lasts through one or two spells, and even more helpful if used on a second enemy that you want to avoid until a primary enemy is down.

Cure Arcane. A somewhat less useful ability than the last four, Cure Arcane cures magical, mental and divine ailments from a groupmate. Let's face it, though; until higher levels, you just don't see many magical, mental or divine ailments!

Gift of the Magi. Another wonderful buff, and this one affects the whole party! Gift of the Magi increases Power pool and Magic resistance of all party members, including yourself. Again, always have this on!

Storm of Lightning. For those instances when you find yourself fighting several monsters of the same encounter at the same time, Storm of Lightning is the right damage spell to use! Like Lightning Burst, the Storm does instant magical damage to a target. Unlike Lightning Burst, the Storm also effects all members of your target's encounter (within a set area of effect).

See Invisibility. Like Cure Arcane, this is a bit less useful, as there aren't that many invisible monsters at this point. Be sure to remember this one later on, though!

Dispel Arcane. If a monster is buffing itself or being buffed by a friend, this is a good spell to use. Dispel Arcane removes all beneficial buffs from the target.

Combat Tactics

SOLO

When soloing, your tactics vary by number of mobs you will be pulling. If there is just one monster, Arcane Bindings (root), Static Pulse and then Lightning Burst on your target. Keep nuking the target with Lightning Burst and once it starts hitting you, turn on your melee attack (keep nuking).

If you're fighting two mobs, it's better to use root for crowd control unless the mobs are way under your level (and that isn't likely to be the case here). So root one mob, then switch to the second monster (which is charging at you). Cast Static Pulse, then Lightning Burst and then turn on attack. From here on, you chain-cast LB to burn it down. When the first one charges, repeat the sequence.

When dealing with 3+ Mobs: This should only be attempted if you're pretty certain you can take all three. For this, still root one of the mobs so that you only have two beating on you, then once that is rooted, switch to the one you want to burn down and then SP/LB/melee it to death.

GROUP

Your solo tactics work in a group setting as well, with a few exceptions. Since you probably won't be the puller, there isn't a need to worry about separating mobs with Arcane Bindings. However, if you get a lot of mobs on your group and you need to do "crowd control," then a root is the spell you want to use (for example, to save your Priest by rooting a mob that keeps beating on him while everyone else is killing another mob).

When you first join the group, be sure to buff the group with Gift of the Magi. This will aid your group in less down time due to someone being low on Power.

As for the fighting, it will depend on how strong your group is as to whether or not you should use Static Pulse. If mobs are dying prior to you getting two casts in, forgo the Static Pulse and use your nukes instead. But basically, in a group, you'll be chain-nuking mobs. Later on, chain-nuking will be bad, as you're likely to pull a mob from hitting your tank to you, but in the early part of your career, you can handle the damage.

Class Quests

You must run through *Mage Training* before choosing your Class (Sorcerer, Enchanter or Summoner). After you finish the part outlined below, find the conclusion of your Class Quest described with the Class you choose.

Mage Training (Qeynos)

- ☞ Talk to Magister Niksel in South Qeynos, near the large tree.
- ☞ Kill five Bog Slimes; they can be found in the northern parts of the Peat Bog.
- ☞ Return to Niksel.
- ☞ Talk to Yanari in Castlerview Hamlet, inside the Scribe Shop.
- ☞ Talk to Zipiff Clamorclang, in the Scribe Shop/Smithy of Baubbleshire.
- ☞ Talk to Oolimeminoso Pindiliana, in the Starcrest Commune Scribe Shop.
- ☞ Return to Niksel again.
- ☞ Talk to Willim Barclay, just north of the merchant row in Nettlerview Hovel.
- ☞ Return to Niksel ... again!
- ☞ Kill a Klicnik Mite in Antonica.
- ☞ Return to Niksel one last time!

Mage Training (Freeport)

- ☞ Talk to Arcanist Sonius at the North Freeport Academy of Arcane Science.
- ☞ Kill Sewer Slimes until you get the quest item; they can be found in the tunnels of the Thieves' Way.
- ☞ Return to Sonius.
- ☞ Talk to Aulus Crispian, in the scribe shop in North Freeport.
- ☞ Return to Sonius.
- ☞ Speak with Merchant Molg in Big Bend, near the Mariner's Bells in the south.
- ☞ Speak with Reana Astia, a merchant in the northern part of Beggar's Court, near the Mariner's Bells.
- ☞ Speak with Skal Vethiz in the southern end of Scale Yard, near the Mariner's Bells.
- ☞ Return to Sonius again; tell him it was an elephant that was summoned.



MAGE ABILITIES (EVOCATIONS SKILL)

Art	IL	Lvl	HO	Icon	Casting	Reset	Rad	Description
<i>Lightning Burst</i>	1		Lightning		2 sec	2 sec	-	Deals instant Magic damage to the enemy.
<i>Static Pulse</i>	3		Fire		1 sec	8 sec	-	Deals Magic damage over time and decreases the Magic resistance of the enemy for the duration of the spell.
<i>Magi's Shielding</i>	4		-		3 sec	4 sec	-	Increases the Power pool, Health pool, and Trauma resistance of the Mage.
<i>Arcane Augur</i>	5		Tome		4 sec	10 sec	-	Grants a chance to create a heroic opportunity.
<i>Arcane Bindings</i>	5		Wand		3 sec	9 sec	-	Prevents your enemy from moving.
<i>Cure Arcane</i>	6		-		1 sec	8 sec	-	Cures Magic, Mental, and Divine ailments from the target group member. Curatives can fail if the relevant ailments are significantly more potent than the caster's ability.
<i>Gift of the Magi</i>	7		Staff		3 sec	4 sec	10 m	Increases the Power pool and Magic resistance of the Mages allies.
<i>Storm of Lightning</i>	8		Star		3 sec	12 sec	10 m	Deals instant Magic damage to the enemy and its surrounding allies.
<i>See Invisibility</i>	9		-		4 sec	5 sec	-	An augmentation that allows the Mages ally to see invisible, but not hidden enemies.
<i>Dispel Arcane</i>	9.6		-		2 sec	7 sec	-	Dispels beneficial Magic spells from the target. Dispels can fail if the relevant augmentations are significantly more powerful than the caster's ability.

ENCHANTER ◀ MAGE

By Praxi

Why an Enchanter?

1. You can remove mobs from an encounter for an extended duration using mesmerizing spells.
2. You can stun mobs, drain Power and prevent them from using spells or abilities.
3. You get good buffs for yourself and groupmates.
4. Your invisibility spell makes your zone exploration easier.

Enchanters are one of the few classes that can determine the flow of an encounter effectively. They still maintain decent damage output, while buffing party members to help with Power regeneration or stat boosts. If you do not care about having the highest damage output in the party, but still want to be a great contributor, Enchanter is the path to take.

Path of the Enchanter

Path of the Enchanter (Qeynos)

- ☞ Talk to Magister Niksel in South Qeynos, near the large tree.
- ☞ Zone into the instance in South Qeynos called Wayfarer's Rest.
- ☞ Stop the fight in progress by killing the Instigator who is hiding behind some boxes (once you find him, it's rather obvious, as he's a Dark Elf).

Reward. Niksel's Ring of Enchantment (AGI +2, INT +3, PP +15), Niksel's Robe of Enchantment (INT +4, DisR +8, HP +5, MagR +5, PP +10), promotion to Enchanter

Path of the Enchanter (Freeport)

- ☞ Talk to Arcanist Sonius at the North Freeport Academy of Arcane Science.
- ☞ Zone into the instance in West Freeport called Back Alley Brewery.



Deal with the pirates by convincing the Troll his shipmates are against him. This will thin their numbers considerably, leaving you to deal with only one.

Defeat the remaining pirate.

Return to Sonius.

Reward. Academic Robe of Enchantment (INT +3, STA +1, MagR +5, MentR +6), The Arcanist's Ring of Enchantment (INT +4, STA +3), promotion to Enchanter

Ability Highlights

Fascinate. Fascinate is the Enchanters' only mezz (mesmerizing spell) until they choose their subclass. When you use Fascinate on a target, it leaves the target unable to do anything until either the duration is up, or a hostile action is taken against it. Fascinate is your bread and butter for groups.

Ego Shock. Ego Shock is a direct-damage spell with a chance to root in addition to the damage. It has a longer casting time than the normal damage spells you will be using, but also does considerably more damage.

Daunting Gaze. Daunting Gaze is a short-duration stun. It's great for interrupting enemy casters or buying time waiting for Fascinate to recycle.

Gloom. Gloom is an Enchanter's high-end DoT (damage over time). It does considerably more damage than the generic Mage DoT and it stacks with the generic Mage DoT.

Overwhelming Silence. Overwhelming Silence is a target Power drain and prevents the target from using spells or arts. The usefulness of Overwhelming Silence is often overlooked; it's great in fights against lots of Priests that keep healing themselves or others.

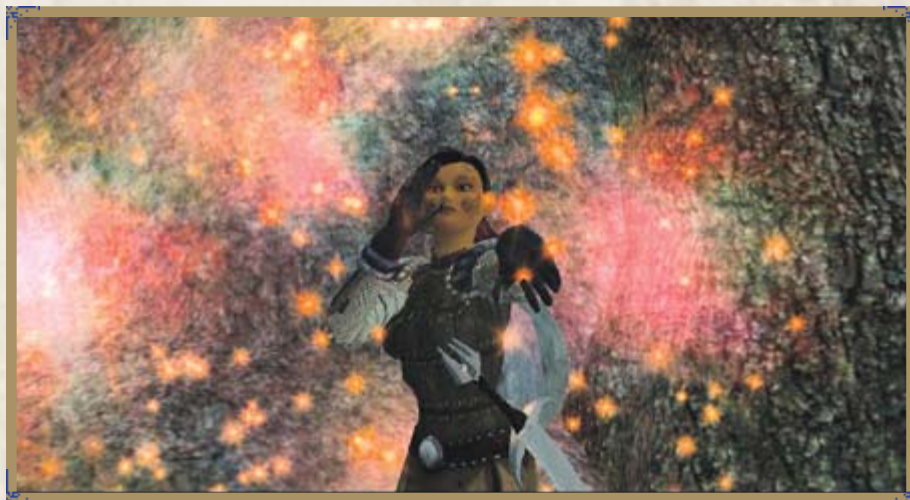
Combat Tactics

SOLO

Enchanters on their own can get good EXP soloing small group mobs for the grouped EXP bonus. Single mobs are extremely doable also, with judicious use of Ego Shock (for the root) and Daunting Gaze to buy time. Keep Gloom and Static Pulse on the mob at all times, and use your Direct Damages. If the mob is casting too much, use Overwhelming Silence to stifle it.

GROUP

Only at very early levels are Enchanters relied upon for damage. Most of the time, as an Enchanter, you will be wanted for your ability to crowd control. The number of mobs you have to deal with, and their toughness, will determine your tactics. If you are dealing with a lot of mobs, most of your time should be spent controlling the crowd. Use one of your roots first to stop a mob from making it all the way to the party, then Fascinate another, use Daunting Gaze on yet another, then go back and Fascinate the rooted mob. A good Enchanter should be able to keep around three mobs tied up like this with additional damage spells added to the main mob, Power permitting. Picking your targets well and keeping them all under control is the key. Party education to your play style and abilities helps a lot also; otherwise melee people will do some AE and wake up the whole crowd!



ENCHANTER ABILITIES (ENCHANTMENTS SKILL)

Art	IL Lvl	HO Icon	Casting	Reset	Rad	Description
<i>Fascinate</i>	10	Staff	2 sec	8 sec	-	Impairment that mesmerizes an opponent.
<i>Ego Shock</i>	11	Lightning	3 sec	12 sec	-	Deals instant Mental damage and roots an opponent.
<i>Signet of Intuition</i>	12	Wand	3 sec	4 sec	10 m	Increases Intelligence, Agility, and Mental resistance for the Enchanter and allies.
<i>Consume Ego</i>	13	Wand	2 sec	20 sec	-	Converts Health to Power over time.
<i>Daunting Gaze</i>	13.4	Lightning	2 sec	1 min	-	Impairment that stuns and drains Power from an opponent.
<i>Veil of the Unseen</i>	13.8	-	4 sec	30 sec	-	Grants invisibility to ally, and decreases Movement Speed. This can only be cast on the Enchanter or a single ally at a time.
<i>Gloom</i>	14	Star	2 sec	10 sec	-	Deals Mental damage over time and decreases Arcane resistances on an opponent.
<i>Cerebral Spasm</i>	15	Fire	1 sec	8 sec	-	Deals Mental damage over time and drains Power from an opponent.
<i>Blink</i>	16	Staff	0.5 sec	9 min	5 m	Reduces Hate towards Enchanter from opponents in immediate area; randomly teleports Enchanter to location nearby.
<i>Overwhelming Silence</i>	16.6	Wand	3 sec	20 sec	-	Impairment that stifles and drains Power over time from an opponent.
<i>Mind Jolt</i>	17	Lightning	2 sec	2 sec	-	Deals instant Mental damage to an opponent.
<i>Stupefy</i>	18	Star	1 sec	45 sec	-	Impairment that stuns an opponent.
<i>Breeze</i>	18.6	-	2 sec	16 sec	-	Grants Power over time to an ally.
<i>Binding Light</i>	19	Wand	1 sec	9 sec	-	Impairment that roots an opponent. Also blurs vision and reduces Movement speed on the opponent after the root expires.

By Praxi

Why a Coercer?

1. You can control a monster using the ability Beguile.
2. Crowd control capabilities of the Coercer are top notch.
3. You get very good group buffs for both melee and magic.
4. You are already a master of controlling the crowd, but as a Coercer you seem to specialize in controlling casters; you receive spells to prevent mobs from casting, plus Power drain debuffs.

Coercers are all about pure mental domination. No trying to trick your target with pretty illusions; it's all about your will being stronger than your target's. You will have a fair number of mezzing type abilities (generally makes target mobs unable to act, as long as no hostile actions are taken against them) to make sure mobs are dealt with at your leisure. Stuns can help control damage taken by the party or prevent enemy casting. Silence type spells also help insure that mobs do not cast. Charms, Buffs and Mental direct-damage spells round out your Coercer repertoire to make you a useful factor in any group.

Path of the Coercer

- ☞ Talk to Camtur Flograttle, inside the Academy of Arcane Science in North Freeport.
- ☞ Kill a strangely stitched zombie near Zarovonn's Tower in the Commonlands. To get the stitched zombie to appear, you must kill tortured souls in the area.
- ☞ Return to Camtur. He will teleport you to an instanced zone when ready.
- ☞ Head down the stairs one floor and double-click the widget on the table.
- ☞ Kill the monster that spawns on the bottom floor.
- ☞ Return to Camtur.

Reward. Academy's Staff of Coercion (AGI +4, INT +6), promotion to Coercer

Ability Highlights

Recklessness. This increases all party members' attack speed for a short duration. This spell comes in very handy for increasing a melee party member's damage per second rate (DPS), which in turn will help people with armor generate more aggro! Newer versions become available as you level up.

Power of Suggestion. A Power Pool buff that adds some small protections against Arcane damage types. Newer versions become available as you level up.

Mesmerize. This is the first Coercer-specific mesmerizing spell; it prevents a targeted mob from taking any actions for the duration of the spell as long as no hostile actions are taken against the mob. Expect newer versions of this spell, also.

Sibyllant. Debuff placed on target opponent that has a chance to do area of effect (AoE) Mental damage. The interesting thing to note about this spell is that it's the first spell that creates thought stones. If the AoE is successful it will create a thought stone, and cancel the debuff. Some of the higher Coercer spells require thought stones to cast, so make sure you keep a decent stacked supply of them in your inventory.

Terrible Awe. AoE mezz, what more do we need to say! Requires a thought stone to cast.

Refresh. Replenishes target party member's Power pool over time, and increases her Power pool for the spell's duration.

Beguile. Jealous of all those other Mage professions with pets? Now you too can have a pet of your own! Beguile lets you control the target mob as if it were your pet. The target needs to be weaker for this to work correctly (that is, lower level than you).

Annoying Demeanor. If you have a party member who is soft and squishy, and constantly generating too much aggro, use this buff to increase a melee party member's aggro. With this buff on, when a party member successfully makes a melee attack, there is a chance for the attack to generate more aggro than it normally would.

Eerie Focus. This spell is notable due to its longer duration stun, on top of its Power drain effect. Fairly handy for interrupting mob casting and punishing the caster at the same time!

Psychic Wail. This is one of the most powerful tools in your crowd control arsenal: an AoE stun!

Combat Tactics

SOLO

Use all your self-buffs that you can, even from your baseline Mage and Enchanter spells. As a cloth wearer you need every advantage you can get in case something goes wrong. Your tactics will vary greatly by level. Lower levels you will probably rely more on the Enchanter and Mage DoTs and direct damages, using the Coercer abilities for added crowd control. This will probably hold true until your mid 30's, other than swapping the generic damages out for your Coercer ones. Once you get Beguile though, whole new avenues open up for you! Your ability to bring a pet to a fight, or take on 3 mobs at the same time by charming one is a substantial bonus.

GROUP

Your group play is generally going to be about crowd control and buffs. Depending on party composition and level you might be relied on for damage also. Good tactics would include working with your puller to make sure your first mezz target isn't the mob he is attempting to pull. You must also make sure your party is aware of mezzed mobs so they don't accidentally AoE them and stir the mobs to activity. At low levels, when fighting large groups of mobs and you only have one mezz spell, make sure you use all your tools to control the crowd. Mezz one, Root one, Stun one, Mezz the rooted one. If possible, get your party used to spacing mobs out, so you can target the mobs more easily and quickly.

COERCER ABILITIES (PROTEAN SKILL)

Art	IL Lvl	HO Icon	Casting	Reset	Rad	Description
<i>Lysira's Forced Jig (E)</i>	20	–	1 sec	25 sec	–	Coerces the target to perform an action.
<i>Lysira's Forced Mirth (E)</i>	20	–	1 sec	25 sec	–	Coerces the target to perform an action.
<i>Recklessness</i>	20	Wand	2 sec	16 sec	10 m	Increases Attack Speed for all allies.
<i>Power of Suggestion</i>	21	Staff	3 sec	4 sec	10 m	Increases Power pool and Arcane resist. of Coercer and allies; adds ward that periodically absorbs small amt of Arcane dam.
<i>Mesmerize</i>	22	Staff	2 sec	8 sec	–	Impairment that mesmerizes an opponent. This impairment can be cast even while stunned or stifled.
<i>Sibyllant</i>	23	Staff	2 sec	45 sec	–	Impairment, placed on opponent, that has chance to deal instant Mental dam. to opponent and its allies in immediate area whenever opponent attacks. When this damage occurs, a Thoughtstone is granted to Coercer and the impairment expires.
<i>Ego Strike</i>	23.6	Lightning	3 sec	12 sec	–	Deals instant Mental damage to an opponent, and has a chance to root the opponent.
<i>Simple Minds</i>	24	Star	3 sec	12 sec	10 m	Deals instant Mental damage to opponent and its allies in the immediate area, and drains Power from opponent.
<i>Terrible Awe</i>	25	Star	1 sec	20 sec	7.5 m	Impairment that mesmerizes an opponent and its allies in the immediate area, but also costs additional Power periodically and prevents the Coercer from moving throughout the duration of the spell. This spell requires a Thoughtstone to cast.
<i>Unveil</i>	25.6	–	3 sec	4 sec	7.5 m	Grants sight to the Coercer and allies that sees invisible entities and in Ultravision.
<i>Muddled Thinking</i>	26	Lightning	2 sec	2 sec	–	Deals instant Mental damage and interrupts an opponent, also has the chance to drain Power.
<i>Essence Fluctuation</i>	27	Wand	5 sec	12 sec	–	Converts Health into Power over time.
<i>Unnerving Stare</i>	27.6	Wand	2 sec	1 min	–	Drains Power over time and stuns an opponent.
<i>Despotic Mind</i>	28	Lightning	2 sec	9 sec	–	Deals instant Mental damage to an opponent, also places an impairment on the opponent. If the opponent dies while under this impairment, a Thoughtstone is granted to the Coercer.
<i>Melancholy</i>	28.6	Star	2 sec	10 sec	–	Deals Mental damage over time, decreases Arcane resistances, and reduces Attack Speed on an opponent.
<i>Signet of Insight</i>	29	Wand	3 sec	4 sec	10 m	Increases Intelligence, Agility, and Mental resistance to the Coercer and allies.
<i>Illusion Other: Ratonga (E)</i>	30	–	1 sec	1 min	–	Covers the form of the targeted individual with an illusory image.
<i>Withering Silence</i>	30	Fire	2 sec	8 sec	–	Drains Power over time and reduces the casting ability of an opponent.
<i>Bewilder</i>	30.6	Star	4 sec	45 sec	–	Impairment that stuns an opponent, and reduces Hate towards the caster from that opponent.
<i>Anguish</i>	31	Fire	4 sec	7 sec	–	Deals Mental damage over time, while granting Power to the Coercer.
<i>Consuming Thoughts</i>	32	Fire	2 sec	45 sec	10 m	Drains Power over time from an opponent, and grants Power to the Coercer and allies.
<i>Ignore</i>	32.6	–	4 sec	30 sec	–	Renders an ally invisible. This augmentation may only be placed on the Coercer or one ally at a time.
<i>Discomfiting Gaze</i>	33	Star	3 sec	12 sec	10 m	Deals instant Mental damage to an opponent and its allies, and drains Power from the opponent.
<i>Refresh</i>	33.6	Staff	2 sec	16 sec	–	Grants Power over time and increases the Power pool of an ally.
<i>Bravado</i>	34	Wand	2 sec	16 sec	10 m	Increases the Attack Speed for the Coercer and allies.
<i>Empathic Link</i>	35	Staff	2 sec	9 sec	–	Augmentation, placed on an ally, that has a chance to deal instant Mental damage to any attacker of that ally.
<i>Kintaz' Bogging Reqst (E)</i>	35	–	1 sec	25 sec	–	Coerces the target to perform an action.
<i>Kintaz' Mournful Pose (E)</i>	35	–	1 sec	25 sec	–	Coerces the target to perform an action.
<i>Exhortation</i>	35.6	–	3 sec	4 sec	10 m	Increases Power pool and Arcane resist. of Coercer and allies; adds ward that periodically absorbs small amt of Arcane dam.
<i>Forced Hesitation</i>	36	Wand	3 sec	9 sec	–	Impairment that roots an opponent and decreases the opponent's melee damage output while rooted.
<i>Haruspex</i>	37	Staff	2 sec	45 sec	–	Impairment, placed on opponent, that has chance to deal instant Mental dam. to opponent and its allies in immediate area whenever opponent attacks. When this damage occurs, a Thoughtstone is granted to Coercer and the impairment expires.
<i>Beguile</i>	37.6	Wand	2 sec	8 sec	–	Impairment, placed on opponent, that grants Coercer control over opponent; only effective against lesser opponents.
<i>Annoying Demeanor</i>	38	Staff	2 sec	9 sec	–	Augmentation, placed on ally, that has chance to generate additional Hate towards the ally on successful attack.
<i>Enthrall</i>	38.6	Staff	2 sec	8 sec	–	Impairment that mesmerizes an opponent. This impairment can be cast even while stunned or stifled.
<i>Ego Blast</i>	39	Lightning	3 sec	12 sec	–	Deals instant Mental damage and has a chance to root the opponent.
<i>Dreadful Awe</i>	39.6	Star	1 sec	20 sec	7.5 m	Impairment that mesmerizes an opponent and its allies in the immediate area, but also costs additional Power periodically and prevents the Coercer from moving throughout the duration of the spell. This spell requires a Thoughtstone to cast.
<i>Illusion Other: Troll (E)</i>	40	–	1 sec	1 min	–	Covers the form of the targeted individual with an illusory image.
<i>Signet of Realization</i>	40	–	3 sec	4 sec	10 m	Increases Intel., Agility, and Mental resist. to Coercer and allies. This augmentation also grants reactive ability on its recipients that has a chance to drain Power and grant Power to the ally being damaged by Arcane forces (Magic, Mental, and Divine).
<i>Uncover</i>	40.6	–	4 sec	5 sec	–	Grants vision to see invisible entities and increases Mental resistance of the Coercer and allies.
<i>Perplexity</i>	41	Star	4 sec	45 sec	–	Impairment that stuns an opponent, and reduces Hate towards the caster from that opponent.
<i>Eerie Focus</i>	41.6	Staff	2 sec	1 min	–	Drains Power over time and stuns an opponent.
<i>Despair</i>	42	Star	2 sec	10 sec	–	Deals Mental damage over time, decreases Arcane resistances, and reduces Attack Speed on an opponent.
<i>Tyrannical Mind</i>	42.6	Lightning	2 sec	9 sec	–	Instant Mental dam. to opponent; places an impairment on the opponent. If the opponent dies while under this impairment, a Thoughtstone is granted to the Coercer.
<i>Reek of Terror</i>	43	Staff	4 sec	15 min	–	Augmentation, placed only on Coercer, that forces attacker to flee in fear; reduces Hate towards caster while attacker is fleeing.
<i>Seizure</i>	43.6	Lightning	2 sec	2 sec	–	Deals instant Mental damage and interrupts an opponent, also has the chance to drain Power.
<i>Transference</i>	44	Wand	5 sec	12 sec	–	Converts Health into Power over time.
<i>Agonizing Silence</i>	44.6	Star	2 sec	8 sec	–	Drains Power over time and stifles an opponent.
<i>Ravaged Psyche</i>	45	Star	2 sec	9 sec	–	Impairment that decreases Arcane, Elemental, and Noxious resistances on an opponent.
<i>Zumaik's Call o.t. Bansh. (E)</i>	45	–	1 sec	5 sec	–	Coerces the target to perform an action.
<i>Zumaik's Wincing Postu. (E)</i>	45	–	1 sec	5 sec	–	Coerces the target to perform an action.
<i>Torment</i>	45.6	Fire	4 sec	7 sec	–	Deals Mental damage over time, while granting Power to the Coercer.
<i>Clarity</i>	46	Staff	2 sec	16 sec	–	Grants Power over time and increases the Power pool of an ally.
<i>Devouring Thoughts</i>	46.8	Fire	2 sec	45 sec	10 m	Drains Power over time from an opponent, and grants Power to the Coercer and allies.
<i>Fatal Hesitation</i>	47	Wand	3 sec	9 sec	–	Impairment that roots an opponent and decreases the opponent's melee damage output while rooted.
<i>Disregard</i>	47.6	–	4 sec	30 sec	–	Renders an ally invisible. This augmentation may only be placed on the Coercer or one ally at a time.
<i>Mind's Eye</i>	48	Staff	1 sec	20 sec	10 m	Grants Power over time to the Coercer and allies. This spell requires a Thoughtstone to cast.
<i>Velocity</i>	48.6	Wand	2 sec	16 sec	10 m	Increases the Attack Speed for the Coercer and allies.
<i>Instigation</i>	49	–	3 sec	4 sec	10 m	Increases Power pool and Arcane resist. of Coercer and allies; adds ward that periodically absorbs small amt of Arcane dam.
<i>Synergetic Link</i>	49.6	Staff	2 sec	9 sec	–	Augmentation, placed on an ally, that has a chance to deal instant Mental damage to any attacker of that ally.
<i>Aanya's Enfor. Worship (E)</i>	50	–	1 sec	25 sec	–	Coerces the target to perform an action.
<i>Demoralizing Gaze</i>	50	Star	3 sec	45 sec	15 m	Impairment that stuns an opponent and its allies in the immediate area.
<i>Psychic Wail</i>	50	Fire	3 sec	45 sec	15 m	Deals instant Mental damage to an opponent and its allies, and drains Power from the opponent.

Why an Illusionist?

1. **Crowd control!** You get to direct the flow of battle — who, how and when an encounter happens. You're the boss.
2. **Niche purpose.** You (and the evil Coercer) are the most distinctive profession. No other archetype or subtype shares crowd-control abilities.
3. **Group value.** With specialized abilities, the Illusionist is indispensable. It takes a very close-knit group to be successful without an Illusionist or Coercer.
4. **Dynamics.** The Illusionist can deal with anything, anytime. No other profession has such adaptability; the Illusionist is the embodiment of Darwin's evolutionary ideal.
5. **Challenge.** The Illusionist may be the most difficult profession to master in *EverQuest II*.
6. **Prestige.** There are few professions where ability can make a big difference. A skilled Illusionist will be a well known and sought after party member.

The Illusionist is one of the most gratifying professions where your skill is clearly reflected in your success. The dynamics involved in becoming a successful Illusionist demand that you have a comprehensive understanding of grouping, player roles, and large-scale combat. To the player who masters these techniques, there are abundant rewards, but those players who cannot meet the challenge will regularly end up killing the entire group. With great power comes great responsibility; if you have the talent to marshal your skills and to meet the challenge, you will have the respect of your colleagues and the bounty which it will bring.

Path of the Illusionist

- ☞ Talk to Telamina Garendell in the Three Towers, South Qeynos.
- ☞ Kill Gnoll Spellcasters until you have 3 ritual stones in Blackburrow.

- ☞ Return to Telamina.
- ☞ Telamina will send you to an instance of the tower where you must defeat four elementals. At first, the earth elemental on the ground floor is too tough to handle, but it is linked to the other three elementals. Defeating them will weaken it to a manageable level.

☞ Return to Telamina.

Reward: Telamina's Staff of Illusion (INT +5, WIS +5), promotion to Illusionist

Ability Highlights

Alacrity. This increases the attack speed of its target. Alacrity lasts just three minutes, so it must be regularly cast to be effective.

Blessing of the Prism. This increases Power pool and Arcane resistances of all party members. Also slightly increases Spell Avoidance skill for all party members.

Entrance. This provides a single target mez and will only break if the target takes damage. This is probably the most useful spell an Illusionist has.

Phantasmal Splendor. This is an AoE mez spell with the side effect of immobilizing the caster for the entire duration of this spell.

Psychic Assailant. This does instant Mental damage and has a 65% chance to mesmerize your target.

Nightmare. This does Mental damage over time (DoT) to the target, and decreases Arcane (Magic/Mental/Divine) resistances for the duration. Also has a chance to trigger additional instant Mental damage on the target.

Ephemeral Apparition. This renders your target invisible; future spells allow invisibility with combat speed increases and entire group invisibility. While invisible, very few aggro mobs can detect you.

Construct of Order. This summons an illusory pet that attack the current target until spell expiration. If the pet is killed before expiration, it will burst into a blast of Mental energy and stun the opponent who slew it.

Combat Tactics

SOLO

Solo play will seem challenging at first, but once you get the general principles down you can solo very efficiently. First make sure you're buffed. Start with a DD stun spell, then follow it up with Arcane Shackles and drop both your DoT's on the target. Step back to near max casting distance and start blasting with Lightning until it breaks its chains. Shackle it down again, cast the DoT's and keep blasting.

GROUP

Unlike solo combat, group combat is substantially more varied and difficult. It would be impossible to include all the tactics available to such a dynamic profession. Every Illusionist will have his own style and approach, but regardless of your tactics, the ends should always be getting the job done and staying efficient. In multi-mob encounters, never target the mob that is aggro'd to the puller. Be sure to first cast Alacrity on the puller. Take the second mob and cast Fascinate, wait, then cast it on the third. If there are three and two are Fascinated, focus on the first mob and cast your DoTs. Follow the DoTs with Entrance and then cast Essence Shift to regain some Power. Now cast Alacrity on the second tank and be ready to Fascinate the mobs which will soon break from it. If you have time to spare, blast the current target with lightning.

Those are the basics of Illusionist combat. Before you can consider yourself efficient, there should be virtually no time where you are not casting a spell in combat, whether it's Breeze, Alacrity, stuns, DoTs or Essence Shift. There is ALWAYS a spell to cast. If you find that there are delays between your castings, get back to work. Know what you are going to cast up to two spells in advance while also being prepared for mez interruptions — or an errant AoE attack from a groupmate. You can call yourself talented when you never run out of Power and you never have a pause, or waste even a second, between the spells you're casting in combat.

ILLUSIONIST ABILITIES (HALLUCINATIONS SKILL)

Art	IL Lvl	HO Icon	Casting	Reset	Rad	Description
<i>Alacrity</i>	20	Wand	2 sec	9 sec	-	Increases attack speed on an ally.
<i>Illusion: Half Elf (E)</i>	20	-	1 sec	1 min	-	Covers the form of the caster with an illusory image.
<i>Illusion: Human (E)</i>	20	-	1 sec	1 min	-	Covers the form of the caster with an illusory image.
<i>Blessing of the Prism</i>	21	-	3 sec	4 sec	10 m	Increases the Power pool and Arcane resistance for all allies. Also slightly increases your allies Spell Avoidance.
<i>Entrance</i>	22	Staff	2 sec	8 sec	-	Mesmerizes the target. Cannot be interrupted nor can it fizzle.
<i>Phantasmal Splendor</i>	23	Wand	1 sec	20 sec	7.5 m	Mesmerizes the target opponent and surrounding encounter members. Costs Power periodically and completely immobilizes the caster throughout the duration of the spell.
<i>Psychic Assailant</i>	23.6	Lightning	3 sec	12 sec	-	Deals instant Mental damage to an enemy and has a chance to mesmerize the enemy.
<i>Chromatic Storm</i>	24	Star	3 sec	12 sec	7.5 m	Deals instant Mental damage, interrupts, and has a chance to stifle the Illusionists enemies.
<i>Fleeting Thoughts</i>	25	Staff	2 sec	3 min	7.5 m	Increases Arcane resistance, Wisdom, and Intelligence on the Illusionists allies for a short period of time.
<i>Shift Vision</i>	25.6	-	3 sec	4 sec	7.5 m	Grants the Illusionists allies the ability to see invisible, but not hidden enemies, and increases offensive abilities.
<i>Rune of Understanding</i>	26	Wand	3 sec	4 sec	10 m	Increases Intelligence and Wisdom, and grants Mental resistance to the Illusionists allies.
<i>Excruciating Reverie</i>	27	Wand	2 sec	20 sec	-	Converts Health over time to Power over time for the Illusionist.
<i>Uncertainty</i>	27.6	Star	2 sec	1 min	-	Drains a large amount of Power and stuns the Illusionists enemy.
<i>Prismatic Discord</i>	28	Lightning	3 sec	15 sec	10 m	Deals instant Mental damage to the Illusionists enemy and its surrounding allies.
<i>Speechless</i>	28.6	Fire	4 sec	2 sec	-	Drains Power over time and Stifles the Illusionists enemy.
<i>Phantasmal Charge</i>	29	Lightning	2 sec	2 sec	-	Deals instant Mental damage to the enemy.
<i>Bewildering Cascade</i>	30	Star	1 sec	35 sec	7.5 m	Stuns the Illusionist's enemy and its surrounding allies for a brief period of time.
<i>Group Illusion: Human (E)</i>	30	-	1 sec	1 min	-	Covers the form of the caster and his or her group with an illusory image.
<i>Nightmare</i>	30.6	Star	2 sec	10 sec	-	Deals damage over time and decreases the Arcane resistance of the enemy. Also has a chance to deal instant Mental damage whenever the enemy is successfully attacked.
<i>Tormenting Visions</i>	31	Fire	2 sec	10 sec	-	Deals Mental dam. over time and has chance to briefly decrease melee damage of the Illusionist's enemy.
<i>Construct of Order</i>	32	Fire	2 sec	3 min	-	Summons an illusory pet that attacks the Illusionists current enemy until the spell expires. If the pet is killed before it expires that will deal instant Mental damage and stifle the enemy who slew it.
<i>Ephemeral Apparition</i>	32.6	-	4 sec	30 sec	-	Grants invisibility and slightly increases non-combat Power regeneration, also slightly decreases moment speed on one ally. The Illusionist can one focus on one ally at a time.
<i>Lock Mind</i>	33	Wand	3 sec	9 sec	-	Prevents the enemy from moving and also Stifles.
<i>Cerebral Tempest</i>	33.6	Star	3 sec	12 sec	7.5 m	Deals instant Mental damage, interrupts, and has a chance to stifle the Illusionists enemies.
<i>Celerity</i>	34	Wand	2 sec	9 sec	-	Increases Attack Speed on an ally.
<i>Illusion: Barbarian (E)</i>	35	-	1 sec	1 min	-	Covers the form of the caster with an illusory image.
<i>Illusion: Dwarf (E)</i>	35	-	1 sec	1 min	-	Covers the form of the caster with an illusory image.
<i>Intensity</i>	35	Staff	2 sec	9 sec	-	Grants an ally a chance for an additional attack when they successfully attack.
<i>Mental Bulwark</i>	35.6	-	3 sec	4 sec	10 m	Increases the Power pool and Arcane resistance of the Illusionists allies and also slightly increases Spell Avoidance.
<i>Scintillating Aura</i>	36	Staff	2 sec	16 sec	-	Increases Intelligence, Wisdom, Arcane resistance, and grants a Power over time regeneration on an ally.
<i>Phantasmal Grandeur</i>	37	Wand	1 sec	20 sec	7.5 m	Mesmerizes Illusionists enemy and its surrounding allies at cost of Power periodically; Illusionist can't move for dura. of spell.
<i>Seal of Comprehension</i>	37.6	-	3 sec	4 sec	10 m	Grants allies incre. Intel., Wisdom, Mental resist.; has chance to replenish small amt of Power when successfully attacked.
<i>Illusory Shroud</i>	38	-	4 sec	45 sec	7.5 m	Grants invisibility to the Illusionist and allies.
<i>Capture Mind</i>	38.6	Staff	2 sec	8 sec	-	Mesmerizes the target. Cannot be interrupted nor can it fizzle.
<i>Aneurysm</i>	39	Lightning	3 sec	12 sec	-	Deals instant Mental damage and has a chance to mesmerize the enemy.
<i>Fleeting Sentiment</i>	39.6	Staff	2 sec	3 min	7.5 m	Increases the Illusionists allies Wisdom, Intelligence, and Arcane resistance for a short period of time.
<i>Convincing Regalia</i>	40	Wand	2 sec	8 sec	-	Mesmerizes the Illusionists enemy.
<i>Group Illusion: Half Elf (E)</i>	40	-	1 sec	1 min	-	Covers the form of the caster and his or her group with an illusory image.
<i>Enhanced Perception</i>	40.6	-	4 sec	5 sec	-	Grants the Illusionists ally the ability to see hidden, but not invisible enemies, and grants Ultravision.
<i>Siphon Self</i>	41	Wand	2 sec	20 sec	-	Converts Health over time to Power over time for the Illusionist.
<i>Drain Will</i>	41.6	Lightning	2 sec	1 min	-	Drains a large amount of Power and stuns the Illusionists enemy.
<i>Wither Hope</i>	42	Star	2 sec	10 sec	-	Deals damage over time and decreases the Arcane resistance of the enemy. Also has a chance to deal instant Mental damage whenever the enemy is successfully attacked.
<i>Prismatic Strife</i>	42.6	Lightning	3 sec	15 sec	10 m	Deals instant Mental damage to the Illusionists enemy and its surrounding allies.
<i>Barrier of Intellect</i>	43	Staff	4 sec	15 min	-	An augmentation that reduces Hate towards Illusionist and stuns the attacker for a brief period of time per successful attack.
<i>Scorching Beam</i>	43.6	Lightning	3 sec	12 sec	-	Deals instant Mental damage and has a chance to deal Heat damage over time.
<i>Stunning Array</i>	44	Star	1 sec	35 sec	7.5 m	Stuns the Illusionists enemy and its surrounding allies for a brief period of time.
<i>Mind Drain</i>	44.6	-	2 sec	8 sec	-	Drains Power over time and decreases the casting ability of the Illusionists enemy.
<i>Dismay</i>	45	Star	2 sec	9 sec	-	Decreases the enemies offensive abilities.
<i>Illusion: Gnome (E)</i>	45	-	1 sec	1 min	-	Covers the form of the caster with an illusory image.
<i>Distortion Field</i>	45.6	-	4 sec	30 sec	-	Grants invisibility and slightly increases non-combat Power regeneration. Illusionist can one focus on one ally at a time.
<i>Lobotomize</i>	46	Fire	2 sec	10 sec	-	Deals Mental damage over time; chance to decrease enemy's melee damage output, for brief time, when enemy is attacked.
<i>Construct of Logic</i>	46.8	Fire	2 sec	3 min	-	Summons an illusory pet that attacks the Illusionists current enemy until the spell expires. If the pet is killed before it expires that will deal instant Mental damage and stifle the enemy who slew it.
<i>Terrifying Vision</i>	47	Wand	3 sec	9 sec	-	Prevents the enemy from moving and also Stifles.
<i>Insight</i>	47.6	Staff	2 sec	16 sec	-	Increases Intelligence, Wisdom, Arcane resistance, and grants a Power over time regeneration on an ally.
<i>Devitalizing Stare</i>	48	Star	4 sec	3 min	7.5 m	Drains Power over time from the Illusionists enemy and its surrounding allies, a portion of this Power is converted to a Power over time to the Illusionists allies. The Illusionist can not move for the duration of the spell.
<i>Legerity</i>	48.6	Wand	2 sec	9 sec	-	Increases the Attack Speed on the Illusionists ally.
<i>Aspect of Mind</i>	49	Staff	3 sec	4 sec	10 m	Increases the Power pool and Arcane resistance of the Illusionists allies and also slightly increases Spell Avoidance.
<i>Dynamism</i>	49.6	Staff	2 sec	9 sec	-	Grants an ally a chance for an additional attack when successfully attacking.
<i>Color Shower</i>	50	Star	3 sec	35 sec	10 m	Deals Mental damage over time and stifles the Illusionists enemy and its allies.
<i>Group Illusion: Gnome (E)</i>	50	-	1 sec	1 min	-	Covers the form of the caster and his or her group with an illusory image.
<i>Psychotic Spectrum</i>	50	Star	3 sec	12 sec	7.5 m	Deals instant Mental damage, interrupts, and has a chance to stifle the Illusionists enemies.

SORCERER ◀ MAGE

By Lord Pixie

Why a Sorcerer?

1. Sorcerers deal lots of damage. LOTS.
2. Who needs defense when you've got an awesome offense?
3. Sorcerers wield the amazing powers of the elements.
4. Your high-damage magical attacks make you a good addition to any party wanting to go after harder monsters.
5. Why buy weapons when you practically are one?
6. Your area-of-effect (AoE) attacks can take down large groups of monsters at once.

Sorcerers are adherents of the arcane arts who have focused their talents on offensive magic. They wield some of the most potent forces on the battlefield. In almost every encounter, Sorcerers will spend their time unleashing the elemental forces of fire and ice on their enemies. This makes them the ideal class for those that want to hurt greatly in a short amount of time.

Unfortunately, the power to cause such harm comes with the inability to receive it. The high damage spells that Sorcerers cast are magnets for monsters; being in a group with a tank is vital if you don't want to get chewed up. Like almost any magic user in almost any game, Sorcerers have rather low Hit Points and are confined to very light armor; this combined with the large amount of aggression that Sorcerers pull can be a fatal combo.

Path of the Sorcerer

Path of the Sorcerer (Qeynos)

- ☞ Talk to Magister Niksel in South Qeynos, near the large tree. Tell him you wish to be a Sorcerer.
- ☞ Enter the nearby mage tower, and take the southern sparkling portal. This will transport you to the top of the tower.
- ☞ Follow the walkway south and down a flight of stairs into a small library room. To the north is another small set of stairs, descending directly into the entrance for your trial.
- ☞ Once inside, defeat a series of four spawned monsters to show your worth: an Energy Keeper, a Stone Guardian, a Runed Gargoyle and a Knowledge Guardian.

Reward. Niksel's Ring of Sorcery (INT +3, WIS +2, PP +15) Niksel's Robe of Sorcery (INT +4, DisR +8, HP +5, MagR +5, PP +10), promotion to Sorcerer

Path of the Sorcerer (Freeport)

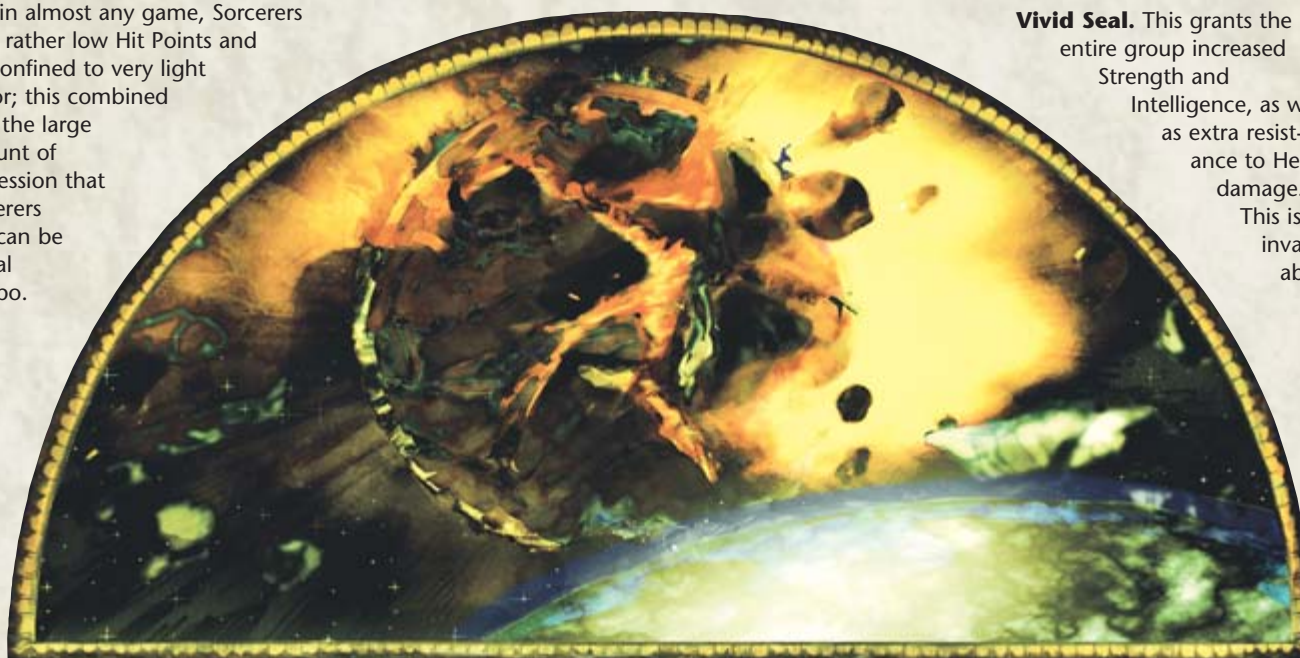
- ☞ Talk to Arcanist Sonius at the North Freeport Academy of Arcane Science; tell him you wish to be a Sorcerer.
- ☞ In the Academy there are two platforms near glowing green torches; stand on the platform that goes down and 'use' the torch to activate it.
- ☞ Once underneath the tower, take the northeast ramp downward and enter the eastern door.
- ☞ Kill Dasicar T'Lys. Note that Dasicar does not care about fighting fair, and will bring friends.
- ☞ Return to Sonius.

Reward. Academic Robe of Sorcery, (INT +3, STA +1, DisR +8, MagR +5) The Arcanists' Ring of Sorcery, (INT +4, WIS +3), promotion to Sorcerer

Ability Highlights

Blaze. This calls down a pillar of flame onto a single enemy, causing tremendous amounts of heat damage. This will be the mainstay damage dealer of every Sorcerer's arsenal.

Vivid Seal. This grants the entire group increased Strength and Intelligence, as well as extra resistance to Heat damage. This is an invaluable





spell, and should basically be kept on at all times, whether you're grouping or solo.

Painful Meditation. This converts a portion of your Health into Power. Since there is no Power regeneration during battle, this may let you cast a few more spells during a long fight. It can also lessen downtime if you have expended more Power than Health. Be very careful using this when soloing, as Mages cannot take much damage to begin with.

Freezing Whorl. This lowers the body temperature of a single target, periodically causing Cold damage. What's more, it also lowers the monster's resistance to Heat damage. Because it does not trigger the start of a Heroic Opportunity, this makes it the perfect way to begin a fight. While Freezing Whorl begins hurting your opponent, your Blaze spells will do increased damage.

Conflagration. This causes a wall of flames to engulf your enemies, dealing Heat damage to all of them. The damage dealt to any single one of them is less than Blaze, and the Power cost is higher, so it is best used when fighting groups of three or more. Conflagration also has a very long casting time — two and a half

times that of Blaze or Lightning Burst. It is thus easily interrupted if used while under attack. So it's best to cast this at the start of a battle, or while someone else is taking enemy blows.

Ice Spike. This spell does instant Cold damage to a single target. A welcome addition, as a Sorcerer can never have too many nukes.

Freeze. This stuns a single opponent for four seconds, preventing it from attacking, as well as dealing Cold based damage. Excellent both when alone and when with a group to incapacitate a dangerous monster, buying time for teammates to be healed, or for yourself to cast another spell.

Accord. This surrounds a single group-mate with a field that replenishes Power whenever she is attacked. It is invaluable if you happen to have a Priest who draws heavy aggro, or while soloing.

Summon Shadows. This makes a single party member invisible. Only one person can be invisible at a time. This is a superb spell for bypassing aggressive monsters and completing quest tasks in various areas. While it can't be used to get an

entire group around, it is useful for a solo player to slip past dangerous areas. Note that some monsters can still see you when invisible. If a non-gray mob has a red outline around its name — it can see you, and WILL attack!

Combat Tactics

SOLO

Since Sorcerers lack the companion pet or hypnotic powers of the other Mage professions, when soloing they must simply destroy their opponents before they are killed themselves. Heroic Opportunities are an excellent way to increase damage output. If necessary, use Arcane Bindings to keep a monster immobile, or Freeze to stun it completely for several seconds. It is also imperative that Sorcerers utilize all available self-buff spells.

GROUP

When grouped, a sorcerer's job is simply to put out damage. While Arcane Bindings is always useful as crowd control, your primary function is usually damage. Be sure to wait until your party's main tank has taunted the enemy, otherwise it might decide to attack YOU! The monster should flash red when it has been successfully taunted. At which point, you're free to cast your damage spells as often as you can. If you are of significantly higher level than your group's tank, you might find that her taunt is insufficient to hold the enemy's attention. If so, cast your damage spells less frequently, so you do not become a target.

SORCERER ABILITIES (SORCERY SKILL)

Art	IL	Lvl	HO	Icon	Casting	Reset	Rad	Description
<i>Blaze</i>	10		Fire		2 sec	3.5 sec	-	Deals instant Heat damage to an opponent.
<i>Burning Radiance</i>	11		-		2 sec	9 sec	-	Places and augmentation on an ally that can deal additional Heat damage with a successful attack.
<i>Vivid Seal</i>	12		Wand		3 sec	4 sec	7.5 m	Increases the Sorcerer and allies' Strength and Intellect and helps protect them from Heat.
<i>Painful Meditation</i>	13		Wand		2 sec	20 sec	-	Converts the Sorcerer's Health into Power.
<i>Freezing Whorl</i>	13.4		-		2 sec	15 sec	-	Deals Cold damage over time to an opponent and decreases their resistance to the Elements.
<i>Eye of Zomm</i>	13.8		-		3 sec	4 sec	-	Summons a disembodied eye that you can control and see through. (You have no control over the Sorcerer own body while the spell is in effect).
<i>Conflagration</i>	14		Fire		5 sec	15 sec	15 m	Deals instant Heat damage to an opponent and its surrounding allies.
<i>Ice Spike</i>	15		Lightning		2 sec	2 sec	-	Deals instant Cold damage to an opponent.
<i>Freeze</i>	16		Star		1 sec	30 sec	-	Stuns an opponent and deals instant Cold damage.
<i>Tongue Twist</i>	16.6		Lightning		1 sec	20 sec	-	Interrupts and stifles an opponent.
<i>Incinerate</i>	17		Fire		1 sec	8 sec	-	Deals Heat damage over time and reduces Stamina and Agility on an opponent.
<i>Summon Shadows</i>	18		-		4 sec	30 sec	-	Summons shadows around a single ally while slightly reducing their movement; only focus shadows on one ally at a time.
<i>Accord</i>	18.6		Staff		2 sec	9 sec	-	Grants a chance to increase Power over time to an ally when they are successfully attacked.
<i>Frozen Manacles</i>	19		Wand		2 sec	9 sec	-	Deals instant Cold damage to an opponent, and then roots the opponent.

Why a Warlock?

1. Warlocks are the masters of poison and disease, cast it and forget it. DoT (Damage over Time) spells are the Warlock's threat. Unlike Wizards, aggressive play styles will not put you at the top of the monster's hate list.
2. Warlocks are well rounded casters, with a wide variety of spell types, including DD (Direct Damage), DoT, Stun, Debuff, Group Buffs, Summons, AoE (Area of Effect) and Root.
3. Warlocks are a rare and unique subclass with a long, ancient history. Unlike Wizards, you won't see one on every dock or city market. When people do come in contact with a Warlock they remember the experience.
4. Warlocks are able to apply poison to Fighter/Scout type's weapons, making them a welcomed member to any hunting or raid party.
5. On large target encounters or battles that could last awhile, a Warlocks DoT's are a must-have.

Warlocks manipulate the destructive forces of poison and disease to obliterate their foes. They are masters of death and decay who deal devastating damage and pain to their opponents by delivering a deadly touch of poison, disease and agony with the intimidating power of DoT spells. Wizards may have more Direct Damage spells, but in the long run Warlocks are the masters of all spell types.

Path of the Warlock

Path of the Warlock (Qeynos)

- ☞ Talk to Telamina Garendell in the Three Towers, South Qeynos.
- ☞ Kill Gnoll Spellcasters until you have 3 ritual stones in Blackburrow.
- ☞ Return to Telamina.
- ☞ Telamina sends you to a tower where you must defeat four elementals. The earth elemental on the ground floor is too tough to handle, but it is linked to the other three elementals. Defeating them will weaken the first one.
- ☞ Return to Telamina.

Reward. Telamina's Staff of the Occult (INT +6, WIS +4), promotion to Warlock

Path of the Warlock (Freeport)

- ☞ Talk to Camtur Flograttle at The Academy of Arcane Science in N. Freeport.
- ☞ Kill a strangely stitched zombie near Zarvonn's Tower in the Commonlands. To get the stitched zombie to appear you must kill tortured souls around this area.
- ☞ Return to Camtur. He will teleport you to an instanced zone when ready.
- ☞ Head down the stairs one floor and double-click the widget on the table.
- ☞ Try to kill all the creatures one by one, working your way down the stairs to the bottom floor.
- ☞ Kill the Essence monster and encounters on the bottom floor.
- ☞ Return to Camtur.

Reward. Academy's Staff of the Warlock (INT +6, WIS +4), promotion to Warlock

Ability Highlights

Negative Absolution. This is a very powerful AoE (area-of-effect) debuff and instant Poison damage spell. Take heed, though, as this spell will put you instantly at the top of the creature's hate list and cause aggro ... but with good Priest, it's worth it.

Dark Distortion. Want to do some instant damage, while leaching back some Power from the creature? This is the spell to have!

Curse of Darkness. The Nil Crystals that can result are needed and should be saved for higher-level spells explained later.

Flashfreeze. Is your group Priest getting beat on? Then jump into action and stun that target for 4 seconds. This spell also does instant Cold damage.

Bolster Energy. Bolster Energy increases Power pool and Magic/Poison resistances for all party members. Also slightly increases non-combat Power regeneration slightly for all party members.

Toxic Grasp. This Augmentation has a chance to grant the target groupmate additional over-time Poison damage on a successful attack. Also places a reactive heal on the target, for the duration of this additional damage, which has a chance to lifetap the target when an attacker does Poison damage.

Netheros. This is the spell you have been waiting for your whole life as a Warlock.

Remember those Nil Crystals? Well time to bring them out of your little bag and use them! Summons a powerful minion that attacks the target opponent. Costs Power periodically and completely immobilizes you throughout the duration of the spell.

Combat Tactics

SOLO

Start by buffing yourself with Magi's Shielding, Gift of the Magi, Burning Radiance and Vivid Seal buff spells. You will need to buff yourself just before you engage in battle. Please understand this while hunting alone: ONLY engage a single non-grouped mob. Without a tank or pet, you will take a wicked beating with multiple attackers, and being a pure caster profession, this will make getting your spells off very difficult. The most effective way to start off an attack will be to use a type of DoT, like Static Pulse, followed quickly with a nice direct-damage spell like Negative Absolution, which will not only cause a nice amount of damage but will serve as a debuff as well. Your next round of spells should be the finishers. Blaze will do the most amount of damage the fastest. As soon as possible, upgrade your favorite spells to at least Adept I. Golden rule here, never be afraid to cut your losses and run or yell for help!

GROUP

As a Warlock you have a very nice mix of spells that can do a number of things or fill many roles. Everyone's play styles are different, so playing a Warlock while grouped will differ from player to player. You can act as crowd control when there is no Enchanter; stun and root spells work nicely here, while saving your Priest or fellow casters — or even Scouts — from being beat down and killed. Taking on a large mob or creature? Then your powerful DoT's are a godsend for any group. Just remember not to apply too many DoT's, or even the best Priest will not be able to save you in time as you quickly climb to the top of your enemies' hate lists. A good rule of thumb here is to always wait about 20-30 seconds before casting your first line of direct damage or DoT's. This allows your tank ample time to get aggro, then feel free to apply DoT's and direct-damage spell every 5-10 seconds. Work smarter, not harder! While within your group always be aware of your surroundings and creatures in the zone.

WARLOCK ABILITIES (NOCTIVAGANCE SKILL)

Art	IL Lvl	HO Icon	Casting	Reset	Rad	Description
<i>Kraylith's Curse o.t. Toad (E)</i>	20	–	1 sec	10 min	–	Polymorphs the target of the spell into another creature.
<i>Negative Absolution</i>	20	Lightning	3 sec	20 sec	10 m	Instant Poison dam.; dispels beneficial Arcane spells on enemy and surrounding encounter members.
<i>Boon of the Void</i>	21	–	3 sec	4 sec	10 m	Increases all party members Power pool, Magic and Poison dam. resist; increases out of combat Power regeneration.
<i>Putrid Cloud</i>	22	Star	3 sec	12 sec	7.5 m	Short Stun effect to enemy and deals instant Poison damage to it and surrounding encounter members.
<i>Dark Distortion</i>	23	Staff	2 sec	9 sec	–	Instant Poison dam. to enemy and returns a portion of this damage as Power replenishment to Warlock.
<i>Venomous Runes</i>	23.6	Staff	2 sec	9 sec	–	Grants ally chance of causing over time Poison dam. with successful attack from enemy; increased Poison damage resistance.
<i>Suffocating Breath</i>	24	Fire	2 sec	4 sec	–	Increased instant Poison damage to enemy with additional chance of causing short duration Stifle effect.
<i>Curse of Darkness</i>	25	Fire	2 sec	9 sec	–	Reduces enemy's Noxious dam. resistance. If the enemy is slain while under this curse, a Nil Crystal is granted to Warlock.
<i>Shadowsight</i>	25.6	–	3 sec	4 sec	7.5 m	Grants all party members See Invisible sight as well as Sonicvision.
<i>Suffocating Cloud</i>	26	Fire	5 sec	15 sec	7.5 m	Increased instant Disease dam., with a chance to Stifle, to enemy and surrounding encounter members.
<i>Invite Void</i>	27	Wand	2 sec	20 sec	–	Instantly converts some of the Warlocks Health to Power.
<i>Steal Breath</i>	27.6	Fire	2 sec	15 sec	–	Does over time Disease damage and decreases an enemy's Disease and Poison damage resistance.
<i>Curse of Null</i>	28	Wand	2 sec	9 sec	–	Reduces enemy's Str. and Intel. attributes. If the enemy is slain while under this curse, a Nil Crystal is granted to the Warlock.
<i>Dark Pact</i>	28.6	–	3 sec	4 sec	10 m	Increases Intelligence and Strength of all party members and grants increased Poison damage resistance.
<i>Flashfreeze</i>	29	Star	4 sec	45 sec	–	Short Stun effect to an enemy as well as dealing instant Cold damage.
<i>Kraylith's Minor Familiar (E)</i>	30	–	10 sec	10 min	–	Summons a familiar to the Warlock's side.
<i>Nullification</i>	30	Lightning	4 sec	2 sec	–	Instant spell casting interrupt of an enemy as well as lowering their effective casting level.
<i>Noxious Bolt</i>	30.6	Lightning	2 sec	2 sec	–	Instant Poison and Mental dam. to enemy; chance of add'l instant Poison dam. on successful attacks from Warlock or ally.
<i>Strength Of Void</i>	31	Staff	4 sec	17 sec	–	Replenishes Power instantly to an ally.
<i>Abhorrent Gift</i>	32	Staff	2 sec	9 sec	7.5 m	Increases party's Power pools for short period of time. This augmentation requires a Nil Crystal to cast.
<i>Aspect of Vul</i>	32.6	–	4 sec	30 sec	–	Grants Invisibility to ally. If Invisibility is broken due to enemy attack, that causes short dura. Stun effect.
<i>Boon of the Shadowed</i>	32.8	Wand	2 sec	15 sec	–	Has chance to replenish Power over time whenever ally is successfully attacked, also places Power drain over time on attacker.
<i>Paralyzing Fear</i>	33	Wand	3 sec	9 sec	–	Prevents enemy from movement. Impairment will break instantly if enemy takes damage of any kind, also upon breaking has a small chance to fear that enemy.
<i>Dark Emanations</i>	33.6	Fire	4 sec	2 sec	–	Deals instant Poison damage to an enemy as well as additional Poison damage over time.
<i>Null Absolution</i>	34	Lightning	3 sec	20 sec	10 m	Instant Poison dam.; dispels beneficial Arcane spells on the enemy and surrounding encounter members.
<i>Aura of Darkness</i>	35	Staff	2 sec	45 sec	–	Deals Poison damage over time and stuns the enemy .
<i>Yreth's Bat Vexation (E)</i>	35	–	1 sec	10 min	–	Polymorphs the target of the spell into another creature.
<i>Bolster Energy</i>	35.6	–	3 sec	4 sec	10 m	Increases party members Power pool, Magic and Poison dam. resistance; increases out of combat Power regeneration.
<i>Grievous Blast</i>	36	Star	3 sec	12 sec	7.5 m	Short Stun effect to enemy and deals instant Poison damage to it and surrounding encounter members.
<i>Nil Distortion</i>	37	Staff	2 sec	9 sec	–	Instant Poison dam. to enemy; returns portion of this damage as Power replenishment to the Warlock.
<i>Reveal Shadows</i>	37.6	–	4 sec	5 sec	–	Grants all party members See Hidden sight as well as Auravision.
<i>Dark Pillaging</i>	38	Wand	4 sec	3 min	7.5 m	Drains Power instantly from an enemy and surrounding encounter members, and converts a portion of this damage into over time Power replenishment for the party.
<i>Dark Pyre</i>	38.6	Fire	2 sec	4 sec	–	Increased instant Poison dam. to enemy with additional chance of causing short duration Stifle effect.
<i>Seal of Dark Ruminaton</i>	39	–	3 sec	4 sec	10 m	Increases Intelligence and Strength attributes for all party members. Also has a chance to add a Lifetap effect when any party member is successfully attacked by an enemy.
<i>Curse of Emptiness</i>	39.6	Fire	2 sec	9 sec	–	Reduces enemy's Noxious dam. resist. If enemy slain while under curse, a Nil Crystal is granted to Warlock.
<i>Bat Familiar (E)</i>	40	–	10 sec	10 min	–	Summons a familiar to the Warlock's side.
<i>Bony Grasp</i>	40	Star	4 sec	45 sec	10 m	Prevents an enemy and surrounding encounter members from movement .
<i>Toxic Grasp</i>	40.6	Staff	2 sec	9 sec	–	Grants an ally the chance to cause additional over time Poison damage upon a successful attack on an enemy. Also grants a chance to add a Lifetap effect when that ally is successfully attacked by an enemy.
<i>Grisly Contract</i>	41	Wand	2 sec	20 sec	–	Instantly converts some of the Warlocks Health to Power.
<i>Chaotic Maelstrom</i>	41.6	Fire	2 sec	15 sec	–	Does over time Disease damage and decreases an enemy's Disease and Poison damage resistance.
<i>Vulian Interference</i>	42	Lightning	4 sec	2 sec	–	Instant spell casting interrupt of an enemy as well as lowering their effective casting level.
<i>Curse of Nil</i>	42.6	Wand	2 sec	9 sec	–	Reduces enemy's Str and Intel. If enemy is slain while under curse, a Nil Crystal is granted to Warlock.
<i>Nullmail</i>	43	Staff	4 sec	15 min	–	Reduces enemy's Hate towards Warlock; replenishes instantly portion of dam. to Warlock upon successful enemy attack.
<i>Soul Flay</i>	43.6	Lightning	2 sec	2 sec	–	Instant Poison and Mental dam. to enemy; chance of add'l instant Poison dam. on successful attacks from Warlock or ally.
<i>Deter</i>	44	Star	4 sec	45 sec	–	Short Stun effect to an enemy as well as dealing instant Cold damage.
<i>Abysmal Fury</i>	44.6	Fire	5 sec	15 sec	7.5 m	Deals increased instant Disease damage, with a chance to Stifle, all nearby enemies in an encounter.
<i>Erqu's Hex of the Rat (E)</i>	45	–	1 sec	10 min	–	Polymorphs the target of the spell into another creature.
<i>Nihilism</i>	45	Star	2 sec	9 sec	–	Chance to grant ally add'l Poison dam. over time and decreased Noxious dam. resist. upon a successful attack on an enemy.
<i>Torment of Shadows</i>	45.6	Fire	4 sec	2 sec	–	Deals instant Poison damage to an enemy as well as additional Poison damage over time.
<i>Aspect of Darkness</i>	46	–	3 sec	4 sec	10 m	Increases party members Power pool, Magic and Poison damage resistance; increases out of combat Power regeneration.
<i>Spirit Shroud</i>	46.4	–	4 sec	30 sec	–	Grants Invisibility to ally. If Invisibility is broken due to enemy attack, that causes a short dura. Stun effect.
<i>Wicked Gift</i>	46.8	Staff	2 sec	9 sec	7.5 m	Increases party's Power pools for short period of time. This augmentation requires Nil Crystal to cast.
<i>Cower</i>	47	Wand	3 sec	9 sec	–	Prevents enemy from movement. This impairment will break instantly if the enemy takes damage of any kind, also upon breaking has a small chance to fear that enemy.
<i>Endow Energy</i>	47.6	Staff	4 sec	17 sec	–	Replenishes Power instantly to an ally.
<i>Netheros</i>	48	Lightning	2 sec	2 min	–	Summons a powerful minion for the Warlock to attack an enemy. Drains Power, and immobilizes the Warlock throughout the duration of the spell. Requires a Nil Crystal to cast.
<i>Nil Absolution</i>	48.6	Star	3 sec	20 sec	10 m	Instant Poison dam.; dispels beneficial Arcane spells on enemy and surrounding encounter members.
<i>Vulian Gift</i>	49	Wand	2 sec	15 sec	–	Chance to replenish Power over time whenever ally is successfully attacked, also places Power drain over time on the attacker.
<i>Aura of Emptiness</i>	49.6	Staff	2 sec	45 sec	–	Deals Poison damage over time and stuns the enemy for the duration of the spell.
<i>Dark Nebula</i>	50	Star	3 sec	18 sec	–	Short Stun effect to enemy; deals instant Poison damage to it and surrounding encounter members.
<i>Devastation</i>	50	Fire	3 sec	18 sec	–	Deals massive instant Poison damage to an enemy.
<i>Raven Familiar (E)</i>	50	–	10 sec	10 min	–	Summons a familiar to the Warlock's side.

Why a Wizard?

1. You're a pyromaniac at heart and the fact you get all these cool fire spells is just too much!
2. You love to do lots of damage while sitting back and watching someone else take the beating.
3. Wizards are masters of elemental forces that tap into fire and ice. The amount of damage that they can do with these forces can be staggering.
4. You prefer the grouping life to the solo life, and Wizards are definitely group-oriented!

Wizards are masters of destruction and rage via the elements of fire and ice. Though you summon nothing and are somewhat lacking in the department of debuffs/DoTs (damage over time), your direct-damage attacks are staggering. The downside is that you draw a lot of aggression from monsters; make sure that you group with very capable Priests and Fighters.

Path of the Wizard

Path of the Wizard (Qeynos)

- Talk to Telamina Garendell in the Three Towers, South Qeynos.
- Kill Gnoll Spellcasters until you have 3 ritual stones in Blackburrow.
- Return to Telamina.
- Telamina will send you to an instance of the tower where you must defeat four elementals. At first, the earth elemental on the ground floor is too tough to handle, but it is linked to the other three elementals. Defeating them will weaken it to a manageable level.
- Return to Telamina.

Reward. Telamina's Staff of Wizardry (INT +6, WIS +4), promotion to Wizard

Path of the Wizard (Freeport)

- Talk to Camtur Flograttle at The Academy of Arcane Science in North Freeport.
- Kill a strangely stitched zombie near Zarvonn's Tower in the Commonlands. To get the stitched zombie to appear you must kill tortured souls around this area.
- Return to Camtur. He will teleport you to an instanced zone when ready.
- Head down the stairs one floor and double-click the widget on the table.
- Try to kill all the creatures one by one, working your way down the stairs to the bottom floor.
- Kill the Essence monster and encounters on the bottom floor.
- Return to Camtur.

Reward. Academy's Staff of Wizardry (INT +6, STR +4), promotion to Wizard

Ability Highlights

Breath of the Tyrant. This spell is an increased instant Heat damage to the target (being a Wizard has its advantages).

Ball of Fire. Another increased instant Heat damage to the target spell. With this and Breath of the Tyrant, you will be able to chain-cast nukes doing a large amount of damage quickly.

Amplification. Increases Power pool, magic and elemental mitigation for all groupmates.

Icy Coil. Cold DoT (damage over time) that decreases your target's elemental resistances. The perfect setup spell for you Heat line of spells (lower heat resistance means your Heat spells will hit for more damage)

Benumb. This spell interrupts and stifles the target. A perfect spell for stopping a spellcaster, or even stopping damage from the mob for a short period of time.

Depart. Transport the party members within range to the nearest designated

safe spot for the current adventuring area. The first and only travel spell you receive.

Protoflame. This spell summons a fiery pet that attacks the current target until spell expiration. In the event that the pet is killed, it will explode, causing AoE (area-of-effect) damage to all encounter members.

Combat Tactics

SOLO

"Solo" mobs are no match for a Wizard; the power of a Wizard is great enough to take down solo yellows. Just remember that roots are your friend. Always start with a root, then debuff the mob so that when you do cast your fire and ice spells, they will be hitting for more damage. Set up spells on your hotkeys so that you can chain-cast. The quicker the mob is dead, the better your chances of living are; after all, your hitpoints/AC are low, so it's to your advantage to take the mob down ASAP. You also have stun/interrupt spells, so use those appropriately, too. (Caster casting a spell? Interrupt it!)

GROUP

First and foremost, always buff your group. Since you're a master of elemental forces, you have buffs that will protect your groupmates from those forces as well. Also, you have stun/interrupt spells. For the tougher mobs, help reduce damage taken, by stunning the target or interrupting its spellcasting. Your other purpose in the group is the obvious one — damage, and lots of it. Let the Fighter get the mob's attention prior to your nuking. If there isn't someone debuffing the mob, then throw out one of yours so that your fire/ice spells hit for maximum damage. If you're full of life at the end of a fight and down some Power, then use Painful Meditation to convert Health to Power.

WIZARD ABILITIES (ELEMENTAL MASTERY SKILL)

Art	IL Lvl	HO Icon	Casting	Reset	Rad	Description
<i>Chilling Wind</i>	20	Star	3 sec	20 sec	10 m	Cold damage over time; decreases Elemental dam. resist. on the enemy and surrounding encounter members.
<i>T'Lys' Minor Familiar (E)</i>	20	-	10 sec	10 min	-	Summons a familiar to the Wizard's side.
<i>Breath of the Tyrant</i>	21	Fire	2 sec	4 sec	-	Deals increased instant Heat damage to an enemy.
<i>Lightning Flash</i>	22	Star	2 sec	2 sec	7.5 m	Instant Magic dam to enemy and surrounding encounter members with chance to do add'l over time Heat dam.
<i>Ball of Fire</i>	23	Lightning	3 sec	12 sec	-	Deals instant Heat damage to an enemy.
<i>Snow-filled Steps</i>	23.6	-	3 sec	4 sec	7.5 m	Grants See Invisible sight to all party members as well as granting additional Elemental damage resistance.
<i>Amplification</i>	24	-	3 sec	4 sec	10 m	Increased Power pool, and Magic and Elemental dam. resist. to party members; increases all Offens. skills to party members.
<i>Boreal</i>	25	Wand	1 sec	30 sec	-	Mesmerizes target. Costs Power, and completely immobilizes the Wizard throughout the duration of the spell.
<i>Dazzling Seal</i>	25.6	-	3 sec	4 sec	10 m	Increases Intel. and Str. for all party members; grants increased Heat damage resistance to all party members.
<i>Flametongue</i>	26	Staff	2 sec	9 sec	-	Chance to grant ally add'l over time Heat dam. on a successful attack on enemy; grants the ally additional Heat resistance.
<i>Blazing Intimidation</i>	27	Star	4 sec	45 sec	-	Deals a small amount of Heat damage and Stuns the enemy for a short duration.
<i>Plasmatic Pulse</i>	27.6	Lightning	2 sec	2 sec	-	Deals instant Heat damage to an enemy. Also has a chance to do additional Magic over time damage.
<i>Essence Harvest</i>	28	Staff	1 sec	30 sec	-	Instantly replenishes an amount of Power, stunning the Wizard for a period of time.
<i>Pyre</i>	28.6	Fire	5 sec	15 sec	7.5 m	Deals increased Heat damage to an enemy and surrounding encounter members with an additional chance to decrease the Stamina attribute on the encounter members.
<i>Icy Coil</i>	29	Fire	2 sec	15 sec	-	Deals over time Cold damage and decreases Elemental damage resistances to an enemy.
<i>Ai'Kabor's Flam. Visage (E)</i>	30	-	1 sec	1 min	-	Causes the Wizard to be encased in raging fires.
<i>Discretionary Flow</i>	30	Wand	2 sec	20 sec	-	Converts an amount of the Wizard's Health to Power instantly.
<i>Benumb</i>	30.6	Lightning	4 sec	2 sec	-	Instantly interrupts and stifles an enemy.
<i>Distorted Visions</i>	31	-	4 sec	30 sec	-	Grants Invisibility to an ally. Also places a brief Defensive skill increase on the ally when the invisibility expires.
<i>Surge of Flames</i>	32	Staff	2 sec	25 sec	-	Instantly replenishes an amount of Power to an ally, stunning the Wizard for a period of time.
<i>Heat Stroke</i>	32.6	Fire	4 sec	2 sec	-	Instant Heat damage to enemy; does additional Heat over time damage with a chance to stifle the enemy.
<i>Intensify</i>	32.8	-	3 sec	4 sec	10 m	Increased Power pool, and Magic and Elemental dam. resist. to party members; increases all Offens. skills to party members.
<i>Tether</i>	33	Wand	3 sec	9 sec	-	Prevents an enemy from movement. This impairment will break instantly if the enemy takes damage of any kind. Upon breaking however, a shorter duration movement impairment will be re-applied to that enemy.
<i>Intromission</i>	33.6	Staff	4 sec	20 sec	-	Instantly replenishes an amount of Power to an ally.
<i>Freezing Wind</i>	34	Star	3 sec	20 sec	10 m	Cold damage over time and decreased Elemental dam. resist. on enemy and surrounding encounter members.
<i>Ai'Canari's Sca. Compan. (E)</i>	35	-	10 sec	10 min	-	Summons a familiar to the Wizard's side.
<i>Frostbound Gift</i>	35	Fire	2 sec	3 min	7.5 m	Increases party's Health pools; increases party's Elemental and Arcane dam. resist. for a short period of time.
<i>Concurrence</i>	35.6	Staff	2 sec	9 sec	-	Has a chance to replenish an amount of Power instantly whenever an ally is successfully attacked.
<i>Scorching Pulse</i>	36	Star	2 sec	2 sec	7.5 m	Instant Magic dam. to enemy and surrounding encounter members with chance to do add'l over time Heat dam.
<i>Ball of Flames</i>	37	Lightning	3 sec	12 sec	-	Deals instant Heat damage to an enemy.
<i>Fiery Grandeur</i>	37.6	Staff	2 sec	9 sec	-	Chance to grant ally add'l over time Heat dam. on a successful attack on enemy; grants the ally additional Heat resistance.
<i>Depart</i>	38	-	5 sec	15 min	10 m	Teleports Wizard and party members w/in range to nearest desig. safe spot for current casters adventuring area.
<i>Descry</i>	38.6	-	4 sec	5 sec	-	Grants all party members See Hidden sight as well as increases Intelligence and Wisdom attributes.
<i>Immolation</i>	39	Fire	2 sec	4 sec	-	Deals increased Heat damage to an enemy.
<i>Aurora</i>	39.6	Wand	1 sec	30 sec	-	Mesmerizes target. Costs Power, and completely immobilizes the Wizard throughout the duration of the spell.
<i>Piercing Icicles</i>	40	Fire	2 sec	15 sec	-	Deals over time Cold damage and decreases Elemental damage resistances to an enemy.
<i>Tishan's Freezing Form (E)</i>	40	-	1 sec	1 min	-	Causes the Wizard to be encased in ice.
<i>Hand of the Tyrant</i>	40.6	-	3 sec	4 sec	10 m	Grants increased Intelligence and Strength attributes and grants Heat resistance to the all party members.
<i>Vital Flow</i>	41	Wand	2 sec	20 sec	-	Converts an amount of the Wizard's Health to Power instantly.
<i>Ring of Cold</i>	41.6	Star	4 sec	45 sec	10 m	Prevents movement on the enemy and the surrounding encounter members, also does over time Cold damage and decrease movement speed for a brief period of time after the spell wears off.
<i>Enfeeblement</i>	42	Lightning	4 sec	2 sec	-	Instantly interrupts and stifles an enemy.
<i>Vitalic Harvest</i>	42.6	Staff	1 sec	30 sec	-	Instantly replenishes an amount of Power, stunning the Wizard for a period of time.
<i>Mail of Frost</i>	43	Staff	4 sec	15 min	-	Reduces Hate towards the Wizard, and grants a small ward.
<i>Altered Vision</i>	43.6	-	4 sec	30 sec	-	Grants Invisibility to an ally. Also places a brief Defensive skill increase on the ally when the invisibility expires.
<i>Paralyze</i>	44	Star	4 sec	45 sec	-	Deals a small amount of Cold damage and Stuns the enemy for a short duration.
<i>Inferno</i>	44.6	Fire	5 sec	15 sec	7.5 m	Deals increased Heat damage to an enemy and surrounding encounter members with an additional chance to decrease the Stamina attribute on the encounter members.
<i>Frostshield</i>	45	Staff	2 sec	9 sec	-	Grants an ally the chance to do instant Cold damage to an enemy each time they are successfully attacked.
<i>Rune's Tm. o. Kwnldge (E)</i>	45	-	10 sec	10 min	-	Summons a familiar to the Wizard's side.
<i>Truss</i>	45.6	Wand	3 sec	9 sec	-	Prevents an enemy from movement. This impairment will break instantly if the enemy takes damage of any kind. Upon breaking however, a shorter duration movement impairment will be re-applied to that enemy.
<i>Flamestrike</i>	46	Lightning	2 sec	2 sec	-	Deals instant Heat damage to an enemy with an additional chance to do Magic over time damage.
<i>Heat Convulsions</i>	46.4	Fire	4 sec	2 sec	-	Instant Heat dam. to an enemy; does additional Heat over time damage with a chance to stifle the enemy.
<i>Fiery Surge</i>	46.8	Staff	2 sec	25 sec	-	Instantly replenishes an amount of Power to an ally, stunning the Wizard for a period of time.
<i>Singularity</i>	47	Staff	2 sec	9 sec	-	Has a chance to replenish Power instantly whenever an ally is successfully attacked.
<i>Essential Intromission</i>	47.6	Staff	4 sec	20 sec	-	Instantly replenishes an amount of Power to an ally.
<i>Protoflame</i>	48	Fire	2 sec	45 sec	-	Summons a fiery pet that attacks an enemy until spell expiration. If the pet is killed before expiration that will explode and do instant Heat damage to the enemy who slew it and surrounding encounter members.
<i>Icy Wind</i>	48.6	Star	3 sec	20 sec	10 m	Cold dam. over time and decreases Elemental dam. resist. to an enemy and surrounding encounter members.
<i>Fiery Pulse</i>	49	Star	5 sec	15 sec	7.5 m	Deal a large amount of instant Cold damage to an enemy.
<i>Icebound Gift</i>	49.6	Fire	2 sec	3 min	7.5 m	Increases party's Health pools; increases party's Elemental and Arcane dam. resist. for a short period of time.
<i>Augmentation</i>	50	-	3 sec	4 sec	10 m	Increased Power pool, and Magic and Elemental dam. resist. to party members; increases all Offens. skills to party members.
<i>Ice Comet</i>	50	Star	3 sec	18 sec	-	Deals massive instant Cold damage to an opponent.
<i>Solist's Dark Flame (E)</i>	50	-	1 sec	1 min	-	Causes the Wizard to be surrounded by swirling energy.

Why a Summoner?

1. A real pet class. Although some non-Summoner subclasses do have pets, these are short duration, uncontrolled or even immobile. If you want a serious pet profession, Summoner is the only game in town.
2. Utility spells. You can grant the members of your group new powers to use at their discretion. Or, just use them for yourself! Go exploring with Aqueous Stone and Invisibility.
3. Effective soloing. Need to complete a quest on your own? Waiting for a group? Or maybe you just like to solo? Summoners and their subclasses are solid, versatile soloers.
4. Effective in groups. A Summoner brings a variety of useful skills to any group, including high damage output and crowd control.
5. Not your typical Mage. Playing a Summoner is more complicated and challenging than other Mage classes. What other character has to manage aggro while soloing, or give orders to a minion while still attacking, providing crowd control and keeping track of HOs?
6. Panache. Pet casters in general have additional flair that regular characters don't, but Summoners also have some remarkable spell effects (particularly attacking with an avalanche of rocks out of thin air).

The Summoner is one of the most unique classes in the game. You are essentially playing two characters at once: a Scout/Fighter and a Mage. Your pet acts as a tank/melee damage dealer (a real Fighter is a better tank in a party situation, but at least your pet can take more hits than you!) and you back it up with fast-killing nukes (magic attacks) and DoTs (damage over time). While this makes it an extremely powerful class to play, it also makes it harder; no slacking off or double tasking for Summoners!

Path of the Summoner

Path of the Summoner (Qeynos)

- ☞ Talk to Magister Niksel in South Qeynos, near the large tree.
- ☞ Enter the instanced zone in South Qeynos.
- ☞ Kill all the monsters within.
- ☞ Return to Niksel.

Reward. Niksel's Ring of Summoning (INT +3, STR +2, PP +15), Niksel's Robe of Summoning (INT +4, DisR +8, HP +5, MagR +5, PP +10), promotion to Summoner

Path of the Summoner (Freeport)

- ☞ Talk to Arcanist Sonius in the Academy of Arcane Sciences.
- ☞ Create an Earth Elemental and destroy it in combat while inside the Academy chamber.
- ☞ Return to Sonius.

Reward. Academic Robe of Summoning (INT +3, STA +1, HeatR +3, MagR +5), The Arcanist's Ring of Summoning (AGI +3, INT +4), promotion to Summoner

Ability Highlights

Tellurian Recruit. The spell that defines you as a Summoner, Tellurian Recruit is an earth elemental that operates like a Fighter. It's a respectable combatant in melee and has enough Health to soak up a lot more damage than any robe-wearing finger-wagglers. Your Recruit grants you the most unique of Mage abilities: you can tank. (Vicariously, anyway.)

Other than skill in how you use it, no other factor contributes more to your success or failure than the raw power of your pet. Skill can come with time, but you should make upgrading your Tellurian Recruit a high priority. It will likely remain

your primary tool for soloing even after you become a Conjurer or Necromancer (at least until a replacement becomes available at Level 24). The Apprentice I Recruit is little more than a speed bump compared to the Adept III version, and any upgrade you can get will improve your performance measurably.

Essence Shift. Converting Health to Power isn't a unique ability, but Summoners have a unique battery to draw from: their pet. This spell is most useful in groups when your pet isn't expected to hold aggro. You can cannibalize it for Power without reducing your own Health. Summoners are generally pretty fuel efficient when soloing, but if your pet has lost aggro and your really need a little more Power to finish the fight, you can get more Power without doing your opponent any favors.

Petrify. A good, solid long-duration stun. Summoners may not be crowd control experts like Enchanters, but they do have some useful spells to keep an opponent off his game. Petrify is an asset to any group, but it makes an even bigger impact on your soloing. Immobilization effects like Arcane Bindings may protect you from harm, but they don't do much for your pet (which must fight toe-to-toe with the enemy). Petrify actually protects your pet from harm for several seconds, while your minion continues to attack and build aggro. Petrify does have a significant re-use time, but you can still cast multiple Petrify spells during one combat if you start early and watch the timer closely.

Seism. Seism is essentially an anti-group Static Pulse. It inflicts damage over time and debuffs the enemy's resistance to future spells. Hitting all your opponents at once makes it a great softening-up spell for group versus group battles. It's not extremely useful for soloing, but it can replace Static Pulse if you don't mind the higher Power drain.

There is one significant caveat to attacking the entire enemy group too early in the fight ... they may all come after you. One way to get the spell off early without getting pummeled is to wait until just after melee starts before you cast. Then clear your target (Esc) and get ready to throw



a stun. If a loose mob does come after you, it will automatically become your target. It will also incur the wrath of your pet, which may be sufficient to pull it away quickly.

Combat Tactics

SOLO

Whenever practical, pull with your pet so you never have aggro yourself. Wait until the target has lost some Health and your pet has firmly established aggro before you start blasting away at it. Go easy on the damage at first, and then finish the fight quickly before you pet is worn down completely in melee. If your pet loses aggro early in the fight (due to you getting carried away), you can use that staple of soloing, Arcane Bindings, and back off while your pet reasserts itself.

Until you learn Petrify at Level 16, you have no effective way to protect your Recruit from damage. You can only keep an eye on its Health and time your all-out attack for the last possible moment that will keep your pet alive. After you get Petrify you can save your minion a lot of wear and tear by periodically stunning your opponent.

Soloing with a Summoner may not be easier, but it is usually safer than with other Mage classes. If your pet is clearly getting stomped in the first few seconds of melee, you can use all that unspent Power to start running for the hills and leave your pet behind as a distraction. You're also more likely to survive if you tumble into something bad, or it respawns right on top of you. Your pet will jump to your aid and should draw aggro off of you after one attack.

GROUP

Summoners have all the usual capabilities that people value in a group Mage, primarily high damage output and crowd control. Damage dealing is really your strong suit, and you can hit an entire enemy group with damage over time and debuff them in the process. You can pull with Arcane Bindings, stun with Petrify and even sic your pet on a loose mob for crowd control. You also have a group buff and useful utility spells that benefit the party.

Exactly what you do in a group depends a lot on the group and even on the kinds of things you are fighting. A good generic tactic is to "prime" all your foes for destruction with Seism early in the battle so the DoT has time to work, and then start assisting your main tank. Between casting spells you will also have to give your Recruit attack orders as well, or it will stand around unproductively.

Unless you find yourself in a duo or trio with no proper tank to hold aggro, your pet will be purely offensive in most groups. It should seldom have aggro and its normal job will be to provide damage output. Once cast, your pet doesn't use your Power. It will attack tirelessly even after the spellcasters in the group are empty. In fact, it can even provide you with extra Power through Essence Shifting.

SUMMONER ABILITIES (LEGERDEMAIN SKILL)

Art	IL Lvl	HO Icon	Casting	Reset	Rad	Description
<i>Tellurian Recruit</i>	10	Star	10 sec	30 sec	-	Summons an earthen ally that does the Summoner's bidding.
<i>Agitation</i>	11	Staff	1 sec	25 sec	-	An augmentation placed on the Summoner's minion to increase offensive and defensive capabilities.
<i>Earthy Brand</i>	12	Staff	3 sec	4 sec	10 m	Increases the Summoner and allies Stamina and Intelligence and makes them more resistant to Cold.
<i>Dust Blast</i>	13	Lightning	2 sec	2 sec	-	Deals instant Magic damage to an opponent.
<i>Aqueous Stone</i>	13.4	-	3 sec	4 sec	-	Summons an item to an ally that will grant them water-breathing.
<i>Summon Servant</i>	13.8	-	2 sec	30 sec	-	Summons the Summoner's minions to the immediate area.
<i>Soothe Servant</i>	14	Staff	2 sec	6 sec	-	Heals the Summoner's pet.
<i>Essence Shift</i>	15	Wand	2 sec	20 sec	-	Converts health from a summoned minion into Power for the Summoner.
<i>Petrify</i>	16	Star	1 sec	45 sec	-	Impairment that stuns an opponent.
<i>Seism</i>	16.6	-	4 sec	20 sec	10 m	Deals Magic damage over time and reduces the Arcane resistances of an opponent and its allies.
<i>Bludgeoning Earth</i>	17	Fire	1 sec	8 sec	-	Deals Magic damage over time to an opponent.
<i>Invisibility</i>	18	-	4 sec	30 sec	-	Grants invisibility to an ally and slightly reduces their movement. You can only cover one ally with invisibility at a time.
<i>Splinter of Essence</i>	18.6	Staff	2 sec	30 sec	-	Summons an item to an ally that converts Health into Power.
<i>Immobilize</i>	19	Wand	1 sec	9 sec	-	Prevents an opponent from moving.

CONJURER ◀ SUMMONER ◀ MAGE

By Chersus

Why a Conjurer?

1. Powerful and flashy pets. Norrath is crawling with studious-looking adventures in robes and carrying staves, but how many of them have a pet wreathed in flame?
2. Qeynos citizenship. Necromancy is forbidden in Qeynos, so don't even try it!
3. Effective soloing that rewards good tactics and offers challenges and complexities that non-pet professions just can't experience.
4. Conjurers are more group-friendly than Necromancers, though both have many of the same desirable group features as other Mages, like crowd control, buffs and area-effect spells.

Conjurers in the good city of Qeynos carry on the way of the Summoner by perfecting their mastery over the elements. Although Necromancers corrupt their art in hopes of gaining greater power from the tormented spirits of the dead, both Conjurers and Necromancers are essentially similar in their capabilities. Where their powers differ, conjuration spells tend toward augmentation, while necromantic spells are more destructive and offensive.

The most distinctive feature of the subclass is your pet, an elemental being summoned to serve and protect you. While Enchanters and Sorcerers rely entirely on their spells for attack and defense, much of your power is personified in your elemental servant. Your pet is your most important weapon, but without good guidance your pet may become lost, attack things it shouldn't, or just hang around instead of fighting in combat. If they aren't already, your important pet commands should be on your main hotbar. Attack, Follow, Guard Me and Back Off are used frequently and should be easy to reach.

Becoming a Conjurer doesn't force any instant change in terms of tactics or outlook from your days as a Summoner. You still retain a useful range of basic spells, including crowd control, direct damage and buffs. The main difference is that you gain more powerful and specialized pets as you advance. You are still limited to one pet at a time, but you can choose the pet that is most suited to your current group or opponent.

Path of the Conjurer

- ☞ Talk to Telamina Garendell in the Three Towers, South Qeynos.
- ☞ Travel to Blackburrow and defeat three gnoll spellcasters of the Sabertooth clan: a Diviner, a Chanter and an Oracle.
- ☞ Return to Telamina.
- ☞ Telamina will send you to an instance of the tower where you must defeat four elementals. At first, the earth elemental on the ground floor is too tough to handle, but it is linked to the other three elementals. Defeating them will weaken it to a manageable level.
- ☞ Return to Telamina.

Reward. Telamina's Staff of Summoning (Tune; INT +6, STR +4), promotion to Conjurer

Ability Highlights

Igneous Apprentice. Your fire pet is the one you will probably choose as your standard group pet. Fire pets operate like Wizards, complete with ranged nukes and crowd control. They generally do the most damage and have the least durability of all your elemental minions. The ability to just inflict damage and not worry about tanking makes it good for groups, even if you sometimes catch it rooting a foe that's right in the middle of the group.

Fire Seed. Fire Seed gives the whole group an additional chance to inflict extra fire damage and interrupt enemy actions. Enemies struck by your group may also be primed to detonate. That is, when they are killed they will inflict additional fire damage to their allies in the encounter. A good spell for groups fighting enemy groups.

Shattered Ground. An area-effect DoT spell that also interrupts enemy spellcasting and special abilities. Unlike the staple "softening up" DoTs used by all Mage types, Shattered Ground has defensive value: it protects you and your group by debuffing the worst of your opponents' attacks.

Geotic Brand. A group pet buff that improves the Health and Armor Class of all the group's pets. Useful in groups or soloing. If you're not particular about who you associate with, Conjurer group pet buffs stack well with the slightly different Necromancer spells

of the same sort (like Favor of the Fallen). Oh yeah, as an added bonus, the buff benefits the actual characters in the group as well

Combat Tactics

SOLO

Even when soloing, you and your pet are a group in miniature. Your pet is the fighter in melee holding aggro. You are the Priest casting healing spells, as well as the Mage using crowd control and finishing the battle in a flurry of destructive force. Now if you could just teach your pet to disarm traps This synergy between character and pet makes soloing with a Conjurer more interesting and challenging than most other professions.

Start your solo pulls with a light touch and let your pet do most of the work. Assist your pet with crowd control and debuffs and switch to the heavy direct damage only when you can finish the fight quickly. If it looks like your pet won't last the whole fight, you can always save it with an all-out attack to pull aggro onto yourself. This is not really as suicidal as it might sound. Keeping your pet alive to deal more damage is almost always worth more than the few seconds of respite you gain by allowing it to fight to the death. Healing your pet during a solo fight is usually a bad idea, due to the short range and high aggro of the spell. A fully healed pet that cannot pull aggro back off of you is not much help, so use heals cautiously.

Your earth pet is the usual choice for soloing because it makes the best tank. It's tempting to solo with your new fire pet when you become a Conjurer at 20, but be prepared for a contingency plan if it can't survive the melee.

GROUP

Your primary role is to inflict damage with a combination of spells and pet attacks. Your pet makes your job somewhat more complex than that of other Mages. Your pet must be given orders to prevent it from standing around, but you still have to pay attention to your own spell casting, Heroic Opportunities and avoid breaking crowd control. Your initial fire pet is a good minion for grouping because it is primarily offensive. Real Fighters can handle the tanking while you and your pet mete out punishment.

CONJURER ABILITIES (CONJURATIONS SKILL)

Art	IL Lvl	HO Icon	Casting	Reset	Rad	Description
<i>Igneous Apprentice</i>	20	Star	10 sec	30 sec	-	Summons a native of the Plane of Fire to do the Conjurer's bidding.
<i>Illusion: Fire Elemental (E)</i>	20	-	1 sec	1 min	-	Covers the form of the caster with an illusory image.
<i>Pullulation</i>	21	-	3 sec	4 sec	10 m	Increases the Power pool and Arcane resistances of the Conjurer and allies. This augmentation also increases all Hate gained by the Conjurer and allies' summoned minions.
<i>Shards of Ice</i>	22	Star	3 sec	12 sec	7.5 m	Deals instant Cold damage and decreases Movement Speed on an opponent and its allies.
<i>Fire Seed</i>	23	Wand	2 sec	9 sec	7.5 m	Augmentation, placed on Conjurer and allies, has chance to deal instant Heat dam., interrupt, and place impairment on successful attack to opponent. If opponent dies while under impairment that will deal instant Heat damage to opponent's allies.
<i>Provocation</i>	23.6	Staff	1 sec	25 sec	-	Grants the Conjurer's summoned minion additional offensive and defensive capabilities, which grants Health over time, increased Armor Class, grants Power over time, and increased Hate generation when attacking.
<i>Tellurian Soldier</i>	24	Star	10 sec	30 sec	-	Summons an inhabitant of the Plane of Earth to do the Conjurer's bidding.
<i>Shattered Ground</i>	25	Star	3 sec	1 min	10 m	Deals over time Magic damage and stifles an opponent and its allies.
<i>Turtle's Eye</i>	25.6	-	3 sec	4 sec	7.5 m	Grants vision to see invisible entities and clearly underwater.
<i>Spiked Rain</i>	26	Lightning	2 sec	2 sec	-	Deals over time Piercing damage and also decreases Armor Class on an opponent.
<i>Instant Vim</i>	27	Wand	2 sec	24 sec	-	Converts the Conjurer's Health into Power.
<i>Volatile Refuge</i>	28	Star	2 sec	16 sec	-	Augmentation that absorbs Trauma and Elemental damage. This absorption lasts until it is depleted or the duration expires.
<i>Repair Servant</i>	28.6	Staff	2 sec	6 sec	-	Heals the Conjurer's summoned minion.
<i>Alluvial Brand</i>	29	-	3 sec	4 sec	10 m	Increases Stamina, Intelligence, and Cold resistance on the Conjurer and allies.
<i>Frozen by Time</i>	30	Star	4 sec	45 sec	-	Impairment that stuns an opponent and deals instant Magic damage.
<i>Illusion: Water Elemen. (E)</i>	30	-	1 sec	1 min	-	Covers the form of the caster with an illusory image.
<i>Tremor</i>	30.6	Star	4 sec	2 sec	7.5 m	Deals Magic damage over time and decreases Arcane resistances to an opponent and its allies.
<i>Flaming Agony</i>	31	Fire	4 sec	2 sec	-	Deals Heat damage over time and an additional amount of Heat damage when the impairment expires.
<i>Aery Outrider</i>	32	-	10 sec	30 sec	-	Summons an inhabitant of the Plane of Air to do the Conjurer's bidding.
<i>Embers</i>	32.6	-	3 sec	4 sec	10 m	Increases the Power pool and Arcane resistances of the Conjurer and allies. This augmentation also increases all Hate gained by the Conjurer and allies' summoned minions.
<i>Quicksand</i>	33	Wand	3 sec	9 sec	-	Impairment that roots an opponent and briefly decreases Movement Speed once the root expires.
<i>Silver of Essence</i>	33.6	Staff	2 sec	30 sec	-	Summons an item to an ally that sacrifices Health for Power.
<i>Igneous Adept</i>	34	-	10 sec	30 sec	-	Summons an inhabitant of the Plane of Fire to do the Conjurer's bidding.
<i>Illusion: Air Elemental (E)</i>	35	-	1 sec	1 min	-	Covers the form of the caster with an illusory image.
<i>Roaring Flames</i>	35	Fire	2 sec	15 sec	-	Deals Heat damage over time and decreases Elemental resistance on an opponent.
<i>Veil of Mist</i>	35.6	-	4 sec	30 sec	-	Renders ally invisible; also decreases Movement Speed; may only be placed on the Coercer or one ally at a time.
<i>Rockslide</i>	36	Star	3 sec	12 sec	7.5 m	Deals instant Cold damage and decreases Movement Speed on an opponent and its allies.
<i>Infernus Seed</i>	37	Wand	2 sec	9 sec	7.5 m	Augmentation, placed on Conjurer and allies, has chance to deal instant Heat dam., interrupt, and place impairment on successful attack to opponent. If opponent dies while under impairment that will deal instant Heat dam. to opponent's allies.
<i>Eagle's Eye</i>	37.6	-	4 sec	5 sec	-	Grants vision to see hidden entities and an increase in Offensive skills to an ally.
<i>Aqueous Hunters</i>	38	Fire	2 sec	2 min	-	Summons a pack of inhabitants from the Plane of Water which attack an opponent specified by the Conjurer. Once this opponent is slain or the duration of the summoning expires, the summoned minions will return to their native plane.
<i>Tellurian Veteran</i>	38.6	Star	10 sec	30 sec	-	Summons an inhabitant of the Plane of Earth to do the Conjurer's bidding.
<i>Vexation</i>	39	-	1 sec	25 sec	-	Grants the Conjurer's summoned minion additional offensive and defensive capabilities, which grants Health over time, increased Armor Class, grants Power over time, and increased Hate generation when attacking.
<i>Shattered Earth</i>	39.6	Star	3 sec	1 min	10 m	Deals Magic damage over time and stifles an opponent and its allies.
<i>Illusion: Earth Elemen. (E)</i>	40	-	1 sec	1 min	-	Covers the form of the caster with an illusory image.
<i>Vehement Stone</i>	40	Wand	1 sec	25 sec	-	Increases the melee damage output and Armor Class of the Conjurer's summoned minion.
<i>Geotic Brand</i>	40.6	-	3 sec	4 sec	10 m	Increases Stamina, Intelligence, and Cold resistance on the Conjurer and allies. This augmentation also increases Armor Class and the Health pool of the Conjurer and allies' summoned minions.
<i>Instant Vigor</i>	41	Wand	2 sec	24 sec	-	Converts Conjurer's Health to Power.
<i>Renew Servant</i>	42	Staff	2 sec	6 sec	-	Heals the Conjurer's summoned minion.
<i>Volatile Haven</i>	42.6	Star	2 sec	16 sec	-	Absorbs Trauma and Elemental damage. This absorption lasts until it is depleted or the duration expires.
<i>Stoneskin</i>	43	Staff	4 sec	15 min	-	Augmentation, placed only on the Conjurer, that prevents three attacks and reduces Hate towards attacking opponents for each of these prevented attacks.
<i>Klicnik's Bite</i>	43.6	Lightning	2 sec	2 sec	-	Deals over time Piercing damage and also decreases Armor Class on an opponent.
<i>Heatwave</i>	44	Star	4 sec	45 sec	-	Impairment that stuns an opponent and deals instant Heat damage.
<i>Quake</i>	44.6	Star	4 sec	2 sec	7.5 m	Deals over time Magic damage and decreases Arcane resistances on an opponent and its allies.
<i>Flameshield</i>	45	Fire	2 sec	9 sec	-	Augmentation, placed on an ally, that deals instant Heat damage to any attacker of that ally.
<i>Group Illu.: Air Elemen. (E)</i>	45	-	1 sec	1 min	-	Covers the form of the caster and his or her group with an illusory image.
<i>Cloak of Mist</i>	45.6	-	4 sec	30 sec	-	Renders an ally invisible. This augmentation may only be placed on the Conjurer or one ally at a time.
<i>Fiery Doom</i>	46	Fire	4 sec	2 sec	-	Deals over time Heat damage to an opponent, and deal additional Heat damage when the impairment expires.
<i>Aery Stalker</i>	46.8	-	10 sec	30 sec	-	Summons an inhabitant of the Plane of Air to do the Conjurer's bidding.
<i>Quagmire</i>	47	Wand	3 sec	9 sec	-	Impairment that roots an opponent and briefly decreases Movement Speed once the root expires.
<i>Shard of Essence</i>	47.6	Staff	2 sec	30 sec	-	Summons an item to an ally that sacrifices Health for Power.
<i>Minion's Intervention</i>	48	Staff	2 sec	9 sec	-	Heals a summoned minion, preventing it from being slain.
<i>Igneous Magi</i>	48.6	-	10 sec	30 sec	-	Summons an inhabitant of the Plane of Fire to do the Conjurer's bidding.
<i>Phlogiston</i>	49	-	3 sec	4 sec	10 m	Increases Power pool and Arcane resist. for Conj. and allies; increases Hate gained by Conj. and allies' summoned minions.
<i>Pyrotechnic</i>	49.6	Fire	2 sec	15 sec	-	Deals Heat damage over time and decreases Elemental resistance on an opponent.
<i>Blazing Presence</i>	50	Staff	3 sec	4 sec	-	Increases the Armor Class and Power pool of the Conjurer's summoned minion.
<i>Flash Flood</i>	50	Star	3 sec	12 sec	7.5 m	Deals instant Cold damage and decreases Movement Speed on an opponent and its allies.
<i>Group Illu.: Earth Elemen.(E)</i>	50	-	1 sec	1 min	-	Covers the form of the caster and his or her group with an illusory image.

By Gnish

Why a Necromancer?

1. The deadly (or undeadly) pets of a Necromancer make her a huge asset to any group and one of the few professions that can solo well into the upper levels. Since you can heal and buff your pet you make a great Priest/tank duo. Definitely the perfect profession for the antisocial!
2. Your disease attacks and DoTs provide a slow but efficient means of taking down your enemy.
3. Necromancers and Dirges are the only non-Priest types who can resurrect another target without the use of a feather. Use this to your advantage when grouping!!

Necromancers are masters of the undead. They are able to call forth undead creatures to do their bidding. Necromancers are able to heal and buff their undead pets as well as inflict Disease damage onto their enemies. While they aren't fast killers like Wizards or Rangers might be, they at least give their opponent a slow, agonizing death!

Path of the Necromancer

- ☞ Talk to Camtur Flograttle at The Academy of Arcane Science in North Freeport.
- ☞ Kill a strangely stitched zombie near Zarvonn's Tower in the Commonlands. To get the stitched zombie to appear you must kill tortured souls around this area.
- ☞ Return to Camtur. He will teleport you to an instanced zone when ready.
- ☞ Head down the stairs one floor and double-click the widget on the table.
- ☞ Kill an Elixir Infused Corpse.
- ☞ Return to Camtur.

Reward. Academy's Staff of Necromancy (INT +6, STR +4), promotion to Necromancer

Ability Highlights

Grim Spellbinder. This allows you to dump your old summons in favor of a brand new skeleton summon. Though it's only an orc skeleton (and thus not that smart), it makes a perfectly wonderful tank.

Swarm of Rats. This summons a pack of rats to fight for you.

Grisly Mark. This is a debuff that decreases Stamina and Wisdom and drains Power over time from your target. If your target is slain while under this spell, an Essence of Anguish is granted. Make sure to keep all the Essences of Anguish that you get!!!

Revivication. While you can't replace a Priest, this ability allows you to get a heads up on other professions. Revivication allows you to resurrect a dead target. The downside is that it requires an Essence of Anguish to cast this spell.

Combat Tactics

First and foremost, always have all buffs that you can on yourself, whether it be in solo or group mode.

SOLO

The Necromancer's strong point is his pet. When soloing, buff your pet up and send it in first. It has the hit points to withstand quite a bit of damage, and with your heal spell, you are set. Let the pet generate and keep aggro before you cast any DoTs (damage-over-time) or damage spells. If you do take the aggro from your pet, you have a couple of stuns and roots at your disposal; use those then step back.

GROUP

Necromancers have several beneficial group buffs that they should always cast, including providing splinter essences (consumable that restores Power at the cost of Health). As when soloing, your skeleton should always be used for all fights. Since the pet can handle quite a bit of damage, it can also be used for crowd control (your pet tanks one side target while everyone else focuses on the main target).



NECROMANCER ABILITIES (SEPVULTURES SKILL)

Art	IL Lvl	HO Icon	Casting	Reset	Rad	Description
<i>Grim Spellbinder</i>	20	-	10 sec	30 sec	-	Summons an evil Warlock spirit to obey the Necromancer.
<i>Nylph's Bone Form (E)</i>	20	-	1 sec	1 min	-	Covers the form of the caster with an illusory image.
<i>Favor of the Fallen</i>	21	-	3 sec	4 sec	10 m	Increases Power, magic resistance, noxious resistance of all allies while also granting increased health to allied minions.
<i>Blight</i>	22	Star	3 sec	12 sec	7.5 m	Instant disease dam. to enemy and surrounding encounter members; deals add'l disease dam. over time to chosen foe.
<i>Swarm of Rats</i>	23	Star	2 sec	2 min	-	Summons a pack of plague rats which fight for the Necromancer.
<i>Unliving Eyes</i>	23.6	-	3 sec	4 sec	7.5 m	Grants the ability to see invisible and breathe underwater to all allies.
<i>Undying Adherent</i>	24	Star	10 sec	30 sec	-	Summons an undead fighter to obey the Necromancer.
<i>Grisly Mark</i>	25	Fire	2 sec	9 sec	-	Decreases Stamina, Wisdom, and drains Power from the afflicted enemy. An essence of anguish is granted if the afflicted enemy dies while under the effects of this spell.
<i>Boon of the Lifeless</i>	25.6	Staff	1 sec	25 sec	-	Increases the offensive and defensive skills of the Necromancer's minion.
<i>Mark of the Miasmic</i>	26	-	3 sec	4 sec	10 m	Increases Stamina, Intelligence, and disease resistance to all allies.
<i>Bloody Ritual</i>	27	Wand	2 sec	20 sec	-	Drains the life from the Necromancer's minion and converts it to Power over time.
<i>Grisly Brace</i>	28	Staff	2 sec	16 sec	-	Absorbs trauma and noxious damage.
<i>Mend Bones</i>	28.6	Staff	2 sec	8 sec	-	Transfers health from the Necromancer to the chosen minion.
<i>Pestilential Blast</i>	29	Lightning	2 sec	2 sec	-	Instant disease dam. to enemy; chance to reduce the noxious resistance of the enemy with each successful attack by an ally.
<i>Grasping Bones</i>	30	Star	4 sec	45 sec	-	Stuns the enemy and grants the Necromancer's minion an increase in damage for a brief time.
<i>Nylph's Ghost Form (E)</i>	30	-	1 sec	1 min	-	Covers the form of the caster with an illusory image.
<i>Breath of the Uneathed</i>	30.6	-	4 sec	2 sec	-	Disease damage over time to enemy and surrounding encounter members while replenishing health to the Necromancer.
<i>Withering Affliction</i>	31	Fire	4 sec	2 sec	-	Deals disease damage over time to the enemy while reducing Strength and Agility.
<i>Shadowy Stalker</i>	32	-	10 sec	30 sec	-	Summons a shadowy Assassin to serve the Necromancer.
<i>Cloak of Vennil</i>	32.6	-	4 sec	30 sec	-	Grants invisibility to the chosen ally. If the invisibility is broken a Lifetap is cast upon the attacking enemy.
<i>Chains of Torment</i>	33	Wand	3 sec	9 sec	-	Immobilizes the enemy and deals a small amount of disease damage over time.
<i>Dark Heart</i>	33.6	Staff	2 sec	30 sec	-	Summons a bauble which restores Power over time at the cost of health.
<i>Grim Thulian</i>	34	-	10 sec	30 sec	-	Summons an evil Warlock spirit to obey the Necromancer.
<i>Ghastly Stench</i>	35	Fire	2 sec	15 sec	-	Deals disease damage over time and decreases enemy noxious resistance.
<i>Nylph's Misty Image (E)</i>	35	-	1 sec	1 min	-	Covers the form of the caster with an illusory image.
<i>Unholy Covenant</i>	35.6	-	3 sec	4 sec	10 m	Increases Power, magic resistance, noxious resistance of all allies while also granting increased health to allied minions.
<i>Locust Swarm</i>	36	Star	3 sec	12 sec	7.5 m	Instant disease damage to enemy and surrounding encounter members; add'l disease damage over time to the chosen foe.
<i>Plague of Rats</i>	37	Star	2 sec	2 min	-	Summons a pack of plague rats which fight for the Necromancer.
<i>Detect Obfuscation</i>	37.6	-	4 sec	5 sec	-	Grants the ability to see hidden enemies to all allies.
<i>Terror</i>	38	Wand	1 sec	20 sec	-	Forces the chosen enemy to flee in fear. Maintaining the spell continuously drains Power and immobilizes the Necromancer.
<i>Rotting Thrall</i>	38.6	Star	10 sec	30 sec	-	Cannot be interrupted or fizzle. Mesmerizes the chosen enemy.
<i>Words of the Wicked</i>	39	Staff	1 sec	25 sec	-	Grants a Lifetap on Necromancer's pet and increases hate towards the pet.
<i>Horrific Mark</i>	39.6	Fire	2 sec	9 sec	-	Decreases Stamina, Wisdom, and drains Power from the afflicted enemy. An essence of anguish is granted if the afflicted enemy dies while under the effects of this spell.
<i>Dartain's Dead Sight (E)</i>	40	-	1 sec	1 min	-	Shows a heat profile for all living creatures in view. .
<i>Rending Frenzy</i>	40	Wand	1 sec	25 sec	-	An minion augmentation which increases the damage and grants a special ability to counterattack.
<i>Teachings of the Dead</i>	40.6	-	3 sec	4 sec	10 m	Increases Stamina, Intelligence, and disease resistance to all allies while granting a chance for each ally to Lifetap on attack.
<i>Devour Health</i>	41	Wand	2 sec	20 sec	-	Drains the life from the Necromancer's minion and converts it to Power over time.
<i>Necrotic Mending</i>	42	Staff	2 sec	8 sec	-	Transfers health over time from the Necromancer to the chosen minion.
<i>Grisly Stele</i>	42.6	Staff	2 sec	16 sec	-	Absorbs trauma and noxious damage.
<i>Deathly Pallor</i>	43	Staff	4 sec	15 min	-	Gives the illusion of death to the Necromancer. All summoned minions are banished.
<i>Skinrot</i>	43.6	Lightning	2 sec	2 sec	-	Deals instant damage to the enemy and has a chance to reduce noxious resistance with each attack.
<i>Convulse</i>	44	Star	4 sec	45 sec	-	Stuns the enemy and grants increased damage to the Necromancer's minion for a brief time.
<i>Accursed Cloud</i>	44.6	Fire	4 sec	2 sec	-	Disease damage over time to the enemy and surrounding encounter members while replenishing health to Necromancer.
<i>Nylph's Skel. Regiment (E)</i>	45	-	1 sec	1 min	-	Covers the form of the caster and his or her group with an illusory image.
<i>Siphon Life</i>	45	Wand	2 sec	9 sec	-	Deals instant damage to the enemy and transfers a portion of this damage to the Necromancer's health.
<i>Death's Coil</i>	45.6	Fire	4 sec	2 sec	-	Deals disease damage over time to the enemy and reduces Strength and Agility.
<i>Fade</i>	46	-	4 sec	30 sec	-	Grants invisibility to the chosen ally. If the invisibility is broken a Lifetap is cast upon the attacking enemy.
<i>Shadowy Assassin</i>	46.8	-	10 sec	30 sec	-	Summons a shadowy Assassin to serve the Necromancer.
<i>Eternal Bindings</i>	47	Wand	3 sec	9 sec	-	An impairment which prevents the chosen enemy from moving and deals a small amount of disease damage over time.
<i>Sacrificial Heart</i>	47.6	Staff	2 sec	30 sec	-	Summons a bauble for the chosen ally which restores Power over time at the cost of health.
<i>Revivication</i>	48	-	3 sec	20 sec	-	Resurrects an ally. Requires an essence of anguish.
<i>Grim Terror</i>	48.6	-	10 sec	30 sec	-	Summons an evil Warlock spirit to obey the Necromancer.
<i>Aspect of Undead</i>	49	-	3 sec	4 sec	10 m	Increases Power, magic resistance, noxious resistance of all allies while also granting increased health to allied minions.
<i>Stench of the Grave</i>	49.6	Fire	2 sec	15 sec	-	Deals disease damage over time and decreases enemy noxious resistance.
<i>Dartain's Cloak. Debris (E)</i>	50	-	1 sec	1 min	-	Causes the Necromancer to be encased in swirling debris.
<i>Lich</i>	50	Staff	2 sec	30 sec	-	Converts health to Power over time.
<i>Torrential Plague</i>	50	Star	3 sec	12 sec	7.5 m	Deals instant disease damage to the enemy and surrounding encounter members while dealing additional disease damage over time to the chosen foe.

PRIEST

By Kaiser

Why a Priest?

1. While you don't get up close and personal with the fighting action, Priests play a vitally important role in every party: keeping people alive. If your goal in gaming is to make friends and help people, Priest is definitely the archetype for you.
2. Don't think that all Priests do is heal, though! You have a few damage spells, as well as a buff or two, so there is at least some variation!
3. Healing isn't all black and white. There are four main types of heals: instant heal (all classes), heal over time (Druid), wards (Shaman), and a Vitae that heals each time the target is hit (Clerics).
4. If someone in your party dies, all is not lost! You can resurrect them, thus saving the party from going back to the respawn spot and picking up the unlucky party member.
5. It can sometimes be hard to find a party; luckily, Priests are always in very high demand, especially at higher levels!

6. Healing isn't all about combat. If your buddy is crafting and messes up, a quick minor heal might save her life.
7. If you're attacked by something too hard for you to handle, you can use your heals to keep yourself alive while you look for someone to help you!
8. The Priest archetype is probably the most complex of all archetypes; where Mages and Scouts and Fighters just blast away with their spells / attacks / taunts, the Priest gets to mix a subtle weave of attacks, debuffs and heals to keep his party going. The tank might be the sword arm, and the Scout might be the steel-toed boot that kicks your foe in the shin, but it is the Priest that's the heart (and sometimes the brain) of a party.

Why Not a Priest?

1. *EverQuest II* is a combat game but as the levels progress onward, Priest types become less and less effective in combat, saving their Power for and devoting all their energy to heals.

2. It's hard to solo as a Priest since you really don't have any damage spells. Expect to be very jealous of Mages, Scouts and even Fighters.
3. Your armor and weapon choices are pretty slim; while this means you probably have a heavier pocket, it also means that you are limited in appearance and effectiveness in close-up combat.

Priests are, in short, the healers of the game. Whether you decide to take the path of Druid, Shaman or Cleric, you will have the power to heal your comrades. The classes are balanced so that no one Priest has an advantage over another in terms of healing, but each specializes in different aspects of the Priestly path.

It is very important to have a Priest in your group. Higher-level Priests are very sought after and thus, from 15 onward or so, a Priest will have no problem finding a party. Any race can play a Priest, yet it is suggested that you pick a race with high Wisdom as that is what affects a Priest's skills the most. This is not to say that Wisdom is the only stat that matters; races such as Ogres, Trolls or Barbarians have the advantage of more natural hit points and thus will be able to take more hits when they draw a monster's attention (as heals will often do).

From Levels 1 to 10 a Priest is limited to very light armor; never fear, though, for as you progress you will receive more choices (depending on what subclass you decide to play).

Ability Highlights

Minor Healing. You gain this as soon as you become a Priest. Minor Healing is your first healing spell (as the name would imply). This is the spell that really separates you from the other professions at this point; other people can hit and cast magic on monsters, but no one else can heal. Use it in soloing, in grouping, in everything!

Smite. You also gain this as soon as you become a Priest. As a messenger of the divine, you are not entirely limited to heal-



ing ... after all, you can't be expected to just smack things with a stick, can you? Smite is your first damage-dealing spell and will be your *only* damage dealing spell for a while!

Minor Archhealing. While not the best spell to use in combat (long cast time), Minor Archhealing is great for between fights. Minor Archhealing heals your target for a *lot* more Health than Minor Healing and, while it costs more Power, the Power:Health ratio is much more economical.

Courage. Your first buff, Courage grants your group stamina and defense against Crushing/Piercing/Slashing trauma.

Summon Food and Water. As the name implies, Summon Food and Water summons food ... and water. These are non-trade items and this ability can only be cast on your party and yourself, but this is a very useful ability which cuts back on food costs, minimal as they are.

Revive. At last! If your groupmate or friend dies in battle, you no longer have to wait for them to return or go get them — just revive them on the spot! The downside? You can't use this spell on yourself!

Combat Tactics

SOLO

When soloing, remember to cast Courage on yourself and always have Minor Healing ready. Start off with a Smite, then quickly switch to melee while casting Smite every time it's ready. This is a drain on your Power, so always remember to summon some food and water to keep yourself replenished. One of the most important things to remember when soloing as *any* profession is to not overdo it.

As a Priest, you can solo some harder monsters than the average Fighter or Scout (due to your healing abilities) but don't get cocky!

GROUP

When grouping as a Priest you have many things to remember. First of all, always keep yourself and your groupmates buffed. The tougher and stronger you are, the faster you can kill monsters/the slower they can kill you. Start healing groupmates before they're in the red zone; if they're fading fast, you might not get to get a heal in before they die. Just in case there is trouble, make sure your group knows you have Revive; some people who aren't used to having a Priest around just hit the respawn button too quickly.

Smite needs to be timed carefully; if you fire it off too quickly you will attract the aggro that your tank (Fighter) should be holding. Along the same lines, never buff in battle unless purposefully pulling aggro or underwater with breath running out.

Class Quests

You must run through *Priest Training* before choosing your Class (Cleric, Druid or Shaman). After you finish the part outlined below, find the conclusion of your Class Quest described with the Class you choose.

Priest Training (Qeynos)

- ☞ Visit Heirophant Aldalad in North Qeynos, on the southeast hill.
- ☞ Talk to Archer Nightbow, in Elddar Grove in the archery shop.
- ☞ Talk to Jorgi in Graystone Yard, near the area where the Dwarves are mining.
- ☞ Return to Aldalad.

- ☞ Kill 5 Oakmyst Faeries; they are in Oakmyst Forest a bit east of the docks.
- ☞ Return to Aldalad again.
- ☞ Kill 5 Toxic Bog Slugs; they are all over the northern side of the Peat Bog.
- ☞ Return to Aldalad again.
- ☞ Talk to Homrie, next to the guard tower just east of Farmer Walcott's farms.
- ☞ Talk to Selennia, next to the guard tower just south of the first.
- ☞ Talk to Pellenos, at the Claymore.
- ☞ Return once again to Aldalad.

Priest Training (Freeport)

- ☞ Talk to Priest Kelian in North Freeport, in the Temple of War.
- ☞ Kill Diseased Ratonga in the Thieves' Way until you have all of the required quest items; the Diseased Ratonga are near the ladders.
- ☞ Return to Kelian.
- ☞ Talk to Torlig the Alchemist, in North Freeport's Herb and Alchemy shop.
- ☞ Talk to Merchant Alypia Damian in East Freeport, in the Trader's Holiday shop.
- ☞ Talk to Armorsmith Annia Kaeso, in the Block and Tackle shop of South Freeport.
- ☞ Return to Kaelian again.
- ☞ Kill gravel vipers in the Sprawl until you've collected the required poison sacs; the vipers are in one of the eastern canyons.
- ☞ Return to Kaelian one more time.

PRIEST ABILITIES (INSPIRATIONS SKILL)

Art	IL	Lvl	HO	Icon	Casting	Reset	Rad	Description
Minor Healing	1		Chalice		2 sec	4 sec	-	Instantly heals a chosen ally.
Smite	3		Hammer		2 sec	3 sec	-	Deals instant divine damage to the enemy.
Minor Arch healing	4		Moon		3 sec	9 sec	-	Instantly heals a chosen ally for a large amount of health.
Courage	5		-		3 sec	4 sec	10 m	Increases Stamina and defense.
Divine Providence	5		Dr.Stones		4 sec	10 sec	-	Allows a priest to create a heroic opportunity using the spells at his or her disposal.
Cure Noxious	6		Holy Sym.		1 sec	8 sec	-	Cures poison and disease ailments on the chosen ally.
Summon Food & Water	6.6		-		5 sec	30 sec	-	Summons food and drink for the chosen ally.
Revive	8		-		5 sec	10 sec	-	Resurrects an ally.

By Ptmine

Why a Cleric?

1. You prefer Divine healing over Natural and Ancient ways.
2. You get good undead nukes and there are lots of undead in the game.
3. While you don't get very strong wards or regenerative heals, you get lots of Vitae (heal per hit) and instant-heals.
4. Clerics evolve into Inquisitors and Templars, the only two Priest professions that can use heavy armor.
5. Buffing and debuffing are very useful in fights; the faster something dies, the less you have to heal.

Clerics are an important ally to have. They have the power to heal you instantly when you're looking death in the face, and the power to use Vitae to restore your Health when you're hit. They have many buffs that can strengthen their groupmates and protect them from harm. They are especially handy to have around when dealing with the undead, as they come heavily prepared with their special line of undead spells.

The path of the Cleric is a very rewarding one. You can help protect your groupmates from harm by buffing them and healing them. You can also use one of your intervention spells to bring them back from the

brink of death. If you aren't so lucky, you can also resurrect your groupmates so you can try again. All in all, it is a very fun class to play and does take some strategy.

Path of the Cleric

Path of the Cleric (Qeynos)

- ☞ Talk to Aldalad in North Qeynos, on the southeast hill. Choose to become a Cleric.
- ☞ Aldalad will transport you to an instanced zone. Kill the monster, then pray at the altar.
- ☞ Return to Aldalad.

Reward. Aldalad's Vestments (DisR +8, HP +7, MagR +5, PP +8), promotion to Cleric

Path of the Cleric (Freeport)

- ☞ Talk to Priest Kelian in North Freeport, in the Temple of War. Choose to be a Cleric.
- ☞ Talk to Modinite Z'Vol.

- ☞ Use the door near him to enter the instanced zone. It isn't the door behind him, but the one to his right.
- ☞ Enter the instanced zone. Walk into the middle of the candle circle and the statues will come alive and attack you. Kill them all.
- ☞ Return to Z'Vol.

Reward. Vestments of the Dismal Rage (STA +1, WIS +3, DivR +7, MentR +6), promotion to Cleric

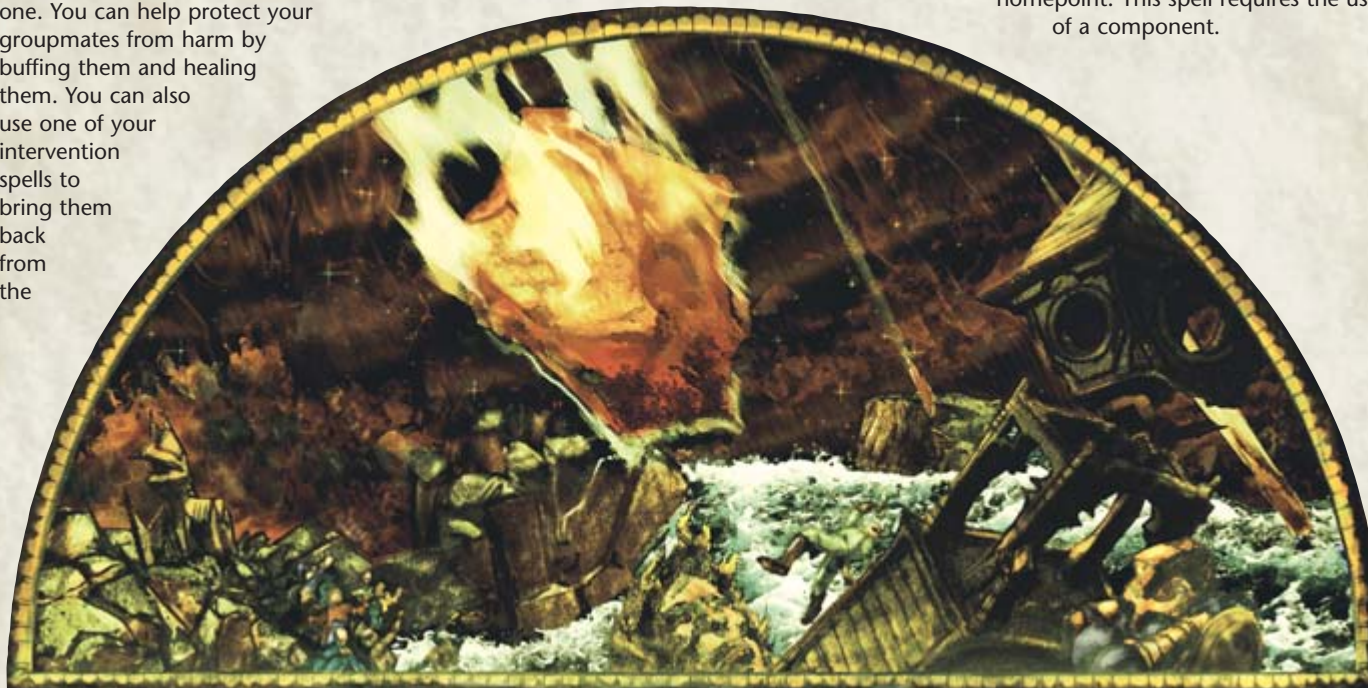
Ability Highlights

Rebuke. This reduces trauma (Crushing, Slashing, Piercing) resistances on your target.

Bestowal of Vitae. This spell heals your target every time they are successfully attacked.

Distract. This is a very useful spell. It is a point blank area-of-effect hate reduction that will reduce hate on the caster and also grant them a small heal.

Odyssey. This spell grants the caster the ability to transport their target to their homepoint. This spell requires the use of a component.



Prayer of Amelioration. This is a very handy spell to have. It replenishes Health instantly to the group.

Combat healing. This spell instantly heals a target groupmate and increases offensive abilities for a short time upon expiration.

Combat Tactics

SOLO

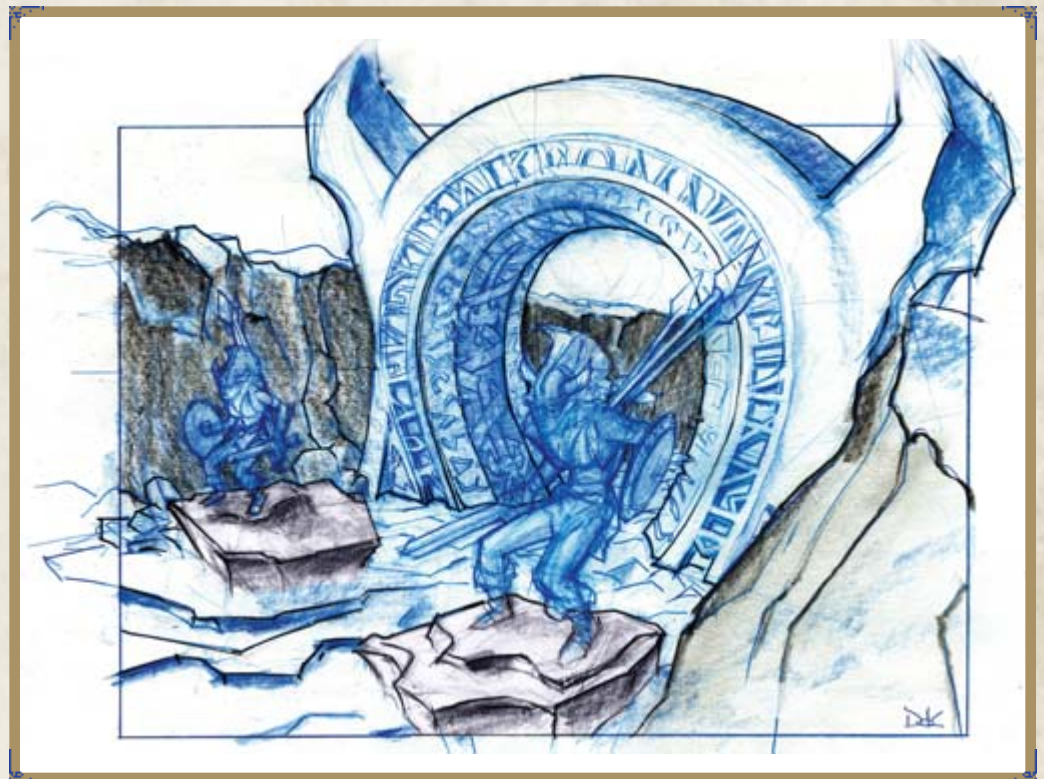
Soloing with a Cleric can be difficult at times. They are best used in a group, and soloing means you have to fight easier monsters and take longer to kill them. When soloing, the most important thing to remember is to use all you buffs and to remember to keep your Vitae spells ready at all times. Also take into account the monster type; the best zones for Clerics are the ones with undead — you can balance your nuking, melee and healing.

GROUP

The Cleric's job is not a difficult one given most of the aggro stays on one person. It is impor-

tant to have a designated main tank, and one that can taunt. The way the *EverQuest II* system is set up, you can target your main tank and (through that target) nuke the mob he is attacking, or you can target the mob and (through that target) heal *its* target. This is very useful. You no longer need to change targets, which is a time saver. It is also very important to assess your enemies and any

possible situations that may arise. A good Priest is a prepared Priest, and also willing to be flexible with your different healing spells. Don't forget to summon Divine Essences for your groupmates so they can resurrect you if you die. Try to get to know your group and what their strengths and weaknesses are.



CLERIC ABILITIES (THEVRGY SKILL)

Art	IL	Lvl	HO	Icon	Casting	Reset	Rad	Description
<i>Rebuke</i>	10		Eye		2 sec	9 sec	-	Impairment that reduces Armor Class on an opponent.
<i>Radiant Strike</i>	11		Hammer		2 sec	6 sec	-	Deals instant Mental damage to an opponent. If this opponent is Undead that deals extra Divine damage.
<i>Divine Awakening</i>	11.6		-		5 sec	5 sec	-	Summons a Divine Essence which can be used to revive a fallen priest.
<i>Bestowal of Vitae</i>	12		Chalice		2 sec	6 sec	-	Heals an ally when they are attacked, and has a limited number of heals before expiring.
<i>Cure Trauma</i>	13		Holy Sym.		1 sec	8 sec	-	Cures Trauma impairments from an ally, and briefly increases their Armor Class.
<i>Distract</i>	13.4		Eye		0.5 sec	15 min	5 m	Reduces Hate towards the Cleric from all opponents within a close proximity, and grants a minor heal to the Cleric.
<i>Odyssey</i>	13.8		-		30 sec	10 min	-	Transports an ally to their home village. This spell requires an Odyssey Stone.
<i>Symbol of Transal</i>	14		-		3 sec	4 sec	10 m	Increases Health pool of Cleric and allies which has chance to briefly increase Armor Class when Cleric or ally is under attack.
<i>Soothing Sermon</i>	14.6		Moon		5 sec	15 sec	10 m	Heals that individually heals Cleric or ally when they are attacked. Augmentation has limited number of heals across party.
<i>Prayer of Amelioration</i>	15		Moon		2 sec	8 sec	10 m	Heals allies that are in the immediate area of the Cleric.
<i>Radiance</i>	15.6		Moon		4 sec	15 min	-	Heals an ally when they are attacked, and has a limited number of heals before expiring. This augmentation does not cost Power nor does it have a casting time.
<i>Combat Healing</i>	16		Chalice		2 sec	4 sec	-	Heals an ally and briefly increases Offensive techniques on that ally.
<i>Redoubt</i>	16.6		Eye		3 sec	4 sec	-	Increases the Health pool of an ally.
<i>Arch healing</i>	17		Moon		3 sec	9 sec	-	Heals an ally and cures any minor Trauma impairments.
<i>Mark of Pawns</i>	18		Eye		2 sec	9 sec	-	Impairment that is cast on opponent; chance to heal over time and increase Armor Class when ally attacks this opponent.
<i>Admonishing Smite</i>	18.6		Hammer		2 sec	3 sec	-	Deals instant Divine damage to an opponent.
<i>Elemental Aid</i>	19		Holy Sym.		1 sec	8 sec	-	Cures Elemental impairments and heals an ally.

By Kaiser

Why an Inquisitor?

1. Inquisitors get access to Heavy Armor, both Plate and Vanguard. They are the most defensive of all Priests, along with the Templar.
2. Inquisitors have powerful AoE (area-of-effect) attack debuffs, and single/AoE targeted heat-based damage spells.
3. Inquisitors continue to get Vitae, reactive heal wards which can help keep a friendly target alive.
4. Inquisitors are evil and therefore can live in the great city of Freeport.
5. At high levels, Inquisitors get access to single target stuns and add Divine damage to all party members' attacks.
6. Inquisitors are a close cross between a Mage and a Priest because of their ability to heal effectively and deal damage/debuffs. The downside to this combo is that they pull a *lot* of attention from monsters ... just be grateful for that Heavy Armor!

Inquisitors are twisted fanatics who relentlessly advance the doctrines of their religions and accept no compromise in their beliefs. Like Templars, their softer Cleric brethren, Inquisitors continue to gain more powerful direct heals, and continue to improve their reactive-heal Vitae spells along with Divine direct-damage spells and AC-lowering debuffs. While Templars have more buffs, Inquisitors get more debuffs and attacks from their Interrogations line. They are the more offensive of the two Cleric subclasses.



Path of the Inquisitor

- ☞ Talk to Mizzog the Sighted, near the Herb Shop in North Freeport.
- ☞ Kill a Shin R'ee Aggressor in the Wailing Caves; you can find one in the Pit of Despair.
- ☞ Kill a Shining Spirit in the Wailing Cave; also found in the Pit of Despair.
- ☞ Lastly, kill a Shin R'ee Spiritist in the upper area of the Wailing Caves.
- ☞ Return to Mizzog; he will transport you to an instanced zone.
- ☞ Kill the necromancer and the necromancer's pet in the instanced zone.
- ☞ Return to Mizzog.

Reward. Vestments of the Dismal Rage (STA +1, WIS +3, DivR +7, MentR +6), Inquisitor's Deliverer (INT +4, WIS +6), promotion to Inquisitor

Ability Highlights

Forced Submission. This is a very useful AoE (area-of-effect) debuff that drains an enemy's offensive powers. Careful with it, though; it pulls a *lot* of aggro!

Reforming Soul. Tired of waiting until *after* combat to resurrect a groupmate? Reforming Soul lets you wake people up mid-battle; very helpful for when a key damage dealer or fellow Priest falls down.

Cleansing Fire. Cleansing Fire deals Heat DoT (damage over time) to your target; this is a useful ability as Clerics really don't get very many non-undead targeted attacks.

Heretic's Demise. This is not your average ability, not at all! When fighting a group of monsters, casting this on the primary target of your group is a good idea; once that target dies, Heat damage will be dealt to all of its buddies.

Retaliation. The exact opposite of your Vitae, this ability attacks an enemy with Divine damage every time they hit your group. This is not really useful on enemies

that die quickly and hit slowly, but is very, very useful on double-triangles (or stronger) that have fast attacks.

Act of Belief. The good news is extra damage! The bad news is it only works for one attack per person. Use this only when you have Power to spare.

Flagellant. The best of three worlds, this ability grants you extra defense, reduces the aggro of your target (to you, that is, making it less likely that you will be attacked) and does instant Divine damage to your attackers. Wow!

Harrowing Inquest. A very interesting spin on a DoT, Harrowing Inquest has a chance of draining your target's Power over time.

Combat Tactics

SOLO

Self-buff with Redoubt, Symbol and Courage-based spells. Your most effective opener is your Cleansing Fire DoT or Forced Submission debuff. Two direct-damage nukes is your likeliest chain to a Heroic Opportunity. Melee your opponents and use Vitae/heal as necessary.

GROUP

As with any Priest profession, the effective mix of ward, HoT and direct heals is the key to grouping. Your reactive heal Vitae spell is profession-defining, so use it often on your tank. Remember that you're an Inquisitor now, and it's your job to also debuff and nuke as needed. Be ready with your Smite-based spells since the Hammer icon is a frequent component of many Heroic Opportunities. Use debuffs like the defense-lowering Reproach early in the fight. Be careful about the AoE attack debuffs (such as Forced Submission) as they give HEAVY aggro and you'll often find yourself tanking. Group heals and Vitae spells should be used sparingly since they bring heavy aggro as well. At higher levels, single-target stuns come in handy.

INQUISITOR ABILITIES (INTERROGATIONS SKILL)

Art	IL Lvl	HO Icon	Casting	Reset	Rad	Description
<i>Forced Submission</i>	20	Eye	2 sec	17 sec	15 m	Decreases the offensive skills of an opponent and its surrounding allies.
<i>Unholy Fear (E)</i>	20	-	1 sec	20 sec	-	Enforces the fear of faith upon the Inquisitor's group.
<i>Iniquity</i>	21	Moon	2 sec	9 sec	-	Decreases the Strength and Intelligence of the Inquisitors enemy.
<i>Reforming Soul</i>	22	Eye	1 sec	5 min	-	Resurrects a dead ally and grants a Divine damage shield for a brief period of time.
<i>Reproach</i>	23	Eye	2 sec	9 sec	-	Decreases Armor Class and Elemental resistances on an enemy.
<i>Cleansing Fire</i>	24	Hammer	2 sec	15 sec	-	Deals Heat damage over time to the Inquisitors enemy.
<i>Swill</i>	24.6	-	3 sec	4 sec	-	Grants water breathing and increases an allies Elemental resistance.
<i>Oppression</i>	25	Hammer	2 sec	8 sec	-	Decreases the Strength and Stamina of the Inquisitor's enemy while dealing Mental damage over time.
<i>Heretic's Demise</i>	26	Moon	2 sec	9 sec	-	Deals instant Heat damage to the enemies allies when the enemy is slain.
<i>Favor of the Repentant</i>	26.6	Chalice	2 sec	6 sec	-	Instantly heals Inquisitor's ally when they are successfully attacked, but has a limited number of heals before expiring, also does instant Divine damage to the attacker.
<i>Disorient</i>	27	Hammer	0.5 sec	15 min	5 m	Reduces the Hate towards the Inquisitor and briefly stuns the Inquisitors enemies.
<i>Fanatical Reverence</i>	28.4	-	3 sec	4 sec	10 m	Increases the Health pool of the Inquisitors allies and has a chance to increase Attack Speed briefly when attacked.
<i>Contrite Grace</i>	28.8	Chalice	5 sec	15 sec	10 m	Instantly heals the Inquisitors allies when they are successfully attacked, but has a limited number of heals before expiring, also does instant Divine damage to the attacker.
<i>Retaliation</i>	29	Eye	2 sec	9 sec	-	Deals instant Divine damage when the Inquisitors enemy successfully attacks.
<i>Minister Wounds</i>	29.6	Chalice	2 sec	4 sec	-	Instantly heals an ally and briefly increases the ally's melee damage.
<i>Enforced Reverence (E)</i>	30	-	1 sec	5 min	-	Forces the target into reverence.
<i>Penitent's Sermon</i>	30	Chalice	2 sec	4 sec	-	Instantly heals the Inquisitors allies.
<i>Abject Blessing</i>	30.6	Eye	3 sec	4 sec	-	Increases an ally's Health pool and grants a slight increase to the ally's melee damage output.
<i>Cruel Invocation</i>	31	Hammer	2 sec	3 sec	-	Deals Divine damage over time and stifles the enemy.
<i>Litany of Agony</i>	32	Hammer	4 sec	20 sec	15 m	Deals instant Divine damage to the Inquisitors enemy and its surrounding allies.
<i>Dogmatic Healing</i>	32.4	Chalice	3 sec	9 sec	-	Instantly heals the Inquisitors ally and grants a minor increase in Attack Speed.
<i>Catechize Arcana</i>	32.8	Holy Sym.	1 sec	8 sec	-	Cures Mag, Ment, and Div ailments from target grp member; adds Divine reprisal that reacts to Arcane dam. for a brief time.
<i>Dauntless</i>	33	-	3 sec	4 sec	10 m	Grants Stamina and Armor Class to the Inquisitors allies. Also adds a minor ward that absorbs Trauma damage.
<i>Forced Acquiescence</i>	34	Eye	2 sec	17 sec	15 m	Decreases the offensive skills of an opponent and its surrounding allies.
<i>Act of Belief</i>	35	Chalice	2 sec	9 sec	10 m	Grants each of Inquisitor's allies chance to deal instant Divine damage. Each ally will only deal this additional damage once.
<i>Detect Good (E)</i>	35	-	1 sec	30 sec	-	Detect whether the target is good or evil.
<i>Contempt</i>	35.6	Eye	2 sec	9 sec	-	Decreases Armor Class and Elemental resistances on an enemy.
<i>Depravity</i>	36	Moon	2 sec	9 sec	-	Decreases Strength and Intelligence on the enemy.
<i>Dregs</i>	37	-	3 sec	4 sec	-	Grants water breathing and increases the Elemental resistance of the Inquisitors ally.
<i>Resurgence</i>	38	Eye	8 sec	25 sec	10 m	Resurrects all slain allies. Can not be used while the caster is in combat.
<i>Cleansing Flames</i>	38.6	Hammer	2 sec	15 sec	-	Deals Heat damage over time the Inquisitors enemy.
<i>Imprison</i>	39	Hammer	3 sec	9 sec	15 m	Prevents your enemy from moving.
<i>Torment</i>	39.6	Hammer	2 sec	8 sec	-	Decreases the Strength and Stamina of the Inquisitors enemy while dealing Mental damage over time.
<i>Digression</i>	40	Hammer	0.5 sec	15 min	5 m	Reduces Hate towards the Inquisitor in an area around him and briefly stuns the affected enemies.
<i>Summon Unholy Symb.(E)</i>	40	-	5 sec	30 sec	-	Summons an unholy symbol for the target.
<i>Heretic's Fate</i>	40.6	Moon	2 sec	9 sec	-	Deals instant Heat damage to the enemies allies, when the enemy is slain.
<i>Redemption</i>	41	Holy Sym.	2 sec	12 sec	-	Rescues a party member who is taken to the verge of death by averting the death and replenishing Health. Also grants a minor increase in the allies Health pool for a brief period of time.
<i>Stinging Penance</i>	41.6	Chalice	2 sec	6 sec	-	Instantly heals the Inquisitors ally when they are successfully attacked, has a limited number of heals before expiring. Also deals instant Divine damage to the attacker.
<i>Flagellant</i>	42	Eye	4 sec	15 min	-	Grants Inquisitor increased Armor Class; reduces Hate and deals instant Divine damage when Inquisitor successfully attacked.
<i>Solding Alleviation</i>	42.4	Moon	2 sec	4 sec	-	Instantly heals the Inquisitors allies.
<i>Salutary Diatribe</i>	42.8	Chalice	5 sec	15 sec	10 m	Protects the Inquisitors allies, that instantly heals a group member when they are successfully attacked, but has a limited number of heals before expiring. Also deals instant Divine damage to attackers.
<i>Zealot's Conviction</i>	43	-	3 sec	4 sec	10 m	Increases Health pool of Inquisitor's allies; chance to briefly increase the allies Attack Speed when successfully attacked.
<i>Vengeance</i>	43.6	Eye	2 sec	9 sec	-	Deals instant Divine damage to the Inquisitors enemy whenever it successfully attacks.
<i>Hallowed Aura</i>	44	Eye	3 sec	4 sec	-	Increases an ally's Health pool and grants a slight increase to the ally's melee damage output.
<i>Faithful Ministration</i>	44.6	Chalice	3 sec	9 sec	-	Instantly heals an ally and briefly increases the ally's melee damage.
<i>Harrowing Inquest</i>	45	Holy Sym.	2 sec	9 sec	-	Has a chance to drain Power over time and decrease Arcane resistance when opponent is successfully attacked.
<i>Unholy Adept (E)</i>	45	-	10 sec	20 min	-	Summons an Adept to the Inquisitor's side.
<i>Merciless Invocation</i>	45.6	Hammer	2 sec	3 sec	-	Deals instant Divine damage and Stifles the enemy.
<i>Intolerant Healing</i>	46	Chalice	3 sec	9 sec	-	Instantly heals the Inquisitors ally and grants a minor increase in Attack Speed.
<i>Litany of Torment</i>	46.8	Hammer	4 sec	20 sec	15 m	Deals instant Divine damage to the Inquisitors enemy and its surrounding allies.
<i>Fearful Conversion</i>	47	Eye	2 sec	5 min	-	Causes the Inquisitor's enemy to flee in terror. When the fear ends the enemy will be unable to move for a period of time. During the immobilization Hate towards the caster will be reduced.
<i>Fervence</i>	47.6	-	3 sec	4 sec	10 m	Grants increased Stamina and Armor class to the Inquisitors allies. Also grants a minor ward that absorbs Trauma damage.
<i>Evidence of Faith</i>	48	Chalice	4 sec	15 min	10 m	Protects the Inquisitor and his allies, temporarily increasing AC for the group. Instantly heals a group member when hit, but has a limited number of heals before expiring. Does not cost Power.
<i>Forced Compliance</i>	48.6	Eye	2 sec	17 sec	15 m	Decreases the offensive abilities of the enemy and its surrounding allies.
<i>Vitiation</i>	49	Moon	2 sec	9 sec	-	Decreases Strength and Intelligence on the enemy.
<i>Act of Faith</i>	49.6	Chalice	2 sec	9 sec	10 m	Grants each of Inquisitor's allies chance to deal instant Divine damage. Each ally will only deal this additional damage once.
<i>Conversion of the Soul</i>	50	Eye	1 sec	5 min	-	Resurrects ally, regardless of whether Inquisitor is in combat, also grants the ally a Divine reprisal for a brief period of time.
<i>Unholy Aura (E)</i>	50	-	1 sec	10 min	-	Covers the Inquisitor in an unholy aura.
<i>Zealotry</i>	50	Holy Sym.	1 sec	30 sec	-	Increases Attack Speed of Inquisitor's allies; periodically costs Power and Inquisitor can't move for duration of the spell.

By Ptmine

Why a Templar?

1. You like to heal and buff others instead of getting in the fight yourself.
2. You want to be a heavy-armored Priest.
3. Templars get good undead nukes, and there are lots of undead in the game.
4. You prefer Vitae (heals that kick in when your target is hit) instead of healing over time or using wards.

Templars are the true beacons of light in the world of Norrath. They believe in all things holy, and unlike their evil counterparts, are not fanatical and overbearing. The specialty of the Templar is something called "Vitae." This is the ability to cast spells on groupmates or enemies and with every successful attack, the party member is healed by a small amount. These spells, along with some instant heals and good buffs, are the key to the Templar's strategy.

Path of the Templar

- ☞ Talk to Aurora Elianis, in the Temple of Life in North Qeynos.
- ☞ Kill Bloodsabers in Vermin's Snye until you get three notes; you might want to take a friend or two, as these monsters can be a challenge!
- ☞ Return to Aurora.
- ☞ Return to Vermin's Snye and find the instanced zone called "Haven of the Damned"; you will have to enter this zone alone to prove your worth, but you might want to take friends to help you get there. In order to get to the zone, take the lower path in Vermin's Snye and follow it until you reach the crypt area. Go through the crypt area until you come out into another hallway. Follow the hallway and you should come to an opening with a circular staircase. The zone is at the top of the staircase.

☞ Once you enter the zone you will see a flaming skeleton approaching; take note of the skeletons lying on the crypts to either side of the room. If you want to avoid having to fight them, wait until the flaming skeleton goes to the far end of the room, then run straight down the middle of the room to the end and kill him. Be sure you are exactly in the middle or you may aggro the other skeletons on the sides.

☞ Kill Xaurb Grengar.

☞ Return to Aurora again.

Reward. Aurora's Mace of Blessings (STA +4, WIS +6), promotion to Templar

Ability Highlights

Sign of Weakness. This reduces the Strength of your target as well as all of its allied mobs.

Placate. This is a point-blank area effect that reduces hate and also grants a small heal to you.

Healing Touch. This instantly heals groupmates.

Beams of Faith. This does instant Divine damage to your target as well as all nearby allied mobs.

Mark of Princes. This has a chance to replenish your groupmate's Health over time and increase Armor Class when he hits the target of your spell.

Prostrate. This is a stun spell.

Greater Intercession. This heals your groupmate when she is hit, as well as having a chance of triggering a brief Armor Class buff.

Glorious Combat. When you cast this on a groupmate, he has a chance to heal the entire party on each successful attack.

Combat Tactics

SOLO

Soloing for the Templar definitely takes strategy. First, make sure you've buffed yourself up, then pull your target with a Rebuke line debuff. Make sure to Mark the target and use one of the Vitae line on yourself. Throw out some direct-damage nukes and try to take advantage of your Heroic Opportunities. Try to start HO's. Then you usually have to cast two more nukes and you can get either a Divine Judgment, which does more damage to the mob, or you may get Inspiring Piety, which also raises your Inspiration ability by 10.

The best zones for Templars are the ones with undead, where you can balance your nuking, melee and healing. Firemyst Gully, Down Under and Vermin's Snye are a few on the Qeynos side. The Fallen Gate is a good area when near Freeport.

GROUP

One of the most efficient and useful ways to keep your party members healed is to cast a Mark spell on the target, and debuff him using the Rebuke line. Ward your tank before he pulls, then you can use the Vitae and Soothing Sermon spell lines on your main tank to keep her healed. This is generally good enough for 4 to 5 blue or green mobs, assuming the tank maintains aggro. If you happen to have more mobs than that, or if you're fighting white or yellow cons, you will probably want to throw a few extra heals in there. If you get aggro (which you almost certainly will), use the Distract spell line to throw the mobs back at your main tank (this spell works well).

TEMPLAR ABILITIES (REGIMENS SKILL)

Art	IL Lvl	HO Icon	Casting	Reset	Rad	Description
<i>Amending Fate</i>	20	Eye	2 sec	9 sec	-	An impairment placed on an opponent that will grant Health to the Templar and allies when the opponent is slain.
<i>Faith Respect (E)</i>	20	-	1 sec	20 sec	-	Enforces a faithful respect of the Templar.
<i>Sign of Weakness</i>	21	Moon	4 sec	20 sec	10 m	Places an impairment on an opponent and its surrounding allies decreasing Strength.
<i>Battle's Reprieve</i>	22	Eye	1 sec	5 min	-	Resurrects a dead ally and increases the ally's Armor Class for a short time. Can be cast in combat.
<i>Watery Respite</i>	23	-	3 sec	4 sec	-	Grants water breathing and increased swimming ability to an ally.
<i>Combative Faith</i>	24	Moon	2 sec	15 sec	-	Deals instant Divine damage to an opponent.
<i>Disgrace</i>	24.6	Eye	2 sec	9 sec	-	Decreases Armor Class and Arcane resistance on an opponent.
<i>Celestial Strike</i>	25	Hammer	2 sec	6 sec	-	Deals instant Mental damage to an opponent. Deals addition damage if the opponent is Undead.
<i>Protectorate</i>	26	Moon	3 sec	4 sec	-	Increases an ally's Strength and Wisdom.
<i>Supplicant's Prayer</i>	26.6	Chalice	2 sec	6 sec	-	An augmentation placed on an ally that will heal them and has a chance to increase their Armor Class for a limited number of times when they are successfully attacked.
<i>Placate</i>	27	Hammer	0.5 sec	15 min	5 m	Reduces Hate towards the Templar in the immediate area and grants a heal.
<i>Arcane Aid</i>	28	Holy Sym.	1 sec	8 sec	-	Cures Magic, Mental, and Divine ailments from the target an ally, also increases Arcane resistance briefly.
<i>Healing Touch</i>	28.4	Moon	3 sec	28 sec	10 m	Replenishes your allies Health instantly.
<i>Intercession</i>	28.8	Chalice	5 sec	15 sec	10 m	When allies successfully attacked, heals them and has chance to increase their Armor Class. Has limited number of heals before it will wear off.
<i>Protective Faith</i>	29	Holy Sym.	3 sec	4 sec	10 m	Increases Power and Arcane resistance for the group.
<i>Amelioration</i>	29.6	Chalice	2 sec	4 sec	-	Instantly heals an ally and increases offensive abilities for a brief period of time.
<i>Blessing (E)</i>	30	-	1 sec	20 sec	-	Blesses the target.
<i>Symbol of Ryltan</i>	30	-	3 sec	4 sec	10 m	Increases the Health pool of the Templar and allies and has a chance to increase Armor Class when successfully attacked.
<i>Pious Redoubt</i>	30.6	Eye	3 sec	4 sec	-	Increases an ally's Health pool and slightly increase Offensive abilities.
<i>Reproving Smite</i>	31	Hammer	2 sec	3 sec	-	Deals instant Divine damage to an opponent.
<i>Beams of Faith</i>	32	Hammer	4 sec	20 sec	10 m	Deals instant Divine damage to an opponent and its allies.
<i>Restoration</i>	32.4	Chalice	3 sec	9 sec	-	Instantly heals an ally and can cure minor Noxious effects.
<i>Mark of Princes</i>	32.8	Eye	2 sec	9 sec	-	Impairment on opponent that has chance to heal allies and increase Armor Class when opponent is successfully attacked.
<i>Bravery</i>	33	-	3 sec	4 sec	10 m	Grants increased Stamina, Mental resistance, and Armor Class to the Templar and allies.
<i>Redemptive Fate</i>	34	Eye	2 sec	9 sec	-	An impairment placed on an opponent that will grant health to the Templar and allies when the opponent is slain.
<i>Detect Evil (E)</i>	35	-	1 sec	30 sec	-	Detect whether the target is evil.
<i>Involuntary Healer</i>	35	Chalice	2 sec	9 sec	-	Impairment on opponent that can cure Trauma impairments and replenish health over time when an ally successfully attacks.
<i>Sign of Debility</i>	35.6	Moon	4 sec	20 sec	10 m	Decreases Strength on an opponent and its allies.
<i>Blazon Life</i>	36	Eye	8 sec	25 sec	10 m	Resurrects all slain allies. Can not be cast in combat.
<i>Watery Aveyance</i>	37	-	3 sec	4 sec	-	Grants water breathing and increases an ally's swimming ability.
<i>Reproach</i>	38	Eye	2 sec	9 sec	-	Reduces Armor Class and Arcane resistances on an opponent.
<i>Warring Faith</i>	38.6	Moon	2 sec	15 sec	-	Deals instant Divine damage to an opponent.
<i>Prostrate</i>	39	Moon	4 sec	45 sec	-	Stuns an opponent.
<i>Divine Strike</i>	39.6	Hammer	2 sec	6 sec	-	Deals instant Mental damage to an opponent. Deals additional damage if the opponent is Undead.
<i>Greater Intercession</i>	40	Chalice	2 sec	6 sec	-	Heals an ally and can increase Armor Class when successfully attacked.
<i>Summon Holy Symbol (E)</i>	40	-	5 sec	30 sec	-	Summons a holy symbol for the target.
<i>Praetorate</i>	40.6	Moon	3 sec	4 sec	-	Increases Strength and Wisdom on an ally.
<i>Salvation</i>	41	Holy Sym.	2 sec	12 sec	-	Rescues ally who is taken to verge of death, by averting the death and replenishing Hlth; minor Power regen. is placed on ally.
<i>Harmony</i>	41.6	Hammer	0.5 sec	15 min	5 m	Reduces your enemies Hate towards you and grants a small heal.
<i>Resolve</i>	42	Holy Sym.	4 sec	15 min	-	An augmentation that absorbs three attacks on the caster and reduces hate for each of these attacks. .
<i>Word of Restoration</i>	42.4	Moon	3 sec	28 sec	10 m	Instantly heals the Templar and allies.
<i>Crucial Intercession</i>	42.8	Chalice	5 sec	15 sec	10 m	Places an augmentation on the Templar and allies that when successfully attacked grants a heal and has a chance to increase Armor Class. Has a limited number of heals before it will wear off.
<i>Greater Amelioration</i>	43	Chalice	2 sec	4 sec	-	Instantly heals an ally and increases offensive abilities for a short time.
<i>Shielding Faith</i>	43.6	Holy Sym.	3 sec	4 sec	10 m	Increases Power and Arcane resistance of the Templar and allies.
<i>Symbol of Pinzarn</i>	44	-	3 sec	4 sec	10 m	Increases the Health pool of the Templar and allies and has a chance to increase Armor Class when successfully attacked.
<i>Sacred Redoubt</i>	44.6	Eye	3 sec	4 sec	-	Increases an ally's Health pool and slightly increase offensive abilities.
<i>Holy Acolyte (E)</i>	45	-	10 sec	20 min	-	Summons an Acolyte to the Templar's side.
<i>Vigilant Benediction</i>	45	Holy Sym.	2 sec	9 sec	-	Increases an ally's Armor Class.
<i>Condemning Smite</i>	45.6	Hammer	2 sec	3 sec	-	Deals instant Divine damage to an opponent.
<i>Greater Restoration</i>	46	Chalice	3 sec	9 sec	-	Instantly heals an ally and can cure minor Noxious effects.
<i>Mark of Kings</i>	46.4	Eye	2 sec	9 sec	-	An impairment placed on an opponent that when successfully attacked can heal an ally and increase Armor Class.
<i>Rays of Faith</i>	46.8	Hammer	4 sec	20 sec	10 m	Deals instant Divine damage to an opponent and its allies.
<i>Glory of Combat</i>	47	Moon	2 sec	9 sec	-	Grants the ally a chance of healing the entire party on each successful attack.
<i>Valor</i>	47.6	-	3 sec	4 sec	10 m	Grants Stamina, Mental resistance, and Armor Class to the Templar and allies.
<i>Beneficence</i>	48	Chalice	4 sec	15 min	10 m	Augmentation that protects group as a whole; instantly heals the entire group initially; instantly heals a an ally when they are successfully attacked, but has a limited number of heals before expiring. Augmentation does not have a casting time, nor does it cost Power, but it has a significant re-use timer.
<i>Atoning Fate</i>	48.6	Eye	2 sec	9 sec	-	An impairment placed on an opponent that heals the Templar and allies when the opponent is slain.
<i>Sign of Infirmary</i>	49	Moon	4 sec	20 sec	10 m	Decreases Strength on an opponent and its allies.
<i>Involuntary Curate</i>	49.6	Chalice	2 sec	9 sec	-	Impairment placed on opponent that can cure Trauma impairments and replenish Hlth over time when ally successfully attacks.
<i>Focused Benefaction</i>	50	Chalice	1 sec	30 sec	-	Replenishes ally's health whenever they are successfully attacked. Costs Pow. periodically; can't move during dura. of the spell.
<i>Holy Aura (E)</i>	50	-	1 sec	10 min	-	Covers the Templar in a holy aura.
<i>Resurrect</i>	50	Eye	1 sec	5 min	-	Resurrects a dead ally and increases Armor Class for a short time. Can be cast regardless of whether you are in combat.

By Cryth

Why a Druid?

1. You believe nature is the greatest power of all.
2. While Clerics get Vitae and Shaman get Wards, Druids get regenerative HoT (heal-over-time) spells that can be very useful when in sticky situations.
3. After picking your subclass, you will be able to shift into one of two forms: a mountain cat or a wolf. You definitely stand out at that point!
4. Druids get a lot of nature-type attacks, making them the most magically-offensive Priest type.
5. You don't mind thorny situations!
6. Just like Bards and their songs, Druids get very individual and unique spells with amazing graphics.

Path of the Druid

Path of the Druid (Qeynos)

- ☞ Talk to Heirophant Aldalad in North Qeynos, on the southeast hill.
- ☞ Aldalad will teleport you to an instanced house.
- ☞ Kill all of the flaming monsters inside of the house.
- ☞ Return to Aldalad.

Reward. Aldalad's Druidic Tunic (AGI +4, STR +1, DisR +8, MagR +5), Aldalad's Ring of the Forest (INT +2, WIS +3, PP +15), promotion to Druid

Path of the Druid (Freeport)

- ☞ Talk to Priest Kelian in North Freeport, in the Temple of War.
- ☞ Enter the greenhouse (loc -121, 196) in South Freeport.
- ☞ Kill all the plant beasts.
- ☞ Return to Kelian.

Reward. Druidic Tunic of the Dismal Rage (STA +1, WIS +3, ColdR +4, HeatR +3), Priest's Ring of Nature (STR +3, WIS +4), promotion to Druid

Ability Highlights

Nettleshield. Your first example of an extremely unique and interesting spell, Nettleshield protects your target group-mate by doing instant Divine damage to mobs who hit her.

Favor of the Phoenix. This is a vital ability for any Priest type. While you can easily resurrect Fighters, Mages and Scouts, they can't resurrect you — not without this feather, that is. Feathers are usable items that can resurrect any Priest type. Before going into combat make sure every member of your group has one of these!

Regrowth. This is your first specialty regeneration spell, giving major replenishment of Health over time to a groupmate.

Bloom. For those times when you need a fast heal, switch from the HoT Regrowth to the instant heal Bloom. As a plus, Bloom also places a brief Health regeneration on your target.

Stinging Swarm. Call upon the forces of nature (bees in this case!) to sting your target throughout the fight. This is a Divine damage DoT (damage over time).

Winds of Renewal. When more than two people in your group are hurt, Winds of Renewal casts a HoT on every member of your group. Just be careful about using this mid-fight; it draws a lot of aggro.

Sylvan Touch. This is your last-minute emergency ability for when you are out of Power and a group-mate is dying. It's an instant-cast HoT that costs no Power but has a very long re-use timer.

Willowskin. This buffs Agility, Wisdom and Armor Class for the group.

Vigor. This is a great buff to cast on yourself, another Priest, or a Mage. Vigor increases the Power pool of the target.



Effloresce. This is a major instant replenishment of Health to a group-mate, for when you just don't have time for an HoT.

Verdure. This ability is a triple whammy: it increases the Health pool of each group-mate, provides additional Power regeneration during downtime, and places a minor ward that periodically protects against Elemental damage. Always use this before battle!

Combat Tactics

SOLO

The solo Druid should alternate the use of her healing spells and damage spells. Cast Regrowth on yourself, then use your damage spells and Heroic Opportunities to battle your enemies. Refresh the Regrowth spell as it expires, and use direct heals as needed. Ideally, your Regrowth line of spells keeps up with the damage you take in combat, so that the majority of your time and Power will be spent damaging your enemy. And always remember to Nettleshield yourself beforehand!

GROUP

When grouped, you will either use Vigor on yourself or possibly on the Fighters to

give them more Power for taunts and special attacks. You might also cast it on the Mages, as they also tend to go through Power quickly. You'll notice some professions tend to run through Power faster than others. Once you discover who it is in each particular group, that person is the perfect candidate for your Vigor spell! Also, always have Nettleshield running on the main tank (usually a Fighter).

Wild Spirit and Verdure are group spells that should be kept up all the time. Favor of the Phoenix is one other very important group spell. Before your party engages in combat, be sure to summon a couple of these feathers for the members in your party so that they can revive you should

an unfortunate incident occur. This makes it much easier for a Priest to rejoin their party should you fall in battle and saves a potentially long run back.

In a group, the Druid's primary duty after distributing the necessary buffs is to heal. You may find yourself as the only Priest class or you may be sharing healing duties with another Priest like a Cleric or Shaman. Coordinate your spells with any other possible Priests in the group so you don't overlap often. A Druid's healing strength is in regenerative spells that heal over time. Alternate your Regrowth line of spells with your direct heals to keep yourself and your party members alive.



DRUID ABILITIES (ARCHEGENESIS SKILL)

Art	IL Lvl	HO Icon	Casting	Reset	Rad	Description
<i>Nettleshield</i>	10	Eye	2 sec	9 sec	-	Damage shield, placed on an ally, that deals instant Divine damage whenever the ally is hit.
<i>Chill</i>	11	Hammer	2 sec	6 sec	-	Deals instant Cold damage to an opponent.
<i>Favor of the Phoenix</i>	11.6	-	5 sec	5 sec	-	Summons a Crystallized Phoenix Feather into an ally's inventory, which can be used to revive a fallen Priest. The revived Priest is protected from another death for a short period of time.
<i>Regrowth</i>	12	Moon	2 sec	5 sec	-	Heals a large amount of an ally's Health over a period of time.
<i>Bloom</i>	13	Chalice	2 sec	4 sec	-	Instantly heals an ally and adds a secondary heal over time.
<i>Subterfuge</i>	13.4	Eye	0.5 sec	15 min	5 m	Point-blank area of effect Hate reduction that briefly slows an opponent's movement.
<i>Spirit of the Wolf</i>	13.8	-	4 sec	5 sec	-	Augments the run speed of an ally.
<i>Stinging Swarm</i>	14	Hammer	2 sec	5 sec	-	Deals over time Divine damage and then lowers an opponent's defense skill.
<i>Winds of Renewal</i>	14.6	Moon	3 sec	10 sec	10 m	Heals the group's Health over a period of time.
<i>Mossy Balm</i>	15	Holy Sym.	1 sec	8 sec	-	Cures Trauma impairments from an ally while regenerating a small amount of Health.
<i>Sylvan Touch</i>	15.6	Moon	4 sec	15 min	-	Instantly heals an ally at no cost.
<i>Willowskin</i>	16	-	3 sec	4 sec	10 m	Augments the group's Agility, Wisdom and Armor Class.
<i>Vigor</i>	16.6	Moon	3 sec	4 sec	-	Augments the Power of an ally.
<i>Sylvan Wind</i>	17	Moon	2 sec	8 sec	10 m	Instantly heals the group.
<i>Wild Spirit</i>	18	Holy Sym.	3 sec	4 sec	10 m	Augments the group's Agility and Arcane resistances.
<i>Effloresce</i>	18.6	Chalice	3 sec	7 sec	-	Heals a large amount of an ally's Health.
<i>Elemental Amending</i>	19	Holy Sym.	1 sec	8 sec	-	Cures an ally's Elemental impairments while augmenting the ally's Elemental resistances for a short time.
<i>Verdure</i>	19.6	-	3 sec	4 sec	10 m	Augments Health of the group while increasing Power recovery out of combat. Adds a small ward against Elemental damage.

FURY ◀ DRUID ◀ PRIEST

Why a Fury?

1. You can be either good or evil. Any race may become a Fury, even though races with higher Wisdom are more suited to this subclass.
2. A Fury's spells are more offensive than the Warden's. While both get buffs and damage spells, the Fury leans more toward damage. They get Divine, Heat, Cold and Magic direct-damage spells, as well as an area-of-effect damage spell.
3. While the Fury gets a fine set of direct-damage spells, they also get buffs, aimed at augmenting Strength and Agility.
4. The Fury gets better movement buffs. A Druid has the single-target Spirit of the Wolf spell, but a Fury gets group speed buffs. You also get a group invisibility spell that will make moving through dangerous areas easier. And the Fury has an upgraded underwater breathing spell. Not only does Ferocity of the Eel give the power to breathe underwater, but it also has a Crushing proc activated on contact.

Why Not a Fury?

1. You only get light armor, while both the Cleric and Shaman classes get stronger sets of armor. This means that the Fury will have to manage healing aggro very carefully. The Fury is not designed to take many hits from an angry monster.
2. You do little damage with a weapon. You may be able to finish off that last bit of Health a monster has, but you will never be able to melee down anything.

Path of the Fury

Path of the Fury (Qeynos)

- ☞ Talk to Aurora Elianas in the Temple of Life in N. Qeynos. You can find her on the walkway, left of the entrance.
- ☞ Kill Bloodsaber Adepts, Bloodsaber Proficients, and Bloodsaber Specialists in Vermin's Snye to obtain one scroll piece from each. Once in Vermin's Snye, go up the ramp around the well you entered into, and follow the hallway out the door at the top of the room. In that hallway and in the several rooms along it, you will find the Bloodsabers you need to kill.

- ☞ Return to Aurora.
- ☞ Back in Vermin's Snye, take the lower tunnel out of the entrance well and take every righthand turn. Eventually you reach another well room, and behind the door at the top is an instanced zone that contains several constructs and a necromancer that you must dispose of to save Sir Wimbley's remains.
- ☞ Upon defeating all the opponents in the room, return to Aurora for your reward.

Reward. Aurora's Stave of Fury (STA +5, STR +5), promotion to Fury

Path of the Fury (Freeport)

- ☞ Talk to Mizzog the Sighted in N. Freeport, near the Herbs and Potions shop.
- ☞ Kill a Shin'Ree Spiritist, a Shin'Ree Aggressor and an Essence of Shin'Ree in the Wailing Caves. The Spiritists can be found in the cavern to the left of the slime pool as you enter. Aggressors and Essences can be found at the bottom of the Pit of Death, down the spiral ramp.
- ☞ Return to Mizzog.
- ☞ Mizzog will have the spirits transport you into the lair of the Wolfmaster once you tell him you wish to be a Fury. Kill the Wolfmaster and free the wolves he was training.
- ☞ Use the door and the spirits will return you to Mizzog again.

Reward. Fury's Possessor (STA +4, WIS +6), promotion to Fury

Ability Highlights

Peerless Predator. Transforms you into a cat. In some ways this spell is mostly cosmetic, but it does give you some buffs and an ability to randomly attack with a maul that does extra damage. You can't count on it, but it's a nice bonus when it does. Over time the Cat Form is upgraded to increase the attack bonus.

Predatory Salve. Not only is your groupmate healed and turned into a really cool looking lion, this also gives a melee attack that grants a damage-over-time Slashing proc. It adds increased Agility and damage per second. The transformation into a lion does not last very long, but the additional damage it grants and the heal it gives from the outset are definitely worth using.

Mark of the Hunt. A good buff to spend one of your precious Concentration points

By Bowzercat

on. It increases the Health pool of each groupmate and provides additional Health regeneration during downtime, plus a minor non-combat movement speed increase. Combined with the Druid's Willowskin, you can give a tank that extra help needed to get through an encounter.

Combat Tactics

SOLO

There are two main things to remember. The first is to buff yourself fully. Take the time to put every spell on you can. You won't have enough Concentration points to put on all your buffs, so choose your tactic. You can go for more defense, but the Fury is better off buffing for offense. While you may think that Brambleshield only gives an extra 6 points per hit, those few points could make the difference. You're not going to be able to melee down your target, so you're going to need to use combat spells, which means you're going to be bound by your Power pool.

Also, the extra damage given by a Heroic Opportunity can be essential to winning when solo. Fast action damage output is incredibly important. You're wearing leather armor, so you aren't going to be able to stand around getting hit for long. Using a Heroic Opportunity is like getting free damage: no Power cost and no cast time.

GROUP

Grouping is the Fury's best option. You have Strength and AC buffs and buffs to increase a Mage's Power pool. In a group you need to choose your buffs to improve the group as a whole. This means that you will probably not want to use a spell like Peerless Predator. In theory, if a group is working properly, you shouldn't be getting hit by the enemy. Your primary consideration should be raising the Health of the tank.

When a fight begins it's best to have already put your Bristlepelt on your tank, to avoid drawing immediate high hate. It's also advisable to cast a regen almost as soon as the fights starts. Tanks will take fast and furious damage, and your regens need time to work. For the most part the tactics learned as a Druid flow directly into the tactics of a Fury. Both the regeneration and direct-damage spells are direct descendants of Druid spells and may be used in the same manner.

FURY ABILITIES (NATURE'S RECKONING SKILL)

Art	IL Lvl	HO Icon	Casting	Reset	Rad	Description
<i>Faerie Fire (E)</i>	20	-	0.5 sec	30 sec	-	Wreaths the target in a green, glowing flame.
<i>Peerless Predator</i>	20	-	3 sec	4 sec	-	Augmentation, placed only on the Fury, that grants a lion form that augments Health, Power, Armor Class and adds See Hidden with the chance for an additional melee attack.
<i>Feral Intimidation</i>	21	Moon	2 sec	9 sec	-	Impairs an opponent's Strength and Wisdom.
<i>Cyclone</i>	22	Hammer	2 sec	6 sec	-	Deals Magic damage over time to an opponent.
<i>Bristlepelt</i>	23	Eye	2 sec	9 sec	-	When cast on an ally, places on impairment on an attacking opponent. This impairment does instant Divine damage whenever the affected opponent successfully attacks.
<i>Strike of Thunder</i>	24	Hammer	2 sec	9 sec	-	Instantly deals Magic damage to an opponent.
<i>Ferocity of the Eel</i>	24.6	-	3 sec	4 sec	-	Grants water breathing and additional variable Crushing damage to an ally.
<i>Fierce Rousing</i>	25	Eye	1 sec	5 min	-	Revives an ally in or out of combat while adding a Heat damage ability to the ally.
<i>Savagery</i>	26	Holy Sym.	2 sec	9 sec	-	Augments an ally's Agility and Strength while adding the chance of an additional Slashing attack.
<i>Fleshweave</i>	26.6	Moon	2 sec	5 sec	-	Heals a large amount of an ally's Health while slightly increasing the ally's damage potential.
<i>Confounding Brambles</i>	27	Hammer	0.5 sec	15 min	5 m	Point-blank area of effect Hate reduction that briefly slows an opponent's movement.
<i>Predatory Salve</i>	28	Chalice	2 sec	4 sec	-	Instantly heals an ally's Health. Augments an ally's Agility and damage potential. Changes an ally into a lion.
<i>Breath of the Untamed</i>	28.4	Moon	5 sec	20 sec	10 m	Instantly heals the group's Health.
<i>Ram's Growth</i>	28.8	Moon	3 sec	10 sec	10 m	Heals a large amount of the group's Health while augmenting the group's Defense.
<i>Vicious Feast</i>	29	Eye	2 sec	9 sec	-	Impairment, placed on opponent, that heals group's Hlth over time and augments group's Stam and Str when opponent dies.
<i>Retaliate Arcana</i>	29.6	Holy Sym.	1 sec	8 sec	-	Cures Arcane impairments on an ally while adding a chance to do additional Divine damage.
<i>Mark of the Hunt</i>	30	-	3 sec	4 sec	10 m	Augments the group's Health and increases Health recovery and movement speed while out of combat.
<i>Nature's Irate Form (E)</i>	30	-	1 sec	1 min	-	Changes the form of the Fury.
<i>Verve</i>	30.6	Moon	3 sec	4 sec	-	Augments an ally's Power and increases Power recovery out of combat.
<i>Deadly Swarm</i>	31	Hammer	2 sec	3 sec	-	Deals Divine damage over a period of time and impairs an opponent's Defense.
<i>Starburst</i>	32	Hammer	4 sec	20 sec	10 m	Instantly deals Heat damage to a single opponent while damaging other nearby opponents.
<i>Wildling Elixir</i>	32.4	Chalice	3 sec	9 sec	-	Instantly heals a large amount of an ally's Health while augmenting the ally's Strength and Stamina.
<i>Untamed Spirit</i>	32.8	Holy Sym.	3 sec	4 sec	10 m	Augments an ally's Agility, Intelligence, Wisdom and Arcane resistances. Chance to increase the group's damage potential.
<i>Savage Mask</i>	33	-	3 sec	4 sec	10 m	Augments the group's Agility, Strength and Armor Class while adding a chance for additional Slashing attacks.
<i>Transcendent Predator</i>	34	-	3 sec	4 sec	-	Augmentation, placed only on the Fury, that grants a lion form that augments Health, Power, Armor Class and adds See Hidden with the chance for an additional melee attack.
<i>Call of the Fae (E)</i>	35	-	1 sec	1 min	-	Changes the form of the Fury.
<i>Fae Fire</i>	35	Eye	2 sec	9 sec	-	Grants an ally a chance to additional Heat damage.
<i>Brutal Intimidation</i>	35.6	Moon	2 sec	9 sec	-	Impairs an opponent's Strength and Wisdom.
<i>Whirlwind</i>	36	Hammer	2 sec	6 sec	-	Deals Magic damage over time to an opponent. Deals extra damage to Elementals.
<i>Aspect of the Shark</i>	37	-	3 sec	4 sec	-	Grants water breathing and additional variable Slashing damage to an ally.
<i>Barbed Skin</i>	38	Eye	2 sec	9 sec	-	Augmentation, placed on an ally, that places an impairment on an attacking opponent that deals Divine damage whenever the opponent successfully attacks.
<i>Strike of Storms</i>	38.6	Hammer	2 sec	9 sec	-	Instantly deals Magic damage to an opponent.
<i>Pact of the Cheetah</i>	39	Eye	1 sec	5 min	10 m	Augments the group's run speed for a brief period of time.
<i>Call of the Hunt</i>	39.6	Eye	8 sec	25 sec	10 m	Revives all dead group members while increasing non-combat movement. Fury cannot be in combat.
<i>Curse o.t. Un-natural (E)</i>	40	-	1 sec	1 min	-	Changes the target into a hideous creature.
<i>Wild Bloodflow</i>	40	Eye	2 sec	5 sec	-	Heals a large amount of Health over a period of time and increases an ally's damage potential.
<i>Bloodlust</i>	40.6	Holy Sym.	2 sec	9 sec	-	Augments an ally's Agility and Strength and may additional Slashing damage potential.
<i>Ferocity of the Hunt</i>	41	-	3 sec	4 sec	10 m	Augments the group's Health and increases Health recover and movement speed out of combat.
<i>Seizing Brambles</i>	41.6	Hammer	0.5 sec	15 min	5 m	Point-blank area of effect Hate reduction that briefly slows an opponent's movement.
<i>Toxic Quills</i>	42	Eye	4 sec	15 min	-	Instant Piercing dam. with chance of add'l Poison dam. to opponent on successful attacks. Reduces Hate towards the Fury.
<i>Howl of the Untamed</i>	42.4	Moon	5 sec	20 sec	10 m	Instantly heals the group's Health.
<i>Owl's Restoration</i>	42.8	Moon	3 sec	10 sec	10 m	Heals a large amount of the group's Health while augmenting the group's Defense.
<i>Dooming Swarm</i>	43	Hammer	2 sec	3 sec	-	Deals Divine damage over a period of time to an opponent while lowering the opponent's Defense.
<i>Savage Feast</i>	43.6	Eye	2 sec	9 sec	-	Heals the group's health over a period of time and augments the group's Stamina and Strength when the opponent dies.
<i>Feral Tenacity</i>	44	Eye	2 sec	12 sec	-	Prevents an ally from dying while restoring Health and increasing the ally's Defense.
<i>Vim</i>	44.6	Moon	3 sec	4 sec	-	Augments an ally's Power and increases Power recovery out of combat.
<i>Fury of the Storm (E)</i>	45	-	1 sec	25 sec	-	Calls down lightning on a group member to show the Fury's displeasure.
<i>Untamed Shroud</i>	45	-	3 sec	25 sec	10 m	Grants invisibility to the group.
<i>Feral Salve</i>	45.6	Chalice	2 sec	4 sec	-	Instantly heals and ally's Health while transforming the ally into a lion and increasing the ally's Slashing damage potential.
<i>Ferine Spirit</i>	46	Holy Sym.	3 sec	4 sec	10 m	Augments the group's Agility, Intelligence, Wisdom and Arcane resistances. May increase the group's damage potential.
<i>Ferine Mask</i>	46.4	-	3 sec	4 sec	10 m	Augments the group's Agility, Strength and Armor Class while adding a chance for additional Slashing attacks.
<i>Starfire</i>	46.8	Hammer	4 sec	20 sec	10 m	Instantly deals Heat damage to a single opponent while damaging other nearby opponents.
<i>Irritating Swarm</i>	47	Moon	2 sec	9 sec	-	Impairs the Offense and Agility of a group of opponents.
<i>Ferine Elixir</i>	47.6	Chalice	3 sec	9 sec	-	Instantly heals a large amount of an ally's Health while augmenting the ally's Strength and Stamina.
<i>Feral Pulse</i>	48	Moon	4 sec	15 min	10 m	Heals large amount of Hlth over time and increases ally's damage potential without a Power cost. Transforms ally into a wolf.
<i>Incomparable Predator</i>	48.6	-	3 sec	4 sec	-	Augmentation, placed only on the Fury, that grants a lion form that augments Health, Power, Armor Class and adds See Hidden with the chance for an additional melee attack.
<i>Beastly Intimidation</i>	49	Moon	2 sec	9 sec	-	Impairs an opponent's Strength and Wisdom.
<i>Fae Flames</i>	49.6	Hammer	2 sec	9 sec	-	Grants an ally a chance to additional Heat damage.
<i>Porcupine</i>	50	Holy Sym.	1 sec	30 sec	-	Deals Divine instant damage to opponents of an ally. Costs Power to maintain and completely immobilizes the Fury.
<i>Primeval Awakening</i>	50	Eye	1 sec	5 min	-	Revives an ally in or out of combat while adding a Heat damage ability to the ally.
<i>Royal's Furious Barrier (E)</i>	50	-	1 sec	10 min	-	Surrounds the Fury with rings of light.

Why a Warden?

1. Your Warden-specific spells are often buffs that help groupmates do more damage, increasing their hate levels and not your own. This allows you to cast more heals before you get attacked.
2. Both good and evil characters can choose to be a Warden, so you don't have to choose your city based on what subclass you wish to be.
3. You get both evacuate and run-speed buffs like Scouts, while playing a Priest.
4. Wardens get an ability that allows them to shape change into wolves; definitely.

As a Druid matures and becomes more seasoned and experienced, he tends to hear the spiritual call of either Tunare or Karana. Those who are drawn to the overt power of storms follow Karana and become Furies, while those who are drawn to the more subtle power of the changing of seasons become Wardens. Both Wardens and Furies continue to gain more powerful direct heals, regenerative heals, and ward heals, and more efficient resurrections and distractions that all Priests earn, and both continue to improve the Druidic damage shields, ice attacks and specialized regenerative heals. To this mix, Wardens add the ability to change form into a wolf, freezing attacks, offensive and defensive buffs for groupmates, and an evacuate ability that will transport the entire party to a safe location.

Path of the Warden

Path of the Warden (Qeynos)

- ☞ Talk to Aurora in the Temple of Life in North Qeynos. You can find her on the walkway to the left of the entrance
- ☞ Kill Bloodsaber Adepts, Bloodsaber Proficients, and Bloodsaber Specialists in the Vermin's Snye to obtain one scroll piece from each. Once in Vermin's Snye, go up the ramp around the well you entered into, and follow the hallway out the door at the top of the room. In that hallway and in the several rooms along it, you will find the Bloodsabers you need to kill.
- ☞ Return to Aurora.
- ☞ Back in Vermin's Snye, take the lower tunnel out of the entrance well and take every righthand turn. Eventually you

reach another well room, and behind the door at the top is an instanced zone that contains several constructs and a necromancer that you must dispose of to save Sir Wimbley's remains.

- ☞ Upon defeating all the opponents in the room, return to Aurora Elianas for your reward.

Reward. Aurora's Crook of Warding (STA +5, STR +5), promotion to Warden

Path of the Warden (Freeport)

- ☞ Talk to Mizzog the Sighted in N. Freeport, near the Herbs and Potions shop.
- ☞ Kill a Shin'Ree Spiritist, a Shin'Ree Aggressor and an Essence of Shin'Ree in the Wailing Caves. The Spiritists can be found in the cavern left of the slime pool as you enter. The Aggressors and Essences can be found at the bottom of the Pit of Death, down the spiral ramp.
- ☞ Return to Mizzog.
- ☞ Mizzog will have the spirits transport you into the lair of the Wolfmaster once you tell him you wish to be a Warden. Kill the Wolfmaster and free the wolves he was training.
- ☞ After the Wolfmaster is dead, use the door and the spirits will return you to Mizzog again. Talk to him.

Reward. The Warden's Rebuker (AGI +4, WIS +6), promotion to Warden

Ability Highlights

Protector, Warden, Steward of the Forest. These are wolf-form buffs, and also increase your Health and Power pools, increase Armor Class, grant See Hidden vision, and add a chance for an additional melee special attack. They are extremely useful any time you think you might be entering into combat.

Nature's Touch, Reincarnation. Resurrects a dead target, whether you are in combat or not. This also grants more Health and Power upon resurrection than the Priestly Revive spell.

Primeval, Primal Instinct. These spells increase all of your target's offensive skills, allowing her to fight more effectively. A wise Warden places this spell on the Fighter assigned to protect him, or on the primary Fighter, so that they advance more quickly on the mobs' hate lists and the Warden can heal more before the mobs attack him.

By Oaklief

Wisp, Sylph. Point-blank area-of-effect hate reduction and root on nearby enemies, as well as a small radius random teleport for the Warden. Note that this teleport can be a very good thing ... or a very bad one.

Blessing, Benison of the Wild. Increases Agility, Strength, and Arcane resistances for all party members. There is also a chance to activate a minor regenerative heal when a party member is attacked.

Equinox. Resurrects all dead party members as long as you are not in combat. After the sickness effects expire, all restored party members will gain a Health regeneration increase when they are not in combat.

Verdurous Journey. Evacuation is normally an ability for Scouts, but this spell will transport all party members within range to the nearest designated safe spot for the current adventuring area.

Nature's Reprieve. Replenishes a groupmate's Health when on the verge of death, averting the need for a resurrection, and applies a minor Health regeneration.

Combat Tactics

SOLO

Keep yourself buffed, particularly with wolf form and the Courage/Daring spell line. Blessing of the Grove and Vigor are also excellent buffs to use while soloing. When you start combat, do it at range. Pick your target, draw your weapon, cast a regenerative heal and a ward, then pull the mob with a Chill attack. After that, work on your favorite Heroic Opportunity.

GROUP

Buff the puller with a damage shield, a heal over time, and ward just before he grabs a new foe. While this isn't the most efficient time to use a regeneration spell (as the tank doesn't have any damage to heal yet), the combination of the ward (preventing taking damage for a short period) and your longer heal over time (to mitigate damage) will give the tank the effect of extra Health while he concentrates on focusing the target's attention on himself. And if you cast these heals before combat begins, you won't be added to the mob's hate list until you start attacking or healing during combat.

When your group goes into combat, stand near the primary fighter with him

targeted, and activate melee attack. Your heels will go off on your group's fighter, but melee attacks and damage spells will affect his current target. This will let you melee in between casting spells. While

you won't do much more than minor damage over time, every little bit helps. When you heal someone during combat, throw a quick ward up first to stem the

loss of Health, then cast your regenerative heal on the person. If she needs more immediate Health than that, throw in a direct heal or an archeogenesis heal.

WARDEN ABILITIES (NATURE'S REFUGE SKILL)

Art	IL Lvl	HO Icon	Casting	Reset	Rad	Description
<i>Dust Cloud (E)</i>	20	-	0.5 sec	30 sec	-	Covers the target in a dust cloud, making it easier to single out.
<i>Protector of the Forest</i>	20	-	3 sec	4 sec	-	Gives you Wolf form, buffs Health, Power and AC, can See Hidden Vision, and gives a chance for an additional melee attack.
<i>Ensnaring Roots</i>	21	Moon	2 sec	9 sec	-	Decreases an enemy's Agility attribute and Movement rate.
<i>Nature's Touch</i>	22	Eye	1 sec	5 min	-	Resurrects fallen ally, regardless of casters combat status, with increased Health regeneration for a short time.
<i>Blessing of the Grove</i>	23	Eye	2 sec	5 sec	-	Replenishment which grants increased Health over time to an ally and increases their Elemental dam. resist.
<i>Cold Snap</i>	24	Hammer	2 sec	15 sec	-	Deals Cold damage over time and decreases Elemental damage resistance on the enemy.
<i>Barboot</i>	24.6	Eye	3 sec	4 sec	-	Deals instant Divine damage to an enemy attacking that ally.
<i>Frost</i>	25	Hammer	2 sec	3 sec	-	Deals instant Cold damage to an enemy. Additional damage is done to Elemental enemies.
<i>Primeval Instinct</i>	26	Moon	2 sec	9 sec	-	Increases all Offensive skills of an ally.
<i>Nereid's Boon</i>	26.6	-	3 sec	4 sec	-	Grants Water breathing and increases Arcane damage resistance of an ally.
<i>Wisp</i>	27	Hammer	0.5 sec	15 min	5 m	Instant Hate reduction for nearby enemies, and briefly slows them. Teleports the Warden a short distance away.
<i>Arcane Purification</i>	28	Holy Sym.	1 sec	8 sec	-	Cures Magic, Mental and Divine ailments from ally and grants small Health and Power over time replenishment.
<i>Healing Breeze</i>	28.4	Moon	5 sec	25 sec	10 m	Replenishes Health instantly to all party members.
<i>Blessing of Earth</i>	28.8	Eye	3 sec	10 sec	10 m	Replenishes large amount of Health over time to all party members; absorbs small amount of Elemental dam.
<i>Favor of the Untamed</i>	29	Holy Sym.	3 sec	4 sec	10 m	Increases all party members Power pools as well as granting increased Elemental resistance.
<i>Nature's Caress</i>	29.6	Chalice	2 sec	4 sec	-	Replenishes Health instantly to an ally as well as granting a brief Health over time regeneration.
<i>Perennial Essence</i>	30	-	3 sec	4 sec	10 m	Increases Hlth pool of party; increased out of combat Power regen., and grants small ward protecting vs. Elemental dam.
<i>Rowyl's Form o.t. Vale (E)</i>	30	-	1 sec	1 min	-	Changes the form of the Warden.
<i>Oakskin</i>	30.6	Moon	3 sec	4 sec	-	Increases the Power pool of an ally as well as granting an increased Heat and Cold resistance.
<i>Summer's Flame</i>	31	Hammer	2 sec	3 sec	-	Deals instant Heat damage to an enemy.
<i>Winds of Frost</i>	32	Moon	4 sec	20 sec	10 m	Deals instant Cold damage to an enemy and surrounding encounter members.
<i>Nature's Embrace</i>	32.4	Chalice	3 sec	9 sec	-	Replenishes a large amount of Health instantly to an ally as well as granting a brief Health over time regeneration.
<i>Blessing of Wild</i>	32.8	Holy Sym.	3 sec	4 sec	10 m	Buffs group's Agility, Strength and Arcane resistance. Might give a brief Health regen as each party member enters combat.
<i>Protection of the Seasons</i>	33	-	3 sec	4 sec	10 m	Grants increased Agility and Wisdom, Elemental damage resistance, and increased Armor Class rating for all party members.
<i>Warden of the Forest</i>	34	-	3 sec	4 sec	-	Gives you Wolf form, buffs Health, Power and AC, can See Hidden Vision, and gives a chance for an additional melee attack.
<i>Call of the Fae (E)</i>	35	-	1 sec	1 min	-	Changes the form of the Warden.
<i>Numbing Spores</i>	35	Eye	2 sec	9 sec	-	Grants an ally the chance to replenish Health over time whenever successfully attacked during combat.
<i>Grasping Roots</i>	35.6	Moon	2 sec	9 sec	-	Decreases an enemy's Agility attribute and Movement rate.
<i>Equinox</i>	36	Eye	8 sec	25 sec	10 m	Out of combat resurrection for party members; grants post resurrection effect increased out of combat Health regeneration.
<i>Nereid's Kiss</i>	37	-	3 sec	4 sec	-	Grants Water breathing and increases Arcane damage resistance of an ally.
<i>Bramblecoat</i>	38	Eye	3 sec	4 sec	-	Augmentation which deals instant Divine damage to an enemy attacking that ally.
<i>Frostbite</i>	38.6	Hammer	2 sec	15 sec	-	Deals Cold damage over time to an enemy and decreases their Elemental damage resistance.
<i>Verdurous Journey</i>	39	-	5 sec	15 min	10 m	Teleports Warden and all party members within range to nearest designated safe spot for current casters adventuring area.
<i>Bitter Frost</i>	39.6	Hammer	2 sec	3 sec	-	Deals instant Cold damage to an enemy. Additional damage is done to Elemental enemies.
<i>Chloroplast</i>	40	Eye	2 sec	5 sec	-	Replenishes a large amount of Health over time to an ally as well as increasing their Elemental damage resistance.
<i>Form o.t. Strange Bear (E)</i>	40	-	1 sec	10 min	-	Changes the target into a strange creature.
<i>Primal Instinct</i>	40.6	Moon	2 sec	9 sec	-	Increases all Offensive skills of an ally.
<i>Nature's Reprieve</i>	41	Eye	2 sec	12 sec	-	Instantly replenishes large amt of Hlth to ally taken to verge of death by enemy; grants brief Hlth over time regen. to that ally.
<i>Essence of the Kodiak</i>	41.6	-	3 sec	4 sec	10 m	Increases Hlth pool of party, provides incr. out of combat Power regen., and grants small ward protecting vs. Elemental dam.
<i>Verdant Sigh</i>	42	Moon	4 sec	15 min	-	Replenishes Health over time and reduces Hate towards the caster upon successful enemy attacks.
<i>Gale of Healing</i>	42.4	Moon	5 sec	25 sec	10 m	Replenishes Health instantly to all party members.
<i>Chlorostorm</i>	42.8	Eye	3 sec	10 sec	10 m	Replenishes large amt of Hlth over time to party members; grants a small ward protecting against Elemental damage.
<i>Sylvan Waters</i>	43	Chalice	2 sec	4 sec	-	Replenishes Health instantly to an ally, and places a brief Health regeneration on the ally.
<i>Praise of the Untamed</i>	43.6	Holy Sym.	3 sec	4 sec	10 m	Increases the Power pool of the party members as well as granting increased Elemental damage resistance.
<i>Sylph</i>	44	Hammer	0.5 sec	15 min	5 m	Instant Hate reduction for nearby enemies, and briefly slows them. Teleports the Warden a short distance away.
<i>Aspect of the Owl</i>	44.6	Moon	3 sec	4 sec	-	Increases the Power pool of an ally as well as granting an increased Heat and Cold resistance.
<i>Duststorm</i>	45	Chalice	2 sec	30 sec	7.5 m	Grants increased Avoidance to party members but forces Warden to remain stationary for duration of spell.
<i>Wrdn's Gentle Reminder (E)</i>	45	-	1 sec	10 min	-	Every now and then, Warden may wish to remind someone of inappropriate disposition towards the forests.
<i>Winter's Bite</i>	45.6	Hammer	2 sec	3 sec	-	Deals instant Cold damage to an enemy.
<i>Verdant Rapture</i>	46	Chalice	3 sec	9 sec	-	Replenishes large amount of Health instantly to ally as well as granting a brief Health over time regeneration.
<i>Benison of the Wild</i>	46.4	-	3 sec	4 sec	10 m	Buffs group's Agility, Strength and Arcane resistance. Might give a brief Health regen as each party member enters combat.
<i>Winds of Winter</i>	46.8	Moon	4 sec	20 sec	10 m	Deals instant Cold damage to an enemy and surrounding encounter members.
<i>Undergrowth</i>	47	Holy Sym.	2 sec	9 sec	10 m	Decreases an enemy's, and surrounding encounter member's, Agility attribute and Movement rate.
<i>Spirit of the Oak</i>	47.6	-	3 sec	4 sec	10 m	Grants increased Agility and Wisdom, Elemental damage resistance, and increased Armor Class rating for all party members.
<i>Sylvan Embrace</i>	48	Eye	4 sec	15 min	10 m	Instantly replenishes large amount of Health over time to all party members as well as granting a small Power replenishment.
<i>Steward of the Forest</i>	48.6	-	3 sec	4 sec	-	Gives you Wolf form, buffs Health, Power and AC, can See Hidden Vision, and gives a chance for an additional melee attack.
<i>Seizing Vines</i>	49	Moon	2 sec	9 sec	-	Decreases an enemy's Agility attribute and Movement rate.
<i>Tranquilizing Spores</i>	49.6	Eye	2 sec	9 sec	-	Grants ally chance to replenish Hlth over time whenever successfully attacked during combat; slows attack speed of enemy.
<i>Hierophantic Genesis</i>	50	Moon	1 sec	30 sec	-	Replenishes a large amount of Health over time and immobilizes the Warden throughout the duration of the spell.
<i>Reebo's Circling Runes (E)</i>	50	-	1 sec	10 min	-	Surrounds the Warden with gentle runes.
<i>Reincarnation</i>	50	Eye	1 sec	5 min	-	Resurrects a fallen ally, regardless of the casters combat status, with increased Health regeneration for a short period of time.

By Bhinder

Why a Shaman?

1. Shaman is the only Priest class that is allowed to carry a spear, and they can use it to great effect.
2. A Shaman is more melee-oriented than the other Priest classes, better for those Priests who enjoy a little more action on their adventures.
3. Wards prevent damage before it occurs, and the Shaman (and Defiler and Mystic) are the only Priests who have mastered their application.
4. The Shaman has many different debuffs and buffs to use before and during battle!
5. You are highly desirable in any party, being able to heal, ward and cripple enemies.

All your life you've been able to see into the gray ether, crossing the boundaries between this world and the next. You feel and hear the spirits of the ancestors, and have begun to develop ties to the powers of the great animal totems ... you are inexorably called to the path of the Shaman.

Priests who take to the Shamanistic life enjoy a little more melee than their brethren, and can go toe to toe with many creatures, with the help of their Wards. You are able to choose from all blunt weapons, as all Priests can, but

many Shaman opt for the formidable spear, which their more warlike nature allows them to use effectively.

Close ties to animal totems enable the Shaman to call upon beneficial powers to be bestowed upon themselves and their allies ... the spirits of the wolf, bull and badger will all come to your aid. These are unique and add to the variety of Priest buffs which are already at your disposal.

Path of the Shaman

Path of the Shaman (Qeynos)

- ☞ Talk to Heirophant Aldalad in North Qeynos, on the southeast hill. Tell him that you wish to be a Shaman.
- ☞ Go to South Qeynos and enter the instanced zone.
- ☞ Kill the spirits in the house; it's easiest to kill them one by one, staying in a safe place and drawing them to you via Smite.
- ☞ Return to Aldalad.

Reward. Aldalad's Shamanic Tunic (DisR +8, HP +8, MagR +5, PP +7), Aldalad's Ring of Mysticism (STR +2, WIS +3, HP +15), promotion to Shaman

Path of the Shaman (Freeport)

- ☞ Talk to Priest Kelian in North Freeport, in the Temple of War.
- ☞ Head to South Freeport; enter the instanced zone.
- ☞ Kill the 4 spirits.
- ☞ Return to Kelian.

Reward. Nighthide Tunic (AGI +5, STR +3, HP +12, PP +12), promotion to Shaman

Ability Highlights

Wailing Haze. This is a great debuff to use at/near the start of fights; just be careful as it draws a lot of aggro! Wailing Haze slows an opponent's attack speed; it can only be maintained on one monster at a time, so cast it on the hardest hitter.

Contagion. This is a fast-casting DoT (damage-over-time) Disease spell. Cast this at the beginnings of fights for maximum effect (but save the Power if the monster's going to die quickly anyway).

Spirit Guide. This is a vital ability for Priests. While you can resurrect Fighters, Scouts and Mages, they cannot resurrect you ... but the Spirit Guide fixes this problem! Casting Spirit Guide on a groupmate gives her a usable object that can resurrect you or any other Priest type.

Spectral Ward. Your second ward, Spectral Ward not only protects your target from damage, but any remaining protection left over when it expires is converted into Health for your target.

Phantasm. If you find yourself being beat upon by an especially harmful monster and want to pass it on (hopefully to a more tanky groupmate), Phantasm reduces the hate of a single target. As an added bonus, it instills fear in your target as well.

Spirit of the Wolf. Tired of waiting for your Scout friend to cast Pathfinding on you? Become independent! Spirit of the





Wolf is a slight run-speed boost that uses no Concentration — you should have it going *all* the time!

Wards of Spirit. If two or more group-mates are getting smacked at once, this wards the entire group. The downside? It costs a *lot* of Power and draws a *lot* of aggro.

Eidolic Ward. When you are out of Power and out of time and your friend is almost out of life, Eidolic Ward is the last-second attempt at life saving. Eidolic Ward is an instant-effect ward that costs no Power (though it has a very long reuse delay). Use this only when there are no other options!

Spirit of the Bull. This buff increases the Strength and Stamina of your group-mates; especially useful for groups dominated by Fighters and Scouts.

Combat Tactics

SOLO

When solo, begin each battle with a Ward cast on yourself. Quickly target the creature of choice and open with a slowing/crippling spell such as Wailing Haze. If you do so at a good distance, you will be able to cast Contagion upon it before it reaches you, and half your battle is done! Recast the ward on yourself as needed during the battle, particularly in the case of additional mobs engaging. Learn which mobs are easier for you to take, given their level — find a comfort zone to work in. And always remember, Smite is your friend.

GROUP

When grouped, your talents will all come to the fore. You can serve as an excellent Priest and buffer, while providing very useful debuffs as well. Be sure to engage the same enemies as your main tank. (Remember that simply targeting your main tank and casting your debuffs will automatically apply them to his or her target!) If you come under attack, cast a ward on yourself to reduce damage, and call for assistance ... you cannot heal others if creatures are clawing at you and interrupting spells! By the same token, learn to pace your damaging and debuffing spells so as not to generate too much hate — let the Fighters take the beating so that you can focus on surrounding yourself and the party with spiritual aid.

In most group scenarios, and particularly when there is another Priest present, you can take a more warlike role and step into battle alongside the Fighters, continuing to concentrate on debuffs, Disease and adding Cold damage spells, as well as hearty lessons with your weapon of choice!

SHAMAN ABILITIES (TALISMANS SKILL)

Art	IL	Lvl	HO	Icon	Casting	Reset	Rad	Description
<i>Wailing Haze</i>	10		Eye		2 sec	9 sec	–	Decreases Attack Speed on an opponent.
<i>Contagion</i>	11		Hammer		1 sec	8 sec	–	Deals Disease damage over time to opponent. Deals additional Divine damage over time if opponent is a being of Shadow.
<i>Spirit Guide</i>	11.6		–		5 sec	5 sec	–	Summons a Spirit Guide for an ally. This item can be used to revive a fallen priest.
<i>Spectral Ward</i>	12		Moon		2 sec	6 sec	–	Wards an ally.
<i>Spiritual Seal</i>	13		–		3 sec	4 sec	10 m	Increases the Health Pool, Divine resistances, and Noxious resistances on the Shaman and allies.
<i>Phantasm</i>	13.4		Eye		0.5 sec	15 min	5 m	Reduces Hate towards the Shaman and fears any opponents in the immediate area.
<i>Spirit of the Wolf</i>	13.8		–		4 sec	5 sec	–	Increases non-combat Movement Rate for an ally.
<i>Breath of Spirits</i>	14		Moon		4 sec	7 sec	10 m	Heals the Shaman and allies.
<i>Wards of Spirit</i>	14.6		Moon		5 sec	15 sec	7.5 m	Wards the Shaman and allies.
<i>Grey Wind</i>	15		Hammer		2 sec	3 sec	–	Deals instant Cold damage and reduces Movement Speed on an opponent.
<i>Eidolic Ward</i>	15.6		Moon		4 sec	15 min	–	Wards an ally. This ward does not cost Power nor does it have a casting time.
<i>Mending Spirit</i>	16		Holy Sym.		1 sec	8 sec	–	Cures Trauma impairments from an ally, and wards the ally.
<i>Auspice</i>	16.6		Holy Sym.		3 sec	4 sec	–	Increases the Health and Power pools on an ally.
<i>Totemic Aid</i>	17		Chalice		2 sec	4 sec	–	Heals an ally, and removes minor Noxious impairments.
<i>Spirit of the Bull</i>	18		–		3 sec	4 sec	10 m	Increases Strength and Stamina for the Shaman and allies.
<i>Healing Ritual</i>	18.6		Moon		1 sec	13 sec	–	Heals an ally.
<i>Expunge Elements</i>	19		Holy Sym.		1 sec	8 sec	–	Cures Elemental impairments and wards an ally.
<i>Spirit of the Badger</i>	19.6		–		3 sec	4 sec	10 m	Grants Strength and Armor Class to Shaman and allies. Also has a chance to increase an attacking ally's Noxious resistance.

Why a Defiler?

1. Defiler's wraith form gives you huge benefits, as well as a great and unique look.
2. A Defiler's wards are extremely potent; why heal if you can stop the damage from happening in the first place?
3. Group wards, though they cast a bit more slowly and use a lot of Power, can save the lives of multiple groupmates under attack.
4. A Defiler can hold her own in a fight while waiting for a tank to pull the attacker off.

When a Shaman reaches her true calling, the spirits bow down before their master the Defiler. A Defiler acknowledges this by the use of a wraith form that shows to the world her domination over spirits. The Defiler not only has the ability to heal her weaker comrades, but can also use wards to protect their frail bodies. To strike fear in her enemies on the battlefield, she uses weakening spells that slow their attack speed and damage-over-time spells that cause lingering pain and suffering. Only the darkest of hearts and a true subject of the overlord can become a powerful Defiler.

Path of the Defiler

- ☞ Talk to Mizzog the Sighted in North Freeport, near the Herbs and Potions shop.
- ☞ Kill a Shin'Ree Spiritist, a Shin'Ree Aggressor and an Essence of Shin'Ree in the Wailing Caves. The Spiritists can be found in the cavern to the left of the slime pool as you enter. The Aggressors and Essences can be found at the bottom of the Pit of Death, down the long spiral ramp.
- ☞ Return to Mizzog.
- ☞ Mizzog will have the spirits transport you into the lair of the Wolfmaster once you tell him you wish to be a

Defiler. Kill the Wolfmaster and free the wolves he was training.

- ☞ After the Wolfmaster is dead, use the door and the spirits will return you to Mizzog again.

Reward. Defiler's Corruptor (STR +4, WIS +6), promotion to Defiler

Ability Highlights

Baleful Countenance. This turns you into a wraith form. Not only does it give you a new and individual look, but the form grants you increased Health, Power and defense, as well as grants you See Hidden vision and a chance at a special melee attack.

Revulsion. This is a good ability to use on any kind of enemy. The Intelligence debuff helps against Mages, the Wisdom debuff helps against Priests, and the Strength debuff helps against meleers. Perfect for all situations!

Degeneration. This is aimed primarily at debuffing melee targets, as the stats it reduces are attack speed, Strength and Stamina.

Fulginous Sphere. Fulginous Sphere does Disease damage over time (DoT) to your target, as well as decreasing its attack speed.

Reanimate. Tired of waiting until after combat to resurrect a groupmate? Wait no longer! Reanimate allows you to resurrect party members while in combat.

Abominus. Abominus grants your target the ability to breathe under water. If your target is hit, there is a chance that the offending monster will be hit by DoT Disease damage.

Curse of Shielding. This has a double effect; it's a Disease DoT to the target and it also has a chance to ward the target of your target — who is hopefully your tank!

Devigorating Chant. If you find yourself in need of more Power, Devigorating Chant reduces the hate of monsters around you as well as powertapping the effected targets.

Distill Soul. If a target is killed while

Distill Soul is active, you get an essence crystal. Essence crystals instantly replenish Health on the use of the crystal, so these are *very* useful objects! Make sure to use Distill Soul on every target that you can once you get it at Level 29.

Combat Tactics

SOLO

Make sure you have Baleful Countenance (Wraith Form) on, as well as your other buffs. Pull with Wailing Haze, your attack speed debuff. Follow it up with Contagion, your DoT. Before the monster gets to you, cast your ward on yourself. The debuff should last the entire fight, but you will have to recast your DoT. If you are taking more damage than your ward can handle, cast a heal or two on yourself, followed up with another ward. You can throw in an occasional Smite if Power permits.

GROUP

Keep you wraith form up to make sure you can handle a bit of aggro (plus it buffs your Power). Buff your main tank. When a monster is pulled and the tank has good aggro, cast your attack speed debuff on it. If you're not the primary Priest, feel free to cast your DoT on it as well. You're not a powerhouse with a weapon, so don't expect to do a lot of melee damage.

Your ward will be your most used spell for healing. During combat, cast a ward and your direct heal if needed. The group ward is a fantastic tool if there is aggro on multiple groupmates that are getting hurt badly. The trick to the group ward is that it has a slow cast time, so be on your toes if it's needed. Also note that it pulls a lot of aggro, so have your Fighter friend be ready.

DEFILER ABILITIES (VEHEMENCE SKILL)

Art	IL Lvl	HO Icon	Casting	Reset	Rad	Description
<i>Baleful Countenance</i>	20	–	3 sec	4 sec	–	Grants Defiler wraith-like form; incr. Hlth and Pow pools, AC, reveals hidden entities, gives chance to deal instant Poison dam. on hit.
<i>Yoppa's Rodent Form (E)</i>	20	–	1 sec	1 min	–	Covers the form of the caster with an illusory image.
<i>Revulsion</i>	21	Moon	2 sec	9 sec	–	Impairment that decreases Intelligence, Wisdom, and Strength on an opponent.
<i>Degeneration</i>	22	Eye	2 sec	9 sec	–	Impairment that decreases Attack Speed, Strength, and Stamina on an opponent.
<i>Contamination</i>	23	Hammer	1 sec	8 sec	–	Deals Poison damage over time and reduces Stamina on an opponent.
<i>Fuliginous Sphere</i>	24	Eye	2 sec	15 sec	–	Deals Disease damage over time and decreases Attack Speed on an opponent.
<i>Reanimate</i>	24.6	Eye	1 sec	5 min	–	Resurrects a dead ally, even in combat.
<i>Abominus</i>	25	–	3 sec	4 sec	–	Grants ability to breath under water. While this spell is in effect, enemies may take Disease dam. when they hit you.
<i>Curse of Shielding</i>	26	Eye	2 sec	9 sec	–	Impairment, placed on opponent; chance to ward ally and deal instant Disease damage when the opponent attacks an ally.
<i>Spectral Guard</i>	26.6	Moon	2 sec	6 sec	–	Wards ally, deals instant Disease dam. to attacker who breaks ward; Disease dam. is then converted into a heal for the ally.
<i>Devigorating Chant</i>	27	Hammer	0.5 sec	15 min	5 m	Reduces Hate towards the Defiler from all opponents within a close proximity, and drains Power from nearby opponents converting a portion of this drained Power into Power gained by the Defiler.
<i>Tainted Orison</i>	28	Holy Sym.	1 sec	8 sec	–	Cures Arcane impairments and grants Power over time to an ally.
<i>Profane Accretion</i>	28.4	Moon	3 sec	24 sec	10 m	Heals an ally.
<i>Vile Imprecation</i>	28.8	Hammer	2 sec	3 sec	–	Deals instant Disease damage and decreases Arcane and Noxious resistances on an opponent.
<i>Distill Soul</i>	29	Moon	2 sec	9 sec	–	Impairment on opponent, grants Defiler a Soul Essence when opp. is killed under impairment. A Soul Essence will heal user.
<i>Putrified Balm</i>	29.6	Chalice	2 sec	4 sec	–	Heals an ally, and grants an ability that has a chance to deal Disease damage over time when the ally attacks.
<i>Dire Effluence</i>	30	–	3 sec	4 sec	10 m	Increases Health pool of Defiler and allies. This augmentation also grants a ward that periodically absorbs Noxious damage.
<i>Wunshi's Foul Sickness (E)</i>	30	–	1 sec	1 min	–	Temporarily forces another person to be sick.
<i>Foreboding</i>	30.6	Holy Sym.	3 sec	4 sec	–	Increases the Health and Power pools on an ally, and also increases Defensive skill on the ally.
<i>Seeping Eschar</i>	31	Moon	5 sec	15 sec	10 m	Wards Defiler & allies; instant Disease dam. to attacker who breaks ward. Disease dam. converted into heal for Defiler & allies.
<i>Aphotic Touch</i>	32	Eye	4 sec	20 sec	10 m	Deals Disease damage over time and decreases Noxious resistances on an opponent and its allies.
<i>Dire Shroud</i>	32.4	–	3 sec	4 sec	10 m	Increases Strength and Armor class on the Defiler and allies. Also adds a reactive ability that has a chance to deal instant Disease damage to the attacker and this Disease damage is converted into a heal for the defending ally.
<i>Sacrificial Aid</i>	32.8	Chalice	3 sec	7 sec	–	Heals an ally, but has an additional Health cost for the Defiler.
<i>VeheMence</i>	33	Holy Sym.	3 sec	4 sec	10 m	Increases Strength and Stamina for the Defiler and allies. Also grants an ability that has a chance to place an impairment on an opponent that decreases melee damage output when an ally attacks the opponent.
<i>Sinister Countenance</i>	34	–	3 sec	4 sec	–	Grants Defiler wraith-like form; incr. Hlth and Pow pools, AC, reveals hidden entities, gives chance to deal instant Poison dam. on hit.
<i>Tendrils of Fear</i>	35	Moon	2 sec	9 sec	10 m	Augmentation, placed on Defiler & allies; chance to decrease Attack Speed and Agility when opponent attacks ally or Defiler.
<i>Turgur's Spirit Sight (E)</i>	35	–	1 sec	10 min	–	Allows the Defiler to see beyond the realm of the living and use the eyes of the spirit realm.
<i>Loathing</i>	35.6	Moon	2 sec	9 sec	–	Impairment that decreases Intelligence, Wisdom, and Strength on an opponent.
<i>Senescence</i>	36	Eye	8 sec	25 sec	10 m	Resurrects all dead allies. Cannot be cast in combat.
<i>Suppuration</i>	37	Hammer	1 sec	8 sec	–	Deals Poison damage over time and reduces Stamina on an opponent.
<i>Atrophy</i>	38	Eye	2 sec	9 sec	–	Impairment that decreases Attack Speed, Strength, and Stamina on an opponent.
<i>Fuliginous Coil</i>	38.6	Eye	2 sec	15 sec	–	Deals Disease damage over time and decreases Attack Speed on an opponent.
<i>Primordial Terror</i>	39	Holy Sym.	2 sec	1 min	–	Impairment that causes an opponent to briefly flee in fear, and then roots the opponent once the fear subsides.
<i>Watery Horror</i>	39.6	–	3 sec	4 sec	–	Augmentation, placed on ally; grants water-breathing and reactive ability; chance to deal Disease dam. over time to attacker.
<i>Malefic Shroud</i>	40	Moon	2 sec	6 sec	–	Wards ally, and deals instant Disease dam. to attacker who breaks ward. Disease dam. is then converted into a heal for ally.
<i>Turgur's Instant Relief (E)</i>	40	–	1 sec	1 min	–	Temporarily forces another person to be sick.
<i>Bane of Shielding</i>	40.6	Eye	2 sec	9 sec	–	Impairment, placed on opponent; chance to ward ally and deal instant Disease damage when the opponent attacks an ally.
<i>Eerie Avenger</i>	41	Eye	2 sec	12 sec	–	Augmentation, placed on ally, prevents near death by healing ally; summons shadow to attack the would-be killer of the ally.
<i>Devitalizing Chant</i>	41.6	Hammer	0.5 sec	15 min	5 m	Reduces Hate towards the Defiler from all opponents within a close proximity, and drains Power from nearby opponents converting a portion of this drained Power into Power gained by the Defiler.
<i>Mail of Souls</i>	42	Eye	4 sec	15 min	–	Augmentation, placed only on the Defiler, that reduces Hate towards the Defiler and does instant Disease damage to an attacking opponent; part of this Disease damage is converted into a heal for the Defiler.
<i>Venal Accretion</i>	42.4	Moon	3 sec	24 sec	10 m	Heals the Defiler and allies.
<i>Carriion Shield</i>	42.8	Moon	5 sec	15 sec	10 m	Wards ally, deals instant Disease dam. to attacker who breaks ward. Disease damage is then converted into a heal for ally.
<i>Fetid Balm</i>	43	Chalice	2 sec	4 sec	–	Heals an ally, and grants an ability that has a chance to deal Disease damage over time when the ally attacks.
<i>Crystallize Soul</i>	43.6	Moon	2 sec	9 sec	–	Impairment, placed on opponent, grants Defiler a Soul Essence (will heal user) when opponent is killed under this impairment.
<i>Ruinous Imprecation</i>	44	Hammer	2 sec	3 sec	–	Deals instant Disease damage and decreases Arcane and Noxious resistances on an opponent.
<i>Harbinger</i>	44.6	Holy Sym.	3 sec	4 sec	–	Increases the Health and Power pools on an ally, and also increases Defensive skill on the ally.
<i>Dread Invasive</i>	45	Hammer	2 sec	9 sec	–	Augmen. on ally, chance for Disease dam. over time and add'l Disease dam. when the attacked opponent consumes Power.
<i>Form of the Spirit Hawk (E)</i>	45	–	1 sec	10 min	–	Covers the form of the caster with an illusory image.
<i>Baleful Efflux</i>	45.6	–	3 sec	4 sec	10 m	Increases Health pool of Defiler and allies. This augmentation also grants a ward that periodically absorbs Noxious damage.
<i>Sacrificial Alleviation</i>	46	Chalice	3 sec	7 sec	–	Heals an ally, but has an additional Health cost for the Defiler.
<i>Voracity</i>	46.4	Holy Sym.	3 sec	4 sec	10 m	Increases Strength and Stamina for the Defiler and allies. Also grants an ability that has a chance to place an impairment on an opponent that decreases melee damage output when an ally attacks the opponent.
<i>Aphotic Corruption</i>	46.8	Eye	4 sec	20 sec	10 m	Deals Disease damage over time and decreases Noxious resistances on an opponent and its allies.
<i>Loathsome Seal</i>	47	Holy Sym.	2 sec	9 sec	–	Impairment that decreases Strength, Stamina, Agility, and Defensive skills of an opponent.
<i>Ghastly Shroud</i>	47.6	–	3 sec	4 sec	10 m	Increases Strength and Armor class on the Defiler and allies. Also adds a reactive ability that has a chance to deal instant Disease damage to the attacker and this Disease damage is converted into a heal for the defending ally.
<i>Purulence</i>	48	Moon	4 sec	15 min	10 m	Wards Defiler & allies, summons shadow minions swarm to attack what breaks ward; doesn't cost Power, nor have casting time.
<i>Malefic Countenance</i>	48.6	–	3 sec	4 sec	–	Grants Defiler wraith-like form; incr. Hlth & Power pools, AC, reveals hidden entities, gives chance for inst. Poison dam. on hit.
<i>Abhorrence</i>	49	Moon	2 sec	9 sec	–	Impairment that decreases Intelligence, Wisdom, and Strength on an opponent.
<i>Tendrils of Terror</i>	49.6	Moon	2 sec	9 sec	10 m	Augmentation on Defiler and allies; chance to decrease Attack Speed and Agility when opponent attacks an ally or Defiler.
<i>Juka's Smolder. Essen. (E)</i>	50	–	1 sec	10 min	–	Covers the Defiler in a smoldering, smoky essence.
<i>Maelstrom of Dismay</i>	50	Chalice	1 sec	1.5 min	10 m	Deals Disease damage over time to an opponent and its allies, and converts a portion of this Disease damage to Health and Power over time. Costs Power periodically and completely immobilizes the Defiler over the duration of this spell.
<i>Vivication</i>	50	Eye	1 sec	5 min	–	Resurrects a dead ally, even in combat.

Why a Mystic?

1. Mystics offer the best kind of healing ... block damage from occurring in the first place, by applying powerful wards.
2. Bear form is great fun and boosts your stats to help you take (and dish out) the hits when needed.
3. Your healing ability is very strong. If in a party with another Priest, you can share healing duties and deal damage with melee and ice-based spells.
4. Your ability to slow, cripple and Disease your enemies makes you highly desired in groups.

A Mystic's life is best described as a Priest with the heart of a warrior and with a soul tied to the spirit world. The spirits of the ancestors heed your call and come to protect you and your allies in times of grave peril, preventing damage and crippling the enemy as occasion demands. At any time, you may take the form of your totemic spirit, the great bear; a symbol of your strength and solidity in the face of adversity. It will increase your Power, Health and Armor Class, and offer a chance at an additional melee attack.

Although very good Priests in their own right, these holy sages love nothing more than to wade into battle with weapon and ward to protect them. Not for them, the life of staying on the fringes, casting heals and hiding behind a Fighter. The Mystic will often be found taking a few hits for her party and laughing in the face of the enemy, before rendering them slow and ineffectual. Drawing from the depths of the otherworld, the Mystic can call upon the icy nothingness to cast damage upon enemies, both in bolts and damage over time. Miasmas of disease may also be harvested from the air and focused on your enemy.

The hallmark of the Mystic is the power of the Spirit Ward ... a solid wall of impenetrable will which prevents a great deal of damage. These wards come in targeted and group varieties, and are a wonderful way to allow a party to break a group of tough mobs.

Communion with the ancestral spirits grants Mystics strengths, which can be passed on to allies as well. While their kindred Defilers have fallen down the path of evil, twisting spirits to perform curses on the enemy, the Mystic has focused instead on the blessings of the otherworld. They draw upon the

strength of the Rhino, the Elephant and ephemeral spirit buffs to protect and support party members.

Path of the Mystic

☞ Talk to Aurora Elianas in the Temple of Life in N. Qeynos. You can find her on the walkway to the left of the entrance

☞ Kill Bloodsaber Adepts, Bloodsaber Proficients, and Bloodsaber Specialists in Vermin's Snye to obtain one scroll piece from each. Once in Vermin's Snye go up the ramp around the well you entered into, and follow the hallway out the door at the top of the room. In that hallway and in the several rooms along it, you will find the Bloodsabers you need to kill.

☞ Return to Aurora.

☞ Back in Vermin's Snye, take the lower tunnel out of the entrance well and take every righthand turn. Eventually you will reach another well room, and behind the door at the top is an instanced zone that contains several constructs and a necromancer that you must dispose of to save Sir Wimbley's remains.

☞ Upon defeating all the opponents in the room, return to Aurora for your reward.

Reward. Aurora's Spear of Mysticism (STA +4, WIS +6), promotion to Mystic

Ability Highlights

Ursine Elder. This allows you to assume the form of a bear. It's not just cosmetic; the bear transformation also grants you extra Health, Power and defense, grants you See Hidden vision, and adds a chance for an additional melee special attack. In short, you should almost always be in bear form. (Note that when in bear form on a horse, you use the bear's run speed not the horse's so, when traveling, take Ursine Elder off.)

Path of the Grey. Path of the Grey allows you to resurrect a target while still in combat. It also grants your target an increased Power regeneration rate for some time.

Cold Fire. Cold Fire is a powerful cold-type DoT (damage over time). Use this to start off any solo fights or, if in a group, fire one of these off on a really hard monster near the beginning of a fight.

Quelling Spirits. This reduces a target's hate for you, as well as giving you a small heal. Good for emergency situations.

By Bhinder

Wards of Shadow. This is a group ward, and an especially useful one! Not only does it ward the whole group, but any remaining protection is converted to healing.

Omen. This is a good spell to cast on yourself; it increases your Health and Power and increases your Power regen rate at rest.

Anger of the Ancients. This is an instant AoE (Area-of-effect) Disease attack. When you're fighting a large encounter, target one member of that encounter and cast this spell to hurt them all!

Grim Lethargy. A lot like Keening Haze, Grim Lethargy slows your opponent's attack speed. The difference is that this also effects your opponent's buddies.

Fields of the Grey. When things go horribly wrong, this resurrects all groupmates within range (note, you must be out of combat to cast this). As an added (and very important) bonus, it also gives your target a 50% chance of avoiding their next death one time. While a low chance and a high probability that the next hit will do away with your target anyway, that one split second might make the difference for you.

Shadowy Attendant. This is a hugely useful ability, even though it is limited. It summons a Shadowy Attendant that casts replenishing spells on the party. The downside is that it cannot move or attack, meaning it can't follow you, but as long as you are camping a location this ability is *amazing*.

Combat Tactics

SOLO

When solo, apply all buffs possible, and always ward yourself well before engaging in battle. Engage from a distance with a slow or Disease spell. If you get your distance right, you will have time to apply a second spell before your target closes to melee range. Remember to watch your ward and reapply if needed. This will usually allow you to tank enough to take on small groups. Concentrate on one enemy at a time, and learn to choose your targets well. Typically, it pays to take out Priests first, then Mages, then melee mobs. Use Miasma to shorten the time it takes to cut them down with your weapons.

GROUP

In a group, a Mystic places protective wards on those most likely to take dam-

age initially, or in some cases, on the entire party. Your role becomes more that of a Priest, buffer and protector of others, while crippling the enemy targets with slow and Disease spells. Remember to always assist the Fighters so that you allow them to

maintain aggro, and concentrate on one target at a time until it is ground to dust. If you find yourself under attack, throw on a quick ward and let your Fighters know so that they can peel the enemy away, freeing you up to heal once more.

If in a party with another Priest, you are freed up to concentrate more heavily on your damage potential, using damage-over-time and direct-damage spells while beating on the creature, in addition to applying your crippling slow spells.

MYSTIC ABILITIES (FETICHISMS SKILL)

Art	IL Lvl	HO Icon	Casting	Reset	Rad	Description
<i>Udor's Spirit o.t. Hawk (E)</i>	20	-	1 sec	1 min	-	Covers the form of the caster with an illusory image.
<i>Ursine Elder</i>	20	-	3 sec	4 sec	-	Grants form of bear with ability to see hidden and increases health, Power, defense, and a chance for a special melee attack.
<i>Delusion</i>	21	Moon	2 sec	9 sec	-	Decreases the enemy Strength and Stamina.
<i>Path of the Grey</i>	22	Eye	1 sec	5 min	-	Castable within combat: Resurrects an ally with a short regeneration of Power.
<i>Water Spirit</i>	23	-	3 sec	4 sec	-	Grants water breathing and increases the defense of an ally.
<i>Cold Fire</i>	24	Hammer	2 sec	15 sec	-	Deals cold damage over time to the enemy.
<i>Keening Haze</i>	24.6	Eye	2 sec	9 sec	-	Decreases the attack speed and offensive skills of the enemy.
<i>Spiritist's Salve</i>	25	Moon	4 sec	20 sec	10 m	Replenishes health instantly to the entire group.
<i>Cry of the Ancients</i>	26	Chalice	2 sec	9 sec	10 m	Impairment that reduces Stamina, poison resistance, and elemental resistance to an entire enemy encounter.
<i>Ancestral Ward</i>	26.6	Moon	2 sec	6 sec	-	Creates a powerful ward that protects allies from harm and heals a small amount at dissipation.
<i>Quelling Spirits</i>	27	Hammer	0.5 sec	15 min	5 m	Reduces hate from all enemies within the area of effect and casts a minor heal upon the Mystic.
<i>Arcane Lavation</i>	28	Holy Sym.	1 sec	8 sec	-	Cures magic, mental, and divine ailments while also healing the afflicted ally.
<i>Miasma</i>	28.4	Hammer	1 sec	8 sec	-	Deals disease damage over time to the enemy. Additional damage is dealt if the enemy is a being of shadow.
<i>Wards of Shadow</i>	28.8	Moon	5 sec	15 sec	10 m	Applies a powerful ward that protects the entire group. A minor heal is granted at the dissipation of the ward.
<i>Prophetic Guard</i>	29	Holy Sym.	3 sec	4 sec	10 m	Increases Power and poison resistance for the Mystic's group.
<i>Spiritual Replenishment</i>	29.6	Chalice	2 sec	4 sec	-	Replenishes health instantly to an ally and removes minor noxious impairments.
<i>Form of the Builder (E)</i>	30	-	1 sec	10 min	-	Covers the form of the target with an illusory image.
<i>Umbral Fortitude</i>	30	-	3 sec	4 sec	10 m	Increases the health of the Mystic's group and increase divine and noxious resistance.
<i>Omen</i>	30.6	Holy Sym.	3 sec	4 sec	-	Increases health and Power of an ally while also granting out of combat health regeneration.
<i>Runic Shield</i>	31	-	3 sec	4 sec	10 m	Grants increased Strength and AC to group while adding the chance for a noxious resistance augmentation while in combat.
<i>Anger of the Ancients</i>	32	Hammer	4 sec	20 sec	10 m	Deals instant disease damage to the enemy and surrounding encounter members.
<i>Spiritual Healing</i>	32.4	Chalice	1 sec	13 sec	-	Major instant heal for selected ally.
<i>Spirit of the Rhino</i>	32.8	Holy Sym.	3 sec	4 sec	10 m	Increases Str & Stam for Mystic's group and grants small regenerating ward which protects from elemental and noxious dam.
<i>Touch of the Grey</i>	33	Hammer	2 sec	3 sec	-	Deals instant cold damage to the enemy and reduces the movement speed for a short time.
<i>Ursine Oracle</i>	34	-	3 sec	4 sec	-	Grants a bear form that increases health, Power, armor class, see hidden, and adds a chance for a special melee attack effect.
<i>Grim Lethargy</i>	35	Eye	2 sec	17 sec	15 m	Decreases the attack speed of the enemy and surrounding encounter members.
<i>Sloth. Form o.t. Serpent (E)</i>	35	-	1 sec	10 min	-	Covers the form of the caster with an illusory image.
<i>Fallacy</i>	35.6	Moon	2 sec	9 sec	-	Decreases Stamina and Strength on the enemy.
<i>Fields of the Grey</i>	36	Eye	8 sec	25 sec	10 m	Resurrects all group members and grants a protection which may prevent a future death for the ally.
<i>Aqueous Spirit</i>	37	-	3 sec	4 sec	-	Grants water breathing and increases the defense skill of the chosen ally.
<i>Howling Haze</i>	38	Eye	2 sec	9 sec	-	Decreases the enemy attack speed and offensive skills.
<i>Icy Flames</i>	38.6	Hammer	2 sec	15 sec	-	Deals cold damage over time to the chosen enemy.
<i>Mourning Soul</i>	39	Moon	1 sec	1 min	-	Impairment that reduces the enemy attack speed while immobilizing the Mystic for the duration of the spell.
<i>Pox</i>	39.6	Hammer	1 sec	8 sec	-	Deals disease damage over time to the enemy. Additional damage is dealt if the enemy is a being of shadow.
<i>Eidolic Savior</i>	40	Eye	2 sec	12 sec	-	Saves party member on brink of death by replenishing Hlth. Minor ward is granted to party member, absorbs a sm. amt of dam.
<i>Haero's Aura Aware. (E)</i>	40	-	1 sec	1 min	-	Allows the Defiler to see beyond the realm of the living and use the eyes of the spirit realm.
<i>Howl of the Ancients</i>	40.6	Chalice	2 sec	9 sec	10 m	Reduces Stamina, noxious resistances, and elemental resistance on the chosen enemy and surrounding encounter members.
<i>Ancestral Aegis</i>	41	Moon	2 sec	6 sec	-	Applies powerful ward to group member. Any absorption that remains when spell expires is converted into instant heal for ally.
<i>Rejuvenating Chant</i>	41.6	Chalice	2 sec	4 sec	-	Replenishes health instantly to an ally and removes minor noxious impairments.
<i>Fading Spirit</i>	42	Holy Sym.	4 sec	15 min	-	Grants a ward to the Mystic which prevents damage and reduces hate with each enemy attack.
<i>Transcendent Blessing</i>	42.4	Moon	4 sec	20 sec	10 m	Instantly replenishes health to all group members.
<i>Umbral Ritual</i>	42.8	Moon	5 sec	15 sec	10 m	Grants a powerful ward that protects the Mystic's group. Any remaining Power from the ward is converted into a minor heal.
<i>Accordant Spirits</i>	43	Hammer	0.5 sec	15 min	5 m	An area of effect spell which reduces hate towards the Mystic and grants a minor heal.
<i>Prophetic Shield</i>	43.6	Holy Sym.	3 sec	4 sec	10 m	Increases the Power and noxious resistance to the Mystic's group.
<i>Eidolic Mettle</i>	44	-	3 sec	4 sec	10 m	Increases the health, divine, and noxious resistance for each of the Mystic's allies.
<i>Prophecy</i>	44.6	Holy Sym.	3 sec	4 sec	-	Increases the health and Power of the chosen ally while granting minor health regeneration.
<i>Form of the Great Stag (E)</i>	45	-	1 sec	10 min	-	Covers the form of the caster with an illusory image.
<i>Shadowy Attendant</i>	45	Eye	2 sec	1 min	-	Summons a protective spirit which cannot move or attack but casts beneficial spells on the Mystic's allies.
<i>Ire of the Grey</i>	45.6	Hammer	2 sec	3 sec	-	Deals instant cold damage to the enemy and reduces movement speed for a short time.
<i>Enlightened Healing</i>	46	Chalice	1 sec	13 sec	-	Major instant heal for chosen ally.
<i>Spirit of the Elephant</i>	46.4	Holy Sym.	3 sec	4 sec	10 m	Increases Str & Stam for Mystic's allies; grants minor regen ward which only protects from elemental and noxious dam.
<i>Fury of the Ancients</i>	46.8	Hammer	4 sec	20 sec	10 m	Deals instant disease damage to the enemy and surrounding encounter members.
<i>Avatar</i>	47	Moon	2 sec	9 sec	-	Increases Strength, Stamina, Agility, and attack speed of the chosen ally.
<i>Runic Talisman</i>	47.6	-	3 sec	4 sec	10 m	Increases Str and AC for Mystic's allies while granting chance for an increased noxious resistance with each successful attack.
<i>Wards of the Eidolon</i>	48	Moon	4 sec	15 min	10 m	Grants a major ward and special bear form upon the Mystic's allies.
<i>Ursine Prophet</i>	48.6	-	3 sec	4 sec	-	Grants a bear form that increases health, Power, armor class, see hidden, and adds a chance for a special melee attack effect.
<i>Chimerik</i>	49	Moon	2 sec	9 sec	-	Decreases Stamina and Strength on the enemy.
<i>Dreadful Lethargy</i>	49.6	Eye	2 sec	17 sec	15 m	Decreases the attack speed of the enemy and surrounding encounter members.
<i>Oberon</i>	50	Moon	1 sec	30 sec	-	Grants powerful regenerating ward to chosen ally; costs Power to maintain and immobilizes Mystic for duration of the spell.
<i>Recall of the Grey</i>	50	Eye	1 sec	5 min	-	Usable within combat: Resurrects a fallen ally and grants Power regeneration for a short time.
<i>Talisman of the Spiritist (E)</i>	50	-	1 sec	10 min	-	Covers the Mystic in a sparkling essence.

SCOUT

By Wynn

Why a Scout?

1. With their high damage output Scouts are quick dispatchers of enemies. While you will have some trouble soloing monsters at or above your level, anything green or blue should run when they see you coming.
2. Scouts are a lot of fun to play! Instead of just standing still and repeatedly smacking buttons, the Scout has to think and plan; you are most effective when behind your monster and facing it, so where should you be standing while your Fighter pulls?
3. When you die and leave a shard in a scary place, never fear! While Priests, Mages and Fighters have to find a party to help them get to their abandoned body, all you have to do is throw your sneak on, slink in, grab your corpse, then shimmy back out. The monsters will never even know you were there. (In theory)
4. Similarly, Scouts can ensure that they always get the first hit on a monster, even when it's aggressive; just sneak up and fire off the attack of your choice.
5. While you don't get to wear heavy armor, an agile Scout can avoid many attacks and, when in need, use his Evade ability to pass the monster to someone else.
6. While you might not get a big scary axe, the Scout archetype is the only one that can wield dual daggers, one of the coolest looking weapon-options in the game. And did we mention dual whips?
7. Even if you don't want to use a thrown weapon, find one with good stats and stick it in your ranged slot. It's basically free stat bonuses that take up no more room!
8. Scout quests are fun and engaging and require you to use tactics, sneakiness and (at times) a darn good singing voice.

If you're the type that likes to skulk around, seeing yet unseen, the path of

the Scout fits you. Scouts are the masters of quick attacks, often with dual-wielded swords, daggers or spears. Their many offensive attacks can deliver powerful blow after powerful blow, quickly incapacitating the enemy. The downside to this is that they draw a lot of attention from monsters; make sure to have a Fighter type on hand using every taunt ability she has.

Scouts can only wear very light armor at the beginning of their adventuring career. Once the Scout progresses to a more specialized class (Predator, Bard or Rogue), he can wear light armor as well. By your third profession, you will be able to wear medium armor. Scouts are limited to using Piercing and Slashing weapons and can also use some basic shields such as bucklers and round shields. "Do they fight well?" you might ask. Yes, Scouts perform very well in close combat and can dish out the really big hits. "Can they tank and take a lot of damage?" might be your next question. Not really, as the Fighter professions are better suited to taking hits in melee combat.

Ability Highlights

Sneak. Sneak is a Scout's best friend. When a Scout activates the Sneak ability, he becomes invisible to nearly all players and creatures around him. Note that if a creature is more than a couple of levels higher than the Scout, the creature will likely see through the Scout's sneak; to figure out if your sneak is working or not, look at the creature's name. If it's outlined in red (like an aggressive creature's name normally is) it will attack you on sight. If it has no red outline, it is naturally passive or fooled by your sneak. Note that triggering any abilities will break your sneak, so make sure to buff up before tiptoeing past any dangerous monsters.

Quick Strike. This is your first attack ability and will serve as your standard 'bread and butter' ability for a lot of your Scouting life. With a quick recharge time, you can usually fire off one or two of

these per battle — use it as often as possible unless you're very low on Power.

Path Finding. Increases the overland movement speed of the Scout's group. While this ability becomes inactive during combat, once a groupmate yells for help and breaks an encounter, this ability can be the difference between your getting away alive or falling down dead. Be sure to always have it on — it's a low-cost spell that doesn't need recasting that often!

Evade. On first glance, Evade seems like a particularly useless ability ... and while soloing, it is. But let's say you're in a party and about to die. As long as the monster doesn't hate you *too* much, a quick cast of Evade should make it turn its attention elsewhere.

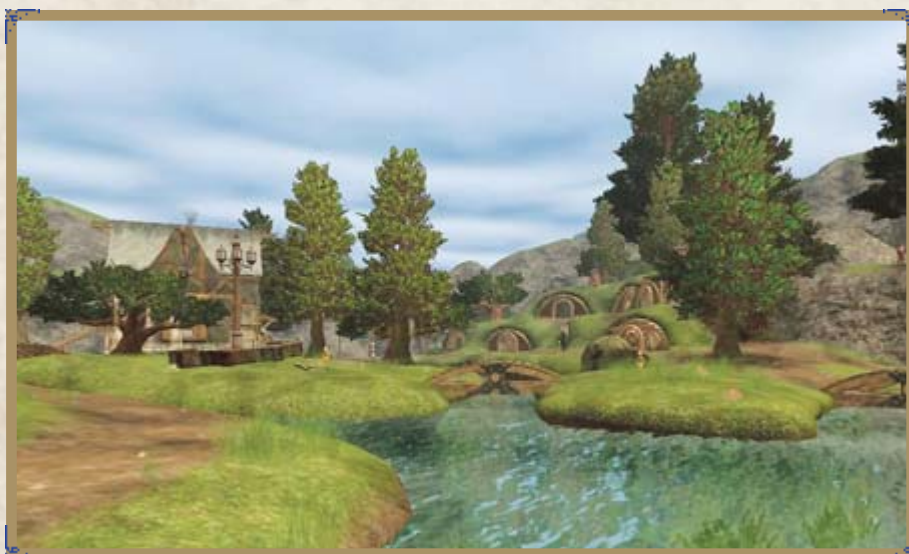
Sneak Attack. This is a high-damage ability that fires off only when the Scout is behind/flanking the target. Make sure to start with this ability when soloing, before the monster turns to face you!

Cheap Shot. As far as realistic combat situations go, Cheap Shot really isn't that useful. True, it stuns your target ... but only until it's hit again, which is usually within a couple seconds.

Ambush. As the name suggests, this ability involves sneaking up on a monster and ambushing it. You must be Sneaking to perform this attack, and you must be facing your target. This is a high-damage attack, but since it takes several crucial seconds to go into Sneak mode, only use this attack as an opening move. If you're grouped, wait just behind where you expect it to stop when pulled, and face in that direction.

Dirty Tricks. This is your first debuff ability — a teaser for anyone planning to take the Bard-Dirge path! It's a quick cast and doesn't cost much Power, and if used in the right order, it can be a vital step in a Heroic Opportunity.

Ensnare. Ensnare slows your enemy's run speed down; while this might sound quite useful (in the rare instance that you have to run away from a foe) the sad truth of the matter is that it seldom works. Let this ability go the way of Cheap Shot.



Combat Tactics

SOLO

The Scout makes one of the best solo professions until Level 15 or so; in fact, the only reasons you really need to party are for quests or companionship. With his high-damage attacks and quick Power regeneration, the Scout can quickly and efficiently slice down foes and have little rest time. Approach your foe in Sneak mode, Ambush, then let Quick Strike and regular slicing take your foe down; it's a great way to gain quick EXP and good money — no sharing involved!

GROUP

There is one golden rule for a Scout to remember for any party: you should *always* be behind your target. When a

Fighter is about to pull a new monster, go into Sneak mode, then wait near the rest of the party. Once the monster is brought to you, fire off a quick Ambush, then maneuver yourself around to the back of the monster; from this lovely vantage point continue firing off Sneak Attacks and Quick Strikes until your adversary is dead. Always remember to keep your Pathfinding ability going; the party will thank you if you need to make a break for it.

Class Quests

You must run through *Scout Training* before choosing your Class (Rogue, Bard or Predator). After you finish the part outlined below, find the conclusion of your Class Quest described with the Class you choose.

Scout Training (Qeynos)

- ☞ Talk to Councilor Vemerik, on the hill in the southeast of North Qeynos.
- ☞ Kill 5 rock adders in the Forest Ruins; they are near a big rock near the first pond.
- ☞ Return to Vemerik.
- ☞ Talk to Dawson Magnificent, near the Claymore Plaza.
- ☞ Return to Vemerik.
- ☞ Kill Forest Scavengers in the Forest Ruins.
- ☞ Return to Vemerik.
- ☞ Talk to Sentry Acton, on the bridge due east of the North Qeynos gate in Antonica.
- ☞ Return to Vemerik.

Scout Training (Freeport)

- ☞ Talk to Emissary Millia, in the Jade Tiger Inn in North Freeport.
- ☞ Kill 5 rust monsters in the Sunken City; they are in the second room in.
- ☞ Return to Millia.
- ☞ Talk to Grum Zooly, in the Backhouse Brewery of West Freeport.
- ☞ Talk to Merchant Ranik Calman, in the Seafarer's Roost of East Freeport.
- ☞ Return to Millia again.
- ☞ Kill Darkblade Scouts in the Thieves' Way until you retrieve all the needed quest items.
- ☞ Return to Millia one last time.

SCOUT ABILITIES (RECONNAISSANCE SKILL)

Art	IL Lvl	HO Icon	Casting	Reset	Rad	Description
<i>Tracking (Tracking skill)</i>	1	–	0 sec	n.a.	–	Shows the way to your quarry.
<i>Quick Strike</i>	1.8	dagger	1 sec	9 sec	–	A quick attack that deals low damage.
<i>Sneak</i>	3	mask	3 sec	15 sec	–	Allows you to move undetected.
<i>Pathfinding</i>	4	mask	5 sec	6 sec	–	Grants increased movement speed to group. It suspends during combat.
<i>Evade</i>	4.6	coin	1 sec	30 sec	–	Reduces your hate level with the target.
<i>Lucky break</i>	5	lock	0 sec	10 sec	–	Grants a Scout the chance to create a heroic opportunity.
<i>Sneak Attack</i>	5	cloak	1 sec	10 sec	–	A flanking attack that deals moderate damage.
<i>Cheap Shot</i>	6	coin	1 sec	30 sec	–	Briefly stuns the target on a successful hit. Hitting the target again will break the stun.
<i>Ambush</i>	7	cloak	1 sec	10 sec	–	A stealth attack that deals great damage. It can only be used while in stealth.
<i>Dirty Tricks</i>	8	coin	0.5 sec	10 sec	–	Lowers an enemy's defense for a short time.
<i>Ensnare</i>	9	cloak	0.5 sec	30 sec	–	Slows a target's movement speed for a short time.
<i>Escape</i>	25	–	3 sec	15 min	–	You and your party teleport away from a dangerous situation.

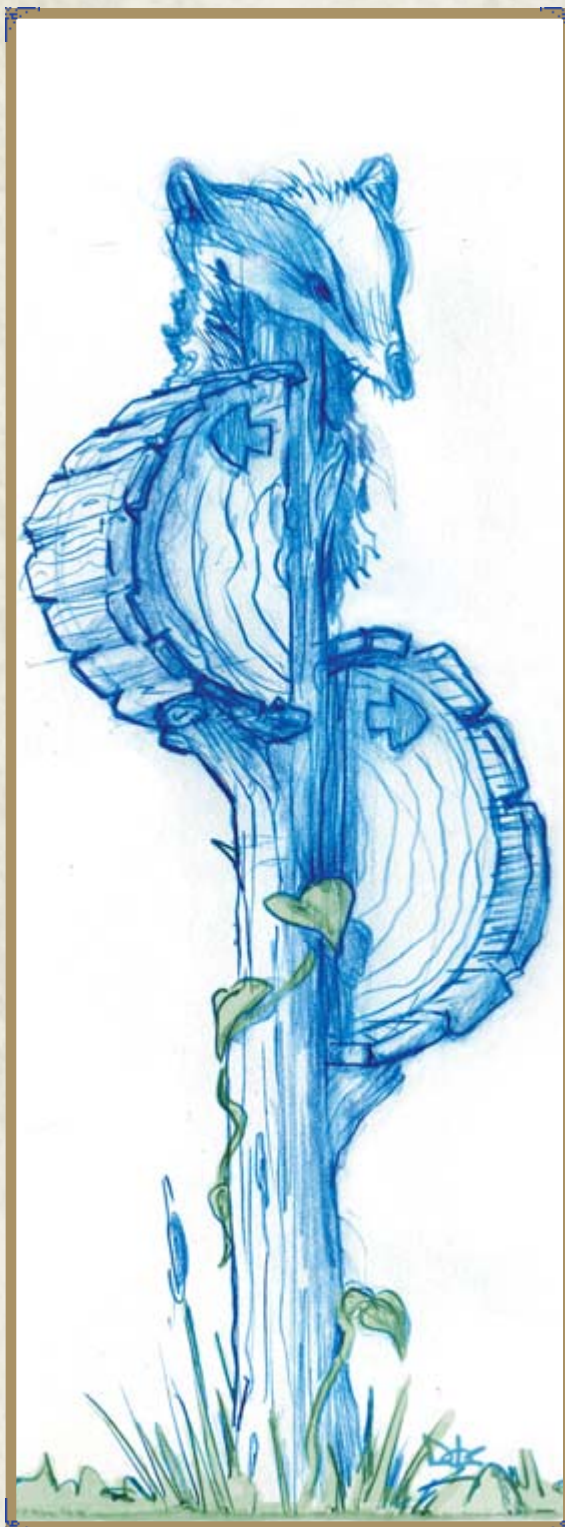
Why a Bard?

1. You enjoy the limelight, and Bards get plenty of attention.
2. Bards get an amazing variety of songs, ranging from buffs to debuffs to damage dealers, and all of them have some of the most stunning graphics in the game!
3. You didn't forget about being a Scout when you became a Bard; high-damage attacks are still among your fortés, making you a combination buffer/damage dealer.
4. Every group wants a Bard in it to sing of their heroics!
5. Bards are a *huge* asset to any group because of Bria's Stirring Ballad; a faster Power regeneration rate makes Priests, Mages and everyone very happy and appreciative.
6. Bards are no easy cakewalk class; you have to decide which buffs to use and when, remember to reuse them, and still deal with all of the positional aspects of Scout-ism.

Path of the Bard

Path of the Bard (Qeynos)

- ☞ Talk to Councilor Vemenk, on the hill in the southeast of North Qeynos. Select the Bard option.
- ☞ Rescue a cowering Bard (who had an off-night performance) from an angry mob. The Bard can be found in The Fermented Grape, an instanced zone in South Qeynos in the southernmost row of buildings.



- ☞ Talk to Captain Pegrinos.
- ☞ Defeat Pegrinos and his two sailors.

Reward. Vemerik's Ring of Gallantry (AGI +3, STR +2, PP +15), Vemerik's Tunic of the Bard (AGI +3, STR +2, HP +6, PP +9), promotion to Bard

Path of the Bard (Freeport)

- ☞ Talk to Emissary Millia, in the Jade Tiger Inn in North Freeport.
- ☞ Go to West Freeport and enter the instanced zone (loc 26, 81).
- ☞ Speaking to the Harpist, Drummer, Flutist, Lute Player and Singer in the correct order allows you to steal the ledger from the table. You will know when you have hailed them in the right order because all of the watchers will be clapping.
- ☞ Return to Millia.

Reward. The Emissary's Ring of Song (AGI +4, STA +3), Bardic Tunic of the Emissaries (AGI +3, STR +1, MentR +6, PoisR +9), promotion to Bard

Ability Highlights

Rousing Tune. This is your first buffing song. It increases your group's Strength, Agility and Stamina. Use this at all times!

Sparkling Blade. Melee attack that does Mental damage, and on a successful attack, decreases Mental resistance. As you usually have near-full Power, Sparkling Blade is just another damage attack that you can cycle through during fights.



Performer's Talent. This is a mediocre buff that increases Agility and Arcane resistance. Use this only until you get better songs to fill your Concentration!

Bria's Stirring Ballad. Consider this ability your ticket into almost any group. It increases the Power regeneration rate for the party. This means more Power for Mages and Priests and less resting for the group.

Merciless Melody. Another vital Bardic song, this increases your party's attack speed. Very useful in any melee situations.

Walt's Singing Blade. If you're dealing with magical or skilled monsters, this attack drains Power from your target. Very useful against enemy Priests and Mages.

Singing Shot. If you're using a bow or throwing knives or other such ranged

weapon, this ability launches two shots at once and deals mental damage.

Walk Lightly. Tired of that slow, agonizing Sneak? Walk Lightly speeds it up ... a tiny bit.

Taffo's Brilliant Blade. This is a flanking attack that deals medium damage and increases attack speed on a successful strike. Use this near the beginning of a fight so the increased attack speed has more effect.

Combat Tactics

SOLO

A Bard can survive alone, but you truly shine in groups. The solo Bard should employ all of her abilities and maximize

damage to hunt alone. Being able to deal high amounts of damage quickly will turn the tide of battle in the Bard's favor. Try to start off fights either with a prepared Ambush attack (Sneak + Ambush) or by decreasing the creature's abilities right away with such abilities as Ensnare or Reproaching Discante. Singing Shot is another good opening attack to draw a creature from a distance to where you wish to fight it, and deals some additional damage to start off.

GROUP

Bards have several songs that make them extremely desirable in groups. Rousing Tune is a nice stat enhancer for the entire party. Bria's Stirring Ballad, which increases Power replenishment, will ensure a Bard remains popular for groups once you get it at Level 13. Merciless Melody is another song you'll want to use frequently in groups, especially one with many melee characters in it. Increasing the attack speed of the party significantly increases the damage output of your group. These are just the highlights of what a Bard can bring to a group to increase its efficiency. Bards have other songs that deal extra damage, debuff the creatures in an encounter, or provide additional protections for their group.

BARD ABILITIES (MELODIES SKILL)

Art	IL	Lvl	HO	Icon	Casting	Reset	Rad	Description
<i>Rousing Tune</i>	10		mask		3 sec	1 sec	10 m	Increases Strength, Agility and Stamina for the group.
<i>Sparkling Blade</i>	11		dagger		1 sec	20 sec	–	Melee attack that does Mental damage and decreases Mental resistance.
<i>Piercing Shriek</i>	12		dagger		3 sec	15 sec	–	Does instant Mental damage to the target.
<i>Performer's Talent</i>	13		mask		1 sec	30 sec	–	Increases Agility and Magic resistance.
<i>Bria's Stirring Ballad</i>	13.6		coin		3 sec	1 sec	15 m	Increases Power replenishment for the party.
<i>Merciless Melody</i>	14		coin		3 sec	1 sec	10 m	Increases attack speed for the party.
<i>Alin's Keening Lamentation</i>	15		dagger		3 sec	15 sec	15 m	Deals instant Mental damage to the target and the target's group.
<i>Walt's Singing Blade</i>	15.6		dagger		1 sec	9 sec	–	A quick attack that deals Power damage over time.
<i>Singing Shot</i>	16		bow		3 sec	20 sec	–	Requires a ranged weapon. Launches two shots at once and deals mental damage.
<i>Songster's Luck</i>	17		mask		3 sec	1 sec	10 m	Increases all group members' offensive and defensive chances in combat. This includes melee, ranged and magical combat.
<i>Walk Lightly</i>	17.6		mask		3 sec	15 sec	–	Allows stealthed movement at an increased movement rate.
<i>Insatiable Ardor</i>	18		cloak		1 sec	1 min	–	Increases parry skill with a low Power cost.
<i>Reproaching Discante</i>	19		dagger		3 sec	1 sec	15 m	Reduces Strength and Agility of the target and surrounding encounter members within the area of effect.
<i>Taffo's Brilliant Blade</i>	19.6		cloak		1 sec	10 sec	–	A flanking attack that deals medium damage and increases attack speed on a successful strike.

DIRGE ◀ BARD ◀ SCOUT

Why a Dirge?

1. Dirges have the rare combination of being both a high DPS Scout profession and being group friendly with the songs they offer.
2. A Dirge's ability to siphon Health from enemies as well, as increased Agility and parry buffs, allow him to live longer when attacked.
3. Dirges and Enchanters are the only non-Priest types who can resurrect other players.
4. Dirges have powerful debuffs that help a party drop an enemy even faster.

As a Dirge, you possess powerful melee and magic offensive abilities. While a Troubador is more focused on damage reduction, a Dirge's primary focus is providing the tools for your allies to deal it.

The melodies a Dirge learned as a Bard continue to grow stronger, allowing him to increase offensive abilities like attack speed and Power regeneration. Dirge songs complement these well, with additions such as a chance for bonus Disease-based damage to all allies' attacks and a chance to debuff stats and defenses of all enemies in the area.

Dirges draw from their Scout abilities, which allow them to dual wield axes and daggers and to attack from stealth and flanked positions for considerable damage. In addition, their attacks siphon Health, lower defenses, and install fear in a single foe or a group of foes. The combined damage output provided by a Dirge through attacks and group buffs is quite formidable.

Path of the Dirge

Path of the Dirge (Qeynos)

- 🗡️ Talk to Arrell Silvertongue in Qeynos Harbor, on the dock.
- 🗡️ Go to Blackburrow and find the Brewery; make sure your quest log updates.
- 🗡️ Return to Arrell.
- 🗡️ Go to a meeting in South Qeynos.
- 🗡️ When you arrive at the meeting location, you will enter an instanced zone. You must somehow get past the guards and pick the lock to complete the

quest. How you do this is up to you, but keep in mind you should probably avoid direct confrontation.

🗡️ Return to Arrell.

Reward. Arrell's Flail Of Mourning (AGI +4, STR +6), promotion to Dirge

Path of the Dirge (Freeport)

🗡️ Talk to Emissary Mitsya, on the second story of the Seafarer's Roost in East Freeport.

🗡️ Kill an Orc Runner, found along the southern wall in The Commonlands. They roam between the giant stump and the orcish watch towers.

🗡️ Return to Mitsya.

🗡️ Head to (-486, 672) in the Commonlands, right outside a small valley. Head into the valley and Dranok Bileblood will appear.

🗡️ Talk to Dranok; he will send you to an instanced zone.

🗡️ Scribe the song Dranok gives you.

🗡️ Find the non-aggressive Orcs standing in a half circle. Sing the song over and over while Dranok sneaks around and behind them. Once he is past, go talk to him again.

🗡️ Return to Mitsya.

Reward. Dirge's Dagger of Depression (AGI +6, WIS +4), promotion to Dirge

Ability Highlights

Misfortune's Kiss. This is a high-damage attack from stealth, which makes it a great opening attack in group or solo situations ... added bonus of reducing target's Agility.

Crypt's Quiet. This song gives the entire group a chance to cause additional Disease-based damage on all successful attacks. It's an excellent tool for raising the DPS of the group as a whole.

Darksong Blade. This melee attack deals high damage to a single target. The attack itself is Mental-based damage and has the added bonus of decreasing Mental resistance and adding Disease-based damage over time. One of your best non-stealthed attacks and should be used as often as possible.

Garsin's Funeral March. This causes a single target to flee the battle in terror. A great tool in emergency situations.

By Sideshow

Cry of the Departed. A single targeted attack that does Disease-based direct damage. A portion of this damage is returned to the Dirge as Health replenishment. This is an excellent ability to use while soloing, as it makes you more durable and can help decrease downtime.

Elegy at Death's Door. This song will resurrect a dead ally. It can only be used when out of combat however. Dirges are the only non-Priest profession to receive any type of resurrection ability.

Combat Tactics

SOLO

Soloing as a Dirge is fairly difficult. Even with a high DPS and the upgrade to Medium Armor, Dirges have a hard time soloing anything above a green/blue con. However, your chances will get better as you gain in experience and learn more songs. Remember to keep your songs active and use your Agility and parry buffs before entering any fight.

While soloing, it is almost always best to attack initially from stealth using Ambush, and then lowering your opponent's defense using Dirty Tricks. This lets you start the fight with a quick advantage. Also, you will have much better success soloing if you can master the technique of Cheap Shot to stun your opponents, disengaging from combat, and then using Sneak Attack from a flanked position. This allows you to add a more powerful attack to your combat cycle and gives time for your other abilities to recharge.

GROUP

Groups are where Dirges really shine. The buffs your groupmates receive from the songs you provide can make the difference between life and death, so choose wisely. The most effective songs a Dirge can provide are the Power song (Bria's Ballad) and haste song (Merciless Melody). Other offensive and debuff songs should be filled in at your discretion.

When songs are cast, they generate a large amount of aggro for you because the mob sees this as a buff to all your groupmates. This is both a curse and a blessing. As a Dirge, you want to avoid a lot of unnecessary aggro, so make sure to cast any new songs before pulls are made; otherwise, the pulled mob will come directly for you.

However, this ability can also be used to your advantage. For example, if you need to peel a mob off of your Priest, recasting one or two songs will easily pull the mob off the Priest and to you. You can also use a combination of Evade and song recasts to

switch aggro between you and other groupmates in emergency situations.

When fighting in a group, a Dirge uses his Scout tactics to melee the mob. It is to your advantage to use flanked attacks like Sneak Attack as much as possible, as they do the

most damage of your melee skills. However, be wary in dungeons that have confined spaces — it is extremely easy to aggro other mobs while attempting to flank your current target.

DIRGE ABILITIES (DIRGES SKILL)

Art	IL	Lvl	HO	Icon	Casting	Reset	Rad	Description
<i>Melancholy Melody (E)</i>	20		-		1 sec	10 min	-	Plays a mournful melody for the Dirge's party.
<i>Noxious Chorus</i>	20		mask		3 sec	1 sec	10 m	Increases Noxious resistance for all group members.
<i>Misfortune's Kiss</i>	21.6		cloak		1 sec	10 sec	-	A high damage stealth attack that reduces enemy Agility.
<i>Lanet's Exorc. Scream</i>	21.8		mask		3 sec	10 sec	-	Weakens the target on initial application and deals mental damage to target on song termination.
<i>Crypt's Quiet</i>	22		mask		3 sec	1 sec	15 m	Has a chance to grant all group members additional instant Disease damage on a successful attack.
<i>Tarven's Crip. Crescendo</i>	22.6		coin		0.5 sec	10 sec	-	Decreases enemy defense and deals minor damage.
<i>Verlien's Enigm. Falsetto</i>	23		cloak		0.5 sec	30 sec	-	Decreases enemy movement speed with a chance to stun when the snare dissipates.
<i>Clara's Chaos. Cacophony</i>	24		mask		3 sec	1 sec	10 m	Decreases the target and the target's group Crushing, Piercing, and Slashing damage resistance.
<i>Harl's Quicken. Euphony</i>	24.6		mask		3 sec	1 sec	10 m	Increases all attributes and damage.
<i>Darksong Blade</i>	25.6		dagger		1 sec	20 sec	-	A high damage mental attack that decreases enemy mental resistance and deals additional disease damage over time.
<i>Garsin's Funeral March</i>	26		cloak		2 sec	15 sec	-	Causes the target to flee the battle.
<i>Luda's Wicked Warble</i>	26.6		dagger		3 sec	15 sec	-	An attack that deals medium mental damage.
<i>Death's Scent</i>	27		mask		1 sec	30 sec	-	Increases Agility, arcane, and disease resistance.
<i>Cry of the Departed</i>	28		cloak		3 sec	10 sec	-	Does instant Disease damage to the target, and returns a portion of this damage as Health replenishment to the caster.
<i>Riana's Relentless Tune</i>	28.6		coin		3 sec	1 sec	10 m	Increases the attack speed and Strength of all group members.
<i>Thuri's Doleful Thrust</i>	29		dagger		1 sec	9 sec	-	A quick attack that deals Power damage over time and drains enemy health, returning a portion of it to the Dirge.
<i>Dissonant Rhythm</i>	29.6		dagger		3 sec	15 sec	15 m	Deals a difficult to resist mental damage effect to all enemies in an encounter.
<i>Daro's Doleful Dirge</i>	30		coin		3 sec	1 sec	10 m	Decreases encounter's movement speed and attack rate.
<i>Thuri's Sapping Shot</i>	30.6		bow		3 sec	20 sec	-	Requires ranged weapon; launches two shots at once dealing Mental dam. and transferring minor Power on a successful hit.
<i>Valim's Dark Song</i>	31		mask		3 sec	15 sec	-	Allows stealthed movement at increased movement speed and deals disease damage over time to enemies that damage Dirge.
<i>Lucky Break</i>	31.6		mask		3 sec	1 sec	10 m	Increases the offense skills and Intelligence of all group members.
<i>Hyran's Angry Sonata</i>	32		mask		3 sec	1 sec	10 m	Increases target's encounter hate.
<i>Jael's Mysterious Mettle</i>	32.6		cloak		1 sec	1 min	-	Increases parry and Strength at a low Power cost.
<i>Daro's Dull Blade</i>	33		cloak		1 sec	10 sec	-	Flanking attack that deals medium dam., decreases enemy dam., and increases Dirge's attack speed on a successful strike.
<i>Noxious Symphony</i>	34		mask		3 sec	1 sec	10 m	Increases Noxious resistance for all group members.
<i>Delusory Trill</i>	35		cloak		1 sec	10 sec	-	A high damage stealth attack that reduces enemy Agility and decreases spell avoidance.
<i>Grave's Peace</i>	36		mask		3 sec	1 sec	15 m	Has a chance to grant all group members additional instant Disease damage on a successful attack.
<i>Tarven's Bedevil. Undrsng</i>	36.6		coin		0.5 sec	10 sec	-	Decreases enemy defense, deals minor damage, and interrupts spell usage.
<i>Verlien's Keen of Woe</i>	37		cloak		0.5 sec	30 sec	-	Decreases enemy movement speed, reduces Wisdom, and has a chance to stun when the snare dissipates.
<i>Clara's Criz. Cacophony</i>	38		mask		3 sec	1 sec	10 m	Decreases the target and the target's group Crushing, Piercing, and Slashing damage resistance.
<i>Harl's Kindling Strain</i>	38.6		mask		3 sec	1 sec	10 m	Increases the group's Strength, Stamina, Agility, damage capability, and poison resistance.
<i>Afflicted Blade</i>	39		dagger		1 sec	20 sec	-	A high damage mental attack that decreases enemy mental resistance and deals additional disease damage over time.
<i>Disguise: Dark Elf (E)</i>	40		-		1 sec	1 min	-	Disguises the Dirge as a dark elf.
<i>Garsin's Burial March</i>	40		cloak		2 sec	15 sec	-	Causes the target to flee the battle.
<i>Wail of Woe</i>	40.4		dagger		3 sec	15 sec	15 m	Deals medium mental damage and interrupts the Dirge's target and the target's group.
<i>Luda's Fiendish Howl</i>	40.8		dagger		3 sec	15 sec	-	An attack that deals medium mental damage with a chance to stun the enemy.
<i>Lithe Disbelief</i>	41		mask		1 sec	30 sec	-	Increases Agility, arcane resistance, disease resistance, and increases attack speed on a successful hit.
<i>Riana's Spiteful Sustain</i>	42		coin		3 sec	1 sec	10 m	Increases the attack speed, Strength, and damage of all group members.
<i>Cry of the Dead</i>	42.6		cloak		3 sec	10 sec	-	Does instant Disease damage to the target, and returns a portion of this damage as Health replenishment to the caster.
<i>Bereavement</i>	43		dagger		1 sec	9 sec	-	Quick attack that decreases enemy Intel., deals Power damage over time, and drains enemy Health, giving part of it to Dirge.
<i>Jarol's Melancholy Requiem</i>	43.6		dagger		3 sec	15 sec	15 m	Deals a difficult to resist medium amount of mental damage to all enemies in an encounter.
<i>Elegy at Death's Door</i>	44		coin		5 sec	15 sec	-	Resurrects a dead target (Caster cannot be directly engaged in combat).
<i>Jael's Dreadful Depletion</i>	44.4		bow		3 sec	20 sec	-	Requires a ranged weapon. Launches two shots at once that deal Mental damage, give a portion of enemy Health to the Dirge, and transfers minor Power on a successful hit.
<i>Daro's Sorrowful Dirge</i>	44.8		coin		3 sec	1 sec	10 m	Decreases encounter's movement speed and attack rate.
<i>Chant of Shadows</i>	45		mask		3 sec	15 sec	-	Allows stealthed movement at an increased movement speed. If damage is taken, the aggressor suffers disease damage over time and the Dirge is granted increased Intelligence.
<i>Discordant Boon</i>	45.6		mask		3 sec	1 sec	10 m	Increases the offense skills, Intelligence, and Strength of all group members.
<i>Wailing Elusion</i>	46		cloak		1 sec	1 min	-	Increases parry, Strength, and defense at a low Power cost.
<i>Hyran's Ragging Sonata</i>	46.6		mask		3 sec	1 sec	10 m	Increases target's encounter hate.
<i>Cuttural Shriek</i>	47		cloak		1 sec	10 sec	-	A flanking attack that deals medium damage, decreases enemy damage, has a chance to slow the target, and increases the Dirge's attack speed on a successful strike.
<i>Noxious Concerto</i>	48		mask		3 sec	1 sec	10 m	Increases Noxious resistance for all group members.
<i>Garsin's Haunting Wail</i>	49		cloak		1 sec	10 sec	-	A high damage stealth attack that reduces enemy Agility, decreases spell avoidance, and has a chance to cause fear.
<i>Lyssa's Perpet. Motion (E)</i>	50		-		1 sec	10 min	-	Surrounds the Dirge with lasting motes of light.
<i>Tarven's Cantank. Verse</i>	50		coin		0.5 sec	10 sec	-	Decreases enemy defense, deals minor damage, and interrupts spell usage.
<i>Tomb's Stillness</i>	50		mask		3 sec	1 sec	15 m	Has a chance to grant all group members additional instant Disease damage on a successful attack.
<i>Wail of the Banshee</i>	50		dagger		2 sec	20 sec	15 m	Does Disease damage over time to the target and surrounding encounter members within the area of effect.

TROUBADOR ◀ BARD ◀ SCOUT

By Sharkdog

Why a Troubador?

1. Troubadors are the best of both worlds — they do a lot of damage via their Scout attacks and can buff their group with their Melodies.
2. You enjoy playing a true support profession that does more than just tank or cast spells.
3. Your spells aren't all buffs — many of them are spells that debuff enemies so they hurt you less, magical attacks, or Power leeches.
4. Troubadors (and Bards) are among the best professions for roleplaying.

Troubadors, along with Dirges, are the true heirs to the Bards of original EQ. Troubadors are the experts of defensive tactics and songs, while Dirges take a more offensive stance. As a Troubador, you learn songs focused on improving the stats and abilities of your group, as well as songs that lower the attributes of your enemies.

Path of the Troubador

Path of the Troubador (Qeynos)

- 🎵 Talk to Arrell Silvertongue in Qeynos Harbor, on the dock.
- 🎵 Go to Blackburrow and find the Brewery; make sure your quest log updates.
- 🎵 Return to Arrell.
- 🎵 Go to a meeting in South Qeynos.
- 🎵 When you arrive at the meeting location, you will enter an instanced zone. You must somehow get past the guards and pick the lock to complete the quest. How you do this is up to you, but keep in mind you should probably avoid direct confrontation.
- 🎵 Return to Arrell.

Reward. Arrell's Sword of Song (AGI +5, STR +5), promotion to Troubador

Path of the Troubador (Freeport)

- 🎵 Talk to Emissary Mitsya, on the second story of Seafarer's Roost in E. Freeport.

- 🎵 Kill an Orc Runner, found along the southern wall in The Commonlands. They roam between the giant stump and the orcish watch towers.

- 🎵 Return to Mitsya.

- 🎵 Head to (-486, 672) in the Commonlands, right outside a small valley. Head into the valley and Dranok Bileblood will appear.

- 🎵 Talk to Dranok; he will send you to an instanced zone.

- 🎵 Scribe the song Dranok gives you.

- 🎵 Find the non-aggressive Orcs standing in a half circle. Sing the song over and over while Dranok sneaks around and behind them. Once he is past, go talk to him again.

- 🎵 Return to Mitsya.

Reward. Troubador's Dagger of Triumph (AGI +6, INT +4), promotion to Troubador

Ability Highlights

Aria of Excitement. If your group is very melee heavy, then this is a great song to use. Each time someone lands a melee hit on a monster, there is a chance that extra Mental damage is dealt to the target. This is especially useful when your group is using dual/fast weapons — the more hits, the more chance to add damage!

Elise's Ditty. This grants your party members extra Agility and arcane resistance...doesn't sound like that big of a deal, right? Well, the third thing that Elise's Ditty does is probably the most important: every hit has a chance of interrupting an enemy's spell. If you're fighting Mage or Priest type monsters, this is a must-have!

Sandra's Deafening Strike. This ability deals Mental DoT (damage over time) and drains the target's Power at the same time. This is useful when fighting casters or very hard monsters that use Power to cast their own spells back at you.

Walt's Thirsting Thrust. Another flanking attack, this ability not only deals damage but reduces enemy Power and gives you extra attack speed if the attack is successful. This is a very good move to use at the beginning of a fight!

Clara's Midnight Cadence. Another good spell to use against Mage-type enemies, this ability deals high damage while debuffing Intelligence.

Swan Song. This is a great way to make Priests love you! It's a party-wide buff that gives your group extra offensive skills, Agility and Wisdom — the Priest's main stat.

Combat Tactics

SOLO

When playing solo, don't forget about your Scout abilities. Stealth attacks can be very useful and make the difference in a close fight. Since you can only use one stealth attack per battle when fighting solo, choose wisely. Luckblade (an upgrade of Sneak Attack) will work for most occasions, but later on you will be able to choose from the enemy debuff of Clara's Midnight Cadence or the attack speed increase of Walt's Thirsting Thrust. In general, you want to rely on songs that hurt the enemy's abilities rather than trying to increase your own (attack speed being an important exception). Also in general, you aren't going to be able to buff yourself up enough to face down tough enemies solo, but your debuff songs can give you the advantage you need. Sybil's Shuddering Sonnet, Lore's Snapping Sonnet and Swindle Essence are all good choices.

While Aria of Excitement, Elise's Ditty and Luda's Resonant Sonata can provide an increase in offensive power if needed, you may want to rely on Heroic Opportunities instead. As a Scout-based profession, Troubadors have more control over Heroic Opportunities than most other classes. You can use this to your advantage when fighting solo, and free up precious Concentration for more debuff songs.

Avoid any songs that raise or lower your hate in a solo encounter. These are designed to be used in groups, and generally there are no benefits to using these songs on your own. If you run into trouble, Bria's Entrancing Sonnet will charm your enemy and give you time to escape or rest. Lullaby (mesmerize) can also be used in this way.

GROUP

Of course, as a Troubador, you will get the most out of your abilities in a group setting. This is where you can really shine.

Customize your song selection to fit your role in the group. If you need to support the Priests, use Quiron's Joyous Celebration.

If you're assisting in melee, choose the attack buffs that best complement the situation. In this case, you might experiment with songs such as Raxxyl's Energizing Harmony and Alin's Soothing Serenade. This will help you maximize your role while controlling the amount of hate that is assigned to you in each encounter. (The last

thing you want is to have all of the enemies fixated on you, while the tanks are unable to draw them away!) Lastly, if your group needs help with crowd control, there are plenty of songs available to snare, charm and mesmerize enemies.

TROUBADOR ABILITIES (BALLADS SKILL)

Art	IL Lvl	HO Icon	Casting	Reset	Rad	Description
<i>Arcane Chorus</i>	20	mask	3 sec	1 sec	10 m	Increases Arcane resistance for all group members.
<i>Rousing Celebration (E)</i>	20	-	1 sec	25 sec	-	Plays a celebratory melody for the Troubador's party.
<i>Bria's Entrancing Sonnet</i>	21	cloak	2 sec	5 min	-	Charms a creature into following the Bard. If it is instructed to do anything other than follow the Bard, the song breaks.
<i>Luckblade</i>	21.6	cloak	1 sec	10 sec	-	A very high damage stealth attack.
<i>Aria of Excitement</i>	22	cloak	3 sec	1 sec	10 m	Has a chance to grant all group members additional instant Mental damage on a successful attack.
<i>Lore's Snapping Sonnet</i>	22.6	coin	0.5 sec	10 sec	-	Decreases enemy defense and depletes Power.
<i>Sybil's Shuddering Sonnet</i>	23	cloak	0.5 sec	30 sec	-	Decreases enemy movement speed and slightly drains Power.
<i>Alin's Soothing Serenade</i>	24	cloak	3 sec	1 sec	15 m	Slowly lowers your hate with the encounter.
<i>Raxxyl's Energ. Harmony</i>	24.6	mask	3 sec	1 sec	10 m	Increases Strength, Agility, and Stamina. It also increases hate with nearby enemies.
<i>Fulgent Blade</i>	25.6	dagger	1 sec	20 sec	-	A high damage mental attack that reduces enemy mental resistance.
<i>Eli's Thunderous Hymn</i>	26	cloak	3 sec	15 sec	15 m	Inflicts arcane damage on a single target.
<i>Dissenting Cantata</i>	26.6	dagger	3 sec	15 sec	-	A ranged attack that deals mental damage.
<i>Elise's Ditty</i>	27	mask	1 sec	30 sec	-	Increases Agility, arcane resistance, and has a chance to interrupt enemies on a successful hit.
<i>Swindle Essence</i>	28	cloak	2 sec	10 sec	-	Drains Power from the target, and returns a portion of this damage as Power replenishment to the caster.
<i>Gerard's Resonant Sonata</i>	28.6	coin	3 sec	1 sec	10 m	Increases the attack speed and Agility of all group members.
<i>Sandra's Deafening Strike</i>	29	dagger	1 sec	9 sec	-	A quick attack that deals mental damage and drains Power over time.
<i>Alin's Melodic Refrain</i>	29.6	dagger	3 sec	15 sec	15 m	Ranged mental damage effect to all enemies in an encounter.
<i>Quiron's Joy. Celebration</i>	30	mask	3 sec	1 sec	10 m	Increases health regeneration of the party.
<i>Deafening Missile</i>	30.6	bow	3 sec	20 sec	-	Requires a ranged weapon. Launches two shots at once that deal mental damage and stifle enemies.
<i>Mala's Silent Hymn</i>	31	mask	3 sec	15 sec	-	Allows stealthed movement at an increased movement speed and briefly stops enemy attacks if they damage the Troubador.
<i>Minstrel's Fortune</i>	31.6	mask	3 sec	1 sec	10 m	Increases the offense skills and Wisdom of all group members.
<i>Kian's Destructive Anthem</i>	32	cloak	3 sec	1 sec	15 m	Inflicts mental damage over time.
<i>Daelor's Luminary Ballad</i>	32.6	cloak	1 sec	1 min	-	Increases parry and Intelligence at a low Power cost.
<i>Walt's Thirsting Thrust</i>	33	cloak	1 sec	10 sec	-	Flanking attack that deals medium dam., reduces enemy Power, and increases Troubador's attack speed on successful strike.
<i>Arcane Symphony</i>	34	mask	3 sec	1 sec	10 m	Increases Arcane resistance for all group members.
<i>Clara's Midnight Cadence</i>	35	cloak	1 sec	10 sec	-	A high damage stealth attack that decreases enemy Intelligence.
<i>Aria of Inspiration</i>	36	cloak	3 sec	1 sec	10 m	Has a chance to grant all group members additional instant Mental damage on a successful attack.
<i>Lore's Lurching Limerick</i>	36.6	coin	0.5 sec	10 sec	-	Decreases enemy defense, depletes Power, and has a chance to stifle the target.
<i>Guviena's Dispar. Chant</i>	37	cloak	0.5 sec	30 sec	-	Decreases enemy movement speed, reduces Wisdom, and slightly drains Power when the snare dissipates.
<i>Alin's Calming Serenade</i>	38	cloak	3 sec	1 sec	15 m	Slowly lowers your hate with the encounter.
<i>Raxxyl's Vivac. Descant</i>	38.6	mask	3 sec	1 sec	10 m	Increases all attributes, hate gain, and parry skill.
<i>Elegant Blade</i>	39	dagger	1 sec	20 sec	-	A high damage mental attack that decreases enemy Agility and mental resistance.
<i>Disguise: High Elf (E)</i>	40	-	1 sec	1 min	-	Disguises the Troubador as a High Elf.
<i>Breathtaking Bellow</i>	40.4	mask	3 sec	15 sec	15 m	A ranged mental damage effect that also interrupts the enemy.
<i>Eli's Thunderous Anthem</i>	40.4	cloak	3 sec	15 sec	15 m	Inflicts arcane damage on a single target.
<i>Exquisite Shriek</i>	40.8	dagger	3 sec	15 sec	-	A ranged attack that deals mental damage with a short duration Stamina decrease on the enemy.
<i>Daelis' Dance of Blades</i>	41	mask	1 sec	30 sec	-	Increases damage, Agility, arcane resistance, and has a chance to interrupt enemies on a successful hit.
<i>Invigorating Opus</i>	42	coin	3 sec	1 sec	10 m	Increases the attack speed, Agility, and defense of all group members.
<i>Purloin Essence</i>	42.6	cloak	2 sec	10 sec	-	Drains Power from the target, and returns a portion of this damage as Power replenishment to the caster.
<i>Sandra's Befudd. Incursion</i>	43	dagger	1 sec	9 sec	-	A quick attack that deals mental and Power damage over time. Some of the enemy Power is transferred to the Troubador.
<i>Alin's Coruscate Concord</i>	43.6	dagger	3 sec	15 sec	15 m	Ranged mental damage effect that slows the movement of all enemies in an encounter.
<i>Elemental Chorus</i>	44	mask	3 sec	1 sec	10 m	Increases Elemental resistance for all group members.
<i>Guviena's Osmo. Ovation</i>	44.4	bow	3 sec	20 sec	-	Requires ranged weapon; launches two shots at once that deal Mental dam., stifle enemies, and give enemy Power to Troubador.
<i>Quiron's Ecsta. Celebration</i>	44.8	mask	3 sec	1 sec	10 m	Increases health regeneration of the party.
<i>Mala's Voiceless Discant</i>	45	mask	3 sec	15 sec	-	Allows stealthed movement at an increased movement speed. If damage is taken, the aggressor will briefly stop attacking and the Troubador is granted increased Agility.
<i>Swan Song</i>	45.6	mask	3 sec	1 sec	10 m	Increases the offense skills, Wisdom, and Agility of all group members.
<i>Graceful Avoidance</i>	46	cloak	1 sec	1 min	-	Increases parry, Intelligence, and defense at a low Power cost.
<i>Kian's Devast. Anthem</i>	46.6	cloak	3 sec	1 sec	15 m	Inflicts mental damage over time.
<i>Taffo's Dazzling Ditty</i>	47	cloak	1 sec	10 sec	-	A flanking attack that deals medium damage, reduces enemy Power, has a chance to mesmerize the target, and increases the Troubador's attack speed on a successful strike.
<i>Arcane Concerto</i>	48	mask	3 sec	1 sec	10 m	Increases Arcane resistance for all group members.
<i>Startling Shriek</i>	49	cloak	1 sec	10 sec	-	A very high damage stealth attack that decreases enemy Intelligence.
<i>Aria of Exaltation</i>	50	cloak	3 sec	1 sec	10 m	Has a chance to grant all group members additional instant Mental damage on a successful attack.
<i>Brusco's Flavorful Aura (E)</i>	50	-	1 sec	10 min	-	Surrounds the Troubador with lasting streaks of light.
<i>Lore's Magnil. Roust</i>	50	coin	0.5 sec	10 sec	-	Decreases enemy defense, depletes Power, and has a chance to stifle the target while increasing the Troubador's Agility.
<i>Lullaby</i>	50	mask	2 sec	8 sec	-	Mesmerizes the target. (Any hostile action or damage will awaken the target).

PREDATOR ◀ SCOUT

By Kitty-Chan

Why a Predator?

1. Predators get the sneak skills to help them evade various types of aggro mobs; this makes them the best class at recovering shards or finding quest clickables/locations!
2. You can use bows, thrown daggers and other ranged weapons. Using a ranged weapon together with Evade, you can pull a monster then hand it off to your tank!
3. Predators gain many abilities to put their opponent at a disadvantage.
4. Your hugely high damage is an asset to any group; everyone loves a faster kill rate!

Predators are merciless killers who will spare none in their path. Like Rogues, Predators continue to gain abilities of Guile and Stealth, as well as debuffs. Predators, though, get more forceful attacks than their less vicious cousin, the Rogue, which instead receives more sneaky Guile attacks. Predator class may go on to be either Rangers or Assassins and are masters of damage dealing, be it ranged or melee.

Path of the Predator

Path of the Predator (Qeynos)

- 🗡️ Talk to Councilor Vemenk, on the hill in the southeast of North Qeynos.
- 🗡️ Head to Qeynos Harbor and enter the instanced zone.
- 🗡️ Kill the assassin leader within the zone.
- 🗡️ Return to Vemenk

Reward. Vemerik's Tunic of the Predator (DisR +8, HP +8, MagR +5, PP +7), Vemerik's Ring of Hunting (AGI +3, WIS +2, HP +15), promotion to Predator

Path of the Predator (Freeport)

- 🗡️ Talk to Emissary Millia, in the Jade Tiger Inn in North Freeport.
- 🗡️ Head to South Freeport and find the instanced zone; it is between the Temple Street and Scaleyard gates.
- 🗡️ Sneak past the guards to kill Captain Driftskull.
- 🗡️ Return to Millia.

Reward. Predatory Tunic of the Emissaries (AGI +3, STR +1, ColdR +4, PoisR +9), promotion to Predator

Ability Highlights

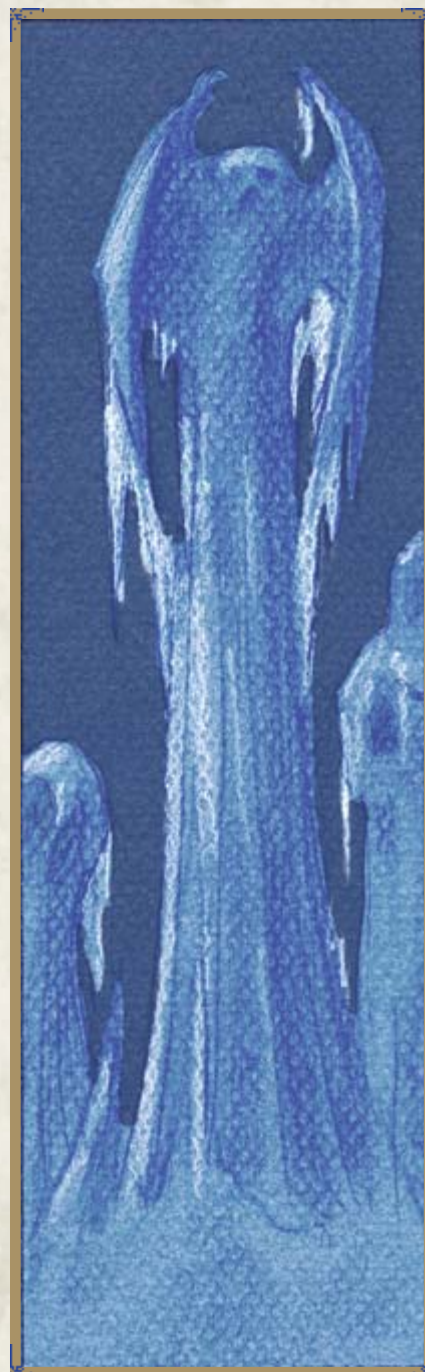
Bleed. A hugely powerful ability, Bleed does DoT (damage over time) to your opponent. This is especially useful on one or two triangle monsters, who have more Health, as it continually saps their life.

Back Shot. The bow equivalent of Sneak Attack, Back Shot deals massive damage with a bow — from behind. Bows already do a high amount of damage to enemies; this powerful attack makes that number very large!

Survival Instincts. If you're in big trouble in a group setting, this is the ability to use. It reduces your attack speed and increases your parrying rate/defense. It isn't worth the attack speed loss while soloing — the longer you take to kill a monster, the more it's going to hurt you — but when in a group and getting badly hurt, sometimes it's just better to hunker down and let the Priest do her job.

Pounce. When fighting a large encounter, Pounce is a good ability to use. It attacks up to five targets within a single encounter (note that they all have to be within reach). Careful about drawing aggro, though!

Shrouded Strike. This is one of your best abilities yet! It's a medium-damage attack, though the real treasure is that it puts you into stealth mode. Use this and queue an Ambush to get not one, but two Ambushes in per monster!





Combat Tactics

SOLO

Take advantage of Stealth and Ambush when starting *any* fight, unless you have a monster mastery for that creature, in which case you should Stealth/use mastery ability. Debuff enemies using Dirty Tricks; it's a quick ability to trigger mid-fight and is a step in your Heroic

Opportunity. Also note that you are one of the few professions that can change their HO using Dirty Tricks or any of the other "coin" skills. Other than this ... well, smack down all your damage-dealing attack buttons and hope for the best!

GROUP

Groups are where you really shine, as you are able to use your positional attacks more than once (when soloing you can

usually only fire one off per fight). If your group wants to pull a specific monster out of a group of aggressives, use a ranged weapon to pull it, then Evade (while the tank Taunts) to pass it on to your group's Fighter. Then, do what you do best and make your way to the monster's back

PREDATOR ABILITIES (STALKING SKILL)

Art	IL	Lvl	HO	Icon	Casting	Reset	Rad	Description
<i>Shadow Blade</i>	10		dagger	1 sec	1 min	-	-	A deadly attack from behind that can only be used while in stealth.
<i>Reconnoiter</i>	11		coin	0.5 sec	10 min	-	-	Increases Reconnaissance skill by 10, increasing the effectiveness of Reconnaissance combat arts and abilities.
<i>Bleed</i>	12		dagger	1 sec	30 sec	-	-	A Piercing attack that deals extra damage over time.
<i>Hunter's Instinct</i>	13		mask	1 sec	30 sec	-	-	Increases Agility.
<i>Impale</i>	13.6		dagger	1 sec	20 sec	-	-	Decreases target's defense against Piercing on a successful hit.
<i>Stalk</i>	14		mask	1 sec	30 sec	10 m	-	This ability places you in stealth mode and lowers your threat level with the target.
<i>Back Shot</i>	15		bow	1 sec	1 min	-	-	Deals great damage from behind. It requires a ranged weapon.
<i>Pierce</i>	15.6		dagger	1 sec	9 sec	-	-	A quick attack that deals medium damage.
<i>Open Shot</i>	16		bow	3 sec	20 sec	-	-	Requires a ranged weapon. Launches two shots at once, ignoring some enemy armor.
<i>Blade Flurry</i>	17		mask	1 sec	1 min	-	-	Grants a chance to hit the target and one other on every successful hit.
<i>Hunt</i>	17.6		mask	3 sec	15 sec	-	-	Allows stealthed movement and the ability to see hidden enemies.
<i>Survival Instincts</i>	18		cloak	1 sec	1 min	-	-	Increases parry and defense skills while reducing attack speed.
<i>Pounce</i>	19		cloak	1 sec	1 min	5 m	-	Attacks up to 5 surrounding creatures of the same encounter.
<i>Shrouded Strike</i>	19.6		cloak	1 sec	10 sec	-	-	A flanking attack that deals medium damage and stealths the Predator.

Why an Assassin?

1. Assassins can use poisons to increase their damage rate.
2. Assassins can practically one-hit kill their enemy; their high damage makes them a deadly soloer and an even deadlier grouper!
3. You have hate management skills so that, when your high damage attracts the attention of a foe, you can throw it back towards your Fighter ... just make sure the monster doesn't decide to hit your casters instead!
4. Assassins also get to use ranged weapons, making them a master of near or far combat.
5. Assassins get a pet rat! Everyone will want to play with it.

Assassins are cruel mercenaries who hunt down their prey, showing neither mercy nor compassion. They survey dark corridors for potential targets as well as hidden dangers that may be lurking ahead. Sneaking ahead of the party and scouting out the dangers, Assassins are a huge asset to any group. Dealing massive melee damage from behind, they are often the target of an angry foe, but fear not — you are well skilled in evading that anger. When the battle turns rough and your companions start to drop, you can always step back into the shadows and out of the battle's fury to safety. And note that your primary line of high-damage attacks all require Sneak.

Path of the Assassin

- 🗡️ Talk to Emissary Mitsya, in East Freeport's Seafarer Roost, upstairs.
- 🗡️ Kill an Orc Runner. These Runners can be found along the southern wall in The Commonlands. They roam between the giant stump and the orchish watchtower.

- 🗡️ Return to Mitsya.
- 🗡️ Head to (-486, 672) in the Commonlands, right outside a small valley. Head into the valley and Dranok Bileblood will appear.
- 🗡️ Talk to Dranok; he will send you to an instanced zone.
- 🗡️ Sneak around the camp hugging the wall and swimming through the lake until you find Captain Rotfist.
- 🗡️ Kill the Captain; beware the patrols as they can kill you quickly.
- 🗡️ Return to Dranok.
- 🗡️ Return to Mitsya.

Reward. Assassin's Quickblade of Silence (AGI +6, STA +4), promotion to Assassin

Ability Highlights

Poisoner's Blade. This is a high-damage stealth attack that decreases enemy Poison resistance. This should always be one of your first attacks, as it will help your poisons hit with less resistance.

Slip Away. This sets the Assassin apart from the other Scout professions. It offers the Assassin an out of combat stealth, which also increases your movement rate. This is a great form of escape which, when used correctly, will grant you many advantages.

Assassin's Blade. This launches an attack that deals extreme damage. This is your first true assassination ability, and it requires you to be in Stealth to use it.

Head Shot. This is a ranged attack that ignores your target's armor, dealing great damage. Add to this ability the other bow attacks such as Back Shot and Deadly Shot, and you have three ranged attacks that all deal great damage.

Hidden Assault. This area-of-effect attack requires you to be in Stealth to use it. This is great for those times when you need to kill green mobs while out questing alone, but it's rarely used in a group due to its aggro-drawing potential.

Numbing Strike. Every melee needs an ability like this, an attack that roots the target on a successful hit, locking down the mob and saving the Priests a round of reprieve.

Espionage. Allows stealthy movement and the ability to see hidden enemies. If you take damage, you get a burst of speed and increased Agility. Anyone who has ever been attacked while invisible by a foe that could still see you will understand how great an ability this one really is.

Assassinate. You've been working towards this since the day you first picked up a dagger. Assassinate is a lethal ambush attack that can kill weaker enemies in one hit.

Combat Tactics

SOLO

When soloing, the most important thing to remember is to pick your targets well. Depending on your level you will want to use various strategies for your opening attack. Open up with a ranged attack from behind, such as Head Shot (which hits without an armor penalty, dealing higher damage). This method allows you to ensnare your foe next and gives you one more ranged attack before the mob is in range — this can knock out 400+ HP by the time the mob gets to you. Should you not be a fan of bows, another method is to sneak in and strike home with any of your deadly stealth attacks, and then start the dance of the fight. Remember to use your Heroic Opportunities (HO) as often as possible to add to your damage output. And at all times keep up your self-buffs: Pathfinding, Hunter's Instinct and Blade Flurry. Don't forget to use poison for added damage in every encounter.

GROUP

Grouping offers the Assassin the ultimate chance to demonstrate his damage output. Spend every encounter behind the target dealing massive amounts of dam-

age with the ability to evade any hate you pick up. Go into sneak before each pull and figure out how your group will position itself and wait; when the foe shows up, open your combat with any of your stealth attacks. Follow this up with all of your other attacks. One possible sequence is to start with any stealth attack, then

step back and Head Shot with a bow, followed by any of the flanking attacks. Follow these up with Bleed, Impale and Pierce and you have found a simple strategy to use that gives you great damage. Use all of your attacks and watch the Heroic Opportunities for your openings. Remember you have the ability to decide

which HO the group uses; decide well and you will make your group stronger. Use poison to increase your damage and offer the group a variety of side effects on your foe.

ASSASSIN ABILITIES (ASSASSINATION SKILL)

Art	IL Lvl	HO Icon	Casting	Reset	Rad	Description
<i>Cut Throat</i>	20	dagger	1 sec	1 min	-	An extra attack that stifles the target on a successful hit. The Assassin must be stealthed to use this ability.
<i>Greth's Willing Scout (E)</i>	20	-	10 sec	10 min	-	Summons a rodent pet for the Assassin.
<i>Assassin's Mark</i>	21	cloak	0.85 sec	1 min	-	Creates an extremely vulnerable point on the target. If any attacks strike that point, the target takes extreme damage.
<i>Poisoner's Blade</i>	21.6	cloak	1 sec	10 sec	-	A high damage stealth attack that decreases enemy poison resistance.
<i>Slip Away</i>	22	mask	0 sec	1 min	-	An out of combat stealth that also increases your movement rate.
<i>Vex</i>	22.6	coin	0.5 sec	10 sec	-	Decreases enemy defense and Slashing resistance.
<i>Caltraps</i>	23	cloak	0.5 sec	30 sec	-	Decreases enemy movement speed and deals low damage.
<i>Assassin's Blade</i>	24	dagger	1 sec	5 min	-	Launches an attack that deals extreme damage. Assassins must be in stealth to perform this combat art.
<i>Ebon Blade</i>	24.6	dagger	1 sec	1 min	-	Requires stealth and a position behind the enemy. An attack that deals very high damage and reduces Piercing resistance.
<i>Friendly Shadows</i>	25	coin	0.5 sec	10 min	-	Increases Agility and the stalk skill.
<i>Head Shot</i>	26	bow	3 sec	30 sec	-	Launches a ranged attack that ignores the target's armor.
<i>Agonizing Wound</i>	26.6	dagger	1 sec	30 sec	-	A precise extra attack that deals Piercing damage over time.
<i>Bleeder's Talent</i>	27	mask	1 sec	30 sec	-	Increases Agility and attack speed.
<i>Insidious Cut</i>	27.6	dagger	1 sec	20 sec	-	An extra attack that decreases enemy defense and Slashing resistance.
<i>Hidden Assault</i>	28	cloak	1.5 sec	30 sec	5 m	An area of effect attack. One must be in stealth to use it.
<i>Cut</i>	29	dagger	1 sec	9 sec	-	A quick attack that deals medium damage and does Slashing damage over time.
<i>Cloaked Barb</i>	29.6	bow	1 sec	1 min	-	Requires a position behind the enemy and a ranged weapon. A precise extra attack.
<i>Makeshift Weapon</i>	30	mask	3 sec	30 sec	-	Uses materials found in the Assassin's surroundings to create a fragile makeshift weapon that can only be used once.
<i>Deadly Shot</i>	30.6	bow	3 sec	20 sec	-	Requires a ranged weapon. Launches two shots at once ignoring some enemy armor.
<i>Murderer's Flight</i>	31	mask	3 sec	15 sec	-	Allows stealthed movement, the ability to see hidden enemies, and grants a burst of speed if damage is taken.
<i>Numbing Strike</i>	32	dagger	1 sec	1 min	-	Launches a melee attack that roots the target on successful hit.
<i>Lethal Resolve</i>	32.6	cloak	1 sec	1 min	-	Increases parry, defense, and Strength, while reducing attack speed.
<i>Exposed Attack</i>	33	cloak	1 sec	10 sec	-	Flanking attack that deals medium dam., increases Assassin's dam. and slightly decreases defense while stealthing Assassin.
<i>Slaughter</i>	33.6	cloak	1 sec	1 min	5 m	Requires stealth. A precise attack that deals damage to all enemies in an encounter.
<i>Slice Throat</i>	34	dagger	1 sec	1 min	-	An extra attack that stifles the target on a successful hit. The Assassin must be stealthed to use this ability.
<i>Murderous Blade</i>	35	cloak	1 sec	10 sec	-	A high damage stealth attack that decreases enemy poison and Piercing resistance.
<i>Vanish</i>	36	mask	0 sec	1 min	-	An out of combat stealth that also increases your movement rate.
<i>Torment</i>	36.6	coin	0.5 sec	10 sec	-	Decreases enemy defense, Slashing, and Piercing resistance.
<i>Moor</i>	37	cloak	0.5 sec	30 sec	-	Decreases enemy movement speed, deals damage, and applies a minor damage shield to the Assassin.
<i>Bloodthirster</i>	38.6	dagger	1 sec	1 min	-	Requires stealth and position behind enemy. Deals very high damage, reduces Piercing resistance, and interrupts the target.
<i>Condemning Blade</i>	38.6	dagger	1 sec	5 min	-	Launches an attack that deals extreme damage. Assassins must be in stealth to perform this combat art.
<i>Murderous Intent</i>	39	coin	0.5 sec	10 min	-	Increases Agility, stalk, and Assassin skills.
<i>Disguise: Half Elf (E)</i>	40	-	1 sec	10 min	-	The best way to slip out of trouble is a good disguise. The best way to slip out of really bad trouble is a better one.
<i>Murderous Focus</i>	40	mask	1 sec	5 min	-	Increases the damage and Piercing skill of the Assassin.
<i>Seeping Wound</i>	40.4	dagger	1 sec	30 sec	-	A precise extra attack that deals Piercing damage over time and decreases the Strength of the enemy.
<i>Assassin's Shot</i>	40.8	bow	3 sec	30 sec	-	Launches a ranged attack that ignores the target's armor.
<i>Merciless Villainy</i>	41	mask	1 sec	30 sec	-	Increases Agility, attack speed, and increases damage on a successful hit.
<i>Infected Wound</i>	41.6	dagger	1 sec	20 sec	-	An extra attack that decreases enemy defense, Slashing, and poison resistance.
<i>Shadow Assault</i>	42.6	cloak	1.5 sec	30 sec	5 m	An area of effect attack. One must be in stealth to use it.
<i>Lingering Blow</i>	43	dagger	1 sec	9 sec	-	A quick attack that deals instant medium damage then Slashing and Crushing damage over time.
<i>Spitting Viper</i>	43.6	bow	1 sec	1 min	-	Requires a position behind the enemy and a ranged weapon. An precise extra attack that reduces enemy poison resistance.
<i>Cripple</i>	44	coin	0.65 sec	3 min	-	An extra attack that severely lowers your target's defense technique on a successful hit.
<i>Faltering Blast</i>	44.4	bow	3 sec	20 sec	-	Requires a ranged weapon. Launches two shots at once, ignoring some enemy armor and interrupting spells.
<i>Espionage</i>	45	mask	3 sec	15 sec	-	Allows stealthed mvmnt & ability to see hidden enemies. If he takes damage, Assassin gets burst of speed and incr. Agility.
<i>Creeping Impetus</i>	46	cloak	1 sec	40 sec	-	Greatly increases parry, defense, and Strength, while reducing attack speed.
<i>Paralyzing Strike</i>	46.6	dagger	1 sec	1 min	-	Launches a melee attack that roots the target on successful hit.
<i>Mask of Night</i>	47	cloak	1 sec	10 sec	-	A flanking attack that deals medium damage, increases damage, slightly decreases defense, and stealths the Assassin.
<i>Massacre</i>	47.6	cloak	1 sec	1 min	5 m	Requires stealth. A precise attack that deals Piercing damage over time to all enemies in an encounter.
<i>Garrote</i>	48	dagger	1 sec	1 min	-	An extra attack that stifles the target on a successful hit. The Assassin must be stealthed to use this ability.
<i>Punch Blade</i>	49	cloak	1 sec	10 sec	-	A high damage stealth attack that decreases enemy poison resistance, Piercing resistance, and defense.
<i>Anathema</i>	50	coin	0.5 sec	10 sec	-	Decreases enemy defense, Slashing, Piercing, and Crushing resistance.
<i>Assassinate</i>	50	dagger	1 sec	60 min	-	Assassinate is a lethal ambush attack that can kill weaker enemies outright.
<i>Disappear</i>	50	mask	0 sec	1 min	-	An out of combat stealth that also increases your movement rate.
<i>Shad. Form o.t Assass. (E)</i>	50	-	1 sec	10 min	-	Swaths the Assassin in moving shadows.



Why a Ranger?

1. Destroy enemies from afar. Not only do Rangers have some of the longest range attacks, but they also deal the greatest damage of the Scout professions.
2. Rangers have the fastest movement speed in the game. With buffs that increase speed past that of the other Scout professions, you'll be flying across Antonica in no time.
3. The ability to launch three ranged attacks at once with Triple Fire.
4. Serve the good guys! Rangers are a profession that can only serve Antonia Bayle and the city of Qeynos.

Rangers are the profession you want to play if stealthily killing enemies from afar is your calling. Rangers can use attacks with their bow that create multiple debuffs, such as slowing them down to a crawl, rooting them in place, or lowering their defenses. Rangers also have the ability to buff both Agility and movement speed. Rangers are not totally ranged though — as a last resort they can close into melee range and still inflict above-average damage without expending costly arrows.

Path of the Ranger

- 🏹 Talk to Arrell Silvertongue to start the quest, in Qeynos Harbor by the dock.
- 🏹 Enter the Blackburrow via the land gate; once you enter and look around, your quest journal will update.
- 🏹 Return to Arrell.
- 🏹 Go to South Qeynos and enter the instanced zone.
- 🏹 Kill the negotiator.
- 🏹 Return to Arrell.

Reward. Arrell's Bow of Alacrity (AGI +6, STR +4), promotion to Ranger



Ability Highlights

Wounding Arrow. This combat art lowers the parry and overall deflection ability of an enemy monster; very useful when taking on larger monsters with multiple groups.

Trick Shot. This art works wonderfully in conjunction with your tank and the rest of your group. The way this ability works is: you hit an enemy and the next person to hit it pulls a large amount of aggro. As long as no one slips an attack in between, your group should be in good shape ...

Sniping Shot. This allows you to hit from extremely far away. This can be useful when pulling, as long as you can successfully position yourself behind the monster.

Rip. This will save plenty of money on arrows if you use it a lot. Rip allows the Ranger to rip the arrow he just used right back out of the cooling corpse; it also does damage to your target!

Miracle Shot. This combat art is one of the more useful when enemies run — it does not require any line of sight. This can be a life-saver in dungeons and other dense areas.

Survival of the Fittest. This debuffing combat art will lower an enemy's defense and Stamina. Much like Wounding Arrow, it's best used for fights that will last more than a few seconds.

Combat Tactics

SOLO

First buff up with Forester's Insight and Primal Reflexes, then start out your fight with Sniping Shot if you can get the enemy to face away from you. Throw on

Impede and continue with ranged arts until enemy is in melee range. If he makes it to you alive, just finish him off with quick melee arts.

GROUP

Rangers bring big damage and debuffs to a group. Always start off against group monsters with abilities such as Survival of

the Fittest and Wounding Arrow. Once these have been placed onto the mob, try to coordinate Trick Shot with your main tank if he's having trouble keeping aggro — if not, concentrate on Heroic Opportunities and maximizing your damage potential without drawing aggro to yourself.

RANGER ABILITIES (ARCHERY SKILL)

Art	IL Lvl	HO Icon	Casting	Reset	Rad	Description
<i>Phyn's Hunting Hawk (E)</i>	20	–	10 sec	10 min	–	Summons a friendly animal to the Ranger's side.
<i>Wounding Arrow</i>	20	bow	1 sec	30 sec	–	A ranged attack that lowers the enemy's parry and deflection ability on hit.
<i>Makeshift Arrows</i>	21	bow	0 sec	10 min	–	Creates arrows from scrap wood.
<i>Shadowflame</i>	21.6	doak	1 sec	10 sec	–	A high fire damage stealth attack.
<i>Steady Aim</i>	22	bow	1 sec	5 min	–	Increases your ranged skill.
<i>Corner</i>	22.6	coin	0.5 sec	10 sec	–	Decreases enemy defense. It has an extended range.
<i>Impede</i>	23	doak	0.5 sec	30 sec	–	Decreases enemy movement speed.
<i>Trick Shot</i>	24	bow	1 sec	1 min	–	Deals damage with little hate. The next player to damage the creature will enrage the creature, generating hate.
<i>Shadow Lunge</i>	24.6	dagger	1 sec	1 min	–	Requires stealth and a position behind the enemy. A melee attack with extra range that deals very high damage.
<i>Natural Instinct</i>	25	coin	0.5 sec	10 min	–	Increases ranged attack and stalk skills.
<i>Hidden Shot</i>	26	bow	1 sec	1.5 min	–	Deals high damage from a distance. It requires the Ranger to equip a bow and be in stealth.
<i>Leaping Cut</i>	26.6	dagger	1 sec	30 sec	–	A ranged extra attack that deals Piercing damage over time.
<i>Forester's Insight</i>	27	mask	1 sec	30 sec	–	Increases Agility and movement speed.
<i>Lunging Thrust</i>	27.6	dagger	1 sec	20 sec	–	A ranged extra attack that decreases enemy defense.
<i>Triple Shot</i>	28	bow	1 sec	1 min	–	A series of three ranged attacks. If one attack misses the series ends.
<i>Lightning Strike</i>	29	dagger	1 sec	9 sec	–	A quick attack that deals lightning damage.
<i>Sniping Shot</i>	29.6	bow	1 sec	1 min	–	Requires a position behind the enemy and a ranged weapon. An extra long ranged attack.
<i>Rip</i>	30	bow	1 sec	20 sec	–	Deals damage as a Ranger rips an arrow from the target and the Ranger receives an arrow.
<i>Flaming Shot</i>	30.6	bow	3 sec	20 sec	–	Requires a ranged weapon. Launches two shots at once and deals fire damage, ignoring some enemy armor.
<i>Huntsman's Trap</i>	31	mask	3 sec	15 sec	–	Allows stealthed movement, the ability to see hidden enemies, and snares enemies if the Ranger is attacked.
<i>Miracle Shot</i>	32	bow	1 sec	1 min	–	Deals damage from a distance. It does not require line of sight.
<i>Adroit</i>	32.6	doak	1 sec	1 min	–	Increases parry, defense, and Agility, while reducing attack speed.
<i>Pouncing Attack</i>	33	doak	1 sec	10 sec	–	A ranged flanking attack that deals medium damage and stealths the Ranger.
<i>Spring</i>	33.6	doak	1 sec	1 min	5 m	Requires stealth. An attack that deals medium damage to all enemies in an encounter.
<i>Crippling Arrow</i>	34	bow	1 sec	30 sec	–	A ranged attack that lowers the enemy's parry and deflection ability on hit.
<i>Raven Embers</i>	35	doak	1 sec	10 sec	–	A high fire damage stealth attack that reduces enemy Slashing resistance.
<i>Take Aim</i>	36	bow	2 sec	5 min	–	Increases your ranged skill.
<i>Pick Off</i>	36.6	coin	0.5 sec	10 sec	–	A medium range attack that decreases enemy defense and reduces Agility.
<i>Entrap</i>	37	doak	0.5 sec	30 sec	–	Decreases enemy movement speed and refreshes the Ranger if hit.
<i>Trick Arrow</i>	38	bow	1 sec	1 min	–	Deals damage with little hate. The next player to damage the creature will enrage the creature, generating hate.
<i>Crippling Blade</i>	38.6	dagger	1 sec	1 min	–	Requires stealth and position behind the enemy. A ranged attack that deals very high damage and slows enemy movement.
<i>Primal Reflexes</i>	39	coin	0.5 sec	10 min	–	Increases archery, ranged, and stalk skills.
<i>Feral Instinct</i>	40	mask	1 sec	5 min	–	Increases the damage and Agility of the Ranger.
<i>Jeth's Cuddly Comp. (E)</i>	40	–	10 sec	10 min	–	Summons a friendly animal to the Ranger's side.
<i>Deadly Reminder</i>	40.4	dagger	1 sec	30 sec	–	A ranged extra attack that deals Piercing damage over time and decreases the Agility of the enemy.
<i>Hidden Fire</i>	40.8	bow	1 sec	1.5 min	–	Deals high damage from a distance. It requires the Ranger to equip a bow and be in stealth.
<i>Veil of the Forest</i>	41	mask	1 sec	30 sec	–	Increases Agility, movement speed, and disease resistance.
<i>Survival of the Fittest</i>	41.6	dagger	1 sec	20 sec	–	A ranged extra attack that decreases enemy defense and Stamina.
<i>Triple Fire</i>	42.6	bow	1 sec	1 min	–	A series of three ranged attacks. If one attack misses the series ends.
<i>Blazing Thrust</i>	43	dagger	1 sec	9 sec	–	A quick attack that deals fire and lightning damage.
<i>Culling the Herd</i>	43.6	bow	1 sec	1 min	–	Requires a position behind the enemy and a ranged weapon. An extra long ranged attack that interrupts casting.
<i>Leg Shot</i>	44	bow	1 sec	10 sec	–	A ranged attack that hinders the target's movement on a successful hit.
<i>Sharp Shot</i>	44.4	bow	3 sec	20 sec	–	Requires ranged weapon; launches two shots at once that deal fire dam., ignoring some enemy armor w/ sm. chance to snare.
<i>Tear</i>	44.8	bow	1 sec	20 sec	–	Deals damage as a Ranger rips an arrow from the target and the Ranger receives an arrow.
<i>Stalk Prey</i>	45	mask	3 sec	15 sec	–	Allows stealthed movement and the ability to see hidden enemies. If the Ranger is damaged the enemy is reduced in speed and the Ranger is granted an increased Piercing resistance.
<i>Dance of Leaves</i>	46	doak	1 sec	1 min	–	Greatly increases parry, defense, and Agility, while reducing attack speed.
<i>Miracle Arrow</i>	46.6	bow	1 sec	1 min	–	Deals damage from a distance. It does not require line of sight.
<i>Longshank</i>	47	doak	1 sec	10 sec	–	A medium range flanking attack that deals medium damage, grants a chance to slow movement speed, and stealths Ranger.
<i>Natural Selection</i>	47.6	doak	1 sec	1 min	5 m	Requires stealth. An attack that deals medium damage and slows the movement of all enemies in an encounter.
<i>Debilitating Arrow</i>	48	bow	1 sec	30 sec	–	A ranged attack that lowers the enemy's parry and deflection ability on hit.
<i>Tanglethorn</i>	49	doak	1 sec	10 sec	–	A high fire damage stealth attack that reduces enemy Slashing resistance and has a chance to stun.
<i>Focus Fire</i>	50	bow	2 sec	5 min	–	Increases your ranged skill.
<i>Rhyn's Feline Hunter (E)</i>	50	–	10 sec	10 min	–	Summons a friendly animal to the Ranger's side.
<i>Snipe</i>	50	coin	0.5 sec	10 sec	–	A ranged attack that decreases enemy defense and Agility.
<i>Storm of Arrows</i>	50	bow	1 sec	5 min	10 m	An area of effect ranged attack that deals great damage.

ROGUE ◀ SCOUT

By Gnish and Q

Why a Rogue?

1. Rogues do huge amounts of damage! While attacks like Sneak Attack and Quick Strike are very useful for a basic Scout, once you become a Rogue you get abilities like Backstab, Quick Flurry and many more, making you one of the deadliest characters in the game.
2. It takes a lot of tactics to correctly play a Rogue. As many of your attacks require you to be in Sneak mode or to be in a certain position relative to your target, the Rogue has to think about where to be and what to do at each point in battle.
3. With your sneak and tracking skills, Rogues don't just fight — they get to scout out new monsters/see if locations are safe for their party!
4. While not the best soloers, Rogues can easily kill blue/green con monsters for quests ... and anyway, since everyone wants such a high-damage character in their group, Rogues don't have to solo unless they want to!
5. Rogues also have some ranged skills, for those times when it's too dangerous for a Fighter to go in and pull.
6. Rogues also get hate reduction skills; with all the damage they do, they need some way to send the monster's attention back to the Fighter!

The Rogue is a crafty Scout who looks for vulnerabilities during fights in order to gain an advantage. With most of her attacks being positional and/or sneak attacks, the Rogue has to do a lot of work quickly to ensure she gets maximum damage, but it's all worth it in the end.

Path of the Rogue

Path of the Rogue (Qeynos)

- Talk to Councilor Vemerik, on the hill in the southeast of North Qeynos.
- Enter the instanced zone in Qeynos Harbor

- Sneak through the building and up the stairs; pick the lock on the second floor.

- Return to Vemerik once you find the orders (quest journal update).

Reward. Vemerik's Tunic of the Rogue, (AGI +2, STR +3, HP +8, PP +7), Vemerik's Ring of Stealth (AGI +3, INT +2, HP +15), promotion to Rogue

Path of the Rogue (Freeport)

- Talk to Emissary Millia, in the Jade Tiger Inn in North Freeport. Choose to be a Rogue.

- Go to East Freeport; on the west side of Port Authority you will find a door to an instanced zone. Head inside.

- Once inside, sneak and head into the room. Click on bookcases and desks until you find the two logs.

- Return to Milia.

Reward. Roguish Tunic of the Emissaries (AGI +3, STR +1, MentR +6, PoisR +9), The Emissary's Ring of the Sly (AGI +4, WIS +3), promotion to Rogue

Ability Highlights

Backstab. This is one of the abilities that makes Rogues damage dealers. A high damage hit from behind, this positional attack is a must-have in any fighting situation. This will make boss fights go much faster ... the only downside is that it attracts a lot of aggro! This is where Evade becomes really useful.

Smuggle. This is a very helpful ability for a party in danger. When a Rogue uses Smuggle, her entire party is put into Sneak mode. Like regular sneaking, you're all moving slower than usual, and some monsters can see you, but also like regular sneaking ... this can provide a great way to retrieve shards, or a way to sneak past something dangerous.

Strangling Shot. If you're into ranged weapons, Strangling Shot launches two ranged projectiles at once. This is good because you'd much rather get two high-damage arrows off, not just one!



Smuggler's Talent. Tired of that slow, crouching walk during Sneak sessions? Be aggravated no more! Smuggler's Talent is a sneak type ability ... with almost no movement penalty! Sneak fast and sneak often!

Combat Tactics

SOLO

Soloing as a Rogue can be a toss of the dice. At early levels white con encounters are easily defeated, and even some higher con encounters can be taken down with little to no difficulty. This pattern will start to change, however, as you increase your level and encounters begin to get more Health, abilities and an overall increased difficulty. Picking out your targets will be the key to victory. Targets that are (mostly) alone and unaggressive will make the life of the solo Rogue easier, but don't forget to use your stealth and ambushing attacks as much as possible. Sometimes getting off that initial Backstab can make the difference between victory and defeat.

GROUP

Anyone who understands the damage output Rogues are capable of will jump at the opportunity to have one in their group — having a Rogue dramatically speeds up the efficiency in taking

encounters down. You'll have to be careful not to pull the attention of an encounter from the tank of the group because you do so much damage! Your Agility and parry abilities allow you to avoid some of the damage, but not enough to last most fights that a good group would find challenging. Your Priest might be able to keep you alive, but it's going to take a lot of his attention and Power pool to do so. Reconnaissance can be another effective secondary trait that

groups will find valuable. Getting past large groups of lower-level encounters can sometimes be frustrating compared to the ease of sneaking by them with the help of a Rogue. Being able to search out lost spirit shards and scout the movements of encounters is also nice; no more camping bosses, as Tracking Scouts will know when they appear.



ROGUE ABILITIES (SKULLDUGGERY SKILL)

Art	IL	Lvl	HO	Icon	Casting	Reset	Rad	Description
<i>Backstab</i>	10		dagger	1 sec	30 sec	–		An attack from behind that deals great damage.
<i>Smuggle</i>	11		mask	3 sec	2 min	15 m		Places entire party into stealth for a short time. Players must be within 15 feet of the Rogue to be placed into stealth.
<i>Quick Flurry</i>	12		dagger	1 sec	30 sec	–		Two quick attacks that deal low damage.
<i>Rash Advance</i>	13		mask	1 sec	30 sec	–		Increases melee attack techniques and reduces defense technique.
<i>Street Smarts</i>	13		mask	1 sec	30 sec	–		Increases Agility and Strength.
<i>Circular Strike</i>	14		dagger	0.9 sec	30 sec	5 m		An area of effect melee attack that deals low damage.
<i>Gouge</i>	15		dagger	1 sec	20 sec	–		High damage attack with increased hate. It must be performed in front of the target.
<i>Bludgeon</i>	15.6		dagger	1 sec	9 sec	–		A quick attack that knocks down the enemy.
<i>Strangling Shot</i>	16		bow	3 sec	20 sec	–		Requires a ranged weapon. Launches two shots at once and reduces enemy Power.
<i>Self Preservation</i>	17		mask	1 sec	30 sec	–		While active, this combat art grants the Rogue a small chance to lower hate with their target on each melee hit.
<i>Snoop</i>	17.6		mask	3 sec	15 sec	–		Allows improved stealthed movement.
<i>Fancy Footwork</i>	18		cloak	1 sec	1 min	–		Greatly increases parry skill.
<i>Smuggler's Talent</i>	19		mask	3 sec	1 min	–		Allows one to move undetected with little to no movement penalty.
<i>Distracting Blade</i>	19.6		cloak	1 sec	10 sec	–		A flanking attack that deals medium damage and interrupts the enemy.

Why a Brigand?

1. Brigands excel at creating damage quickly.
2. A variety of special attacks constrain an opponent from fighting back.
3. You get boosted damage with unique abilities.
4. And you get special abilities that snare entire encounters.

You start your career in Freeport, finishing your subclass quest in preparation for your journey onward in the world. With a profession that has stealth and high damage abilities, your talents will prove to be very useful to yourself and anyone you end up grouping with. Damage, of course, is your area of expertise, but as a Brigand you are also able to manipulate combat by dishing out devastating attacks that can hobble your target. This might come in the form of a snare, stat debuffs, skill debuffs or outright stunning the target. As a high-damage subclass you'll also need to use your abilities that lower hate, so you don't put any undue stress on your Priest.

As a profession with a multitude of abilities to disrupt an encounter's ability to fight in a multitude of ways, the Brigand will never be bored with the choices of how to attack. Some encounters will call for specific tactics, but the Brigand will always have an option on how to deal with an encounter.

Path of the Brigand

- Talk to Emissary Mitsya, in the second story of the Seafarer's Roost in East Freeport.
- Kill an Orc Runner. They can be found along the southern wall in the Commonlands. They roam between the giant stump and the orcish watch towers.
- Return to Mitsya.
- Head to (-486, 672) in the Commonlands, right outside a small valley. Go into the valley and Dranok Bileblood will appear.

- Talk to Dranok; he will send you to an instanced zone.
- Scribe the song Dranok gives you.
- Find the non-aggressive Orcs standing in a half circle. Sing the song over and over while Dranok sneaks around and behind them. Once he is past, go talk to him again.
- Return to Mitsya.

Reward. Brigand's Bargainer (AGI +6, WIS +4), promotion to Brigand

Ability Highlights

Black Jack. Being able to control your encounter is a sure way to victory. This ability helps you accomplish that by stunning your target for a short time.

Beg for Mercy. A high-damage profession needs a way to control encounter hate, and you can do just that with this ability by lowering the hate of your target.

Craven Walk. Sick of encounters sniffing you out while you're sneaking? With this ability active, you'll automatically feign death when discovered.

Mug. A great triple debuff that lowers a target's defense, parry and Agility.

Run Through. This stealth attack is high damage, and it also snares the target, reduces its Strength, and deals Piercing damage over time. Another great triple threat ability.

Combat Tactics

SOLO

The core of this profession is to attack targets with careful thought. Some of the abilities require the Brigand to be in a certain position (such as flanking the target), stealthed or a combination of the two. After the initial engagement, it can be very difficult to meet these criteria, as your target is very unlikely to want to stop and take a break. With a variety of abilities that debuff the target, however, the Brigand can hold his own in solo combat (to a



degree). The initial blow that triggers the combat and subsequent debuffs (if they hit or not) can spell victory or disaster very quickly for the Brigand. Always be sure to pick solo targets that are ungrouped and safely away from aggro encounters.

GROUP

A group is where you can really shine. With a Fighter in the group taking the blows (and attention), you can begin to use all those special abilities that allow the Brigand to seriously harm a target. High

damage stealth attacks, hate reduction, self-buffs and debuffs are just a few of the types of abilities that help the Brigand put out a high amount of damage in a short amount of time, helping the group take down an encounter quickly.

BRIGAND ABILITIES (BANDITRY SKILL)

Art	IL	Lvl	HO	Icon	Casting	Reset	Rad	Description
<i>Clobber (E)</i>	20		-		1 sec	10 min	-	"..ungh".
<i>Rake</i>	20		dagger		1 sec	1 min	-	An attack that lowers the target's Agility. It must be activated from behind.
<i>Ruse</i>	21		dagger		1 sec	1 min	-	Cunning attempt to trick target. Brigand gains creature's attention and launches a surprise attack when the creature strikes.
<i>Tangling Strike</i>	21.6		cloak		1 sec	10 sec	-	A high damage stealth attack that snares the enemy.
<i>Black Jack</i>	22		dagger		0.6 sec	1 min	-	Stuns the target on a successful hit.
<i>Knockaround</i>	22.6		coin		0.5 sec	10 sec	-	Decreases enemy defense and Agility.
<i>Tie up</i>	23		cloak		0.5 sec	30 sec	-	Decreases enemy movement speed at a lessened chance to break.
<i>Cuss</i>	24		dagger		1 sec	20 sec	-	Generates hate on the target.
<i>Hidden Shiv</i>	24.6		dagger		1 sec	30 sec	-	Requires a position behind the enemy. An attack that deals high damage and additional Piercing damage over time.
<i>Burgle</i>	25.6		mask		3 sec	2 min	15 m	Places the Brigand's group into stealth and increases the Brigand's banditry skill.
<i>Beg for Mercy</i>	26		mask		3 sec	30 sec	-	Lowers hate on the target.
<i>Vicious Flurry</i>	26.6		dagger		1 sec	30 sec	-	Two high damage attacks that interrupt casting.
<i>Rough Skin</i>	27		mask		1 sec	30 sec	-	Increases Agility, Strength, and Piercing resistance.
<i>Snarl</i>	28		coin		1 sec	2 min	5 m	Decreases movement speed of a group of linked creatures.
<i>Restitution</i>	28.6		dagger		0.9 sec	30 sec	5 m	A high damage multi-enemy attack that interrupts casting.
<i>Disarming Thrust</i>	29		dagger		1 sec	9 sec	-	A quick attack that knocks down the enemy and slows attack speed.
<i>Vicious Stab</i>	29.6		dagger		1 sec	20 sec	-	An attack that has a chance to stun and briefly reduces the defense of the enemy.
<i>Low Blow</i>	30		mask		0.65 sec	30 sec	-	Launches an extra attack that knocks down the target on a successful hit.
<i>Maddening Shot</i>	30.6		bow		3 sec	20 sec	-	Requires a ranged weapon. Launches two shots at once that reduce your enemy Power and increases hate.
<i>Craven Walk</i>	31		mask		3 sec	15 sec	-	Allows stealthed movement and causes the Brigand to feign death if damage is taken.
<i>Shank</i>	32		mask		0.68 sec	30 sec	-	Launches a Piercing attack that damages the target over time on a successful hit. You must be behind or flanking your target.
<i>Knave</i>	32.6		cloak		1 sec	1 min	-	Increases parry and Strength.
<i>Bum Rush</i>	33		cloak		1 sec	10 sec	-	A flanking attack that deals medium damage, decreases enemy defense, and interrupts the target.
<i>Vicious Rake</i>	34		dagger		1 sec	1 min	-	An attack that lowers the target's Agility. It must be activated from behind.
<i>Bushwhack</i>	35		cloak		1 sec	10 sec	-	A high damage stealth attack that snares the enemy and reduces Strength.
<i>Sap</i>	36		cloak		0.6 sec	1 min	-	Stuns the target on a successful hit.
<i>Mug</i>	36.6		coin		0.5 sec	10 sec	-	Decreases enemy defense, parry, and Agility.
<i>Snag</i>	37		cloak		0.5 sec	30 sec	-	Decreases enemy movement speed with a short duration slow on dissipation.
<i>Craven Delight</i>	38		dagger		1 sec	30 sec	-	Requires a position behind the enemy. An attack that deals high damage; and increases the damage of the Brigand.
<i>Upbraid</i>	38.6		dagger		1 sec	20 sec	-	Generates hate on the target.
<i>Stealthy Burglary</i>	39		mask		3 sec	2 min	15 m	A greatly effective group stealth that allows the group to move at greater stealth speed.
<i>Deceit</i>	40		coin		1 sec	5 min	-	Increases the chance to interrupt the enemy and grants extra damage and attack speed to the Brigand.
<i>Disguise: Wood Elf (E)</i>	40		-		1 sec	10 min	-	The best way to slip out of trouble is a good disguise. The best way to slip out of really bad trouble is a better one.
<i>Aggravated Assault</i>	40.4		dagger		1 sec	30 sec	-	Two high damage attacks that decrease enemy Piercing resistance and interrupts casting.
<i>Plead for Mercy</i>	40.8		mask		3 sec	30 sec	-	Lowers hate on the target.
<i>Aegis</i>	41		mask		1 sec	30 sec	-	Increases Agility, Strength, and Piercing resistance.
<i>Forceful Negotiation</i>	42		dagger		0.9 sec	30 sec	5 m	A high damage multi-enemy attack that disrupts casting and increases the Agility of the Brigand.
<i>Tangle</i>	42.6		coin		1 sec	2 min	5 m	Decreases movement speed of a group of linked creatures.
<i>Concealed Blade</i>	43		dagger		1 sec	9 sec	-	A quick attack that knocks down enemy, reduces Wisdom, and slows attack speed.
<i>Waylay</i>	43.6		dagger		1 sec	20 sec	-	An attack that has a medium chance to stun and briefly reduces the defense of the enemy.
<i>Desperate Thrust</i>	44		cloak		0.7 sec	30 sec	-	A high damage attack that lowers your defense skill for a short time.
<i>Blunted Arrows</i>	44.4		bow		3 sec	20 sec	-	Requires ranged weapon; launches two shots that reduce enemy Pow and incr. hate toward Brigand, small chance to stun.
<i>Dirty Blow</i>	44.8		mask		0.65 sec	30 sec	-	Launches an extra attack that knocks down the target on a successful hit.
<i>Lurk</i>	45		mask		3 sec	15 sec	-	Allows stealthed movement. If damage is taken the Brigand will feign death and is granted increased Stamina.
<i>Blackguard</i>	46		cloak		1 sec	30 sec	-	Increases parry and Strength with a fast reuse time.
<i>Shiv</i>	46.6		mask		0.68 sec	30 sec	-	Launches a Piercing attack that damages the target over time on a successful hit. You must be behind or flanking your target.
<i>Gambit</i>	47		cloak		1 sec	10 sec	-	A flanking attack that deals medium damage, decreases enemy defense, interrupts spells, and has a chance to stun.
<i>Murderous Rake</i>	48		dagger		1 sec	1 min	-	An attack that lowers the target's Agility. It must be activated from behind.
<i>Run Through</i>	49		cloak		1 sec	10 sec	-	A high damage stealth attack that snares the target, reduces Strength, and deals Piercing damage over time.
<i>Debilitate</i>	50		mask		1.32 sec	1 min	5 m	Launches a very low damage attack that decreases Crushing, Piercing and Slashing damage resistance of the enemy.
<i>Disguise: Ogre (E)</i>	50		-		1 sec	10 min	-	The best way to slip out of trouble is a good disguise. The best way to slip out of really bad trouble is a better one.
<i>Wrangle</i>	50		coin		0.5 sec	10 sec	-	Decreases enemy defense, parry, Agility, and has a chance to lower movement speed.

Why a Swashbuckler?

1. Great damage output; this is really where Swashbucklers excel.
2. A variety of special attacks that increase abilities while debuffing the target.
3. Many different ways to manipulate target hate.
4. Stealth allows freedom of movement for the Swashbuckler and her group.

As the Swashbuckler levels, his ability to attack his enemies becomes more and more diverse. The area-of-effect melee attack the Swashbuckler receives delivers a significant amount of damage. Other ways of inflicting more damage include the Flurry line, in which each extra attack is given if the previous one hits successfully. The entire goal of the Swashbuckler is to manipulate combat in any way he can. This comes in a multitude of areas but primarily focus on increasing his own skills while decreasing the skills of his target.

Path of the Swashbuckler

- 🗡️ Talk to Arrell Silvertongue in Qeynos Harbor, on the dock.
- 🗡️ Go to Blackburrow and find the Brewery; make sure your quest log updates.
- 🗡️ Return to Arrell.
- 🗡️ Go to a meeting in South Qeynos.
- 🗡️ When you arrive at the meeting location, you will enter an instanced zone. You must somehow get past the guards and pick the lock to complete the quest. How you do this is up to you, but keep in mind you should probably avoid direct confrontation.
- 🗡️ Return to Arrell.

Reward. Arrell's Blade of Quickness (AGI +5, STR +5), promotion to Swashbuckler

Ability Highlights

Flamboyant Swathe. Deal a decent amount of damage to all enemies in melee range. Great for groups that your tank has good control of.

Disarming Grin. Who needs an Enchanter? With this special ability you can mesmerize your target and get those pesky creatures off your back!

Playful Swipe. The name of this ability is a little misleading, as you'll leave your target knocked to the ground. It has the added benefit of lowering hate as well.

Tricky Display. Two birds with one stone! Decrease enemy defense while increasing your attack speed. Just watch out for the slight hate increase.

Disheartening Guile. A positional attack that also reduces enemy Armor Class and Agility, and interrupts the target.

of them. You can get around this by using the various abilities that allow the Swashbuckler to stun or knock down his opponents and then swing around quickly enough to get an additional special attack off. However, this can be hard to achieve if there is any lag, and there are multiple abilities that require this method. Only being able to use one of these many abilities greatly limits your damage output. Fortunately, a majority of the Swashbuckler abilities give attack bonuses and debuff the target. Making sure you pick Solo, un-grouped and white or lesser con targets will also help. Note that some of the Swashbuckler's abilities, like hate control, are of no benefit when not in a group. On the other hand, the abilities that do generate hate can be used without worry — it's already attacking you, and there's no one else to attack.

GROUP

Grouping is where the Swashbuckler can put most of his special abilities to effective use. With numerous positional attacks, his damage output is desirable for any group. Make sure you don't exceed the damage of the tank too fast before she can obtain sufficient hate from the encounter — this is vitally important. Taking the full brunt of the damage from a creature will quickly tap the Power on your group's Priest and

Combat Tactics

SOLO

Soloing as a Swashbuckler can be difficult. There are a lot of abilities used by this profession that require you to be in a particular position or state to take advantage



more than likely end up getting you killed. On the other hand, a skilled use of the Swashbuckler's abilities will greatly benefit a group's Priest because the time taken to kill encounters will be greatly reduced. Of course this can also be used to fight more encounters, more often, which makes

everybody happy. Make sure to coordinate with your group's tank to assure that outcome.

The Swashbuckler's many avenues of manipulating combat are also useful in group play, as you can increase your

attack ability while decreasing the effectiveness of your target. A few unique abilities like being able to mesmerize an encounter are also very useful, while being able to stun or even silence a caster can be invaluable.

SWASHBUCKLER ABILITIES (SWASHBUCKLING SKILL)

Art	IL Lvl	HO Icon	Casting	Reset	Rad	Description
<i>Flamboyant Swathe</i>	20	dagger	1 sec	30 sec	5 m	An area of effect melee attack.
<i>Swashbuckler's Charm (E)</i>	20	-	1 sec	1 min	-	On more than one occasion, Swashbuckler's charm has gotten them out of trouble. Sometimes though it does the opposite.
<i>Swarthy Distraction</i>	21	mask	1 sec	1 min	-	Places a reactive hate proc on the target.
<i>Shanghai</i>	21.6	cloak	1 sec	10 sec	-	A high damage stealth attack that knocks the opponent down.
<i>Undercut</i>	22	cloak	1 sec	10 sec	10 m	Deals damage and snares target on a successful hit.
<i>Flashy Trick</i>	22.6	coin	0.5 sec	10 sec	-	Decreases enemy defense and slightly increases hate toward the Swashbuckler.
<i>Neutralize</i>	23	cloak	0.5 sec	30 sec	-	Greatly decreases enemy movement speed.
<i>Gibe</i>	24	coin	1.9 sec	20 sec	-	Taunts a single enemy.
<i>Unfriendly Reminder</i>	24.6	dagger	1 sec	30 sec	-	Requires a position behind the enemy. An attack that deals high damage and decreases the enemy's Agility.
<i>Freeboot</i>	25.6	mask	3 sec	2 min	15 m	Places the Swashbuckler's group into stealth. Freeboot has a longer duration than smuggle.
<i>Disarming Grin</i>	26	coin	2 sec	30 sec	-	Mesmerizes a single target for a short time.
<i>Snap of the Wrist</i>	26.6	dagger	1 sec	30 sec	-	Two precise high damage attacks.
<i>Flight of Fancy</i>	27	mask	1 sec	30 sec	-	Increases Agility, Strength, and reduces hate generation.
<i>Flurry of Arms</i>	28	coin	2 sec	30 sec	-	An extra series of 3 attacks. If an attack misses, the series ends.
<i>Deft Rush</i>	28.6	dagger	0.9 sec	30 sec	5 m	A precise high damage multi-enemy attack.
<i>Playful Swipe</i>	29	dagger	1 sec	9 sec	-	A quick attack that knocks down the enemy and decreases hate toward the Swashbuckler.
<i>Nimble Cut</i>	29.6	dagger	1 sec	20 sec	-	A precise attack that has a chance to stun the enemy.
<i>False Blade</i>	30	dagger	1.32 sec	1 min	-	Deals damage but generates little hate on a successful hit. The next hit on the target will generate great hate.
<i>Watery Shot</i>	30.6	bow	3 sec	20 sec	-	Requires a ranged weapon. Launches two shots at once that reduce enemy Power and deal cold damage.
<i>Dazzling Shroud</i>	31	mask	3 sec	15 sec	-	Allows stealthed movement and mesmerizes enemies that damage the Swashbuckler.
<i>Feigned Bravado</i>	32	dagger	1 sec	1 min	-	Taunts the target and increases the Swashbuckler's attack rate. If the Swashbuckler takes damage, then the effect fades.
<i>Smirking Defense</i>	32.6	cloak	1 sec	1 min	-	Increases parry and Agility.
<i>Kidney Blow</i>	33	cloak	1 sec	10 sec	-	A flanking attack that deals medium damage, reduces enemy armor class, and interrupts the target.
<i>Rakish Swathe</i>	34	dagger	1 sec	30 sec	5 m	An area of effect melee attack.
<i>Ambuscade</i>	35	cloak	1 sec	10 sec	-	A high damage stealth attack that knocks the opponent down and reduces Agility.
<i>Tricky Display</i>	36.6	coin	0.5 sec	10 sec	-	Decreases enemy defense, slightly increases hate, and increases the Swashbuckler's attack speed.
<i>Checkmate</i>	37	cloak	0.5 sec	30 sec	-	Decreases enemy movement speed with a brief stifle when the snare dissipates.
<i>Cat's Paw</i>	38	dagger	1 sec	30 sec	-	Requires a position behind the enemy. An attack that deals high damage and decreases the enemy's Agility. The Swashbuckler's offense skills increase while Cat's Paw is active.
<i>Reproach</i>	38.6	coin	1.9 sec	20 sec	-	Taunts a single enemy.
<i>Bootleg</i>	39	mask	3 sec	2 min	20 m	A group stealth that grants increased Strength and Agility on dissipation.
<i>Artful Finesse</i>	40	coin	1 sec	5 min	-	Increases the damage and attack speed of the Swashbuckler.
<i>Disguise: Half Elf (E)</i>	40	-	1 sec	1 min	-	Swashbucklers have a knack for finding a way into places that require a different appearance.
<i>Uncanny Speed</i>	40.4	dagger	1 sec	30 sec	-	Two precise very high damage attacks.
<i>Disarming Smirk</i>	40.8	coin	2 sec	30 sec	-	Mesmerizes a single target for a short time.
<i>Bladeweaver</i>	41	mask	1 sec	30 sec	-	Increases Agility, Strength, and reduces hate generation.
<i>Lucky Gambit</i>	42	dagger	0.9 sec	30 sec	5 m	A precise very high damage multi-enemy attack.
<i>Flurry of Blades</i>	42.6	coin	2 sec	30 sec	-	An extra series of 3 attacks. If an attack misses, the series ends.
<i>Flash of Steel</i>	43	dagger	1 sec	9 sec	-	A quick attack that knocks down the enemy, reduces Agility, and decreases hate.
<i>Razor Edge</i>	43.6	dagger	1 sec	20 sec	-	A precise high damage attack that has a medium chance to stun the enemy.
<i>Flamboyant Strike</i>	44	dagger	0.9 sec	30 sec	-	A high damage attack that generates extra hate.
<i>Frigid Blast</i>	44.4	bow	3 sec	20 sec	-	Requires ranged weapon, launches two shots at once that deal cold dam., reduce enemy Power, and decrease heat resist.
<i>Treacherous Blade</i>	44.8	dagger	1.32 sec	1 min	-	Deals damage but generates little hate on a successful hit. The next hit on the target will generate great hate.
<i>Lie in Wait</i>	45	mask	3 sec	15 sec	-	Allows stealthed movement. If damage is taken aggressor is mesmerized and Swashbuckler is granted increased Strength.
<i>Dexterous Slashing</i>	46	cloak	3 sec	45 sec	-	Increases parry and Agility with a fast reuse time.
<i>False Bravado</i>	46.6	dagger	1 sec	1 min	-	Taunts the target and increases the Swashbuckler's attack rate. If the Swashbuckler takes damage, then the effect fades.
<i>Disheartening Guile</i>	47	cloak	1 sec	10 sec	-	A flanking attack that deals medium damage, reduces enemy armor class, decreases Agility, and interrupts the target.
<i>Brilliant Swathe</i>	48	dagger	1 sec	30 sec	5 m	An area of effect melee attack.
<i>Brazen Thrust</i>	49	cloak	1 sec	10 sec	-	A high damage stealth attack that knocks the opponent down, reduces Agility, and decreases Slashing resistance.
<i>Deriding Chicenery</i>	50	coin	0.5 sec	10 sec	-	Decreases enemy defense, slightly increases hate, and increases the Swashbuckler's attack speed and damage.
<i>Inspired Daring</i>	50	cloak	3 sec	5 min	-	Grants an opportunity to attack every time an enemy damages you within melee range.
<i>Weapon Blur (E)</i>	50	-	1 sec	10 min	-	A Swashbuckler can move a weapon so fast that seems they can distort the very air around it.

Crafting

by LordPixie

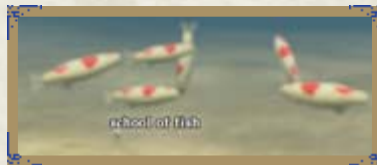
Crafting is a significant part of EverQuest II. It is the only way to create some of the most useful items in the game. Crafting requires several basic components — raw materials, a place with the proper equipment, sufficient skill to accomplish your objective, and a bit of know-how. These areas are addressed in **Harvesting** (your materials), **Crafting Locations** (your equipment), and **Crafting Process and Crafting Tips** (a guide through the process, plus that extra bit of help that makes it all so much easier).

HARVESTING

In almost any outdoor adventure area (but not dungeons), you can find harvestable materials strewn about the ground. These materials take the shape of large rocks, tree stumps, and so forth. They are also named, and you see the hand cursor when you mouse over them. These are the materials that you can harvest, depending on which zone you are in. (You can also get pelts as drops.)



Samples of various sources are (listed clockwise from above): Wood, Ore, Rock, Roots, Fish, Den



MATERIALS YOU CAN HARVEST

Type (Source)	"TIER 1" Isle of Refuge Zones adjacent to cities		"TIER 2" Antonica Commonlands		"TIER 3" Thundering Steppes Nektulos	
	Common	Rare	Common	Rare	Common	Rare
Soft Metal (rocks)	Lead	Copper	Electrum	Silver	Gold	Palladium
Hard Metal (ore)	Tin	Bronze	Iron	Blackened Iron	Carbonite	Steel
Gemstone (rocks)	Turquoise	Lapis Lazuli	Turquoise	Coral	Agate Geode	Jasper
Wood (logs)	Elm	Alder	Maple	Bone Wood	Ash	Fir
Woody Roots (roots)	Roots	Yarrow	Tuber	Sissal	Belladonna Root	Dandelion Fiber
X-Quality Pelts (dens)	Sullied Low	Low	Sullied Average	Medium	Sullied Medium	Medium
Fish	Frog Leg Sunfish Coldwind Flounder		Golden Cichlid Freewater Grouper Crab Meat			
	Shrubs	Fungi	Shrubs	Fungi	Shrubs	Fungi
Natural Gardens (shrubs)	Raw Pecan, Basil	Silverberry, Juniper	Wheat, Raw Carrot	Fig, Sycamore	Cinnamon, Almond	Bellflower
Natural Herb Gardens (fungi)	Raw Nutmeg, Barley	Snakeroot, Twinleaf	Vanilla, Raw Thyme	Spoonleaf Yucca	Raw Marjoram	Beetleweed
	Raw White Tea Leaf	Birch Root, Allspice	Raw Black Tea Leaf	Withered Mushroom	Rye, Feyberry	Wild Leek
	Pipericae, JumJum	Sassafras, Milkweed	Blue Succulent	Tree Fern	Oolong Tea Leaf	Poison Oak
	Baubbleshire Cabbage	Birchwood	Raw Black Walnut	Soapweed	Steppes Mountain Bean	Wild Birch
	Black Coffee Bean		Murdunk Orange			Wild Hyacinth
			Antonican Coffee Bean			

CRAFTING LOCATIONS

Items can only be created on specific crafting stations. Each station is located within a special zone, called a "crafting instance." The first such instance you will come across is beneath Malvonicus' Tower on the Isle of Refuge. After moving on to either Freeport or Qeynos, there are several crafting instances in each village (see list, p. 308). Go to a wholesaler instance, and ask the NPC just outside it for permission to enter. The entrance to each of these crafting instances looks like a set of cellar doors.



Within each crafting instance, there are two NPC's. One will give you assignments to collect resources or create materials. The other sells recipe books and low-quality crafting materials. Note that these materials can be made cheaper and better by player characters, so you're best served by finding another person to purchase your crafting pieces from.

Also in each crafting instance are several crafting stations. The stations are the places where items are actually made. There are seven different types of stations, and several of each type are contained in each instance. Each station processes different materials, uses different fuels, and creates different types of items.

Crafting Stations

Engraved Desk

Engraved Dk. Requires **incense** as fuel.



Uses ink, quill and paper to scribe upgrade scrolls for skills and spells. Most used by Scholars and Sages.

Forge

Forge. Requires **coal** for fuel.



Used to refine hard metals, such as tin, iron or carbonite. This is where bladed weapons and heavy armor are crafted. Thus, it is most used by Outfitters, Armorsmiths and Weaponsmiths.

Woodworkers Table

Woodwk. T. Requires **sandpaper** as fuel.



Used to refine wood products such as elm, maple or ash. This is where furniture, instruments, wooden weapons and shields are made. It is most used by Craftsmen, Carpenters and Woodworkers.

Sewing Table and Mannequin

Sewing T&M. Requires **filament** as fuel.



Used to refine roots into cloth and animal pelts into leather. This is where cloth or leather shields and armor are crafted. It is most used by Outfitters and Tailors.

Chemistry Table

Chem. Table. Requires **candle** as fuel.



Used to turn organic and inorganic materials into chemicals. This is where ink, washes, tempers and oils are created. It is most used by Scholars and Alchemists.

Workbench

Workbench. Requires **coal** as fuel.



Used to refine soft metals such as lead, electrum and gold. This is where jewelry, metal symbols and other intricate metalworking is done. It is most used by Scholars and Jewelers.

Stove and Keg

Stove and Keg. Requires **coal** as fuel.



Used to refine food harvests from roots or dens, and meat from slain animals. This is where foods and drinks are created. It is most used by Craftsmen and Provisioners.

CRAFTING PROFESSIONS

Artisan. If you choose to craft, you begin as an Artisan archetype. An Artisan can create any sort of item, from weapons and armor to furniture, food, chemicals and skill upgrades. Take these first few levels to create a wide variety of items, so that you can determine which ones you wish to specialize in. Do you want to forge the greatest adventuring weapons, or create beautiful works of art for display in your home? Once you've progressed far enough, you will have to decide.

Class. Artisans advance much like the adventuring professions. In order to progress to Level 10, you must choose a Class — either Outfitter, Craftsman or Scholar. In order to do so, you will need to register your choice with the appropriate NPC:

In Qeynos. Alfred Ironforge in the southwestern part of Qeynos Harbor, just south of the Mariner's Bells.

In Freeport. Alethea Augustine in West Freeport, near the zone in to East Freeport. Upstairs, in the Coalition of Tradesfolk building.

Subclass. At Level 20, you choose a subclass. Outfitters can become either Tailors, Armorers or Weaponsmiths. Craftsmen must choose from Provisioner, Carpenter or Woodworker. Scholars can be either a Sage, Alchemist or Jeweler. To register your choice, visit one of the following NPCs:

In Qeynos. Devona Ironforge in the southern part of Qeynos Harbor, southeast of the Mariner's Bells.

In Freeport. Matthias Zoe in West Freeport, near the zone to East Freeport. Upstairs, in the Coalition of Tradesfolk building.

TABLE ORGANIZATION

The Artisan recipes are grouped by the skills needed to use them. Within each skill, they are organized by **Level**, then by frequency of occurrence (**Common** or **Rare**), then by name. Only a few of the Level 20+ recipes are listed — you've got to go out and get the others on your own!

In all of the recipe lists, an asterisk (*) following the name of any recipe means that the recipe doesn't currently create products of varying quality — it will always produce the same outcome as long as you succeed. (Even so, crafting to higher levels earns higher EXP.) And the number of items you create (for some of the recipes that create multiple items) can increase, the better your crafting success.

A few recipes don't use a crafter's standard skills. Those recipe names are immediately followed by the alternative skills needed to create those items (in parentheses).

Artisan Recipes

ARTISAN: ALCHEMY/CHEMISTRY RECIPES

RECIPE/PRODUCT	LVL	C/R	RECIPE BOOK	PROCESS	DEVICE	COMPONENTS
<i>(Essence) Wild Swing (App. III)*</i>	1	C	Artisan Ess. V6	Finish	Chem. Table	Sepia Ink / Suspension / Chloro Resin
<i>(Essence) Wild Swing (Adept III)*</i>	1	R	Artisan Strat. Scrolls V9	Finish	Chem. Table	Cochineal Ink / Suspension / Chloro Resin
Allspice Compound	3	C	Artisan Ess. V3	Refine	Chem. Table	Allspice / Aerated Mineral Water
Allspice Emulsion	3	C	Artisan Ess. V3	Refine	Chem. Table	Allspice / Aerated Mineral Water
Allspice Mixture	3	C	Artisan Ess. V3	Refine	Chem. Table	Allspice / Aerated Mineral Water
Allspice Solvent	3	C	Artisan Ess. V3	Refine	Chem. Table	Allspice / Aerated Mineral Water
Allspice Wash	3	C	Artisan Ess. V3	Refine	Chem. Table	Allspice / Liquid
Birchroot Oil	3	C	Artisan Ess. V3	Refine	Chem. Table	Birchroot / Liquid
Birchroot Resin	3	C	Artisan Ess. V3	Refine	Chem. Table	Birchroot / Liquid
Birchroot Wash	3	C	Artisan Ess. V3	Refine	Chem. Table	Birchroot / Liquid
Birchwood Compound	3	C	Artisan Ess. V3	Refine	Chem. Table	Birchwood / Aerated Mineral Water
Birchwood Emulsion	3	C	Artisan Ess. V3	Refine	Chem. Table	Birchwood / Aerated Mineral Water
Birchwood Mixture	3	C	Artisan Ess. V3	Refine	Chem. Table	Birchwood / Aerated Mineral Water
Birchwood Solvent	3	C	Artisan Ess. V3	Refine	Chem. Table	Birchwood / Aerated Mineral Water
Chloro Compound	3	C	Artisan Ess. V3	Refine	Chem. Table	Raw Roots / Aerated Mineral Water
Chloro Emulsion	3	C	Artisan Ess. V3	Refine	Chem. Table	Raw Roots / Aerated Mineral Water
Chloro Mixture	3	C	Artisan Ess. V3	Refine	Chem. Table	Raw Roots / Aerated Mineral Water
Chloro Oil	3	C	Artisan Ess. V3	Refine	Chem. Table	Raw organic plant / Liquid
Chloro Resin	3	C	Artisan Ess. V3	Refine	Chem. Table	Raw Elm or Roots / Liquid
Chloro Solvent	3	C	Artisan Ess. V3	Refine	Chem. Table	Raw Roots / Aerated Mineral Water
Chloro Wash	3	C	Artisan Ess. V3	Refine	Chem. Table	Raw average plant / Liquid
Fossil Temper	3	C	Artisan Ess. V3	Refine	Chem. Table	Raw inorganic material / Liquid
Isonoid Reagent	3	C	Artisan Ess. V3	Refine	Chem. Table	Raw inorganic material / Chloro Oil
Juniper Compound	3	C	Artisan Ess. V3	Refine	Chem. Table	Juniper / Aerated Mineral Water
Juniper Emulsion	3	C	Artisan Ess. V3	Refine	Chem. Table	Juniper / Aerated Mineral Water
Juniper Mixture	3	C	Artisan Ess. V3	Refine	Chem. Table	Juniper / Aerated Mineral Water
Juniper Solvent	3	C	Artisan Ess. V3	Refine	Chem. Table	Juniper / Aerated Mineral Water
Liquified Allspice	3	C	Artisan Ess. V3	Refine	Chem. Table	Allspice / Aerated Mineral Water
Liquified Birchwood	3	C	Artisan Ess. V3	Refine	Chem. Table	Birchwood / Aerated Mineral Water

RECIPE/PRODUCT	LVL	C/R	RECIPE BOOK	PROCESS	DEVICE	COMPONENTS
Liquified Chloro	3	C	Artisan Ess. V3	Refine	Chem. Table	Raw Roots / Aerated Mineral Water
Liquified Juniper	3	C	Artisan Ess. V3	Refine	Chem. Table	Juniper / Aerated Mineral Water
Liquified Milkweed	3	C	Artisan Ess. V3	Refine	Chem. Table	Milkweed / Aerated Mineral Water
Liquified Sassafras	3	C	Artisan Ess. V3	Refine	Chem. Table	Sassafras / Aerated Mineral Water
Liquified Snakeroot	3	C	Artisan Ess. V3	Refine	Chem. Table	Snakeroot / Aerated Mineral Water
Liquified Twinleaf	3	C	Artisan Ess. V3	Refine	Chem. Table	Twinleaf / Aerated Mineral Water
Milkweed Compound	3	C	Artisan Ess. V3	Refine	Chem. Table	Milkweed / Aerated Mineral Water
Milkweed Emulsion	3	C	Artisan Ess. V3	Refine	Chem. Table	Milkweed / Aerated Mineral Water
Milkweed Mixture	3	C	Artisan Ess. V3	Refine	Chem. Table	Milkweed / Aerated Mineral Water
Milkweed Oil	3	C	Artisan Ess. V3	Refine	Chem. Table	Milkweed / Liquid
Milkweed Resin	3	C	Artisan Ess. V3	Refine	Chem. Table	Milkweed / Liquid
Milkweed Solvent	3	C	Artisan Ess. V3	Refine	Chem. Table	Milkweed / Aerated Mineral Water
Milkweed Wash	3	C	Artisan Ess. V3	Refine	Chem. Table	Milkweed / Liquid
Sassafras Compound	3	C	Artisan Ess. V3	Refine	Chem. Table	Sassafras / Aerated Mineral Water
Sassafras Emulsion	3	C	Artisan Ess. V3	Refine	Chem. Table	Sassafras / Aerated Mineral Water
Sassafras Mixture	3	C	Artisan Ess. V3	Refine	Chem. Table	Sassafras / Aerated Mineral Water
Sassafras Oil	3	C	Artisan Ess. V3	Refine	Chem. Table	Sassafras / Liquid
Sassafras Resin	3	C	Artisan Ess. V3	Refine	Chem. Table	Sassafras / Liquid
Sassafras Solvent	3	C	Artisan Ess. V3	Refine	Chem. Table	Sassafras / Aerated Mineral Water
Sassafras Wash	3	C	Artisan Ess. V3	Refine	Chem. Table	Sassafras / Liquid
Silverberry Mixture	3	C	Artisan Ess. V3	Refine	Chem. Table	Silverberry / Aerated Mineral Water
Silverberry Solvent	3	C	Artisan Ess. V3	Refine	Chem. Table	Silverberry / Aerated Mineral Water
Snakeroot Compound	3	C	Artisan Ess. V3	Refine	Chem. Table	Snakeroot / Aerated Mineral Water
Snakeroot Emulsion	3	C	Artisan Ess. V3	Refine	Chem. Table	Snakeroot / Aerated Mineral Water
Snakeroot Mixture	3	C	Artisan Ess. V3	Refine	Chem. Table	Snakeroot / Aerated Mineral Water
Snakeroot Oil	3	C	Artisan Ess. V3	Refine	Chem. Table	Snakeroot / Liquid
Snakeroot Resin	3	C	Artisan Ess. V3	Refine	Chem. Table	Snakeroot / Liquid
Snakeroot Solvent	3	C	Artisan Ess. V3	Refine	Chem. Table	Snakeroot / Aerated Mineral Water
Snakeroot Wash	3	C	Artisan Ess. V3	Refine	Chem. Table	Snakeroot / Liquid
(Essence) Taunt (App. III)*	3	C	Artisan Ess. V6	Finish	Chem. Table	Sepia Ink / Suspension / Chloro Resin
Twinleaf Compound	3	C		Refine	Chem. Table	Twinleaf / Aerated Mineral Water
Twinleaf Emulsion	3	C		Refine	Chem. Table	Twinleaf / Aerated Mineral Water
Twinleaf Mixture	3	C		Refine	Chem. Table	Twinleaf / Aerated Mineral Water
Twinleaf Oil	3	C		Refine	Chem. Table	Twinleaf / Liquid
Twinleaf Resin	3	C		Refine	Chem. Table	Twinleaf / Liquid
Twinleaf Solvent	3	C		Refine	Chem. Table	Twinleaf / Aerated Mineral Water
Twinleaf Wash	3	C		Refine	Chem. Table	Twinleaf / Liquid
(Essence) Taunt (Adept III)*	3	R	Artisan Strat. Scrolls V9	Finish	Chem. Table	Cochineal Ink / Suspension / Chloro Resin
Elixir of Incandescent Awareness	4	C	Artisan Ess. V4	Finish	Chem. Table	Mouth Blown Glass Bottle / Diluted Solution / Liquified Chloro
Elixir of Mental Protection	4	C	Artisan Ess. V4	Finish	Chem. Table	Mouth Blown Glass Bottle / Diluted Solution / Chloro Compound
Elixir of Poison Protection	4	C	Artisan Ess. V4	Finish	Chem. Table	Mouth Blown Glass Bottle / Diluted Solution / Chloro Emulsion
Elixir of the Fleetfoot	4	C	Artisan Ess. V4	Finish	Chem. Table	Mouth Blown Glass Bottle / Diluted Solution / Chloro Mixture
Elixir of the Myrmidon	4	C	Artisan Ess. V4	Finish	Chem. Table	Mouth Blown Glass Bottle / Diluted Solution / Chloro Solvent
Elixir of the Quickfoot	4	C	Artisan Ess. V4	Finish	Chem. Table	Mouth Blown Glass Bottle / Diluted Solution / Snakeroot Solvent
Ferocious Corruption	4	C	Artisan Ess. V4	Finish	Chem. Table	Worked Poison Vial / Suspension / Chloro Resin
(Essence) Toughness (App. III)*	4	C	Artisan Ess. V6	Finish	Chem. Table	Sepia Ink / Suspension / Chloro Resin
Unimaginable Agony	4	C	Artisan Ess. V4	Finish	Chem. Table	Worked Poison Vial / Suspension / Chloro Oil
Vengeance of the Fallen	4	C	Artisan Ess. V4	Finish	Chem. Table	Worked Poison Vial / Suspension / Chloro Wash
Cochineal Dye	4	R	Artisan Refining V4	Interim	Chem. Table	Refined Dinoid / Chloro Wash
Dinoid Reagent	4	R	Artisan Refining V4	Refine	Chem. Table	Raw Lapis Lazuli, Bronze, Copper, or Dinoid / Chloro Oil
(Essence) Toughness (Adept III)*	4	R	Artisan Strat. Scrolls V9	Finish	Chem. Table	Cochineal Ink / Suspension / Chloro Resin
Cibola Pottery*	5	C		Interim	Work Bench	Refined Isonoid / Chloro Resin
Elixir of Enlightenment	5	C	Artisan Ess. V5	Finish	Chem. Table	Mouth Blown Glass Bottle / Diluted Solution / Milkweed Solvent
Elixir of Invigoration	5	C	Artisan Ess. V5	Finish	Chem. Table	Mouth Blown Glass Bottle / Diluted Solution / Snakeroot Compound
Elixir of Rejuvenation	5	C	Artisan Ess. V5	Finish	Chem. Table	Mouth Blown Glass Bottle / Diluted Solution / Snakeroot Mixture
Elixir of the Clear Mind	5	C	Artisan Ess. V5	Finish	Chem. Table	Mouth Blown Glass Bottle / Diluted Solution / Liquified Snakeroot
Elixir of Thought	5	C	Artisan Ess. V5	Finish	Chem. Table	Mouth Blown Glass Bottle / Diluted Solution / Snakeroot Emulsion
Influence of Hate	5	C	Artisan Ess. V5	Finish	Chem. Table	Worked Poison Vial / Suspension / Snakeroot Oil
(Essence) Kick (App. III)*	5	C	Artisan Ess. V6	Finish	Chem. Table	Sepia Ink / Suspension / Chloro Resin
Mystical Influence	5	C	Artisan Ess. V5	Finish	Chem. Table	Worked Poison Vial / Suspension / Snakeroot Resin
Ravenous Incapacitation	5	C	Artisan Ess. V5	Finish	Chem. Table	Worked Poison Vial / Suspension / Snakeroot Wash
Sepia Dye	5	C	Artisan Ess. V5	Interim	Chem. Table	Refined Isonoid / Chloro Wash
Sepia Ink	5	C	Artisan Ess. V5	Interim	Chem. Table	Sepia Dye / Chloro Wash
Spirarenoxin Concoction	5	C	Artisan Ess. V5	Interim	Chem. Table	Refined Reagent / Chloro Resin
Spirit of the Ox	5	C	Artisan Ess. V5	Finish	Chem. Table	Mouth Blown Glass Bottle / Diluted Solution / Milkweed Mixture
(Essence) Kick (Adept III)*	5	R	Artisan Strat. Scrolls V9	Finish	Chem. Table	Cochineal Ink / Suspension / Chloro Resin
Essence of the Treefolk	6	C	Artisan Ess. V6	Finish	Chem. Table	Mouth Blown Glass Bottle / Diluted Solution / Sassafras Solvent
Abnormal Decline	6	C	Artisan Ess. V6	Finish	Chem. Table	Worked Poison Vial / Suspension / Milkweed Oil
Concoction of the Wind	6	C	Artisan Ess. V6	Finish	Chem. Table	Mouth Blown Glass Bottle / Diluted Solution / Milkweed Emulsion

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RECIPE/PRODUCT	LVL	C/R	RECIPE BOOK	PROCESS	DEVICE	COMPONENTS
<i>Crowsar's Invigoration</i>	6	C	Artisan Ess. V6	Finish	Chem. Table	Mouth Blown Glass Bottle / Diluted Solution / Sassafras Compound
<i>Elixir of Life</i>	6	C	Artisan Ess. V6	Finish	Chem. Table	Mouth Blown Glass Bottle / Diluted Solution / Liquefied Milkweed
<i>(Essence) Intervene (App. III)*</i>	6	C	Artisan Ess. V6	Finish	Chem. Table	Sepia Ink / Suspension / Chloro Resin
<i>Spinechill</i>	6	C	Artisan Ess. V6	Finish	Chem. Table	Worked Poison Vial / Suspension / Milkweed Wash
<i>Spirit of the Brute</i>	6	C	Artisan Ess. V6	Finish	Chem. Table	Mouth Blown Glass Bottle / Diluted Solution / Milkweed Compound
<i>Spirit of the Hunt</i>	6	C	Artisan Ess. V6	Finish	Chem. Table	Mouth Blown Glass Bottle / Diluted Solution / Sassafras Mixture
<i>Untimely Concussion</i>	6	C	Artisan Ess. V6	Finish	Chem. Table	Worked Poison Vial / Suspension / Milkweed Resin
<i>Cochineal Ink</i>	6	R	Artisan Comps. V5&6	Interim	Chem. Table	Cochineal Dye / Chloro Wash
<i>(Essence) Intervene (Adept III)*</i>	6	R	Artisan Strat. Scrolls V9	Finish	Chem. Table	Cochineal Ink / Suspension / Chloro Resin
<i>(Essence) Assault (App. III)*</i>	7	C	Artisan Ess. V7	Finish	Chem. Table	Sepia Ink / Suspension / Chloro Resin
<i>Alimaja's Awakening</i>	7	C	Artisan Ess. V7	Finish	Chem. Table	Mouth Blown Glass Bottle / Diluted Solution / Liquefied Sassafras
<i>Haldorak's Rejuvenation</i>	7	C	Artisan Ess. V7	Finish	Chem. Table	Mouth Blown Glass Bottle / Diluted Solution / Sassafras Emulsion
<i>(Essence) Assault (Adept III)*</i>	7	R	Artisan Strat. Scrolls V9	Finish	Chem. Table	Cochineal Ink / Suspension / Chloro Resin
<i>Baelin's Refreshment</i>	7	R	Artisan Adv. Alchemy V7	Finish	Chem. Table	Tempered Glass Bottle / Diluted Solution / Twinleaf Compound
<i>Barodreth's Refreshment</i>	7	R	Artisan Adv. Alchemy V7	Finish	Chem. Table	Tempered Glass Bottle / Diluted Solution / Twinleaf Solvent
<i>Blagro's Replenishment</i>	7	R	Artisan Adv. Alchemy V7	Finish	Chem. Table	Tempered Glass Bottle / Diluted Solution / Twinleaf Mixture
<i>Ethereal Immunity</i>	7	R	Artisan Adv. Alchemy V7	Finish	Chem. Table	Worn Poison Vial / Suspension / Sassafras Resin
<i>LuSun's Replenishment</i>	7	R	Artisan Adv. Alchemy V7	Finish	Chem. Table	Tempered Glass Bottle / Diluted Solution / Twinleaf Emulsion
<i>Uncomfortable Darkness</i>	7	R	Artisan Adv. Alchemy V7	Finish	Chem. Table	Worn Poison Vial / Suspension / Sassafras Wash
<i>Visions of Madness</i>	7	R	Artisan Adv. Alchemy V7	Finish	Chem. Table	Worn Poison Vial / Suspension / Sassafras Oil
<i>(Essence) Shout (App. III)*</i>	8	C	Artisan Ess. V8	Finish	Chem. Table	Sepia Ink / Suspension / Chloro Resin
<i>Dagda's Blessing</i>	8	R	Artisan Adv. Alchemy V8	Finish	Chem. Table	Tempered Glass Bottle / Diluted Solution / Liquefied Birchwood
<i>Enchanted Aura</i>	8	R	Artisan Adv. Alchemy V8	Finish	Chem. Table	Worn Poison Vial / Suspension / Twinleaf Resin
<i>Gubaku's Resurgence</i>	8	R	Artisan Adv. Alchemy V8	Finish	Chem. Table	Tempered Glass Bottle / Diluted Solution / Birchwood Compound
<i>Margyn's Refreshment</i>	8	R	Artisan Adv. Alchemy V8	Finish	Chem. Table	Tempered Glass Bottle / Diluted Solution / Liquefied Twinleaf
<i>Roglio's Awakening</i>	8	R	Artisan Adv. Alchemy V8	Finish	Chem. Table	Tempered Glass Bottle / Diluted Solution / Birchwood Mixture
<i>Sartar's Resurgence</i>	8	R	Artisan Adv. Alchemy V8	Finish	Chem. Table	Tempered Glass Bottle / Diluted Solution / Birchwood Solvent
<i>(Essence) Shout (Adept III)*</i>	8	R	Artisan Strat. Scrolls V9	Finish	Chem. Table	Cochineal Ink / Suspension / Chloro Resin
<i>Slate's Awakening</i>	8	R	Artisan Adv. Alchemy V8	Finish	Chem. Table	Tempered Glass Bottle / Diluted Solution / Birchwood Emulsion
<i>Spirit of the Berserker</i>	8	R	Artisan Adv. Alchemy V8	Finish	Chem. Table	Worn Poison Vial / Suspension / Twinleaf Oil
<i>Wave of Protection</i>	8	R		Finish	Chem. Table	Worn Poison Vial / Suspension / Twinleaf Wash
<i>(Essence) Call To Arms (App. III)*</i>	9	C	Artisan Ess. V9	Finish	Chem. Table	Sepia Ink / Suspension / Chloro Resin
<i>Aegis of Ortallis</i>	9	R	Artisan Adv. Alchemy V9	Finish	Chem. Table	Tempered Glass Bottle / Diluted Solution / Allspice Compound
<i>Aegis of the Silverback</i>	9	R	Artisan Adv. Alchemy V9	Finish	Chem. Table	Tempered Glass Bottle / Diluted Solution / Silverberry Solvent
<i>Aegis of the Windrider</i>	9	R	Artisan Adv. Alchemy V9	Finish	Chem. Table	Tempered Glass Bottle / Diluted Solution / Juniper Compound
<i>Alchtonion's Protection</i>	9	R	Artisan Adv. Alchemy V9	Finish	Chem. Table	Tempered Glass Bottle / Diluted Solution / Allspice Emulsion
<i>Bulwark of the Forestrunner</i>	9	R	Artisan Adv. Alchemy V9	Finish	Chem. Table	Tempered Glass Bottle / Diluted Solution / Juniper Emulsion
<i>(Essence) Call To Arms (Adept III)*</i>	9	R	Artisan Strat. Scrolls V9	Finish	Chem. Table	Cochineal Ink / Suspension / Chloro Resin
<i>Elixir of Light</i>	9	R	Artisan Adv. Alchemy V9	Finish	Chem. Table	Tempered Glass Bottle / Diluted Solution / Liquefied Juniper
<i>Kizdean's Warding</i>	9	R	Artisan Adv. Alchemy V9	Finish	Chem. Table	Tempered Glass Bottle / Diluted Solution / Allspice Mixture
<i>Pherlondien's Safeguard</i>	9	R	Artisan Adv. Alchemy V9	Finish	Chem. Table	Tempered Glass Bottle / Diluted Solution / Liquefied Allspice
<i>Protection of the Songweaver</i>	9	R	Artisan Adv. Alchemy V9	Finish	Chem. Table	Tempered Glass Bottle / Diluted Solution / Silverberry Mixture
<i>Stormreapers Blessing</i>	9	R	Artisan Adv. Alchemy V9	Finish	Chem. Table	Tempered Glass Bottle / Diluted Solution / Juniper Solvent
<i>Thubir's Sanctification</i>	9	R	Artisan Adv. Alchemy V9	Finish	Chem. Table	Tempered Glass Bottle / Diluted Solution / Allspice Solvent
<i>Touch of the Nightcrawler</i>	9	R	Artisan Adv. Alchemy V9	Finish	Chem. Table	Worn Poison Vial / Suspension / Allspice Wash
<i>Touch of the Revenant</i>	9	R	Artisan Adv. Alchemy V9	Finish	Chem. Table	Worn Poison Vial / Suspension / Birchroot Resin
<i>Vox's Sanctification</i>	9	R	Artisan Adv. Alchemy V9	Finish	Chem. Table	Tempered Glass Bottle / Diluted Solution / Juniper Mixture
<i>Wave of Doubt</i>	9	R	Artisan Adv. Alchemy V9	Finish	Chem. Table	Worn Poison Vial / Suspension / Birchroot Oil
<i>Wave of Pestilence</i>	9	R	Artisan Adv. Alchemy V9	Finish	Chem. Table	Worn Poison Vial / Suspension / Birchroot Wash

ARTISAN: ARCANA/SCRIBING RECIPES

<i>Lightning Burst (App. III)*</i>	1	C	Artisan Ess. V6	Finish	Engraved Dk	Sepia Ink / Elm Quill / Papeterie Paper
<i>Minor Healing (App. III)*</i>	1	C	Artisan Ess. V6	Finish	Engraved Dk	Sepia Ink / Elm Quill / Papeterie Paper
<i>Lightning Burst (Adept III)*</i>	1	R	Artisan Arcana Scrolls V9	Finish	Engraved Dk	Cochineal Ink / Elm Quill / Papeterie Paper
<i>Minor Healing (Adept III)*</i>	1	R	Artisan Arcana Scrolls V9	Finish	Engraved Dk	Cochineal Ink / Elm Quill / Papeterie Paper
<i>Smite (App. III)*</i>	3	C	Artisan Ess. V6	Finish	Engraved Dk	Sepia Ink / Elm Quill / Papeterie Paper
<i>Static Pulse (App. III)*</i>	3	C	Artisan Ess. V6	Finish	Engraved Dk	Sepia Ink / Elm Quill / Papeterie Paper
<i>Smite (Adept III)*</i>	3	R	Artisan Arcana Scrolls V9	Finish	Engraved Dk	Cochineal Ink / Elm Quill / Papeterie Paper
<i>Static Pulse (Adept III)*</i>	3	R	Artisan Arcana Scrolls V9	Finish	Engraved Dk	Cochineal Ink / Elm Quill / Papeterie Paper
<i>Minor Archhealing (App. III)*</i>	4	C	Artisan Ess. V6	Finish	Engraved Dk	Sepia Ink / Elm Quill / Papeterie Paper
<i>Minor Archhealing (Adept III)*</i>	4	R	Artisan Arcana Scrolls V9	Finish	Engraved Dk	Cochineal Ink / Elm Quill / Papeterie Paper
<i>Arcane Bindings (App. III)*</i>	5	C	Artisan Ess. V6	Finish	Engraved Dk	Sepia Ink / Elm Quill / Papeterie Paper
<i>Arcane Shackles (App. III)*</i>	5	C	Artisan Ess. V6	Finish	Engraved Dk	Sepia Ink / Elm Quill / Papeterie Paper
<i>Courage (App. III)*</i>	5	C	Artisan Ess. V6	Finish	Engraved Dk	Sepia Ink / Elm Quill / Papeterie Paper
<i>Generic Threadbare Pattern</i>	5	C	Artisan Ess. V5	Interim	Sewing T&M	Threadbare Thread / Papeterie Paper
<i>Arcane Bindings (Adept III)*</i>	5	R	Artisan Arcana Scrolls V9	Finish	Engraved Dk	Cochineal Ink / Elm Quill / Papeterie Paper
<i>Arcane Shackles (Adept III)*</i>	5	R	Artisan Arcana Scrolls V9	Finish	Engraved Dk	Cochineal Ink / Elm Quill / Papeterie Paper
<i>Courage (Adept III)*</i>	5	R	Artisan Arcana Scrolls V9	Finish	Engraved Dk	Cochineal Ink / Elm Quill / Papeterie Paper

RECIPE/PRODUCT	LVL	C/R	RECIPE BOOK	PROCESS	DEVICE	COMPONENTS
<i>Gift of The (App. III)*</i>	7	C	Artisan Ess. V7	Finish	Engraved Dk	Sepia Ink / Elm Quill / Papeterie Paper
<i>Weakness (App. III)*</i>	7	C	Artisan Ess. V7	Finish	Engraved Dk	Sepia Ink / Elm Quill / Papeterie Paper
<i>Gift of The (Adept III)*</i>	7	R	Artisan Arcana Scrolls V9	Finish	Engraved Dk	Cochineal Ink / Elm Quill / Papeterie Paper
<i>Weakness (Adept III)*</i>	7	R	Artisan Arcana Scrolls V9	Finish	Engraved Dk	Cochineal Ink / Elm Quill / Papeterie Paper
<i>Lightning Storm (App. III)*</i>	8	C	Artisan Ess. V8	Finish	Engraved Dk	Sepia Ink / Elm Quill / Papeterie Paper
<i>Storm of Lightning (App. III)*</i>	8	C	Artisan Ess. V8	Finish	Engraved Dk	Sepia Ink / Elm Quill / Papeterie Paper
<i>Lightning Storm (Adept III)*</i>	8	R	Artisan Arcana Scrolls V9	Finish	Engraved Dk	Cochineal Ink / Elm Quill / Papeterie Paper
<i>Storm of Lightning (Adept III)*</i>	8	R	Artisan Arcana Scrolls V9	Finish	Engraved Dk	Cochineal Ink / Elm Quill / Papeterie Paper
<i>Enduring Breath (App. III)*</i>	9	C	Artisan Ess. V9	Finish	Engraved Dk	Sepia Ink / Elm Quill / Papeterie Paper
<i>See Invisibility (App. III)*</i>	9	C	Artisan Ess. V9	Finish	Engraved Dk	Sepia Ink / Elm Quill / Papeterie Paper
<i>Enduring Breath (Adept III)*</i>	9	R	Artisan Arcana Scrolls V9	Finish	Engraved Dk	Cochineal Ink / Elm Quill / Papeterie Paper

ARTISAN: CRAFTSMANSHIP/SCULPTING RECIPES

<i>Elm Strong Box</i>	5	C	Artisan Ess. V5	Finish	Woodwk. T	Planed Elm / Tin Stud / Tin Sheet
<i>Generic Elm Bed</i>	5	C	Artisan Ess. V5	Finish	Woodwk. T	Planed Elm / Threadbare Padding / Tin Spike
<i>Elm Dining Chair</i>	6	C	Artisan Ess. V6	Finish	Woodwk. T	Planed Elm / Threadbare Padding / Elm Dowel
<i>Primitive Elm Bookshelf</i>	6	C	Artisan Ess. V6	Finish	Woodwk. T	Planed Elm / Elm Dowel / Tin Strut
<i>Alder Bookcase</i>	6	R	Artisan Escutcheon V6	Finish	Woodwk. T	Planed Alder / Elm Dowel / Tin Strut
<i>Alder Chest</i>	6	R	Artisan Escutcheon V6	Finish	Woodwk. T	Planed Alder / Tin Sheet / Tin Stud
<i>Alder Dining Chair</i>	6	R	Artisan Escutcheon V6	Finish	Woodwk. T	Planed Alder / Threadbare Padding / Elm Dowel
<i>Alder Sturdy Chair</i>	6	R	Artisan Escutcheon V6	Finish	Woodwk. T	Planed Alder / Threadbare Padding / Elm Dowel
<i>Bronze Sconce</i>	6	R	Artisan Escutcheon V6	Finish	Forge	Bronze Plate / Tin Stud / Tin Spike
<i>Eccentric Alder Chair</i>	6	R	Artisan Escutcheon V6	Finish	Woodwk. T	Planed Alder / Threadbare Padding / Elm Dowel
<i>Large Alder Militia Table</i>	6	R	Artisan Escutcheon V6	Finish	Woodwk. T	Planed Alder / Rawhide Cord / Elm Dowel
<i>Oval Alder Table</i>	6	R	Artisan Escutcheon V6	Finish	Woodwk. T	Planed Alder / Rawhide Cord / Elm Dowel
<i>Sackcloth Portrait</i>	6	R	Artisan Escutcheon V6	Finish	Woodwk. T	Sackcloth Cloth / Tin Stud / Sepia Dye
<i>Sackcloth Rug</i>	6	R	Artisan Escutcheon V6	Finish	Sewing T&M	Sackcloth Cloth / Threadbare Padding / Rawhide Cord
<i>Small Alder Desk</i>	6	R	Artisan Escutcheon V6	Finish	Woodwk. T	Planed Alder / Tin Shod / Elm Dowel
<i>Small Alder Militia Table</i>	6	R	Artisan Escutcheon V6	Finish	Woodwk. T	Planed Alder / Rawhide Cord / Elm Dowel
<i>Standard Alder Table</i>	6	R	Artisan Escutcheon V6	Finish	Woodwk. T	Planed Alder / Rawhide Cord / Elm Dowel
<i>Generic Elm Chair</i>	7	C	Artisan Ess. V7	Finish	Woodwk. T	Planed Elm / Threadbare Padding / Elm Dowel
<i>Primitive Elm Chair</i>	7	C	Artisan Ess. V7	Finish	Woodwk. T	Planed Elm / Threadbare Padding / Elm Dowel
<i>Alder Strong Box</i>	7	R	Artisan Mechs. Arm. V7	Finish	Woodwk. T	Planed Alder / Tin Stud / Tin Sheet
<i>Elm Bedside Table</i>	8	C	Artisan Ess. V8	Finish	Woodwk. T	Planed Elm / Rawhide Cord / Elm Dowel
<i>Elm Dining Table</i>	8	C	Artisan Ess. V8	Finish	Woodwk. T	Planed Elm / Rawhide Cord / Elm Dowel
<i>Generic Elm Table</i>	9	C	Artisan Ess. V9	Finish	Woodwk. T	Planed Elm / Rawhide Cord / Elm Dowel
<i>Tin Sconce</i>	9	C	Artisan Ess. V9	Finish	Forge	Tin Plate / Tin Stud / Tin Spike

ARTISAN: CULINARY/ARTISTRY RECIPES

<i>Baked Frog Leg</i>	3	C	Artisan Ess. V3	Interim	Stove & Keg	Frog Leg / Packet of Spice
<i>Bread</i>	3	C		Interim	Stove & Keg	Dough / Yeast
<i>Breaded Flounder</i>	3	C	Artisan Ess. V4	Finish	Stove & Keg	Baked Flounder / Bread / Basil
<i>Candied Jumjum</i>	3	C	Artisan Ess. V4	Interim	Stove & Keg	Jumjum / Nutmeg
<i>Chocolate Bar</i>	3	C	Artisan Ess. V3	Interim	Stove & Keg	Cocoa / Cream
<i>Dough</i>	3	C		Interim	Stove & Keg	Egg / Flour
<i>Packet of Spice</i>	3	C	Artisan Ess. V3	Interim	Stove & Keg	Salt / Pepper
<i>Pasta</i>	3	C		Interim	Stove & Keg	Dough / Flour
<i>Refine Basil</i>	3	C		Refine	Stove & Keg	Raw Basil / Liquid
<i>Roasted Barley</i>	3	C	Isle of Refuge	Refine	Stove & Keg	Barley / Liquid
<i>Turtle Steak</i>	3	C	Artisan Ess. V3	Interim	Stove & Keg	Turtle Meat / Packet of Spice
<i>White Tea Leaf</i>	3	C	Isle of Refuge	Refine	Stove & Keg	Raw White Tea Leaf / Liquid
<i>Basil Soup Broth</i>	4	C	Artisan Ess. V4	Interim	Stove & Keg	Liquid / Basil
<i>Black Coffee</i>	4	C	Isle of Refuge	Interim	Stove & Keg	Black Coffee Bean / Liquid
<i>Candied Pecans</i>	4	C	Artisan Ess. V3	Interim	Stove & Keg	Pecan / Nutmeg
<i>Cracked Spire</i>	4	C	Artisan Ess. V5	Finish	Stove & Keg	Homebrew Beer / Jumjum Juice
<i>Deer Steak</i>	4	C	Artisan Ess. V3	Interim	Stove & Keg	Deer Meat / Packet of Spice
<i>Jumjum Brandy</i>	4	C	Artisan Ess. V5	Finish	Stove & Keg	Brandy / Jumjum
<i>Jumjum Juice</i>	4	C	Artisan Ess. V5	Interim	Stove & Keg	Jumjum / Liquid
<i>Pond Juice</i>	4	C	Artisan Ess. V5	Finish	Stove & Keg	Homebrewed Beer / Nutmeg Fizzlepop
<i>Refine Nutmeg</i>	4	C	Isle of Refuge	Refine	Stove & Keg	Raw Nutmeg / Liquid
<i>Sunfish Steak</i>	4	C	Artisan Ess. V3	Interim	Stove & Keg	Sunfish / Packet of Spice
<i>White Tea</i>	4	C	Artisan Ess. V3	Interim	Stove & Keg	Refined White Tea Leaf / Liquid
<i>Barley Malt</i>	5	C	Artisan Ess. V5	Refine	Stove & Keg	Barley / Liquid
<i>Basil Grilled Deer</i>	5	C	Artisan Ess. V5	Finish	Stove & Keg	Deer Steak / Basil
<i>Beer Braised Deer</i>	5	C	Artisan Ess. V5	Finish	Stove & Keg	Deer Steak / Homebrew Beer
<i>Cabbage Stew</i>	5	C	Artisan Ess. V5	Finish	Stove & Keg	Roasted Cabbage / Basil Soup Broth

EVERQUEST II

PRIMA OFFICIAL GAME GUIDE

RECIPE/PRODUCT	LVL	C/R	RECIPE BOOK	PROCESS	DEVICE	COMPONENTS
Chocolate Covered Jumjum	5	C	Artisan Ess. V5	Finish	Stove & Keg	Candied Jumjum / Chocolate bar
Dark Barley Malt	5	C	Artisan Ess. V5	Refine	Stove & Keg	Roasted Barley / Liquid
Dark Water	5	C	Artisan Ess. V5	Finish	Stove & Keg	Homebrewed Beer / Liquid
Deer Jerky	5	C	Artisan Ess. V5	Finish	Stove & Keg	Deer Steak / Packet of Spice
Dried Jumjum	5	C	Artisan Ess. V5	Finish	Stove & Keg	Candied Jumjum / Nutmeg
Herb Crusted Frog Legs	5	C	Artisan Ess. V5	Finish	Stove & Keg	Baked Frog Leg / Basil
Jumjum Cider	5	C	Artisan Ess. V5	Finish	Stove & Keg	Jumjum / Yeast
Kerran Catastrophe	5	C	Artisan Ess. V5	Finish	Stove & Keg	Brandy / Milk
Roasted Cabbage	5	C	Artisan Ess. V5	Finish	Stove & Keg	Baubbleshire Cabbage / Basil
Sunfish Soup	5	C	Artisan Ess. V5	Finish	Stove & Keg	Sunfish Steak / Basil Soup Broth
Baked Flounder	6	C	Artisan Ess. V6	Finish	Stove & Keg	Coldwind Flounder / Packet of Spice
Barley Malted Milk	6	C	Artisan Ess. V6	Finish	Stove & Keg	Barley Malt / Milk
Basil Grilled Sunfish	6	C	Artisan Ess. V6	Finish	Stove & Keg	Sunfish Steak / Basil
Cabbage Omelet	6	C	Artisan Ess. V6	Finish	Stove & Keg	Roasted Cabbage / Egg
Chocolate Covered Pecan	6	C	Artisan Ess. V6	Finish	Stove & Keg	Candied Pecan / Chocolate
Deer Soup	6	C	Artisan Ess. V6	Finish	Stove & Keg	Deer Steak / Basil Soup Broth
Fudge	6	C	Artisan Ess. V6	Finish	Stove & Keg	Chocolate Bar / Cream
Ginsh	6	C		Finish	Stove & Keg	Homebrewed Beer / salt
Jumjum Fizzlepop	6	C	Artisan Ess. V6	Finish	Stove & Keg	Nutmeg Fizzlepop / Jumjum Juice
Jumjum Milk	6	C	Artisan Ess. V6	Finish	Stove & Keg	Jumjum Juice / Barley Malted Milk
Jumjum Tea	6	C	Artisan Ess. V6	Finish	Stove & Keg	White Tea / Jumjum Juice
Nutmeg Cookies	6	C	Artisan Ess. V6	Finish	Stove & Keg	Nutmeg / Dough
Nutmeg Fizzlepop	6	C	Artisan Ess. V6	Interim	Stove & Keg	Aerated Mineral Water / Nutmeg
Sunfish Jerky	6	C	Artisan Ess. V6	Finish	Stove & Keg	Sunfish Steak / Packet of Spice
Chocolate Jumjum Cake	7	C	Artisan Ess. V7	Finish	Stove & Keg	Candied Jumjum / Flour / Chocolate Bar
Deer Sandwich	7	C	Artisan Ess. V7	Finish	Stove & Keg	Deer Steak / Bread / Basil
Halasian Porter	7	C	Artisan Ess. V7	Finish	Stove & Keg	Dark Barley Malt / Hops / Yeast
Jumjum Cheesecake	7	C	Artisan Ess. V7	Finish	Stove & Keg	Candied Jumjum / Dough / Cream Cheese
Pecan Fudge	7	C	Artisan Ess. V7	Finish	Stove & Keg	Chocolate Bar / Candied Pecan / Cream
Stuffed Flounder	7	C	Artisan Ess. V7	Finish	Stove & Keg	Baked Flounder / Baubbleshire Cabbage / Basil
Twice Brewed Beer	7	C	Artisan Ess. V7	Finish	Stove & Keg	Homebrew Beer / Hops / Yeast
Brandy	8	C	Artisan Ess. V8	Interim	Stove & Keg	Jumjum Juice / Yeast / Liquid
Cabbage Kalish	8	C	Artisan Ess. V8	Finish	Stove & Keg	Barley Malt / Baubbleshire Cabbage / Yeast
Creamed Black Coffee	8	C	Artisan Ess. V8	Finish	Stove & Keg	Black Coffee / Milk / Sugar
Deer Casserole	8	C	Artisan Ess. V8	Finish	Stove & Keg	Deer Steak / Roasted Cabbage / Basil
Deer Pie	8	C	Artisan Ess. V8	Finish	Stove & Keg	Deer Steak / Dough / Basil
Hot Toddy	8	C	Artisan Ess. V8	Finish	Stove & Keg	Brandy / Sugar / White Tea
Jumjum Muffins	8	C	Artisan Ess. V8	Finish	Stove & Keg	Candied Jumjum / Flour / Nutmeg
Jumjum Sparkling Wine	8	C	Artisan Ess. V8	Finish	Stove & Keg	Nutmeg Fizzlepop / Jumjum Juice / Yeast
Moonlight	8	C	Artisan Ess. V8	Finish	Stove & Keg	Brandy / Sugar / Nutmeg
Nutmeg Cake	8	C	Artisan Ess. V8	Finish	Stove & Keg	Nutmeg / Flour / Egg
Ogre Swill	8	C	Artisan Ess. V8	Finish	Stove & Keg	Barley Malt / Hops / Yeast
Pecan Pie	8	C	Artisan Ess. V8	Finish	Stove & Keg	Candied Pecan / Dough / Nutmeg
Sunfish Casserole	8	C	Artisan Ess. V8	Finish	Stove & Keg	Sunfish Steak / Roasted Cabbage / Basil
Turtle Soup	8	C	Artisan Ess. V8	Finish	Stove & Keg	Turtle Steak / Basil Soup Broth / Basil
Deer Pasta	9	C	Artisan Ess. V9	Finish	Stove & Keg	Deer Steak / Pasta / Basil
Jumjum Beer	9	C	Artisan Ess. V9	Finish	Stove & Keg	Barley Malt / Jumjum / Yeast
Jumjum Pie	9	C	Artisan Ess. V9	Finish	Stove & Keg	Candied Jumjum / Dough / Nutmeg
Jumjum Wine	9	C	Artisan Ess. V9	Finish	Stove & Keg	Jumjum Juice / Sugar / Yeast
Pecan-Jumjum Trail Mix	9	C	Artisan Ess. V9	Finish	Stove & Keg	Candied Pecan / Candied Jumjum / Nutmeg
Sunfish Sandwich	9	C	Artisan Ess. V9	Finish	Stove & Keg	Sunfish Steak / Bread / Basil

ARTISAN: HEAVY ARMORING/METALSHAPING RECIPE

Tin sheet	4	C	Artisan Ess. V4	Interim	Forge	Refined tin / Temper
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ARTISAN: LIGHT ARMORING/TAILORING

Rawhide Leather	3	C	Artisan Ess. V3	Refine	Sewing T&M	Sullied Low Quality Pelt / Chloro Wash
Threadbare Thread	3	C	Artisan Ess. V3	Refine	Sewing T&M	Raw roots or threadbare / Chloro Oil
Threadbare Yarn	3	C	Artisan Ess. V3	Refine	Sewing T&M	Raw threadbare or roots material / Chloro Wash
Rawhide Hide Plate	4	C	Artisan Ess. V4	Interim	Sewing T&M	Stretch of Rawhide / Chloro Oil
Rawhide Hilt	4	C	Artisan Ess. V4	Interim	Sewing T&M	Refined Rawhide Leather / Chloro Resin
Rawhide leather cord	4	C	Artisan Ess. V4	Interim	Sewing T&M	Refined rawhide leather / Chloro Resin
Threadbare Cloth	4	C	Artisan Ess. V4	Interim	Sewing T&M	Refined threadbare thread / Threadbare Yarn
Sackcloth Thread	4	R	Artisan Refining V4	Refine	Sewing T&M	Raw yarrow or sackcloth / Chloro Oil
Waxed Leather	4	R	Artisan Refining V4	Refine	Sewing T&M	Low Quality Pelt / Chloro Wash
Rawhide Leather Backpack	5	C	Artisan Ess. V5	Finish	Sewing T&M	Rawhide Hide Plate / Tin Buckle / Rawhide Cord

RECIPE/PRODUCT	LVL	C/R	RECIPE BOOK	PROCESS	DEVICE	COMPONENTS
<i>Rawhide leather binding</i>	5	C	Artisan Ess. V5	Interim	Sewing T&M	Refined rawhide leather / Chloro Resin
<i>Rawhide Leather Harness</i>	5	C	Artisan Ess. V5	Interim	Sewing T&M	Refined Rawhide Leather / Chloro Resin
<i>Rawhide Leather Strap</i>	5	C	Artisan Ess. V5	Interim	Sewing T&M	Refined Rawhide Leather / Chloro Wash
<i>Threadbare Padding</i>	5	C	Artisan Ess. V5	Interim	Sewing T&M	Threadbare Yarn / Chloro Wash
<i>Waxed Leather Backpack</i>	5	R	Artisan Leath. Arm. V7	Finish	Sewing T&M	Waxed Hide Plate / Tin Buckle / Rawhide Cord
<i>Rawhide Leather Boots</i>	6	C	Artisan Ess. V6	Finish	Sewing T&M	Rawhide Hide Plate / Generic Pattern / Rawhide Cord
<i>Rawhide Leather Gloves</i>	6	C	Artisan Ess. V6	Finish	Sewing T&M	Rawhide Hide Plate / Generic Pattern / Rawhide Cord
<i>Rawhide Leather Shoulder Pads</i>	6	C	Artisan Ess. V6	Finish	Sewing T&M	Rawhide hide plate / Generic Pattern / Rawhide Cord
<i>Rawhide Leather Skullcap</i>	6	C	Artisan Ess. V6	Finish	Sewing T&M	Rawhide Hide Plate / Generic Pattern / Rawhide Cord
<i>Rawhide Leather Wristguards</i>	6	C	Artisan Ess. V6	Finish	Sewing T&M	Rawhide hide plate / Generic Pattern / Rawhide Cord
<i>Sackcloth Cloth</i>	6	R	Artisan Comps. V5&6	Interim	Sewing T&M	Sackcloth Thread / Threadbare Yarn
<i>Waxed Leather Hide Plate</i>	6	R	Artisan Comps. V5&6	Interim	Sewing T&M	Refined waxed leather / Chloro Oil
<i>Waxed Leather Strap</i>	6	R	Artisan Comps. V5&6	Interim	Sewing T&M	Refined Waxed Leather / Chloro Wash
<i>Threadbare Cap</i>	7	C	Artisan Ess. V7	Finish	Sewing T&M	Threadbare cloth / Generic Pattern / Threadbare Padding
<i>Threadbare Cuffs</i>	7	C	Artisan Ess. V7	Finish	Sewing T&M	Threadbare cloth / Generic Pattern / Threadbare Padding
<i>Threadbare Mitts</i>	7	C	Artisan Ess. V7	Finish	Sewing T&M	Threadbare cloth / Generic Pattern / Threadbare Padding
<i>Threadbare Shawl</i>	7	C	Artisan Ess. V7	Finish	Sewing T&M	Threadbare cloth / Generic Pattern / Threadbare Padding
<i>Threadbare Slippers</i>	7	C	Artisan Ess. V7	Finish	Sewing T&M	Threadbare cloth / Generic Pattern / Threadbare Padding
<i>Waxed Leather Bandolier</i>	7	R	Artisan Weapons V8	Finish	Sewing T&M	Waxed Hide Plate / Tin Buckle / Rawhide Cord
<i>Waxed Leather Boots</i>	7	R	Artisan Leath. Arm. V7	Finish	Sewing T&M	Waxed hide plate / Generic Pattern / Rawhide Cord
<i>Waxed Leather Gloves</i>	7	R	Artisan Leath. Arm. V7	Finish	Sewing T&M	Waxed Hide Plate / Generic Pattern / Rawhide Cord
<i>Waxed Leather Pants</i>	7	R	Artisan Leath. Arm. V7	Finish	Sewing T&M	Waxed Hide Plate / Generic Pattern / Rawhide Harness
<i>Waxed Leather Satchel</i>	7	R	Artisan Weapons V8	Finish	Sewing T&M	Waxed Hide Plate / Tin Buckle / Rawhide Cord
<i>Waxed Leather Sheath</i>	7	R	Artisan Weapons V8	Finish	Sewing T&M	Waxed Hide Plate / Tin Buckle / Rawhide Cord
<i>Waxed Leather Shoulder Pads</i>	7	R	Artisan Leath. Arm. V7	Finish	Sewing T&M	Waxed Hide Plate / Generic Pattern / Rawhide Cord
<i>Waxed Leather Skullcap</i>	7	R	Artisan Leath. Arm. V7	Finish	Sewing T&M	Waxed Hide Plate / Generic Pattern / Rawhide Cord
<i>Waxed Leather Tunic</i>	7	R	Artisan Leath. Arm. V7	Finish	Sewing T&M	Waxed Hide Plate / Generic Pattern / Rawhide Harness
<i>Waxed Leather Wristguards</i>	7	R	Artisan Leath. Arm. V7	Finish	Sewing T&M	Waxed Hide Plate / Generic Pattern / Rawhide Cord
<i>Laborer's Cap</i>	8	C	Artisan Ess. V8	Finish	Sewing T&M	Threadbare cloth / Generic Pattern / Rawhide Binding
<i>Laborer's Cape</i>	8	C	Artisan Ess. V8	Finish	Sewing T&M	Threadbare cloth / Generic Pattern / Rawhide Binding
<i>Laborer's Gloves</i>	8	C	Artisan Ess. V8	Finish	Sewing T&M	Threadbare cloth / Generic Pattern / Rawhide Cord
<i>Laborer's Shoes</i>	8	C	Artisan Ess. V8	Finish	Sewing T&M	Threadbare Cloth / Generic Pattern / Rawhide Cord
<i>Laborer's Sleeves</i>	8	C	Artisan Ess. V8	Finish	Sewing T&M	Threadbare cloth / Generic Pattern / Rawhide Binding
<i>Machinists Cap</i>	8	R	Artisan Mechs. Arm. V7	Finish	Sewing T&M	Sackcloth Cloth / Generic Pattern / Rawhide Binding
<i>Machinists Cape</i>	8	R	Artisan Mechs. Arm. V7	Finish	Sewing T&M	Sackcloth Cloth / Generic Pattern / Rawhide Binding
<i>Machinists Gloves</i>	8	R	Artisan Mechs. Arm. V7	Finish	Sewing T&M	Sackcloth Cloth / Generic Pattern / Rawhide Cord
<i>Machinists Shoes</i>	8	R	Artisan Mechs. Arm. V7	Finish	Sewing T&M	Sackcloth Cloth / Generic Pattern / Rawhide Cord
<i>Machinists Sleeves</i>	8	R	Artisan Mechs. Arm. V7	Finish	Sewing T&M	Sackcloth Cloth / Generic Pattern / Rawhide Binding
<i>Sackcloth Blouse</i>	8	R	Artisan Cloth Arm. V8	Finish	Sewing T&M	Sackcloth Cloth / Generic Pattern / Rawhide Harness
<i>Sackcloth Cap</i>	8	R		Finish	Sewing T&M	Sackcloth Cloth / Generic Pattern / Threadbare Yarn
<i>Sackcloth Cuffs</i>	8	R	Artisan Cloth Arm. V8	Finish	Sewing T&M	Sackcloth cloth / Generic Pattern / Threadbare Yarn
<i>Sackcloth Mitts</i>	8	R	Artisan Cloth Arm. V8	Finish	Sewing T&M	Sackcloth cloth / Generic Pattern / Threadbare Yarn
<i>Sackcloth Pantaloons</i>	8	R	Artisan Cloth Arm. V8	Finish	Sewing T&M	Sackcloth Cloth / Generic Pattern / Rawhide Harness
<i>Sackcloth Shawl</i>	8	R	Artisan Cloth Arm. V8	Finish	Sewing T&M	Sackcloth cloth / Generic Pattern / Threadbare Yarn
<i>Sackcloth Slippers</i>	8	R	Artisan Cloth Arm. V8	Finish	Sewing T&M	Sackcloth cloth / Generic Pattern / Threadbare Padding
<i>Laborer's Bloomers</i>	9	C	Artisan Ess. V9	Finish	Sewing T&M	Threadbare Cloth / Generic Pattern / Rawhide Harness
<i>Laborer's Vest</i>	9	C	Artisan Ess. V9	Finish	Sewing T&M	Threadbare Cloth / Generic Pattern / Rawhide Harness
<i>Rawhide Leather Bandolier</i>	9	C	Artisan Ess. V9	Finish	Sewing T&M	Rawhide Hide Plate / Tin Buckle / Rawhide Cord
<i>Rawhide Leather Satchel</i>	9	C	Artisan Ess. V9	Finish	Sewing T&M	Rawhide Hide Plate / Tin Buckle / Rawhide Cord
<i>Rawhide Leather Sheath</i>	9	C	Artisan Ess. V9	Finish	Sewing T&M	Rawhide Hide Plate / Tin Buckle / Rawhide Cord
<i>Rawhide Pants</i>	9	C	Artisan Ess. V9	Finish	Sewing T&M	Rawhide Hide Plate / Generic Pattern / Rawhide Harness
<i>Rawhide Tunic</i>	9	C	Artisan Ess. V9	Finish	Sewing T&M	Rawhide hide plate / Generic Pattern / Rawhide Harness
<i>Threadbare Pantaloons</i>	9	C	Artisan Ess. V9	Finish	Sewing T&M	Threadbare Cloth / Generic Pattern / Rawhide Harness
<i>Threadbare Robe</i>	9	C	Artisan Ess. V9	Finish	Sewing T&M	Threadbare Cloth / Generic Pattern / Rawhide Harness
<i>Machinists Bloomers</i>	9	R	Artisan Mechs. Arm. V7	Finish	Sewing T&M	Sackcloth Cloth / Generic Pattern / Rawhide Harness
<i>Machinists Vest</i>	9	R	Artisan Mechs. Arm. V7	Finish	Sewing T&M	Sackcloth Cloth / Generic Pattern / Rawhide Harness

ARTISAN: RUNECRAFT/ARTIFICING

<i>(Rune) Quick Strike (App. III)*</i>	1	C	Artisan Ess. V6	Finish	Work Bench	Sepia Ink / Tin Spike / Lead Ornament
<i>(Rune) Quick Strike (Adept III)*</i>	1	R	Artisan Strat. Scrolls V9	Finish	Work Bench	Cochineal Ink / Tin Spike / Lead Ornament
<i>Lead Bar</i>	3	C	Artisan Ess. V3	Refine	Work Bench	Raw Lead / Fossil Temper
<i>Malachite Gem</i>	3	C	Artisan Ess. V3	Refine	Work Bench	Raw Malachite / Chloro Resin
<i>(Rune) Sneak (App. III)*</i>	3	C	Artisan Ess. V6	Finish	Work Bench	Sepia Ink / Tin Spike / Lead Ornament
<i>Worked Poison Vial</i>	3	C	Artisan Ess. V3	Interim	Work Bench	Isonoid Loam / Chloro Oil / Chloro Resin
<i>(Rune) Sneak (Adept III)*</i>	3	R	Artisan Strat. Scrolls V9	Finish	Work Bench	Cochineal Ink / Tin Spike / Lead Ornament
<i>Lead Setting</i>	4	C	Artisan Ess. V4	Interim	Work Bench	Refined Lead / Chloro Resin
<i>Lead Sheet</i>	4	C	Artisan Ess. V4	Interim	Work Bench	Refined Lead / Fossil Temper
<i>(Rune) Pathfinding (App. III)*</i>	4	C	Artisan Ess. V6	Finish	Work Bench	Sepia Ink / Tin Spike / Lead Ornament

EVERQUEST II

PRIMA OFFICIAL GAME GUIDE

RECIPE/PRODUCT	LVL	C/R	RECIPE BOOK	PROCESS	DEVICE	COMPONENTS
<i>Tin Chain Links</i>	4	C	Artisan Ess. V4	Interim	Forge	Refined tin / Fossil Temper
<i>Tin Hook</i>	4	C	Artisan Ess. V4	Interim	Forge	Refined tin / Fossil Temper
<i>Tin Pommel</i>	4	C	Artisan Ess. V4	Interim	Forge	Refined tin / Chloro Oil
<i>Tin Stud</i>	4	C	Artisan Ess. V4	Interim	Forge	Refined tin / Fossil Temper
<i>Bronze Strut</i>	4	R	Artisan Refining V4	Interim	Forge	Refined Bronze / Fossil Temper
<i>Lapis Lazuli Gem</i>	4	R	Artisan Refining V4	Refine	Work Bench	Raw lapis lazuli / Chloro Oil
<i>(Rune) Pathfinding (Adept III)*</i>	4	R	Artisan Strat. Scrolls V9	Finish	Work Bench	Cochineal Ink / Tin Spike / Lead Ornament
<i>(Rune) Sneak Attack (App. III)*</i>	5	C	Artisan Ess. V6	Finish	Work Bench	Sepia Ink / Tin Spike / Lead Ornament
<i>Faceted Malachite</i>	5	C	Artisan Ess. V5	Interim	Work Bench	Refined Malachite / Chloro Oil
<i>Lead Ornament</i>	5	C	Artisan Ess. V5	Interim	Work Bench	Refined Lead / Chloro Resin
<i>Mouthblown Glass</i>	5	C	Artisan Ess. V5	Interim	Work Bench	Isonoid Loam / Chloro Resin / Fossil Temper
<i>Tin Buckle</i>	5	C	Artisan Ess. V5	Interim	Forge	Refined Tin / Fossil Temper
<i>Tin Strut</i>	5	C	Artisan Ess. V5	Interim	Forge	Refined Tin / Fossil Temper
<i>Copper Sheet</i>	5	R		Interim	Work Bench	Copper Bar / Neolith Temper
<i>Faceted Lapis Lazuli</i>	5	R	Artisan Comps. V5&6	Interim	Work Bench	Refined Lapis Lazuli / Chloro Oil
<i>(Rune) Sneak Attack (Adept III)*</i>	5	R	Artisan Strat. Scrolls V9	Finish	Work Bench	Cochineal Ink / Tin Spike / Lead Ornament
<i>Tempered Glass</i>	5	R	Artisan Comps. V5&6	Interim	Work Bench	Dinoid Loam / Chloro Resin / Fossil Temper
<i>Worn Poison Vial</i>	5	R	Artisan Comps. V5&6	Interim	Work Bench	Dinoid Loam / Chloro Oil / Chloro Resin
<i>(Rune) Cheap Shot (App. III)*</i>	6	C	Artisan Ess. V6	Finish	Work Bench	Sepia Ink / Tin Spike / Lead Ornament
<i>(Rune) Evade (App. III)*</i>	6	C	Artisan Ess. V6	Finish	Work Bench	Sepia Ink / Tin Spike / Lead Ornament
<i>Malachite Earring</i>	6	C	Artisan Ess. V6	Finish	Work Bench	Malachite Jewel / Tin Stud / Lead Setting
<i>Rawhide Belt</i>	6	C	Artisan Ess. V6	Finish	Work Bench	Rawhide Strap / Tin Stud / Tin Buckle
<i>(Rune) Cheap Shot (Adept III)*</i>	6	R	Artisan Strat. Scrolls V9	Finish	Work Bench	Cochineal Ink / Tin Spike / Lead Ornament
<i>(Rune) Evade (Adept III)*</i>	6	R	Artisan Strat. Scrolls V9	Finish	Work Bench	Cochineal Ink / Tin Spike / Lead Ornament
<i>Lapis Lazuli Earring</i>	6	R	Artisan Escutcheon V6	Finish	Work Bench	Lapis Lazuli Jewel / Tin Stud / Lead Setting
<i>Waxed Belt</i>	6	R		Finish	Work Bench	Waxed Strap / Tin Stud / Tin Buckle
<i>(Rune) Ambush (App. III)*</i>	7	C	Artisan Ess. V7	Finish	Work Bench	Sepia Ink / Tin Spike / Lead Ornament
<i>Malachite Necklace</i>	7	C	Artisan Ess. V7	Finish	Work Bench	Malachite Jewel / Tin Chain Links / Lead Setting
<i>Malachite Ring</i>	7	C	Artisan Ess. V7	Finish	Work Bench	Malachite Jewel / Pressed Lead Sheet / Lead Setting
<i>(Rune) Ambush (Adept III)*</i>	7	R	Artisan Strat. Scrolls V9	Finish	Work Bench	Cochineal Ink / Tin Spike / Lead Ornament
<i>Lapis Lazuli Necklace</i>	7	R	Artisan Escutcheon V6	Finish	Work Bench	Lapis Lazuli Jewel / Tin Chain Links / Lead Setting
<i>Lapis Lazuli Ring</i>	7	R	Artisan Escutcheon V6	Finish	Work Bench	Lapis Lazuli Jewel / Pressed Lead Sheet / Lead Setting
<i>(Rune) Dirty Tricks (App. III)*</i>	8	C	Artisan Ess. V8	Finish	Work Bench	Sepia Ink / Tin Spike / Lead Ornament
<i>Malachite Bracelet</i>	8	C	Artisan Ess. V8	Finish	Work Bench	Malachite Jewel / Pressed Lead Sheet / Tin Hook
<i>(Rune) Dirty Tricks (Adept III)*</i>	8	R	Artisan Strat. Scrolls V9	Finish	Work Bench	Cochineal Ink / Tin Spike / Lead Ornament
<i>Lapis Lazuli Bracelet</i>	8	R	Artisan Escutcheon V6	Finish	Work Bench	Faceted Lapis Lazuli / Pressed Lead Sheet / Tin Hook
<i>(Rune) Ensnares (App. III)*</i>	9	C	Artisan Ess. V9	Finish	Work Bench	Sepia Ink / Tin Spike / Lead Ornament
<i>Rawhide Tome</i>	9	C	Artisan Ess. V9	Finish	Work Bench	Sepia Ink / Rawhide Binding / Papeterie Paper
<i>Tin Symbol</i>	9	C	Artisan Ess. V9	Finish	Work Bench	Faceted Malachite / Tin Sheet / Lead Ornament
<i>(Rune) Ensnares (Adept III)*</i>	9	R	Artisan Strat. Scrolls V9	Finish	Work Bench	Cochineal Ink / Tin Spike / Lead Ornament
<i>Bronze Symbol</i>	9	R	Artisan Escutcheon V6	Finish	Work Bench	Faceted Lapis Lazuli / Tin Sheet / Lead Ornament
<i>Waxed Tome</i>	9	R	Artisan Escutcheon V6	Finish	Work Bench	Cochineal Ink / Rawhide Binding / Papeterie Paper

ARTISAN: WEAPONRY/METALWORKING

<i>Tin Bar</i>	2	C	Isle of Refuge	Refine	Forge	Raw Tin / Fossil Temper
<i>Tin Spike</i>	2	C	Isle of Refuge	Interim	Forge	Refined Tin / Fossil Temper
<i>Tin Crossguard</i>	4	C	Artisan Ess. V4	Interim	Forge	Refined Tin / Fossil Temper
<i>Tin Edge</i>	4	C	Artisan Ess. V4	Interim	Forge	Refined Tin / Fossil Temper
<i>Bronze Arrow Head*</i>	4	R		Interim	Forge	Bronze Ingot / Fossil Temper
<i>Bronze Bar</i>	4	R	Artisan Refining V4	Refine	Forge	Raw bronze / Fossil Temper
<i>Tin Hammer Head</i>	5	C	Artisan Ess. V5	Interim	Forge	Refined Tin / Fossil Temper
<i>Tin Shod</i>	5	C	Artisan Ess. V5	Interim	Forge	Refined tin / Fossil Temper
<i>Bronze Hammer Head</i>	5	R	Artisan Comps. V5&6	Interim	Forge	Refined bronze / Fossil Temper
<i>Bronze Plate</i>	5	R	Artisan Comps. V5&6	Interim	Forge	Bronze Bar / Fossil Temper
<i>Tin Battle Axe</i>	6	C	Artisan Ess. V6	Finish	Forge	Tin Edge / Rawhide Hilt / Tin Stud
<i>Tin Short Sword</i>	6	C	Artisan Ess. V6	Finish	Forge	Tin Edge / Tin Crossguard / Tin Pommel
<i>Tin Spear</i>	6	C	Artisan Ess. V6	Finish	Forge	Tin Edge / Elm Stave / Tin Shod
<i>Tin Throwing Daggers*</i>	6	C	Artisan Ess. V8	Finish	Forge	Tin Edge / Tin Pommel / Rawhide Hilt
<i>Bronze Battle Axe</i>	6	R	Artisan Weapons V8	Finish	Forge	Bronze Edge / Rawhide Hilt / Tin Stud
<i>Bronze Edge</i>	6	R	Artisan Comps. V5&6	Interim	Forge	Refined bronze / Fossil Temper
<i>Bronze Short Sword</i>	6	R	Artisan Weapons V8	Finish	Forge	Bronze Edge / Tin Crossguard / Tin Pommel
<i>Bronze Spear</i>	6	R	Artisan Weapons V8	Finish	Forge	Bronze Edge / Elm Stave / Tin Shod
<i>Tin Dagger</i>	7	C		Finish	Forge	Tin Edge / Tin Cross Guard / Rawhide Hilt
<i>Tin Rapier</i>	7	C	Artisan Ess. V7	Finish	Forge	Tin Edge / Tin Cross Guard / Rawhide Hilt
<i>Bronze Rapier</i>	7	R	Artisan Weapons V8	Finish	Forge	Bronze Edge / Tin Cross Guard / Rawhide Hilt
<i>Tin Flail</i>	8	C	Artisan Ess. V8	Finish	Forge	Tin Hammerhead / Tin Chain Links / Rawhide Hilt
<i>Tin Flail</i>	8	C	Artisan Ess. V8	Finish	Forge	Tin Hammerhead / Tin Chain Links / Rawhide Hilt
<i>Tin Halbred</i>	8	C		Finish	Forge	Tin Edge / Rawhide Hilt / Tin Spike

RECIPE/PRODUCT	LVL	C/R	RECIPE BOOK	PROCESS	DEVICE	COMPONENTS
<i>Tin Long Sword</i>	8	C	Artisan Ess. V8	Finish	Forge	Tin Edge / Tin Crossguard / Tin Pommel
<i>Tin Throwing Axes*</i>	8	C	Artisan Ess. V6	Finish	Forge	Tin Edge / Tin Pommel / Rawhide Hilt
<i>Tin Tulwar</i>	8	C	Artisan Ess. V8	Finish	Forge	Tin Edge / Rawhide Hilt / Tin Crossguard
<i>Bronze Flail</i>	8	R	Artisan Weapons V8	Finish	Forge	Bronze Hammerhead / Tin Chain Links / Rawhide Hilt
<i>Bronze Long Sword</i>	8	R	Artisan Weapons V8	Finish	Forge	Bronze Edge / Tin Crossguard / Tin Pommel
<i>Bronze Throwing Axes*</i>	8	R		Finish	Forge	Bronze Edge / Tin Pommel / Rawhide Hilt
<i>Bronze Throwing Daggers*</i>	8	R		Finish	Forge	Bronze Edge / Tin Pommel / Rawhide Hilt
<i>Bronze Tulwar</i>	8	R	Artisan Weapons V8	Finish	Forge	Bronze Edge / Rawhide Hilt / Tin Crossguard
<i>Iron Shod</i>	9	C		Interim	Forge	Refined Iron / Eolith Temper

ARTISAN: WOODWORKING/FLETCHING

<i>Elm Lumber</i>	3	C	Artisan Ess. V3	Refine	Woodwk. T	Raw elm / Chloro Resin
<i>Pressed Papeterie</i>	3	C	Artisan Ess. V3	Refine	Engraved Dk	Raw roots or elm / Chloro Wash
<i>Elm Quill</i>	4	C	Artisan Ess. V4	Interim	Woodwk. T	Refined Elm / Chloro Oil
<i>Elm Stave</i>	4	C	Artisan Ess. V4	Interim	Woodwk. T	Refined Elm / Chloro Resin
<i>Planed Elm Lumber</i>	4	C	Artisan Ess. V4	Interim	Woodwk. T	Refined elm / Chloro Resin
<i>Threadbare Bowstring</i>	4	C	Artisan Ess. V4	Interim	Sewing T&M	Refined Threadbare Thread / Chloro Resin
<i>Tin Arrow Head*</i>	4	C	Artisan Ess. V4	Interim	Forge	Tin Bar / Fossil Temper
<i>Alder Lumber</i>	4	R	Artisan Refining V4	Refine	Woodwk. T	Raw alder / Chloro Resin
<i>Elm Dowel</i>	5	C	Artisan Ess. V5	Interim	Woodwk. T	Refined elm / Chloro Resin
<i>Threadbare Fletching</i>	5	C	Artisan Ess. V5	Interim	Sewing T&M	Threadbare Yarn / Chloro Resin
<i>Alder Round Shield</i>	6	R	Artisan Escutcheon V6	Finish	Woodwk. T	Planed Alder Lumber / Rawhide Cord / Tin Stud
<i>Alder Stave</i>	6	R	Artisan Comps. V5&6	Interim	Woodwk. T	Refined Alder / Chloro Resin
<i>Planed Alder Lumber</i>	6	R	Artisan Comps. V5&6	Interim	Woodwk. T	Refined Alder / Chloro Resin
<i>Elm Round Shield</i>	7	C	Artisan Ess. V7	Finish	Woodwk. T	Planed Elm Lumber / Rawhide Cord / Tin Stud
<i>Elm Short Bow</i>	7	C	Artisan Ess. V7	Finish	Woodwk. T	Elm Stave / Threadbare Bowstring / Rawhide Cord
<i>Tin Hunting Arrow*</i>	7	C	Artisan Ess. V7	Finish	Woodwk. T	Tin Arrow Head / Threadbare Fletching / Elm Stave
<i>Alder Short Bow</i>	7	R	Artisan Weapons V8	Finish	Woodwk. T	Alder Stave / Threadbare Bowstring / Rawhide Cord
<i>Elm Wand</i>	9	C	Artisan Ess. V9	Finish	Woodwk. T	Elm Stave / Threadbare Fletching / Lead Ornament
<i>Alder Wand</i>	9	R		Finish	Woodwk. T	Alder Stave / Threadbare Fletching / Lead Ornament
<i>Alder Wand</i>	9	R	Artisan Weapons V8	Finish	Woodwk. T	Alder Stave / Threadbare Fletching / Lead Ornament

Crafting Tip

Craft with a purpose. While making any random item might get you acceptable experience, it won't lead to many worthwhile finished products. Thus, try to have a plan of what to work towards. When you first begin crafting, there is a wide range of recipes available to you. None of them will produce finished items for several levels. However, you can begin by crafting some of the required components now. Here are some of the first finished products you will come across, and the interim items needed to create them. All of these processes will require the basic chemicals from the alchemist's bench.

Rawhide Leather Backpack, Level 5

- 🔨 **Rawhide Plate**, Level 4 (from rawhide leather)
- 🔨 **Tin Buckle**, Level 5 (from tin bars)
- 🔨 **Rawhide Cord**, Level 4 (from rawhide leather)

Weapons, Level 6

- 🔨 **Tin Edges**, Level 4 (from tin bars)
- 🔨 **Tin Crossguards**, Level 4 (from tin bars)
- 🔨 **Tin Pommel**, Level 4 (from tin bars)
- 🔨 **Rawhide Hilt**, Level 4 (From rawhide leather)

Ability Upgrade Scrolls, Level 6

- 🔨 **Sepia Ink**, Level 5 (from sepia dye and isonoid reagents)
- 🔨 **Pressed Paperterie**, Level 3 (from roots)
- 🔨 **Elm Quill**, Level 4 (from elm lumber)

Leather Armor, Level 6

- 🔨 **Rawhide Plate**, Level 4 (from rawhide leather)
- 🔨 **Rawhide Cord**, Level 4 (from rawhide leather)
- 🔨 **Generic Threadbare Pattern**, Level 5 (from threadbare thread & pressed paperterie)

Cloth Armor, Level 7

- 🔨 **Threadbare Cloth**, Level 4 (from threadbare thread & threadbare yard)
- 🔨 **Threadbare Padding**, Level 5 (from threadbare yarn)
- 🔨 **Generic Threadbare Pattern**, Level 5 (from threadbare thread & pressed paperterie)

Jewelry, Level 6 & 7

- 🔨 **Faceted Malachite**, Level 5 (from malachite gems)
- 🔨 **Lead Sheetting**, Level 4 (from lead bars)
- 🔨 **Lead Sheet**, Level 4 (from lead bars)

Craftsman Skills & Recipes

Craftsmen are masters of working with wood and food. They create elaborate household furnishings, such as tables, chests, beds, or chairs. Their mastery of wood results in unique equipment, such as staves, wooden totems, and instruments. Lastly, craftsmen are wonders in the kitchen, brewing a wide variety of food and drink.

Craftsmen are useful to more than just the adventurer. They also provide several items for the other crafting classes. Maple staves are used in the production of sever-

al weapons that Outfitters craft. Outfitters also need generic burlap patterns to craft many light armors. A Scholar needs maple quills and calium paper to create upgrade-skill scrolls.

There are also several items that Craftsmen require from the other classes as well. Stroma chemicals from Scholars are needed to refine most wood products. From Outfitters, burlap padding is needed for padding in chairs and beds, and burlap bowstrings are required for many stringed instruments and bows. There are

also several complex pieces of furniture that may require iron shods, struts or studs from Scholars.

CRAFTSMAN SKILLS

Skill	Description	Subclass
<i>Craftsmanship</i>	make furniture	Carpenter
<i>Sculpting</i>	create furniture pieces	Carpenter
<i>Artistry</i>	create food and drink	Provisioner
<i>Culinary</i>	prepare foods	Provisioner
<i>Fletching</i>	make woodworker items	Woodworker
<i>Woodworking</i>	create items made of wood	Woodworker

CRAFTSMAN RECIPES

RECIPE/PRODUCT	LVL	C/R	RECIPE BOOK	PROCESS	DEVICE	COMPONENTS
<i>Burlap Thread (Lt. Arm./Tailor.)</i>	10	C	Craftsm. Ess. V10	Refine	Sewing T&M	Raw Tuber or Burlap / Stroma Oil
<i>Burlap Yarn (Lt. Arm./Tailor.)</i>	10	C	Craftsm. Ess. V10	Refine	Sewing T&M	Raw Burlap or Tuber Material / Stroma Wash
<i>Iron Bar (Weap./Metalwrk.)</i>	10	C	Craftsm. Ess. V10	Refine	Forge	Raw Iron / Eolith Temper
<i>Iron Plate (Weap./Metalwrk.)</i>	11	C	Craftsm. Ess. V10	Interim	Forge	Refined Iron / Eolith Temper

CRAFTSMAN: CRAFTSMANSHIP/SCULPTING RECIPES

<i>Maple Double Bed</i>	11	C	Craftsm. Ess. V11	Finish	Woodwk. T	Planed Maple / Burlap Padding / Iron Spike
<i>Maple Single Bed</i>	11	C	Craftsm. Ess. V11	Finish	Woodwk. T	Planed Maple / Burlap Padding / Iron Spike
<i>Maple Bookshelf</i>	12	C	Craftsm. Ess. V12	Finish	Woodwk. T	Planed Maple / Maple Dowel / Iron Strut
<i>Maple Dining Chair</i>	12	C	Craftsm. Ess. V12	Finish	Woodwk. T	Planed Maple / Burlap Padding / Maple Dowel
<i>Medium Quaint Maple Table</i>	12	C		Finish	Woodwk. T	Planed Maple / Tanned Cord / Maple Dowel
<i>Short Maple Shelves</i>	12	C		Finish	Woodwk. T	Planed Maple / Iron Stud / Maple Dowel
<i>Bone Bookcase</i>	12	R		Finish	Woodwk. T	Planed Bone / Maple Dowel / Iron Strut
<i>Bone Dining Chair</i>	12	R		Finish	Woodwk. T	Planed Bone / Burlap Padding / Maple Dowel
<i>Bone Militia Bench</i>	12	R		Finish	Woodwk. T	Planed Bone / Iron Sheet / Maple Dowel
<i>Elegant Bone Chair</i>	12	R		Finish	Woodwk. T	Planed Bone / Burlap Padding / Maple Dowel
<i>Warped Bone Bed</i>	12	R		Finish	Woodwk. T	Planed Bone / Burlap Padding / Iron Spike
<i>Maple Fancy Gnome Chair</i>	13	C	Craftsm. Ess. V13	Finish	Woodwk. T	Planed Maple / Burlap Padding / Maple Dowel
<i>Maple High Backed Chair</i>	13	C	Craftsm. Ess. V13	Finish	Woodwk. T	Planed Maple / Burlap Padding / Maple Dowel
<i>Comley Iron Chandelier</i>	14	C	Craftsm. Ess. V14	Finish	Forge	Iron Plate / Iron Sheet / Iron Strut
<i>Maple Chest</i>	14	C	Craftsm. Ess. V14	Finish	Woodwk. T	Planed Maple / Iron Sheet / Iron Stud
<i>Bone Chest</i>	14	R		Finish	Woodwk. T	Planed Bone / Iron Sheet / Iron Stud
<i>Bone Office Desk</i>	14	R		Finish	Woodwk. T	Planed Bone / Iron Shod / Maple Dowel
<i>Bone Rocking Chair</i>	14	R		Finish	Woodwk. T	Planed Bone / Burlap Padding / Maple Dowel
<i>Bone Strong Box</i>	14	R		Finish	Woodwk. T	Planed Bone / Iron Stud / Iron Sheet
<i>Roughspun Portrait</i>	14	R		Finish	Woodwk. T	Roughspun Cloth / Iron Stud / Iron Gaul Dye
<i>Burlap Painting</i>	15	C	Craftsm. Ess. V15	Finish	Woodwk. T	Burlap Cloth / Iron Stud / Iron Gaul Dye
<i>Large Burlap Rug</i>	15	C	Craftsm. Ess. V15	Finish	Sewing T&M	Burlap Cloth / Burlap Padding / Tanned Cord
<i>Maple Strong Box</i>	15	C	Craftsm. Ess. V15	Finish	Woodwk. T	Planed Maple / Iron Stud / Iron Sheet
<i>Medium Maple Shelves</i>	16	C	Craftsm. Ess. V16	Finish	Woodwk. T	Planed Maple / Iron Stud / Maple Dowel
<i>Small Burlap Rug</i>	16	C	Craftsm. Ess. V16	Finish	Sewing T&M	Burlap Cloth / Burlap Padding / Tanned Cord
<i>Alluring Bone Table</i>	16	R		Finish	Woodwk. T	Planed Bone / Tanned Cord / Maple Dowel
<i>Bone Shelf</i>	16	R		Finish	Woodwk. T	Planed Bone / Iron Stud / Maple Dowel
<i>Charming Bone Table</i>	16	R		Finish	Woodwk. T	Planed Bone / Tanned Cord / Maple Dowel
<i>Elegant Bone Stool</i>	16	R		Finish	Woodwk. T	Planed Bone / Burlap Padding / Maple Dowel
<i>Roughspun Rug</i>	16	R		Finish	Sewing T&M	Roughspun Cloth / Burlap Padding / Tanned Cord
<i>Large Quaint Maple Table</i>	17	C	Craftsm. Ess. V17	Finish	Woodwk. T	Planed Maple / Tanned Cord / Maple Dowel
<i>Standard Maple Stool</i>	17	C	Craftsm. Ess. V17	Finish	Woodwk. T	Planed Maple / Burlap Padding / Maple Dowel
<i>Small Quaint Maple Table</i>	18	C	Craftsm. Ess. V18	Finish	Woodwk. T	Planed Maple / Tanned Cord / Maple Dowel
<i>Standard Maple Table</i>	18	C	Craftsm. Ess. V18	Finish	Woodwk. T	Planed Maple / Tanned Cord / Maple Dowel
<i>Blackened Iron Sconce</i>	18	R		Finish	Forge	Blackened Iron Plate / Iron Stud / Iron Spike
<i>Elegant Bone Table</i>	18	R		Finish	Woodwk. T	Planed Bone / Tanned Cord / Maple Dowel
<i>Oval Bone Table</i>	18	R		Finish	Woodwk. T	Planed Bone / Tanned Cord / Maple Dowel
<i>Iron Sconce</i>	19	C	Craftsm. Ess. V19	Finish	Forge	Iron Plate / Iron Stud / Iron Spike

CRAFTSMAN: CULINARY/ARTISTRY RECIPES

RECIPE/PRODUCT	Lvl	C/R	RECIPE BOOK	PROCESS	DEVICE	COMPONENTS
Baked Grouper	13	C	Craftsm. Ess. V12	Interim	Stove & Keg	Freewater Grouper / Packet of Spice
Black Tea Leaf	13	C	Craftsm. Ess. V10	Refine	Stove & Keg	Raw Black Tea Leaf / Liquid
Candied Orange	13	C	Craftsm. Ess. V10	Interim	Stove & Keg	Murdunk Orange / Vanilla
Cichlid Steak	13	C	Craftsm. Ess. V12	Interim	Stove & Keg	Golden Cichlid / Packet of Spice
Dark Wheat Malt	13	C	Craftsm. Ess. V12	Refine	Stove & Keg	Roasted Wheat / Liquid
Refine Thyme	13	C	Craftsm. Ess. V10	Refine	Stove & Keg	Raw Thyme / Liquid
Refine Vanilla	13	C	Craftsm. Ess. V11	Refine	Stove & Keg	Raw Vanilla / Liquid
Refine Vanilla	13	C	Craftsm. Ess. V11	Refine	Stove & Keg	Raw Vanilla / Liquid
Roasted Carrot	13	C	Craftsm. Ess. V11	Interim	Stove & Keg	Carrot / Thyme
Roasted Wheat	13	C	Craftsm. Ess. V12	Refine	Stove & Keg	Wheat / Liquid
Vulrich Leg	13	C	Craftsm. Ess. V12	Interim	Stove & Keg	Vulrich Meat / Packet of Spice
Wheat Malt	13	C	Craftsm. Ess. V11	Refine	Stove & Keg	Wheat / Liquid
Baked Crab	14	C	Craftsm. Ess. V14	Interim	Stove & Keg	Crab Meat / Packet of Spice
Candied Black Walnuts	14	C	Craftsm. Ess. V14	Interim	Stove & Keg	Black Walnut / Vanilla
Elephant Steak	14	C	Craftsm. Ess. V14	Interim	Stove & Keg	Elephant Meat / Packet of Spice
Thyme Soup Broth	14	C	Craftsm. Ess. V13	Interim	Stove & Keg	Liquid / Thyme
Whisky	14	C	Craftsm. Ess. V13	Interim	Stove & Keg	Wheat Malt / Yeast
Antonican Coffee	15	C	Craftsm. Ess. V15	Interim	Stove & Keg	Antonican Coffee Bean / Liquid
Beer Braised Vulrich	15	C		Finish	Stove & Keg	Vulrich Meat / Homebrew Beer
Carrot Omelet	15	C	Craftsm. Ess. V15	Finish	Stove & Keg	Roasted Carrot / Egg
Chocolate Covered Black Walnut	15	C	Craftsm. Ess. V15	Finish	Stove & Keg	Candied Black Walnuts / Chocolate bar
Cichlid Jerky	15	C	Craftsm. Ess. V15	Finish	Stove & Keg	Cichlid Steak / Packet of Spice
Dried Orange	15	C	Craftsm. Ess. V15	Finish	Stove & Keg	Candied Orange / Vanilla
Ice Comet	15	C	Craftsm. Ess. V15	Finish	Stove & Keg	Vodka / Antonican Coffee
Orange Cider	15	C	Craftsm. Ess. V15	Interim	Stove & Keg	Murdunk Orange / Yeast
Orange Fizzlepop	15	C	Craftsm. Ess. V15	Finish	Stove & Keg	Vanilla Fizzlepop / Orange Juice
Orange Milk	15	C	Craftsm. Ess. V15	Finish	Stove & Keg	Orange Juice / Wheat Malted Milk
Rusty Cogturner	15	C	Craftsm. Ess. V15	Finish	Stove & Keg	Vodka / Orange Juice
The Zombie	15	C	Craftsm. Ess. V15	Finish	Stove & Keg	Whisky / Vodka / Orange Juice
Thyme Grilled Cichlid	15	C	Craftsm. Ess. V15	Finish	Stove & Keg	Cichlid Steak / Thyme
Vanilla Cookies	15	C	Craftsm. Ess. V15	Finish	Stove & Keg	Vanilla / Dough
Vulrich Soup	15	C	Craftsm. Ess. V15	Finish	Stove & Keg	Vulrich Meat / Thyme Soup Broth
Wheat Malted Milk	15	C	Craftsm. Ess. V15	Finish	Stove & Keg	Wheat Malt / Milk
Black Tea	16	C	Craftsm. Ess. V16	Finish	Stove & Keg	Refined Black Tea Leaf / Liquid
Blue Blaze	16	C	Craftsm. Ess. V16	Finish	Stove & Keg	Whisky / Liquid
Carrot Stew	16	C	Craftsm. Ess. V16	Finish	Stove & Keg	Roasted Carrot / Thyme Soup Broth
Chocolate Covered Orange	16	C	Craftsm. Ess. V16	Finish	Stove & Keg	Candied Orange / Chocolate bar
Cichlid Soup	16	C	Craftsm. Ess. V16	Finish	Stove & Keg	Cichlid Steak / Thyme Soup Broth
Iced Silk	16	C	Craftsm. Ess. V16	Finish	Stove & Keg	Whisky / Black Tea
Orange Juice	16	C	Craftsm. Ess. V16	Finish	Stove & Keg	Murdunk Orange / Liquid
Orange Tea	16	C	Craftsm. Ess. V16	Finish	Stove & Keg	Black Tea / Orange Juice
Orange Wine	16	C	Craftsm. Ess. V16	Interim	Stove & Keg	Orange Juice / Sugar / Yeast
Pan Seared Grouper	16	C	Craftsm. Ess. V16	Finish	Stove & Keg	Baked Grouper / Thyme
Thyme Grilled Vulrich	16	C	Craftsm. Ess. V16	Finish	Stove & Keg	Vulrich Meat / Thyme
Vanilla Fizzlepop	16	C	Craftsm. Ess. V16	Interim	Stove & Keg	Aerated Mineral Water / Vanilla
Vodka	16	C	Craftsm. Ess. V16	Interim	Stove & Keg	Wheat Malt / Liquid / Yeast
Vulrich Jerky	16	C	Craftsm. Ess. V16	Finish	Stove & Keg	Vulrich Meat / Packet of Spice
Black Walnut Fudge	17	C	Craftsm. Ess. V17	Finish	Stove & Keg	Chocolate Bar / Candied Black Walnuts / Cream
Cichlid Casserole	17	C	Craftsm. Ess. V17	Finish	Stove & Keg	Cichlid Steak / Roasted Carrot / Thyme
Cichlid Sandwich	17	C	Craftsm. Ess. V17	Finish	Stove & Keg	Cichlid Steak / Bread / Thyme
Crab Popper	17	C	Craftsm. Ess. V17	Finish	Stove & Keg	Baked Crab / Bread / Packet of Spice
Early Sunrise	17	C	Craftsm. Ess. V17	Finish	Stove & Keg	Whisky / Antonican Coffee / Sugar
Malt Beer	17	C	Craftsm. Ess. V17	Finish	Stove & Keg	Wheat Malt / Hops / Yeast
Orange Pie	17	C	Craftsm. Ess. V17	Finish	Stove & Keg	Candied Orange / Dough / Vanilla
Walnut-Orange Trail Mix	17	C	Craftsm. Ess. V17	Finish	Stove & Keg	Candied Black Walnuts / Candied Orange / Vanilla
Wood of the Warhound	17	C	Craftsm. Ess. V17	Finish	Stove & Keg	Vodka / Blue Succulent / Packet of Spices
Black Walnut Pie	18	C	Craftsm. Ess. V18	Finish	Stove & Keg	Candied Black Walnuts / Dough / Vanilla
Carrot Kalish	18	C	Craftsm. Ess. V18	Finish	Stove & Keg	Wheat Malt / Carrot / Yeast
Dwarven Stout	18	C	Craftsm. Ess. V18	Finish	Stove & Keg	Dark Wheat Malt / Hops / Yeast
Elephant Roast	18	C	Craftsm. Ess. V18	Finish	Stove & Keg	Elephant Steak / Thyme / Packet of Spice
Orange Muffins	18	C	Craftsm. Ess. V18	Finish	Stove & Keg	Candied Orange / Flour / Vanilla
Orange Sparkling Wine	18	C	Craftsm. Ess. V18	Finish	Stove & Keg	Vanilla Fizzlepop / Orange Juice / Yeast
Spiced Grouper	18	C	Craftsm. Ess. V18	Finish	Stove & Keg	Baked Grouper / Packet of Spice / Thyme
Vulrich Casserole	18	C	Craftsm. Ess. V18	Finish	Stove & Keg	Vulrich Meat / Roasted Carrot / Thyme
Vulrich Pasta	18	C	Craftsm. Ess. V18	Finish	Stove & Keg	Vulrich Meat / Pasta / Thyme
Vulrich Sandwich	18	C	Craftsm. Ess. V18	Finish	Stove & Keg	Vulrich Meat / Bread / Thyme

EVERQUEST II

PRIMA OFFICIAL GAME GUIDE

RECIPE/PRODUCT	LVL	C/R	RECIPE BOOK	PROCESS	DEVICE	COMPONENTS
Chocolate Orange Cake	19	C	Craftsm. Ess. V19	Finish	Stove & Keg	Candied Orange / Flour / Chocolate Bar
Creamed Antonican Coffee	19	C	Craftsm. Ess. V19	Finish	Stove & Keg	Antonican Coffee / Milk / Sugar
Orange Beer	19	C	Craftsm. Ess. V19	Finish	Stove & Keg	Wheat Malt / Murdunk Orange / Yeast
Orange Cheesecake	19	C	Craftsm. Ess. V19	Finish	Stove & Keg	Candied Orange / Dough / Cream Cheese
Refuge Island Iced Tea	19	C	Craftsm. Ess. V19	Finish	Stove & Keg	Vodka / Vanilla Fizzlepop / Sugar
Vanilla Cake	19	C	Craftsm. Ess. V19	Finish	Stove & Keg	Vanilla / Flour / Egg
Vulrich Pie	19	C	Craftsm. Ess. V19	Finish	Stove & Keg	Vulrich Meat / Dough / Thyme

CRAFTSMAN: WOODWORKING/FLETCHING RECIPES

Burlap Bowstring	10	C	Craftsm. Ess. V10	Interim	Sewing T&M	Refined Burlap Thread / Stroma Resin
Burlap Fletching	10	C	Craftsm. Ess. V10	Interim	Sewing T&M	Burlap Yarn / Stroma Resin
Cailun Paper	10	C	Craftsm. Ess. V10	Refine	Engraved Dk	Raw Tuber or Maple / Stroma Wash
Generic Burlap Pattern	10	C	Craftsm. Ess. V10	Interim	Sewing T&M	Burlap Thread / Cailun Paper
Iron Arrow Head*	10	C	Craftsm. Ess. V10	Interim	Forge	Iron Bar / Eolith Temper
Maple Dowel	10	C	Craftsm. Ess. V10	Interim	Woodwk. T	Refined Maple / Stroma Resin
Maple Lumber	10	C	Craftsm. Ess. V10	Refine	Woodwk. T	Raw Maple / Stroma Resin
Maple Quill	10	C	Craftsm. Ess. V10	Interim	Woodwk. T	Refined Maple / Stroma Oil
Maple Stave	10	C	Craftsm. Ess. V10	Interim	Woodwk. T	Refined Maple / Stroma Resin
Planed Maple Lumber	10	C	Craftsm. Ess. V10	Interim	Woodwk. T	Refined Maple / Stroma Resin
Turned Maple Lumber	10	C	Craftsm. Ess. V10	Interim	Woodwk. T	Maple Scraps / Stroma Resin
Bone Lumber	10	R		Refine	Woodwk. T	Raw Bone / Stroma Resin
Bone Stave	10	R		Interim	Woodwk. T	Refined Bone / Stroma Resin
Planed Bone	10	R		Interim	Woodwk. T	Refined Bone / Stroma Resin
Vision Totem of the Bee*	11	C	Craftsm. Ess. V11	Finish	Woodwk. T	Turned Maple Lumber / Burlap Bowstring / Maple Quill
Maple Buckler	12	C	Craftsm. Ess. V11	Finish	Woodwk. T	Planed Maple / Tanned Cord / Refined Tanned Leather
Maple Drum*	12	C	Craftsm. Ess. V12	Finish	Woodwk. T	Planed Maple / Stretch of Tanned Leather / Tanned Strap / Iron Stud
Maple Flute*	12	C	Craftsm. Ess. V12	Finish	Woodwk. T	Planed Maple / Burlap Padding / Iron Strut / Iron Stud
Maple Long Bow	12	C	Craftsm. Ess. V14	Finish	Woodwk. T	Maple Stave / Burlap Bowstring / Tanned Hilt
Maple Lute*	12	C	Craftsm. Ess. V12	Finish	Woodwk. T	Planed Maple / Burlap Bowstring / Tanned Strap / Iron Stud
Maple Wand	12	C	Craftsm. Ess. V19	Finish	Woodwk. T	Maple Stave / Burlap Fletching / Electrum Ornament
Bone Buckler	13	R		Finish	Woodwk. T	Planed Bone / Cured Cord / Refined Cured
Bone Round Shield	13	R		Finish	Woodwk. T	Planed Bone / Cured Cord / Iron Stud
Iron Bodkin Arrow*	14	C	Craftsm. Ess. V14	Finish	Woodwk. T	Iron Arrow Head / Burlap Fletching / Maple Stave
Iron Hunting Arrow*	14	C	Craftsm. Ess. V13	Finish	Woodwk. T	Iron Arrow Head / Burlap Fletching / Maple Stave
Maple Short Bow	14	C	Craftsm. Ess. V13	Finish	Woodwk. T	Maple Stave / Burlap Bowstring / Tanned Cord
Totem of the Otter*	14	C	Craftsm. Ess. V14	Finish	Woodwk. T	Turned Maple Lumber / Burlap Bowstring / Maple Quill
Spirit Totem of the Bear*	15	C	Craftsm. Ess. V15	Finish	Woodwk. T	Turned Maple Lumber / Burlap Bowstring / Maple Quill
Spirit Totem of the Rat*	15	C	Craftsm. Ess. V15	Finish	Woodwk. T	Turned Maple Lumber / Burlap Bowstring / Maple Quill
Bone Bo Staff	15	R		Finish	Woodwk. T	Bone Stave / Burlap Fletching / Iron Shod
Bone Fighting Batons	15	R		Finish	Woodwk. T	Bone Stave / Tanned Hilt / Iron Shod
Maple Bo Staff	16	C	Craftsm. Ess. V16	Finish	Woodwk. T	Maple Stave / Burlap Fletching / Iron Shod
Maple Quarter Staff	16	C	Craftsm. Ess. V16	Finish	Woodwk. T	Ash Stave / Electrum Ornament / Iron Shod
Maple Fighting Batons	17	C	Craftsm. Ess. V17	Finish	Woodwk. T	Maple Stave / Tanned Hilt / Iron Shod
Maple Round Shield	17	C	Craftsm. Ess. V12	Finish	Woodwk. T	Planed Maple / Tanned Cord / Iron Stud
Bone Fighting Batons	17	R		Finish	Woodwk. T	Bone Stave / Tanned Hilt / Iron Shod
Bone Pike	17	R		Finish	Forge	Bone Stave / Iron Hook / Iron Spike
Bone Short Bow	17	R		Finish	Woodwk. T	Bone Stave / Burlap Bowstring / Tanned Cord
Maple Greatstaff	18	C	Craftsm. Ess. V18	Finish	Woodwk. T	Maple Stave / Burlap Fletching / Iron Shod
Maple Kite Shield	18	C	Craftsm. Ess. V14	Finish	Woodwk. T	Planed Maple / Iron Sheet / Iron Strut
Maple Pike	18	C	Craftsm. Ess. V18	Finish	Forge	Maple Stave / Iron Hook / Iron Spike
Maple Spell Binder's Staff	19	C	Craftsm. Ess. V19	Finish	Woodwk. T	Maple Stave / Faceted Turquoise / Electrum Ornament
Bone Long Bow	19	R		Finish	Woodwk. T	Maple Stave / Burlap Bowstring / Tanned Hilt
Bone Wand	19	R		Finish	Woodwk. T	Bone Stave / Burlap Fletching / Electrum Ornament

Crafting Tip

Learn how to filter your recipes. The vast amount of things to craft can easily be overwhelming when you're looking for something specific. At the top of the recipe window is a drop down box for filters, and an edit button. Use the edit button to change and create new filters. You can choose to display recipes based on the process, level, technique, skill and recipe book. These filters can be used when at a crafting station, or when simply perusing your recipe list.

CARPENTER

Carpenters prefer to create works of art and function for use in the home. Turn to them in order to outfit a guildhall or mansion with beds, tables, bookshelves and other furniture. They too can create staves for weapons, as well as wooden dowels.

CARPENTER: CRAFTSMANSHIP/SCULPTING RECIPES

RECIPE/PRODUCT	LVL	C/R	RECIPE BOOK	PROCESS	DEVICE	COMPONENTS
Ash Dowel (Woodworking/Fletch.)	20	C	Carpenter Ess. V20	Interim	Woodwk. T	Refined Ash / Thylakoid Resin
Ash Lumber (Woodworking/Fletch.)	20	C	Carpenter Ess. V20	Refine	Woodwk. T	Raw Ash / Thylakoid Resin
Ash Stave (Woodworking/Fletch.)	20	C	Carpenter Ess. V20	Interim	Woodwk. T	Refined Ash / Thylakoid Resin
Canvas Cloth (Lt. Armor/Tailor.)	20	C	Carpenter Ess. V20	Interim	Sewing T&M	Refined Canvas Thread / Canvas Yarn
Canvas Padding (Lt. Armor/Tailor.)	20	C	Carpenter Ess. V20	Interim	Sewing T&M	Canvas Yarn / Thylakoid Wash
Canvas Thread (Lt. Armor/Tailor.)	20	C	Carpenter Ess. V20	Refine	Sewing T&M	Raw Belladonna or Canvas / Thylakoid Oil
Canvas Yarn (Lt. Armor/Tailor.)	20	C	Carpenter Ess. V20	Refine	Sewing T&M	Raw Canvas or Belladonna Material / Thylakoid Wash
Carbonite Bar (Weaponry/Metalwk.)	20	C	Carpenter Ess. V20	Refine	Forge	Raw Carbonite / Neolith Temper
Carbonite Plate (Weaponry/Metalwk.)	20	C	Carpenter Ess. V20	Interim	Forge	Refined Carbonite / Neolith Temper
Carbonite sheet (Hvy. Armor/Metalsh.)	20	C	Carpenter Ess. V20	Interim	Forge	Refined Carbonite / Neolith Temper
Carbonite Shod (Weaponry/Metalwk.)	20	C	Carpenter Ess. V20	Interim	Forge	Refined Carbonite / Neolith Temper
Carbonite Strut (Runecraft/Artificing)	20	C	Carpenter Ess. V20	Interim	Forge	Refined Carbonite / Neolith Temper
Planed Ash Lumber (Woodwk./Fletch.)	20	C	Carpenter Ess. V20	Interim	Woodwk. T	Refined Ash / Thylakoid Resin
Stretch of Boiled Leather (Lt. Arm./Tlr.)	20	C	Carpenter Ess. V20	Refine	Sewing T&M	Sullied Medium Quality Pelt / Thylakoid Wash

PROVISIONER

Provisioners are those who have dedicated themselves to the kitchen. They make food and drink to invigorate a tired adventurer. Provisioner recipes were still being implemented at presstime.

WOODWORKER

Woodworkers turn their talents to providing wooden equipment to those out adventuring. This includes staves, totems, instruments, bows and arrows. What's more, they can create the paper and quills needed for scroll creation.

Crafting Tips

Wheel and deal with other players. It is most cost-effective to buy and sell your work to players rather than vendors. If you don't have someone in mind to deal with, make extensive use of the bazaar system. Others might be selling the interim or raw materials you need for your work. Likewise, you can let your completed products sell themselves to whomever needs them.

Be a packrat. Nothing is more infuriating than not having enough resources to finish your work. Be sure to harvest materials whenever you come across them while adventuring. It's far easier to take a few seconds to harvest while you're there, than to run back outside to find something specific.

Organize your shortcut bars. There are quite a few abilities that you can use during crafting. Since they are a great boon to your crafting, you will want to have easy access to those you need. Thus, sort the ability icons into unused shortcut bars. If you are often moving between stations, you may need to open additional bars.

WOODWORKER: WOODWORKING/FLETCHING RECIPES

RECIPE/PRODUCT	LVL	C/R	RECIPE BOOK	PROCESS	DEVICE	COMPONENTS
Ash Dowel	20	C		Interim	Woodwk. T	Refined Ash / Thylakoid Resin
Ash Lumber	20	C	Woodworker Ess. V20	Refine	Woodwk. T	Raw Ash / Thylakoid Resin
Ash Quill	20	C	Woodworker Ess. V20	Interim	Woodwk. T	Refined Ash / Thylakoid Oil
Ash Stave	20	C	Woodworker Ess. V20	Interim	Woodwk. T	Refined Ash / Thylakoid Resin
Canvas Bowstring	20	C	Woodworker Ess. V20	Interim	Sewing T&M	Refined Canvas Thread / Thylakoid Resin
Canvas Fletching	20	C		Interim	Sewing T&M	Canvas Yarn / Thylakoid Resin
Canvas Thread (Lt. Armor/Tailor.)	20	C	Woodworker Ess. V20	Refine	Sewing T&M	Raw Belladonna or Canvas / Thylakoid Oil
Canvas Yarn (Lt. Armor/Tailor.)	20	C	Woodworker Ess. V20	Refine	Sewing T&M	Raw Canvas or Belladonna Material / Thylakoid Wash
Carbonite Arrow Head*	20	C	Woodworker Ess. V20	Interim	Forge	Carbonite Bar / Neolith Temper
Planed Ash Lumber	20	C	Woodworker Ess. V20	Interim	Woodwk. T	Refined Ash / Thylakoid Resin
Tapa Paper	20	C	Woodworker Ess. V20	Refine	Engraved Dk	Raw Belladonna or Ash / Thylakoid Wash
Turned Ash Lumber	20	C	Woodworker Ess. V20	Interim	Woodwk. T	Ash Scraps / Thylakoid Resin
Fir Lumber	20	R		Refine	Woodwk. T	Raw Fir / Thylakoid Resin
Fir Stave	20	R		Interim	Woodwk. T	Refined Fir / Thylakoid Resin
Planed Fir Lumber	20	R		Interim	Woodwk. T	Refined Fir / Thylakoid Resin
Steel Arrow Head*	20	R		Interim	Forge	Steel Ingot / Neolith Temper

Outfitter Skills & Recipes

Outfitters are dedicated to equipping the world's adventurers. Their experience in the forge results in all forms of bladed weapons, from the smallest of daggers to the largest swords and axes. They can also forge strong suits of armor from tough metals. And they can work lighter materials such as cloth and leather for defense.

The Outfitter's metal and leather working is also in demand by other crafters. Burlap padding is used by Provisioners as padding

in furniture. Burlap bowstrings are needed for all stringed instruments. Leather straps and burlap cloth are used by Scholars to create magical belts and sashes.

Despite their proficiency, Outfitters must rely on other crafters as well. Scholar chemicals are needed to smelt metal and cure leather. The Scholar's precision is also required for iron studs and shods used in several weapons, and iron buckles for back-

packs and satchels. Wooden staves from a Craftsmen are required to create several long-hafted weapons, such as maces, axes, hammers and spears.

OUTFITTER SKILLS

SKILL	DESCRIPTION	SUBCLASS
<i>Heavy Armoring</i>	make medium and heavy armor	Armorer
<i>Metal Shaping</i>	create medium and heavy armors	Armorer
<i>Light Armoring</i>	make light and very light armor	Tailor
<i>Tailoring</i>	create items made of cloth	Tailor
<i>Metalworking</i>	create metal-based weapons	Weaponsmith
<i>Weaponry</i>	craft weapons	Weaponsmith

OUTFITTER RECIPES

OUTFITTER: HEAVY ARMORING/METALSHAPING

RECIPE/PRODUCT	LVL	C/R	RECIPE BOOK	PROCESS	DEVICE	COMPONENTS
<i>Iron sheet</i>	9	C	Outfitter Ess. V10	Interim	Forge	Refined Iron / Eolith Temper
<i>Iron Chainmail Boots</i>	16	C	Outfitter Ess. V13	Finish	Forge	Iron Rings / Generic Burlap Pattern / Burlap Padding
<i>Iron Chainmail Bracers</i>	16	C	Outfitter Ess. V13	Finish	Forge	Iron Rings / Generic Burlap Pattern / Burlap Padding
<i>Iron Chainmail Coif</i>	16	C	Outfitter Ess. V13	Finish	Forge	Iron Rings / Burlap Padding / Generic Burlap Pattern
<i>Iron Chainmail Gloves</i>	16	C	Outfitter Ess. V13	Finish	Forge	Iron Rings / Burlap Padding / Generic Burlap Pattern
<i>Iron Chainmail Mantle</i>	16	C	Outfitter Ess. V13	Finish	Forge	Iron Rings / Burlap Padding / Generic Burlap Pattern
<i>Blackened Iron Chainmail Boots</i>	17	R	Adv. Outf. Chain Arm. V17	Finish	Forge	Blackened Iron Rings / Generic Burlap Pattern / Burlap Padding
<i>Blackened Iron Chainmail Bracers</i>	17	R	Adv. Outf. Chain Arm. V17	Finish	Forge	Blackened Iron Rings / Generic Burlap Pattern / Burlap Padding
<i>Blackened Iron Chainmail Coif</i>	17	R	Adv. Outf. Chain Arm. V17	Finish	Forge	Blackened Iron Rings / Burlap Padding / Generic Burlap Pattern
<i>Blackened Iron Chainmail Gloves</i>	17	R	Adv. Outf. Chain Arm. V17	Finish	Forge	Blackened Iron Rings / Burlap Padding / Generic Burlap Pattern
<i>Blackened Iron Chainmail Mantle</i>	17	R	Adv. Outf. Chain Arm. V17	Finish	Forge	Blackened Iron Rings / Burlap Padding / Generic Burlap Pattern
<i>Iron Chainmail Leggings</i>	18	C	Outfitter Ess. V14	Finish	Forge	Iron Rings / Burlap Padding / Generic Burlap Pattern / Tanned Harness
<i>Iron Chainmail Coat</i>	19	C	Outfitter Ess. V15	Finish	Forge	Iron Rings / Tanned Harness / Burlap Padding / Generic Burlap Pattern
<i>Blackened Iron Chainmail Coat</i>	19	R	Adv. Outf. Ch. & Legs. V19	Finish	Forge	Blackened Iron Rings / Tanned Harness / Burlap Padding / Generic Burlap Pattern
<i>Blackened Iron Chainmail Leggings</i>	19	R	Adv. Outf. Ch. & Legs. V19	Finish	Forge	Blackened Iron Rings / Burlap Padding / Generic Burlap Pattern / Tanned Harness

OUTFITTER: LIGHT ARMORING/TAILORING

<i>Tanned Leather Cord</i>	9	C	Outfitter Ess. V10	Interim	Sewing T&M	Refined Tanned Leather / Stroma Resin
<i>Burlap Cloth</i>	10	C	Outfitter Ess. V10	Interim	Sewing T&M	Refined Burlap Thread / Burlap Yarn
<i>Burlap Padding</i>	10	C	Outfitter Ess. V10	Interim	Sewing T&M	Burlap Yarn / Stroma Wash
<i>Burlap Thread</i>	10	C	Outfitter Ess. V10	Refine	Sewing T&M	Raw Tuber or Burlap / Stroma Oil
<i>Burlap Yarn</i>	10	C	Outfitter Ess. V10	Refine	Sewing T&M	Raw Burlap or Tuber Material / Stroma Wash
<i>Rawhide Tanned Harness</i>	10	C	Outfitter Ess. V10	Interim	Sewing T&M	Refined Tanned Leather / Stroma Resin
<i>Stretch of Tanned Leather</i>	10	C	Outfitter Ess. V10	Refine	Sewing T&M	Sullied Average Quality Pelt / Stroma Wash
<i>Tanned Hide Plate</i>	10	C	Outfitter Ess. V10	Interim	Sewing T&M	Refined Tanned / Stroma Oil
<i>Tanned Hilt</i>	10	C	Outfitter Ess. V10	Interim	Sewing T&M	Refined Tanned Leather / Stroma Resin
<i>Tanned Leather Binding</i>	10	C	Outfitter Ess. V10	Interim	Sewing T&M	Refined Tanned Leather / Stroma Resin
<i>Tanned Leather Strap</i>	10	C	Outfitter Ess. V10	Interim	Sewing T&M	Refined Tanned Leather / Stroma Wash
<i>Cured Hide Plate</i>	11	R	Adv. Outf. Refining V11	Interim	Sewing T&M	Refined Cured Leather / Stroma Oil
<i>Cured Leather Strap</i>	11	R	Adv. Outf. Refining V11	Interim	Sewing T&M	Refined Cured Leather / Stroma Wash
<i>Roughspun Cloth</i>	11	R	Adv. Outf. Refining V11	Interim	Sewing T&M	Refined Roughspun Thread / Burlap Yarn
<i>Roughspun Thread</i>	11	R	Adv. Outf. Refining V11	Refine	Sewing T&M	Raw Sisal or Roughspun / Stroma Oil
<i>Stretch of Cured Leather</i>	11	R	Adv. Outf. Refining V11	Refine	Sewing T&M	Average Quality Pelt / Stroma Wash
<i>Burlap Cap</i>	12	C	Outfitter Ess. V11	Finish	Sewing T&M	Burlap Cloth / Generic Burlap Pattern / Burlap Padding
<i>Burlap Cuffs</i>	12	C	Outfitter Ess. V11	Finish	Sewing T&M	Burlap Cloth / Generic Burlap Pattern / Burlap Padding
<i>Burlap Mitts</i>	12	C	Outfitter Ess. V11	Finish	Sewing T&M	Burlap Cloth / Generic Burlap Pattern / Burlap Padding
<i>Burlap Shawl</i>	12	C	Outfitter Ess. V11	Finish	Sewing T&M	Burlap Cloth / Generic Burlap Pattern / Burlap Padding
<i>Burlap Slippers</i>	12	C	Outfitter Ess. V11	Finish	Sewing T&M	Burlap Cloth / Generic Burlap Pattern / Burlap Padding
<i>Cured Leather Bandolier</i>	12	R		Finish	Sewing T&M	Cured Hide Plate / Iron Buckle / Tanned Cord

RECIPE/PRODUCT	LVL	C/R	RECIPE BOOK	PROCESS	DEVICE	COMPONENTS
<i>Cured Leather Satchel</i>	12	R		Finish	Sewing T&M	Cured Hide Plate / Iron Buckle / Tanned Cord
<i>Cured Leather Sheath</i>	12	R		Finish	Sewing T&M	Cured Hide Plate / Iron Buckle / Tanned Cord
<i>Roughspun Cap</i>	13	R	Adv. Outf. Cloth Arm. V13	Finish	Sewing T&M	Roughspun Cloth / Generic Burlap Pattern / Burlap Padding
<i>Roughspun Cuffs</i>	13	R	Adv. Outf. Cloth Arm. V13	Finish	Sewing T&M	Roughspun Cloth / Generic Burlap Pattern / Burlap Padding
<i>Roughspun Mitts</i>	13	R	Adv. Outf. Cloth Arm. V13	Finish	Sewing T&M	Roughspun Cloth / Generic Burlap Pattern / Burlap Padding
<i>Roughspun Shawl</i>	13	R	Adv. Outf. Cloth Arm. V13	Finish	Sewing T&M	Roughspun Cloth / Generic Burlap Pattern / Burlap Padding
<i>Roughspun Slippers</i>	13	R	Adv. Outf. Cloth Arm. V13	Finish	Sewing T&M	Roughspun Cloth / Generic Burlap Pattern / Burlap Padding
<i>Tanned Leather Boots</i>	14	C	Outfitter Ess. V12	Finish	Sewing T&M	Tanned Hide Plate / Generic Burlap Pattern / Tanned Cord
<i>Tanned Leather Bracers</i>	14	C	Outfitter Ess. V12	Finish	Sewing T&M	Tanned Hide Plate / Generic Burlap Pattern / Tanned Cord
<i>Tanned Leather Gloves</i>	14	C	Outfitter Ess. V12	Finish	Sewing T&M	Tanned Hide Plate / Generic Burlap Pattern / Tanned Cord
<i>Tanned Leather Shoulder Pads</i>	14	C	Outfitter Ess. V12	Finish	Sewing T&M	Tanned Hide Plate / Generic Burlap Pattern / Tanned Cord
<i>Tanned Leather Skullcap</i>	14	C	Outfitter Ess. V12	Finish	Sewing T&M	Tanned Hide Plate / Generic Burlap Pattern / Tanned Cord
<i>Tanned Leather Backpack</i>	15	C	Outfitter Ess. V15	Finish	Sewing T&M	Tanned Hide Plate / Iron Buckle / Tanned Cord
<i>Tanned Leather Bandolier</i>	15	C	Outfitter Ess. V15	Finish	Sewing T&M	Tanned Hide Plate / Iron Buckle / Tanned Cord
<i>Cured Leather Backpack</i>	15	R	Adv. Outf. Leath. Arm. V15	Finish	Sewing T&M	Cured Hide Plate / Iron Buckle / Tanned Cord
<i>Cured Leather Boots</i>	15	R	Adv. Outf. Leath. Arm. V15	Finish	Sewing T&M	Cured Hide Plate / Generic Burlap Pattern / Tanned Cord
<i>Cured Leather Bracers</i>	15	R	Adv. Outf. Leath. Arm. V15	Finish	Sewing T&M	Cured Hide Plate / Generic Burlap Pattern / Tanned Cord
<i>Cured Leather Gloves</i>	15	R	Adv. Outf. Leath. Arm. V15	Finish	Sewing T&M	Cured Hide Plate / Generic Burlap Pattern / Tanned Cord
<i>Cured Leather Shoulder Pads</i>	15	R	Adv. Outf. Leath. Arm. V15	Finish	Sewing T&M	Cured Hide Plate / Generic Burlap Pattern / Tanned Cord
<i>Cured Leather Skullcap</i>	15	R	Adv. Outf. Leath. Arm. V15	Finish	Sewing T&M	Cured Hide Plate / Generic Burlap Pattern / Tanned Cord
<i>Inventor's Cape</i>	16	C	Outfitter Ess. V16	Finish	Sewing T&M	Burlap Cloth / Tanned Leather Boots / Tanned Binding
<i>Inventor's Shoes</i>	16	C	Outfitter Ess. V16	Finish	Sewing T&M	Burlap Cloth / Generic Burlap Pattern / Tanned Cord
<i>Tanned Leather Satchel</i>	16	C	Outfitter Ess. V16	Finish	Sewing T&M	Tanned Hide Plate / Iron Buckle / Tanned Cord
<i>Inventor's Gloves</i>	17	C	Outfitter Ess. V17	Finish	Sewing T&M	Burlap cloth / Generic Burlap Pattern / Tanned Cord
<i>Inventor's Sleeves</i>	17	C	Outfitter Ess. V17	Finish	Sewing T&M	Burlap Cloth / Generic Burlap Pattern / Tanned Binding
<i>Tanned Leather Sheath</i>	17	C	Outfitter Ess. V17	Finish	Sewing T&M	Tanned Hide Plate / Iron Buckle / Tanned Cord
<i>Burlap Pantaloons</i>	18	C	Outfitter Ess. V14	Finish	Sewing T&M	Burlap Cloth / Generic Burlap Pattern / Tanned Harness
<i>Inventor's Cap</i>	18	C	Outfitter Ess. V18	Finish	Sewing T&M	Burlap Cloth / Generic Burlap Pattern / Tanned Binding
<i>Tanned Leggings</i>	18	C	Outfitter Ess. V14	Finish	Sewing T&M	Tanned Hide Plate / Generic Burlap Pattern / Tanned Harness
<i>Merchantine Shoes</i>	18	R	Adv. Outf. Cloth Arm. V18	Finish	Sewing T&M	Roughspun Cloth / Generic Burlap Pattern / Tanned Cord
<i>Merchantine Cap</i>	18	R	Adv. Outf. Cloth Arm. V18	Finish	Sewing T&M	Roughspun Cloth / Generic Burlap Pattern / Tanned Binding
<i>Merchantine Cape</i>	18	R	Adv. Outf. Cloth Arm. V18	Finish	Sewing T&M	Roughspun Cloth / Generic Burlap Pattern / Tanned Binding
<i>Merchantine Gloves</i>	18	R	Adv. Outf. Cloth Arm. V18	Finish	Sewing T&M	Roughspun cloth / Generic Burlap Pattern / Tanned Cord
<i>Merchantine Sleeves</i>	18	R	Adv. Outf. Cloth Arm. V18	Finish	Sewing T&M	Threadbare cloth / Generic Burlap Pattern / Tanned Binding
<i>Burlap Blouse</i>	19	C	Outfitter Ess. V15	Finish	Sewing T&M	Burlap Cloth / Generic Burlap Pattern / Tanned Harness
<i>Inventor's Bloomers</i>	19	C	Outfitter Ess. V19	Finish	Sewing T&M	Burlap Cloth / Generic Burlap Pattern / Tanned Harness
<i>Inventor's Vest</i>	19	C	Outfitter Ess. V19	Finish	Sewing T&M	Burlap Cloth / Generic Burlap Pattern / Tanned Harness
<i>Tanned Tunic</i>	19	C	Outfitter Ess. V15	Finish	Sewing T&M	Tanned Hide Plate / Generic Burlap Pattern / Tanned Harness
<i>Cured Leggings</i>	19	R	Adv. Outf. Ch. & Legs. V19	Finish	Sewing T&M	Cured Hide Plate / Generic Burlap Pattern / Tanned Harness
<i>Cured Tunic</i>	19	R	Adv. Outf. Ch. & Legs. V19	Finish	Sewing T&M	Cured Hide Plate / Generic Burlap Pattern / Tanned Harness
<i>Merchantine Bloomers</i>	19	R	Adv. Outf. Ch. & Legs. V19	Finish	Sewing T&M	Roughspun Cloth / Generic Burlap Pattern / Tanned Harness
<i>Merchantine Vest</i>	19	R	Adv. Outf. Ch. & Legs. V19	Finish	Sewing T&M	Roughspun Cloth / Generic Burlap Pattern / Tanned Harness
<i>Roughspun Blouse</i>	19	R	Adv. Outf. Ch. & Legs. V19	Finish	Sewing T&M	Roughspun Cloth / Generic Burlap Pattern / Tanned Harness
<i>Roughspun Pantaloons</i>	19	R	Adv. Outf. Ch. & Legs. V19	Finish	Sewing T&M	Roughspun Cloth / Generic Burlap Pattern / Tanned Harness

OUTFITTER: WEAPONRY/METALWORKING

<i>Iron Bar</i>	10	C	Outfitter Ess. V10	Refine	Forge	Raw Iron / Eolith Temper
<i>Iron Crossguard</i>	10	C	Outfitter Ess. V10	Interim	Forge	Refined Iron / Eolith Temper
<i>Iron Edge</i>	10	C	Outfitter Ess. V10	Interim	Forge	Refined Iron / Eolith Temper
<i>Iron Hammer Head</i>	10	C	Outfitter Ess. V10	Interim	Forge	Refined Iron / Eolith Temper
<i>Iron Rings</i>	10	C	Outfitter Ess. V10	Interim	Forge	Refined Iron / Eolith Temper
<i>Iron Spike</i>	10	C	Outfitter Ess. V10	Interim	Forge	Refined Iron / Eolith Temper
<i>Iron Battle Axe</i>	11	C	Outfitter Ess. V11	Finish	Forge	Iron Edge / Tanned Hilt / Iron Stud
<i>Iron Battle Hammer</i>	11	C	Outfitter Ess. V11	Finish	Forge	Iron Hammer Head / Maple Stave / Tanned Hilt
<i>Iron Cutlass</i>	11	C	Outfitter Ess. V11	Finish	Forge	Iron Edge / Iron Cross Guard / Tanned Hilt
<i>Iron Dirk</i>	11	C	Outfitter Ess. V11	Finish	Forge	Iron Edge / Iron Pommel / Tanned Hilt
<i>Iron Long Sword</i>	11	C	Outfitter Ess. V11	Finish	Forge	Iron Edge / Iron Crossguard / Iron Pommel
<i>Iron Mace</i>	11	C	Outfitter Ess. V11	Finish	Forge	Iron Hammer Head / Maple Stave / Tanned Hilt
<i>Iron Plate</i>	11	C		Interim	Forge	Refined Iron / Eolith Temper
<i>Iron Spear</i>	11	C	Outfitter Ess. V11	Finish	Forge	Iron Edge / Maple Stave / Iron Shod
<i>Blackened Iron Bar</i>	11	R	Adv. Outf. Refining V11	Refine	Forge	Raw Blackened Iron / Eolith Temper
<i>Blackened Iron Edge</i>	11	R	Adv. Outf. Refining V11	Interim	Forge	Refined Blackened Iron / Eolith Temper
<i>Blackened Iron Hammer Head</i>	11	R	Adv. Outf. Refining V11	Interim	Forge	Refined Blackened Iron / Eolith Temper
<i>Blackened Iron Plate</i>	11	R		Interim	Forge	Blackened Iron Bar / Eolith Temper
<i>Blackened Iron Rings</i>	11	R	Adv. Outf. Refining V11	Interim	Forge	Refined Blackened Iron / Eolith Temper
<i>Blackened Iron Battle Axe</i>	12	R	Adv. Outf. One-H Wps. V12	Finish	Forge	Blackened Iron Edge / Tanned Hilt / Iron Stud
<i>Blackened Iron Battle Hammer</i>	12	R	Adv. Outf. One-H Wps. V12	Finish	Forge	Blackened Iron Hammer Head / Maple Stave / Tanned Hilt

EVERQUEST II

PRIMA OFFICIAL GAME GUIDE

RECIPE/PRODUCT	LVL	C/R	RECIPE BOOK	PROCESS	DEVICE	COMPONENTS
<i>Blackened Iron Cutlass</i>	12	R	Adv. Outf. One-H Wps. V12	Finish	Forge	Blackened Iron Edge / Iron Cross Guard / Tanned Hilt
<i>Blackened Iron Dirk</i>	12	R	Adv. Outf. One-H Wps. V12	Finish	Forge	Blackened Iron Edge / Iron Pommel / Tanned Hilt
<i>Blackened Iron Long Sword</i>	12	R	Adv. Outf. One-H Wps. V12	Finish	Forge	Blackened Iron Edge / Iron Crossguard / Iron Pommel
<i>Blackened Iron Mace</i>	12	R	Adv. Outf. One-H Wps. V12	Finish	Forge	Blackened Iron Hammer Head / Maple Stave / Tanned Hilt
<i>Blackened Iron Spear</i>	12	R	Adv. Outf. One-H Wps. V12	Finish	Forge	Blackened Iron Edge / Maple Stave / Iron Shod
<i>Iron Crescent Axe</i>	13	C	Outfitter Ess. V13	Finish	Forge	Iron Edge / Maple Stave / Iron Stud
<i>Iron Flail</i>	13	C	Outfitter Ess. V13	Finish	Forge	Iron Hammer Head / Iron Chain Links / Tanned Hilt
<i>Iron Leafblade</i>	13	C	Outfitter Ess. V13	Finish	Forge	Iron Edge / Maple Stave / Iron Shod
<i>Iron Rapier</i>	13	C	Outfitter Ess. V13	Finish	Forge	Iron Edge / Iron Cross Guard / Tanned Hilt
<i>Iron Short Sword</i>	13	C	Outfitter Ess. V13	Finish	Forge	Iron Edge / Iron Cross Guard / Iron Pommel
<i>Iron Stiletto</i>	13	C	Outfitter Ess. V13	Finish	Forge	Iron Edge / Iron Cross Guard / Tanned Hilt
<i>Blackened Iron Crecent Axe</i>	14	R	Adv. Outf. Dual Weaps. V14	Finish	Forge	Blackened Iron Edge / Maple Stave / Iron Stud
<i>Blackened Iron Flail</i>	14	R	Adv. Outf. Dual Weaps. V14	Finish	Forge	Blackened Iron Hammer Head / Iron Chain Links / Tanned Hilt
<i>Blackened Iron Leafblade</i>	14	R	Adv. Outf. Dual Weaps. V14	Finish	Forge	Blackened Iron Edge / Maple Stave / Iron Shod
<i>Blackened Iron Rapier</i>	14	R	Adv. Outf. Dual Weaps. V14	Finish	Forge	Blackened Iron Edge / Iron Cross Guard / Tanned Hilt
<i>Blackened Iron Short Sword</i>	14	R	Adv. Outf. Dual Weaps. V14	Finish	Forge	Blackened Iron Edge / Iron Crossguard / Iron Pommel
<i>Blackened Iron Stiletto</i>	14	R	Adv. Outf. Dual Weaps. V14	Finish	Forge	Blackened Iron Edge / Iron Cross Guard / Tanned Hilt
<i>Iron Assult Axe</i>	15	C	Outfitter Ess. V14	Finish	Forge	Iron Edge / Tanned Hilt / Iron Spike
<i>Iron Greatsword</i>	15	C	Outfitter Ess. V14	Finish	Forge	Iron Edge / Tanned Hilt / Iron Crossguard
<i>Iron Halberd</i>	15	C	Outfitter Ess. V14	Finish	Forge	Iron Edge / Tanned Hilt / Iron Spike
<i>Iron Tulwar</i>	15	C	Outfitter Ess. V14	Finish	Forge	Iron Edge / Tanned Hilt / Iron Crossguard
<i>Blackened Iron Assult Axe</i>	16	R	Adv. Outf. Two-H Wps. V16	Finish	Forge	Blackened Iron Edge / Tanned Hilt / Iron Spike
<i>Blackened Iron Greatsword</i>	16	R	Adv. Outf. Two-H Wps. V16	Finish	Forge	Blackened Iron Edge / Tanned Hilt / Iron Crossguard
<i>Blackened Iron Halberd</i>	16	R	Adv. Outf. Two-H Wps. V16	Finish	Forge	Iron Edge / Tanned Hilt / Iron Spike
<i>Blackened Iron Tulwar</i>	16	R	Adv. Outf. Two-H Wps. V16	Finish	Forge	Blackened Iron Edge / Tanned Hilt / Iron Crossguard
<i>Iron Throwing Axes*</i>	18	C	Outfitter Ess. V18	Finish	Forge	Iron Edge / Iron Pommel / Tanned Hilt
<i>Iron Throwing Daggers*</i>	18	C	Outfitter Ess. V18	Finish	Forge	Iron Edge / Iron Pommel / Tanned Hilt
<i>Iron Throwing Hammers*</i>	19	C	Outfitter Ess. V19	Finish	Forge	Iron Hammerhead / Iron Pommel / Tanned Hilt

ARMORER

Armorer are dedicated to making the metal armors needed to defend frontline warriors. They create heavy plate and chain armors, as well as metal helms and shields. They are also a good source of heavy metal plate and sheeting.

ARMORER: HEAVY ARMORING/METALSHAPING RECIPES

<i>Carbonite Bar (Weap./Metalw.)</i>	20	C	Armorer Ess. V20	Refine	Forge	Raw Carbonite / Neolith Temper
<i>Carbonite Plate (Weap./Metalw.)</i>	20	C	Armorer Ess. V20	Interim	Forge	Refined Carbonite / Neolith Temper
<i>Carbonite Rings (Weap./Metalw.)</i>	20	C	Armorer Ess. V20	Interim	Forge	Refined Carbonite / Neolith Temper
<i>Carbonite sheet</i>	20	C	Armorer Ess. V20	Interim	Forge	Refined Carbonite / Neolith Temper

TAILOR

Tailors provide lighter protection for the smaller adventurer — leather and cloth armors, as well as satchels and bags. Their leather plate and strap handiwork is often needed by other crafters.

TAILOR: LIGHT ARMORING/TAILORING RECIPES

<i>Boiled Hide Plate</i>	20	C	Tailor Ess. V20	Interim	Sewing T&M	Stretch of Boiled Leather / Thylakoid Oil
<i>Boiled Hilt</i>	20	C		Interim	Sewing T&M	Refined Boiled Leather / Thylakoid Resin
<i>Boiled Leather Binding</i>	20	C	Tailor Ess. V20	Interim	Sewing T&M	Refined Boiled Leather / Thylakoid Resin
<i>Boiled Leather Cord</i>	20	C	Tailor Ess. V20	Interim	Sewing T&M	Refined Boiled Leather / Thylakoid Resin
<i>Boiled Leather Strap</i>	20	C	Tailor Ess. V20	Interim	Sewing T&M	Stretch of Boiled Leather / Thylakoid Wash
<i>Canvas Cloth</i>	20	C	Tailor Ess. V20	Interim	Sewing T&M	Refined Canvas Thread / Canvas Yarn
<i>Canvas Padding</i>	20	C	Tailor Ess. V20	Interim	Sewing T&M	Canvas Yarn / Thylakoid Wash
<i>Canvas Thread</i>	20	C	Tailor Ess. V20	Refine	Sewing T&M	Raw Belladonna or Canvas / Thylakoid Oil
<i>Canvas Yarn</i>	20	C	Tailor Ess. V20	Refine	Sewing T&M	Raw Canvas or Belladonna Material / Thylakoid Wash
<i>Rawhide Boiled Harness</i>	20	C	Tailor Ess. V20	Interim	Sewing T&M	Refined Boiled Leather / Thylakoid Resin
<i>Stretch of Boiled Leather</i>	20	C	Tailor Ess. V20	Refine	Sewing T&M	Sullied Medium Quality Pelt / Thylakoid Wash
<i>Ruckas Cloth</i>	20	R		Interim	Sewing T&M	Refined Ruckas Thread / Ruckas Yarn
<i>Ruckas Thread</i>	20	R		Refine	Sewing T&M	Raw Dandelion or Ruckas / Thylakoid Oil

WEAPONSMITH

Weaponsmiths create a variety of weapons to outfit any adventurer — knives, swords of every length and larger axes and hammers. They also smith metal spikes used by carpenters.

WEAPONSMITH: WEAPONRY/METALWORKING RECIPES

RECIPE/PRODUCT	LVL	C/R	RECIPE BOOK	PROCESS	DEVICE	COMPONENTS
<i>Boiled Hilt (Lt. Armor/Tailor.)</i>	20	C	Weaponsmith Ess. V20	Interim	Sewing T&M	Refined Boiled Leather / Thylakoid Resin
<i>Carbonite Bar</i>	20	C	Weaponsmith Ess. V20	Refine	Forge	Raw Carbonite / Neolith Temper
<i>Carbonite Crossguard</i>	20	C	Weaponsmith Ess. V20	Interim	Forge	Refined Carbonite / Neolith Temper
<i>Carbonite Edge</i>	20	C	Weaponsmith Ess. V20	Interim	Forge	Refined Carbonite / Neolith Temper
<i>Carbonite Hammer Head</i>	20	C	Weaponsmith Ess. V20	Interim	Forge	Refined Carbonite / Neolith Temper
<i>Carbonite Plate</i>	20	C		Interim	Forge	Refined Carbonite / Neolith Temper
<i>Carbonite Rings</i>	20	C		Interim	Forge	Refined Carbonite / Neolith Temper
<i>Carbonite sheet (Hvy. Armor/Metalsh.)</i>	20	C	Weaponsmith Ess. V20	Interim	Forge	Refined Carbonite / Neolith Temper
<i>Carbonite Shod</i>	20	C		Interim	Forge	Refined Carbonite / Neolith Temper
<i>Carbonite Spike</i>	20	C	Weaponsmith Ess. V20	Interim	Forge	Refined Carbonite / Neolith Temper
<i>Stretch of Boiled Leather (Lt. Arm./Tlr.)</i>	20	C	Weaponsmith Ess. V20	Refine	Sewing T&M	Sullied Medium Quality Pelt / Thylakoid Wash
<i>Steel Bar</i>	20	R		Refine	Forge	Raw Steel / Neolith Temper
<i>Steel Plate</i>	20	R		Interim	Forge	Refined Steel / Neolith Temper



Scholar Skills & Recipes

Scholars have dedicated themselves to imbuing their works with both magic and intricate detail. Their deep knowledge of chemistry is used to make a variety of chemicals, poisons and potions. They are able to scribe scrolls that can upgrade the abilities of any who read them. Their deft fingers also produce jewelry that is both magical and beautiful.

Other crafters rely on the Scholar's wisdom. They can create the eolith temper

needed to melt metal, as well as the stroma oil, wash and resin needed to refine wood, cure leather, and make cloth. Their precision with metal results in iron buckles, pommels, studs and struts. All are used by Outfitters and Craftsmen alike.

Scholars are dependent on other crafters, as well. Even the best of Scholars could not create a single scroll without wooden quills and

paper provided by a local Craftsman. Similarly, many items of jewelry require iron sheets from an experienced Outfitter.

SCHOLAR SKILLS

Skill	Description	Subclass
<i>Alchemy</i>	make potions and poisons	Alchemist
<i>Chemistry</i>	create trade skill items with chem.	Alchemist
<i>Artificing</i>	create magic items with trade skills	Jeweler
<i>Runecraft</i>	make mag. augmentations for items	Jeweler
<i>Arcana</i>	make spells and books	Sage
<i>Scribing</i>	create spells and copy books	Sage

SCHOLAR RECIPES

RECIPE/PRODUCT	LVL	C/R	RECIPE BOOK	PROCESS	DEVICE	COMPONENTS
<i>Iron Shod (Weap./Metalwrk.)</i>	9	C	Scholar Ess. V10	Interim	Forge	Refined Iron / Eolith Temper
<i>Iron Bar (Weap./Metalwrk.)</i>	10	C	Scholar Ess. V10	Refine	Forge	Raw Iron / Eolith Temper
<i>Blackened Iron Bar (Weap./Metalwrk.)</i>	11	R	Adv. Scholar Refining V11	Refine	Forge	Raw Blackened Iron / Eolith Temper

SCHOLAR: ALCHEMY/CHEMISTRY RECIPES

<i>(Essence) Blessed Weap. (App. III)*</i>	10	C	Scholar Ess. V11	Finish	Chem. Table	Iron Gual Ink / Larent Suspension / Stroma Resin
<i>Eolith Temper</i>	10	C	Scholar Ess. V10	Refine	Chem. Table	Raw Iron, Eolith, Electrum, or Turquoise / Liquid
<i>Field Maple Compound</i>	10	C	Scholar Ess. V10	Refine	Chem. Table	Field Maple / Aerated Mineral Water
<i>Field Maple Emulsion</i>	10	C	Scholar Ess. V10	Refine	Chem. Table	Field Maple / Aerated Mineral Water
<i>Field Maple Mixture</i>	10	C	Scholar Ess. V10	Refine	Chem. Table	Field Maple / Aerated Mineral Water
<i>Field Maple Oil</i>	10	C	Scholar Ess. V10	Refine	Chem. Table	Field Maple / Liquid
<i>Field Maple Resin</i>	10	C	Scholar Ess. V10	Refine	Chem. Table	Field Maple / Liquid
<i>Field Maple Solvent</i>	10	C	Scholar Ess. V10	Refine	Chem. Table	Field Maple / Aerated Mineral Water
<i>Field Maple Wash</i>	10	C	Scholar Ess. V10	Refine	Chem. Table	Field Maple / Liquid
<i>Fig Wash</i>	10	C	Scholar Ess. V10	Refine	Chem. Table	Figs / Liquid
<i>Iron Gaul Dye</i>	10	C	Scholar Ess. V10	Interim	Chem. Table	Refined Trinoid / Stroma Wash
<i>Iron Gaul Ink</i>	10	C	Scholar Ess. V10	Interim	Chem. Table	Iron Gaul Dye / Stroma Wash
<i>Liquified Field Maple</i>	10	C		Refine	Chem. Table	Field Maple / Aerated Mineral Water
<i>Liquified Stroma</i>	10	C		Refine	Chem. Table	Raw Tuber / Aerated Mineral Water
<i>Liquified Sycamore</i>	10	C		Refine	Chem. Table	Sycamore / Aerated Mineral Water
<i>(Essence) Power Strike (App. III)*</i>	10	C	Scholar Ess. V11	Finish	Chem. Table	Iron Gual Ink / Larent Suspension / Stroma Resin
<i>Soapweed Oil</i>	10	C		Refine	Chem. Table	Soapweed / Liquid
<i>Soapweed Resin</i>	10	C		Refine	Chem. Table	Soapweed / Liquid
<i>Soapweed Wash</i>	10	C		Refine	Chem. Table	Soapweed / Liquid
<i>Spoonleaf Yucca Oil</i>	10	C	Scholar Ess. V10	Refine	Chem. Table	Spoonleaf Yucca / Liquid
<i>Spoonleaf Yucca Resin</i>	10	C	Scholar Ess. V10	Refine	Chem. Table	Spoonleaf Yucca / Liquid
<i>Spoonleaf Yucca Wash</i>	10	C	Scholar Ess. V10	Refine	Chem. Table	Spoonleaf Yucca / Liquid
<i>Stroma Compound</i>	10	C	Scholar Ess. V10	Refine	Chem. Table	Raw Tuber / Aerated Mineral Water
<i>Stroma Emulsion</i>	10	C	Scholar Ess. V10	Refine	Chem. Table	Raw Tuber / Aerated Mineral Water
<i>Stroma Mixture</i>	10	C	Scholar Ess. V10	Refine	Chem. Table	Raw Tuber / Aerated Mineral Water
<i>Stroma Oil</i>	10	C	Scholar Ess. V10	Refine	Chem. Table	Raw Tuber / Liquid
<i>Stroma Resin</i>	10	C	Scholar Ess. V10	Refine	Chem. Table	Raw Tuber or Maple / Liquid
<i>Stroma Solvent</i>	10	C	Scholar Ess. V10	Refine	Chem. Table	Raw Tuber / Aerated Mineral Water
<i>Stroma Wash</i>	10	C	Scholar Ess. V10	Refine	Chem. Table	Raw Tuber / Liquid
<i>Sycamore Compound</i>	10	C	Scholar Ess. V10	Refine	Chem. Table	Sycamore / Aerated Mineral Water
<i>Sycamore Emulsion</i>	10	C	Scholar Ess. V10	Refine	Chem. Table	Sycamore / Aerated Mineral Water
<i>Sycamore Mixture</i>	10	C	Scholar Ess. V10	Refine	Chem. Table	Sycamore / Aerated Mineral Water
<i>Sycamore Oil</i>	10	C	Scholar Ess. V10	Refine	Chem. Table	Sycamore / Liquid
<i>Sycamore Resin</i>	10	C	Scholar Ess. V10	Refine	Chem. Table	Sycamore / Liquid
<i>Sycamore Solvent</i>	10	C	Scholar Ess. V10	Refine	Chem. Table	Sycamore / Aerated Mineral Water
<i>Sycamore Wash</i>	10	C	Scholar Ess. V10	Refine	Chem. Table	Sycamore / Liquid
<i>(Essence) Taunting Blow (App. III)*</i>	10	C	Scholar Ess. V11	Finish	Chem. Table	Iron Gual Ink / Larent Suspension / Stroma Resin
<i>Trinoid Reagent</i>	10	C	Scholar Ess. V10	Refine	Chem. Table	Raw Iron, Electrum, Turquoise, or Trinoid / Stroma Oil
<i>Withered Mushroom Compound</i>	10	C	Scholar Ess. V10	Refine	Chem. Table	Withered Mushroom / Aerated Mineral Water

RECIPE/PRODUCT	LVL	C/R	RECIPE BOOK	PROCESS	DEVICE	COMPONENTS
Withered Mushroom Emulsion	10	C	Scholar Ess. V10	Refine	Chem. Table	Withered Mushroom / Aerated Mineral Water
Withered Mushroom Mixture	10	C	Scholar Ess. V10	Refine	Chem. Table	Withered Mushroom / Aerated Mineral Water
Withered Mushroom Oil	10	C	Scholar Ess. V10	Refine	Chem. Table	Withered Mushroom / Liquid
Withered Mushroom Resin	10	C	Scholar Ess. V10	Refine	Chem. Table	Withered Mushroom / Liquid
Withered Mushroom Solvent	10	C	Scholar Ess. V10	Refine	Chem. Table	Withered Mushroom / Aerated Mineral Water
Withered Mushroom Wash	10	C	Scholar Ess. V10	Refine	Chem. Table	Withered Mushroom / Liquid
(Essence) Blessed Weap. (Adept III)*	10	R	Adv. Scholar Refining V11	Finish	Chem. Table	Suzuri Ink / Larent Suspension / Stroma Resin
Fig Compound	10	R		Refine	Chem. Table	Figs / Aerated Mineral Water
Fig Emulsion	10	R		Refine	Chem. Table	Figs / Aerated Mineral Water
Fig Mixture	10	R		Refine	Chem. Table	Figs / Aerated Mineral Water
Fig Solvent	10	R		Refine	Chem. Table	Figs / Aerated Mineral Water
Liquified Fig	10	R		Refine	Chem. Table	Figs / Aerated Mineral Water
Liquified Radish	10	R		Refine	Chem. Table	Radishes / Aerated Mineral Water
Liquified Soapweed	10	R		Refine	Chem. Table	Soapweed / Aerated Mineral Water
Liquified Spoonleaf Yucca	10	R		Refine	Chem. Table	Spoonleaf Yucca / Aerated Mineral Water
Liquified Withered Mushroom	10	R		Refine	Chem. Table	Withered Mushroom / Aerated Mineral Water
(Essence) Power Strike (Adept III)*	10	R	Adv. Scholar Refining V11	Finish	Chem. Table	Suzuri Ink / Larent Suspension / Stroma Resin
Radish Compound	10	R		Refine	Chem. Table	Radishes / Aerated Mineral Water
Radish Emulsion	10	R		Refine	Chem. Table	Radishes / Aerated Mineral Water
Radish Mixture	10	R		Refine	Chem. Table	Radishes / Aerated Mineral Water
Radish Solvent	10	R		Refine	Chem. Table	Radishes / Aerated Mineral Water
Soapweed Compound	10	R		Refine	Chem. Table	Soapweed / Aerated Mineral Water
Soapweed Emulsion	10	R		Refine	Chem. Table	Soapweed / Aerated Mineral Water
Soapweed Mixture	10	R		Refine	Chem. Table	Soapweed / Aerated Mineral Water
Soapweed Solvent	10	R		Refine	Chem. Table	Soapweed / Aerated Mineral Water
Spoonleaf Yucca Compound	10	R		Refine	Chem. Table	Spoonleaf Yucca / Aerated Mineral Water
Spoonleaf Yucca Emulsion	10	R		Refine	Chem. Table	Spoonleaf Yucca / Aerated Mineral Water
Spoonleaf Yucca Mixture	10	R		Refine	Chem. Table	Spoonleaf Yucca / Aerated Mineral Water
Spoonleaf Yucca Solvent	10	R		Refine	Chem. Table	Spoonleaf Yucca / Aerated Mineral Water
(Essence) Taunting Blow (Adept III)*	10	R	Adv. Scholar Refining V11	Finish	Chem. Table	Suzuri Ink / Larent Suspension / Stroma Resin
Tree Fern Mixture	10	R		Refine	Chem. Table	Tree Fern / Aerated Mineral Water
Tree Fern Solvent	10	R		Refine	Chem. Table	Tree Fern / Aerated Mineral Water
Caustic Assault	11	C	Scholar Ess. V11	Finish	Chem. Table	Poison Vial / Larent Suspension / Stroma Oil
Elixir of Endless Intellect	11	C	Scholar Ess. V11	Finish	Chem. Table	Float Glass Bottle / Larent Solution / Stroma Mixture
Elixir of Mingle Awareness	11	C	Scholar Ess. V11	Finish	Chem. Table	Float Glass Bottle / Larent Solution / Liquified Stroma
Elixir of Swiftness	11	C	Scholar Ess. V11	Finish	Chem. Table	Float Glass Bottle / Larent Solution / Stroma Emulsion
Elixir of the Champion	11	C	Scholar Ess. V11	Finish	Chem. Table	Float Glass Bottle / Larent Solution / Stroma Compound
Elixir of the Stoutheart	11	C	Scholar Ess. V11	Finish	Chem. Table	Float Glass Bottle / Larent Solution / Stroma Solvent
(Essence) Mangle (App. III)*	11	C	Scholar Ess. V11	Finish	Chem. Table	Iron Gual Ink / Larent Suspension / Stroma Resin
(Essence) Righteous Blow (App. III)*	11	C	Scholar Ess. V11	Finish	Chem. Table	Iron Gual Ink / Larent Suspension / Stroma Resin
Thirst for Blood	11	C	Scholar Ess. V11	Finish	Chem. Table	Poison Vial / Larent Suspension / Stroma Wash
(Essence) Thrust Kick (App. III)*	11	C	Scholar Ess. V11	Finish	Chem. Table	Iron Gual Ink / Larent Suspension / Stroma Resin
(Essence) Mangle (Adept III)*	11	R	Adv. Scholar Refining V11	Finish	Chem. Table	Suzuri Ink / Larent Suspension / Stroma Resin
(Essence) Righteous Blow (Adept III)*	11	R	Adv. Scholar Refining V11	Finish	Chem. Table	Suzuri Ink / Larent Suspension / Stroma Resin
Suzuri Ink	11	R	Adv. Scholar Refining V11	Interim	Chem. Table	Suzuri Dye / Stroma Wash
Tetranoid Reagent	11	R	Adv. Scholar Refining V11	Refine	Chem. Table	Raw Blackened Iron, Silver, Coral, or Tetranoid / Stroma Oil
(Essence) Thrust Kick (Adept III)*	11	R	Adv. Scholar Refining V11	Finish	Chem. Table	Suzuri Ink / Larent Suspension / Stroma Resin
(Essence) Dem. of Faith (App. III)*	12	C	Scholar Ess. V12	Finish	Chem. Table	Iron Gual Ink / Larent Suspension / Stroma Resin
Diabolic Fury	12	C	Scholar Ess. V12	Finish	Chem. Table	Poison Vial / Larent Suspension / Stroma Resin
Elixir of Accuracy	12	C	Scholar Ess. V12	Finish	Chem. Table	Float Glass Bottle / Larent Solution / Liquified Sycamore
Elixir of Comprehension	12	C	Scholar Ess. V12	Finish	Chem. Table	Float Glass Bottle / Larent Solution / Sycamore Emulsion
Elixir of Resurgence	12	C	Scholar Ess. V12	Finish	Chem. Table	Float Glass Bottle / Larent Solution / Sycamore Mixture
Elixir of Revitalization	12	C	Scholar Ess. V12	Finish	Chem. Table	Float Glass Bottle / Larent Solution / Sycamore Compound
Elixir of Vitality	12	C	Scholar Ess. V12	Finish	Chem. Table	Float Glass Bottle / Larent Solution / Sycamore Solvent
Malignant Decay	12	C	Scholar Ess. V12	Finish	Chem. Table	Poison Vial / Larent Suspension / Sycamore Wash
(Essence) Martial Focus (App. III)*	12	C	Scholar Ess. V12	Finish	Chem. Table	Iron Gual Ink / Larent Suspension / Stroma Resin
(Essence) Rallying Cry (App. III)*	12	C	Scholar Ess. V12	Finish	Chem. Table	Iron Gual Ink / Larent Suspension / Stroma Resin
(Essence) Dem. of Faith (Adept III)*	12	R	Adv. Scholar Scrolls V12	Finish	Chem. Table	Suzuri Ink / Larent Suspension / Stroma Resin
(Essence) Martial Focus (Adept III)*	12	R	Adv. Scholar Scrolls V12	Finish	Chem. Table	Suzuri Ink / Larent Suspension / Stroma Resin
(Essence) Rallying Cry (Adept III)*	12	R	Adv. Scholar Scrolls V12	Finish	Chem. Table	Suzuri Ink / Larent Suspension / Stroma Resin
Suzuri Dye	12	R		Interim	Chem. Table	Refined Tetranoid / Stroma Wash
Altered Immunity	13	C	Scholar Ess. V13	Finish	Chem. Table	Poison Vial / Larent Suspension / Sycamore Resin
Balaksen's Cure All	13	C	Scholar Ess. V13	Finish	Chem. Table	Float Glass Bottle / Larent Solution / Field Maple Compound
Bloodburst	13	C	Scholar Ess. V13	Finish	Chem. Table	Poison Vial / Larent Suspension / Sycamore Oil
Elixir of Endurance	13	C	Scholar Ess. V13	Finish	Chem. Table	Float Glass Bottle / Larent Solution / Field Maple Mixture
Elixir of Energy	13	C	Scholar Ess. V13	Finish	Chem. Table	Float Glass Bottle / Larent Solution / Field Maple Emulsion
Elixir of Liveliness	13	C	Scholar Ess. V13	Finish	Chem. Table	Float Glass Bottle / Larent Solution / Liquified Field Maple
Elixir of Understanding	13	C	Scholar Ess. V13	Finish	Chem. Table	Float Glass Bottle / Larent Solution / Field Maple Solvent
(Essence) Hunker Down (App. III)*	13	C	Scholar Ess. V13	Finish	Chem. Table	Iron Gual Ink / Larent Suspension / Stroma Resin

EVERQUEST II

PRIMA OFFICIAL GAME GUIDE

RECIPE/PRODUCT	LVL	C/R	RECIPE BOOK	PROCESS	DEVICE	COMPONENTS
(Essence) Indomitable Will (App. III)*13	13	C	Scholar Ess. V13	Finish	Chem. Table	Iron Gual Ink / Larent Suspension / Stroma Resin
(Essence) Righteous Anger (App. III)*13	13	C	Scholar Ess. V13	Finish	Chem. Table	Iron Gual Ink / Larent Suspension / Stroma Resin
(Essence) Shield Bash (App. III)*	13	C	Scholar Ess. V13	Finish	Chem. Table	Iron Gual Ink / Larent Suspension / Stroma Resin
(Essence) Shoulder Charge (App. III)*	13	C	Scholar Ess. V13	Finish	Chem. Table	Iron Gual Ink / Larent Suspension / Stroma Resin
(Essence) Unyield. Advance (App. III)*	13	C	Scholar Ess. V13	Finish	Chem. Table	Iron Gual Ink / Larent Suspension / Stroma Resin
(Essence) Hunker Down (Adept III)*	13	R	Adv. Scholar Scrolls V14	Finish	Chem. Table	Suzuri Ink / Larent Suspension / Stroma Resin
(Essence) Indomitable Will (Adept III)*	13	R	Adv. Scholar Scrolls V14	Finish	Chem. Table	Suzuri Ink / Larent Suspension / Stroma Resin
(Essence) Righteous Anger (Adept III)*	13	R	Adv. Scholar Scrolls V14	Finish	Chem. Table	Suzuri Ink / Larent Suspension / Stroma Resin
(Essence) Shield Bash (Adept III)*	13	R	Adv. Scholar Scrolls V14	Finish	Chem. Table	Suzuri Ink / Larent Suspension / Stroma Resin
(Essence) Shoulder Charge (Adept III)*	13	R	Adv. Scholar Scrolls V14	Finish	Chem. Table	Suzuri Ink / Larent Suspension / Stroma Resin
(Essence) Unyield. Adv. (Adept III)*	13	R	Adv. Scholar Scrolls V14	Finish	Chem. Table	Suzuri Ink / Larent Suspension / Stroma Resin
Abhorrent Deterioration	14	C	Scholar Ess. V14	Finish	Chem. Table	Poison Vial / Larent Suspension / Field Maple Wash
Concoction of Adventure	14	C	Scholar Ess. V14	Finish	Chem. Table	Float Glass Bottle / Larent Solution / Withered Mushroom Solvent
Cranial Displacement	14	C	Scholar Ess. V14	Finish	Chem. Table	Poison Vial / Larent Suspension / Field Maple Oil
(Essence) Cry of Conviction (App. III)*	14	C	Scholar Ess. V14	Finish	Chem. Table	Iron Gual Ink / Larent Suspension / Stroma Resin
Elixir of Purity	14	C	Scholar Ess. V14	Finish	Chem. Table	Float Glass Bottle / Larent Solution / Withered Mushroom Mixture
(Essence) Feign Death (App. III)*	14	C	Scholar Ess. V14	Finish	Chem. Table	Iron Gual Ink / Larent Suspension / Stroma Resin
Goriba's Reclamation	14	C	Scholar Ess. V14	Finish	Chem. Table	Float Glass Bottle / Larent Solution / Withered Mushroom Compound
Iony's Revitalization	14	C	Scholar Ess. V14	Finish	Chem. Table	Float Glass Bottle / Larent Solution / Withered Mushroom Emulsion
Sten's Invigoration	14	C	Scholar Ess. V14	Finish	Chem. Table	Float Glass Bottle / Larent Solution / Liquefied Withered Mushroom
(Essence) Wound (App. III)*	14	C	Scholar Ess. V14	Finish	Chem. Table	Iron Gual Ink / Larent Suspension / Stroma Resin
(Essence) Cry of Convict. (Adept III)*	14	R	Adv. Scholar Scrolls V14	Finish	Chem. Table	Suzuri Ink / Larent Suspension / Stroma Resin
(Essence) Feign Death (Adept III)*	14	R	Adv. Scholar Scrolls V14	Finish	Chem. Table	Suzuri Ink / Larent Suspension / Stroma Resin
(Essence) Wound (Adept III)*	14	R	Adv. Scholar Scrolls V14	Finish	Chem. Table	Suzuri Ink / Larent Suspension / Stroma Resin
Agonizing Invulnerability	15	C	Scholar Ess. V15	Finish	Chem. Table	Poison Vial / Larent Suspension / Field Maple Resin
(Essence) Faithful Swing (App. III)*	15	C	Scholar Ess. V15	Finish	Chem. Table	Iron Gual Ink / Larent Suspension / Stroma Resin
(Essence) Focused Strike (App. III)*	15	C	Scholar Ess. V15	Finish	Chem. Table	Iron Gual Ink / Larent Suspension / Stroma Resin
(Essence) Forced Swing (App. III)*	15	C	Scholar Ess. V15	Finish	Chem. Table	Iron Gual Ink / Larent Suspension / Stroma Resin
(Essence) Hold The Line (App. III)*	15	C	Scholar Ess. V15	Finish	Chem. Table	Iron Gual Ink / Larent Suspension / Stroma Resin
(Essence) Thundering Fists (App. III)*	15	C	Scholar Ess. V15	Finish	Chem. Table	Iron Gual Ink / Larent Suspension / Stroma Resin
(Essence) Thundering Fists (Adept III)*	15	R		Finish	Chem. Table	Suzuri Ink / Larent Suspension / Stroma Resin
Avenging Blow	15	R		Finish	Chem. Table	Lined Poison Vial / Larent Suspension / Withered Mushroom Wash
Baxok's Invigoration	15	R		Finish	Chem. Table	Muffled Glass Bottle / Larent Solution / Spoonleaf Yucca Mixture
Beek's Rejuvenation	15	R		Finish	Chem. Table	Muffled Glass Bottle / Larent Solution / Spoonleaf Yucca Compound
(Essence) Faithful Swing (Adept III)*	15	R		Finish	Chem. Table	Suzuri Ink / Larent Suspension / Stroma Resin
(Essence) Focused Strike (Adept III)*	15	R		Finish	Chem. Table	Suzuri Ink / Larent Suspension / Stroma Resin
(Essence) Forced Swing (Adept III)*	15	R		Finish	Chem. Table	Suzuri Ink / Larent Suspension / Stroma Resin
(Essence) Hold The Line (Adept III)*	15	R		Finish	Chem. Table	Suzuri Ink / Larent Suspension / Stroma Resin
Niska's Invigoration	15	R		Finish	Chem. Table	Muffled Glass Bottle / Larent Solution / Spoonleaf Yucca Emulsion
Raska's Rejuvenation	15	R		Finish	Chem. Table	Muffled Glass Bottle / Larent Solution / Liquefied Spoonleaf Yucca
Shana's Rejuvenation	15	R		Finish	Chem. Table	Muffled Glass Bottle / Larent Solution / Spoonleaf Yucca Solvent
(Essence) Brawlers Stance (App. III)*	16	C	Scholar Ess. V16	Finish	Chem. Table	Iron Gual Ink / Larent Suspension / Stroma Resin
(Essence) Knights Stance (App. III)*	16	C	Scholar Ess. V16	Finish	Chem. Table	Iron Gual Ink / Larent Suspension / Stroma Resin
(Essence) Soldiers Stance (App. III)*	16	C	Scholar Ess. V16	Finish	Chem. Table	Iron Gual Ink / Larent Suspension / Stroma Resin
Aura of Light	16	R	Adv. Scholar Acc. V16	Finish	Chem. Table	Muffled Glass Bottle / Larent Solution / Liquefied Soapweed
(Essence) Brawlers Stance (Adept III)*	16	R	Adv. Scholar Acc. V16	Finish	Chem. Table	Suzuri Ink / Larent Suspension / Stroma Resin
Gubbin's Replenishment	16	R	Adv. Scholar Acc. V16	Finish	Chem. Table	Muffled Glass Bottle / Larent Solution / Soapweed Solvent
(Essence) Knights Stance (Adept III)*	16	R	Adv. Scholar Acc. V16	Finish	Chem. Table	Suzuri Ink / Larent Suspension / Stroma Resin
Miraculous Stability	16	R	Adv. Scholar Acc. V16	Finish	Chem. Table	Lined Poison Vial / Larent Suspension / Withered Mushroom Resin
Pyzin's Replenishment	16	R	Adv. Scholar Acc. V16	Finish	Chem. Table	Muffled Glass Bottle / Larent Solution / Soapweed Compound
Silverwind's Refreshment	16	R	Adv. Scholar Acc. V16	Finish	Chem. Table	Muffled Glass Bottle / Larent Solution / Soapweed Emulsion
(Essence) Soldiers Stance (Adept III)*	16	R	Adv. Scholar Acc. V16	Finish	Chem. Table	Suzuri Ink / Larent Suspension / Stroma Resin
Soonog's Refreshment	16	R	Adv. Scholar Acc. V16	Finish	Chem. Table	Muffled Glass Bottle / Larent Solution / Soapweed Mixture
Visions of Derangement	16	R	Adv. Scholar Acc. V16	Finish	Chem. Table	Lined Poison Vial / Larent Suspension / Withered Mushroom Oil
(Essence) Anger (App. III)*	17	C	Scholar Ess. V17	Finish	Chem. Table	Iron Gual Ink / Larent Suspension / Stroma Resin
(Essence) Bruising Strike (App. III)*	17	C	Scholar Ess. V17	Finish	Chem. Table	Iron Gual Ink / Larent Suspension / Stroma Resin
(Essence) Concussion (App. III)*	17	C	Scholar Ess. V17	Finish	Chem. Table	Iron Gual Ink / Larent Suspension / Stroma Resin
(Essence) Inflammation (App. III)*	17	C	Scholar Ess. V17	Finish	Chem. Table	Iron Gual Ink / Larent Suspension / Stroma Resin
(Essence) Offer. of Arm. (App. III)*	17	C	Scholar Ess. V17	Finish	Chem. Table	Iron Gual Ink / Larent Suspension / Stroma Resin
(Essence) Taunting Slap (App. III)*	17	C	Scholar Ess. V17	Finish	Chem. Table	Iron Gual Ink / Larent Suspension / Stroma Resin
(Essence) Anger (Adept III)*	17	R		Finish	Chem. Table	Suzuri Ink / Larent Suspension / Stroma Resin
Ashlan's Favor	17	R		Finish	Chem. Table	Muffled Glass Bottle / Larent Solution / Fig Solvent
Astonishing Visions	17	R		Finish	Chem. Table	Lined Poison Vial / Larent Suspension / Spoonleaf Yucca Oil
(Essence) Bruising Strike (Adept III)*	17	R		Finish	Chem. Table	Suzuri Ink / Larent Suspension / Stroma Resin
Bulwark of Trueheart	17	R		Finish	Chem. Table	Muffled Glass Bottle / Larent Solution / Fig Mixture
(Essence) Concussion (Adept III)*	17	R		Finish	Chem. Table	Suzuri Ink / Larent Suspension / Stroma Resin
Guardsmanship of the Vale	17	R		Finish	Chem. Table	Muffled Glass Bottle / Larent Solution / Fig Compound
(Essence) Inflammation (Adept III)*	17	R		Finish	Chem. Table	Suzuri Ink / Larent Suspension / Stroma Resin
(Essence) Offer. of Arm. (Adept III)*	17	R		Finish	Chem. Table	Suzuri Ink / Larent Suspension / Stroma Resin
Rinturion's Salvation	17	R		Finish	Chem. Table	Muffled Glass Bottle / Larent Solution / Fig Emulsion

RECIPE/PRODUCT	LVL	C/R	RECIPE BOOK	PROCESS	DEVICE	COMPONENTS
<i>Silandra's Warding</i>	17	R		Finish	Chem. Table	Muffled Glass Bottle / Larent Solution / Liquefied Fig
<i>Supernal Wave</i>	17	R		Finish	Chem. Table	Lined Poison Vial / Larent Suspension / Spoonleaf Yucca Wash
<i>(Essence) Taunting Slap (Adept III)*</i>	17	R		Finish	Chem. Table	Suzuri Ink / Larent Suspension / Stroma Resin
<i>(Essence) Ancient Pledge (App. III)*</i>	18	C	Scholar Ess. V18	Finish	Chem. Table	Iron Gual Ink / Larent Suspension / Stroma Resin
<i>(Essence) Stand Firm (App. III)*</i>	18	C	Scholar Ess. V18	Finish	Chem. Table	Iron Gual Ink / Larent Suspension / Stroma Resin
<i>(Essence) Stagg. Stance (App. III)*</i>	18	C	Scholar Ess. V18	Finish	Chem. Table	Iron Gual Ink / Larent Suspension / Stroma Resin
<i>(Essence) Ancient Pledge (Adept III)*</i>	18	R	Adv. Scholar Scrolls V18	Finish	Chem. Table	Suzuri Ink / Larent Suspension / Stroma Resin
<i>Aura of the Planeswalker</i>	18	R	Adv. Scholar Scrolls V18	Finish	Chem. Table	Muffled Glass Bottle / Larent Solution / Radish Compound
<i>Aura of the Starwatcher</i>	18	R	Adv. Scholar Scrolls V18	Finish	Chem. Table	Muffled Glass Bottle / Larent Solution / Liquefied Radish
<i>Favor of the Froglok King</i>	18	R	Adv. Scholar Scrolls V18	Finish	Chem. Table	Muffled Glass Bottle / Larent Solution / Radish Solvent
<i>Jentry's Absolution</i>	18	R	Adv. Scholar Scrolls V18	Finish	Chem. Table	Muffled Glass Bottle / Larent Solution / Radish Mixture
<i>Shielding of the Tranquil Heart</i>	18	R	Adv. Scholar Scrolls V18	Finish	Chem. Table	Muffled Glass Bottle / Larent Solution / Radish Emulsion
<i>Spirit of Lifelessness</i>	18	R	Adv. Scholar Scrolls V18	Finish	Chem. Table	Lined Poison Vial / Larent Suspension / Soapweed Wash
<i>(Essence) Battle Tactics (Adept III)*</i>	18	R	Adv. Scholar Scrolls V18	Finish	Chem. Table	Suzuri Ink / Larent Suspension / Stroma Resin
<i>(Essence) Stagg. Stance (Adept III)*</i>	18	R	Adv. Scholar Scrolls V18	Finish	Chem. Table	Suzuri Ink / Larent Suspension / Stroma Resin
<i>Superior Protection</i>	18	R	Adv. Scholar Scrolls V18	Finish	Chem. Table	Lined Poison Vial / Larent Suspension / Spoonleaf Yucca Resin
<i>(Essence) Battle Tactics (App. III)*</i>	19	C	Scholar Ess. V19	Finish	Chem. Table	Iron Gual Ink / Larent Suspension / Stroma Resin
<i>(Essence) Charge (App. III)*</i>	19	C	Scholar Ess. V19	Finish	Chem. Table	Iron Gual Ink / Larent Suspension / Stroma Resin
<i>(Essence) Flying Kick (App. III)*</i>	19	C	Scholar Ess. V19	Finish	Chem. Table	Iron Gual Ink / Larent Suspension / Stroma Resin
<i>(Essence) Knee Break (App. III)*</i>	19	C	Scholar Ess. V19	Finish	Chem. Table	Iron Gual Ink / Larent Suspension / Stroma Resin
<i>(Essence) Rapid Swings (App. III)*</i>	19	C	Scholar Ess. V19	Finish	Chem. Table	Iron Gual Ink / Larent Suspension / Stroma Resin
<i>(Essence) Battle Tactics (Adept III)*</i>	19	R	Adv. Scholar Scrolls V19	Finish	Chem. Table	Suzuri Ink / Larent Suspension / Stroma Resin
<i>(Essence) Charge (Adept III)*</i>	19	R	Adv. Scholar Scrolls V19	Finish	Chem. Table	Suzuri Ink / Larent Suspension / Stroma Resin
<i>DuraK's Salvation</i>	19	R	Adv. Scholar Scrolls V19	Finish	Chem. Table	Muffled Glass Bottle / Larent Solution / Tree Fern Solvent
<i>(Essence) Flying Kick (Adept III)*</i>	19	R	Adv. Scholar Scrolls V19	Finish	Chem. Table	Suzuri Ink / Larent Suspension / Stroma Resin
<i>(Essence) Knee Break (Adept III)*</i>	19	R	Adv. Scholar Scrolls V19	Finish	Chem. Table	Suzuri Ink / Larent Suspension / Stroma Resin
<i>(Essence) Rapid Swings (Adept III)*</i>	19	R	Adv. Scholar Scrolls V19	Finish	Chem. Table	Suzuri Ink / Larent Suspension / Stroma Resin
<i>Rotting Flesh</i>	19	R	Adv. Scholar Scrolls V19	Finish	Chem. Table	Lined Poison Vial / Larent Suspension / Soapweed Resin
<i>Salvation of the Tranquil</i>	19	R	Adv. Scholar Scrolls V19	Finish	Chem. Table	Muffled Glass Bottle / Larent Solution / Tree Fern Mixture
<i>Unnerving Breakdown</i>	19	R	Adv. Scholar Scrolls V19	Finish	Chem. Table	Lined Poison Vial / Larent Suspension / Soapweed Oil
<i>Visions of Dementia</i>	19	R	Adv. Scholar Scrolls V19	Finish	Chem. Table	Lined Poison Vial / Larent Suspension / Fig Wash

SCHOLAR: ARCANA/SCRIBING RECIPES

RECIPE/PRODUCT	L	C/R	RECIPE BOOK	PROCESS	DEVICE	COMPONENTS
<i>Blaze (App. III)*</i>	10	C	Scholar Ess. V11	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Fascinate (App. III)*</i>	10	C	Scholar Ess. V11	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Nettleshield (App. III)*</i>	10	C	Scholar Ess. V11	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Rebuke (App. III)*</i>	10	C	Scholar Ess. V11	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Tellurian Recruit (App. III)*</i>	10	C	Scholar Ess. V11	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Wailing Haze (App. III)*</i>	10	C	Scholar Ess. V11	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Blaze (Adept III)*</i>	10	R	Adv. Scholar Refining V11	Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper
<i>Fascinate (Adept III)*</i>	10	R	Adv. Scholar Refining V11	Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper
<i>Nettleshield (Adept III)*</i>	10	R	Adv. Scholar Refining V11	Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper
<i>Rebuke (Adept III)*</i>	10	R	Adv. Scholar Refining V11	Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper
<i>Tellurian Recruit (Adept III)*</i>	10	R	Adv. Scholar Refining V11	Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper
<i>Wailing Haze (Adept III)*</i>	10	R	Adv. Scholar Refining V11	Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper
<i>Agitation (App. III)*</i>	11	C	Scholar Ess. V11	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Burning Radiance (App. III)*</i>	11	C	Scholar Ess. V11	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Chill (App. III)*</i>	11	C	Scholar Ess. V11	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Contagion (App. III)*</i>	11	C	Scholar Ess. V11	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Ego Shock (App. III)*</i>	11	C	Scholar Ess. V11	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Radiant Strike (App. III)*</i>	11	C		Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Agitation (Adept III)*</i>	11	R	Adv. Scholar Refining V11	Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper
<i>Burning Radiance (Adept III)*</i>	11	R	Adv. Scholar Refining V11	Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper
<i>Chill (Adept III)*</i>	11	R	Adv. Scholar Refining V11	Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper
<i>Contagion (Adept III)*</i>	11	R	Adv. Scholar Refining V11	Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper
<i>Ego Shock (Adept III)*</i>	11	R	Adv. Scholar Refining V11	Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper
<i>Radiant Strike (Adept III)*</i>	11	R	Adv. Scholar Refining V11	Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper
<i>Bestowal of Vitae (App. III)*</i>	12	C	Scholar Ess. V12	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Earthy Brand (App. III)*</i>	12	C	Scholar Ess. V12	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Regrowth (App. III)*</i>	12	C	Scholar Ess. V12	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Signet of Intuition (App. III)*</i>	12	C	Scholar Ess. V12	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Spectral Ward (App. III)*</i>	12	C	Scholar Ess. V12	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Vivid Seal (App. III)*</i>	12	C	Scholar Ess. V12	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Bestowal of Vitae (Adept III)*</i>	12	R	Adv. Scholar Scrolls V12	Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper
<i>Earthy Brand (Adept III)*</i>	12	R	Adv. Scholar Scrolls V12	Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper
<i>Regrowth (Adept III)*</i>	12	R	Adv. Scholar Scrolls V12	Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper

EVERQUEST II

PRIMA OFFICIAL GAME GUIDE

RECIPE/PRODUCT	LVL	C/R	RECIPE BOOK	PROCESS	DEVICE	COMPONENTS
<i>Signet of Intuition (Adept III)*</i>	12	R	Adv. Scholar Scrolls V12	Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper
<i>Spectral Ward (Adept III)*</i>	12	R	Adv. Scholar Scrolls V12	Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper
<i>Vivid Seal (Adept III)*</i>	12	R	Adv. Scholar Scrolls V12	Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper
<i>Bloom (App. III)*</i>	13	C	Scholar Ess. V13	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Consume Ego (App. III)*</i>	13	C	Scholar Ess. V13	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Daunting Gaze (App. III)*</i>	13	C	Scholar Ess. V13	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Distract (App. III)*</i>	13	C	Scholar Ess. V13	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Dust Blast (App. III)*</i>	13	C	Scholar Ess. V13	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Freezing Whorl (App. III)*</i>	13	C	Scholar Ess. V13	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Painful Meditation (App. III)*</i>	13	C	Scholar Ess. V13	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Phantasm (App. III)*</i>	13	C	Scholar Ess. V13	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Spiritual Seal (App. III)*</i>	13	C	Scholar Ess. V13	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Subterfuge (App. III)*</i>	13	C	Scholar Ess. V13	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Veil of The (App. III)*</i>	13	C	Scholar Ess. V13	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Bloom (Adept III)*</i>	13	R	Adv. Scholar Scrolls V14	Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper
<i>Consume Ego (Adept III)*</i>	13	R	Adv. Scholar Scrolls V14	Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper
<i>Daunting Gaze (Adept III)*</i>	13	R	Adv. Scholar Scrolls V14	Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper
<i>Distract (Adept III)*</i>	13	R	Adv. Scholar Scrolls V14	Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper
<i>Dust Blast (Adept III)*</i>	13	R	Adv. Scholar Scrolls V14	Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper
<i>Freezing Whorl (Adept III)*</i>	13	R	Adv. Scholar Scrolls V14	Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper
<i>Painful Meditation (Adept III)*</i>	13	R	Adv. Scholar Scrolls V14	Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper
<i>Phantasm (Adept III)*</i>	13	R	Adv. Scholar Scrolls V14	Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper
<i>Spiritual Seal (Adept III)*</i>	13	R	Adv. Scholar Scrolls V14	Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper
<i>Subterfuge (Adept III)*</i>	13	R	Adv. Scholar Scrolls V14	Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper
<i>Veil of The (Adept III)*</i>	13	R	Adv. Scholar Scrolls V14	Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper
<i>Breath of Spirits (App. III)*</i>	14	C	Scholar Ess. V14	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Conflagration (App. III)*</i>	14	C	Scholar Ess. V14	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Gloom (App. III)*</i>	14	C	Scholar Ess. V14	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Soothe Servant (App. III)*</i>	14	C	Scholar Ess. V14	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Soothing Sermon (App. III)*</i>	14	C	Scholar Ess. V14	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Stinging Swarm (App. III)*</i>	14	C	Scholar Ess. V14	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Symbol of Transal (App. III)*</i>	14	C	Scholar Ess. V14	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Wards of Spirit (App. III)*</i>	14	C	Scholar Ess. V14	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Winds of Renewal (App. III)*</i>	14	C	Scholar Ess. V14	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Breath of Spirits (Adept III)*</i>	14	R	Adv. Scholar Scrolls V14	Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper
<i>Conflagration (Adept III)*</i>	14	R	Adv. Scholar Scrolls V14	Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper
<i>Gloom (Adept III)*</i>	14	R	Adv. Scholar Scrolls V14	Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper
<i>Soothe Servant (Adept III)*</i>	14	R	Adv. Scholar Scrolls V14	Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper
<i>Soothing Sermon (Adept III)*</i>	14	R	Adv. Scholar Scrolls V14	Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper
<i>Stinging Swarm (Adept III)*</i>	14	R	Adv. Scholar Scrolls V14	Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper
<i>Symbol of Transal (Adept III)*</i>	14	R	Adv. Scholar Scrolls V14	Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper
<i>Wards of Spirit (Adept III)*</i>	14	R	Adv. Scholar Scrolls V14	Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper
<i>Winds of Renewal (Adept III)*</i>	14	R	Adv. Scholar Scrolls V14	Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper
<i>Cerebral Spasm (App. III)*</i>	15	C	Scholar Ess. V15	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Essence Shift (App. III)*</i>	15	C	Scholar Ess. V15	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Grey Wind (App. III)*</i>	15	C	Scholar Ess. V15	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Ice Spike (App. III)*</i>	15	C	Scholar Ess. V15	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Prayer of Amelioration (App. III)*</i>	15	C	Scholar Ess. V15	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Cerebral Spasm (Adept III)*</i>	15	R		Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper
<i>Essence Shift (Adept III)*</i>	15	R		Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper
<i>Grey Wind (Adept III)*</i>	15	R		Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper
<i>Ice Spike (Adept III)*</i>	15	R		Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper
<i>Prayer of Amelioration (Adept III)*</i>	15	R		Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper
<i>Auspice (App. III)*</i>	16	C	Scholar Ess. V16	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Combat Healing (App. III)*</i>	16	C	Scholar Ess. V16	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Freeze (App. III)*</i>	16	C		Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Overwhelming Silence (App. III)*</i>	16	C	Scholar Ess. V16	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Petrify (App. III)*</i>	16	C	Scholar Ess. V16	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Redoubt (App. III)*</i>	16	C	Scholar Ess. V16	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Seism (App. III)*</i>	16	C	Scholar Ess. V16	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Tongue Twist (App. III)*</i>	16	C	Scholar Ess. V16	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Vigor (App. III)*</i>	16	C	Scholar Ess. V16	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Willowskin (App. III)*</i>	16	C	Scholar Ess. V16	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Auspice (Adept III)*</i>	16	R	Adv. Scholar Acc. V16	Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper
<i>Combat Healing (Adept III)*</i>	16	R	Adv. Scholar Acc. V16	Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper
<i>Freeze (Adept III)*</i>	16	R	Adv. Scholar Acc. V16	Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper
<i>Overwhelming Silence (Adept III)*</i>	16	R	Adv. Scholar Acc. V16	Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper
<i>Petrify (Adept III)*</i>	16	R	Adv. Scholar Acc. V16	Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper
<i>Redoubt (Adept III)*</i>	16	R	Adv. Scholar Acc. V16	Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper

RECIPE/PRODUCT	LVL	C/R	RECIPE BOOK	PROCESS	DEVICE	COMPONENTS
<i>Seism (Adept III)*</i>	16	R	Adv. Scholar Acc. V16	Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper
<i>Tongue Twist (Adept III)*</i>	16	R	Adv. Scholar Acc. V16	Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper
<i>Vigor (Adept III)*</i>	16	R	Adv. Scholar Acc. V16	Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper
<i>Willowskin (Adept III)*</i>	16	R	Adv. Scholar Acc. V16	Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper
<i>Archhealing (App. III)*</i>	17	C	Scholar Ess. V17	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Bludgeoning Earth (App. III)*</i>	17	C	Scholar Ess. V17	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Incinerate (App. III)*</i>	17	C	Scholar Ess. V17	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Mind Jolt (App. III)*</i>	17	C	Scholar Ess. V17	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Sylvan Wind (App. III)*</i>	17	C	Scholar Ess. V17	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Totemic Aid (App. III)*</i>	17	C	Scholar Ess. V17	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Archhealing (Adept III)*</i>	17	R		Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper
<i>Bludgeoning Earth (Adept III)*</i>	17	R		Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper
<i>Incinerate (Adept III)*</i>	17	R		Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper
<i>Mind Jolt (Adept III)*</i>	17	R		Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper
<i>Sylvan Wind (Adept III)*</i>	17	R		Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper
<i>Totemic Aid (Adept III)*</i>	17	R		Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper
<i>Accord (App. III)*</i>	18	C	Scholar Ess. V18	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Admonishing Smite (App. III)*</i>	18	C	Scholar Ess. V18	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Breeze (App. III)*</i>	18	C	Scholar Ess. V18	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Effloresce (App. III)*</i>	18	C	Scholar Ess. V18	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Healing Ritual (App. III)*</i>	18	C	Scholar Ess. V18	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Invisibility (App. III)*</i>	18	C	Scholar Ess. V18	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Mark of Pawns (App. III)*</i>	18	C	Scholar Ess. V18	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Spirit of The (App. III)*</i>	18	C	Scholar Ess. V18	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Splinter of Essence (App. III)*</i>	18	C	Scholar Ess. V18	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Stupefy (App. III)*</i>	18	C	Scholar Ess. V18	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Summon Shadows (App. III)*</i>	18	C	Scholar Ess. V18	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Wild Spirit (App. III)*</i>	18	C	Scholar Ess. V18	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Accord (Adept III)*</i>	18	R	Adv. Scholar Scrolls V18	Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper
<i>Admonishing Smite (Adept III)*</i>	18	R	Adv. Scholar Scrolls V18	Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper
<i>Breeze (Adept III)*</i>	18	R		Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper
<i>Effloresce (Adept III)*</i>	18	R	Adv. Scholar Scrolls V18	Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper
<i>Healing Ritual (Adept III)*</i>	18	R	Adv. Scholar Scrolls V18	Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper
<i>Invisibility (Adept III)*</i>	18	R	Adv. Scholar Scrolls V18	Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper
<i>Mark of Pawns (Adept III)*</i>	18	R	Adv. Scholar Scrolls V18	Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper
<i>Spirit of The (Adept III)*</i>	18	R	Adv. Scholar Scrolls V18	Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper
<i>Splinter of Essence (Adept III)*</i>	18	R	Adv. Scholar Scrolls V18	Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper
<i>Stupefy (Adept III)*</i>	18	R	Adv. Scholar Scrolls V18	Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper
<i>Summon Shadows (Adept III)*</i>	18	R	Adv. Scholar Scrolls V18	Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper
<i>Wild Spirit (Adept III)*</i>	18	R	Adv. Scholar Scrolls V18	Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper
<i>Binding Light (App. III)*</i>	19	C	Scholar Ess. V19	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Daring (App. III)*</i>	19	C	Scholar Ess. V19	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Frozen Manacles (App. III)*</i>	19	C	Scholar Ess. V19	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Immobilize (App. III)*</i>	19	C	Scholar Ess. V19	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Spirit of The (App. III)*</i>	19	C	Scholar Ess. V19	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Verdure (App. III)*</i>	19	C	Scholar Ess. V19	Finish	Engraved Dk	Iron Gual Ink / Maple Quill / Cailun Paper
<i>Binding Light (Adept III)*</i>	19	R	Adv. Scholar Scrolls V19	Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper
<i>Daring (Adept III)*</i>	19	R	Adv. Scholar Scrolls V19	Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper
<i>Frozen Manacles (Adept III)*</i>	19	R	Adv. Scholar Scrolls V19	Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper
<i>Immobilize (Adept III)*</i>	19	R	Adv. Scholar Scrolls V19	Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper
<i>Spirit of The (Adept III)*</i>	19	R	Adv. Scholar Scrolls V19	Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper
<i>Verdure (Adept III)*</i>	19	R	Adv. Scholar Scrolls V19	Finish	Engraved Dk	Suzuri Ink / Maple Quill / Cailun Paper

SCHOLAR: RUNECRAFT/ARTIFICING RECIPES

<i>Iron Pommel</i>	9	C	Scholar Ess. V10	Interim	Forge	Refined Iron / Stroma Oil
<i>(Rune) Backstab (App. III)*</i>	10	C	Scholar Ess. V11	Finish	Work Bench	Iron Gual Ink / Iron Spike / Electrum Ornament
<i>Electrum Bar</i>	10	C	Scholar Ess. V10	Refine	Work Bench	Raw Electrum / Eolith Temper
<i>Electrum Ornament</i>	10	C	Scholar Ess. V10	Interim	Work Bench	Refined Electrum / Stroma Resin
<i>Electrum Setting</i>	10	C	Scholar Ess. V10	Interim	Work Bench	Refined Electrum / Stroma Resin
<i>Electrum Sheet</i>	10	C	Scholar Ess. V10	Interim	Work Bench	Refined Electrum / Eolith Temper
<i>Faceted Turquoise</i>	10	C	Scholar Ess. V10	Interim	Work Bench	Refined Turquoise / Stroma Oil
<i>Float Glass</i>	10	C	Scholar Ess. V10	Interim	Work Bench	Trinoid Loam / Stroma Resin / Eolith Temper
<i>Iron Buckle</i>	10	C	Scholar Ess. V10	Interim	Forge	Refined Iron / Eolith Temper
<i>Iron Chain Links</i>	10	C	Scholar Ess. V10	Interim	Forge	Refined Iron / Eolith Temper
<i>Iron Hook</i>	10	C	Scholar Ess. V10	Interim	Forge	Refined Iron / Eolith Temper
<i>Iron Strut</i>	10	C	Scholar Ess. V10	Interim	Forge	Refined Iron / Eolith Temper
<i>Iron Stud</i>	10	C	Scholar Ess. V10	Interim	Forge	Refined Iron / Eolith Temper
<i>Poison Vial</i>	10	C	Scholar Ess. V10	Interim	Work Bench	Trinoid Loam / Stroma Oil / Stroma Resin

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RECIPE/PRODUCT	LVL	C/R	RECIPE BOOK	PROCESS	DEVICE	COMPONENTS
(Rune) Rousing Tune (App. III)*	10	C	Scholar Ess. V11	Finish	Work Bench	Iron Gual Ink / Iron Spike / Electrum Ornament
(Rune) Shadow Blade (App. III)*	10	C	Scholar Ess. V11	Finish	Work Bench	Iron Gual Ink / Iron Spike / Electrum Ornament
Turquoise Gem	10	C	Scholar Ess. V10	Refine	Work Bench	Raw Turquoise / Stroma Resin
(Rune) Backstab (Adept III)*	10	R	Adv. Scholar Refining V11	Finish	Work Bench	Suzuri Ink / Iron Spike / Electrum Ornament
Lined Poison Vial	10	R		Interim	Work Bench	Tetranoid Loam / Stroma Oil / Stroma Resin
(Rune) Rousing Tune (Adept III)*	10	R	Adv. Scholar Refining V11	Finish	Work Bench	Suzuri Ink / Iron Spike / Electrum Ornament
(Rune) Shadow Blade (Adept III)*	10	R	Adv. Scholar Refining V11	Finish	Work Bench	Suzuri Ink / Iron Spike / Electrum Ornament
(Rune) Reconnoiter (App. III)*	11	C	Scholar Ess. V11	Finish	Work Bench	Iron Gual Ink / Iron Spike / Electrum Ornament
(Rune) Smuggle (App. III)*	11	C	Scholar Ess. V11	Finish	Work Bench	Iron Gual Ink / Iron Spike / Electrum Ornament
(Rune) Sparkling Blade (App. III)*	11	C	Scholar Ess. V11	Finish	Work Bench	Iron Gual Ink / Iron Spike / Electrum Ornament
Coral Gem	11	R	Adv. Scholar Refining V11	Refine	Work Bench	Raw Coral / Stroma Resin
Faceted Coral	11	R	Adv. Scholar Refining V11	Interim	Work Bench	Refined Coral / Stroma Oil
Muffled Glass	11	R	Adv. Scholar Refining V11	Interim	Work Bench	Tetranoid Loam / Stroma Resin / Eolith Temper
(Rune) Reconnoiter (Adept III)*	11	R	Adv. Scholar Refining V11	Finish	Work Bench	Suzuri Ink / Iron Spike / Electrum Ornament
Silver Bar	11	R	Adv. Scholar Refining V11	Refine	Work Bench	Raw Silver / Eolith Temper
Silver Sheet	11	R	Adv. Scholar Refining V11	Interim	Work Bench	Refined Silver / Eolith Temper
(Rune) Smuggle (Adept III)*	11	R	Adv. Scholar Refining V11	Finish	Work Bench	Suzuri Ink / Iron Spike / Electrum Ornament
(Rune) Sparkling Blade (Adept III)*	11	R	Adv. Scholar Refining V11	Finish	Work Bench	Suzuri Ink / Iron Spike / Electrum Ornament
(Rune) Bleed (App. III)*	12	C	Scholar Ess. V12	Finish	Work Bench	Iron Gual Ink / Iron Spike / Electrum Ornament
(Rune) Piercing Shriek (App. III)*	12	C	Scholar Ess. V12	Finish	Work Bench	Iron Gual Ink / Iron Spike / Electrum Ornament
(Rune) Quick Flurry (App. III)*	12	C	Scholar Ess. V12	Finish	Work Bench	Iron Gual Ink / Iron Spike / Electrum Ornament
(Rune) Bleed (Adept III)*	12	R	Adv. Scholar Scrolls V12	Finish	Work Bench	Suzuri Ink / Iron Spike / Electrum Ornament
Blackened Iron Strut	12	R	Adv. Scholar Refining V11	Interim	Forge	Refined Blackened Iron / Eolith Temper
Coral Orb	12	R		Finish	Work Bench	Faceted Coral / Iron Sheet / Electrum Ornament
Cured Tome	12	R		Finish	Work Bench	Cured Binding / Cailun Paper
(Rune) Piercing Shriek (Adept III)*	12	R	Adv. Scholar Scrolls V12	Finish	Work Bench	Suzuri Ink / Iron Spike / Electrum Ornament
(Rune) Quick Flurry (Adept III)*	12	R	Adv. Scholar Scrolls V12	Finish	Work Bench	Suzuri Ink / Iron Spike / Electrum Ornament
Silver Symbol	12	R		Finish	Work Bench	Silver Sheet / Iron Sheet / Electrum Ornament
(Rune) Bria's Stirr. Ballad (App. III)*	13	C	Scholar Ess. V13	Finish	Work Bench	Iron Gual Ink / Iron Spike / Electrum Ornament
Burlap Sash	13	C	Scholar Ess. V13	Finish	Work Bench	Burlap Cloth / Electrum Ornament / Iron Buckle
Electrum Band	13	C	Scholar Ess. V13	Finish	Work Bench	Electrum Sheet / Electrum Ornament / Iron Stud
Electrum Bangle	13	C	Scholar Ess. V13	Finish	Work Bench	Electrum Sheet / Electrum Setting / Electrum Ornament
Electrum Hoop	13	C	Scholar Ess. V13	Finish	Work Bench	Electrum Sheet / Iron Stud / Electrum Ornament
Electrum Torque	13	C	Scholar Ess. V13	Finish	Work Bench	Electrum Sheet / Electrum Ornament / Iron Stud
(Rune) Hunters Instinct (App. III)*	13	C	Scholar Ess. V13	Finish	Work Bench	Iron Gual Ink / Iron Spike / Electrum Ornament
(Rune) Impale (App. III)*	13	C	Scholar Ess. V13	Finish	Work Bench	Iron Gual Ink / Iron Spike / Electrum Ornament
(Rune) Performers Talent (App. III)*	13	C	Scholar Ess. V13	Finish	Work Bench	Iron Gual Ink / Iron Spike / Electrum Ornament
(Rune) Rash Advance (App. III)*	13	C	Scholar Ess. V13	Finish	Work Bench	Iron Gual Ink / Iron Spike / Electrum Ornament
(Rune) Street Smarts (App. III)*	13	C	Scholar Ess. V13	Finish	Work Bench	Iron Gual Ink / Iron Spike / Electrum Ornament
(Rune) Bria's Stirr. Ballad (Adept III)*	13	R	Adv. Scholar Scrolls V14	Finish	Work Bench	Suzuri Ink / Iron Spike / Electrum Ornament
(Rune) Hunters Instinct (Adept III)*	13	R	Adv. Scholar Scrolls V14	Finish	Work Bench	Suzuri Ink / Iron Spike / Electrum Ornament
(Rune) Impale (Adept III)*	13	R	Adv. Scholar Scrolls V14	Finish	Work Bench	Suzuri Ink / Iron Spike / Electrum Ornament
(Rune) Performers Talent (Adept III)*	13	R	Adv. Scholar Scrolls V14	Finish	Work Bench	Suzuri Ink / Iron Spike / Electrum Ornament
(Rune) Rash Advance (Adept III)*	13	R	Adv. Scholar Scrolls V14	Finish	Work Bench	Suzuri Ink / Iron Spike / Electrum Ornament
(Rune) Street Smarts (Adept III)*	13	R	Adv. Scholar Scrolls V14	Finish	Work Bench	Suzuri Ink / Iron Spike / Electrum Ornament
(Rune) Circular Strike (App. III)*	14	C	Scholar Ess. V14	Finish	Work Bench	Iron Gual Ink / Iron Spike / Electrum Ornament
(Rune) Merciless Melody (App. III)*	14	C	Scholar Ess. V14	Finish	Work Bench	Iron Gual Ink / Iron Spike / Electrum Ornament
(Rune) Stalk (App. III)*	14	C	Scholar Ess. V14	Finish	Work Bench	Iron Gual Ink / Iron Spike / Electrum Ornament
(Rune) Circular Strike (Adept III)*	14	R	Adv. Scholar Scrolls V14	Finish	Work Bench	Suzuri Ink / Iron Spike / Electrum Ornament
(Rune) Merciless Melody (Adept III)*	14	R	Adv. Scholar Scrolls V14	Finish	Work Bench	Suzuri Ink / Iron Spike / Electrum Ornament
(Rune) Stalk (Adept III)*	14	R	Adv. Scholar Scrolls V14	Finish	Work Bench	Suzuri Ink / Iron Spike / Electrum Ornament
(Rune) Alin's Keening Lam. (App. III)*	15	C	Scholar Ess. V15	Finish	Work Bench	Iron Gual Ink / Iron Spike / Electrum Ornament
(Rune) Back Shot (App. III)*	15	C	Scholar Ess. V15	Finish	Work Bench	Iron Gual Ink / Iron Spike / Electrum Ornament
(Rune) Bludgeon (App. III)*	15	C	Scholar Ess. V15	Finish	Work Bench	Iron Gual Ink / Iron Spike / Electrum Ornament
(Rune) Gouge (App. III)*	15	C	Scholar Ess. V15	Finish	Work Bench	Iron Gual Ink / Iron Spike / Electrum Ornament
(Rune) Pierce (App. III)*	15	C	Scholar Ess. V15	Finish	Work Bench	Iron Gual Ink / Iron Spike / Electrum Ornament
Turquoise Bracelet	15	C	Scholar Ess. V15	Finish	Work Bench	Faceted Turquoise / Pressed Electrum Sheet / Iron Hook
Turquoise Earring	15	C	Scholar Ess. V15	Finish	Work Bench	Faceted Turquoise / Iron Stud / Electrum Setting
(Rune) Walts Singing Blade (App. III)*	15	C	Scholar Ess. V15	Finish	Work Bench	Iron Gual Ink / Iron Spike / Electrum Ornament
(Rune) Alin's Keening Lam. (Adept III)*	15	R		Finish	Work Bench	Suzuri Ink / Iron Spike / Electrum Ornament
(Rune) Back Shot (Adept III)*	15	R		Finish	Work Bench	Suzuri Ink / Iron Spike / Electrum Ornament
(Rune) Bludgeon (Adept III)*	15	R		Finish	Work Bench	Suzuri Ink / Iron Spike / Electrum Ornament
(Rune) Gouge (Adept III)*	15	R		Finish	Work Bench	Suzuri Ink / Iron Spike / Electrum Ornament
(Rune) Pierce (Adept III)*	15	R		Finish	Work Bench	Suzuri Ink / Iron Spike / Electrum Ornament
(Rune) Walts Sing. Blade (Adept III)*	15	R		Finish	Work Bench	Suzuri Ink / Iron Spike / Electrum Ornament
(Rune) Open Shot (App. III)*	16	C	Scholar Ess. V16	Finish	Work Bench	Iron Gual Ink / Iron Spike / Electrum Ornament
(Rune) Singing Shot (App. III)*	16	C	Scholar Ess. V16	Finish	Work Bench	Iron Gual Ink / Iron Spike / Electrum Ornament
(Rune) Strangling Shot (App. III)*	16	C	Scholar Ess. V16	Finish	Work Bench	Iron Gual Ink / Iron Spike / Electrum Ornament
Turquoise Necklace	16	C	Scholar Ess. V16	Finish	Work Bench	Faceted Turquoise / Iron Chain Links / Electrum Setting
Turquoise Ring	16	C	Scholar Ess. V16	Finish	Work Bench	Faceted Turquoise / Electrum Sheet / Electrum Setting

RECIPE/PRODUCT	LVL	C/R	RECIPE BOOK	PROCESS	DEVICE	COMPONENTS
<i>Coral Bracelet</i>	16	R	Adv. Scholar Acc. V16	Finish	Work Bench	Faceted Coral / Pressed Electrum Sheet / Iron Hook
<i>Coral Earring</i>	16	R	Adv. Scholar Acc. V16	Finish	Work Bench	Faceted Coral / Iron Stud / Electrum Setting
<i>Coral Necklace</i>	16	R	Adv. Scholar Acc. V16	Finish	Work Bench	Faceted Coral / Iron Chain Links / Electrum Setting
<i>Coral Ring</i>	16	R	Adv. Scholar Acc. V16	Finish	Work Bench	Faceted Coral / Electrum Sheet / Electrum Setting
<i>Cured Belt</i>	16	R	Adv. Scholar Acc. V16	Finish	Work Bench	Cured Strap / Iron Stud / Iron Buckle
<i>(Rune) Open Shot (Adept III)*</i>	16	R	Adv. Scholar Acc. V16	Finish	Work Bench	Suzuri Ink / Iron Spike / Electrum Ornament
<i>Roughspun Sash</i>	16	R	Adv. Scholar Acc. V16	Finish	Work Bench	Roughspun Cloth / Electrum Ornament / Iron Buckle
<i>Silver Band</i>	16	R	Adv. Scholar Acc. V16	Finish	Work Bench	Silver Sheet / Electrum Ornament / Iron Stud
<i>Silver Bangle</i>	16	R	Adv. Scholar Acc. V16	Finish	Work Bench	Silver Sheet / Electrum Setting / Electrum Ornament
<i>Silver Hoop</i>	16	R	Adv. Scholar Acc. V16	Finish	Work Bench	Silver Sheet / Iron Stud / Electrum Ornament
<i>Silver Torque</i>	16	R	Adv. Scholar Acc. V16	Finish	Work Bench	Silver Sheet / Electrum Ornament / Iron Stud
<i>(Rune) Singing Shot (Adept III)*</i>	16	R	Adv. Scholar Acc. V16	Finish	Work Bench	Suzuri Ink / Iron Spike / Electrum Ornament
<i>(Rune) Strangling Shot (Adept III)*</i>	16	R	Adv. Scholar Acc. V16	Finish	Work Bench	Suzuri Ink / Iron Spike / Electrum Ornament
<i>(Rune) Battle Flurry (App. III)*</i>	17	C	Scholar Ess. V17	Finish	Work Bench	Iron Gual Ink / Iron Spike / Electrum Ornament
<i>(Rune) Hunt (App. III)*</i>	17	C	Scholar Ess. V17	Finish	Work Bench	Iron Gual Ink / Iron Spike / Electrum Ornament
<i>(Rune) Self Preservation (App. III)*</i>	17	C	Scholar Ess. V17	Finish	Work Bench	Iron Gual Ink / Iron Spike / Electrum Ornament
<i>(Rune) Snoop (App. III)*</i>	17	C	Scholar Ess. V17	Finish	Work Bench	Iron Gual Ink / Iron Spike / Electrum Ornament
<i>(Rune) Songster's Luck (App. III)*</i>	17	C	Scholar Ess. V17	Finish	Work Bench	Iron Gual Ink / Iron Spike / Electrum Ornament
<i>Turquoise Orb</i>	17	C	Scholar Ess. V17	Finish	Work Bench	Faceted Turquoise / Iron Sheet / Electrum Ornament
<i>(Rune) Walk Lightly (App. III)*</i>	17	C	Scholar Ess. V17	Finish	Work Bench	Iron Gual Ink / Iron Spike / Electrum Ornament
<i>(Rune) Battle Flurry (Adept III)*</i>	17	R		Finish	Work Bench	Suzuri Ink / Iron Spike / Electrum Ornament
<i>(Rune) Hunt (Adept III)*</i>	17	R		Finish	Work Bench	Suzuri Ink / Iron Spike / Electrum Ornament
<i>(Rune) Self Preservation (Adept III)*</i>	17	R		Finish	Work Bench	Suzuri Ink / Iron Spike / Electrum Ornament
<i>(Rune) Snoop (Adept III)*</i>	17	R		Finish	Work Bench	Suzuri Ink / Iron Spike / Electrum Ornament
<i>(Rune) Songster's Luck (Adept III)*</i>	17	R		Finish	Work Bench	Suzuri Ink / Iron Spike / Electrum Ornament
<i>(Rune) Walk Lightly (Adept III)*</i>	17	R		Finish	Work Bench	Suzuri Ink / Iron Spike / Electrum Ornament
<i>Electrum Symbol</i>	18	C	Scholar Ess. V18	Finish	Work Bench	Electrum Sheet / Iron Sheet / Electrum Ornament
<i>(Rune) Fancy Footwork (App. III)*</i>	18	C	Scholar Ess. V18	Finish	Work Bench	Iron Gual Ink / Iron Spike / Electrum Ornament
<i>(Rune) Insatiable Ardor (App. III)*</i>	18	C	Scholar Ess. V18	Finish	Work Bench	Iron Gual Ink / Iron Spike / Electrum Ornament
<i>(Rune) Survival Instincts (App. III)*</i>	18	C	Scholar Ess. V18	Finish	Work Bench	Iron Gual Ink / Iron Spike / Electrum Ornament
<i>Tanned Belt</i>	18	C	Scholar Ess. V18	Finish	Work Bench	Tanned Strap / Iron Stud / Iron Buckle
<i>(Rune) Fancy Footwork (Adept III)*</i>	18	R	Adv. Scholar Scrolls V18	Finish	Work Bench	Suzuri Ink / Iron Spike / Electrum Ornament
<i>(Rune) Insatiable Ardor (Adept III)*</i>	18	R	Adv. Scholar Scrolls V18	Finish	Work Bench	Suzuri Ink / Iron Spike / Electrum Ornament
<i>(Rune) Survival Instincts (Adept III)*</i>	18	R	Adv. Scholar Scrolls V18	Finish	Work Bench	Suzuri Ink / Iron Spike / Electrum Ornament
<i>(Rune) Distracting Blade (App. III)*</i>	19	C	Scholar Ess. V19	Finish	Work Bench	Iron Gual Ink / Iron Spike / Electrum Ornament
<i>(Rune) Pounce (App. III)*</i>	19	C	Scholar Ess. V19	Finish	Work Bench	Iron Gual Ink / Iron Spike / Electrum Ornament
<i>(Rune) Reproach. Discante (App. III)*</i>	19	C	Scholar Ess. V19	Finish	Work Bench	Iron Gual Ink / Iron Spike / Electrum Ornament
<i>(Rune) Shrouded Strike (App. III)*</i>	19	C	Scholar Ess. V19	Finish	Work Bench	Iron Gual Ink / Iron Spike / Electrum Ornament
<i>(Rune) Smuggler's Talent (App. III)*</i>	19	C	Scholar Ess. V19	Finish	Work Bench	Iron Gual Ink / Iron Spike / Electrum Ornament
<i>(Rune) Taffos Brilliant Blade (App. III)*</i>	19	C	Scholar Ess. V19	Finish	Work Bench	Iron Gual Ink / Iron Spike / Electrum Ornament
<i>Tanned Tome</i>	19	C	Scholar Ess. V19	Finish	Work Bench	Tanned Binding / Cailun Paper
<i>(Rune) Distracting Blade (Adept III)*</i>	19	R	Adv. Scholar Scrolls V19	Finish	Work Bench	Suzuri Ink / Iron Spike / Electrum Ornament
<i>(Rune) Pounce (Adept III)*</i>	19	R	Adv. Scholar Scrolls V19	Finish	Work Bench	Suzuri Ink / Iron Spike / Electrum Ornament
<i>(Rune) Reproach. Discante (Adept III)*</i>	19	R	Adv. Scholar Scrolls V19	Finish	Work Bench	Suzuri Ink / Iron Spike / Electrum Ornament
<i>(Rune) Shrouded Strike (Adept III)*</i>	19	R	Adv. Scholar Scrolls V19	Finish	Work Bench	Suzuri Ink / Iron Spike / Electrum Ornament
<i>(Rune) Smuggler's Talent (Adept III)*</i>	19	R	Adv. Scholar Scrolls V19	Finish	Work Bench	Suzuri Ink / Iron Spike / Electrum Ornament
<i>(Rune) Taffo's Brill. Blade (Adept III)*</i>	19	R	Adv. Scholar Scrolls V19	Finish	Work Bench	Suzuri Ink / Iron Spike / Electrum Ornament

ALCHEMIST

Alchemists spend their time brewing potions for use in the field and while crafting. They provide poisons for an Assassin's blade, as well as magical potions to heal and strengthen the imbiber. They create ink needed for Sages, as well as temper, oils, washes and resins used in refining wood, leather, cloth and metal.

ALCHEMIST: ALCHEMY/CHEMISTRY RECIPES

<i>Bellflower Wash</i>	20	C	Alchemist Ess. V20	Refine	Chem. Table	Bellflower / Liquid
<i>(Essence) Berserk (App. III)*</i>	20	C	Alchemist Ess. V20	Finish	Chem. Table	Carbon Ink / Celestial Suspension / Thylakoid Resin
<i>Carbon Dye</i>	20	C	Alchemist Ess. V20	Interim	Chem. Table	Refined Hexanoid / Thylakoid Wash
<i>Carbon Ink</i>	20	C	Alchemist Ess. V20	Interim	Chem. Table	Carbon Dye / Thylakoid Wash
<i>(Essence) Harm Touch (App. III)*</i>	20	C	Alchemist Ess. V20	Finish	Chem. Table	Carbon Ink / Celestial Suspension / Thylakoid Resin
<i>(Essence) Ignore Pain (App. III)*</i>	20	C	Alchemist Ess. V20	Finish	Chem. Table	Carbon Ink / Celestial Suspension / Thylakoid Resin
<i>(Essence) Lay On Hands (App. III)*</i>	20	C	Alchemist Ess. V20	Finish	Chem. Table	Carbon Ink / Celestial Suspension / Thylakoid Resin

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RECIPE/PRODUCT	LVL	C/R	RECIPE BOOK	PROCESS	DEVICE	COMPONENTS
Liquified Plantain	20	C	Alchemist Ess. V20	Refine	Chem. Table	Plantain / Aerated Mineral Water
Liquified Thylakoid	20	C	Alchemist Ess. V20	Refine	Chem. Table	Raw Belladonna / Aerated Mineral Water
Liquified Wild Garlic	20	C	Alchemist Ess. V20	Refine	Chem. Table	Wild Garlic / Aerated Mineral Water
Liquified Wild Leek	20	C	Alchemist Ess. V20	Refine	Chem. Table	Wild Leek / Aerated Mineral Water
(Essence) Mend (App. III)*	20	C	Alchemist Ess. V20	Finish	Chem. Table	Carbon Ink / Celestial Suspension / Thylakoid Resin
Plantain Compound	20	C	Alchemist Ess. V20	Refine	Chem. Table	Plantain / Aerated Mineral Water
Plantain Emulsion	20	C	Alchemist Ess. V20	Refine	Chem. Table	Plantain / Aerated Mineral Water
Plantain Mixture	20	C	Alchemist Ess. V20	Refine	Chem. Table	Plantain / Aerated Mineral Water
Plantain Oil	20	C	Alchemist Ess. V20	Refine	Chem. Table	Plantain / Liquid
Plantain Resin	20	C	Alchemist Ess. V20	Refine	Chem. Table	Plantain / Liquid
Plantain Solvent	20	C	Alchemist Ess. V20	Refine	Chem. Table	Plantain / Aerated Mineral Water
Plantain Wash	20	C	Alchemist Ess. V20	Refine	Chem. Table	Plantain / Liquid
Poison Oak Oil	20	C	Alchemist Ess. V20	Refine	Chem. Table	Poison Oak / Liquid
Poison Oak Resin	20	C	Alchemist Ess. V20	Refine	Chem. Table	Poison Oak / Liquid
Poison Oak Wash	20	C	Alchemist Ess. V20	Refine	Chem. Table	Poison Oak / Liquid
(Essence) Sentinel (App. III)*	20	C	Alchemist Ess. V20	Finish	Chem. Table	Carbon Ink / Celestial Suspension / Thylakoid Resin
Thylakoid Compound	20	C	Alchemist Ess. V20	Refine	Chem. Table	Raw Belladonna / Aerated Mineral Water
Thylakoid Emulsion	20	C	Alchemist Ess. V20	Refine	Chem. Table	Raw Belladonna / Aerated Mineral Water
Thylakoid Mixture	20	C	Alchemist Ess. V20	Refine	Chem. Table	Raw Belladonna / Aerated Mineral Water
Thylakoid Solvent	20	C	Alchemist Ess. V20	Refine	Chem. Table	Raw Belladonna / Aerated Mineral Water
Wild Garlic Compound	20	C	Alchemist Ess. V20	Refine	Chem. Table	Wild Garlic / Aerated Mineral Water
Wild Garlic Emulsion	20	C	Alchemist Ess. V20	Refine	Chem. Table	Wild Garlic / Aerated Mineral Water
Wild Garlic Mixture	20	C	Alchemist Ess. V20	Refine	Chem. Table	Wild Garlic / Aerated Mineral Water
Wild Garlic Oil	20	C	Alchemist Ess. V20	Refine	Chem. Table	Wild Garlic / Liquid
Wild Garlic Resin	20	C	Alchemist Ess. V20	Refine	Chem. Table	Wild Garlic / Liquid
Wild Garlic Solvent	20	C	Alchemist Ess. V20	Refine	Chem. Table	Wild Garlic / Aerated Mineral Water
Wild Garlic Wash	20	C	Alchemist Ess. V20	Refine	Chem. Table	Wild Garlic / Liquid
Wild Hyacinth Oil	20	C	Alchemist Ess. V20	Refine	Chem. Table	Wild Hyacinth / Liquid
Wild Hyacinth Resin	20	C	Alchemist Ess. V20	Refine	Chem. Table	Wild Hyacinth / Liquid
Wild Hyacinth Wash	20	C	Alchemist Ess. V20	Refine	Chem. Table	Wild Hyacinth / Liquid
Wild Leek Compound	20	C	Alchemist Ess. V20	Refine	Chem. Table	Wild Leek / Aerated Mineral Water
Wild Leek Emulsion	20	C	Alchemist Ess. V20	Refine	Chem. Table	Wild Leek / Aerated Mineral Water
Wild Leek Mixture	20	C	Alchemist Ess. V20	Refine	Chem. Table	Wild Leek / Aerated Mineral Water
Wild Leek Oil	20	C	Alchemist Ess. V20	Refine	Chem. Table	Wild Leek / Liquid
Wild Leek Resin	20	C	Alchemist Ess. V20	Refine	Chem. Table	Wild Leek / Liquid
Wild Leek Solvent	20	C	Alchemist Ess. V20	Refine	Chem. Table	Wild Leek / Aerated Mineral Water
Wild Leek Wash	20	C	Alchemist Ess. V20	Refine	Chem. Table	Wild Leek / Liquid
Beetleweed Compound	20	R		Refine	Chem. Table	Beetleweed / Aerated Mineral Water
Beetleweed Emulsion	20	R		Refine	Chem. Table	Beetleweed / Aerated Mineral Water
Beetleweed Mixture	20	R		Refine	Chem. Table	Beetleweed / Aerated Mineral Water
Beetleweed Solvent	20	R		Refine	Chem. Table	Beetleweed / Aerated Mineral Water
Bellflower Compound	20	R		Refine	Chem. Table	Bellflower / Aerated Mineral Water
Bellflower Emulsion	20	R		Refine	Chem. Table	Bellflower / Aerated Mineral Water
Bellflower Mixture	20	R		Refine	Chem. Table	Bellflower / Aerated Mineral Water
Bellflower Solvent	20	R		Refine	Chem. Table	Bellflower / Aerated Mineral Water
(Essence) Berserk (Adept III)*	20	R		Finish	Chem. Table	Indigo Ink / Celestial Suspension / Thylakoid Resin
(Essence) Harm Touch (Adept III)*	20	R		Finish	Chem. Table	Indigo Ink / Celestial Suspension / Thylakoid Resin
(Essence) Ignore Pain (Adept III)*	20	R		Finish	Chem. Table	Indigo Ink / Celestial Suspension / Thylakoid Resin
(Essence) Lay On Hands (Adept III)*	20	R		Finish	Chem. Table	Indigo Ink / Celestial Suspension / Thylakoid Resin
Liquified Beetleweed	20	R		Refine	Chem. Table	Beetleweed / Aerated Mineral Water
Liquified Bellflower	20	R		Refine	Chem. Table	Bellflower / Aerated Mineral Water
Liquified Poison Oak	20	R		Refine	Chem. Table	Poison Oak / Aerated Mineral Water
Liquified Wild Hyacinth	20	R		Refine	Chem. Table	Wild Hyacinth / Aerated Mineral Water
(Essence) Mend (Adept III)*	20	R		Finish	Chem. Table	Indigo Ink / Celestial Suspension / Thylakoid Resin
Poison Oak Compound	20	R		Refine	Chem. Table	Poison Oak / Aerated Mineral Water
Poison Oak Emulsion	20	R		Refine	Chem. Table	Poison Oak / Aerated Mineral Water
Poison Oak Mixture	20	R		Refine	Chem. Table	Poison Oak / Aerated Mineral Water
Poison Oak Solvent	20	R		Refine	Chem. Table	Poison Oak / Aerated Mineral Water
(Essence) Sentinel (Adept III)*	20	R		Finish	Chem. Table	Indigo Ink / Celestial Suspension / Thylakoid Resin
Wild Birch Compound	20	R		Refine	Chem. Table	Wild Birch / Aerated Mineral Water
Wild Birch Mixture	20	R		Refine	Chem. Table	Wild Birch / Aerated Mineral Water
Wild Birch Solvent	20	R		Refine	Chem. Table	Wild Birch / Aerated Mineral Water
Wild Hyacinth Compound	20	R		Refine	Chem. Table	Wild Hyacinth / Aerated Mineral Water
Wild Hyacinth Emulsion	20	R		Refine	Chem. Table	Wild Hyacinth / Aerated Mineral Water
Wild Hyacinth Mixture	20	R		Refine	Chem. Table	Wild Hyacinth / Aerated Mineral Water
Wild Hyacinth Solvent	20	R		Refine	Chem. Table	Wild Hyacinth / Aerated Mineral Water

SAGE

Sages are singularly dedicated to scribing scrolls to upgrade adventurers' combat abilities. Besides scrolls, sages can also create generic patterns for tailors to use in creating armor and clothing.

SAGE: ARCANA/SCRIBING RECIPES

RECIPE/PRODUCT	LVL	C/R	RECIPE BOOK	PROCESS	DEVICE	COMPONENTS
<i>Alacrity (App. III)*</i>	20	C	Sage Ess. V20	Finish	Engraved Dk	Carbon Ink / Ash Quill / Tapa Paper
<i>Amending Fate (App. III)*</i>	20	C	Sage Ess. V20	Finish	Engraved Dk	Carbon Ink / Ash Quill / Tapa Paper
<i>Baleful Countenance (App. III)*</i>	20	C	Sage Ess. V20	Finish	Engraved Dk	Carbon Ink / Ash Quill / Tapa Paper
<i>Chilling Wind (App. III)*</i>	20	C	Sage Ess. V20	Finish	Engraved Dk	Carbon Ink / Ash Quill / Tapa Paper
<i>Forced Submission (App. III)*</i>	20	C	Sage Ess. V20	Finish	Engraved Dk	Carbon Ink / Ash Quill / Tapa Paper
<i>Generic Canvas Pattern</i>	20	C	Sage Ess. V20	Interim	Sewing T&M	Canvas Thread / Papeterie Paper
<i>Grim Spellbinder (App. III)*</i>	20	C	Sage Ess. V20	Finish	Engraved Dk	Carbon Ink / Ash Quill / Tapa Paper
<i>Igneous App. (App. III)*</i>	20	C	Sage Ess. V20	Finish	Engraved Dk	Carbon Ink / Ash Quill / Tapa Paper
<i>Negative Absolution (App. III)*</i>	20	C	Sage Ess. V20	Finish	Engraved Dk	Carbon Ink / Ash Quill / Tapa Paper
<i>Peerless Predator (App. III)*</i>	20	C	Sage Ess. V20	Finish	Engraved Dk	Carbon Ink / Ash Quill / Tapa Paper
<i>Protector of The Forest (App. III)*</i>	20	C	Sage Ess. V20	Finish	Engraved Dk	Carbon Ink / Ash Quill / Tapa Paper
<i>Recklessness (App. III)*</i>	20	C	Sage Ess. V20	Finish	Engraved Dk	Carbon Ink / Ash Quill / Tapa Paper
<i>Ursine Elder (App. III)*</i>	20	C	Sage Ess. V20	Finish	Engraved Dk	Carbon Ink / Ash Quill / Tapa Paper
<i>Alacrity (Adept III)*</i>	20	R		Finish	Engraved Dk	Indigo Ink / Ash Quill / Cailun Paper
<i>Amending Fate (Adept III)*</i>	20	R		Finish	Engraved Dk	Indigo Ink / Ash Quill / Cailun Paper
<i>Baleful Countenance (Adept III)*</i>	20	R		Finish	Engraved Dk	Indigo Ink / Ash Quill / Cailun Paper
<i>Chilling Wind (Adept III)*</i>	20	R		Finish	Engraved Dk	Indigo Ink / Ash Quill / Cailun Paper
<i>Forced Submission (Adept III)*</i>	20	R		Finish	Engraved Dk	Indigo Ink / Ash Quill / Cailun Paper
<i>Grim Spellbinder (Adept III)*</i>	20	R		Finish	Engraved Dk	Indigo Ink / Ash Quill / Cailun Paper
<i>Igneous App. (Adept III)*</i>	20	R		Finish	Engraved Dk	Indigo Ink / Ash Quill / Cailun Paper
<i>Negative Absolution (Adept III)*</i>	20	R		Finish	Engraved Dk	Indigo Ink / Ash Quill / Cailun Paper
<i>Peerless Predator (Adept III)*</i>	20	R		Finish	Engraved Dk	Indigo Ink / Ash Quill / Cailun Paper
<i>Protector of The Forest (Adept III)*</i>	20	R		Finish	Engraved Dk	Indigo Ink / Ash Quill / Cailun Paper
<i>Recklessness (Adept III)*</i>	20	R		Finish	Engraved Dk	Indigo Ink / Ash Quill / Cailun Paper
<i>Ursine Elder (Adept III)*</i>	20	R		Finish	Engraved Dk	Indigo Ink / Ash Quill / Cailun Paper

JEWELER

Jewelers create elegant jewelry that is both impressive and functional — rings, bracelets and necklaces that provide magical boosts as well as elegance. Their deft metal work also makes chain links for armor and buckles for bags and belts.

JEWELER: RUNECRAFT/ARTIFICING RECIPES

RECIPE/PRODUCT	LVL	C/R	RECIPE BOOK	PROCESS	DEVICE	COMPONENTS
<i>Advanced Poison Vial</i>	20	C	Jeweler Ess. V20	Interim	Work Bench	Hexanoid Loam / Thylakoid Oil / Thylakoid Resin
<i>(Rune) Arcane Chorus (App. III)*</i>	20	C	Jeweler Ess. V20	Finish	Work Bench	Carbon Ink / Carbonite Spike / Gold Ornament
<i>Canvas Cloth (Lt. Armor/Tailor.)</i>	20	C	Jeweler Ess. V20	Interim	Sewing T&M	Refined Canvas Thread / Canvas Yarn
<i>Canvas Thread (Lt. Armor/Tailor.)</i>	20	C	Jeweler Ess. V20	Refine	Sewing T&M	Raw Belladonna or Canvas / Thylakoid Oil
<i>Canvas Yarn (Lt. Armor/Tailor.)</i>	20	C	Jeweler Ess. V20	Refine	Sewing T&M	Raw Canvas or Belladonna Material / Thylakoid Wash
<i>Carbonite Bar (Weap./Metalw.)</i>	20	C	Jeweler Ess. V20	Refine	Forge	Raw Carbonite / Neolith Temper
<i>Carbonite Buckle</i>	20	C	Jeweler Ess. V20	Interim	Forge	Refined Carbonite / Neolith Temper
<i>Carbonite Chain Links</i>	20	C	Jeweler Ess. V20	Interim	Forge	Refined Carbonite / Neolith Temper
<i>Carbonite Hook</i>	20	C	Jeweler Ess. V20	Interim	Forge	Refined Carbonite / Neolith Temper
<i>Carbonite Pommel</i>	20	C	Jeweler Ess. V20	Interim	Forge	Refined Carbonite / Thylakoid Oil
<i>Carbonite Shod (Weap./Metalw.)</i>	20	C	Jeweler Ess. V20	Interim	Forge	Refined Carbonite / Neolith Temper
<i>Carbonite Strut</i>	20	C	Jeweler Ess. V20	Interim	Forge	Refined Carbonite / Neolith Temper
<i>Carbonite Stud</i>	20	C	Jeweler Ess. V20	Interim	Forge	Refined Carbonite / Neolith Temper
<i>(Rune) Cut Throat (App. III)*</i>	20	C	Jeweler Ess. V20	Finish	Work Bench	Carbon Ink / Carbonite Spike / Gold Ornament
<i>Enameled Glass</i>	20	C	Jeweler Ess. V20	Interim	Work Bench	Hexanoid Loam / Thylakoid Resin / Neolith Temper
<i>Faceted Agate</i>	20	C	Jeweler Ess. V20	Interim	Work Bench	Refined Agate / Thylakoid Oil
<i>(Rune) Flamb. Swathe (App. III)*</i>	20	C	Jeweler Ess. V20	Finish	Work Bench	Carbon Ink / Carbonite Spike / Gold Ornament
<i>Gold Ornament</i>	20	C	Jeweler Ess. V20	Interim	Work Bench	Refined Gold / Thylakoid Resin
<i>Gold Setting</i>	20	C	Jeweler Ess. V20	Interim	Work Bench	Refined Gold / Thylakoid Resin
<i>Gold Sheet</i>	20	C	Jeweler Ess. V20	Interim	Work Bench	Refined Gold / Neolith Temper
<i>(Rune) Noxious Chorus (App. III)*</i>	20	C	Jeweler Ess. V20	Finish	Work Bench	Carbon Ink / Carbonite Spike / Gold Ornament
<i>(Rune) Rake (App. III)*</i>	20	C	Jeweler Ess. V20	Finish	Work Bench	Carbon Ink / Carbonite Spike / Gold Ornament
<i>Stretch of Boiled Leather (Lt. Arm./Tr.)</i>	20	C	Jeweler Ess. V20	Refine	Sewing T&M	Sullied Medium Quality Pelt / Thylakoid Wash
<i>(Rune) Wounding Arrow (App. III)*</i>	20	C	Jeweler Ess. V20	Finish	Work Bench	Carbon Ink / Carbonite Spike / Gold Ornament
<i>(Rune) Arcane Chorus (Adept III)*</i>	20	R		Finish	Work Bench	Indigo Ink / Carbonite Spike / Gold Ornament
<i>(Rune) Cut Throat (Adept III)*</i>	20	R		Finish	Work Bench	Indigo Ink / Carbonite Spike / Gold Ornament
<i>(Rune) Flamb. Swathe (Adept III)*</i>	20	R		Finish	Work Bench	Indigo Ink / Carbonite Spike / Gold Ornament
<i>(Rune) Noxious Chorus (Adept III)*</i>	20	R		Finish	Work Bench	Indigo Ink / Carbonite Spike / Gold Ornament
<i>(Rune) Rake (Adept III)*</i>	20	R		Finish	Work Bench	Indigo Ink / Carbonite Spike / Gold Ornament
<i>(Rune) Wounding Arrow (Adept III)*</i>	20	R		Finish	Work Bench	Indigo Ink / Carbonite Spike / Gold Ornament

CRAFTING PROCESS

In order to craft anything in *EverQuest II*, you first need a recipe for that item. Basic recipes can be found in books sold by the vendors in each crafting area. Other books are only available as loot dropped from monsters; they cannot be purchased from vendors. Each recipe book name includes both the minimum level required, as well as the Artisan class that can use it. For example, *Advanced Scholar Scrolls Vol. 19* is a recipe book that only Scholars who have reached level 19 can use. A Level 22 Jeweler could scribe it as well, as they are a subclass of Scholars (and obviously beyond Level 19). To learn the recipes contained within a book, right-click it, and choose 'scribe' from the popup. All of the knowledge contained will now show up in your recipe list. (Shortcut: [E])

There are three different types of recipes, depending on which part of the creation process they involve: *refine*, *interim* and *finish*. Raw materials that you harvest or loot are refined into more useful forms. They can then be further processed to create interim items. Finally, interim items are combined to create a finished item, which can be equipped, eaten, scribed or otherwise used. Each step requires a base product, a fuel and other secondary additives.

Quality

The final crafted item has one of four possible quality levels. For most items the levels are *crude*, *shaped*, *<unnamed>* and *pristine*. For food products, the qualities are *bland*, *savory*, *<unnamed>* and *delectable*. For drinks, they are *watery*, *chilled*, *<unnamed>* and *refreshing*. This quality quantifier will appear before the named of the item you have completed. For example, when trying to make a tin spike, a creation of the second quality level is a *shaped tin spike*. The next better quality would simply be called a *tin spike*.



Assistant Dreak, the clumsy guy who starts you on your way to Crafting!

Crafting Tips

Craft the most difficult items that you can. The higher level the recipe, the more experience you receive for completing it. For example, the Level 8 Throwing Axes recipe, available at Level 6, is one of the best sources of experience at Level 6. In general, you are best off outsourcing the easy components to a lower level crafter, and focusing on the higher difficulty items yourself. This way, you don't spend too much time on materials that give little experience.

Be organized. Examine your recipe books to find out what you need *before* starting to craft. Make sure you have enough empty inventory slots to hold what you create. Time spent running to the bank or to a vendor is time that you could be crafting.

QUALITY IDENTIFIERS

ITEM TYPE	LOWEST QUALITY	LOWER QUALITY	HIGHER QUALITY	HIGHEST QUALITY
Food	Bland	Savory	<none>	Delectable
Organic Solutions	Coarse	Mediocre	<none>	Unblemished
Equipables & Components	Crude	Shaped	<none>	Pristine (Tooled, Exquisite)
Refined Herbs	Low Grade	Medium Grade	<none>	High Grade
Elixers	Murky	Clouded	<none>	Translucent
Poisons	Thinning	Middling	<none>	Translucent
Drink	Watery	Chilled	<none>	Refreshing



Mizan's Cellar...you get to clean up Assistant Dreak's mess!

Making Something



In order to begin crafting, zone yourself into a crafting instance. Find the crafting station you want to work on, and double-click it. You are given a list of recipes that you know for this station. Double-click the item you want to create, or use the *Create* button. You are shown the number and

type of ingredients needed for this recipe. Any materials that are not in your inventory are displayed in red. If you have all the necessary ingredients, click *Begin* to start your work.

The crafting process consists of two different meters, the progress bar (blue) and the durability meter (green). (There appear to be four different bars of each, in a stack, but you can think of the blue stack as all one blue progress bar, and the green stack as all one green durability bar.) As you work on the materials, progress will increase, while durability decreases. This happens at standard time intervals referred to as *ticks*. Every tick, there is a chance to succeed, fail, critically succeed or critically fail in your work.

Critical success gives you **+100** progress.

Standard success gives **-10** durability and **+100** progress.

Standard failure results in **-50** durability.

Critical failures costing a whopping **-150** durability.

You see these results as numbers floating above the crafting item you are working on. The red negative number indicates your loss of durability, and the green positive number is your gain in progress.

The item's progress and durability are graphed in two different places. The first is in the overall bar at the very top of the crafting window. The second is beneath



this, next to the icons of the different quality levels. The upper pair of bars have notches in them, breaking them up to match the stacks of bars down below (just as the notches in your brown experience bar correspond to a complete length of your blue experience bar).

Progress begins increasing next to the topmost icon, while durability begins decreasing on the bottommost icon. When your progress reaches the end of a bar, what you're making will raise a quality level. That icon lights up, and the progress bar for the next lower icon begins to increase. If the durability drops below the bottom of an icon's bar, your quality level will drop a level as well. If you

Crafting Tip

Keep in mind that you can't craft everything. As you ascend the crafting ranks, you will find that you become more and more specialized in a certain crafting field. This means that there will be many types of items you cannot create, including materials that you may need to produce finished items in your chosen area. If you find yourself unable to make a necessary component, check with a different crafting class. Odds are, someone else will be happy to craft it for you.

Crafting Tip

Rare items are rare. So are many of the dropped books that deal with them. These recipes are not meant to be used by everyone. Don't get frustrated if you don't do much with them. If you manage to get your hands on a rare harvest, but lack the recipe to process it, you may need to have another player work the material for you.

previously had lit up the 'shaped' stage of work, you will be knocked back down to crude. You will also lose the last icon entirely — effectively limiting the maximum quality of this work. Stopping the progress will result in a product of the last completed quality level (the last one with a full progress bar and lit-up icon). Thus, it may be beneficial to stop progress, rather than let durability drop below the next threshold. If the durability drops to zero (by emptying the top overall bar) without having completed a quality level, you will fail to craft anything. You will be left with a ruined version of your primary ingredient, which will have to be recycled and refined into something useful. Your secondary components as well as your fuel will be lost.

It should be noted that the maximum quality level for a final product is limited by its main component item (the first item listed for the recipe, apart and at the top). The maximum possible Quality Level of the finished item will be the same as the QL for the main component. For example, using 'shaped' quality rawhide plate to craft some leather armor will result in armor no better than shaped. You will only see the crude and shaped icons available. What's more, the total amount of progress required to create the shaped product will be the same as what is normally required to create a pristine item. Thus, the quality of the primary ingredient is of the utmost importance.

At the beginning of every tick, there is a chance that a special event will occur that you need to deal with. These events will display their icon and name at the very bottom of the crafting screen. This is a kind of Artisan challenge — something is going wrong with the crafting process. You will have special tradeskill abilities to deal with these events. These can be found in the 'tradeskill' section of your knowledge book. (Shortcut: **[K]**) The lowest recipes suffer few events; the higher the recipe, the more likely that events will occur. However, as you progress in Artisan level, you will have more than one way to deal with an event. Each of your options will have different results on the crafting process — including increased progress, reduced durability loss, or faster work.

In order to react to an event, you need to activate the correct ability. These will be the abilities that share the same icon as the event. If you have more than one matching ability, you are free to use whichever you prefer, to customize your crafting process. For the most common events, there will be no penalty if you fail to react to them. However, there are more serious events that can cost you durability, progress, or even Hit Points! While these events are far more rare, they can still pose quite a threat to your crafting.

When you first begin crafting, you will have 27 available reaction abilities. However, only three of them will be needed at any given time, depending on which type of item you are trying to make. Consult the tables on the following pages to determine which abilities you will need for each type of item. For example, cooking uses the Culinary skill. Thus, any events that appear while making food can be countered by the Isothermal01, Awareness01 and Seasoning01 skills. At Level 10, you will choose a class, and gain nine new tradeskill abilities — three upgraded types for each of your three main skills. (For example, Outfitters will get the nine Level 2 abilities related to Light Armoring, Heavy Armoring and Tailoring.) At Levels 20 and 30, you will get only three abilities for the single skill discipline (subclass) you have specialized in.



VILLAGE TRADESKILL INSTANCES

Qeynos	Wholesaler	Craftsman	Outfitter	Scholar
<i>Baubbleshire</i>	Deductive Directory	Plane & Awl Guild	Tagglefoot Union	Scrivener's Society
<i>Castleview Hamlet</i>	Charter of the Truthbringer	Woodshaper's Guild	Marr's Outfitting	Keepers of the Archive
<i>Graystone Yard</i>	Stalwart Township	Oakcutters	Seventh Hammer	Mind's Eyes
<i>Nettleville Hovel</i>	Elusive Commonwealth	Artistic Endeavors	Nettleville Outfitters	Tradewind Sages
<i>Starcrest Commune</i>	Luminary Cache	Builder's Choice	Trident Society	Counsel of Starcrest
<i>Willow Wood</i>	Wayfarer's Stockpilers	Nature's Bounty	Trueshot Outfitters	Arcane Arbor
Freeport				
<i>Beggar's Court</i>	Ring of Wanderlust	Briny Brotherhood	Circle of the Cove	Fellowship of Auxiliary Arcane
<i>Big Bend</i>	Ransacker's Annex	Chomp, Smash Guuds	Eyes of the Overlord	Wards of Greenblood
<i>Longshadow Alley</i>	Dark Bargainers	Iron Grip	Eventide Hammer	Heralds of K'lorn
<i>Scale Yard</i>	War Hagglers	Crimson Framers	Consortium of Scales	Brood of the Lost Tongue
<i>Stonestair Byway</i>	Brokerage of Nepeta Cataria	Laborers of Luclin	Stonestair Mason's Guild	Plagues of Paineel
<i>Temple Street</i>	Circle of Vaniki	Architect's Bureau	Silent Blade	Explosive Discoveries

SPECIAL EVENTS & COUNTERS

	COMMON EVENT	UNCOMMON EVENT	RARE EVENT	COUNTERACTION ABILITY
<i>Culinary</i>	Minor Heat Spike Minor Heat Loss Puff of Steam Minor Flavor Loss	Heat Spike Heat Loss Billow of Steam Flavor Loss	Major Heat Spike Major Heat Loss Gale of Steam Major Flavor Loss	Isothermal Isothermal Awareness Seasoning
<i>Woodworking</i>	Minor Unyielding Board Minor Knot Minor Mismeasurement Minor Kickback	Unyielding Board Knot Mismeasurement Kickback	Major Unyielding Board Major Knot Major Mismeasurement Major Kickback	Cutting Cutting Measuring Handwork
<i>Craftsmanship</i>	Minor Misalignment Minor Loose Joint Minor Distraction Minor Impurity Bubble	Misalignment Loose Joint Distraction Impurity Bubble	Major Misalignment Major Loose Joint Major Distraction Major Impurity Bubble	Dovetail Joint Dovetail Joint Concentrate Metallurgy
<i>Heavy Armoring</i>	Slight Heat Depletion Slight Heat Wave Red Hot Metal Small Red Bead	Heat Depletion Heat Wave Orange Hot Metal Orange Bead	Hefty Heat Depletion Hefty Heat Wave White Hot Metal White Bead	Isothermic Isothermic Strikes Angle Joint
<i>Light Armoring</i>	Trivial Knotting Minor Frayed Material Small Material Catch Negligible Loose Material	Knotting Frayed Material Material Catch Loose Material	Liberal Knotting Substantial Frayed Material Extensive Material Catch Substantial Loose Material	Knots Knots Nimble Stitching
<i>Weaponry</i>	Minor Soft Metal Water Quench Minor Hardened Metal Red Hot Material	Soft Metal Saltwater Quench Hardened Metal Orange Hot Material	Extensive Soft Metal Oil Quench Extensive Hardened Metal White Hot Material	Hardening Hardening Annealing Tempering
<i>Runecrafting</i>	Minor Magical Influx Small Impurities Minor Magical Anomaly Minor Paradigm Shift	Magical Influx Impurities Magical Anomaly Paradigm Shift	Major Magical Influx Major Impurities Major Magical Anomaly Major Paradigm Shift	Mind over Matter Round Brilliant Cut Mind over Matter Focus of Spirit
<i>Arcana</i>	Common Spectral Influx Minor Mystic Anomaly Uncommon Symbols Common Writing	Spectral Influx Mystic Anomaly Strange Symbols Uncommon Writing	Stellar Spectral Influx Major Mystic Anomaly Exotic Symbols Outlandish Writing	Spell Binding Spell Binding Notation Lettering
<i>Alchemy</i>	Minor Miscalculation Minor Mis-Calibration Exothermic Reaction Emulsing	Miscalculation Mis-Calibration Endothermic Reaction Solvolysis	Major Miscalculation Major Mis-Calibration Electrophilic Reaction Catacaustic	Theory Theory Reactions Experiments



Equipment

Items and equipment have always been an important part of any MOG. The best tank wants the best armor available, the best damage dealer strives to get the best weapon, and everyone wants to get the best combat arts! But the question is: how does one get these awesome items?

There are four ways of getting items: looting (see p. 55), crafting (see p. 278), quest-

ing (see p. 64) and buying. While crafted items, quest items, and looted rares/uniques are often better (stat-wise) than looted commons or bought items, a good mix of the four methods should keep your character fully equipped. In fact, with the large amount of quest and loot rewards, many players never see the need to buy or craft other than Apprentice, Adept and Master III spells/skills!



There are 20 slots for equipped items and six slots for unequipped items on your character. Bags can be put in the unequipped slots so that you can carry more. The max number of bags that you can hold is 6; sorry, no bags within bags!

Stats

Skill lists the minimum skill required to equip and use the item, and then the maximum skill for the item. You can keep using it beyond that point, but its stats stop improving when you reach that max skill.

Item lists the item's name, and whether it can be **atTUNEd** to you, whether it is a **Lore** item, whether it is an item that you can't trade or sell — **NoTrade** — and whether vendors will not pay anything for it — **NoValue**.

Bonuses list all the bonus modifiers to your stats when you have the item equipped:

- Attributes — **AG**ility, **INT**elligence, **STA**mina, **STR**ength and **WIS**dom
- Resistances — **Cold**, **Disease**, **Divine**, **Heat**, **Mental**, **Magic**, **Poison**
- Hit Points** (green bar when full)
- Power Points** (blue bar; mana)

Weight (Wt.) lists the item's weight. Note that all accessories weigh 1 each.

Armor Class (AC) is listed for accessories and armor. This is usually a range, starting with the AC the item gives you at minimum skill, and capped with the AC the item gives you once you reach max skill.

Max Shield Factor (MaxSF) lists the cap for each shield. All shield factors start at 0 (at minimum skill).

Damage lists each weapon's base damage. As with AC and SF, this is a range, based on your skill with the weapon.

Delay lists how long it takes between each attack. The longer the delay, the slower the weapon.

Other abbreviations: **blackened**, **condi**tioned, **crude**, **fashioned**, **forged**, **pr**istine, **shaped**

ACCESSORIES

Skill	AC	Item (atTUNE; Lore; NoTrade; NoValue)	Bonuses
Earrings			
100-150	1-27	<i>agate earring</i>	
50-100	1-26	<i>Amalgam Hoop of Stab. (Tune)</i>	DisR +8 DivR +7 HP +17 MagR +5 PP +19
55-80	1-14	<i>Blackburrow Battle Spike</i>	DisR +8 DivR +7 HP +3 MagR +5 PP +2
45-70	1-12	<i>Black. Iron Earring</i>	DisR +8 DivR +7 HP +6 MagR +5 PP +5
40-70	1-12	<i>Bloodmetal Earring of Militia</i>	INT +4 WIS +1 DisR +8 DivR +7
45-70	1-12	<i>Bloodmetal Earring of Militia</i>	HP +4 PP +4
110-135	1-28	<i>Bloodsaber Hoop of Devotion</i>	INT +1 STA +4 WIS +3 DisR +8 DivR +7 HP +16 MagR +5 PP +12
55-80	1-14	<i>bloodstained orc warrior earring</i>	STA +2 WIS +1 DisR +8 DivR +7 MagR +5
60-85	1-16	<i>Burnt Bark Earring</i>	STA +1 WIS +1 DisR +8 DivR +7 MagR +5
60-85	1-16	<i>Burnt Branch Earring</i>	STA +1 WIS +1 DisR +8 DivR +7 MagR +5
40-70	1-12	<i>canine tooth earring</i>	DisR +8 DivR +7
45-70	1-12	<i>Canine Tooth Earring</i>	INT +2 WIS +1 DisR +8 DivR +7 MagR +5
45-70	1-12	<i>Carved Bone Earring</i>	STA +3 WIS +1 DisR +8 DivR +7 MagR +5
25-55	1-8	<i>Coalition hammered gold earring</i>	INT +1
40-65	1-10	<i>coil of courage</i>	DisR +8 DivR +7 HP +6 MagR +5 PP +5
10-35	1-5	<i>copper hoop</i>	
70-95	1-19	<i>coral earring</i>	DisR +8 DivR +7 HP +7 MagR +5 PP +4
70-120	1-23	<i>cr. fash. agate earrings</i>	INT +2 STA +2 DisR +8 DivR +7 HP +7 MagR +5 PP +5
20-70	1-11	<i>cr. fash. electrum hoop</i>	INT +1 STA +1 WIS +1 DisR +8 DivR +7 MagR +5
70-120	1-23	<i>cr. fash. gold hoops</i>	INT +2 WIS +2 DisR +8 DivR +7 HP +4 MagR +5 PP +8
1-20	1-4	<i>cr. fash. lapis lazuli earring (Tune)</i>	HP +3 PP +3
20-70	1-11	<i>cr. fash. turquoise earring</i>	DisR +8 DivR +7 HP +2 MagR +5 PP +2
1-20	1-3	<i>cr. fashioned malachite earring</i>	HP +1 PP +2
70-100	1-21	<i>crystalline rock shard earrings</i>	INT +1 STA +2 WIS +2 HP +8 PP +7
1-20	1-3	<i>dead eye earring</i>	DisR +8 DivR +7
40-70	1-12	<i>dragonfly faerie wing earring</i>	DisR +8 DivR +7
175-200	1-40	<i>Dusty Earring of the Merchant</i>	INT +4 STA +6 WIS +2 DisR +8 DivR +7 HP +21 MagR +5 PP +19
105-130	1-27	<i>Earring of Ancestral Spirits</i>	INT +2 STA +3 WIS +3 DisR +8 DivR +7 HP +15 MagR +5 PP +13
140-170	1-36	<i>Earring of Brilliance</i>	INT +4 STA +5 WIS +2 DisR +8 DivR +7 HP +15 MagR +5 PP +24
20-45	1-6	<i>Earring of Disgust</i>	
105-130	1-27	<i>Earring of Shadow</i>	INT +5 STA +2 WIS +1 DisR +8 DivR +7 HP +16 MagR +5 PP +12
125-150	1-30	<i>Earring of the Shattering (L;NT;NV)</i>	HP +15 PP +15
75-95	1-16	<i>electrum hoop</i>	
40-65	1-10	<i>Eroded Granite Earring</i>	INT +1 STA +1 WIS +2 HP +7 PP +4
40-65	1-10	<i>Ethereal Crystal Earring</i>	INT +3 STA +1 DisR +8 DivR +7 MagR +5
90-140	1-27	<i>fash. agate earrings</i>	STA +2 WIS +3 DisR +8 DivR +7 HP +9 MagR +5 PP +8
40-90	1-19	<i>fash. coral earring (Tune)</i>	INT +3 STA +1 WIS +1 HP +10 PP +7
40-90	1-16	<i>fash. electrum hoop</i>	INT +1 STA +1 WIS +1 DisR +8 DivR +7 MagR +5
90-140	1-27	<i>fash. gold hoop</i>	INT +2 STA +1 WIS +2 DisR +8 DivR +7 HP +8 MagR +5 PP +9
90-140	1-27	<i>fash. gold hoops</i>	INT +2 STA +2 WIS +1 DisR +8 DivR +7 HP +9 MagR +5 PP +8
1-40	1-5	<i>fash. malachite earring</i>	DisR +8 DivR +7 MagR +5
40-90	1-19	<i>fash. silver hoop (Tune)</i>	INT +1 STA +3 WIS +1 DisR +8 DivR +7 MagR +5
40-90	1-16	<i>fash. turquoise earring</i>	INT +1 STA +1 WIS +1 HP +2 PP +3
25-45	1-5	<i>fragmented rock earring</i>	
30-60	1-9	<i>Freeport raider earring</i>	STA +1
60-85	1-16	<i>Gnarled Root Earring</i>	INT +1 STA +1 DisR +8 DivR +7 MagR +5
55-80	1-14	<i>Gnoll Spiritists Earring</i>	STA +1 WIS +1 DisR +8 MagR +5
55-80	1-14	<i>Gnoll Tooth Earring</i>	STA +1 WIS +1 HP +2 PP +3
15-35	1-4	<i>gold etched earring</i>	
115-135	1-23	<i>gold hoop</i>	
50-75	1-13	<i>Gold Tooth Earring</i>	INT +1 STA +2 WIS +1 HP +5 PP +6

Skill	AC	Item (atTUNE; Lore; NoTrade; NoValue)	Bonuses
105-130	1-27	<i>Golden Jasper Hoop</i>	INT +4 STA +2 WIS +2 DisR +8 DivR +7 HP +14 MagR +5 PP +14
65-90	1-18	<i>Hoop of Decay</i>	INT +2 STA +2 HP +6 PP +5
100-125	1-25	<i>Hoop of Disturbance</i>	INT +4 STA +2 WIS +2 DisR +8 DivR +7 HP +11 MagR +5 PP +17
70-95	1-19	<i>Hoop of Pestilence</i>	INT +3 WIS +1 DisR +8 DivR +7 MagR +5
1-15	1-3	<i>Hoop of Sacrifice</i>	
110-135	1-28	<i>Hoop of the Dead</i>	INT +2 STA +3 WIS +3 DisR +8 DivR +7 HP +15 MagR +5 PP +13
65-90	1-18	<i>Hoop of Vindiction</i>	INT +1 STA +2 WIS +1 DisR +8 MagR +5
120-145	1-30	<i>jasper earring</i>	INT +4 STA +2 WIS +2 DisR +8 DivR +7 HP +13 MagR +5 PP +15
1-15	1-3	<i>lapis lazuli earring</i>	
1-50	1-5	<i>lead hoop</i>	
140-170	1-36	<i>Learned Adept's Hoop</i>	INT +3 STA +5 WIS +3 DisR +8 DivR +7 HP +22 MagR +5 PP +17
1-50	1-5	<i>malachite earring</i>	
45-75	1-14	<i>Meteorite Hoop</i>	INT +2 STA +2 WIS +1 DisR +8 DivR +7 MagR +5
140-170	1-36	<i>Opaque Earring of Silence</i>	INT +5 STA +1 WIS +5 DisR +8 DivR +7 HP +21 MagR +5 PP +18
120-145	1-30	<i>palladium hoop</i>	INT +3 STA +3 WIS +2 DisR +8 DivR +7 HP +15 MagR +5 PP +13
40-65	1-10	<i>Pearl Stud Earring</i>	DisR +8 DivR +7 HP +6 MagR +5 PP +5
100-150	1-28	<i>pr. fash. agate earrings</i>	INT +2 STA +2 WIS +2 DisR +8 DivR +7 HP +10 MagR +5 PP +10
50-100	1-22	<i>pr. fash. coral earring (Tune)</i>	INT +2 STA +1 WIS +3 HP +8 PP +12
50-100	1-19	<i>pr. fash. electrum hoop</i>	STA +2 WIS +1 HP +3 PP +3
100-150	1-28	<i>pr. fash. gold hoops</i>	INT +2 STA +2 WIS +2 DisR +8 DivR +7 HP +12 MagR +5 PP +8
1-50	1-7	<i>pr. fash. lapis lazuli earring (Tune)</i>	DisR +8 DivR +7 MagR +5
1-50	1-6	<i>pr. fash. malachite earring</i>	STA +1 WIS +2
50-100	1-19	<i>pr. fash. turquoise earring</i>	DisR +8 DivR +7 HP +3 MagR +5 PP +3
20-45	1-6	<i>Ratonga Claw Hoop</i>	
80-130	1-25	<i>sh. fash. agate earrings</i>	INT +1 STA +1 WIS +3 DisR +8 DivR +7 HP +9 MagR +5 PP +5
30-80	1-14	<i>sh. fash. electrum hoop</i>	INT +1 STA +1 WIS +1 HP +3 PP +2
80-130	1-25	<i>sh. fash. gold hoops</i>	INT +2 STA +3 DisR +8 DivR +7 HP +8 MagR +5 PP +6
1-30	1-4	<i>sh. fash. lapis lazuli earring (Tune)</i>	HP +4 PP +2
1-30	1-4	<i>sh. fash. malachite earring</i>	DivR +7 MagR +5
30-80	1-14	<i>sh. fash. turquoise earring</i>	INT +1 STA +1 WIS +1 HP +3 PP +2
70-95	1-19	<i>Shiny Brass Earring</i>	INT +1 STA +1 WIS +2 HP +4 PP +7
1-20	1-3	<i>shriller wing earring</i>	DisR +8 DivR +7 MagR +5
45-70	1-12	<i>Shriller Wing Earring</i>	STA +1 WIS +2 HP +3 PP +5
65-90	1-18	<i>Shriller Wing Hoop</i>	INT +2 STA +1 HP +5 PP +4
65-90	1-18	<i>Silver Onyx Earring</i>	DisR +8 DivR +7 HP +7 MagR +5 PP +4
75-100	1-20	<i>Silver Onyx Neckguard</i>	INT +2 STA +1 WIS +1 DisR +8 DivR +7 MagR +5
25-55	1-8	<i>sparkling star hoop</i>	DisR +8 MagR +5
90-120	1-25	<i>Spectral Dragoon Earcuff</i>	INT +3 WIS +6 DivR +7 HP +10 MagR +5 PP +20
50-100	1-26	<i>Spider Claw Hoop (Tune)</i>	INT +4 STA +4 WIS +4 HP +19 PP +17
50-100	1-18	<i>turquoise earring</i>	
1-20	1-3	<i>Twergo's polished earring</i>	HP +3
50-75	1-13	<i>Vulrich Feather Earring</i>	DisR +8 DivR +7 HP +5 MagR +5 PP +6
140-170	1-36	<i>Warmonger's Hoop</i>	INT +5 STA +3 WIS +3 DisR +8 DivR +7 HP +19 MagR +5 PP +20
60-85	1-16	<i>Withered Root Earring</i>	DisR +8 DivR +7 HP +2 MagR +5 PP +4
45-70	1-12	<i>Wordsmith's Earring of Insight</i>	DisR +8 HP +4 HeatR +3 PP +4 MentR +6
40-65	1-10	<i>Worn Acrylia Earring</i>	INT +2 STA +1 WIS +1 HP +6 PP +5
110-135	1-28	<i>Woven Kelp Earring</i>	INT +3 STA +3 WIS +1 DisR +8 DivR +7 HP +12 MagR +5 PP +11
55-80	1-14	<i>Xorb's lens earring</i>	STA +2 HP +4 PP +1

EVERQUEST II

PRIMA OFFICIAL GAME GUIDE

Skill AC Item (atTUNE; Lore; NoTrade; NoValue) Bonuses

Neck

100-150	1-27	<i>agate necklace</i>	
90-120	1-25	<i>Amulet of Animation</i>	ColdR +4 HP +8 HeatR +3 PP +7 PoisR +9
70-95	1-19	<i>Amulet of Beaded Slime</i>	ColdR +4 HP +8 HeatR +3 PP +3 PoisR +9
50-75	1-13	<i>Amulet of Influence</i>	INT +1 STA +1 STR +2 HP +4 PP +7
70-100	1-21	<i>Amulet of the Prime Healer</i>	INT +1 STA +2 STR +2 HP +9 PP +6
10-35	1-5	<i>Amulet of the Scorned</i>	
90-115	1-23	<i>Ancient Amulet of the Bathezd</i>	INT +4 STA +2 STR +2 ColdR +4 HP +14 HeatR +3 PP +14 PoisR +9
55-80	1-15	<i>Battlemage Runed Scarf</i>	STA +2 STR +2 ColdR +4 HeatR +3 PoisR +9
1-20	1-3	<i>Black Magi medallion</i>	INT +3 HP +5 PP +10
125-155	1-33	<i>Black Pearl Necklace</i>	INT +5 STA +2 STR +2 ColdR +4 HP +16 HeatR +3 PP +16 PoisR +9
90-120	1-25	<i>Bloodsaber Pendant</i>	INT +1 STA +5 STR +3 ColdR +4 HP +15 HeatR +3 PP +17 PoisR +9
120-145	1-30	<i>Bone Mail Amulet</i>	INT +3 STA +2 STR +3 ColdR +4 HP +15 HeatR +3 PP +13 PoisR +9
50-100	1-18	<i>burlap scarf</i>	
65-90	1-17	<i>Burpbelly's Charm</i>	HP -10 PP -10
100-150	1-27	<i>canvas scarf</i>	
120-150	1-31	<i>Charm of Rodcet</i>	INT +3 STA +2 STR +4 ColdR +4 HP +18 HeatR +3 PP +14 PoisR +9
145-175	1-37	<i>Charm of the Brotherhood</i>	INT +3 STA +6 STR +4 ColdR +4 HP +26 HeatR +3 PP +22 PoisR +9
60-85	1-16	<i>Chipped Bone Necklace</i>	ColdR +4 HP +7 HeatR +3 PP +4 PoisR +9
100-130	1-27	<i>Chirannite Collar</i>	INT +3 STA +3 STR +3 ColdR +4 HP +20 HeatR +3 PP +12 PoisR +9
1-20	1-3	<i>Collected Feather Necklace</i>	HeatR +3 PoisR +9
10-35	1-5	<i>copper torque</i>	
45-70	1-12	<i>Coral Beaded Necklace</i>	STA +2 STR +2 HP +8 PP +3
70-95	1-19	<i>coral necklace</i>	INT +1 STA +2 STR +1 ColdR +4 HeatR +3 PoisR +9
90-120	1-25	<i>Cracked Bone Necklace (L;NT)</i>	INT +3 STA +3 STR +3 ColdR +4 HP +9 HeatR +3 PP +23 PoisR +9
45-75	1-14	<i>crimson paw fetish</i>	ColdR +4 HP +7 HeatR +3 PP +8 PoisR +9
70-120	1-23	<i>cr. fash. agate necklace</i>	INT +1 STA +1 STR +2 ColdR +4 HP +7 HeatR +3 PP +5
20-70	1-11	<i>cr. fash. electrum torque</i>	INT +1 STA +1 STR +1 ColdR +4 HeatR +3
70-120	1-23	<i>cr. fash. gold torque</i>	INT +2 STA +2 ColdR +4 HP +4 HeatR +3 PP +8 PoisR +9
1-20	1-4	<i>cr. fash. lapis lazuli necklace (Tune)</i>	INT +1 STA +1 STR +1
1-20	1-3	<i>cr. fash. malachite necklace</i>	ColdR +4 PoisR +9
20-70	1-11	<i>cr. fash. turquoise necklace</i>	INT +2 STR +1 HP +2 PP +2
70-120	1-23	<i>cr. tailored canvas scarf</i>	INT +3 STR +1 ColdR +4 HP +4 HeatR +3 PP +8 PoisR +9
65-90	1-18	<i>Dark Chitin Torque</i>	INT +2 STA +1 STR +1 HP +6 PP +5
95-125	1-26	<i>dimly lit lightstone (L;NT;NV)</i>	AGI +2 INT +2 STR +2 WIS +2 HP +10 PP +10
70-95	1-19	<i>Drecky Torque</i>	ColdR +4 HP +5 HeatR +3 PP +6
50-100	1-18	<i>electrum torque</i>	
45-70	1-12	<i>Embossed Fairy Wing Brooch</i>	INT +1 STA +1 HeatR +3
40-70	1-12	<i>embossed fairy wing necklace</i>	HP +3 PP +3
60-85	1-16	<i>Ethereal Scarf</i>	ColdR +4 HP +8 HeatR +3 PP +3 PoisR +9
95-120	1-24	<i>faintly lit lightstone (L;NT;NV)</i>	AGI +1 INT +1 STR +1 WIS +1
90-140	1-27	<i>fash. agate necklace</i>	INT +3 STA +1 STR +1 ColdR +4 HP +9 HeatR +3 PP +8 PoisR +9
40-90	1-19	<i>fash. coral necklace (Tune)</i>	ColdR +4 HP +8 HeatR +3 PP +9 PoisR +9
40-90	1-16	<i>fash. electrum torque</i>	INT +1 STA +1 STR +1 ColdR +4 HeatR +3 PoisR +9
90-140	1-27	<i>fash. gold torque</i>	INT +2 STA +1 STR +2 ColdR +4 HP +9 HeatR +3 PP +8 PoisR +9
1-40	1-6	<i>fash. lapis lazuli necklace (Tune)</i>	INT +1 STA +2
1-40	1-5	<i>fash. malachite necklace</i>	HP +1 PP +2
40-90	1-16	<i>fash. turquoise necklace</i>	INT +1 STR +2 HP +4 PP +1
25-55	1-8	<i>Favor of Pona</i>	STA +1
1-25	1-4	<i>fish scale necklace</i>	
40-65	1-10	<i>Fishbone Necklace</i>	ColdR +4 HP +7 HeatR +3 PP +4 PoisR +9
100-150	1-39	<i>Girdle of Determination (Tune)</i>	INT +6 STA +6 STR +4 ColdR +4 HP +25 HeatR +3 PP +23 PoisR +9
95-125	1-26	<i>glimmering lightstone (L;NT;NV)</i>	AGI +3 INT +3 STR +3 WIS +3 DivR +7 HP +20 MagR +5 PP +20

Skill AC Item (atTUNE; Lore; NoTrade; NoValue) Bonuses

200-225	1-46	<i>Gnollish Choker</i>	INT +2 STA +1 STR +1 HeatR +3 PoisR +9
100-150	1-27	<i>gold torque</i>	
105-130	1-27	<i>Golden Locket</i>	INT +2 STA +3 STR +3 ColdR +4 HP +13 HeatR +3 PP +15 PoisR +9
45-70	1-12	<i>Golden Neckguard</i>	INT +2 STA +2 HP +7 PP +4
100-140	1-32	<i>great fetish of the paw</i>	INT +4 STA +3 STR +5 ColdR +4 HP +18 HeatR +3 PP +22 PoisR +9
100-140	1-32	<i>Greater Lightstone (L;NT;NV)</i>	AGI +4 INT +4 STR +4 WIS +4 DivR +7 HP +25 MagR +5 PP +25
90-120	1-25	<i>Green Arrow Necklace</i>	INT +4 STA +4 STR +1 ColdR +4 HP +17 HeatR +3 PP +15 PoisR +9
70-100	1-21	<i>green rock shard necklace</i>	INT +3 STA +1 STR +1 ColdR +4 PoisR +9
20-50	1-6	<i>hideous troll locket</i>	STA +1
105-130	1-27	<i>Imbued Granite Amulet</i>	INT +2 STA +2 STR +4 ColdR +4 HP +17 HeatR +3 PP +11 PoisR +9
40-65	1-10	<i>Interceptors Necklace</i>	INT +2 STA +1 STR +1 ColdR +4 HeatR +3 PoisR +9
50-75	1-13	<i>Investigators Badge</i>	STA +2 STR +2 HP +6 PP +5
120-145	1-30	<i>jasper necklace</i>	INT +4 STA +2 STR +2 ColdR +4 HP +15 HeatR +3 PP +13 PoisR +9
120-150	1-31	<i>Keep of Immortality Key (L;NT)</i>	INT +2 STA +3 STR +4 ColdR +4 HP +15 HeatR +3 PP +17 PoisR +9
20-45	1-6	<i>lapis lazuli necklace</i>	
1-50	1-5	<i>lead torque</i>	
40-70	1-12	<i>Lesser Amulet of Warding</i>	HP +1 PP +2
120-145	1-30	<i>Limestone Amulet</i>	INT +4 STA +2 STR +2 ColdR +4 HP +14 HeatR +3 PP +14 PoisR +9
1-15	1-3	<i>locket of remembrance</i>	
1-50	1-5	<i>malachite necklace</i>	
90-115	1-23	<i>Medallion of the Battlepriest</i>	INT +3 STA +3 STR +2 ColdR +4 HP +17 HeatR +3 PP +11 PoisR +9
95-125	1-26	<i>miniature book of focus</i>	INT +4 STA +2 STR +3 ColdR +4 HP +14 HeatR +3 PP +18 PoisR +9
140-165	1-34	<i>Necklace of Death</i>	ColdR +4 HP +5 HeatR +3 PP +6 PoisR +9
100-125	1-25	<i>Necklace of Endurance</i>	INT +4 STA +1 STR +3 STR +4 HP +15 HeatR +3 PP +13 PoisR +9
60-85	1-16	<i>Necklace of Midnight Mist</i>	INT +1 STA +1 STR +2 ColdR +4 HeatR +3 PoisR +9
70-95	1-19	<i>Necklace of Suffering</i>	ColdR +4 HP +3 HeatR +3 PP +8 PoisR +9
170-195	1-40	<i>Necklace of the Brotherhood</i>	INT +4 STA +3 STR +1 ColdR +4 HP +14 HeatR +3 PP +14
30-60	1-9	<i>Nyghtfallow chain</i>	HP +3 PP +3
1-20	1-3	<i>orc finger necklace</i>	STR +1 ColdR +4 PoisR +9
45-70	1-12	<i>Orc Finger Necklace</i>	INT +1 STR +1 HP +4 PP +4
95-125	1-26	<i>Overlord's Appreciation</i>	INT +4 STA +2 STR +3 ColdR +4 HP +15 HeatR +3 PP +17 PoisR +9
120-145	1-30	<i>palladium torque</i>	INT +1 STA +3 STR +4 ColdR +4 HP +15 HeatR +3 PP +13 PoisR +9
55-80	1-15	<i>Pendant of Windstalker</i>	ColdR +4 HP +4 HeatR +3 PP +7 PoisR +9
65-90	1-18	<i>piranha fang necklace</i>	ColdR +4 HP +5 HeatR +3 PP +6
20-50	1-6	<i>pirate coin necklace</i>	PoisR +9
100-150	1-28	<i>pr. fash. agate necklace</i>	INT +3 STA +2 STR +1 ColdR +4 HP +10 HeatR +3 PP +10 PoisR +9
50-100	1-19	<i>pr. fash. electrum torque</i>	ColdR +4 HP +3 HeatR +3 PP +3 PoisR +9
100-150	1-28	<i>pr. fash. gold torque</i>	INT +2 STA +3 STR +1 ColdR +4 HP +11 HeatR +3 PP +9 PoisR +9
1-50	1-6	<i>pr. fash. malachite necklace</i>	HP +1 PP +2
50-100	1-19	<i>pr. fash. turquoise necklace</i>	INT +1 STA +1 STR +1 HP +4 PP +2
90-120	1-25	<i>Quiverstraw Necklace</i>	INT +4 STA +3 STR +2 ColdR +4 HP +16 HeatR +3 PP +16 PoisR +9
60-85	1-16	<i>Ribbon of Chants</i>	ColdR +4 HP +7 HeatR +3 PP +4 PoisR +9
65-90	1-18	<i>roughspun scarf</i>	ColdR +4 HP +6 HeatR +3 PP +5 PoisR +9
115-140	1-29	<i>ruckas scarf</i>	INT +2 STA +4 STR +2 ColdR +4 HP +14 HeatR +3 PP +14 PoisR +9
90-120	1-25	<i>Sabertooth Fetish</i>	INT +2 STA +3 STR +4 ColdR +4 HP +15 HeatR +3 PP +17 PoisR +9
1-25	1-4	<i>sackcloth scarf</i>	
100-125	1-25	<i>Sand Dollar Necklace</i>	INT +3 STA +1 STR +2 ColdR +4 HP +10 HeatR +3 PP +10 PoisR +9
45-70	1-12	<i>Sand Ruby Necklace</i>	INT +1 STA +1 STR +2 HP +4 PP +7
40-65	1-10	<i>Sandstone Pendant</i>	ColdR +4 HP +7 HeatR +3 PP +4 PoisR +9

Skill	AC	Item (a TUNE; Lore; NoTrade; NoValue)	Bonuses
10-40	1-6	Scrimshaw Token (L;NT)	HP +1 PP +2
45-70	1-12	Seaworthy Torque	INT +1 STA +1 STR +2 ColdR +4 PoisR +9
90-115	1-23	Shadow-touched Scarf	INT +3 STA +3 STR +2 ColdR +4 HP +17 HeatR +3 PP +11 PoisR +9
80-130	1-25	sh. fash. agate necklace	INT +1 STA +1 STR +3 ColdR +4 HP +8 HeatR +3 PP +6 PoisR +9
30-80	1-14	sh. fash. electrum torque	INT +2 STR +1 HP +2 PP +3
80-130	1-25	sh. fash. gold torque	INT +2 STA +2 STR +1 ColdR +4 HP +7 HeatR +3 PP +7 PoisR +9
1-30	1-4	sh. fash. lapis lazuli necklace (Tune)	ColdR +4 HeatR +3 PoisR +9
1-30	1-4	sh. fash. malachite necklace	INT +1 STA +1 STR +1
30-80	1-14	sh. fash. turquoise necklace	ColdR +4 HP +1 HeatR +3 PP +4 PoisR +9
80-130	1-25	sh. tailored canvas scarf	INT +1 STA +3 STR +1 ColdR +4 HP +7 HeatR +3 PP +7 PoisR +9
40-70	1-12	Shattered Bone Necklace (L;NT)	ColdR +4 HP +8 HeatR +3 PP +7 PoisR +9
70-95	1-19	Silverthread Scarf	INT +3 STA +1 HP +5 PP +6
95-125	1-26	softly glowing lightstone (L;NT;NV)	AGI +2 INT +2 STR +2 WIS +2 DivR +7 HP +15 MagR +5 PP +15
90-120	1-25	Spectral Dragoon Med.	STA +6 STR +3 ColdR +4 HP +20 HeatR +3 PP +10
100-125	1-25	Steel Torque	INT +4 STA +2 STR +2 ColdR +4 HP +13 HeatR +3 PP +15 PoisR +9
65-90	1-18	Studded Onyx Collar	INT +2 STA +1 STR +1 HP +7 PP +4
55-80	1-15	Sunburst Medallion	ColdR +4 HP +5 HeatR +3 PP +6 PoisR +9
75-100	1-20	Symbol of the Twins	ColdR +4 HP +7 HeatR +3 PP +4 PoisR +9
90-140	1-27	tailored canvas scarf	INT +2 STA +2 STR +1 ColdR +4 HP +10 HeatR +3 PP +7 PoisR +9
30-60	1-9	tarnished lucky coin	PoisR +9
1-50	1-5	threadbare scarf	
45-75	1-14	Tinkered Neck Heaterator	INT +2 STA +2 STR +1 HP +8 PP +7
70-100	1-21	Torq of Nife	INT +2 STA +1 STR +2 ColdR +4 HeatR +3 PoisR +9
50-75	1-13	Turquoise Choker	ColdR +4 HP +7 HeatR +3 PP +4 PoisR +9
50-100	1-18	turquoise necklace	
65-90	1-18	Tyvalis' Pendant	INT +5 WIS +3
20-45	1-6	Union Pendant	
55-85	1-17	Ward of the Unnatural	INT +2 STA +1 STR +2 HP +7 PP +8
40-70	1-12	withering necklace	HP +1 PP +2
15-40	1-5	Wolf Bone Amulet	
55-80	1-14	worn vial of wisp dust	STA +1 STR +1 HP +3 PP +2
55-80	1-15	Yew Affixed Amulet	INT +3 STA +1 ColdR +4 HeatR +3 PoisR +9

Ring

100-150	1-27	agate ring	
25-75	1-14	Aldalad's Ring of Mysticism (Tune;L;NT)	STR +2 WIS +3 HP +15
45-75	1-14	Aldalad's Ring of the Forest (L;NT)	INT +2 WIS +3 PP +15
45-75	1-14	Aldalad's Ring of the Holy (L;NT)	AGI +2 WIS +3 PP +15
50-100	1-26	Amalgam Band of Lith (Tune)	DisR +8 HP +17 HeatR +3 PP +19 MentR +6
45-70	1-12	Antiquated Coral Ring	DisR +8 HP +6 HeatR +3 PP +5 MentR +6
40-70	1-12	Arcanist's Ring of Enchantment (L;NT)	INT +4 STA +3
40-70	1-12	Arcanist's Ring of Sorcery (L;NT)	INT +4 WIS +3
40-70	1-12	Arcanist's Ring of Summoning (L;NT)	AGI +3 INT +4
70-100	1-21	Awakened Ring of Valmarr (Tune)	STA +2 WIS +3 HP +6 PP +9
60-85	1-16	band of bounce	AGI +1 STA +3 DisR +8 HeatR +3 MentR +6
1-20	1-3	Bermo's ring of secrets	DisR +8 HeatR +3
80-110	1-23	Bile Crusted Ring	DisR +8 HP +9 HeatR +3 PP +8 MentR +6
80-110	1-23	Bile Infused Ring	AGI +1 WIS +2 DisR +8 HeatR +3 MentR +6
70-95	1-19	Black. Bloodletter Ring	DisR +8 HP +3 HeatR +3 PP +4 MentR +6
50-100	1-26	Blessed Girdle of the Initiate (Tune)	DisR +8 HP +20 HeatR +3 PP +16 MentR +6
80-110	1-23	Blood Crusted Ring	DisR +8 HP +8 HeatR +3 PP +9 MentR +6
80-110	1-23	Blood Infused Ring	DisR +8 HP +9 HeatR +3 PP +8 MentR +6
65-90	1-18	Bloodsaber Signet Band	AGI +2 WIS +2 DisR +8 HeatR +3 MentR +6
120-150	1-31	Butterfly Wing Ring (L;NT)	INT +3 STA +2 STR +4 ColdR +4 HP +16 HeatR +3 PP +16 PoisR +9
50-75	1-13	Calcified Bone Ring	AGI +1 STA +3 DisR +8 HeatR +3 MentR +6
40-70	1-12	Commandant's Ring of Convict. (L;NT)	STR +4 WIS +3
40-70	1-12	Commandant's Ring of Might (L;NT)	STA +3 STR +4

Skill	AC	Item (a TUNE; Lore; NoTrade; NoValue)	Bonuses
40-70	1-12	Commandant's Ring of Power (L;NT)	AGI +3 STR +4
1-20	1-3	copper band	
5-30	1-4	Corroded Copper Ring	
30-50	1-5	crabshell ring	
70-120	1-23	cr. fash. agate ring	AGI +1 STA +2 WIS +1 DisR +8 HP +7 HeatR +3 PP +5 MentR +6
20-70	1-11	cr. fash. electrum band	DisR +8 HP +3 HeatR +3 PP +1 MentR +6
70-120	1-23	cr. fash. gold band	AGI +2 STA +2 DisR +8 HP +5 HeatR +3 PP +7 MentR +6
1-20	1-4	cr. fash. lapis lazuli ring (Tune)	HP +3 PP +3
1-20	1-3	cr. fash. malachite ring	DisR +8 HeatR +3
20-70	1-11	cr. fash. turquoise ring	HP +3 HeatR +3 PP +1 MentR +6
1-20	1-3	crystal embedded ring	HP +1 PP +3
65-90	1-17	Cutthroat Insignia Ring	AGI +2 HP +3 PP +3
45-75	1-14	Dagorel's Ring of Brawling (L;NT)	AGI +2 STR +3 PP +15
45-75	1-14	Dagorel's Ring of Faith (L;NT)	STR +3 WIS +2 PP +15
45-75	1-14	Dagorel's Ring of Might (L;NT)	AGI +2 STR +3 HP +15
70-95	1-19	Dented Brass Ring	DisR +8 HP +6 HeatR +3 PP +5 MentR +6
40-70	1-12	earring of the shattering	AGI +2 STA +2 WIS +1 DisR +8 HeatR +3 MentR +6
70-90	1-15	electrum band	
40-70	1-12	Emissary's Ring of Song (L;NT)	AGI +4 STA +3
40-70	1-12	Emissary's Ring of the Hunt (L;NT)	AGI +4 STR +3
40-70	1-12	Emissary's Ring of the Sly (L;NT)	AGI +4 WIS +3
90-140	1-27	fash. agate ring	AGI +1 STA +3 WIS +1 DisR +8 HP +8 HeatR +3 PP +9 MentR +6
40-90	1-19	fash. coral ring (Tune)	DisR +8 HP +9 HeatR +3 PP +8 MentR +6
40-90	1-16	fash. electrum band	AGI +1 STA +1 WIS +1 DisR +8 MentR +6
90-140	1-27	fash. gold band	AGI +1 STA +3 WIS +1 DisR +8 HP +10 HeatR +3 PP +7 MentR +6
1-40	1-5	fash. malachite ring	AGI +3
40-90	1-19	fash. silver band (Tune)	AGI +1 STA +2 WIS +2 HP +8 PP +9
40-90	1-16	fash. turquoise ring	DisR +8 HP +3 HeatR +3 PP +2 MentR +6
25-55	1-8	freeport citizenship ring	STA +1 HP +5 PP +5
55-80	1-15	Gnollish Torque	DisR +8 HP +5 HeatR +3 PP +6 MentR +6
100-150	1-27	gold band	
45-70	1-12	Inana's Band of Stability	STA +3 STR +5
110-135	1-28	Inscribed Silver Band	AGI +1 STA +3 WIS +3 DisR +8 HP +11 HeatR +3 PP +12 MentR +6
105-130	1-27	jasper ring	AGI +1 STA +4 WIS +3 DisR +8 HP +12 HeatR +3 PP +16 MentR +6
1-20	1-3	Kirs' insignia ring	AGI +1
1-15	1-3	lapis lazuli ring	
5-25	1-3	lead band	
25-45	1-5	malachite ring	
105-130	1-27	Memento Band	AGI +1 STA +2 WIS +3 DisR +8 HP +10 HeatR +3 PP +11 MentR +6
1-20	1-3	messenger ring	HP +1 PP +2
60-85	1-16	Miner's Ring	DisR +8 HP +5 HeatR +3 PP +6 MentR +6
120-150	1-31	Moth Wing Ring (L;NT)	INT +3 STA +4 STR +2 ColdR +4 HP +16 HeatR +3 PP +16 PoisR +9
70-95	1-19	Murkwater Ring	AGI +1 STA +1 WIS +1 HP +3 PP +5
45-75	1-14	Niksel's Ring of Enchantment (L;NT)	AGI +2 INT +3 PP +15
45-75	1-14	Niksel's Ring of Sorcery (L;NT)	INT +3 WIS +2 PP +15
45-75	1-14	Niksel's Ring of Summoning (L;NT)	INT +3 STR +2 PP +15
45-70	1-12	Oaken Ring of Trusaris	AGI +1 WIS +2 HP +6 PP +2
110-135	1-28	Onyx Ring of Pain	AGI +3 STA +3 WIS +2 DisR +8 HP +14 HeatR +3 PP +14 MentR +6
100-125	1-25	palladium band	AGI +2 STA +4 WIS +2 DisR +8 HP +17 HeatR +3 PP +11 MentR +6
1-20	1-3	pox ward ring	DisR +8
45-70	1-12	Pox Ward Ring	AGI +1 STA +1 WIS +1 HP +3 PP +5
45-75	1-14	Priest's Ring of Nature (L;NT)	STR +3 WIS +4
45-75	1-14	Priest's Ring of the Spirits (L;NT)	AGI +3 WIS +4
45-75	1-14	Priest's Ring of Threshing (L;NT)	INT +3 WIS +4
100-150	1-28	pr. fash. agate ring	AGI +1 STA +3 WIS +2 DisR +8 HP +10 HeatR +3 PP +10 MentR +6
50-100	1-22	pr. fash. coral ring (Tune)	AGI +3 STA +2 WIS +1 DisR +8 HeatR +3 MentR +6
50-100	1-19	pr. fash. electrum band	AGI +1 STA +1 WIS +1 HP +3 PP +3
100-150	1-28	pr. fash. gold band	AGI +3 WIS +3 DisR +8 HP +12 HeatR +3 PP +8 MentR +6

EVERQUEST II

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Skill	AC	Item (atTUNE; Lore; NoTrade; NoValue)	Bonuses
1-50	1-7	<i>pr. fash. lapis lazuli ring</i> (Tune)	HeatR +3 MentR +6
1-50	1-6	<i>pr. fash. malachite ring</i>	AGI +1 WIS +2
50-100	1-19	<i>pr. fash. turquoise ring</i>	DisR +8 HP +2 HeatR +3 PP +4 MentR +6
25-55	1-8	<i>Qeynos citizenship ring</i>	STA +1 HP +5 PP +5
90-120	1-25	<i>Qeynos Signet Ring</i> (NT)	STA +5 STR +5 DisR +8 HP +20 HeatR +3 PP +15 MentR +6
70-100	1-21	<i>red rock shard ring</i>	AGI +1 STA +2 WIS +2 HP +10 PP +5
60-85	1-16	<i>Red Scarab Ring</i>	DisR +8 HP +4 HeatR +3 PP +7 MentR +6
45-70	1-12	<i>Remembrance Ring</i>	AGI +2 STA +1 HP +4 PP +4
110-135	1-28	<i>Ring of Darkness</i>	AGI +3 STA +4 WIS +1 DisR +8 HP +14 HeatR +3 PP +14 MentR +6
70-95	1-19	<i>Ring of Focused Voice</i>	DisR +8 HP +4 HeatR +3 PP +3 MentR +6
90-120	1-25	<i>Ring of Mites</i>	AGI +1 STA +5 WIS +3 DisR +8 HP +16 HeatR +3 PP +16 MentR +6
70-95	1-19	<i>Ring of the Elusive</i>	AGI +1 STA +1 WIS +1 HP +3 PP +4
115-140	1-29	<i>Ring of the Fleshweaver</i>	AGI +3 STA +3 WIS +2 DisR +8 HP +17 HeatR +3 PP +11 MentR +6
105-130	1-27	<i>Ring of the Sun</i>	AGI +3 STA +3 WIS +2 DisR +8 HP +14 HeatR +3 PP +14 MentR +6
5-30	1-4	<i>ring of tides</i>	
55-80	1-15	<i>Ring of Treachery</i>	AGI +1 STA +1 WIS +2 DisR +8 HeatR +3 MentR +6
120-145	1-30	<i>Ring of Twisted Steel</i>	AGI +2 STA +4 WIS +2 DisR +8 HP +16 HeatR +3 PP +12 MentR +6
170-200	1-42	<i>Runner's Ring</i> (L;NT)	AGI +5 STA +5 STR +3 DisR +8 HP +24 HeatR +3 PP +24 MentR +6
55-80	1-15	<i>Sandstone Ring</i>	DisR +8 HP +7 HeatR +3 PP +4 MentR +6
45-75	1-14	<i>Shadowed Heart Signet</i>	AGI +1 STA +3 WIS +1 DisR +8 HeatR +3 MentR +6
80-130	1-25	<i>sh. fash. agate ring</i>	AGI +2 STA +2 WIS +1 DisR +8 HP +7 HeatR +3 PP +7 MentR +6
30-80	1-14	<i>sh. fash. electrum band</i>	AGI +2 WIS +1 HP +2 PP +3
80-130	1-25	<i>sh. fash. gold band</i>	AGI +2 STA +1 WIS +2 DisR +8 HP +8 HeatR +3 PP +6 MentR +6
1-30	1-4	<i>sh. fash. lapis lazuli ring</i> (Tune)	DisR +8 HeatR +3 MentR +6
1-30	1-4	<i>sh. fash. malachite ring</i>	AGI +1 STA +1 WIS +1
30-80	1-14	<i>sh. fash. turquoise ring</i>	AGI +1 STA +2 HP +2 PP +3
60-85	1-16	<i>silver band</i>	DisR +8 HP +4 HeatR +3 PP +7 MentR +6
50-100	1-26	<i>Silver-Dusted Necklace of Virtue</i> (Tune)	AGI +4 STA +3 WIS +5 DisR +8 HeatR +3 MentR +6
70-90	1-15	<i>silvered ring</i>	
45-75	1-14	<i>Skull-faced ring</i>	DisR +8 HP +6 HeatR +3 PP +9 MentR +6
90-120	1-25	<i>Spectral Dragoon Band</i>	INT +6 WIS +3 DisR +8 HP +10 PP +20 MentR +6
20-40	1-5	<i>tarnished brass ring</i>	
55-75	1-11	<i>turquoise ring</i>	
45-75	1-14	<i>Vemerik's Ring of Gallantry</i> (L;NT)	AGI +3 STR +2 PP +15
45-75	1-14	<i>Vemerik's Ring of Hunting</i> (L;NT)	AGI +3 WIS +2 HP +15
45-75	1-14	<i>Vemerik's Ring of Stealth</i> (L;NT)	AGI +3 INT +2 HP +15
45-70	1-12	<i>Whetstone Ring</i>	AGI +2 STA +1 WIS +1 HP +7 PP +4

Waist

120-150	1-31	<i>Ashen Sash of Humility</i>	AGI +4 STR +2 WIS +3 HP +13 MagR +5 PP +19 PoisR +9
90-115	1-23	<i>Barbed Girdle</i>	AGI +3 STR +2 WIS +3 HP +14 MagR +5 PP +14 PoisR +9
55-80	1-15	<i>Belt of Virtue</i>	HP +6 MagR +5 PP +5 PoisR +9
70-95	1-19	<i>black. iron girdle</i>	STR +1 WIS +3 MagR +5 PoisR +9
1-20	1-3	<i>bog soaked sash</i>	MagR +5 PoisR +9
105-125	1-21	<i>boiled leather belt</i>	
90-140	1-27	<i>boiled leather tailored belt</i>	AGI +2 STR +2 WIS +1 HP +9 MagR +5 PP +8 PoisR +9
55-80	1-15	<i>Braided Cinch Girdle</i>	AGI +1 STR +1 WIS +2 MagR +5 PoisR +9
40-70	1-12	<i>brightly dyed sash</i>	HP +2 PP +1
70-90	1-15	<i>burlap sash</i>	
100-150	1-27	<i>canvas sash</i>	
100-150	1-27	<i>carbonite girdle</i>	
1-15	1-3	<i>Castaway Sash</i>	STA +1 STR +1
1-20	1-3	<i>copper girdle</i>	
70-120	1-23	<i>cr. fash. gold girdle</i>	AGI +1 STR +2 WIS +1 HP +5 MagR +5 PP +7 PoisR +9

Skill	AC	Item (atTUNE; Lore; NoTrade; NoValue)	Bonuses
70-120	1-23	<i>cr. tailored boiled leather belt</i>	AGI +2 STR +2 HP +5 MagR +5 PP +7 PoisR +9
20-70	1-11	<i>cr. tailored burlap sash</i>	AGI +1 WIS +2 HP +2 PP +2
70-120	1-23	<i>cr. tailored canvas sash</i>	AGI +1 STR +2 WIS +1 HP +8 MagR +5 PP +4 PoisR +9
1-20	1-3	<i>cr. tailored rawhide belt</i>	AGI +2 STR +1
20-70	1-11	<i>cr. tailored tanned belt</i>	STR +1 WIS +2 MagR +5 PoisR +9
100-125	1-25	<i>cuirboilli leather belt</i>	AGI +3 STR +2 WIS +3 HP +12 MagR +5 PP +16 PoisR +9
45-70	1-12	<i>cured leather belt</i>	STR +2 WIS +2 MagR +5 PoisR +9
45-75	1-14	<i>Dreadguard Belt</i>	HP +9 MagR +5 PP +6 PoisR +9
5-30	1-4	<i>ethemere sash</i>	
90-140	1-27	<i>fash. gold girdle</i>	AGI +3 STR +2 HP +9 MagR +5 PP +8 PoisR +9
120-150	1-31	<i>Featherfoot Soft Belt</i>	AGI +4 STR +2 WIS +3 HP +17 MagR +5 PP +15 PoisR +9
115-140	1-29	<i>Fire Crafted Belt</i>	AGI +2 STR +3 WIS +3 HP +13 MagR +5 PP +15 PoisR +9
65-90	1-18	<i>Firemist Sash</i>	AGI +2 STR +1 WIS +1 MagR +5 PoisR +9
55-80	1-15	<i>Girdle of Deception</i>	AGI +2 WIS +2 HP +9 PP +2
65-90	1-18	<i>Girdle of Defense</i>	AGI +1 STR +3 MagR +5 PoisR +9
50-75	1-13	<i>Girdle of Empowerment</i>	HP +8 MagR +5 PP +3 PoisR +9
90-115	1-23	<i>Girdle of Pacification</i>	AGI +3 STR +2 WIS +3 HP +18 MagR +5 PP +10 PoisR +9
65-90	1-18	<i>Harness of The Great Warhound</i>	AGI +2 WIS +2 MagR +5 PoisR +9
30-60	1-9	<i>Icebrew Belt</i>	STA +1
50-100	1-18	<i>iron girdle</i>	
50-100	1-26	<i>Ivory-Buckled Cordovan Belt</i> (Tune)	AGI +4 STR +3 WIS +5 MagR +5 PoisR +9
1-50	1-5	<i>lead girdle</i>	
55-80	1-15	<i>Lion Head Buckle Belt</i>	AGI +1 STR +2 WIS +1 MagR +5 PoisR +9
45-70	1-12	<i>mark of the crabslayer</i>	AGI +2 WIS +1 MagR +5 PoisR +9
65-95	1-20	<i>Ohgran's threadbare sash</i>	AGI +1 STR +4 HP +9 PP +6
1-20	1-3	<i>orc exile belt</i>	STA +1 HP +2 PP +1
100-150	1-28	<i>pr. fash. gold girdle</i>	AGI +2 STR +2 WIS +2 HP +9 MagR +5 PP +11 PoisR +9
100-150	1-28	<i>pr. tailored boiled leather belt</i>	AGI +3 STR +1 WIS +2 HP +11 MagR +5 PP +9 PoisR +9
50-100	1-19	<i>pr. tailored burlap sash</i>	HP +2 MagR +5 PP +4 PoisR +9
1-50	1-6	<i>pr. tailored rawhide belt</i>	HP +2 PP +1
50-100	1-19	<i>pr. tailored tanned belt</i>	HP +3 MagR +5 PP +3 PoisR +9
10-30	1-3	<i>rawhide belt</i>	
60-85	1-16	<i>Rope Belt of Witherstraw</i>	AGI +1 STR +1 WIS +1 MagR +5 PoisR +9
70-95	1-19	<i>roughspun sash</i>	HP +4 MagR +5 PP +7 PoisR +9
95-120	1-24	<i>ruckas sash</i>	AGI +4 STR +1 WIS +3 HP +15 MagR +5 PP +13 PoisR +9
10-35	1-5	<i>sackcloth sash</i>	
50-75	1-13	<i>sash of sapience</i>	AGI +2 STR +1 WIS +1 MagR +5 PoisR +9
45-75	1-14	<i>Sash of the Obedient</i>	AGI +2 WIS +3 MagR +5 PoisR +9
60-85	1-16	<i>Scrapmetal Girdle</i>	
50-100	1-26	<i>Sequined Twillcloth Sash</i> (Tune)	AGI +5 STR +4 WIS +3 MagR +5 PoisR +9
80-130	1-25	<i>sh. fash. gold girdle</i>	AGI +2 STR +2 WIS +1 HP +9 MagR +5 PP +5 PoisR +9
80-130	1-25	<i>sh. tailored boiled leather belt</i>	AGI +1 STR +1 WIS +3 HP +9 MagR +5 PP +5 PoisR +9
30-80	1-14	<i>sh. tailored burlap sash</i>	AGI +2 WIS +1 MagR +5 PoisR +9
1-30	1-4	<i>sh. tailored rawhide belt</i>	HP +2 PP +1
30-80	1-14	<i>sh. tailored tanned belt</i>	AGI +2 STR +1 MagR +5 PoisR +9
120-150	1-31	<i>Silken Sash of the Learned</i>	AGI +3 STR +3 WIS +3 HP +15 MagR +5 PP +17 PoisR +9
70-95	1-19	<i>Soft Fur Belt</i>	AGI +2 WIS +2 HP +5 PP +6
60-85	1-16	<i>speckled snakeskin belt</i>	STR +2 MagR +5 PoisR +9
90-120	1-25	<i>Spectral Dragoon Belt</i>	AGI +3 STR +6 HP +20 MagR +5 PP +10 PoisR +9
5-30	1-4	<i>spotted hide belt</i>	
90-115	1-23	<i>steel girdle</i>	AGI +2 STR +2 WIS +4 HP +13 MagR +5 PP +15 PoisR +9
120-150	1-31	<i>Stoic Girdle of Battle</i>	AGI +4 STR +3 WIS +2 HP +15 MagR +5 PP +17 PoisR +9
90-140	1-27	<i>tailored boiled leather belt</i>	AGI +2 WIS +3 HP +6 MagR +5 PP +11 PoisR +9
40-90	1-16	<i>tailored burlap sash</i>	AGI +1 WIS +2 MagR +5 PoisR +9
90-140	1-27	<i>tailored canvas sash</i>	AGI +3 STR +1 WIS +1 HP +9 MagR +5 PP +8 PoisR +9
1-40	1-5	<i>tailored rawhide belt</i>	AGI +2 WIS +1

Skill	AC	Item (atTUNE; Lore; NoTrade; NoValue)	Bonuses
40-90	1-19	<i>tailored roughspun sash</i> (Tune)	AGI +2 STR +1 WIS +2 MagR +5 PoisR +9
40-90	1-16	<i>tailored tanned belt</i>	AGI +1 WIS +2 MagR +5 PoisR +9
65-85	1-13	<i>tanned leather belt</i>	
45-70	1-12	<i>Tenacious Girdle</i>	AGI +1 STR +1 WIS +2 HP +6 PP +5
25-45	1-5	<i>threadbare sash</i>	
95-120	1-24	<i>Unholy Silk Girdle</i>	AGI +2 STR +2 WIS +4 HP +16 MagR +5 PP +12 PoisR +9
1-25	1-4	<i>waxed leather belt</i>	
20-40	1-5	<i>wolf-hide belt</i>	
25-45	1-5	<i>yellow monitor-hide belt</i>	

Wrist

120-140	1-24	<i>agate bracelet</i>	
45-70	1-12	<i>Albino Snakeskin Wristband</i>	ColdR +4 DivR +7 HP +5 PP +3 MentR +6
40-65	1-10	<i>Amethyst Bangle</i>	ColdR +4 DivR +7 HP +6 PP +5 MentR +6
105-130	1-27	<i>Bangle of Augmentation</i>	AGI +2 STA +2 STR +4 ColdR +4 DivR +7 HP +15 PP +13 MentR +6
45-70	1-12	<i>bangle of brilliance</i>	AGI +1 STR +3 ColdR +4 DivR +7 MentR +6
70-95	1-19	<i>Bangle of Despair</i>	ColdR +4 DivR +7 HP +9 PP +2
115-140	1-29	<i>Bangle of Infinite Pain</i>	AGI +3 STA +2 STR +3 ColdR +4 DivR +7 HP +14 PP +14 MentR +6
115-140	1-29	<i>Bangle of Mortality</i>	AGI +3 STA +3 STR +2 ColdR +4 DivR +7 HP +15 PP +13 MentR +6
45-75	1-14	<i>Bangle of the Coldwind Garrison</i>	HP +8 PP +7
1-20	1-3	<i>Bangle of the Deceiver</i>	
70-100	1-21	<i>black rock shard bracelet</i>	STA +3 STR +2 HP +7 PP +8
70-100	1-21	<i>Bracelet of Chipped Shards</i> (L;NT)	AGI +1 STA +2 STR +2 HP +8 PP +7
45-75	1-14	<i>bracelet of howling winds</i>	AGI +2 STA +2 STR +1 HP +8 PP +7
170-200	1-42	<i>Bracelet of Pristine Shards</i> (L;NT)	AGI +4 STA +3 STR +6 ColdR +4 DivR +7 HP +27 PP +21 MentR +6
120-150	1-31	<i>Bracelet of Scuffed Shards</i> (L;NT)	AGI +2 STA +3 STR +4 ColdR +4 DivR +7 HP +11 PP +21 MentR +6
40-70	1-12	<i>broken thrall manacles</i>	HP +2 PP +1
65-90	1-18	<i>Brotheks Bangle</i>	AGI +1 STA +1 STR +2 ColdR +4 DivR +7 MentR +6
130-160	1-34	<i>Chipped Clay Bracelet</i>	AGI +2 STA +3 STR +5 ColdR +4 DivR +7 HP +20 PP +15 MentR +6
65-90	1-18	<i>Chipped Lion Fang Bracelet</i>	STA +1 STR +3 HP +8 PP +3
1-20	1-3	<i>Collected Shell Trinket</i>	STA +1
10-35	1-5	<i>copper bangle</i>	
70-95	1-19	<i>coral bracelet</i>	AGI +1 STA +2 STR +1 ColdR +4 DivR +7
55-80	1-15	<i>Coral Infused Bangle</i>	ColdR +4 DivR +7 HP +6 PP +5 MentR +6
70-120	1-23	<i>cr. fash. agate bracelet</i>	AGI +1 STA +1 STR +2 ColdR +4 DivR +7 HP +8 PP +4 MentR +6
20-70	1-11	<i>cr. fash. electrum bangle</i>	STA +2 STR +1 HP +3 PP +1
70-120	1-23	<i>cr. fash. gold bangle</i>	STA +3 STR +1 ColdR +4 DivR +7 HP +6 PP +6 MentR +6
1-20	1-4	<i>cr. fash. lapis lazuli bracelet</i> (Tune)	AGI +1 STA +1 STR +1
1-20	1-3	<i>cr. fash. malachite bracelet</i>	HP +3
20-70	1-11	<i>cr. fash. turquoise bracelet</i>	STR +3 HP +2 PP +2
20-45	1-6	<i>Cursed Bangle of Destruction</i>	
1-50	1-7	<i>Dreak's finely crafted bracelet</i> (Tune)	WIS +1 HP +5
50-100	1-18	<i>electrum bangle</i>	
120-150	1-31	<i>Fallen Dragoon Bangle</i>	HP +20 PP +12
90-140	1-27	<i>fash. agate bracelet</i>	AGI +2 STA +2 STR +1 ColdR +4 DivR +7 HP +8 PP +9 MentR +6
40-90	1-19	<i>fash. coral bracelet</i> (Tune)	AGI +1 STA +1 STR +3 ColdR +4 DivR +7 MentR +6
40-90	1-16	<i>fash. electrum bangle</i>	STA +2 STR +1 DivR +7 MentR +6
90-140	1-27	<i>fash. gold bangle</i>	AGI +3 STR +2 ColdR +4 DivR +7 HP +10 PP +7 MentR +6
1-40	1-5	<i>fash. malachite bracelet</i>	ColdR +4 DivR +7 MentR +6
40-90	1-19	<i>fash. silver bangle</i> (Tune)	AGI +2 STA +1 STR +2 ColdR +4 DivR +7 MentR +6
40-90	1-16	<i>fash. turquoise bracelet</i>	AGI +1 STR +2 ColdR +4 DivR +7 MentR +6
25-55	1-8	<i>Freeport enforcer wristband</i>	DivR +7 MentR +6
95-120	1-24	<i>Garden Bracelet</i>	HP +5 PP +3

Skill	AC	Item (atTUNE; Lore; NoTrade; NoValue)	Bonuses
130-160	1-34	<i>Glowing Clay Bracelet</i>	STA +4 STR +6 ColdR +4 DivR +7 HP +16 PP +19 MentR +6
100-140	1-32	<i>gnarled bracelet of the den</i>	AGI +4 STA +3 STR +5 ColdR +4 DivR +7 HP +21 PP +19 MentR +6
100-150	1-27	<i>gold bangle</i>	
70-95	1-19	<i>Gold Etched Bracelet</i>	ColdR +4 DivR +7 HP +4 PP +7
205-230	1-47	<i>Hardened Clay Bracelet</i>	AGI +5 STA +8 STR +3 ColdR +4 DivR +7 HP +29 PP +31 MentR +6
90-115	1-23	<i>jasper bracelet</i>	AGI +3 STA +2 STR +3 ColdR +4 DivR +7 HP +12 PP +16 MentR +6
130-160	1-34	<i>Kiln Fired Bracelet</i>	AGI +2 STA +5 STR +3 ColdR +4 DivR +7 HP +15 PP +20 MentR +6
5-30	1-4	<i>lapis lazuli bracelet</i>	
1-50	1-5	<i>lead bangle</i>	
1-50	1-5	<i>malachite bracelet</i>	
115-140	1-29	<i>Moonstone Bangle</i>	AGI +1 STA +4 STR +3 ColdR +4 DivR +7 HP +13 PP +15 MentR +6
50-100	1-26	<i>Myanmar Bracelet of Esteem</i> (Tune)	AGI +5 STA +2 STR +5 ColdR +4 DivR +7 MentR +6
1-20	1-3	<i>mystail charm</i>	STR +1
50-75	1-13	<i>Obsidian Shell Bangle</i>	ColdR +4 DivR +7 HP +7 PP +4 MentR +6
70-95	1-19	<i>Orc Fang Bracelet</i>	STA +2 STR +2 ColdR +4 MentR +6
100-125	1-25	<i>palladium bangle</i>	AGI +3 STA +4 STR +1 ColdR +4 DivR +7 HP +16 PP +12 MentR +6
110-135	1-28	<i>Pirahna Scale Bangle</i>	AGI +2 STA +3 STR +3 ColdR +4 DivR +7 HP +13 PP +15 MentR +6
45-70	1-12	<i>Polished Bone Bangle</i>	ColdR +4 DivR +7 HP +5 PP +6 MentR +6
95-120	1-24	<i>Polished Stone Bangle</i>	AGI +1 STA +2 STR +5 ColdR +4 DivR +7 HP +13 PP +15 MentR +6
100-150	1-28	<i>pr. fash. agate bracelet</i>	AGI +2 STA +3 STR +1 ColdR +4 DivR +7 HP +13 PP +7 MentR +6
50-100	1-22	<i>pr. fash. coral bracelet</i> (Tune)	ColdR +4 DivR +7 HP +8 PP +12 MentR +6
50-100	1-19	<i>pr. fash. electrum bangle</i>	AGI +1 STR +2 ColdR +4 DivR +7 MentR +6
100-150	1-28	<i>pr. fash. gold bangle</i>	AGI +1 STA +2 STR +3 ColdR +4 DivR +7 HP +8 PP +12 MentR +6
1-50	1-7	<i>pr. fash. lapis lazuli bracelet</i> (Tune)	ColdR +4 DivR +7 MentR +6
1-50	1-6	<i>pr. fash. malachite bracelet</i>	AGI +1 STA +1 STR +1
50-100	1-19	<i>pr. fash. turquoise bracelet</i>	AGI +1 STA +1 STR +1 ColdR +4 DivR +7 MentR +6
5-25	1-3	<i>shadowed bracelet</i>	
80-130	1-25	<i>sh. fash. agate bracelet</i>	AGI +2 STA +1 STR +2 ColdR +4 DivR +7 HP +7 PP +7 MentR +6
30-80	1-14	<i>sh. fash. electrum bangle</i>	ColdR +4 DivR +7 HP +2 PP +3 MentR +6
80-130	1-25	<i>sh. fash. gold bangle</i>	AGI +2 STA +1 STR +2 ColdR +4 DivR +7 HP +7 PP +7 MentR +6
1-30	1-4	<i>sh. fash. lapis lazuli bracelet</i> (Tune)	AGI +1 STR +2
1-30	1-4	<i>sh. fash. malachite bracelet</i>	HP +2 PP +1
30-80	1-14	<i>sh. fash. turquoise bracelet</i>	AGI +2 STR +1 HP +4 PP +1
20-45	1-6	<i>Shimmering Sapphire Bangle</i>	
1-15	1-3	<i>shoreside bracelet</i>	
120-150	0	<i>Sian's Bracelet of Adroitness</i> (L;NT)	AGI +3 STA +2 HP +16 PP +16
40-65	1-10	<i>silver bangle</i>	ColdR +4 DivR +7 HP +5 PP +6 MentR +6
100-125	1-25	<i>Silver Sigil Bangle</i>	AGI +3 STA +4 STR +1 ColdR +4 DivR +7 HP +13 PP +15 MentR +6
45-70	1-12	<i>snake fang bangle</i>	AGI +1 STA +2 STR +1 HP +4 PP +7
40-70	1-12	<i>sparkling bluestone charm</i>	HP +2 PP +2
40-70	1-12	<i>sparkling greenstone charm</i>	HP +2 PP +2
45-70	1-12	<i>Spiked Bracelet</i>	AGI +1 STA +1 STR +1 ColdR +4 DivR +7 MentR +6
50-100	1-18	<i>turquoise bracelet</i>	
50-75	1-13	<i>White Gold Bangle</i>	ColdR +4 DivR +7 HP +5 PP +6 MentR +6
20-40	1-5	<i>worn chain bracelet</i>	
45-70	1-12	<i>Worn Silver Bracelet</i>	AGI +1 STA +1 STR +2 HP +5 PP +6

ARMOR

Wt. Skill AC Item (atTUNE; Lore; NoTrade; NoValue) Bonuses

Head

3	70-95	3-57	Adamantine Helmet	WIS +4 DivR +7 MentR +6
3	55-80	3-44	Adamantite Helmet	INT +1 WIS +3 HP +7 PP +4
2	95-120	2-49	Barbed Leather Skullcap	INT +5 WIS +3 DivR +7 HP +16 PP +12 MentR +6
3	60-85	3-48	black. iron brigandine helm	INT +2 WIS +2 HP +8 PP +3
3	70-95	3-57	black. iron coif	DivR +7 HP +5 PP +6 MentR +6
2	100-150	2-54	boiled leather skullcap	
2	100-150	2-54	boiled woven cap	
1	75-95	1-16	burlap cap	
1	100-150	1-27	canvas cap	
2	20-45	2-12	Cap of Abandonment	
1	40-65	1-10	Cap of Battle	DivR +7 HP +6 PP +5 MentR +6
1	65-90	1-18	cap of ethere	INT +11 WIS +13 DivR +7 HP +32 PP +40 MentR +6
2	1-20	2-7	cap of flowing water	AGI +2
1	90-115	1-23	Cap of Nature	INT +5 WIS +3 DivR +7 HP +14 PP +14 MentR +6
2	70-100	2-42	Cap of the Betrayer	WIS +1 DisR +8 HeatR +3
1	70-95	1-19	Cap of the Collective	WIS +4 HP +3 PP +8
1	70-95	1-19	Cap of the Walking Dead	DivR +7 HP +6 PP +5 MentR +6
3	110-130	3-66	carbonite brigandine helm	
3	100-150	3-81	carbonite chainmail coif	
4	125-145	3-86	carbonite platemail helm	
3	70-95	3-57	Circlet of Hardened Sand	INT +1 WIS +3 DivR +7 MentR +6
3	70-100	3-63	Circlet of the Betrayer	WIS +1 HP +1 PP +2
3	40-65	3-31	Circlet of the Teir'dal Betrayer	INT +1 STA +1 STR +3
3	50-100	4-78	Coif of the Untamed (Tune)	INT +3 WIS +1 HP +6 PP +5
2	45-65	2-17	cordovan skullcap	
2	15-45	2-13	cracked Teir'Dal cap	HP +2 PP +1
3	70-120	3-68	cr. forg. carbonite chainmail coif	INT +1 WIS +1 DivR +7 HP +3 PP +9 MentR +6
4	70-120	3-80	cr. forg. carbonite vanguard barbute	INT +1 WIS +1 DivR +7 HP +7 PP +5 MentR +6
3	20-70	3-33	cr. forg. iron chainmail coif	HP +2 PP +2
2	70-120	2-46	cr. tailored boiled skull cap	WIS +2 DivR +7 HP +6 PP +6 MentR +6
1	20-70	1-11	cr. tailored burlap cap	HP +3 PP +1
1	70-120	1-23	cr. tailored canvas cap	INT +1 WIS +1 DivR +7 HP +4 PP +8 MentR +6
2	20-70	2-26	cr. tailored cured skull cap (Tune)	INT +1 WIS +1 MentR +6
2	1-20	2-6	cr. tailored rawhide skullcap	DivR +7 MentR +6
1	20-70	1-13	cr. tailored roughspun cap (Tune)	DivR +7 HP +4 PP +4 MentR +6
1	1-20	1-4	cr. tailored sackcloth cap (Tune)	INT +1
2	20-70	2-22	cr. tailored tanned skull cap	DivR +7 HP +1 PP +3 MentR +6
1	1-20	1-3	cr. tailored threadbare cap	DivR +7 MentR +6
2	110-135	2-55	cuirboilli leather skullcap	INT +6 WIS +2 DivR +7 HP +12 PP +16 MentR +6
3	20-45	3-18	Dark Circlet of Sorcery	
2	45-70	2-24	Darksome Cap	INT +1 WIS +3 DivR +7 MentR +6
2	70-100	2-42	deeply scuffed cap	INT +2 WIS +3 DivR +7 MentR +6
2	50-75	2-27	Enchanted Cap of Phantasamal Force	INT +1 WIS +3 DivR +7 MentR +6
2	1-20	2-7	Exceptional Goblin Crafted Helmet	STA +2
3	40-90	3-57	forg. black. iron chainmail coif (Tune)	INT +2 WIS +3 DivR +7 MentR +6
3	90-140	3-80	forg. carbonite chainmail coif	INT +2 WIS +3 DivR +7 HP +5 PP +12 MentR +6
4	90-140	3-93	forg. carbonite vanguard barbute	INT +1 WIS +4 DivR +7 HP +8 PP +9 MentR +6
3	40-90	3-49	forg. iron chainmail coif	DivR +7
2	10-35	2-10	grizzly hide cap	
2	1-25	2-7	Gruttooth Circlet	
1	100-125	1-26	Heartspike Skullcap	INT +4 WIS +4 DivR +7 HP +13 PP +15 MentR +6
3	55-80	3-44	Helm of the Dawnchaser	INT +3 WIS +1 DivR +7 MentR +6
1	40-70	1-12	Highly Polished Circlet	INT +2 WIS +3 HP +7 PP +7
1	55-80	1-15	Holly Wreath	INT +2 WIS +2 HP +4 PP +7
1	120-150	1-31	Hood of the Betrayer	DivR +7 PP +3 MentR +6
3	50-100	3-54	iron brigandine helm	

Wt. Skill AC Item (atTUNE; Lore; NoTrade; NoValue) Bonuses

3	65-85	3-40	iron chainmail coif	
4	120-145	4-104	laensteel vanguard barbute	INT +3 WIS +5 DivR +7 HP +12 PP +16 MentR +6
2	30-60	2-18	leatherfoot cap	WIS +1
2	45-70	2-23	Leatherfoot Cap	INT +1 WIS +2 DivR +7 MentR +6
1	110-140	1-29	Marauder Eye Patch	INT +4 WIS +5 DivR +7 HP +15 PP +17 MentR +6
1	60-85	1-16	Mechanical Skull Cap	INT +2 WIS +2 HP +4 PP +7
1	70-95	1-19	merchantine hat	INT +2 WIS +2 HP +7 PP +4
3	105-130	3-80	Opalline Coif	INT +4 DivR +7 HP +5 PP +6 MentR +6
2	25-50	2-12	Opaque Cap	MentR +6
1	25-50	1-6	Opaque Veil	MentR +6
2	105-130	2-53	Petrified Bark Helmet	INT +2 WIS +2 DivR +7 HP +6 PP +5 MentR +6
3	40-65	3-31	Pincer Shell Coif	DivR +7 HP +5 PP +6 MentR +6
3	70-100	3-63	pitted coif	INT +1 WIS +4 DivR +7 MentR +6
2	100-125	2-51	Platemail Helm of Deception	INT +4 WIS +4 DivR +7 HP +15 PP +13 MentR +6
4	95-120	4-86	Prime Healers Helm	INT +6 WIS +2 DivR +7 HP +9 PP +19 MentR +6
3	100-150	3-86	pr. forg. carbonite chainmail coif	INT +2 WIS +4 DivR +7 HP +8 PP +12 MentR +6
4	100-150	3-100	pr. forg. carbonite vanguard barbute	INT +3 WIS +3 DivR +7 HP +14 PP +6 MentR +6
3	50-100	3-57	pr. forg. iron chainmail coif	DivR +7 HP +3 PP +3 MentR +6
2	100-150	2-57	pr. tailored boiled skull cap	INT +3 WIS +3 DivR +7 HP +12 PP +8 MentR +6
1	50-100	1-19	pr. tailored burlap cap	DivR +7 MentR +6
1	100-150	1-28	pr. tailored canvas cap	INT +4 WIS +2 DivR +7 HP +8 PP +12 MentR +6
2	50-100	2-44	pr. tailored cured skull cap (Tune)	DivR +7 HP +10 PP +10 MentR +6
1	50-100	1-22	pr. tailored merchantine hat (Tune)	DivR +7 HP +9 PP +11 MentR +6
2	1-50	2-11	pr. tailored rawhide skullcap	HP +1 PP +2
1	50-100	1-22	pr. tailored roughspun cap (Tune)	DivR +7 HP +10 PP +10
1	1-50	1-10	pr. tailored sackcloth cap (Tune)	HP +2 PP +4
2	50-100	2-38	pr. tailored tanned skull cap	HP +3 PP +3
1	1-50	1-6	pr. tailored threadbare cap	
2	1-50	2-13	pr. tailored waxed skullcap (Tune)	INT +1 WIS +2
1	75-100	1-20	rainbow hued cap	INT +1 WIS +2
2	1-50	2-11	rawhide skullcap	
4	45-70	4-41	Ree Death Mask	INT +1 WIS +2
1	70-95	1-19	Roughspun Cap of Putrescence	INT +1 WIS +3 DivR +7 MentR +6
1	45-70	1-12	Roughspun cap	INT +3 WIS +1 DivR +7 MentR +6
1	65-90	1-18	Roughspun Turban	INT +2 WIS +2 HP +7 PP +4
1	95-120	1-24	ruckas cap	INT +3 WIS +5 DivR +7 HP +13 PP +15 MentR +6
3	30-80	3-48	sh. forg. black. iron chainm. coif (Tune)	DivR +7 HP +7 PP +5 MentR +6
3	80-130	3-74	sh. forg. carbonite chainmail coif	INT +1 WIS +3 DivR +7 HP +6 PP +8 MentR +6
4	80-130	3-86	sh. forg. carbonite vanguard barbute	INT +1 WIS +3 DivR +7 HP +7 PP +7 MentR +6
3	30-80	3-41	sh. forg. iron chainmail coif	DivR +7 MentR +6
2	80-130	2-49	sh. tailored boiled skull cap	INT +2 WIS +2 DivR +7 HP +6 PP +8 MentR +6
1	30-80	1-14	sh. tailored burlap cap	DivR +7 HP +1 PP +4 MentR +6
1	80-130	1-25	sh. tailored canvas cap	INT +2 WIS +2 DivR +7 HP +9 PP +5 MentR +6
2	30-80	2-32	sh. tailored cured skull cap (Tune)	DivR +7 HP +8 PP +4 MentR +6
1	30-80	1-16	sh. tailored merchantine hat (Tune)	DivR +7 HP +4 PP +8 MentR +6
2	1-30	2-8	sh. tailored rawhide skullcap	DivR +7 MentR +6
1	30-80	1-16	sh. tailored roughspun cap (Tune)	DivR +7 HP +7 PP +5 MentR +6
1	1-30	1-4	sh. tailored sackcloth cap (Tune)	INT +1 WIS +1
2	30-80	2-27	sh. tailored tanned skull cap	DivR +7 HP +3 PP +2 MentR +6
1	1-30	1-4	sh. tailored threadbare cap	DivR +7 MentR +6
2	1-20	2-6	shoreside padded helmet	
1	110-135	1-28	Skinned Halfling Cap	INT +4 WIS +4 DivR +7 HP +11 PP +17 MentR +6
2	100-150	3-78	Skullcap of Shadowsight (Tune)	INT +8 WIS +8 DivR +7 HP +22 PP +26 MentR +6
1	75-100	1-20	spectacles of scrutiny	INT +2 WIS +1

Wt.	Skill	AC	Item (atTUNE; Lore; NoTrade; NoValue)	Bonuses
1	60-85	1-16	<i>Spider Silk Cap</i>	INT +2 WIS +2 HP +4 PP +7
1	105-135	1-28	<i>Spindlecog Auto-stitched Cowl</i>	INT +5 WIS +4 DivR +7 HP +12 PP +20 MentR +6
2	105-135	2-57	<i>Spindlecog Hammer-studded Headband</i>	INT +5 WIS +4 DivR +7 HP +16 PP +16 MentR +6
4	105-135	4-99	<i>Spindlecog Tinkerhelm</i>	INT +3 WIS +6 DivR +7 HP +16 PP +16 MentR +6
3	105-135	3-85	<i>Spindlecog Tri-link Coif</i>	INT +4 WIS +5 DivR +7 HP +16 PP +16 MentR +6
1	1-20	1-3	<i>Splitpaw Hide Cap</i>	
3	105-130	3-95	<i>steel brigandine helm</i>	INT +3 WIS +5 DivR +7 HP +15 PP +13 MentR +6
3	120-145	3-89	<i>steel forg. chainmail coif</i>	INT +5 WIS +3 DivR +7 HP +15 PP +13 MentR +6
4	120-145	4-104	<i>steel platemail helm</i>	INT +4 WIS +4 DivR +7 HP +15 PP +13 MentR +6
4	100-150	3-95	<i>steel vanguard barbute</i>	
2	90-140	2-53	<i>tailored boiled skull cap</i>	INT +3 WIS +2 DivR +7 HP +7 PP +10 MentR +6
1	40-90	1-16	<i>tailored burlap cap</i>	HP +3 PP +2
1	90-140	1-27	<i>tailored canvas cap</i>	INT +1 WIS +4 DivR +7 HP +11 PP +6 MentR +6
2	40-90	2-38	<i>tailored cured skull cap (Tune)</i>	INT +3 WIS +2 DivR +7 MentR +6
1	40-90	1-19	<i>tailored merchantine hat (Tune)</i>	INT +3 WIS +2 HP +8 PP +8
2	1-40	2-10	<i>tailored rawhide skullcap</i>	HP +2 PP +1
1	40-90	1-19	<i>tailored roughspun cap (Tune)</i>	INT +2 WIS +3 DivR +7 MentR +6
1	1-40	1-6	<i>tailored sackcloth cap (Tune)</i>	INT +1 WIS +1
2	40-90	2-33	<i>tailored tanned skull cap</i>	HP +3 PP +2
1	1-40	1-5	<i>tailored threadbare cap</i>	DivR +7 MentR +6
2	45-70	2-24	<i>tanned leather skullcap</i>	INT +2 WIS +2 DivR +7 MentR +6
1	1-20	1-3	<i>tattered Teir'Dal cap</i>	HP +2 PP +1
1	105-130	1-27	<i>Thexian Battlemage Cap</i>	INT +3 WIS +5 DivR +7 HP +14 PP +14 MentR +6
3	95-120	3-73	<i>Thexian Dragoon Helm</i>	INT +3 WIS +5 DivR +7 HP +13 PP +15 MentR +6
1	15-35	1-4	<i>threadbare cap</i>	
2	5-30	2-8	<i>waxed skullcap</i>	
2	15-35	2-8	<i>wolf-hide cap</i>	
2	50-100	2-36	<i>woven cordovan skullcap</i>	
2	100-125	2-51	<i>woven cuirboilli skullcap</i>	INT +4 WIS +4 DivR +7 HP +13 PP +15 MentR +6
2	1-50	2-11	<i>woven rawhide cap</i>	
2	1-15	2-6	<i>woven waxed cap</i>	
1	115-140	1-29	<i>Wyvern-Hide Cap</i>	INT +3 WIS +5 DivR +7 HP +12 PP +16 MentR +6

Shoulders

3	70-100	5-95	<i>alchemist worn pauldrons</i>	STA +2 WIS +3 HP +1 PP +2
1	5-25	1-5	<i>artifact medium artisan cape</i>	
2	1-20	3-10	<i>Bearskin Shawl</i>	
3	40-65	5-47	<i>black. iron brigandine shoulder pads</i>	STA +2 WIS +2 HP +7 PP +4
3	55-80	5-66	<i>black. iron mantle</i>	ColdR +4 HP +5 HeatR +3 PP +6
2	95-120	3-73	<i>Bloodwolf Mantle</i>	STA +3 WIS +5 ColdR +4 HP +17 HeatR +3 PP +11
2	100-150	3-81	<i>boiled leather shoulder pads</i>	
2	100-150	3-81	<i>boiled woven shawl</i>	
3	55-80	5-66	<i>Brigandine Spaulders of Undertaking</i>	STA +2 WIS +2 ColdR +4 HeatR +3
1	65-85	1-20	<i>burlap shawl</i>	
1	100-150	1-41	<i>canvas shawl</i>	
3	100-120	4-92	<i>carbonite brigandine shoulder pads</i>	
3	100-150	4-122	<i>carbonite chainmail mantle</i>	
4	100-150	5-142	<i>carbonite platemail pauldrons</i>	
3	10-30	4-15	<i>chainmail mantle of marr</i>	
2	120-150	3-95	<i>Chainweave Mantle</i>	STA +4 WIS +5 ColdR +4 HP +17 HeatR +3 PP +15
2	75-100	3-61	<i>Cloak of the Cat</i>	STA +2 WIS +2 HP +5 PP +6
2	25-55	3-23	<i>cog marked pauldrons</i>	ColdR +4 HeatR +3
4	120-150	6-165	<i>Cold Hammered Spaulders</i>	STA +4 WIS +5 ColdR +4 HP +15 HeatR +3 PP +17
3	120-150	5-142	<i>Cold Link Mantle</i>	STA +4 WIS +5 ColdR +4 HP +19 HeatR +3 PP +13
2	65-85	3-40	<i>cordovan shoulder pads</i>	
2	15-45	3-19	<i>cracked Teir'Dal sleeves</i>	ColdR +4 HeatR +3
3	70-120	4-103	<i>cr. forg. carbonite chainmail mantle</i>	STA +1 WIS +1 ColdR +4 HP +6 HeatR +3 PP +6

Wt.	Skill	AC	Item (atTUNE; Lore; NoTrade; NoValue)	Bonuses
4	70-120	5-120	<i>cr. forg. carbonite vanguard spaulders</i>	STA +1 WIS +1 ColdR +4 HP +7 HeatR +3 PP +5
3	20-70	4-50	<i>cr. forg. iron chainmail mantle</i>	HP +2 PP +2
2	70-120	3-68	<i>cr. tailored boiled shoulder pads</i>	STA +1 WIS +1 ColdR +4 HP +6 HeatR +3 PP +6
1	20-70	1-17	<i>cr. tailored burlap shawl</i>	ColdR +4 HP +3 HeatR +3 PP +1
1	70-120	1-34	<i>cr. tailored canvas shawl</i>	STA +1 WIS +1 ColdR +4 HP +5 HeatR +3 PP +7
2	20-70	3-38	<i>cr. tailored cured shoulder pads (Tune)</i>	ColdR +4 HP +4 HeatR +3 PP +4
1	20-70	2-19	<i>cr. tailored merchantine cape (Tune)</i>	STA +1 WIS +1 ColdR +4 HeatR +3
2	1-20	3-10	<i>cr. tailored rawhide shoulder pads</i>	
1	20-70	2-19	<i>cr. tailored roughspun shawl (Tune)</i>	ColdR +4 HP +2 HeatR +3 PP +6
1	1-20	2-6	<i>cr. tailored sackcloth shawl (Tune)</i>	STA +1
2	20-70	3-33	<i>cr. tailored tanned shoulder pads</i>	ColdR +4 HeatR +3
1	1-20	1-5	<i>cr. tailored threadbare shawl</i>	
2	115-140	3-86	<i>cuirboilli leather shoulder pads</i>	STA +4 WIS +4 ColdR +4 HP +13 HeatR +3 PP +15
2	70-95	3-56	<i>Danielle's Bearhide Mantle</i>	WIS +1 ColdR +4 HeatR +3
1	70-95	2-28	<i>Danielle's Bearhide Shawl</i>	WIS +1 ColdR +4 HeatR +3
3	70-95	5-84	<i>Danielle's Bearhide Shoulder pads</i>	WIS +1 ColdR +4 HeatR +3
1	45-70	2-18	<i>dark chitin shawl</i>	INT +11 WIS +13 DivR +7 HP +32 PP +40 MentR +6
3	120-150	5-142	<i>Double Studded Spaulders</i>	STA +5 WIS +4 ColdR +4 HP +16 HeatR +3 PP +16
2	45-70	3-35	<i>Ethereal Mantle</i>	STA +2 WIS +2 ColdR +4 HeatR +3
1	1-15	2-5	<i>finely-stitched shoulderpads</i>	
1	70-100	2-32	<i>fire branded mantle</i>	STA +4 WIS +1 HP +7 PP +8
2	70-100	3-63	<i>fire branded shoulders</i>	STA +4 WIS +1 HP +7 PP +8
3	70-100	5-95	<i>fire branded spaulders</i>	STA +4 WIS +1 HP +7 PP +8
3	40-90	5-85	<i>forg. black. iron chainmail mant. (Tune)</i>	STA +2 WIS +3 HP +8 PP +8
3	90-140	4-120	<i>forg. carbonite chainmail mantle</i>	STA +4 WIS +1 ColdR +4 HP +7 HeatR +3 PP +10
4	90-140	5-140	<i>forg. carbonite vanguard spaulders</i>	STA +2 WIS +3 ColdR +4 HP +9 HeatR +3 PP +8
3	40-90	4-74	<i>forg. iron chainmail mantle</i>	ColdR +4 HeatR +3
2	110-135	3-83	<i>Gawar's Sleeves</i>	STA +3 WIS +5 ColdR +4 HP +11 HeatR +3 PP +17
1	100-150	2-60	<i>Glamour-Craft. Cape of Present. (Tune)</i>	STA +10 WIS +9 ColdR +4 HP +22 HeatR +3 PP +29
4	120-150	6-165	<i>Hearth Forg. Spaulders</i>	STA +4 WIS +5 ColdR +4 HP +13 HeatR +3 PP +19
3	65-90	5-79	<i>Hollowed Bone Mantle</i>	STA +1 WIS +3 HP +7 PP +4
3	50-100	4-81	<i>iron brigandine shoulder pads</i>	
3	45-65	4-39	<i>iron chainmail mantle</i>	
2	95-120	3-72	<i>kodiak hide cloak</i>	STA +4 WIS +3 ColdR +4 HP +14 HeatR +3 PP +10
4	100-125	5-134	<i>laensteel vanguard spaulders</i>	STA +2 WIS +6 ColdR +4 HP +17 HeatR +3 PP +11
1	60-85	2-24	<i>Lion-Hide Shawl</i>	ColdR +4 HP +3 PP +4
1	20-50	2-9	<i>mangy hunter's mantle</i>	ColdR +4 HeatR +3
2	20-50	3-19	<i>mangy hunter's shoulderpads</i>	ColdR +4 HeatR +3
2	15-40	3-16	<i>Mantle of Dishonor</i>	
2	205-230	3-141	<i>Mantle of Madness</i>	STA +7 WIS +9 ColdR +4 HP +28 HeatR +3 PP +32
1	100-125	2-38	<i>Mantle of Pain</i>	STA +3 WIS +5 ColdR +4 HP +11 HeatR +3 PP +17
2	65-90	3-53	<i>Mantle of Power</i>	ColdR +4 HP +5 HeatR +3 PP +6
2	45-70	3-35	<i>Mantle of Restoration</i>	STA +1 WIS +3 ColdR +4 HeatR +3
2	70-95	3-57	<i>Mantle of the Orcish Templar</i>	STA +1 WIS +3 ColdR +4 HeatR +3
4	110-135	5-145	<i>Mantle of the Undead Dragoon</i>	STA +5 WIS +3 ColdR +4 HP +16 HeatR +3 PP +12
1	50-75	2-20	<i>merchantine cape</i>	WIS +4 HP +5 PP +6
3	50-75	5-60	<i>Muck Covered Chain Sleeves</i>	ColdR +4 HP +5 HeatR +3 PP +6
3	100-150	4-128	<i>pr. forg. carbonite chainmail mantle</i>	STA +3 WIS +3 ColdR +4 HP +9 HeatR +3 PP +11
4	100-150	5-150	<i>pr. forg. carbonite vanguard spaulders</i>	STA +3 WIS +3 ColdR +4 HP +7 HeatR +3 PP +13
3	50-100	4-86	<i>pr. forg. iron chainmail mantle</i>	ColdR +4 HP +4 HeatR +3 PP +2
2	100-150	3-86	<i>pr. tailored boiled shoulder pads</i>	STA +3 WIS +3 ColdR +4 HP +9 HeatR +3 PP +11
1	50-100	1-29	<i>pr. tailored burlap shawl</i>	ColdR +4 HP +4 HeatR +3 PP +2
1	100-150	1-43	<i>pr. tailored canvas shawl</i>	STA +3 WIS +3 ColdR +4 HP +10 HeatR +3 PP +10

EVERQUEST II

PRIMA OFFICIAL GAME GUIDE

Wt.	Skill	AC	Item (atTUNE; Lore; NoTrade; NoValue)	Bonuses
2	50-100	3-66	<i>pr. tailored cured shoulder pads</i> (Tune)	STA +2 WIS +4 HP +10 PP +10
1	50-100	2-33	<i>pr. tailored merchantine cape</i> (Tune)	ColdR +4 HP +9 HeatR +3 PP +11
2	1-50	3-17	<i>pr. tailored rawhide shoulder pads</i>	HP +1 PP +2
1	50-100	2-33	<i>pr. tailored roughspun shawl</i> (Tune)	ColdR +4 HP +10 HeatR +3 PP +10
1	1-50	2-10	<i>pr. tailored sackcloth shawl</i> (Tune)	STA +2 WIS +1
2	50-100	3-57	<i>pr. tailored tanned shoulder pads</i>	ColdR +4 HP +5 HeatR +3 PP +1
1	1-50	1-9	<i>pr. tailored threadbare shawl</i>	ColdR +4 HeatR +3
2	25-45	3-15	<i>quickfin scale mantle</i>	
1	75-100	2-30	<i>rainbow hued shawl</i>	STA +1 WIS +2
2	1-50	3-16	<i>rawhide shoulder pads</i>	
4	75-100	5-105	<i>Refitted Bloodskull Pauldrons</i>	ColdR +4 HP +3 HeatR +3 PP +5
1	60-85	2-24	<i>roughspun shawl</i>	ColdR +4 HP +6 HeatR +3 PP +5
1	120-145	2-44	<i>ruckas shawl</i> STA +5 WIS +3 ColdR +4 HP +13 HeatR +3 PP +15	
1	1-25	2-6	<i>sackcloth shawl</i>	
3	80-130	4-111	<i>sh. forg. carbonite chainmail mantle</i>	STA +3 WIS +1 ColdR +4 HP +9 HeatR +3 PP +5
4	80-130	5-130	<i>sh. forg. carbonite vanguard spaulders</i>	STA +2 WIS +2 ColdR +4 HP +6 HeatR +3 PP +8
3	30-80	4-62	<i>sh. forg. iron chainmail mantle</i>	ColdR +4 HeatR +3
2	80-130	3-74	<i>sh. tailored boiled shoulder pads</i>	STA +2 WIS +2 ColdR +4 HP +8 HeatR +3 PP +6
1	30-80	1-21	<i>sh. tailored burlap shawl</i>	HP +2 PP +3
1	80-130	1-37	<i>sh. tailored canvas shawl</i>	STA +2 WIS +2 ColdR +4 HP +6 HeatR +3 PP +8
2	30-80	3-48	<i>sh. tailored cured shoulder pads</i> (Tune)	STA +3 WIS +1 ColdR +4 HeatR +3
1	30-80	2-24	<i>sh. tailored merchantine cape</i> (Tune)	STA +1 WIS +3 HP +8 PP +4
2	1-30	3-11	<i>sh. tailored rawhide shoulder pads</i>	HP +2 PP +1
1	30-80	2-24	<i>sh. tailored roughspun shawl</i> (Tune)	STA +3 WIS +1 ColdR +4 HeatR +3
1	1-30	2-7	<i>sh. tailored sackcloth shawl</i> (Tune)	STA +1 WIS +1
2	30-80	3-41	<i>sh. tailored tanned shoulder pads</i>	HP +4 PP +1
1	1-30	1-6	<i>sh. tailored threadbare shawl</i>	PP +3
2	10-35	3-14	<i>Sharkfin Shoulder pads</i>	
1	60-85	2-24	<i>Shawl of Betrayal</i>	STA +2 WIS +2 ColdR +4 HeatR +3
1	70-95	2-28	<i>Shawl of Denial</i>	STA +2 WIS +2 HP +5 PP +6
2	70-95	3-57	<i>Shawl of the Berserker</i>	STA +2 WIS +2 ColdR +4 HeatR +3
1	50-100	2-39	<i>Shiny Embroidered Cape</i> (Tune)	ColdR +4 HP +16 HeatR +3 PP +20
2	60-100	3-68	<i>Shroud of Assassins</i>	STA +3 WIS +5 HP +8 PP +16
1	120-150	2-47	<i>Silver Touched Shawl</i>	STA +4 WIS +5 ColdR +4 HP +20 HeatR +3 PP +12
3	45-70	5-53	<i>Spiked Sleeves</i>	ColdR +4 HP +7 HeatR +3 PP +4
3	105-130	5-119	<i>steel brigandine shoulder pads</i>	STA +4 WIS +4 ColdR +4 HP +15 HeatR +3 PP +13
3	100-125	5-115	<i>steel forg. chainmail mantle</i>	STA +3 WIS +5 ColdR +4 HP +13 HeatR +3 PP +15
4	105-130	5-139	<i>steel platemail pauldrons</i>	STA +5 WIS +3 ColdR +4 HP +13 HeatR +3 PP +15
2	120-150	3-95	<i>Steel Stitched Mantle</i>	STA +6 WIS +3 ColdR +4 HP +16 HeatR +3 PP +16
4	110-130	4-116	<i>steel vanguard spaulders</i>	
2	70-95	3-57	<i>Stunning Mantle</i>	STA +2 WIS +2 HP +6 PP +5
2	120-150	3-95	<i>Sun Touched Mantle</i>	STA +4 WIS +5 ColdR +4 HP +14 HeatR +3 PP +18
2	90-140	3-80	<i>tailored boiled shoulder pads</i>	STA +2 WIS +3 ColdR +4 HP +8 HeatR +3 PP +9
1	40-90	1-25	<i>tailored burlap shawl</i>	HP +3 PP +2
1	90-140	1-40	<i>tailored canvas shawl</i>	STA +2 WIS +3 ColdR +4 HP +8 HeatR +3 PP +9
2	40-90	3-57	<i>tailored cured shoulder pads</i> (Tune)	STA +3 WIS +2 ColdR +4 HeatR +3
1	40-90	2-28	<i>tailored merchantine cape</i> (Tune)	ColdR +4 HP +7 HeatR +3 PP +9
2	1-40	3-15	<i>tailored rawhide shoulder pads</i>	HP +1 PP +2
1	40-90	2-28	<i>tailored roughspun shawl</i> (Tune)	STA +2 WIS +3 HP +9 PP +7
1	1-40	2-9	<i>tailored sackcloth shawl</i> (Tune)	ColdR +4 HeatR +3
2	40-90	3-49	<i>tailored tanned shoulder pads</i>	ColdR +4 HP +2 HeatR +3 PP +3
1	1-40	1-8	<i>tailored threadbare shawl</i>	ColdR +4 HeatR +3
2	45-70	3-35	<i>tanned leather shoulder pads</i>	STA +2 WIS +2 ColdR +4 HeatR +3
1	15-45	2-9	<i>tattered Teir'Dal sleeves</i>	ColdR +4 HeatR +3
1	90-115	2-35	<i>Thexian Battlemage Mantle</i>	STA +5 WIS +3 ColdR +4 HP +11 HeatR +3 PP +17
3	95-120	5-110	<i>Thexian Dragoon Mantle</i>	STA +4 WIS +4 ColdR +4 HP +14 HeatR +3 PP +14
2	120-150	3-95	<i>Thick Banded Mantle</i>	STA +4 WIS +5 ColdR +4 HP +17 HeatR +3 PP +15

Wt.	Skill	AC	Item (atTUNE; Lore; NoTrade; NoValue)	Bonuses
1	120-150	2-47	<i>Thick Woven Shawl</i>	STA +4 WIS +5 ColdR +4 HP +17 HeatR +3 PP +15
1	1-20	1-4	<i>threadbare shawl</i>	
3	120-150	5-142	<i>Trade Cured Spaulders</i>	STA +6 WIS +3 ColdR +4 HP +15 HeatR +3 PP +17
3	120-150	5-142	<i>Trade Link Mantle</i>	STA +7 WIS +2 ColdR +4 HP +13 HeatR +3 PP +19
1	50-100	2-40	<i>Trade-Inspired Cape of Absorpt.</i> (Tune)	STA +8 WIS +7 ColdR +4 HeatR +3
3	65-90	5-79	<i>Waterlogged Shoulders of the Deep</i>	ColdR +4 HP +5 HeatR +3 PP +6
2	20-45	3-18	<i>waxed shoulder pads</i>	
1	1-20	2-5	<i>wonkel-stitched sleeves</i>	ColdR +4 HeatR +3
2	45-70	3-35	<i>Wonkel-Stitched Sleeves</i>	STR +3 HP +3 PP +5
2	50-100	3-54	<i>woven cordovan shoulder pads</i>	
2	15-35	3-12	<i>woven rawhide shawl</i>	
2	15-40	3-16	<i>woven waxed shawl</i>	
1	25-55	2-12	<i>zombie skin mantle</i>	ColdR +4 HeatR +3
2	25-55	3-23	<i>zombie skin shoulder pads</i>	WIS +1

Chest

1	45-75	3-34	<i>Academic Robe of Enchantment</i>	INT +3 STA +1 MagR +5 MentR +6
1	45-75	3-34	<i>Academic Robe of Sorcery</i> (L;NT)	INT +3 STA +1 DisR +8 MagR +5
1	45-75	3-34	<i>Academic Robe of Summoning</i>	INT +3 STA +1 HeatR +3 MagR +5
1	1-20	3-9	<i>Acolyte Tunic</i>	WIS +2
2	45-75	5-68	<i>Aldalad's Druidic Tunic</i>	AGI +4 STR +1 DisR +8 MagR +5
2	45-75	5-68	<i>Aldalad's Shamanic Tunic</i>	DisR +8 HP +8 MagR +5 PP +7
2	45-75	5-68	<i>Aldalad's Vestments</i>	DisR +8 HP +7 MagR +5 PP +8
1	1-20	3-9	<i>Apprentices Robe</i>	INT +2
2	90-115	5-117	<i>Barbed Leather Tunic</i>	AGI +3 STR +5 DisR +8 HP +14 MagR +5 PP +14
2	45-75	5-68	<i>Bardic Tunic of the Emissaries</i> (L;NT)	AGI +3 STR +1 MentR +6 PoisR +9
3	65-90	8-132	<i>black. iron brigandine chestguard</i>	AGI +1 STR +3 HP +5 PP +6
3	50-75	8-99	<i>black. iron coat</i>	DisR +8 HP +6 MagR +5 PP +5
2	40-65	5-52	<i>Bloodsaber Pledge Tunic</i>	DisR +8 HP +5 MagR +5 PP +6
2	100-150	4-135	<i>boiled leather tunic</i>	
2	100-150	4-135	<i>boiled woven vest</i>	
4	100-150	11-341	<i>Breastplate of Unspeakable Pain</i> (Tune)	AGI +7 STR +9 DisR +8 HP +24 MagR +5 PP +24
3	45-70	8-89	<i>Brigandine Vest of Sagacity</i>	AGI +1 STR +3 HP +6 PP +5
1	70-90	2-37	<i>burlap blouse</i>	
1	100-150	2-67	<i>canvas blouse</i>	
3	100-150	7-203	<i>carbonite brigandine chestguard</i>	
3	100-150	7-203	<i>carbonite chainmail coat</i>	
4	120-140	7-208	<i>carbonite platemail breastplate</i>	
2	120-150	5-157	<i>Chainweave Gi</i>	AGI +4 STR +5 DisR +8 HP +12 MagR +5 PP +20
3	100-150	10-293	<i>Chestguard o.t. Unbound Spirit</i> (Tune)	AGI +8 STR +8 DisR +8 HP +26 MagR +5 PP +22
4	120-150	9-276	<i>Cold Hammered Breastplate</i>	AGI +4 STR +5 DisR +8 HP +17 MagR +5 PP +15
3	120-150	8-236	<i>Cold Link Chainmail</i>	AGI +5 STR +4 DisR +8 HP +14 MagR +5 PP +18
2	45-70	5-58	<i>Coldbrow Clan Hide Tunic</i>	DisR +8 HP +4 MagR +5 PP +4
3	45-70	8-87	<i>Coldbrow Clan Tunic</i>	DisR +8 HP +4 MagR +5 PP +4
1	45-70	3-29	<i>Coldbrow Clan Vest</i>	DisR +8 HP +4 MagR +5 PP +4
2	70-90	4-73	<i>cordovan tunic</i>	
1	70-95	3-47	<i>Crimson Bracers of The Fanglord</i>	AGI +2 STR +2 HP +6 PP +5
3	20-70	8-96	<i>cr. forg. black. iron chainm. coat</i> (Tune)	STR +2 HP +5 PP +3
3	70-120	7-171	<i>cr. forg. carbonite chainmail coat</i>	AGI +2 DisR +8 HP +6 MagR +5 PP +6
4	70-120	8-199	<i>cr. forg. carbonite vanguard cuirass</i>	STR +2 DisR +8 HP +5 MagR +5 PP +7
3	20-70	7-83	<i>cr. forg. iron chainmail coat</i>	DisR +8 MagR +5
2	70-120	5-114	<i>cr. tailored boiled tunic</i>	AGI +1 STR +1 DisR +8 HP +7 MagR +5 PP +5
1	20-70	2-28	<i>cr. tailored burlap blouse</i>	DisR +8 HP +1 MagR +5 PP +3
1	70-120	2-57	<i>cr. tailored canvas blouse</i>	AGI +1 STR +1 DisR +8 HP +5 MagR +5 PP +7
2	20-70	6-64	<i>cr. tailored cured tunic</i> (Tune)	AGI +1 STR +1 HP +5 PP +3
1	20-70	3-32	<i>cr. tailored merchantine vest</i> (Tune)	AGI +1 STR +1 DisR +8 MagR +5
2	1-20	5-16	<i>cr. tailored rawhide tunic</i>	DisR +8
1	1-20	3-9	<i>cr. tailored sackcloth blouse</i> (Tune)	HP +2
2	20-70	5-55	<i>cr. tailored tanned tunic</i>	HP +2 PP +2
1	1-20	2-8	<i>cr. tailored threadbare blouse</i>	

Wt.	Skill	AC	Item (atTUNE; Lore; NoTrade; NoValue)	Bonuses
2	115-140	5-143	<i>cuirboilli leather tunic</i>	AGI +3 STR +5 DisR +8 HP +15 MagR +5 PP +13
2	60-85	5-81	<i>cured leather vest</i>	AGI +2 STR +2 DisR +8 MagR +5
2	45-75	5-68	<i>Dagorel's Brawler Tunic (L;NT)</i>	AGI +2 STR +3 DisR +8 MagR +5
3	45-75	8-102	<i>Dagorel's Crusader Chainmail (L;NT)</i>	AGI +2 STR +3 DisR +8 MagR +5
3	45-75	8-102	<i>Dagorel's Warrior Chainmail (L;NT)</i>	AGI +2 STR +3 DisR +8 MagR +5
3	120-150	8-236	<i>Double Studded Breastplate</i>	AGI +4 STR +5 DisR +8 HP +14 MagR +5 PP +18
2	45-75	5-68	<i>Dreadnaught Chest Wraps (L;NT)</i>	AGI +1 STR +3 ColdR +4 HeatR +3
2	45-75	5-68	<i>Druidic Tunic of the Dismal Rage (L;NT)</i>	STA +1 WIS +3 ColdR +4 HeatR +3
3	80-110	8-173	<i>elephant hide brigandine</i>	AGI +2 STR +3 DisR +8 MagR +5
2	80-110	5-115	<i>elephant hide tunic</i>	AGI +2 STR +3 DisR +8 MagR +5
1	80-110	3-58	<i>elephant hide vest</i>	AGI +2 STR +3 DisR +8 MagR +5
2	60-85	5-81	<i>Embroidered Black Tunic</i>	DisR +8 HP +4 MagR +5 PP +7
1	1-15	3-8	<i>flowing gruttooth gown</i>	
1	55-80	3-37	<i>Flowing Red Gown</i>	AGI +1 STR +3 DisR +8 MagR +5
1	50-100	3-65	<i>Flowing Robe of Sewage (Tune)</i>	AGI +5 STR +7 HP +16 PP +20
2	1-20	5-17	<i>Footman Tunic</i>	STR +2
3	40-90	8-142	<i>forg. black. iron chainmail coat (Tune)</i>	STR +5 HP +7 PP +9
3	90-140	7-199	<i>forg. carbonite chainmail coat</i>	AGI +2 STR +3 DisR +8 HP +11 MagR +5 PP +6
4	90-140	8-233	<i>forg. carbonite vanguard cuirass</i>	AGI +4 STR +1 DisR +8 HP +9 MagR +5 PP +8
3	40-90	7-123	<i>forg. iron chainmail coat</i>	HP +2 PP +3
2	110-135	5-138	<i>Gawar's Cuirass</i>	AGI +4 STR +4 DisR +8 HP +16 MagR +5 PP +12
1	95-120	3-61	<i>Gown of the Spurned</i>	AGI +4 STR +4 DisR +8 HP +12 MagR +5 PP +16
4	95-120	9-214	<i>Guardian Chitin Breastplate</i>	AGI +6 STR +2 DisR +8 HP +15 MagR +5 PP +13
1	90-115	3-59	<i>Guardian Chitin Robe</i>	AGI +3 STR +5 DisR +8 HP +16 MagR +5 PP +12
4	120-150	9-276	<i>Hearth Forg. Breastplate</i>	AGI +7 STR +2 DisR +8 HP +17 MagR +5 PP +15
1	1-20	3-9	<i>Hunters Tunic</i>	AGI +2
1	100-125	3-64	<i>Inkstained Coldwind Robe</i>	AGI +2 STR +2 DisR +8 HP +6 MagR +5 PP +5
3	50-100	7-135	<i>iron brigandine chestguard</i>	
3	75-95	6-119	<i>iron chainmail coat</i>	
1	40-70	3-30	<i>Issued cloth shirt</i>	STR +1
2	40-70	5-61	<i>Issued leather jerkin</i>	STR +1
3	105-130	8-199	<i>Knotted Turtlebone Chestguard</i>	AGI +3 STR +5 DisR +8 HP +11 MagR +5 PP +17
2	95-120	5-120	<i>kodiak hide cuirass</i>	AGI +3 STR +4 DisR +8 HP +13 MagR +5 PP +11
4	100-125	9-223	<i>laensteel vanguard cuirass</i>	AGI +3 STR +5 DisR +8 HP +13 MagR +5 PP +15
1	175-200	3-100	<i>Liantrin's Oracle Robe</i>	INT +5 STR +2 DisR +8 HP +6 MagR +5 PP +18
3	100-125	8-191	<i>Lion-Hide Chestguard</i>	AGI +5 STR +3 DisR +8 HP +14 MagR +5 PP +14
2	55-80	5-73	<i>Lonetusk Woven Tunic</i>	AGI +2 STR +2 DisR +8 MagR +5
3	40-65	8-78	<i>Lurid Chestguard</i>	STR +4 DisR +8 MagR +5
1	50-75	3-33	<i>merchantine vest</i>	AGI +2 STR +2 HP +4 PP +7
3	45-75	8-102	<i>Militia Crusader Chainmail (L;NT)</i>	STR +3 WIS +2 DivR +7 MagR +5
3	45-75	8-102	<i>Militia Warrior Chainmail (L;NT)</i>	STA +2 STR +3 MagR +5 PoisR +9
2	105-130	5-133	<i>Naturewalkers Chestguard</i>	AGI +5 STR +3 DisR +8 HP +14 MagR +5 PP +14
2	55-95	6-106	<i>Nighthide Tunic (Tune)</i>	AGI +5 STR +3 HP +12 PP +12
2	45-70	5-59	<i>Nighthshade Woven Tunic</i>	AGI +3 STR +1 DisR +8 MagR +5
1	45-75	3-34	<i>Niksel's Robe of Enchantment (L;NT)</i>	INT +4 DisR +8 HP +5 MagR +5 PP +10
1	45-75	3-34	<i>Niksel's Robe of Sorcery (L;NT)</i>	INT +4 DisR +8 HP +5 MagR +5 PP +10
1	45-75	3-34	<i>Niksel's Robe of Summoning (L;NT)</i>	INT +4 DisR +8 HP +5 MagR +5 PP +10
2	70-95	5-95	<i>Padded Leather Tunic of Marr</i>	AGI +2 STR +2 DisR +8 MagR +5
2	45-75	5-68	<i>Predatory Tunic o.t. Emissaries (L;NT)</i>	AGI +3 STR +1 ColdR +4 PoisR +9
1	40-65	3-26	<i>Prismatic Tunic</i>	AGI +3 STR +1 DisR +8 MagR +5
3	50-100	8-165	<i>pr. forg. black. iron chainm. coat (Tune)</i>	DisR +8 HP +11 MagR +5 PP +9
3	100-150	7-214	<i>pr. forg. carbonite chainmail coat</i>	AGI +3 STR +3 DisR +8 HP +10 MagR +5 PP +10
4	100-150	8-249	<i>pr. forg. carbonite vanguard cuirass</i>	AGI +4 STR +2 DisR +8 HP +11 MagR +5 PP +9

Wt.	Skill	AC	Item (atTUNE; Lore; NoTrade; NoValue)	Bonuses
3	50-100	7-142	<i>pr. forg. iron chainmail coat</i>	DisR +8 MagR +5
2	100-150	5-142	<i>pr. tailored boiled tunic</i>	AGI +2 STR +4 DisR +8 HP +7 MagR +5 PP +13
1	50-100	2-47	<i>pr. tailored burlap blouse</i>	HP +2 PP +4
1	100-150	2-71	<i>pr. tailored canvas blouse</i>	AGI +3 STR +3 DisR +8 HP +10 MagR +5 PP +10
2	50-100	6-110	<i>pr. tailored cured tunic (Tune)</i>	DisR +8 HP +12 MagR +5 PP +8
1	50-100	3-55	<i>pr. tailored merchantine vest (Tune)</i>	DisR +8 HP +9 MagR +5 PP +11
2	1-50	5-28	<i>pr. tailored rawhide tunic</i>	HP +1 PP +2
1	50-100	3-55	<i>pr. tailored roughspun blouse (Tune)</i>	AGI +3 STR +3 HP +10 PP +10
1	1-50	3-17	<i>pr. tailored sackcloth blouse (Tune)</i>	AGI +1 STR +2
2	50-100	5-95	<i>pr. tailored tanned tunic</i>	HP +4 PP +2
1	1-50	2-14	<i>pr. tailored threadbare blouse</i>	
2	1-50	6-33	<i>pr. tailored waxed tunic (Tune)</i>	DisR +8 MagR +5
2	65-90	5-88	<i>Rat Skin Jerkin</i>	AGI +1 STR +3 HP +4 PP +7
2	1-50	4-27	<i>rawhide tunic</i>	
2	70-95	5-95	<i>Rhino Hide Tunic</i>	AGI +2 STR +2 HP +6 PP +5
1	50-75	3-53	<i>Robe of Corruption</i>	DisR +8 HP +4 MagR +5 PP +7
1	55-80	3-37	<i>Robe of Moonbane</i>	AGI +2 STR +2 HP +5 PP +6
1	100-125	3-64	<i>Robe of The Storm Lords</i>	AGI +3 STR +5 DisR +8 HP +15 MagR +5 PP +13
2	45-75	5-68	<i>Roguish Tunic of the Emissaries (L;NT)</i>	AGI +3 STR +1 Mentr +6 PoisR +9
1	45-70	3-30	<i>roughspun blouse</i>	AGI +1 STR +3 HP +3 PP +8
1	110-135	3-69	<i>ruckas blouse</i>	AGI +3 STR +5 DisR +8 HP +13 MagR +5 PP +15
1	5-30	1-0	<i>sackcloth blouse</i>	
3	40-65	8-78	<i>Sandblasted Brigandine Tunic</i>	AGI +2 STR +2 HP +4 PP +7
1	55-80	3-37	<i>Scum Covered Chestplate</i>	AGI +1 STR +3 HP +4 PP +7
2	45-75	5-68	<i>Shamanic Tunic o.t. Dismal Rage (L;NT)</i>	STA +1 WIS +3 DivR +7 MagR +5
3	30-80	8-119	<i>sh. forg. black. iron chainm. coat (Tune)</i>	AGI +2 STR +2 HP +6 PP +6
3	80-130	7-185	<i>sh. forg. carbonite chainmail coat</i>	AGI +2 STR +2 DisR +8 HP +7 MagR +5 PP +7
4	80-130	8-216	<i>sh. forg. carbonite vanguard cuirass</i>	AGI +2 STR +2 DisR +8 HP +8 MagR +5 PP +6
3	30-80	7-103	<i>sh. forg. iron chainmail coat</i>	DisR +8 MagR +5
2	80-130	5-123	<i>sh. tailored boiled tunic</i>	AGI +2 STR +2 DisR +8 HP +6 MagR +5 PP +8
1	30-80	2-34	<i>sh. tailored burlap blouse</i>	DisR +8 HP +3 MagR +5 PP +2
1	80-130	2-62	<i>sh. tailored canvas blouse</i>	AGI +2 STR +2 DisR +8 HP +8 MagR +5 PP +6
2	30-80	6-79	<i>sh. tailored cured tunic (Tune)</i>	DisR +8 HP +6 MagR +5 PP +6
1	30-80	3-40	<i>sh. tailored merchantine vest (Tune)</i>	AGI +1 STR +3 DisR +8 MagR +5
2	1-30	5-19	<i>sh. tailored rawhide tunic</i>	HP +1 PP +2
1	30-80	3-40	<i>sh. tailored roughspun blouse (Tune)</i>	AGI +2 STR +2 DisR +8 MagR +5
1	1-30	3-11	<i>sh. tailored sackcloth blouse (Tune)</i>	AGI +1 STR +1
2	30-80	5-68	<i>sh. tailored tanned tunic</i>	HP +1 PP +4
1	1-30	2-9	<i>sh. tailored threadbare blouse</i>	DisR +8 MagR +5
2	15-40	5-27	<i>shark-hide tunic</i>	
1	55-80	3-37	<i>Shirt of Reclamation</i>	AGI +2 STR +2 DisR +8 MagR +5
2	55-80	3-73	<i>Shirt of the Turnkey</i>	DisR +8 HP +5 MagR +5 PP +6
1	120-150	3-79	<i>Silver Touched Robe</i>	AGI +4 INT +5 DisR +8 HP +13 MagR +5 PP +20
3	45-70	8-87	<i>singed brigandine tunic</i>	HP +4 PP +4
2	40-70	5-61	<i>Singed Leather Tunic</i>	AGI +1 STR +4 HP +10 PP +5
2	45-70	5-58	<i>singed leather tunic</i>	HP +4 PP +4
1	45-70	3-29	<i>singed leather vest</i>	HP +4 PP +4
1	90-115	3-59	<i>Soot Covered Robe</i>	AGI +4 STR +4 DisR +8 HP +17 MagR +5 PP +11
1	50-100	3-65	<i>Sparkling Crimson Vest (Tune)</i>	AGI +2 STR +1 HP +5 PP +3
2	70-95	5-95	<i>Spiderfur Tunic</i>	AGI +1 STR +3 HP +6 PP +5
1	40-65	3-26	<i>Spidersilk Gown</i>	AGI +1 STR +3 HP +6 PP +5
3	105-130	8-199	<i>steel brigandine chestguard</i>	AGI +2 STR +6 DisR +8 HP +12 MagR +5 PP +16
3	95-120	8-184	<i>steel forg. chainmail coat</i>	AGI +4 STR +4 DisR +8 HP +20 MagR +5 PP +8
4	120-145	9-259	<i>steel platemail breastplate</i>	AGI +4 STR +4 DisR +8 HP +13 MagR +5 PP +15
2	120-150	5-157	<i>Steel Stitched Gi</i>	AGI +3 STR +6 DisR +8 HP +15 MagR +5 PP +17
4	100-150	8-236	<i>steel vanguard cuirass</i>	
2	70-100	5-105	<i>sun bleached cuirass</i>	AGI +1 STR +4 DisR +8 MagR +5
1	70-100	3-52	<i>sun bleached robe</i>	DisR +8 HP +2 MagR +5 PP +1

EVERQUEST II

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Wt.	Skill	AC	Item (atTUNE; Lore; NoTrade; NoValue)	Bonuses
3	70-100	8-157	<i>sun bleached tabbard</i>	AGI +2 STR +3 DisR +8 MagR +5
2	120-150	5-157	<i>Sun Touched Breastplate</i>	AGI +6 STR +3 DisR +8 HP +13 MagR +5 PP +19
2	90-140	5-133	<i>tailored boiled tunic</i>	AGI +2 STR +3 DisR +8 HP +10 MagR +5 PP +7
1	40-90	2-41	<i>tailored burlap blouse</i>	DisR +8 HP +3 MagR +5 PP +2
1	90-140	2-66	<i>tailored canvas blouse</i>	AGI +2 STR +3 DisR +8 HP +7 MagR +5 PP +10
2	40-90	6-95	<i>tailored cured tunic (Tune)</i>	DisR +8 HP +7 MagR +5 PP +9
1	40-90	3-47	<i>tailored merchantine vest (Tune)</i>	AGI +2 STR +3 HP +7 PP +9
2	1-40	5-25	<i>tailored rawhide tunic</i>	
1	40-90	3-47	<i>tailored roughspun blouse (Tune)</i>	DisR +8 HP +9 MagR +5 PP +7
1	1-40	3-15	<i>tailored sackcloth blouse (Tune)</i>	AGI +1 STR +1
2	40-90	5-82	<i>tailored tanned tunic</i>	DisR +8 HP +4 MagR +5 PP +1
1	1-40	2-13	<i>tailored threadbare blouse</i>	
2	45-70	5-59	<i>tanned leather tunic</i>	DisR +8 HP +5 MagR +5 PP +6
2	95-120	5-120	<i>Tempest-Hide Tunic</i>	AGI +1 STR +6 DisR +8 HP +13 MagR +5 PP +11
1	100-125	3-64	<i>Thexian Battlemage Robe</i>	AGI +7 STR +1 DisR +8 HP +14 MagR +5 PP +14
3	115-140	8-214	<i>Thexian Dragoon Breastplate</i>	AGI +5 STR +3 DisR +8 HP +13 MagR +5 PP +15
2	120-150	5-157	<i>Thick Banded Breastplate</i>	AGI +4 STR +5 DisR +8 HP +14 MagR +5 PP +18
1	120-150	3-79	<i>Thick Woven Robe</i>	AGI +3 STR +6 DisR +8 HP +18 MagR +5 PP +14
1	1-50	2-13	<i>threadbare blouse</i>	
1	1-20	2-7	<i>threadbare tunic (NV)</i>	
3	120-150	8-236	<i>Trade Cured Breastplate</i>	AGI +5 STR +4 DisR +8 HP +17 MagR +5 PP +15
3	120-150	8-236	<i>Trade Link Chainmail</i>	AGI +4 STR +5 DisR +8 HP +16 MagR +5 PP +16
2	55-95	6-106	<i>Tunic of the Guard (Tune)</i>	AGI +3 STR +5 HP +12 PP +12
2	55-80	5-73	<i>Tunic of Ultimate Evil</i>	DisR +8 HP +6 MagR +5 PP +5
2	45-75	5-68	<i>Vemerik's Tunic of the Bard (L;NT)</i>	AGI +3 STR +2 HP +6 PP +9
2	45-75	5-68	<i>Vemerik's Tunic of the Predator (L;NT)</i>	DisR +8 HP +8 MagR +5 PP +7
2	45-75	5-68	<i>Vemerik's Tunic of the Rogue (L;NT)</i>	AGI +2 STR +3 HP +8 PP +7
2	45-75	5-68	<i>Vestments of the Dismal Rage (L;NT)</i>	STA +1 WIS +3 DivR +7 MentR +6
1	50-75	3-33	<i>Vine Hemmed Robe</i>	AGI +1 STR +3 HP +6 PP +5
2	45-70	5-59	<i>Waterlogged Leather Tunic</i>	AGI +1 STR +3 HP +6 PP +5
2	10-35	5-24	<i>waxed tunic</i>	
2	10-35	5-24	<i>Wolf-Fur Tunic</i>	
2	50-100	4-90	<i>woven cordovan tunic</i>	
2	20-40	4-23	<i>woven rawhide vest</i>	

Forearms

2	1-15	3-9	<i>Antennae Wraps</i>	
3	65-90	5-79	<i>Armguards of Disgust</i>	INT +2 STR +2 DivR +7 PoisR +9
1	45-70	2-17	<i>Armwraps of the Willing</i>	DivR +7 HP +3 PP +5 PoisR +9
2	45-70	3-35	<i>Badger Pelt Armguards</i>	INT +1 STR +2 HP +4 PP +4
1	45-70	2-17	<i>Badger Pelt Bracers</i>	INT +1 STR +2 HP +4 PP +4
4	95-120	5-129	<i>Black Femur Armguards</i>	INT +4 STR +4 DivR +7 HP +13 PP +15 PoisR +9
2	105-130	3-80	<i>Black Ice Bracers</i>	INT +4 STR +4 DivR +7 HP +13 PP +15 PoisR +9
3	50-75	5-60	<i>black. iron bracers</i>	INT +3 STR +1 DivR +7 PoisR +9
3	45-70	5-53	<i>black. iron brigandine wristguards</i>	DivR +7 HP +6 PP +5 PoisR +9
2	100-150	3-81	<i>boiled leather wristguards</i>	
2	100-150	3-81	<i>boiled woven sleeves</i>	
1	1-20	2-5	<i>Bracer of the Apprentice</i>	INT +2
2	45-70	3-35	<i>Bracer of the Willing</i>	DivR +7 HP +3 PP +5 PoisR +9
3	95-125	5-118	<i>Bracer of Thunder</i>	INT +5 STR +4 DivR +7 HP +16 PP +16 PoisR +9
1	25-50	2-9	<i>Braided Frogskin Bracers</i>	PoisR +9
1	50-70	1-15	<i>burlap cuffs</i>	
1	100-150	1-41	<i>canvas cuffs</i>	
3	110-130	4-99	<i>carbonite brigandine wristguards</i>	
3	110-130	4-99	<i>carbonite chainmail bracers</i>	
4	100-150	5-142	<i>carbonite platemail vambraces</i>	
3	50-75	5-60	<i>Caustic Leggings</i>	DivR +7 HP +5 PP +6 PoisR +9
2	120-150	3-95	<i>Chainweave Armwraps</i>	INT +2 STR +7 DivR +7 HP +17 PP +15 PoisR +9
3	40-65	5-47	<i>Clan Bloodskull Armguards</i>	STR +4 HP +3 PP +8
2	25-55	3-23	<i>cog marked bracers</i>	HP +1 PP +2

Wt.	Skill	AC	Item (atTUNE; Lore; NoTrade; NoValue)	Bonuses
4	120-150	6-165	<i>Cold Hammered Bracers</i>	INT +3 STR +6 DivR +7 HP +15 PP +17 PoisR +9
3	120-150	5-142	<i>Cold Link Bracers</i>	INT +4 STR +5 DivR +7 HP +15 PP +17 PoisR +9
1	1-20	2-5	<i>Constructed Wrist Spanner</i>	HP +5 PP +5
2	75-95	3-47	<i>cordovan bracers</i>	
3	70-120	4-103	<i>cr. forg. carbonite chainmail bracers</i>	INT +1 STR +1 DivR +7 HP +8 PP +4 PoisR +9
4	70-120	5-120	<i>cr. forg. carbonite vanguard gussets</i>	INT +1 STR +1 DivR +7 HP +7 PP +5 PoisR +9
3	20-70	4-50	<i>cr. forg. iron chainmail bracers</i>	HP +1 PP +3
2	70-120	3-68	<i>cr. tailored boiled bracers</i>	INT +1 STR +1 DivR +7 HP +5 PP +7 PoisR +9
1	20-70	1-17	<i>cr. tailored burlap cuffs</i>	DivR +7 PoisR +9
1	70-120	1-34	<i>cr. tailored canvas cuffs</i>	INT +1 STR +1 DivR +7 HP +7 PP +5 PoisR +9
2	20-70	3-38	<i>cr. tailored cured bracers (Tune)</i>	DivR +7 HP +3 PP +5 PoisR +9
2	1-20	3-10	<i>cr. tailored rawhide wristguards</i>	HP +2 PP +1
1	20-70	2-19	<i>cr. tailored roughspun cuffs (Tune)</i>	INT +1 STR +1 HP +2 PP +6
1	1-20	2-6	<i>cr. tailored sackcloth cuffs (Tune)</i>	INT +1
2	20-70	3-33	<i>cr. tailored tanned bracers</i>	DivR +7 PoisR +9
1	1-20	1-5	<i>cr. tailored threadbare cuffs</i>	
2	115-140	3-86	<i>cuirboilli leather wristguards</i>	INT +3 STR +5 DivR +7 HP +13 PP +15 PoisR +9
2	50-75	3-40	<i>cured leather sleeves</i>	INT +2 STR +2 HP +5 PP +6
3	45-70	5-53	<i>Dark Mail Armguards</i>	INT +3 STR +1 HP +6 PP +5
2	65-90	3-53	<i>Dark Sovereign Bracer</i>	INT +2 STR +2 DivR +7 PoisR +9
2	60-100	3-68	<i>Darkblade Foreguards</i>	DivR +7 HP +9 PP +15 PoisR +9
3	120-150	5-142	<i>Double Studded Bracers</i>	INT +4 STR +5 DivR +7 HP +21 PP +11 PoisR +9
1	1-15	2-5	<i>Dusty Bracer</i>	
2	70-100	3-63	<i>fish scale armguards</i>	INT +3 STR +2 HP +2 PP +1
1	70-100	2-32	<i>fish scale armwraps</i>	INT +3 STR +2 HP +2 PP +1
3	70-100	5-95	<i>fish scale bracers</i>	INT +3 STR +2 HP +2 PP +1
2	110-135	3-83	<i>Flayed Gnoll Hide Bracers</i>	INT +4 STR +4 DivR +7 HP +14 PP +14 PoisR +9
2	105-130	3-80	<i>Forearms of Potence</i>	INT +4 STR +4 DivR +7 HP +12 PP +16 PoisR +9
2	55-80	3-44	<i>Forearms of Scourge</i>	INT +1 STR +3 DivR +7 PoisR +9
3	55-80	5-66	<i>Forearms of the Brute</i>	INT +1 STR +3 HP +5 PP +6
3	40-90	5-85	<i>forg. black. iron chainm. bracers (Tune)</i>	DivR +7 HP +10 PP +6 PoisR +9
3	90-140	4-120	<i>forg. carbonite chainmail bracers</i>	INT +2 STR +3 DivR +7 HP +7 PP +10 PoisR +9
4	90-140	5-140	<i>forg. carbonite vanguard gussets</i>	INT +2 STR +3 DivR +7 HP +11 PP +6 PoisR +9
3	40-90	4-74	<i>forg. iron chainmail bracers</i>	DivR +7 HP +3 PP +2 PoisR +9
3	115-140	5-129	<i>Gem-Studded Bracers</i>	AGI +7 STR +1 DisR +8 HP +14 MagR +5 PP +14
2	60-85	3-48	<i>Gloomwater Armguards</i>	INT +2 STR +2 HP +8 PP +3
2	45-70	3-35	<i>Groaning Bracers</i>	
4	90-115	5-123	<i>Gulthexian Armguards</i>	INT +5 STR +3 DivR +7 HP +15 PP +13 PoisR +9
4	120-150	6-165	<i>Hearth Forg. Bracers</i>	INT +6 STR +3 DivR +7 HP +17 PP +15 PoisR +9
3	50-100	4-81	<i>iron brigandine wristguards</i>	
3	65-85	4-60	<i>iron chainmail bracers</i>	
4	115-140	5-150	<i>laensteel vanguard gussets</i>	INT +3 STR +5 DivR +7 HP +14 PP +14 PoisR +9
1	70-95	2-28	<i>merchantine sleeves</i>	DivR +7 HP +4 PP +7 PoisR +9
2	20-40	3-14	<i>mildewed bracers</i>	
2	50-100	4-78	<i>Murkwater Sleeves (Tune)</i>	INT +2 STR +2 HP +5 PP +6
1	70-100	2-32	<i>Nettleville Guard Armband</i>	INT +2 STR +3 HP +1 PP +2
2	70-100	3-63	<i>Nettleville Guard Bracers</i>	INT +2 STR +3 HP +7 PP +8
3	70-100	5-95	<i>Nettleville Guard Chain Bracer</i>	INT +3 STR +2 HP +1 PP +2
2	70-95	3-57	<i>Orc Forg. Forearms</i>	DivR +7 HP +5 PP +6 PoisR +9
3	45-70	5-52	<i>Orcish Manacles</i>	
2	50-75	3-40	<i>Practitioners Leather Sleeves</i>	DivR +7 HP +7 PP +4 PoisR +9
3	100-150	4-128	<i>pr. forg. carbonite chainmail bracers</i>	INT +4 STR +2 DivR +7 HP +10 PP +10 PoisR +9
4	100-150	5-150	<i>pr. forg. carbonite vanguard gussets</i>	INT +2 STR +4 DivR +7 HP +10 PP +10 PoisR +9
3	50-100	4-86	<i>pr. forg. iron chainmail bracers</i>	DivR +7 HP +3 PP +3 PoisR +9
2	100-150	3-86	<i>pr. tailored boiled bracers</i>	INT +4 STR +2 DivR +7 HP +10 PP +10 PoisR +9
1	50-100	1-29	<i>pr. tailored burlap cuffs</i>	DivR +7 HP +1 PP +5 PoisR +9

Wt.	Skill	AC	Item (atTUNE; Lore; NoTrade; NoValue)	Bonuses
1	100-150	1-43	<i>pr. tailored canvas cuffs</i>	INT +3 STR +3 DivR +7 HP +10 PP +10 PoisR +9
2	50-100	3-66	<i>pr. tailored cured bracers (Tune)</i>	DivR +7 HP +7 PP +13 PoisR +9
1	50-100	2-33	<i>pr. tailored merchantine sleeves (Tune)</i>	INT +3 STR +3 HP +9 PP +11
2	1-50	3-17	<i>pr. tailored rawhide wristguards</i>	DivR +7 PoisR +9
1	50-100	2-33	<i>pr. tailored roughspun cuffs (Tune)</i>	DivR +7 HP +11 PP +9 PoisR +9
1	1-50	2-10	<i>pr. tailored sackcloth cuffs (Tune)</i>	DivR +7 PoisR +9
2	50-100	3-57	<i>pr. tailored tanned bracers</i>	DivR +7 PoisR +9
1	1-50	1-9	<i>pr. tailored threadbare cuffs</i>	HP +1 PP +2
2	10-30	3-10	<i>rawhide wristguards</i>	
1	55-80	2-22	<i>roughspun cuffs</i>	INT +2 STR +2 HP +7 PP +4
1	100-125	2-38	<i>ruckas cuffs</i>	INT +5 STR +3 DivR +7 HP +12 PP +16 PoisR +9
2	60-85	3-48	<i>Runed Armguards</i>	INT +3 STR +1 DivR +7 PoisR +9
3	45-75	5-61	<i>Rusted Orcish Bracers</i>	INT +1 STR +4 DivR +7 PoisR +9
1	20-45	2-9	<i>sackcloth cuffs</i>	
1	10-35	2-7	<i>sand-covered bracers</i>	STA +2
1	30-60	2-14	<i>scaled armband of service</i>	HP +2 PP +1
2	30-60	3-28	<i>scaled bracer of service</i>	HP +2 PP +1
2	40-65	3-31	<i>Scrap Leather Bracers</i>	DivR +7 HP +5 PP +6 PoisR +9
3	30-80	5-71	<i>sh. forg. black.iron chainm. brac. (Tune)</i>	INT +2 STR +2 HP +5 PP +7
3	80-130	4-111	<i>sh. forg. carbonite chainmail bracers</i>	INT +2 STR +2 DivR +7 HP +8 PP +6 PoisR +9
4	80-130	5-130	<i>sh. forg. carbonite vanguard gussets</i>	INT +1 STR +3 DivR +7 HP +6 PP +8 PoisR +9
3	30-80	4-62	<i>sh. forg. iron chainmail bracers</i>	DivR +7 PoisR +9
2	80-130	3-74	<i>sh. tailored boiled bracers</i>	INT +2 STR +2 DivR +7 HP +9 PP +5 PoisR +9
1	30-80	1-21	<i>sh. tailored burlap cuffs</i>	DivR +7 HP +3 PP +2 PoisR +9
1	80-130	1-37	<i>sh. tailored canvas cuffs</i>	INT +1 STR +3 DivR +7 HP +8 PP +6 PoisR +9
2	30-80	3-48	<i>sh. tailored cured bracers (Tune)</i>	DivR +7 HP +8 PP +4 PoisR +9
1	30-80	2-24	<i>sh. tailored merchantine sleeves (Tune)</i>	DivR +7 HP +7 PP +5 PoisR +9
2	1-30	3-11	<i>sh. tailored rawhide wristguards</i>	DivR +7 PoisR +9
1	30-80	2-24	<i>sh. tailored roughspun cuffs (Tune)</i>	INT +4 HP +6 PP +6
1	1-30	2-7	<i>sh. tailored sackcloth cuffs (Tune)</i>	DivR +7 PoisR +9
2	30-80	3-41	<i>sh. tailored tanned bracers</i>	DivR +7 HP +2 PP +3 PoisR +9
1	1-30	1-6	<i>sh. tailored threadbare cuffs</i>	
1	120-150	2-47	<i>Silver Touched Armbands</i>	INT +4 STR +5 DivR +7 HP +11 PP +21 PoisR +9
2	45-70	3-35	<i>Skullhammer Armguards</i>	INT +1 STR +3 HP +7 PP +4
1	70-95	2-28	<i>Sleeves of Bewitchment</i>	INT +3 STR +1 HP +7 PP +4
1	45-70	2-18	<i>Sleeves of Flickering Flame</i>	INT +2 STR +2 HP +6 PP +5
3	120-145	5-133	<i>steel brigandine wristguards</i>	INT +3 STR +5 DivR +7 HP +11 PP +17 PoisR +9
3	95-120	5-110	<i>steel forg. chainmail bracers</i>	INT +4 STR +4 DivR +7 HP +13 PP +15 PoisR +9
4	100-125	5-134	<i>steel platemail vambraces</i>	INT +5 STR +3 DivR +7 HP +12 PP +16 PoisR +9
2	120-150	3-95	<i>Steel Stitched Armwraps</i>	INT +5 STR +4 DivR +7 HP +15 PP +17 PoisR +9
4	115-135	4-120	<i>steel vanguard gussets</i>	
2	120-150	3-95	<i>Sun Touched Bracers</i>	INT +5 STR +4 DivR +7 HP +20 PP +12 PoisR +9
2	90-140	3-80	<i>tailored boiled bracers</i>	INT +3 STR +2 DivR +7 HP +10 PP +7 PoisR +9
1	40-90	1-25	<i>tailored burlap cuffs</i>	HP +4 PP +1
1	90-140	1-40	<i>tailored canvas cuffs</i>	INT +2 STR +3 DivR +7 HP +9 PP +8 PoisR +9
2	40-90	3-57	<i>tailored cured bracers (Tune)</i>	INT +2 STR +3 DivR +7 PoisR +9
1	40-90	2-28	<i>tailored merchantine sleeves (Tune)</i>	DivR +7 HP +9 PP +7 PoisR +9
2	1-40	3-15	<i>tailored rawhide wristguards</i>	
1	40-90	2-28	<i>tailored roughspun cuffs (Tune)</i>	DivR +7 HP +8 PP +8 PoisR +9
1	1-40	2-9	<i>tailored sackcloth cuffs (Tune)</i>	HP +3 PP +2
2	40-90	3-49	<i>tailored tanned bracers</i>	DivR +7 HP +2 PP +3 PoisR +9
1	1-40	1-8	<i>tailored threadbare cuffs</i>	
2	45-70	3-35	<i>tanned leather bracers</i>	DivR +7 HP +4 PP +7 PoisR +9
2	45-75	3-41	<i>Tattered Orcish Bracers</i>	INT +1 STR +4 DivR +7 PoisR +9
1	110-135	2-41	<i>Thexian Battlemage Bracers</i>	INT +4 STR +4 DivR +7 HP +13 PP +15 PoisR +9
3	115-140	5-129	<i>Thexian Dragoon Bracers</i>	INT +6 STR +2 DivR +7 HP +13 PP +15 PoisR +9
3	45-70	5-52	<i>Thick Armband of the Willing</i>	DivR +7 HP +3 PP +5 PoisR +9

Wt.	Skill	AC	Item (atTUNE; Lore; NoTrade; NoValue)	Bonuses
2	120-150	3-95	<i>Thick Banded Bracers</i>	INT +4 STR +5 DivR +7 HP +13 PP +19 PoisR +9
1	120-150	2-47	<i>Thick Woven Armbands</i>	INT +6 STR +3 DivR +7 HP +15 PP +17 PoisR +9
2	55-80	3-43	<i>thin banded bracer</i>	STR +1 HP +4 PP +4
3	55-80	5-65	<i>thin scaled bracer</i>	STR +1 HP +4 PP +4
1	55-80	2-22	<i>thin woven bracer</i>	STR +1 HP +4 PP +4
1	25-45	1-8	<i>threadbare cuffs</i>	
1	45-75	2-20	<i>Threadbare Orcish Bracers</i>	INT +1 STR +4 DivR +7 PoisR +9
3	120-150	5-142	<i>Trade Cured Bracers</i>	INT +4 STR +5 DivR +7 HP +18 PP +14 PoisR +9
3	120-150	5-142	<i>Trade Link Bracers</i>	INT +5 STR +4 DivR +7 HP +14 PP +18 PoisR +9
1	5-30	2-6	<i>turtle-hide bracers</i>	
2	5-30	3-12	<i>waxed wristguards</i>	
2	50-100	3-54	<i>woven cordovan bracers</i>	
2	115-140	3-86	<i>woven cuirboilli wristguards</i>	INT +4 STR +4 DivR +7 HP +14 PP +14 PoisR +9
2	5-25	3-9	<i>woven rawhide sleeves</i>	
2	1-20	3-10	<i>woven waxed sleeves</i>	

Hands

1	1-20	1-3	<i>Acolyte Gloves</i>	
1	1-20	1-3	<i>Apprentices Gloves</i>	
2	45-70	2-24	<i>Armadillo Hide Gloves</i>	AGI +2 WIS +2 DisR +8 HeatR +3
2	20-45	2-12	<i>barracuda-hide gloves</i>	
2	25-45	2-10	<i>beetle hide gloves</i>	
3	65-90	3-53	<i>black. iron brigandine handguards</i>	AGI +2 WIS +2 HP +7 PP +4
3	70-95	3-57	<i>black. iron gloves</i>	AGI +2 WIS +2 HP +6 PP +5
3	90-115	3-70	<i>Blessed Gauntlets of Wonder</i>	AGI +4 WIS +4 DisR +8 HP +14 HeatR +3 PP +14
4	100-125	4-89	<i>Bloodruned Platemail Gauntlets</i>	AGI +5 WIS +3 DisR +8 HP +15 HeatR +3 PP +15
2	110-130	2-44	<i>boiled leather gloves</i>	
2	100-150	2-54	<i>boiled woven wraps</i>	
3	80-110	3-69	<i>bone dusted gauntlets</i>	AGI +2 WIS +3 HP +6 PP +9
1	80-110	1-23	<i>bone dusted gloves</i>	AGI +2 WIS +3 HP +6 PP +9
1	60-80	1-12	<i>burlap mitts</i>	
1	100-150	1-27	<i>canvas mitts</i>	
3	100-150	3-81	<i>carbonite brigandine handguards</i>	
3	100-150	3-81	<i>carbonite chainmail gloves</i>	
4	100-150	3-95	<i>carbonite platemail gauntlets</i>	
2	120-150	2-63	<i>Chainweave Handwraps</i>	AGI +6 WIS +3 DisR +8 HP +13 HeatR +3 PP +19
4	120-150	4-110	<i>Cold Hammered Gauntlets</i>	AGI +3 WIS +6 DisR +8 HP +14 HeatR +3 PP +18
3	120-150	3-95	<i>Cold Link Gauntlets</i>	AGI +7 WIS +2 DisR +8 HP +13 HeatR +3 PP +19
2	50-70	2-20	<i>cordovan gloves</i>	
2	15-45	2-13	<i>cracked Teir'Dal gloves</i>	HP +2 PP +1
3	70-120	3-68	<i>cr. forg. carbonite chainmail gloves</i>	AGI +1 WIS +1 DisR +8 HP +7 HeatR +3 PP +5
4	70-120	3-80	<i>cr. forg. carbonite vanguard gauntlets</i>	AGI +1 WIS +1 DisR +8 HP +5 HeatR +3 PP +7
3	20-70	3-33	<i>cr. forg. iron chainmail gloves</i>	HeatR +3
2	70-120	2-46	<i>cr. tailored boiled gloves</i>	AGI +1 WIS +1 DisR +8 HP +6 HeatR +3 PP +6
1	20-70	1-11	<i>cr. tailored burlap mitts</i>	DisR +8 HP +2 PP +2
1	70-120	1-23	<i>cr. tailored canvas mitts</i>	AGI +1 WIS +1 DisR +8 HP +5 HeatR +3 PP +7
2	20-70	2-26	<i>cr. tailored cured gloves (Tune)</i>	AGI +1 WIS +1 DisR +8 HeatR +3
2	1-20	2-6	<i>cr. tailored rawhide gloves</i>	HP +1 PP +2
1	20-70	1-13	<i>cr. tailored roughspun mitts (Tune)</i>	DisR +8 HP +3 HeatR +3 PP +5
1	1-20	1-4	<i>cr. tailored sackcloth mitts (Tune)</i>	DisR +8 HeatR +3
2	20-70	2-22	<i>cr. tailored tanned gloves</i>	HP +3 PP +1
1	1-20	1-3	<i>cr. tailored threadbare mitts</i>	
1	100-150	1-39	<i>Crystal Beaded Gloves (Tune)</i>	AGI +6 WIS +2 DisR +8 HP +13 HeatR +3 PP +15
2	110-135	2-55	<i>cuirboilli leather gloves</i>	AGI +4 WIS +4 DisR +8 HP +15 HeatR +3 PP +13
2	50-75	2-27	<i>cured leather wraps</i>	AGI +2 WIS +2 HP +6 PP +5

EVERQUEST II

PRIMA OFFICIAL GAME GUIDE

Wt.	Skill	AC	Item (atTUNE; Lore; NoTrade; NoValue)	Bonuses
3	120-150	3-95	<i>Double Studded Gauntlets</i>	AGI +4 WIS +5 DisR +8 HP +19 HeatR +3 PP +13
2	1-20	2-7	<i>Footman Gloves</i>	
3	40-90	3-57	<i>forg. black. iron chainm. gloves (Tune)</i>	AGI +3 WIS +2 DisR +8 HeatR +3
3	90-140	3-80	<i>forg. carbonite chainmail gloves</i>	AGI +2 WIS +3 DisR +8 HP +9 HeatR +3 PP +8
4	90-140	3-93	<i>forg. carbonite vanguard gauntlets</i>	AGI +3 WIS +2 DisR +8 HP +10 HeatR +3 PP +7
3	40-90	3-49	<i>forg. iron chainmail gloves</i>	DisR +8 HP +3 HeatR +3 PP +2
4	100-130	4-96	<i>Gauntlets of Storms</i>	AGI +5 WIS +4 DisR +8 HP +17 HeatR +3 PP +15
2	115-140	2-57	<i>Gawar's Gloves</i>	AGI +5 WIS +3 DisR +8 HP +13 HeatR +3 PP +15
3	50-75	3-40	<i>Gloves of Regression</i>	AGI +2 WIS +2 DisR +8 HeatR +3
2	50-75	2-27	<i>Gloves of Restoration</i>	AGI +2 WIS +2 DisR +8 HeatR +3
3	55-80	3-44	<i>Gloves of Separation</i>	AGI +2 WIS +2 HP +6 PP +5
3	65-90	3-53	<i>Gloves of the Daredevil</i>	AGI +2 WIS +2 HP +7 PP +4
1	40-65	1-10	<i>Gloves of the Spider Queen</i>	AGI +2 WIS +2 DisR +8 HeatR +3
4	120-150	4-110	<i>Hearth Forg. Gauntlets</i>	AGI +5 WIS +4 DisR +8 HP +18 HeatR +3 PP +14
1	1-20	1-3	<i>Hunters Gloves</i>	
3	50-100	3-54	<i>iron brigandine handguards</i>	
3	50-100	3-54	<i>iron chainmail gloves</i>	
2	50-100	3-52	<i>Jade-Plated Wraps (Tune)</i>	DisR +8 HP +3 HeatR +3 PP +5
4	100-125	4-89	<i>laensteel vanguard gauntlets</i>	AGI +5 WIS +3 DisR +8 HP +12 HeatR +3 PP +16
1	55-80	1-15	<i>merchantine gloves</i>	DisR +8 HP +8 HeatR +3 PP +3
1	45-70	1-12	<i>Oakmyst spider silk gloves</i>	AGI +1 WIS +2 DisR +8 HeatR +3
2	40-65	2-21	<i>Pack Lord Hide Gloves</i>	DisR +8 HP +7 HeatR +3 PP +4
4	100-150	5-136	<i>Planeswalkers Vanguard Gauntl. (Tune)</i>	AGI +7 WIS +9 DisR +8 HP +27 HeatR +3 PP +21
4	95-125	4-92	<i>Plate Gauntlets of Hate</i>	AGI +4 WIS +5 DisR +8 HP +13 HeatR +3 PP +19
3	100-150	3-86	<i>pr. forg. carbonite chainmail gloves</i>	AGI +3 WIS +3 DisR +8 HP +11 HeatR +3 PP +9
4	100-150	3-100	<i>pr. forg. carbonite vanguard gauntlets</i>	AGI +4 WIS +2 DisR +8 HP +11 HeatR +3 PP +9
3	50-100	3-57	<i>pr. forg. iron chainmail gloves</i>	DisR +8 HP +1 HeatR +3 PP +5
2	100-150	2-57	<i>pr. tailored boiled gloves</i>	AGI +4 WIS +2 DisR +8 HP +11 HeatR +3 PP +9
1	50-100	1-19	<i>pr. tailored burlap mitts</i>	DisR +8 HP +1 HeatR +3 PP +5
1	100-150	1-28	<i>pr. tailored canvas mitts</i>	AGI +3 WIS +3 DisR +8 HP +8 HeatR +3 PP +12
2	50-100	2-44	<i>pr. tailored cured gloves (Tune)</i>	AGI +2 WIS +4 DisR +8 HeatR +3
1	50-100	1-22	<i>pr. tailored merchantine gloves (Tune)</i>	AGI +3 WIS +3 DisR +8 HeatR +3
2	1-50	2-11	<i>pr. tailored rawhide gloves</i>	
1	50-100	1-22	<i>pr. tailored roughspun mitts (Tune)</i>	AGI +2 WIS +4 HP +11 PP +9
1	1-50	1-7	<i>pr. tailored sackcloth mitts (Tune)</i>	AGI +1 WIS +2
2	50-100	2-38	<i>pr. tailored tanned gloves</i>	HP +4 PP +2
1	1-50	1-6	<i>pr. tailored threadbare mitts</i>	HP +1 PP +2
1	75-100	1-20	<i>rainbow hued gloves</i>	AGI +2 WIS +1
2	1-15	2-5	<i>rawhide gloves</i>	
1	50-75	1-13	<i>Roughspun Mitts of Putrescence</i>	DisR +8 HP +7 HeatR +3 PP +4
1	45-70	1-12	<i>roughspun mitts</i>	AGI +1 WIS +3 HP +5 PP +6
1	110-135	1-28	<i>ruckas mitts</i>	AGI +4 WIS +4 DisR +8 HP +15 HeatR +3 PP +13
1	5-30	1-4	<i>sackcloth mitts</i>	
4	110-135	4-96	<i>Scourge Sorcerers Gloves</i>	AGI +2 WIS +6 DisR +8 HP +14 HeatR +3 PP +14
3	80-130	3-74	<i>sh. forg. carbonite chainmail gloves</i>	AGI +2 WIS +2 DisR +8 HP +5 HeatR +3 PP +9
4	80-130	3-86	<i>sh. forg. carbonite vanguard gauntlets</i>	AGI +3 WIS +1 DisR +8 HP +6 HeatR +3 PP +8
3	30-80	3-41	<i>sh. forg. iron chainmail gloves</i>	DisR +8 HeatR +3
2	80-130	2-49	<i>sh. tailored boiled gloves</i>	AGI +2 WIS +2 DisR +8 HP +6 HeatR +3 PP +8
1	30-80	1-14	<i>sh. tailored burlap mitts</i>	DisR +8 HeatR +3
1	80-130	1-25	<i>sh. tailored canvas mitts</i>	AGI +2 WIS +2 DisR +8 HP +7 HeatR +3 PP +7

Wt.	Skill	AC	Item (atTUNE; Lore; NoTrade; NoValue)	Bonuses
2	30-80	2-32	<i>sh. tailored cured gloves (Tune)</i>	AGI +2 WIS +2 HP +6 PP +6
1	30-80	1-16	<i>sh. tailored merchantine gloves (Tune)</i>	AGI +1 WIS +3 HP +5 PP +7
2	1-30	2-8	<i>sh. tailored rawhide gloves</i>	HP +2 PP +1
1	30-80	1-16	<i>sh. tailored roughspun mitts (Tune)</i>	AGI +2 WIS +2 HP +6 PP +6
1	1-30	1-4	<i>sh. tailored sackcloth mitts (Tune)</i>	HP +1 PP +3
2	30-80	2-27	<i>sh. tailored tanned gloves</i>	DisR +8 HeatR +3
1	1-30	1-4	<i>sh. tailored threadbare mitts</i>	PP +3
2	1-30	2-9	<i>sh. tailored waxed gloves (Tune)</i>	DisR +8 HeatR +3
3	70-95	3-57	<i>Shell Studded Gloves</i>	AGI +2 WIS +2 HP +4 PP +7
1	120-150	1-31	<i>Silver Touched Gloves</i>	AGI +4 WIS +5 DisR +8 HP +18 HeatR +3 PP +14
1	40-65	1-10	<i>Slime Covered Gloves</i>	AGI +2 WIS +2 DisR +8 HeatR +3
1	25-50	1-6	<i>Soft Velvet Gloves</i>	HeatR +3
3	60-85	3-48	<i>Soulspike Gauntlets</i>	AGI +2 WIS +2 HP +7 PP +4
3	70-95	3-57	<i>Stalwart Gauntlets</i>	AGI +3 WIS +1 HP +7 PP +4
3	100-125	3-77	<i>steel brigandine handguards</i>	AGI +5 WIS +3 DisR +8 HP +16 HeatR +3 PP +12
3	110-135	3-83	<i>steel forg. chainmail gloves</i>	AGI +5 WIS +3 DisR +8 HP +14 HeatR +3 PP +14
4	120-145	4-104	<i>steel platemail gauntlets</i>	AGI +4 WIS +4 DisR +8 HP +17 HeatR +3 PP +11
2	120-150	2-63	<i>Steel Stitched Handwraps</i>	AGI +7 WIS +2 DisR +8 HP +17 HeatR +3 PP +15
4	110-130	3-77	<i>steel vanguard gauntlets</i>	
2	120-150	2-63	<i>Sun Touched Gloves</i>	AGI +5 WIS +4 DisR +8 HP +14 HeatR +3 PP +18
2	90-140	2-53	<i>tailored boiled gloves</i>	AGI +2 WIS +3 DisR +8 HP +10 HeatR +3 PP +7
1	40-90	1-16	<i>tailored burlap mitts</i>	DisR +8 HP +2 HeatR +3 PP +3
1	90-140	1-27	<i>tailored canvas mitts</i>	AGI +3 WIS +2 DisR +8 HP +9 HeatR +3 PP +8
2	40-90	2-38	<i>tailored cured gloves (Tune)</i>	AGI +2 WIS +3 DisR +8 HeatR +3
1	40-90	1-19	<i>tailored merchantine gloves (Tune)</i>	AGI +3 WIS +2 HP +9 PP +7
2	1-40	2-10	<i>tailored rawhide gloves</i>	PP +3
1	40-90	1-19	<i>tailored roughspun mitts (Tune)</i>	AGI +1 WIS +4 DisR +8 HeatR +3
1	1-40	1-6	<i>tailored sackcloth mitts (Tune)</i>	DisR +8 HeatR +3
2	40-90	2-33	<i>tailored tanned gloves</i>	DisR +8 HP +1 HeatR +3 PP +4
1	1-40	1-5	<i>tailored threadbare mitts</i>	
2	40-65	2-21	<i>tanned leather gloves</i>	AGI +2 WIS +2 DisR +8 HeatR +3
1	15-45	1-6	<i>tattered Teir'Dal gloves</i>	HP +2 PP +1
3	70-95	3-57	<i>Thestral Gauntlets</i>	AGI +3 WIS +1 DisR +8 HeatR +3
1	95-120	1-24	<i>Thexian Battlemage Gloves</i>	AGI +4 WIS +4 DisR +8 HP +18 HeatR +3 PP +10
3	120-145	3-89	<i>Thexian Dragoon Gauntlets</i>	AGI +5 WIS +3 DisR +8 HP +18 HeatR +3 PP +10
2	120-150	2-63	<i>Thick Banded Gloves</i>	AGI +3 WIS +6 DisR +8 HP +15 HeatR +3 PP +17
2	80-110	2-46	<i>thick bone dusted gloves</i>	AGI +2 WIS +3 HP +6 PP +9
1	120-150	1-31	<i>Thick Woven Gloves</i>	AGI +4 WIS +5 DisR +8 HP +16 HeatR +3 PP +16
1	1-20	1-3	<i>threadbare mitts</i>	
3	120-150	3-95	<i>Trade Cured Gauntlets</i>	AGI +5 WIS +4 DisR +8 HP +18 HeatR +3 PP +14
3	120-150	3-95	<i>Trade Link Gauntlets</i>	AGI +4 WIS +5 DisR +8 HP +19 HeatR +3 PP +13
4	110-135	4-96	<i>Vanguard Gauntlets of the Seer</i>	AGI +3 WIS +5 DisR +8 HP +15 HeatR +3 PP +13
1	55-80	1-15	<i>Velvet Battlemage Gloves</i>	DisR +8 HP +5 HeatR +3 PP +6
2	40-65	2-21	<i>Waterlogged Leather Gloves</i>	AGI +2 WIS +2 HP +7 PP +4
2	20-45	2-12	<i>waxed gloves</i>	
1	50-75	1-13	<i>Wingles Magical Gloves</i>	AGI +3 WIS +1 HP +7 PP +4
2	65-85	2-27	<i>woven cordovan gloves</i>	
2	95-120	2-49	<i>woven cuirboilli gloves</i>	AGI +7 WIS +1 DisR +8 HP +15 HeatR +3 PP +13
2	45-70	2-24	<i>Woven Earth Hand Wraps</i>	AGI +5 DisR +8 HeatR +3
2	105-130	2-53	<i>Woven Gossamer Gloves</i>	AGI +5 WIS +3 DisR +8 HP +13 HeatR +3 PP +15
2	65-90	2-35	<i>Woven Grass Handwraps</i>	AGI +2 WIS +2 DisR +8 HeatR +3
2	1-20	2-6	<i>woven rawhide wraps</i>	
2	1-20	2-7	<i>woven waxed wraps</i>	

Wt. Skill AC Item (atTUNE; Lore; NoTrade; NoValue) Bonuses

Legs

1	1-20	2-5	<i>Acolyte Leggings</i>		WIS +2
1	45-70	2-18	<i>Apothic Leggings</i>	ColdR +4 HP +6 PP +5 PoisR +9	
2	95-120	3-73	<i>Apothic Leggings</i>	INT +4 STR +4 ColdR +4 HP +14 PP +14 PoisR +9	
1	1-20	2-5	<i>Apprentices Leggings</i>		INT +2
3	40-65	5-47	<i>black. iron brigandine leggings</i>	INT +2 STR +2 HP +5 PP +6	
3	45-70	5-53	<i>black. iron leggings</i>	ColdR +4 HP +6 PP +5 PoisR +9	
3	70-95	5-85	<i>Bloodstained Brigandine Leggings</i>	INT +3 STR +1 HP +7 PP +4	
2	100-150	3-81	<i>boiled leather pants</i>		
2	105-125	3-64	<i>boiled woven leggings</i>		
1	50-70	1-15	<i>burlap pantaloons</i>		
1	100-150	1-41	<i>canvas pantaloons</i>		
3	100-150	4-122	<i>carbonite brigandine leggings</i>		
3	115-135	4-103	<i>carbonite chainmail leggings</i>		
4	110-130	4-116	<i>carbonite platemail legplates</i>		
2	120-150	3-95	<i>Chainweave Leggings</i>	INT +3 STR +6 ColdR +4 HP +15 PP +17 PoisR +9	
1	25-55	2-12	<i>cog marked leggings</i>		STR +1
4	120-150	6-165	<i>Cold Hammered Greaves</i>	INT +4 STR +5 ColdR +4 HP +18 PP +14 PoisR +9	
3	120-150	5-142	<i>Cold Link Greaves</i>	INT +5 STR +4 ColdR +4 HP +14 PP +18 PoisR +9	
2	40-70	3-37	<i>Coldbrow Clan Hide Greaves</i>		ColdR +4 PoisR +9
1	40-70	2-18	<i>Coldbrow Clan Leggings</i>		ColdR +4 PoisR +9
3	40-70	5-55	<i>Coldbrow Clan Medium Greaves</i>		ColdR +4 PoisR +9
2	50-100	3-54	<i>cordovan pants</i>		
3	70-120	4-103	<i>cr. forg. carbonite chainmail leggings</i>	INT +1 STR +1 ColdR +4 HP +5 PP +7 PoisR +9	
4	70-120	5-120	<i>cr. forg. carbonite vanguard greaves</i>	INT +1 STR +1 ColdR +4 HP +7 PP +5 PoisR +9	
3	20-70	4-50	<i>cr. forg. iron chainmail leggings</i>	ColdR +4 HP +2 PP +2 PoisR +9	
2	70-120	3-68	<i>cr. tailored boiled pants</i>	INT +1 STR +1 ColdR +4 HP +6 PP +6 PoisR +9	
1	20-70	1-17	<i>cr. tailored burlap pantaloons</i>		HP +2 PP +2
1	70-120	1-34	<i>cr. tailored canvas pantaloons</i>	INT +1 STR +1 ColdR +4 HP +5 PP +7 PoisR +9	
2	1-20	3-10	<i>cr. tailored rawhide pants</i>		HP +2 PP +1
1	20-70	2-19	<i>cr. tailored roughspun pants. (Tune)</i>	ColdR +4 HP +4 PP +4 PoisR +9	
1	1-20	2-6	<i>cr. tailored sackcloth pantaloons (Tune)</i>		STR +1
2	20-70	3-33	<i>cr. tailored tanned pants</i>		ColdR +4 PoisR +9
1	1-20	1-5	<i>cr. tailored threadbare pantaloons</i>		PP +3
2	120-145	3-89	<i>cuirboilli leather pants</i>	INT +4 STR +4 ColdR +4 HP +13 PP +15 PoisR +9	
2	40-65	3-31	<i>cured leather leggings</i>		INT +4 ColdR +4 PoisR +9
2	120-150	3-95	<i>deathly scarab chitin leggings</i>	INT +2 STR +3 ColdR +4 HP +7 PP +8 PoisR +9	
1	95-120	2-37	<i>Deceivers Leggings</i>	INT +5 STR +3 ColdR +4 HP +13 PP +15 PoisR +9	
2	55-80	3-44	<i>Decrepit Woven Leggings</i>		INT +2 STR +2 HP +5 PP +6
2	5-30	3-12	<i>dilapidated goblin leggings</i>		
3	120-150	5-142	<i>Double Studded Greaves</i>	INT +5 STR +4 ColdR +4 HP +15 PP +17 PoisR +9	
2	95-120	3-73	<i>Dryad Skin Leggings</i>	INT +4 STR +4 ColdR +4 HP +14 PP +14 PoisR +9	
1	40-65	2-16	<i>Dusty Pantaloons</i>		INT +2 STR +2 ColdR +4 PoisR +9
3	75-105	5-99	<i>fine link leggings</i>		INT +2 STR +3 HP +2 PP +1
3	70-100	5-95	<i>fire branded chain greaves</i>	ColdR +4 HP +9 PP +6 PoisR +9	
2	70-100	3-63	<i>fire branded leather greaves</i>		ColdR +4 HP +9 PP +6 PoisR +9
1	70-100	2-32	<i>fire branded leggings</i>		ColdR +4 HP +9 PP +6 PoisR +9
2	1-20	3-11	<i>Footman Leggings</i>		STR +2
3	40-90	5-85	<i>forg. black. iron chainmail legs. (Tune)</i>	ColdR +4 HP +10 PP +6 PoisR +9	
3	90-140	4-120	<i>forg. carbonite chainmail leggings</i>	INT +3 STR +2 ColdR +4 HP +10 PP +7 PoisR +9	
4	90-140	5-140	<i>forg. carbonite vanguard greaves</i>	INT +3 STR +2 ColdR +4 HP +8 PP +9 PoisR +9	
3	40-90	4-74	<i>forg. iron chainmail leggings</i>		ColdR +4 HP +3 PP +2 PoisR +9
4	95-120	5-129	<i>Fused Steel Greaves</i>	INT +5 STR +3 ColdR +4 HP +14 PP +14 PoisR +9	
3	50-75	5-59	<i>great bear hide greaves</i>		INT +1 STR +2
2	50-75	3-39	<i>great bear hide leggings</i>		INT +1 STR +2

Wt. Skill AC Item (atTUNE; Lore; NoTrade; NoValue) Bonuses

4	120-150	6-165	<i>Hearth Forg. Greaves</i>	INT +6 STR +3 ColdR +4 HP +19 PP +13 PoisR +9	
1	1-20	2-5	<i>Hunters Leggings</i>		AGI +2
3	50-100	4-81	<i>iron brigandine leggings</i>		
3	65-85	4-60	<i>iron chainmail leggings</i>		
2	95-120	3-72	<i>kodiak hide leggings</i>	INT +4 STR +3 ColdR +4 HP +14 PP +10 PoisR +9	
2	65-90	3-53	<i>Leather Pants of Contamination</i>		INT +3 STR +1 HP +4 PP +7
2	65-90	3-53	<i>Leggings of Battle</i>		ColdR +4 HP +5 PP +6 PoisR +9
1	45-70	2-18	<i>Leggings of Contempt</i>		INT +1 STR +3 ColdR +4 PoisR +9
1	70-95	2-28	<i>Leggings of Disgust</i>		ColdR +4 HP +4 PP +7 PoisR +9
2	55-80	3-44	<i>Leggings of Gloom</i>		INT +3 STR +1 HP +7 PP +4
1	50-100	2-39	<i>Leggings of Magnificence (Tune)</i>		ColdR +4 HP +19 PP +17 PoisR +9
1	60-85	2-24	<i>Leggings of Regression</i>		ColdR +4 HP +7 PP +4 PoisR +9
1	45-70	2-28	<i>Leggings of Resplendence</i>		ColdR +4 HP +6 PP +5 PoisR +9
2	15-40	3-16	<i>Leggings of Suppression</i>		
1	15-40	2-8	<i>Leggings of the Chosen</i>		
3	50-100	6-117	<i>Leggings of the Scholar (Tune)</i>		INT +6 STR +6 HP +20 PP +16
2	55-80	3-44	<i>Leggings of the War Chief</i>		INT +2 STR +2 HP +6 PP +5
1	70-95	2-28	<i>Leggings of the Wayfarer</i>		ColdR +4 HP +6 PP +5 PoisR +9
3	40-65	5-47	<i>Legplates of Illusion</i>		INT +2 STR +2 ColdR +4 PoisR +9
2	50-75	3-40	<i>Legplates of the Behemoth</i>		INT +3 STR +1 HP +7 PP +4
3	70-95	5-85	<i>Legplates of the Hunter</i>		ColdR +4 HP +4 PP +7 PoisR +9
2	40-65	3-31	<i>Legplates of the Illusionist</i>		ColdR +4 HP +6 PP +5 PoisR +9
1	70-95	2-28	<i>merchantine bloomers</i>		ColdR +4 HP +4 PP +7 PoisR +9
1	65-90	2-26	<i>Moth Eaten Pantaloons</i>		ColdR +4 HP +5 PP +6 PoisR +9
1	50-75	2-20	<i>Oakmyst tailored leggings</i>		INT +2 STR +1
2	1-50	4-23	<i>Obsidian-Studded Pants (Tune)</i>		INT +7 STR +5 ColdR +4 HP +18 PP +18 PoisR +9
3	50-75	5-60	<i>Oxidized Brigandine Leggings</i>		INT +2 STR +2 HP +7 PP +4
2	60-85	3-48	<i>Padded Leather Leggings of Marr</i>		INT +1 STR +3 HP +7 PP +4
3	50-100	5-99	<i>pr. forg. black.iron chainm. legs. (Tune)</i>		INT +3 STR +3 ColdR +4 PoisR +9
3	100-150	4-128	<i>pr. forg. carbonite chainmail leggings</i>	INT +3 STR +3 ColdR +4 HP +8 PP +12 PoisR +9	
4	100-150	5-150	<i>pr. forg. carbonite vanguard greaves</i>	INT +2 STR +4 ColdR +4 HP +9 PP +11 PoisR +9	
3	50-100	4-86	<i>pr. forg. iron chainmail leggings</i>		ColdR +4 HP +4 PP +2 PoisR +9
2	100-150	3-86	<i>pr. tailored boiled pants</i>		INT +3 STR +3 ColdR +4 HP +11 PP +9 PoisR +9
1	50-100	1-29	<i>pr. tailored burlap pantaloons</i>		ColdR +4 HP +2 PP +4 PoisR +9
1	100-150	1-43	<i>pr. tailored canvas pantaloons</i>		INT +3 STR +3 ColdR +4 HP +9 PP +11 PoisR +9
2	50-100	3-66	<i>pr. tailored cured pants (Tune)</i>		INT +2 STR +4 ColdR +4 PoisR +9
2	1-50	3-17	<i>pr. tailored rawhide pants</i>		ColdR +4 PoisR +9
1	50-100	2-33	<i>pr. tailored roughspun pants. (Tune)</i>		INT +4 STR +2 HP +9 PP +11
1	1-50	2-10	<i>pr. tailored sackcloth pantaloons (Tune)</i>		HP +2 PP +4
2	50-100	3-57	<i>pr. tailored tanned pants</i>		ColdR +4 HP +2 PP +4 PoisR +9
1	1-50	1-9	<i>pr. tailored threadbare pantaloons</i>		
2	45-70	3-35	<i>Rat-hide Leggings</i>		INT +2 STR +2 ColdR +4 PoisR +9
2	1-50	3-16	<i>rawhide pants</i>		
1	70-95	2-28	<i>roughspun pantaloons</i>		INT +1 STR +3 ColdR +4 PoisR +9
1	20-45	2-9	<i>sackcloth pantaloons</i>		
3	60-85	5-73	<i>Sandblasted Brigandine Leggings</i>		ColdR +4 HP +6 PP +5 PoisR +9
3	1-20	5-15	<i>Savants Leggings</i>		
4	100-125	5-134	<i>Scourge Warrior Leggings</i>		INT +4 STR +4 ColdR +4 HP +16 PP +12 PoisR +9
1	60-85	2-24	<i>Scurrie Leggings</i>		INT +3 STR +1 ColdR +4 PoisR +9
3	80-130	4-111	<i>sh. forg. carbonite chainmail leggings</i>		INT +3 STR +1 ColdR +4 HP +7 PP +7 PoisR +9
4	80-130	5-130	<i>sh. forg. carbonite vanguard greaves</i>		INT +1 STR +3 ColdR +4 HP +6 PP +8 PoisR +9
3	30-80	4-62	<i>sh. forg. iron chainmail leggings</i>		ColdR +4 PoisR +9
2	80-130	3-74	<i>sh. tailored boiled pants</i>		INT +1 STR +3 ColdR +4 HP +7 PP +7 PoisR +9
1	30-80	1-21	<i>sh. tailored burlap pantaloons</i>		HP +2 PP +3
1	80-130	1-37	<i>sh. tailored canvas pantaloons</i>		INT +2 STR +2 ColdR +4 HP +9 PP +5 PoisR +9
2	30-80	3-48	<i>sh. tailored cured pants (Tune)</i>		INT +2 STR +2 ColdR +4 PoisR +9
1	30-80	2-24	<i>sh. tail. merchantine bloomers (Tune)</i>		INT +1 STR +3 HP +8 PP +4

EVERQUEST II

PRIMA OFFICIAL GAME GUIDE

Wt.	Skill	AC	Item (atTUNE; Lore; NoTrade; NoValue)	Bonuses
2	1-30	3-11	<i>sh. tailored rawhide pants</i>	
1	30-80	2-24	<i>sh. tail. roughspun pantaloons</i> (Tune)	INT +3 STR +1 HP +5 PP +7
1	1-30	2-7	<i>sh. tailored sackcloth pantaloons</i> (Tune)	HP +2 PP +2
2	30-80	3-41	<i>sh. tailored tanned pants</i>	ColdR +4 PoisR +9
1	1-30	1-6	<i>sh. tailored threadbare pantaloons</i>	ColdR +4 PoisR +9
1	120-150	2-47	<i>Silver Touched Leggings</i>	INT +4 STR +5 ColdR +4 HP +18 PP +14 PoisR +9
3	40-65	5-47	<i>Silvered Leggings</i>	ColdR +4 HP +4 PP +7 PoisR +9
1	50-75	2-20	<i>Snake-Skin Leggings</i>	INT +1 STR +3 HP +3 PP +8
1	100-125	2-38	<i>Soot Covered Pantaloons</i>	INT +4 STR +4 ColdR +4 HP +16 PP +12 PoisR +9
1	70-95	2-28	<i>Spider Silk Leggings</i>	ColdR +4 HP +6 PP +5 PoisR +9
1	55-80	2-22	<i>Spirit Woven Leggings</i>	INT +2 STR +2 HP +7 PP +4
3	110-135	5-124	<i>steel brigandine leggings</i>	INT +3 STR +5 ColdR +4 HP +14 PP +14 PoisR +9
3	100-125	5-115	<i>steel forg. chainmail leggings</i>	INT +4 STR +4 ColdR +4 HP +16 PP +12 PoisR +9
4	110-135	5-145	<i>steel platemail legplates</i>	INT +6 STR +2 ColdR +4 HP +15 PP +13 PoisR +9
2	120-150	3-95	<i>Steel Stitched Leggings</i>	INT +4 STR +5 ColdR +4 HP +19 PP +13 PoisR +9
4	115-135	4-120	<i>steel vanguard greaves</i>	
2	75-105	3-66	<i>strap sewn breeches</i>	INT +3 STR +2 ColdR +4 PoisR +9
2	25-55	3-23	<i>substance stained greaves</i>	STR +1
1	25-55	2-12	<i>substance stained leggings</i>	STR +1
1	45-70	2-17	<i>Substance Stained Leggings</i>	INT +2 STR +1 ColdR +4 PoisR +9
2	120-150	3-95	<i>Sun Touched Greaves</i>	INT +4 STR +5 ColdR +4 HP +17 PP +15 PoisR +9
2	90-140	3-80	<i>tailored boiled pants</i>	INT +1 STR +4 ColdR +4 HP +6 PP +11 PoisR +9
1	40-90	1-25	<i>tailored burlap pantaloons</i>	ColdR +4 HP +4 PP +1 PoisR +9
1	90-140	1-40	<i>tailored canvas pantaloons</i>	INT +2 STR +3 ColdR +4 HP +8 PP +9 PoisR +9
2	40-90	3-57	<i>tailored cured pants</i> (Tune)	INT +2 STR +3 ColdR +4 PoisR +9
1	40-90	2-28	<i>tailored merchantine bloomers</i> (Tune)	ColdR +4 HP +8 PP +8 PoisR +9
2	1-40	3-15	<i>tailored rawhide pants</i>	ColdR +4 PoisR +9
1	40-90	2-28	<i>tailored roughspun pantaloons</i> (Tune)	INT +2 STR +3 ColdR +4
1	1-40	2-9	<i>tailored sackcloth pantaloons</i> (Tune)	ColdR +4
2	40-90	3-49	<i>tailored tanned pants</i>	HP +2 PP +3
1	1-40	1-8	<i>tailored threadbare pantaloons</i>	PP +3
1	105-130	2-40	<i>Thexian Battlemage Leggings</i>	INT +1 STR +7 ColdR +4 HP +12 PP +16 PoisR +9
3	110-135	5-124	<i>Thexian Dragoon Greaves</i>	INT +5 STR +3 ColdR +4 HP +11 PP +17 PoisR +9
2	120-150	3-95	<i>Thick Banded Greaves</i>	INT +4 STR +5 ColdR +4 HP +18 PP +14 PoisR +9
1	120-150	2-47	<i>Thick Woven Leggings</i>	INT +4 STR +5 ColdR +4 HP +20 PP +12 PoisR +9
1	1-50	1-8	<i>threadbare pantaloons</i>	
3	120-150	5-142	<i>Trade Cured Greaves</i>	INT +6 STR +3 ColdR +4 HP +13 PP +19 PoisR +9
3	120-150	5-142	<i>Trade Link Greaves</i>	INT +4 STR +5 ColdR +4 HP +12 PP +20 PoisR +9
2	65-90	3-53	<i>Waterlogged Leather Leggings</i>	ColdR +4 HP +6 PP +5 PoisR +9
1	75-105	2-33	<i>weed woven breeches</i>	ColdR +4 HP +9 PP +6 PoisR +9
2	50-100	3-54	<i>woven cordovan pants</i>	
2	100-125	3-77	<i>woven cuirboilli pants</i>	INT +2 STR +6 ColdR +4 HP +19 PP +9 PoisR +9
2	115-140	3-86	<i>Woven Guardian Chitin Leggings</i>	INT +5 STR +3 ColdR +4 HP +15 PP +13 PoisR +9
2	120-145	3-89	<i>Woven Leggings of The Storm Lords</i>	INT +4 STR +4 ColdR +4 HP +10 PP +18 PoisR +9
2	1-50	3-16	<i>woven rawhide leggings</i>	
2	15-40	3-16	<i>woven waxed leggings</i>	

Feet

1	1-20	1-3	<i>Acolyte Boots</i>	
1	70-100	1-21	<i>alchemist worn boots</i>	HP +2 MagR +5 PP +1 MentR +6
1	1-20	1-3	<i>Apprentices Boots</i>	
1	50-75	1-13	<i>Azure Boots</i>	HP +5 MagR +5 PP +6 MentR +6
3	55-80	3-44	<i>black. iron boots</i>	AGI +1 STA +3 MagR +5 MentR +6
3	55-80	3-44	<i>black. iron brigandine footpads</i>	AGI +3 STA +1 HP +5 PP +6

Wt.	Skill	AC	Item (atTUNE; Lore; NoTrade; NoValue)	Bonuses
2	95-115	2-39	<i>boiled leather boots</i>	
2	100-150	2-54	<i>boiled woven sandals</i>	
2	55-80	2-29	<i>Boots of Lost Souls</i>	AGI +1 STA +3 MagR +5 MentR +6
1	95-125	1-26	<i>Boots of Malice</i>	AGI +5 STA +4 HP +18 MagR +5 PP +14 MentR +6
2	40-65	2-21	<i>Boots of Mortality</i>	HP +4 MagR +5 PP +7 MentR +6
2	65-90	2-35	<i>Boots of Relinquishment</i>	HP +9 MagR +5 PP +2 MentR +6
2	95-125	2-52	<i>Boots of the Grave</i>	AGI +4 STA +5 HP +18 MagR +5 PP +14 MentR +6
3	60-85	3-48	<i>Boots of the Stout</i>	HP +7 MagR +5 PP +4 MentR +6
2	50-75	2-27	<i>Boots of the Weaponsmith</i>	AGI +4 MagR +5 MentR +6
3	100-150	4-117	<i>Boots of the Wind</i> (Tune)	AGI +3 STA +5 HP +11 MagR +5 PP +17 MentR +6
2	70-95	2-38	<i>Boots of the Zombie Monarch</i>	AGI +3 STA +1 HP +6 PP +5
1	45-65	1-9	<i>burlap slippers</i>	
1	100-150	1-27	<i>canvas slippers</i>	
3	115-135	3-69	<i>carbonite brigandine boots</i>	
3	100-150	3-81	<i>carbonite chainmail boots</i>	
4	125-145	3-86	<i>carbonite platemail tonlets</i>	
2	120-150	2-63	<i>Chainweave Sandals</i>	AGI +5 STA +4 HP +15 MagR +5 PP +17 MentR +6
1	175-200	1-40	<i>Clothspinner Silken Slippers</i>	AGI +4 STA +3 HP +5 MagR +5 PP +19 MentR +6
1	25-55	1-8	<i>cog marked boots</i>	HP +3
4	120-150	4-110	<i>Cold Hammered Boots</i>	AGI +4 STA +5 HP +18 MagR +5 PP +14 MentR +6
3	120-150	3-95	<i>Cold Link Boots</i>	AGI +5 STA +4 HP +14 MagR +5 PP +18 MentR +6
2	75-95	2-32	<i>cordovan boots</i>	
2	15-45	2-13	<i>cracked Teir'Dal boots</i>	MagR +5
3	70-120	3-68	<i>cr. forg. carbonite chainmail boots</i>	AGI +1 STA +1 HP +5 MagR +5 PP +7 MentR +6
4	70-120	3-80	<i>cr. forg. carbonite vanguard sabatons</i>	AGI +1 STA +1 HP +6 MagR +5 PP +6 MentR +6
3	20-70	3-33	<i>cr. forg. iron chainmail boots</i>	HP +2 PP +2
2	70-120	2-46	<i>cr. tailored boiled boots</i>	AGI +1 STA +1 HP +7 MagR +5 PP +5 MentR +6
1	20-70	1-11	<i>cr. tailored burlap slippers</i>	HP +2 MagR +5 PP +2 MentR +6
1	70-120	1-23	<i>cr. tailored canvas slippers</i>	AGI +1 STA +1 HP +5 MagR +5 PP +7 MentR +6
2	20-70	2-26	<i>cr. tailored cured boots</i> (Tune)	AGI +1 STA +1 MagR +5 MentR +6
1	20-70	1-13	<i>cr. tailored merchantine shoes</i> (Tune)	HP +2 MagR +5 PP +6 MentR +6
2	1-20	2-6	<i>cr. tailored rawhide boots</i>	HP +2 PP +1
1	20-70	1-13	<i>cr. tailored roughspun slippers</i> (Tune)	AGI +1 STA +1 MagR +5 MentR +6
1	1-20	1-4	<i>cr. tailored sackcloth slippers</i> (Tune)	AGI +1
2	20-70	2-22	<i>cr. tailored tanned boots</i>	HP +2 PP +2
1	1-20	1-3	<i>cr. tailored threadbare slippers</i>	MagR +5 MentR +6
2	105-130	2-53	<i>cuirboilli leather boots</i>	AGI +3 STA +5 HP +16 MagR +5 PP +12 MentR +6
2	45-70	2-24	<i>cured leather sandals</i>	AGI +2 STA +2 HP +4 PP +7
3	70-100	3-63	<i>Dane's chain boots</i>	AGI +3 STA +2 MagR +5 MentR +6
2	70-100	2-42	<i>Dane's light boots</i>	AGI +3 STA +2 MagR +5 MentR +6
1	70-100	1-21	<i>Dane's light shoes</i>	AGI +1 STA +4 MagR +5 MentR +6
2	50-75	2-27	<i>Dark Coven Boots</i>	AGI +1 STA +3 HP +7 PP +4
3	100-150	4-117	<i>Decrepit Brigandine Boots</i> (Tune)	AGI +6 STA +10 HP +24 MagR +5 PP +24 MentR +6
2	65-90	2-35	<i>Diaphanous Boots</i>	AGI +3 STA +1 HP +6 PP +5
3	120-150	3-95	<i>Double Studded Boots</i>	AGI +5 STA +4 HP +15 MagR +5 PP +17 MentR +6
3	110-150	3-103	<i>Dwarven Work Boots</i> (L;NT)	AGI +7 STR +5 DisR +8 HP +25 PP +15 PoisR +9
4	95-120	4-86	<i>Enchanted Tonlets</i>	AGI +3 STA +5 HP +16 MagR +5 PP +12 MentR +6
2	1-20	2-7	<i>Footman Boots</i>	
2	45-70	2-24	<i>Footman's Leather Boots</i>	HP +9 MagR +5 PP +2 MentR +6
3	40-90	3-57	<i>forg. black. iron chainmail boots</i> (Tune)	HP +6 MagR +5 PP +10 MentR +6
3	90-140	3-80	<i>forg. carbonite chainmail boots</i>	AGI +3 STA +2 HP +8 MagR +5 PP +9 MentR +6
4	90-140	3-93	<i>forg. carbonite vanguard sabatons</i>	AGI +3 STA +2 HP +9 MagR +5 PP +8 MentR +6
3	40-90	3-49	<i>forg. iron chainmail boots</i>	HP +2 MagR +5 PP +3 MentR +6

Wt.	Skill	AC	Item (atTUNE; Lore; NoTrade; NoValue)	Bonuses	Wt.	Skill	AC	Item (atTUNE; Lore; NoTrade; NoValue)	Bonuses
3	50-100	4-78	<i>Fur-Lined Brigandine Footpads</i> (Tune)	HP +18 MagR +5 PP +18 MentR +6	2	1-30	2-8	<i>sh. tailored rawhide boots</i>	HP +2 PP +1
2	95-120	2-49	<i>Gawar's Boots</i>	AGI +5 STA +3 HP +14 MagR +5 PP +14 MentR +6	1	30-80	1-16	<i>sh. tailored roughspun slippers</i> (Tune)	AGI +2 STA +2 HP +6 PP +6
2	50-75	2-27	<i>Gnoll Fur Boots</i>	AGI +1 STA +3 HP +7 PP +4	1	1-30	1-4	<i>sh. tailored sackcloth slippers</i> (Tune)	MagR +5 MentR +6
3	120-145	3-89	<i>Guardian Chitin Reinforced Boots</i>	AGI +3 STA +5 HP +11 MagR +5 PP +17 MentR +6	2	30-80	2-27	<i>sh. tailored tanned boots</i>	HP +2 PP +3
3	95-120	3-73	<i>Gurmundls Chainmail Feet</i>	AGI +5 STA +3 HP +11 MagR +5 PP +17 MentR +6	1	1-30	1-4	<i>sh. tailored threadbare slippers</i>	
4	120-150	4-110	<i>Hearth Forg. Boots</i>	AGI +4 STA +5 HP +19 MagR +5 PP +13 MentR +6	3	45-70	3-35	<i>Shell Studded Boots</i>	AGI +2 STA +2 MagR +5 MentR +6
1	1-20	1-3	<i>Hunters Boots</i>		2	15-40	2-11	<i>Shoreside Padded Boots</i>	
1	120-145	1-30	<i>Imp-Hide Slippers</i>	AGI +4 STA +4 HP +12 MagR +5 PP +16 MentR +6	1	20-45	1-6	<i>silkspun slippers</i>	
3	75-95	3-47	<i>iron brigandine footpads</i>		2	40-65	2-21	<i>Silt Wrought Sandals</i>	AGI +2 STA +2 HP +6 PP +5
3	50-100	3-54	<i>iron chainmail boots</i>		1	120-150	1-31	<i>Silver Touched Shoes</i>	AGI +5 STA +4 HP +14 MagR +5 PP +18 MentR +6
1	20-50	1-6	<i>Journeyman's Boots</i>		1	55-80	1-15	<i>Slippers of Harvesting</i>	AGI +1 STA +3 MagR +5 MentR +6
2	95-120	2-48	<i>kodiak hide boots</i>	AGI +5 STA +2 HP +11 MagR +5 PP +13 MentR +6	2	45-70	2-24	<i>Slippers of Severance</i>	STA +4 MagR +5 MentR +6
3	70-95	3-57	<i>Kreelak's Chain Linked Boots</i>	AGI +2 STA +2 HP +6 PP +5	2	5-30	2-8	<i>Snakehide Shoes</i>	
4	100-125	4-89	<i>laensteel vanguard sabatons</i>	AGI +4 STA +4 HP +14 MagR +5 PP +14 MentR +6	1	50-75	1-13	<i>Spider Silk Boots</i>	
2	40-65	2-21	<i>Lonetusk Woven Boots</i>	HP +5 MagR +5 PP +6 MentR +6	3	50-100	4-78	<i>Spiked Boots</i> (Tune)	AGI +3 STA +1 HP +5 PP +6
1	1-20	1-3	<i>Malodorous Slippers</i>		3	100-125	3-77	<i>steel brigandine boots</i>	AGI +2 STA +6 HP +12 MagR +5 PP +16 MentR +6
1	65-90	1-18	<i>merchantine shoes</i>	HP +7 MagR +5 PP +4 MentR +6	3	95-120	3-73	<i>steel forg. chainmail boots</i>	AGI +4 STA +4 HP +16 MagR +5 PP +12 MentR +6
3	100-140	3-96	<i>Polished Darkpaw chain boots</i>	AGI +5 STA +7 HP +18 MagR +5 PP +22 MentR +6	4	110-135	4-96	<i>steel platemail tonlets</i>	AGI +3 STA +5 HP +15 MagR +5 PP +13 MentR +6
3	100-150	3-86	<i>pr. forg. carbonite chainmail boots</i>	AGI +4 STA +2 HP +10 MagR +5 PP +10 MentR +6	2	120-150	2-63	<i>Steel Stitched Sandals</i>	AGI +4 STA +5 HP +13 MagR +5 PP +19 MentR +6
4	100-150	3-100	<i>pr. forg. carbonite vanguard sabatons</i>	AGI +3 STA +3 HP +7 MagR +5 PP +13 MentR +6	4	100-150	3-95	<i>steel vanguard sabatons</i>	
3	50-100	3-57	<i>pr. forg. iron chainmail boots</i>	HP +2 MagR +5 PP +4 MentR +6	2	120-150	2-63	<i>Sun Touched Boots</i>	AGI +4 STA +5 HP +20 MagR +5 PP +12 MentR +6
2	100-150	2-57	<i>pr. tailored boiled boots</i>	AGI +4 STA +2 HP +11 MagR +5 PP +9 MentR +6	2	90-140	2-53	<i>tailored boiled boots</i>	AGI +1 STA +4 HP +8 MagR +5 PP +9 MentR +6
1	50-100	1-19	<i>pr. tailored burlap slippers</i>	HP +4 PP +2	1	40-90	1-16	<i>tailored burlap slippers</i>	HP +3 PP +2
1	100-150	1-28	<i>pr. tailored canvas slippers</i>	AGI +2 STA +4 HP +10 MagR +5 PP +10 MentR +6	1	90-140	1-27	<i>tailored canvas slippers</i>	AGI +4 STA +1 HP +12 MagR +5 PP +5 MentR +6
2	50-100	2-44	<i>pr. tailored cured boots</i> (Tune)	AGI +2 STA +4 MagR +5 MentR +6	2	40-90	2-38	<i>tailored cured boots</i> (Tune)	AGI +4 STA +1 HP +9 PP +7
1	50-100	1-22	<i>pr. tailored merchantine shoes</i> (Tune)	AGI +3 STA +3 MagR +5 MentR +6	1	40-90	1-19	<i>tailored merchantine shoes</i> (Tune)	HP +8 MagR +5 PP +8 MentR +6
2	1-50	2-11	<i>pr. tailored rawhide boots</i>		2	1-40	2-10	<i>tailored rawhide boots</i>	HP +1 PP +2
1	50-100	1-22	<i>pr. tailored roughspun slippers</i> (Tune)	AGI +2 STA +4 MagR +5 MentR +6	1	40-90	1-19	<i>tailored roughspun slippers</i> (Tune)	AGI +2 STA +3 MagR +5 MentR +6
1	1-50	1-7	<i>pr. tailored sackcloth slippers</i> (Tune)	AGI +2 STA +1	1	1-40	1-6	<i>tailored sackcloth slippers</i> (Tune)	AGI +1 STA +1
2	50-100	2-38	<i>pr. tailored tanned boots</i>	MagR +5 MentR +6	2	40-90	2-33	<i>tailored tanned boots</i>	HP +2 PP +3
1	1-50	1-6	<i>pr. tailored threadbare slippers</i>	HP +1 PP +2	1	1-40	1-5	<i>tailored threadbare slippers</i>	
2	1-20	2-7	<i>Pungent Leather Boots</i>		2	40-65	2-21	<i>tanned leather boots</i>	AGI +3 STA +1 HP +5 PP +6
2	105-130	2-53	<i>Rat Fur Lined Boots</i>	AGI +4 STA +4 HP +15 MagR +5 PP +13 MentR +6	1	15-45	1-6	<i>tattered Teir'Dal boots</i>	MagR +5
2	55-80	2-29	<i>Rat-hide Boots</i>	AGI +3 STA +1 MagR +5 MentR +6	1	100-125	1-26	<i>Thexian Battlemage Boots</i>	AGI +5 STA +3 HP +15 MagR +5 PP +13 MentR +6
2	1-50	2-11	<i>rawhide boots</i>		3	105-130	3-80	<i>Thexian Dragoon Boots</i>	AGI +3 STA +5 HP +17 MagR +5 PP +11 MentR +6
1	70-95	1-19	<i>Regal Slippers</i>	HP +4 MagR +5 PP +7 MentR +6	2	120-150	2-63	<i>Thick Banded Boots</i>	AGI +5 STA +4 HP +16 MagR +5 PP +16 MentR +6
2	60-85	2-32	<i>Rhino Hide Boots</i>	HP +6 MagR +5 PP +5 MentR +6	1	120-150	1-31	<i>Thick Woven Shoes</i>	AGI +4 STA +5 HP +14 MagR +5 PP +18 MentR +6
1	15-45	1-6	<i>root etched boots</i>	HP +3	1	10-30	1-3	<i>threadbare slippers</i>	
1	45-70	1-12	<i>Root Etched Boots</i>	AGI +1 STA +2 MagR +5	3	70-95	3-57	<i>Tonlets of Eternity</i>	HP +6 MagR +5 PP +5 MentR +6
2	15-45	2-13	<i>root scuffed boots</i>	HP +3	3	120-150	3-95	<i>Trade Cured Boots</i>	AGI +2 STA +7 HP +17 MagR +5 PP +15 MentR +6
1	100-125	1-26	<i>ruckas slippers</i>	AGI +4 STA +4 HP +13 MagR +5 PP +15 MentR +6	3	120-150	3-95	<i>Trade Link Boots</i>	AGI +4 STA +5 HP +19 MagR +5 PP +13 MentR +6
4	95-120	4-86	<i>Sabatons of The Observer</i>	AGI +4 STA +4 HP +12 MagR +5 PP +16 MentR +6	1	95-120	1-24	<i>Underbulk Boots</i>	AGI +3 STA +5 HP +12 MagR +5 PP +16 MentR +6
1	1-25	1-4	<i>sackcloth slippers</i>		2	50-75	2-27	<i>Windruned Boots</i>	HP +5 MagR +5 PP +6 MentR +6
3	80-130	3-74	<i>sh. forg. carbonite chainmail boots</i>	AGI +2 STA +2 HP +8 MagR +5 PP +6 MentR +6	2	65-85	2-27	<i>woven cordovan boots</i>	
4	80-130	3-86	<i>sh. forg. carbonite vanguard sabatons</i>	AGI +3 STA +1 HP +7 MagR +5 PP +7 MentR +6	2	115-140	2-57	<i>woven cuirboilli boots</i>	AGI +3 STA +5 HP +12 MagR +5 PP +16 MentR +6
3	30-80	3-41	<i>sh. forg. iron chainmail boots</i>	MagR +5 MentR +6	2	1-50	2-11	<i>woven rawhide sandals</i>	
2	80-130	2-49	<i>sh. tailored boiled boots</i>	AGI +2 STA +2 HP +9 MagR +5 PP +5 MentR +6	2	5-30	2-8	<i>woven waxed sandals</i>	
1	30-80	1-14	<i>sh. tailored burlap slippers</i>	HP +3 PP +2					
1	80-130	1-25	<i>sh. tailored canvas slippers</i>	AGI +3 STA +1 HP +6 MagR +5 PP +8 MentR +6					
2	30-80	2-32	<i>sh. tailored cured boots</i> (Tune)	AGI +2 STA +2 MagR +5 MentR +6					
1	30-80	1-16	<i>sh. tailored merchantine shoes</i> (Tune)	AGI +2 STA +2 HP +6 PP +6					

EVERQUEST II

PRIMA OFFICIAL GAME GUIDE

SHIELDS

Wt.	Skill	MaxSF	Item (atTUNE; Lore; NoTrade; NoValue)	Bonuses
15	95-125	252	<i>Aegis of the Guardian</i> (L;NT)	STA +4 STR +6 HP +18 PP +16
3	100-120	0	<i>agate orb</i>	INT +2 WIS +2 HP +6 PP +6
3	20-45	5	<i>alderwood buckler</i>	
1	1-20	0	<i>alderwood fiber tome</i>	INT +1 WIS +2
8	1-20	8	<i>alderwood round shield</i>	
3	55-80	31	<i>Algae Covered Shell Buckler</i>	INT +2 WIS +2 HP +5 PP +6
3	40-65	0	<i>Amethyst Orb</i>	INT +1 WIS +3 HP +6 PP +5
3	45-70	0	<i>Ancestral Orb</i>	INT +3 WIS +1 HP +6 PP +5
15	95-120	245	<i>Ancient Kite Shield</i>	INT +2 WIS +6 HP +12 PP +17
8	55-80	49	<i>Anodized Round Shield</i>	INT +1 WIS +3 HP +6 PP +6
3	1-15	5	<i>Antiquated Buckler</i>	
3	70-95	0	<i>Antonican Guard Figurine</i>	INT +1 WIS +2 HP +2 PP +6
3	45-70	30	<i>Armadillo Hide Buckler</i>	INT +1 WIS +2 HP +5 PP +3
15	45-70	72	<i>Armadillo Hide Kite Shield</i>	INT +1 WIS +2 HP +5 PP +3
8	45-70	48	<i>Armadillo Hide Round Shield</i>	INT +1 WIS +2 HP +5 PP +3
20	45-70	90	<i>Armadillo Hide Tower Shield</i>	INT +1 WIS +2 HP +5 PP +3
8	70-95	49	<i>Armadillo Plated Round Shield</i>	INT +2 WIS +2 HP +4 PP +7
20	120-145	306	<i>Ashen Bone Tower Shield</i>	INT +4 WIS +4 HP +13 PP +16
3	100-150	85	<i>ashwood buckler</i>	
3	125-145	0	<i>ashwood kite shield</i>	INT +2 WIS +2 HP +4 PP +8
8	100-150	136	<i>ashwood round shield</i>	
1	100-120	0	<i>ashwood tome</i>	INT +3 WIS +1 HP +3 PP +9
8	45-70	49	<i>Barnacle-Covered Round Shield</i>	INT +2 WIS +2 HP +6 PP +5
20	120-145	306	<i>Battlemasters Tower Shield</i>	INT +5 WIS +3 HP +16 PP +12
3	20-45	5	<i>Bile Entwined Buckler</i>	
1	10-35	0	<i>Bile Entwined Tome</i>	HP +2 PP +3
8	45-70	49	<i>Black Bark Round Shield</i>	INT +2 WIS +2 HP +6 PP +5
3	45-70	31	<i>Bladebreaker</i>	INT +2 WIS +2 HP +5 PP +6
3	70-95	0	<i>Blizzard Worn Sphere</i>	INT +3 WIS +1 HP +5 PP +6
3	65-90	31	<i>Bloodstained Buckler</i>	INT +2 WIS +2 HP +6 PP +6
3	55-80	31	<i>bone buckler</i>	INT +3 WIS +1 HP +5 PP +6
8	115-140	163	<i>Bone Clasped Round Shield</i>	INT +5 WIS +3 HP +15 PP +13
3	120-145	102	<i>Bone Inlaid Buckler</i>	INT +5 WIS +3 HP +13 PP +15
8	65-90	49	<i>bone round shield</i>	INT +1 WIS +3 HP +5 PP +6
1	70-95	0	<i>bone sheet tome</i>	INT +2 WIS +2 HP +8 PP +4
15	70-95	73	<i>Bramblewood Round Shield</i>	INT +3 WIS +1 HP +6 PP +5
3	70-95	31	<i>Brass Studded Buckler</i>	INT +3 WIS +1 HP +5 PP +6
3	1-25	0	<i>bronze symbol</i>	INT +2 WIS +1
3	45-70	31	<i>Buckler of Benevolence</i>	INT +1 WIS +3 HP +5 PP +6
3	60-85	31	<i>Buckler of Shadow</i>	INT +1 WIS +3 HP +5 PP +6
3	1-25	5	<i>Buckler of the Arc</i>	
3	25-45	4	<i>Buckler of the Keepers</i>	
3	65-90	31	<i>Buckler of the Walking Dead</i>	INT +1 WIS +3 HP +6 PP +5
3	1-15	0	<i>Bulwark of Elementalting</i>	HP +4 PP +1
3	40-65	0	<i>Bulwark of the Advisor</i>	INT +2 WIS +2 HP +5 PP +6
8	120-145	163	<i>Bulwark of Wind</i>	INT +3 WIS +5 HP +13 PP +15
3	120-145	0	<i>Captains Enchanted Talisman</i>	INT +4 WIS +4 HP +14 PP +14
3	1-20	0	<i>Carved Bone Idol</i>	WIS +1
3	95-115	0	<i>ceramic censer</i>	INT +3 WIS +1 HP +9 PP +4
3	100-150	0	<i>ceramic idol</i>	INT +2 WIS +3 HP +9 PP +7
3	100-150	0	<i>ceramic symbol</i>	INT +3 WIS +2 HP +6 PP +10
3	100-150	0	<i>ceramic tablet</i>	INT +3 WIS +2 HP +6 PP +11
8	1-40	9	<i>cond. alder round shield</i> (Tune)	HP +3 PP +3
3	90-140	90	<i>cond. ash buckler</i>	INT +3 WIS +2 HP +6 PP +11
15	90-140	216	<i>cond. ash kite shield</i>	INT +2 WIS +3 HP +6 PP +12
8	90-140	144	<i>cond. ash round shield</i>	INT +2 WIS +3 HP +8 PP +9
20	90-140	270	<i>cond. ash tower shield</i>	INT +2 WIS +3 HP +8 PP +9
8	1-40	7	<i>cond. elm round shield</i>	
3	40-90	27	<i>cond. maple buckler</i>	HP +2 PP +3
15	40-90	65	<i>cond. maple kite shield</i>	INT +1 WIS +1 HP +2 PP +4
8	40-90	43	<i>cond. maple round shield</i>	HP +2 PP +4
1	1-40	0	<i>cond. rawhide tome</i>	HP +1 PP +2
3	50-70	0	<i>copper symbol</i>	INT +1 PP +2
3	45-70	0	<i>coral orb</i>	INT +3 WIS +1 HP +7 PP +4

Wt.	Skill	MaxSF	Item (atTUNE; Lore; NoTrade; NoValue)	Bonuses
3	100-125	102	<i>Coral Tide Buckler</i>	INT +3 WIS +3 HP +9 PP +11
3	1-20	0	<i>Crab Shell Drums</i>	WIS +1
8	110-135	163	<i>Crested Round Shield</i>	INT +4 WIS +4 HP +15 PP +13
8	1-20	9	<i>cr. cond. alder round shield</i> (Tune)	HP +2 PP +4
3	70-120	90	<i>cr. cond. ash buckler</i>	INT +2 HP +7 PP +5
15	70-120	216	<i>cr. cond. ash kite shield</i>	INT +1 WIS +1 HP +9 PP +4
8	70-120	144	<i>cr. cond. ash round shield</i>	WIS +2 HP +5 PP +8
20	70-120	270	<i>cr. cond. ash tower shield</i>	WIS +2 HP +5 PP +7
8	1-20	7	<i>cr. cond. elm round shield</i>	HP +3
3	20-70	27	<i>cr. cond. maple buckler</i>	HP +1 PP +3
15	20-70	65	<i>cr. cond. maple kite shield</i>	WIS +1 HP +1 PP +3
8	20-70	43	<i>cr. cond. maple round shield</i>	HP +2 PP +2
1	1-20	0	<i>cr. cond. rawhide tome</i>	INT +1
1	1-20	0	<i>cr. cond. waxed tome</i> (Tune)	INT +1 WIS +2
3	1-20	0	<i>cr. fash. bronze symbol</i> (Tune)	INT +1 WIS +2
3	20-70	0	<i>cr. fash. electrum symbol</i>	WIS +1 HP +2 PP +2
1	20-70	0	<i>cr. fash. tanned tome</i>	WIS +1 HP +2 PP +2
3	1-20	0	<i>cr. fash. tin symbol</i>	INT +1
3	20-70	0	<i>cr. fash. turquoise orb</i>	WIS +1 HP +2 PP +2
3	95-125	105	<i>cr. wooden buckler</i>	INT +4 WIS +5 HP +16 PP +16
3	1-20	5	<i>Cryptrobber's Shield</i>	
8	50-75	49	<i>Crystallized Round Shield</i>	INT +1 WIS +3 HP +5 PP +6
1	105-130	0	<i>Cyptic Tome</i>	INT +3 WIS +3 HP +11 PP +10
3	60-85	0	<i>Darkpaw Symbol</i>	INT +1 WIS +3 HP +6 PP +5
1	60-85	0	<i>Darkpaw Tome</i>	INT +2 WIS +2 HP +6 PP +5
8	120-145	163	<i>Darkpriest Round Shield</i>	INT +4 WIS +4 HP +15 PP +14
8	60-85	49	<i>Dragoon Round Shield</i>	INT +2 WIS +2 HP +6 PP +6
8	50-75	49	<i>Ebon Round Shield</i>	INT +2 WIS +2 HP +4 PP +8
3	110-135	0	<i>electrum censer</i>	INT +3 WIS +5 HP +13 PP +15
3	50-75	31	<i>Electrum Forg. Buckler</i>	INT +2 WIS +2 HP +4 PP +7
3	100-125	0	<i>electrum idol</i>	INT +4 WIS +4 HP +12 PP +16
3	90-115	0	<i>electrum tablet</i>	INT +4 WIS +4 HP +14 PP +14
3	1-50	4	<i>elm buckler</i>	
1	1-50	0	<i>elm fiber tome</i>	HP +1 PP +1
8	5-25	6	<i>elm round shield</i>	
8	100-125	163	<i>Emblazoned Round Shield</i>	INT +4 WIS +4 HP +14 PP +14
8	95-120	163	<i>Enchanted Round Shield</i>	INT +3 WIS +5 HP +14 PP +14
8	60-85	49	<i>Fanged Skull Round Shield</i>	INT +3 WIS +1 HP +6 PP +5
3	1-40	0	<i>fash. bronze symbol</i> (Tune)	INT +2 WIS +2
3	40-90	0	<i>fash. electrum symbol</i>	INT +1 WIS +1 HP +4 PP +2
1	40-90	0	<i>fash. tanned tome</i>	INT +1 WIS +1 HP +2 PP +3
3	1-40	0	<i>fash. tin symbol</i>	PP +3
3	40-90	0	<i>fash. turquoise orb</i>	INT +1 WIS +1 HP +2 PP +3
3	100-125	0	<i>Firemist Orb</i>	INT +3 WIS +3 HP +12 PP +8
3	105-130	102	<i>firwood buckler</i>	INT +4 WIS +4 HP +17 PP +11
15	115-140	245	<i>firwood kite shield</i>	INT +4 WIS +4 HP +13 PP +15
8	115-140	163	<i>firwood round shield</i>	INT +4 WIS +4 HP +13 PP +15
1	105-130	0	<i>firwood tome</i>	INT +5 WIS +3 HP +16 PP +12
3	1-20	5	<i>Footman Buckler</i>	HP +3
8	70-95	49	<i>Foreman's Round Shield</i>	INT +2 WIS +2 HP +7 PP +4
3	50-100	0	<i>Glittering Myanmar Orb</i> (Tune)	INT +5 WIS +7 HP +20 PP +17
3	50-75	0	<i>Glowing Black Talisman</i>	INT +1 WIS +3 HP +6 PP +5
3	100-150	130	<i>Gnoll Bone Buckler</i> (Tune)	AGI +4 STA +8 WIS +4
3	95-125	0	<i>gnoll paw talisman</i>	INT +5 WIS +4 HP +18 PP +15
8	115-140	163	<i>Goblin Round Shield</i>	INT +4 WIS +4 HP +13 PP +16
3	50-100	40	<i>Gold-Etched Buckler of Warding</i> (Tune)	AGI +9 STA +16 ColdR +4 DivR +7 HP +25 HeatR +3 MagR +5 PP +23 MentR +6 PoisR +9
8	70-95	49	<i>Gold-Etched Round Shield of Antlers</i>	INT +2 WIS +2 HP +4 PP +7
8	60-90	50	<i>goo smeared shield</i>	INT +3 WIS +2 HP +5 PP +10
3	65-90	0	<i>Granite Hex Idol</i>	INT +1 WIS +3 HP +5 PP +6
8	70-100	50	<i>Guard of Motte</i>	INT +3 WIS +2 HP +9 PP +6
3	100-150	0	<i>Idol of Fortune</i> (Tune)	INT +7 WIS +9 HP +25 PP +23
3	90-120	0	<i>Idol of the Eternal</i>	INT +5 WIS +4 HP +18 PP +14

Wt.	Skill	MaxSF	Item (atTUNE; Lore; NoTrade; NoValue)	Bonuses
3	90-120	0	<i>Idol of the Wretched</i>	INT +5 WIS +4 HP +15 PP +18
3	60-85	0	<i>Indicolite Talisman</i>	INT +2 WIS +2 HP +6 PP +5
8	5-30	8	<i>Intricately Carved Shield</i>	
8	70-95	49	<i>Ivory Tusk Round Shield</i>	INT +1 WIS +3 HP +7 PP +5
3	120-145	0	<i>jasper orb</i>	INT +6 WIS +2 HP +12 PP +17
15	110-135	245	<i>Kite Shield of The Scion</i>	INT +4 WIS +4 HP +17 PP +12
15	110-135	245	<i>Kite Shield of the Sea</i>	INT +5 WIS +3 HP +15 PP +13
15	110-135	245	<i>Kite Shield of War</i>	INT +6 WIS +2 HP +16 PP +12
1	70-95	0	<i>Leather Bound Lexicon</i>	INT +1 WIS +3 HP +5 PP +6
3	45-70	30	<i>leather strapped buckler</i>	WIS +1 HP +2 PP +2
15	45-70	72	<i>leather strapped defender</i>	WIS +1 HP +2 PP +2
8	45-70	48	<i>leather strapped shield</i>	WIS +1 HP +2 PP +2
3	45-70	0	<i>leather strapped symbol</i>	WIS +1 HP +2 PP +2
15	50-100	94	<i>Leatherfoot Kite Shield (Tune)</i>	INT +8 WIS +4 HP +17 PP +19
3	15-40	5	<i>lodizite shell shield</i>	
8	60-85	49	<i>Luclinite Banded Round Shield</i>	INT +2 WIS +2 HP +5 PP +6
3	50-100	25	<i>maple buckler</i>	
8	45-65	38	<i>maple round shield</i>	
1	45-65	0	<i>maple sheet tome</i>	WIS +1 HP +1 PP +2
3	40-65	31	<i>Marauder's Buckler</i>	INT +3 WIS +1 HP +5 PP +7
1	45-70	0	<i>Mariner's Rhyme</i>	WIS +3 HP +5 PP +3
3	55-80	0	<i>Mirrored Symbol</i>	INT +1 WIS +3 HP +6 PP +5
8	90-115	163	<i>Mithril Round Shield</i>	INT +5 WIS +3 HP +14 PP +15
3	40-65	0	<i>Orb of Flickering Flames</i>	INT +2 WIS +2 HP +7 PP +4
3	40-65	0	<i>Orb of Prexus</i>	WIS +4 HP +5 PP +7
3	95-125	0	<i>Orb of the Fallen</i>	INT +4 WIS +5 HP +16 PP +17
3	40-70	5	<i>orc exile buckler</i>	WIS +1
8	40-70	8	<i>orc exile round shield</i>	WIS +1
1	50-75	0	<i>Orcish War Tome</i>	INT +3 WIS +1 HP +6 PP +6
15	110-135	245	<i>Ornate Runed Kite Shield</i>	INT +5 WIS +3 HP +14 PP +14
3	90-115	0	<i>Paladium Figurine</i>	INT +3 WIS +5 HP +15 PP +13
3	100-125	102	<i>Pestilence Priest Buckler</i>	INT +4 WIS +4 HP +15 PP +13
3	70-95	31	<i>Polished Brass Buckler</i>	INT +2 WIS +2 HP +7 PP +4
3	60-85	0	<i>Prayer Symbol of Zek</i>	INT +2 WIS +2 HP +6 PP +5
8	1-50	9	<i>pr. cond. alder round shield (Tune)</i>	INT +1 WIS +2
3	100-150	90	<i>pr. cond. ash buckler</i>	INT +3 WIS +3 HP +8 PP +12
15	100-150	216	<i>pr. cond. ash kite shield</i>	INT +3 WIS +3 HP +10 PP +11
8	100-150	144	<i>pr. cond. ash round shield</i>	INT +1 WIS +5 HP +10 PP +10
20	100-150	270	<i>pr. cond. ash tower shield</i>	INT +1 WIS +5 HP +12 PP +9
8	1-50	7	<i>pr. cond. elm round shield</i>	
3	50-100	27	<i>pr. cond. maple buckler</i>	HP +3 PP +3
15	50-100	65	<i>pr. cond. maple kite shield</i>	INT +1 WIS +2 HP +3 PP +4
8	50-100	43	<i>pr. cond. maple round shield</i>	HP +2 PP +4
1	1-50	0	<i>pr. cond. rawhide tome</i>	INT +1 WIS +1
3	50-100	0	<i>pr. fash. electrum symbol</i>	INT +1 WIS +1 HP +2 PP +4
1	50-100	0	<i>pr. fash. tanned tome</i>	WIS +2 HP +3 PP +3
3	1-50	0	<i>pr. fash. tin symbol</i>	HP +2 PP +1
3	50-100	0	<i>pr. fash. turquoise orb</i>	WIS +2 HP +4 PP +2
3	65-90	31	<i>Qeynos Buckler</i>	INT +1 WIS +3 HP +5 PP +6
1	1-50	0	<i>rawhide fiber tome</i>	INT +1
3	45-70	31	<i>Riveted Iron Buckler</i>	INT +3 WIS +1 HP +5 PP +6
3	120-145	102	<i>Rockblasted Buckler</i>	INT +3 WIS +5 HP +15 PP +13
15	10-35	12	<i>Rotted Kite Shield</i>	
3	55-80	31	<i>Rotting Leather Buckler</i>	INT +1 WIS +3 HP +5 PP +7
8	45-70	49	<i>Round Shield of Battle</i>	INT +2 WIS +2 HP +5 PP +6
8	45-70	49	<i>Round Shield of Deflection</i>	INT +1 WIS +3 HP +4 PP +7
8	70-95	49	<i>Round Shield of Reckoning</i>	INT +2 WIS +2 HP +6 PP +5
8	120-145	163	<i>Round Shield of Stormhold</i>	INT +3 WIS +5 HP +17 PP +11
8	95-120	163	<i>Round Shield of the Brotherhood</i>	INT +5 WIS +3 HP +15 PP +13
8	1-20	8	<i>Round Shield of the Fallen</i>	
3	70-95	0	<i>Runed Granite Symbol</i>	INT +2 WIS +2 HP +6 PP +5
8	25-45	6	<i>Runed Shield of the Magi</i>	
3	50-75	31	<i>Runewood Buckler</i>	INT +2 WIS +2 HP +5 PP +6
8	50-75	49	<i>Scaled Round Shield</i>	INT +2 WIS +2 HP +4 PP +7
3	50-75	31	<i>Serpentine Buckler</i>	INT +2 WIS +2 HP +5 PP +6
8	1-30	9	<i>sh. cond. alder round shield (Tune)</i>	INT +2 WIS +1
3	80-130	90	<i>sh. cond. ash buckler</i>	INT +3 WIS +1 HP +7 PP +7
15	80-130	216	<i>sh. cond. ash kite shield</i>	INT +2 WIS +2 HP +5 PP +9

Wt.	Skill	MaxSF	Item (atTUNE; Lore; NoTrade; NoValue)	Bonuses
8	80-130	144	<i>sh. cond. ash round shield</i>	INT +1 WIS +3 HP +9 PP +5
20	80-130	270	<i>sh. cond. ash tower shield</i>	INT +3 WIS +1 HP +6 PP +8
8	1-30	7	<i>sh. cond. elm round shield</i>	HP +2 PP +1
3	30-80	27	<i>sh. cond. maple buckler</i>	HP +2 PP +4
15	30-80	65	<i>sh. cond. maple kite shield</i>	INT +1 WIS +1 HP +2 PP +3
8	30-80	43	<i>sh. cond. maple round shield</i>	HP +3 PP +2
1	1-30	0	<i>sh. cond. rawhide tome</i>	HP +1 PP +2
3	1-30	0	<i>sh. fash. bronze symbol (Tune)</i>	HP +3 PP +3
3	30-80	0	<i>sh. fash. electrum symbol</i>	WIS +1 HP +3 PP +2
1	30-80	0	<i>sh. fash. tanned tome</i>	WIS +1 HP +1 PP +4
3	1-30	0	<i>sh. fash. tin symbol</i>	INT +1
3	30-80	0	<i>sh. fash. turquoise orb</i>	INT +1 HP +4 PP +1
3	1-25	5	<i>Shark Hide Buckler</i>	
3	105-130	0	<i>Shield of Dark Bindings</i>	INT +4 WIS +4 HP +16 PP +12
8	50-75	49	<i>Shield of Deflection</i>	INT +1 WIS +3 HP +5 PP +6
8	45-70	49	<i>Shield of Hate</i>	INT +2 WIS +2 HP +5 PP +6
3	10-35	5	<i>shield of nature</i>	
8	45-70	49	<i>Shield of Punishment</i>	INT +2 WIS +2 HP +6 PP +5
8	1-15	8	<i>Shield of Regression</i>	
3	60-85	31	<i>Shield of the Mystical Dervish</i>	INT +2 WIS +2 HP +5 PP +7
3	110-135	102	<i>Shield of the Shadowwalker</i>	INT +4 WIS +4 HP +13 PP +15
3	90-115	102	<i>Shield of the Stalker</i>	INT +4 WIS +4 HP +14 PP +14
8	1-15	6	<i>shield of truth</i>	
3	105-130	102	<i>Shiny Brass Buckler</i>	INT +5 WIS +3 HP +14 PP +14
3	25-50	5	<i>Silentblade's buckler</i>	
8	25-50	8	<i>Silentblade's shield</i>	
3	70-95	0	<i>Silver Onyx Talisman</i>	INT +3 WIS +1 HP +5 PP +6
3	65-90	0	<i>silver symbol</i>	INT +3 WIS +1 HP +7 PP +5
3	30-60	5	<i>sludge smeared shield</i>	WIS +1
3	1-20	4	<i>Small Shield of the Brokentusk</i>	
8	65-90	49	<i>Snake Scale Shield</i>	INT +2 WIS +2 HP +5 PP +6
8	45-70	49	<i>Spider Carapace Shield</i>	INT +2 WIS +2 HP +6 PP +6
8	40-65	49	<i>Splintering Round Shield</i>	INT +1 WIS +3 HP +6 PP +5
3	100-125	102	<i>Spore Covered Buckler</i>	INT +3 WIS +5 HP +17 PP +11
3	90-115	0	<i>Steel Thurible</i>	INT +3 WIS +5 HP +14 PP +14
15	90-115	245	<i>Stormshield</i>	INT +2 WIS +6 HP +15 PP +14
3	15-40	5	<i>Stretched Hide Buckler</i>	
3	1-20	0	<i>Supernatural Orb</i>	HP +1
3	70-100	0	<i>Symbol of Disease Warding</i>	INT +2 WIS +3 DisR +8
3	70-95	0	<i>Symbol of Hatred</i>	INT +2 WIS +2 HP +8 PP +4
3	60-85	0	<i>Symbol of Insight</i>	INT +3 WIS +1 HP +6 PP +6
3	70-95	0	<i>Symbol of Pestilence</i>	INT +1 WIS +3 HP +5 PP +7
3	40-65	0	<i>Symbol of The High Sea</i>	INT +2 WIS +2 HP +6 PP +6
3	45-70	0	<i>Talisman of Evasiveness</i>	WIS +4 HP +6 PP +5
3	95-120	0	<i>Talisman of Rainbow Hues</i>	INT +3 WIS +5 HP +16 PP +12
3	120-145	0	<i>Talisman of Terror</i>	INT +4 WIS +4 HP +15 PP +13
3	20-40	0	<i>tin symbol</i>	WIS +1
1	45-70	0	<i>Tome of Lore</i>	INT +2 WIS +2 HP +8 PP +4
1	40-65	0	<i>Tome of Malice</i>	INT +2 WIS +2 HP +4 PP +7
3	70-90	0	<i>turquoise orb</i>	WIS +1 HP +1 PP +2
8	40-65	49	<i>Unholy Round Shield</i>	INT +3 WIS +1 HP +6 PP +6
8	25-45	6	<i>Urchin Shield</i>	
15	110-135	245	<i>Waterlogged Kite Shield</i>	INT +4 WIS +4 HP +15 PP +14
3	90-120	0	<i>Word of Breath</i>	INT +3 WIS +2 HP +5 PP +10
3	45-70	31	<i>Zombie Hide Buckler</i>	INT +2 WIS +2 HP +7 PP +4

EVERQUEST II

PRIMA OFFICIAL GAME GUIDE

WEAPONS

Wt. Skill Dam. Dly Item (atTUNE; Lore; NoTrade; NoValue) Bonuses

One-Handed

2	55-80	5-16	2	<i>Abtenebrate Scourge</i>	AGI +1 INT +2 STR +1 HP +6 PP +5	
2	1-20	2-5	1	<i>Acolyte Sceptre</i>	AGI +2 STR +2	
2	10-35	2-6	1	<i>alderwood wand</i>		
2	5-30	2-5	1	<i>Ancient Stone Sword</i>		
2	65-90	4-12	1	<i>antler handled axe</i>	AGI +1 STR +2 HP +5 PP +4	
2	95-125	6-19	1	<i>Arrell's sword of song (L)</i>	AGI +5 STR +5	
2	60-85	4-12	1	<i>Ashenbone Axe</i>	AGI +2 STR +2 WIS +1 HP +5 PP +6	
2	100-150	7-20	1	<i>ashwood wand</i>		
2	95-125	7-21	1	<i>Aurora's Mace of Blessings (L;NT)</i>	STA +4 WIS +6	
2	95-125	7-20	1	<i>Aurora's Spear of Mysticism (L;NT)</i>	STA +4 WIS +6	
2	25-55	3-8	1	<i>badly polished dagger</i>		
2	25-55	3-9	2	<i>badly polished hammer</i>		
2	25-55	3-10	2	<i>badly polished mace</i>		
2	1-50	2-6	1	<i>battle axe</i>		
2	100-150	11-33	2	<i>Battle Hammer of Might (Tune)</i>	AGI +1 INT +3 STR +4 HP +13 PP +15	
2	1-50	2-7	2	<i>battle hammer</i>		
2	100-140	8-23	1	<i>Berik, Sword of Thunder (L;NT)</i>	AGI +2 INT +2 STR +5 WIS +4 HP +15 PP +25	
2	40-70	4-11	2	<i>Black Hammer (NT)</i>	STR +1 WIS +1	
2	50-75	4-11	1	<i>black iron battle axe</i>	AGI +2 WIS +2 HP +5 PP +6	
2	60-85	5-14	2	<i>black iron battle hammer</i>	AGI +2 STR +1 HP +8 PP +3	
2	70-95	5-14	1	<i>black iron broadsword</i>	AGI +2 STR +1 WIS +1 HP +5 PP +6	
2	55-80	3-9	1	<i>black iron cutlass</i>	AGI +1 STR +1 WIS +2 HP +3 PP +8	
2	60-85	4-11	1	<i>black iron flamberge</i>	AGI +1 INT +1 STR +1 WIS +1 HP +6 PP +6	
2	50-75	4-12	1	<i>black iron javelin</i>	AGI +1 INT +2 STR +1 WIS +1 HP +6 PP +5	
2	45-70	4-12	2	<i>black iron military pick</i>	AGI +1 INT +1 STR +1 WIS +1 HP +6 PP +6	
2	65-90	4-13	1	<i>black iron sceptre</i>	INT +1 STR +2 WIS +1 HP +7 PP +5	
2	55-80	3-9	1	<i>black iron scimitar</i>	INT +1 STR +1 WIS +2 HP +5 PP +6	
2	50-75	5-15	2	<i>black iron scourge</i>	AGI +2 STR +1 WIS +1 HP +4 PP +7	
2	45-70	3-10	1	<i>black iron spear</i>	STR +2 WIS +2 HP +5 PP +6	
2	65-90	4-12	1	<i>black iron war axe</i>	AGI +1 INT +2 WIS +1 HP +6 PP +5	
2	60-85	4-13	1	<i>black iron wizard's dagger</i>	AGI +1 INT +2 WIS +1 HP +5 PP +6	
2	40-70	3-10	1	<i>Black Rapier</i>	HP +1 PP +2	
2	40-70	3-10	1	<i>black sword</i>	HP +2 PP +1	
2	55-80	4-12	1	<i>Bone Crafted Wand</i>	AGI +2 STR +2 HP +5 PP +7	
2	95-120	5-14	1	<i>Bone Handled Cutlass</i>	AGI +1 INT +2 STR +3 WIS +3 HP +13 PP +15	
2	50-75	4-11	1	<i>bone wand</i>	AGI +2 STR +2 HP +5 PP +6	
2	70-95	4-13	1	<i>Brokentusk Foil</i>	HP +6 PP +5	
2	1-25	2-5	1	<i>bronze battle axe</i>		
2	20-45	2-7	2	<i>bronze battle hammer</i>		
2	1-15	1-4	1	<i>bronze long sword</i>		
2	5-30	2-6	1	<i>bronze scepter</i>		
2	1-25	2-5	1	<i>bronze spear</i>		
2	40-65	3-9	1	<i>Brute Crusher War Axe</i>	HP +6 PP +5	
2	40-65	3-9	1	<i>Buccaneer's Flamberge</i>	AGI +1 INT +1 STR +1 WIS +1 HP +6 PP +5	
2	70-95	6-19	2	<i>Calcified Bone Lance</i>	HP +5 PP +6	
2	100-150	6-19	1	<i>carbonite battle axe</i>		
2	100-150	7-22	2	<i>carbonite battle hammer</i>		
2	100-150	7-20	1	<i>carbonite broadsword</i>		
2	100-150	5-15	1	<i>carbonite cutlass</i>		
2	100-150	6-18	1	<i>carbonite flamberge</i>		
2	100-150	6-19	1	<i>carbonite foil</i>		
2	100-150	7-21	1	<i>carbonite javelin</i>		
2	100-150	6-17	1	<i>carbonite karabela</i>		
2	100-150	6-19	1	<i>carbonite long sword</i>		
2	100-150	8-23	2	<i>carbonite military pick</i>		
2	100-150	8-25	2	<i>carbonite morning star</i>		
2	100-150	8-25	2	<i>carbonite parrying blade</i>		
2	100-150	7-20	1	<i>carbonite sceptre</i>		
2	100-150	5-15	1	<i>carbonite scimitar</i>		

Wt. Skill Dam. Dly Item (atTUNE; Lore; NoTrade; NoValue) Bonuses

2	100-150	9-28	2	<i>carbonite scourge</i>		
2	100-150	7-20	1	<i>carbonite spear</i>		
2	100-150	10-30	2	<i>carbonite trident</i>		
2	100-150	9-27	2	<i>carbonite voulge</i>		
2	100-150	6-18	1	<i>carbonite war axe</i>		
2	100-150	7-20	1	<i>carbonite wizard's dagger</i>		
2	100-125	6-19	1	<i>Ceremonial Incantators Dagger</i>	AGI +1 INT +2 STR +3 WIS +2 HP +14 PP +14	
2	15-45	2-7	1	<i>cheap ratonga club</i>	HP +1 PP +2	
2	15-45	2-6	1	<i>cheap ratonga waraxe</i>	HP +1 PP +2	
2	20-45	2-6	1	<i>clan gruttooth sceptre</i>		
2	1-40	2-7	1	<i>cond. alder wand (Tune)</i>	HP +3 PP +3	
2	90-140	7-21	1	<i>cond. ash wand</i>	AGI +1 STR +3 WIS +1 HP +13 PP +4	
2	1-40	2-6	1	<i>cond. elm wand</i>		
2	40-90	4-13	1	<i>cond. maple wand</i>	HP +2 PP +3	
2	50-75	4-12	2	<i>Corrupt Warhammer</i>	AGI +1 STR +2 WIS +2 HP +5 PP +6	
2	1-20	1-4	1	<i>crab-shell stickler</i>	INT +3 HP +4 PP +5 PoisR +9	
2	60-80	4-11	1	<i>cracked maple wand</i>		
2	15-40	2-6	1	<i>cracked sceptre of smashing</i>	STA +3 HP +5 MagR +5 PP +4	
2	1-20	2-5	1	<i>cr. club (NV)</i>		
2	1-20	2-5	1	<i>cr. cond. alder wand (Tune)</i>	HP +2 PP +4	
2	70-120	6-18	1	<i>cr. cond. ash wand</i>	INT +1 STR +1 WIS +1 HP +6 PP +6	
2	1-20	1-4	1	<i>cr. cond. elm wand</i>	HP +2 PP +1	
2	20-70	3-10	1	<i>cr. cond. maple wand</i>	HP +2 PP +2	
2	1-20	1-4	1	<i>cr. dagger (NV)</i>		
2	1-20	1-4	1	<i>cr. dirk (NV)</i>		
2	20-70	4-13	2	<i>cr. forg. black iron battle ham. (Tune)</i>	AGI +1 INT +2 STR +1 WIS +1 HP +7 PP +6	
2	20-70	4-11	1	<i>cr. forg. black iron long sword (Tune)</i>	INT +2 STR +1 WIS +2 HP +6 PP +6	
2	20-70	4-12	1	<i>cr. forg. black iron spear (Tune)</i>	INT +2 STR +1 WIS +1 HP +6 PP +6	
2	1-20	2-5	1	<i>cr. forg. bronze battle axe (Tune)</i>	HP +2 PP +4	
2	1-20	2-5	1	<i>cr. forg. bronze long sword (Tune)</i>	AGI +1 INT +1 WIS +1	
2	70-120	5-16	1	<i>cr. forg. carbonite battle axe</i>	STR +1 WIS +2 HP +8 PP +5	
2	70-120	5-14	1	<i>cr. forg. carbonite dirk</i>	INT +2 STR +1 HP +5 PP +7	
2	70-120	5-15	1	<i>cr. forg. carbonite flamberge</i>	AGI +1 INT +1 HP +6 PP +6	
2	70-120	5-16	1	<i>cr. forg. carbonite long sword</i>	AGI +1 STR +1 HP +4 PP +8	
2	70-120	6-17	1	<i>cr. forg. carbonite ritual dagger</i>	INT +1 WIS +1 HP +5 PP +7	
2	70-120	6-17	1	<i>cr. forg. carbonite spear</i>	INT +1 STR +1 WIS +1 HP +8 PP +5	
2	20-70	3-9	1	<i>cr. forg. iron battle axe</i>	HP +1 PP +3	
2	20-70	4-11	2	<i>cr. forg. iron battle hammer</i>	HP +2 PP +2	
2	20-70	3-8	1	<i>cr. forg. iron cutlass</i>	HP +1 PP +3	
2	20-70	3-8	1	<i>cr. forg. iron dirk</i>	HP +1 PP +3	
2	20-70	3-9	1	<i>cr. forg. iron long sword</i>	HP +2 PP +2	
2	20-70	3-10	1	<i>cr. forg. iron spear</i>	HP +3 PP +1	
2	1-20	1-4	1	<i>cr. forg. tin battle axe</i>		
2	1-20	1-4	1	<i>cr. forg. tin long sword</i>	HP +3	
2	1-20	1-4	1	<i>cr. forg. tin spear</i>	HP +1 PP +2	
2	1-20	1-4	1	<i>cr. sword (NV)</i>		
2	30-60	3-9	1	<i>dagger of smoldering</i>	INT +1 PP +3	
2	40-65	3-9	1	<i>Dark Cleaver</i>	AGI +1 INT +1 STR +1 WIS +1 HP +3 PP +8	
2	95-125	7-22	2	<i>Defiler's Corruptor (L;NT)</i>	STR +4 WIS +6	
2	100-125	5-15	1	<i>Deputy's Magical Cutlass</i>	AGI +2 INT +1 STR +3 WIS +2 HP +12 PP +16	
2	65-90	4-12	1	<i>Detestable Flamberge</i>	AGI +1 INT +1 STR +1 WIS +1 HP +5 PP +6	
2	1-20	2-5	1	<i>Dirk of the Hunter</i>	STA +2	
2	65-90	4-13	1	<i>Dismal Long Sword</i>	AGI +1 STR +1 WIS +2 HP +4 PP +7	
2	50-75	4-11	2	<i>Doom Stick</i>	STR +1 WIS +2 HP +5 PP +3	
2	55-80	4-13	2	<i>Ebony Etched Hammer</i>	AGI +1 STR +1 WIS +2 HP +6 PP +6	
2	15-35	2-5	1	<i>elm wand</i>		
2	30-60	3-9	1	<i>ember scarred dagger</i>	STR +1	
2	30-60	3-10	2	<i>ember scarred hammer</i>	STR +1	
2	50-75	3-10	1	<i>Ether Imbued Flamberge</i>	HP +4 PP +7	
2	55-80	3-9	1	<i>Fallen Sailor's Cutlass</i>	HP +5 PP +6	

Wt.	Skill	Dam.	Dly	Item (atTUNE; Lore; NoTrade; NoValue)	Bonuses
2	90-115	6-18	1	<i>firwood wand</i>	AGI +5 STR +3 HP +12 PP +17
2	5-30	2-5	1	<i>fishbone dirk</i>	
2	70-95	4-13	1	<i>Flamberge of Rage</i>	HP +7 PP +4
2	50-100	6-17	1	<i>Flamberge of Stability (Tune)</i>	AGI +3 INT +3 STR +4 WIS +3 HP +19 PP +18
2	40-90	5-14	1	<i>forg. black. iron long sword (Tune)</i>	AGI +1 INT +3 STR +1 HP +8 PP +9
2	40-90	5-15	1	<i>forg. black. iron spear (Tune)</i>	AGI +1 INT +1 STR +1 WIS +2 HP +7 PP +11
2	1-40	2-6	1	<i>forg. bronze long sword (Tune)</i>	STR +2 WIS +2
2	90-140	6-19	1	<i>forg. carbonite battle axe</i>	AGI +1 INT +2 STR +2 WIS +1 HP +10 PP +7
2	90-140	6-17	1	<i>forg. carbonite dirk</i>	AGI +1 INT +1 STR +3 WIS +1 HP +11 PP +6
2	90-140	6-18	1	<i>forg. carbonite flamberge</i>	AGI +1 STR +1 WIS +3 HP +10 PP +8
2	90-140	6-19	1	<i>forg. carbonite long sword</i>	AGI +1 INT +1 STR +2 WIS +1 HP +8 PP +9
2	90-140	7-20	1	<i>forg. carbonite ritual dagger</i>	AGI +1 INT +1 STR +2 WIS +1 HP +8 PP +9
2	90-140	5-16	1	<i>forg. carbonite scimitar</i>	AGI +1 INT +1 STR +1 WIS +2 HP +6 PP +11
2	90-140	7-20	1	<i>forg. carbonite spear</i>	INT +2 STR +1 WIS +2 HP +7 PP +9
2	40-90	5-14	2	<i>forg. iron battle hammer</i>	HP +4 PP +2
2	40-90	3-10	1	<i>forg. iron cutlass</i>	HP +2 PP +3
2	40-90	4-11	1	<i>forg. iron dirk</i>	HP +3 PP +3
2	40-90	4-12	1	<i>forg. iron long sword</i>	HP +2 PP +3
2	40-90	4-13	1	<i>forg. iron spear</i>	HP +4 PP +1
2	1-40	2-5	1	<i>forg. tin battle axe</i>	HP +1 PP +2
2	1-40	2-5	1	<i>forg. tin long sword</i>	HP +1 PP +2
2	1-40	2-6	1	<i>forg. tin spear</i>	HP +2 PP +1
2	45-70	3-10	1	<i>Freeport Citizenship Longsword</i>	INT +1 STR +1 WIS +1 HP +5 PP +4
2	25-55	3-8	1	<i>Freeport citizenship mace</i>	HP +2 PP +1
2	25-55	3-8	1	<i>Freeport citizenship sword</i>	INT +1
2	95-125	7-20	1	<i>Fury's Possessor (L;NT)</i>	STA +4 WIS +6
2	45-75	3-10	1	<i>Gnasher</i>	STR +1 HP +1 PP +2
2	45-70	3-8	1	<i>Gord's Bone Dirk</i>	AGI +1 INT +1 STR +1 HP +6 PP +2
2	45-70	3-10	1	<i>Gord's Bone Sceptre</i>	AGI +1 INT +1 WIS +1 HP +4 PP +4
2	60-85	5-16	2	<i>Granite Morning Star</i>	HP +6 PP +5
2	45-70	3-10	1	<i>Great Spear of the Orc Lord</i>	AGI +1 INT +1 STR +1 WIS +2 HP +4 PP +8
2	25-45	2-5	1	<i>gurgold axe</i>	
2	1-15	2-5	2	<i>Hammer of Faith</i>	
2	30-60	3-10	2	<i>hammer of smoldering</i>	INT +1 PP +3
2	105-130	7-22	2	<i>Hammer of Striking</i>	AGI +3 INT +2 WIS +3 HP +14 PP +14
2	95-125	7-22	2	<i>Inquisitor's Deliverer (L;NT)</i>	INT +4 WIS +6
2	55-80	4-13	2	<i>Intricate Silver Battlehammer</i>	AGI +1 INT +1 STR +1 WIS +1 HP +6 PP +6
2	50-100	4-12	1	<i>iron battle axe</i>	
2	50-100	5-15	2	<i>iron battle hammer</i>	
2	50-100	4-13	1	<i>iron broadsword</i>	
2	50-100	3-10	1	<i>iron cutlass</i>	
2	50-100	4-12	1	<i>iron flamberge</i>	
2	60-80	3-10	1	<i>iron foil</i>	
2	50-100	5-14	1	<i>iron javelin</i>	
2	65-85	3-10	1	<i>iron long sword</i>	
2	50-100	5-15	2	<i>iron military pick</i>	
2	50-100	5-16	2	<i>iron morning star</i>	
2	50-100	5-16	2	<i>iron parrying blade</i>	
2	50-100	4-13	1	<i>iron sceptre</i>	
2	45-65	2-6	1	<i>iron scimitar</i>	
2	50-100	6-18	2	<i>iron scourge</i>	
2	60-80	3-10	1	<i>iron spear</i>	
2	50-100	6-18	2	<i>iron voulge</i>	
2	50-70	3-8	1	<i>iron war axe</i>	
2	55-75	3-10	1	<i>iron wizard's dagger</i>	
2	5-30	2-6	2	<i>Ivory Handled Battlehammer</i>	
2	1-25	2-5	1	<i>jagged battle axe</i>	STR +2
2	105-130	7-21	1	<i>Javelin of Brutality</i>	AGI +1 INT +1 STR +2 WIS +4 HP +15 PP +13
2	40-65	3-10	1	<i>Kregghans Spear of the Hunt</i>	INT +1 STR +1 WIS +2 HP +6 PP +5

Wt.	Skill	Dam.	Dly	Item (atTUNE; Lore; NoTrade; NoValue)	Bonuses
2	1-50	2-6	1	<i>longsword</i>	
2	45-75	6-17	2	<i>Mancatcher</i>	INT +1 STR +1 WIS +1 HP +4 PP +5
2	50-100	4-13	1	<i>maple wand</i>	
2	45-70	3-8	1	<i>Marauders Scimitar</i>	INT +2 WIS +2 HP +6 PP +5
2	100-125	8-24	2	<i>Morning Star of Luck</i>	INT +1 STR +2 WIS +3 HP +9 PP +11
2	45-70	4-13	2	<i>Morning Star of Seething Hate</i>	HP +6 PP +5
2	15-45	3-10	2	<i>Moyna's fishing spear</i>	WIS +1
2	110-135	5-16	1	<i>Nerius pirate scimitar</i>	INT +1 STR +1 WIS +1 HP +6 PP +2
2	110-135	10-31	2	<i>Nerius pirate trident</i>	INT +1 STR +1 WIS +1 HP +4 PP +4
2	45-70	4-13	2	<i>Oak Handled Parrying Blade</i>	HP +5 PP +7
2	10-35	2-6	1	<i>oakmoore longsword</i>	
2	40-70	3-9	1	<i>Oakmyst tempered greataxe</i>	STR +1
2	40-70	4-13	2	<i>Oakmyst tempered morning star</i>	HP +3
2	45-70	4-13	2	<i>Oakmyst Tempered Morning Star</i>	AGI +1 STR +1 WIS +1 HP +3 PP +5
				<i>Old Salt Encrusted Cutlass</i>	useless until mended and becomes Rockbilly's Cutlass
2	75-100	5-14	1	<i>Orc Captain Axe</i>	AGI +1 INT +1 STR +1 WIS +1 HP +6 PP +5
2	45-70	3-9	1	<i>Orcblood Axe</i>	STR +1 HP +3 PP +5
2	1-25	2-5	1	<i>Outlaw's Spear</i>	
2	45-70	3-10	1	<i>Painbringer</i>	AGI +2 INT +1 STR +1 HP +4 PP +7
2	5-30	2-7	2	<i>Parrying Blade of Refuse</i>	
2	1-50	3-8	1	<i>pr. cond. alder wand (Tune)</i>	HP +4 PP +2
2	100-150	7-22	1	<i>pr. cond. ash wand</i>	AGI +4 INT +1 STR +1 HP +10 PP +10
2	1-50	2-7	1	<i>pr. cond. elm wand</i>	HP +3
2	50-100	5-14	1	<i>pr. cond. maple wand</i>	HP +3 PP +4
2	50-100	6-18	2	<i>pr. forg. black. iron battle ham. (Tune)</i>	AGI +2 INT +2 STR +1 WIS +2 HP +12 PP +9
2	50-100	4-13	1	<i>pr. forg. black. iron cutlass (Tune)</i>	AGI +1 INT +2 STR +2 WIS +1 HP +12 PP +9
2	50-100	5-14	1	<i>pr. forg. black. iron dirk (Tune)</i>	INT +2 STR +3 WIS +2 HP +13 PP +7
2	50-100	5-16	1	<i>pr. forg. black. iron long sword (Tune)</i>	AGI +1 INT +1 STR +2 WIS +3 HP +11 PP +10
2	50-100	6-17	1	<i>pr. forg. black. iron spear (Tune)</i>	AGI +2 STR +1 WIS +5 HP +12 PP +9
2	1-50	2-7	1	<i>pr. forg. bronze battle axe (Tune)</i>	HP +4 PP +2
2	1-50	2-7	1	<i>pr. forg. bronze long sword (Tune)</i>	HP +2 PP +4
2	1-50	3-8	1	<i>pr. forg. bronze spear (Tune)</i>	HP +3 PP +3
2	100-150	7-20	1	<i>pr. forg. carbonite battle axe</i>	AGI +2 INT +1 STR +2 WIS +1 HP +13 PP +7
2	100-150	6-18	1	<i>pr. forg. carbonite dirk</i>	AGI +1 INT +1 STR +2 WIS +3 HP +12 PP +8
2	100-150	6-19	1	<i>pr. forg. carbonite flamberge</i>	AGI +2 INT +2 STR +1 WIS +1 HP +10 PP +10
2	100-150	7-20	1	<i>pr. forg. carbonite long sword</i>	AGI +1 INT +2 STR +2 WIS +1 HP +10 PP +10
2	100-150	7-21	1	<i>pr. forg. carbonite ritual dagger</i>	AGI +3 INT +1 STR +2 WIS +1 HP +11 PP +9
2	100-150	6-17	1	<i>pr. forg. carbonite scimitar</i>	AGI +1 INT +2 STR +3 WIS +1 HP +11 PP +10
2	100-150	7-21	1	<i>pr. forg. carbonite spear</i>	AGI +1 INT +2 STR +2 WIS +2 HP +11 PP +9
2	50-100	4-13	1	<i>pr. forg. iron battle axe</i>	HP +3 PP +3
2	50-100	5-16	2	<i>pr. forg. iron battle hammer</i>	HP +4 PP +2
2	50-100	4-11	1	<i>pr. forg. iron cutlass</i>	HP +3 PP +3
2	50-100	4-12	1	<i>pr. forg. iron dirk</i>	HP +3 PP +4
2	50-100	4-13	1	<i>pr. forg. iron long sword</i>	HP +2 PP +4
2	50-100	5-14	1	<i>pr. forg. iron spear</i>	HP +4 PP +3
2	1-50	2-6	1	<i>pr. forg. tin battle axe</i>	
2	1-50	2-6	1	<i>pr. forg. tin long sword</i>	
2	1-50	2-7	1	<i>pr. forg. tin spear</i>	
2	25-55	3-8	1	<i>Qeynos citizenship longsword</i>	HP +3
2	25-55	3-9	2	<i>Qeynos citizenship mace</i>	HP +1 PP +2
2	55-80	4-12	1	<i>Quartz Wizard's Dagger</i>	HP +6 PP +5
2	55-80	4-11	1	<i>Rain Kissed Flamberge</i>	INT +1 STR +2 WIS +1 HP +6 PP +5
2	50-75	3-9	1	<i>Regal Iron Cutlass</i>	HP +7 PP +5
2	60-85	4-12	1	<i>Revenants War Axe</i>	AGI +1 INT +1 STR +1 WIS +1 HP +4 PP +7
2	1-20	2-5	1	<i>Rockbilly's Cutlass (Tune)</i>	STR +1 HP +5
2	70-95	7-20	2	<i>Rotting Oak Scourge</i>	AGI +1 INT +1 STR +1 WIS +1 HP +5 PP +6

EVERQUEST II

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Wt.	Skill	Dam. Dly	Item (atTUNE; Lore; NoTrade; NoValue)	Bonuses
2	55-80	4-11	1 <i>Runed Ceremonial Blade</i>	AGI +1 STR +2 WIS +1 HP +4 PP +7
2	50-75	4-11	1 <i>Salt Etched Dagger</i>	AGI +1 INT +1 STR +1 WIS +1 HP +6 PP +5
2	20-45	2-6	1 <i>salt-tarnished battle axe</i>	AGI +1 STR +2 DisR +8 HP +6 PP +3
2	40-65	3-9	1 <i>Sandstone War Axe</i>	HP +4 PP +7
2	1-20	2-5	1 <i>Sceptre of Superiority</i>	
2	65-90	3-10	1 <i>Scimitar of the Hills</i>	INT +2 STR +1 WIS +1 HP +5 PP +6
2	100-150	8-23	1 <i>Scimitar of the Wild (Tune)</i>	AGI +5 INT +5 STR +4 WIS +2 HP +22 PP +26
2	95-120	6-17	1 <i>Scourge Warrior Foil</i>	AGI +2 INT +3 STR +3 HP +16 PP +12
2	10-35	2-6	1 <i>Sewage Etched Long Sword</i>	
2	95-125	6-19	1 <i>Shadowblade of Zeal (L;NT)</i>	INT +4 STR +6
2	1-30	2-6	1 <i>sh. cond. alder wand (Tune)</i>	HP +4 PP +2
2	80-130	6-19	1 <i>sh. cond. ash wand</i>	AGI +1 INT +2 STR +2 HP +6 PP +6
2	1-30	2-5	1 <i>sh. cond. elm wand</i>	HP +3
2	30-80	4-12	1 <i>sh. cond. maple wand</i>	HP +2 PP +3
2	30-80	4-11	1 <i>sh. forg. black. iron dirk (Tune)</i>	AGI +1 INT +1 STR +2 WIS +2 HP +7 PP +7
2	30-80	4-13	1 <i>sh. forg. black. iron long sword (Tune)</i>	AGI +2 STR +1 WIS +2 HP +9 PP +6
2	1-30	2-6	1 <i>sh. forg. bronze long sword (Tune)</i>	AGI +1 INT +1 STR +1
2	80-130	6-18	1 <i>sh. forg. carbonite battle axe</i>	INT +1 STR +3 WIS +1 HP +7 PP +5
2	80-130	5-15	1 <i>sh. forg. carbonite dirk</i>	AGI +1 INT +1 WIS +2 HP +7 PP +5
2	80-130	6-17	1 <i>sh. forg. carbonite flamberge</i>	AGI +1 INT +2 STR +1 WIS +1 HP +8 PP +4
2	80-130	6-18	1 <i>sh. forg. carbonite long sword</i>	AGI +1 STR +1 WIS +2 HP +6 PP +6
2	80-130	6-19	1 <i>sh. forg. carbonite ritual dagger</i>	AGI +1 INT +1 STR +1 WIS +1 HP +5 PP +7
2	80-130	6-19	1 <i>sh. forg. carbonite spear</i>	AGI +1 INT +1 STR +2 HP +6 PP +6
2	30-80	4-11	1 <i>sh. forg. iron battle axe</i>	HP +4 PP +1
2	30-80	4-12	2 <i>sh. forg. iron battle hammer</i>	HP +3 PP +2
2	30-80	3-9	1 <i>sh. forg. iron cutlass</i>	HP +3 PP +2
2	30-80	3-9	1 <i>sh. forg. iron dirk</i>	HP +3 PP +2
2	30-80	4-11	1 <i>sh. forg. iron long sword</i>	HP +3 PP +2
2	30-80	4-11	1 <i>sh. forg. iron spear</i>	HP +3 PP +2
2	1-30	2-5	1 <i>sh. forg. tin battle axe</i>	
2	1-30	2-5	1 <i>sh. forg. tin long sword</i>	
2	1-30	2-5	1 <i>sh. forg. tin spear</i>	
2	5-30	2-6	1 <i>sharkbone sceptre</i>	
2	120-150	7-22	1 <i>Sharpscar (L;NT)</i>	INT +3 STR +3 WIS +3 HP +16 PP +16
2	70-95	7-20	2 <i>Shimmering Scourge</i>	AGI +1 INT +3 STR +1 HP +4 PP +8
2	5-30	1-4	1 <i>short sword of purpose</i>	
2	95-125	8-23	2 <i>Skullcrusher</i>	AGI +2 STR +5 WIS +2 HP +20 PP +12
2	85-110	6-17	1 <i>Skullspainer</i>	INT +1 STR +2 HP +3 PP +5
2	40-65	4-11	2 <i>Sludge Covered Battle Hammer</i>	HP +5 PP +7
2	30-60	2-7	1 <i>smoldering scimitar</i>	INT +1 PP +3
2	70-95	4-13	1 <i>Soulshatter</i>	AGI +1 INT +1 STR +2 HP +4 PP +7
2	15-40	2-6	1 <i>Spear of Faith</i>	
2	1-50	2-6	1 <i>spear</i>	
2	1-20	1-4	1 <i>Spikeblade</i>	
2	5-25	2-5	1 <i>splintered club</i>	
2	120-150	11-33	2 <i>Starfall (Tune)</i>	AGI +4 STR +5 HP +12 PP +20
2	100-125	7-21	2 <i>steel battle hammer</i>	AGI +1 INT +2 STR +4 WIS +2 HP +16 PP +12
2	105-130	6-18	1 <i>steel flamberge</i>	AGI +3 INT +2 STR +3 HP +12 PP +16
2	110-135	7-20	1 <i>Steel Forg. Long Sword</i>	HP +13 PP +15
2	90-115	7-22	2 <i>steel morning star</i>	AGI +3 INT +2 STR +2 WIS +1 HP +16 PP +13
2	105-130	7-20	1 <i>steel sceptre</i>	AGI +4 INT +2 STR +2 HP +16 PP +12
2	105-130	5-16	1 <i>steel scimitar</i>	AGI +2 INT +2 STR +2 WIS +2 HP +14 PP +14
2	90-115	6-18	1 <i>steel spear</i>	AGI +3 STR +3 WIS +3 PP +12
2	55-80	4-11	1 <i>Steelbone War Axe</i>	AGI +1 INT +1 STR +1 WIS +2 HP +5 PP +6
2	50-100	6-19	1 <i>Stonewashed Sceptre (Tune)</i>	AGI +3 INT +2 STR +3 WIS +4 HP +18 PP +18
2	100-150	10-30	1 <i>Stormheald of Karana (Tune)</i>	AGI +1 INT +2 STR +4 WIS +2 HP +17 PP +11
2	60-85	4-13	1 <i>Thexian Militia Scepter</i>	HP +6 PP +6
2	5-25	1-4	1 <i>tin battle axe</i>	
2	1-20	1-4	2 <i>tin battle hammer</i>	
2	20-40	2-5	1 <i>tin long sword</i>	
2	5-25	1-4	1 <i>tin scepter</i>	
2	5-25	1-4	1 <i>tin spear</i>	

Wt.	Skill	Dam. Dly	Item (atTUNE; Lore; NoTrade; NoValue)	Bonuses
2	90-120	5-16	1 <i>Tortured Bone Dirk</i>	INT +4 STR +3 WIS +2 HP +18 PP +14
2	90-120	6-19	1 <i>Tortured Bone Scepter</i>	AGI +2 INT +2 STR +2 WIS +3 HP +16 PP +16
2	90-120	5-15	1 <i>Tortured Bone Scimitar</i>	INT +3 STR +3 WIS +3 HP +16 PP +16
2	90-120	6-19	1 <i>Tortured Bone Wand</i>	AGI +5 STR +4 HP +12 PP +20
2	115-140	9-27	2 <i>Trakanasaur Parrying Blade</i>	AGI +2 INT +3 STR +2 WIS +1 HP +14 PP +14
2	10-35	2-6	1 <i>Tribal Spear</i>	
2	100-150	10-30	1 <i>Wand of Spellfire (Tune)</i>	AGI +2 INT +3 STR +1 WIS +2 HP +14 PP +14
2	20-45	2-6	1 <i>waning wand</i>	
2	95-125	8-25	2 <i>Warden's Rebuker (L;NT)</i>	AGI +4 WIS +6
2	65-90	3-10	1 <i>Weathered Koshigatana</i>	AGI +1 INT +1 STR +1 WIS +1 HP +5 PP +6
2	5-30	2-6	1 <i>Wolfbone Sceptre</i>	
2	15-40	2-7	2 <i>Work-Worn Military Pick</i>	
2	45-70	4-11	1 <i>Zatzy's Bludgeoner</i>	AGI +1 INT +1 STR +1 HP +4 PP +4

Dual Wield

2	1-20	1-3	1 <i>alderwood cudgel</i>	
2	5-25	1-3	1 <i>ancient stone hammer</i>	
2	10-35	1-4	2 <i>Anodized Claws</i>	
2	120-145	5-14	1 <i>Apothecarys Quarterstaff</i>	AGI +3 STR +5 HP +14 PP +15
2	95-125	3-9	1 <i>Arrell's blade of quickness (L;NT)</i>	AGI +5 STR +5
2	95-125	3-8	1 <i>Arrell's flail of mourning (L;NT)</i>	AGI +4 STR +6
2	100-150	4-12	1 <i>ashwood cudgel</i>	
2	100-150	3-10	1 <i>ashwood fighting batons</i>	
2	100-150	4-12	1 <i>ashwood quarterstaff</i>	
2	95-125	3-10	1 <i>Assassin's Quickblade of Silence (L)</i>	AGI +6 STA +4
2	70-95	2-7	1 <i>Badlands Stiletto</i>	AGI +2 STR +2 HP +4 PP +4
2	25-55	1-4	1 <i>badly polished rapier</i>	
2	1-20	1-2	1 <i>Barrik's shortblade</i>	
2	45-70	2-7	2 <i>Beetle Pincer Cestii</i>	AGI +3 STR +1 HP +6 PP +5
2	100-125	3-8	1 <i>Black. Dagger</i>	HP +12 PP +17
2	60-85	2-7	1 <i>black. iron crescent axe</i>	AGI +1 STR +3 HP +7 PP +5
2	115-140	4-13	1 <i>Black. Iron Cudgel</i>	AGI +4 STR +4 HP +17 PP +11
2	50-75	2-5	1 <i>black. iron dagger</i>	AGI +1 STR +3 HP +7 PP +5
2	55-80	3-8	2 <i>black. iron flail</i>	AGI +2 STR +2 HP +9 PP +2
2	45-70	2-6	1 <i>black. iron knuckles</i>	AGI +3 STR +1 HP +5 PP +6
2	50-75	2-5	1 <i>black. iron kukri</i>	AGI +1 STR +3 HP +5 PP +6
2	40-65	2-7	2 <i>black. iron leafblade</i>	AGI +2 STR +2 HP +6 PP +6
2	40-65	3-8	2 <i>black. iron ornate spear</i>	AGI +4 HP +7 PP +4
2	70-95	2-6	1 <i>black. iron short sword</i>	AGI +1 STR +3 HP +5 PP +7
2	45-70	2-5	1 <i>black. iron stiletto</i>	AGI +2 STR +2 HP +5 PP +6
2	90-115	5-14	2 <i>Black. Ornate Spear</i>	AGI +3 STR +5 HP +14 PP +14
2	90-115	3-10	1 <i>Blood Etched Talon</i>	AGI +5 STR +3 HP +15 PP +14
2	120-145	4-11	1 <i>Bloodletter</i>	AGI +5 STR +3 HP +12 PP +16
2	15-40	1-2	1 <i>Blort's painted cutter</i>	HP +3 PP +3
1	100-150	3-10	1 <i>boiled leather fist wraps</i>	
2	100-150	3-8	1 <i>boiled leather whip</i>	
2	90-115	3-9	1 <i>Bone Crafted Batons</i>	AGI +6 STR +2 HP +13 PP +15
2	115-140	3-9	1 <i>Bone Hilted Falchion</i>	AGI +4 STR +4 HP +17 PP +11
2	60-85	3-8	1 <i>bone quarterstaff</i>	AGI +1 STR +3 HP +7 PP +4
2	40-65	2-7	2 <i>Brass Flail</i>	HP +4 PP +7
2	95-125	3-8	1 <i>Brigand's Bargainer (L;NT)</i>	AGI +6 WIS +4
2	1-15	1-2	1 <i>Brigand's Sword</i>	
2	30-60	1-4	1 <i>broken glass shard</i>	HP +3
2	5-30	1-2	1 <i>bronze dagger</i>	
2	20-45	1-4	2 <i>bronze flail</i>	
2	1-25	1-3	1 <i>bronze knuckles</i>	
2	50-80	2-7	1 <i>Bronzed Club</i>	AGI +1 STR +2 HP +4 PP +6
2	95-125	5-14	2 <i>Bruise Forger Cestus (L;NT)</i>	AGI +4 STR +6
1	50-100	2-6	1 <i>burlap fist wraps</i>	
2	45-70	2-5	1 <i>Butcher's Knife</i>	HP +6 PP +5
2	105-130	3-8	1 <i>Captains Barbed Whip</i>	AGI +5 STR +3 HP +14 PP +14
2	100-150	3-10	1 <i>carbonite crescent axe</i>	

Wt.	Skill	Dam.	Dly	Item (atTUNE; Lore; NoTrade; NoValue)	Bonuses
2	100-150	3-9	1	carbonite dagger	
2	100-150	3-10	1	carbonite epee	
2	100-150	3-8	1	carbonite falchion	
2	100-150	5-14	2	carbonite flail	
2	100-150	3-10	1	carbonite hand axe	
2	100-150	3-9	1	carbonite hatchet	
2	100-150	4-12	1	carbonite knuckles	
2	100-150	3-10	1	carbonite kris	
2	100-150	3-8	1	carbonite kukri	
2	100-150	5-14	2	carbonite leafblade	
2	100-150	4-13	1	carbonite mace	
2	100-150	5-15	2	carbonite ornate spear	
2	100-150	3-9	1	carbonite rapier	
2	100-150	4-12	1	carbonite sai	
2	100-150	4-12	1	carbonite short spear	
2	100-150	3-8	1	carbonite short sword	
2	100-150	3-8	1	carbonite spatha	
2	100-150	3-10	1	carbonite stiletto	
2	100-150	3-8	1	carbonite tomahawk	
2	100-150	6-17	2	carbonite tribal spear	
2	65-90	2-7	1	cedarstrike rod	AGI +2 STR +1 HP +5 PP +4
2	15-45	1-4	1	cheap ratonga knuckles	HP +2 PP +1
2	15-45	2-5	2	cheap ratonga spear	HP +1 PP +2
2	60-85	2-5	1	Chickenbane	AGI +2 STR +1 HP +4 PP +4
2	95-120	3-8	1	Chitin Shell Dagger	AGI +4 STR +4 HP +14 PP +14
2	65-90	2-6	1	Claw Hilt Dagger	HP +3 PP +8
1	55-85	2-7	1	Coldwind Coast Katar	AGI +2 HP +3 PP +1
2	55-85	2-5	1	Coldwind tentacle whip	AGI +2 HP +4
2	95-120	4-11	1	Collosus Club	AGI +2 STR +1 HP +3 PP +6
2	90-140	3-10	1	cond. ash fighting baton	AGI +3 STR +2 HP +8 PP +9
2	90-140	4-13	1	cond. ash quarter staff	AGI +3 STR +2 HP +8 PP +10
2	40-90	2-7	1	cond. maple fighting batons	HP +3 PP +2
2	20-70	2-6	1	cond. maple quarter staff	AGI +1 STR +1 HP +3 PP +2
2	70-120	3-9	1	cr. cond. ash fighting baton	AGI +1 STR +1 HP +8 PP +4
2	70-120	4-11	1	cr. cond. ash quarter staff	STR +2 HP +7 PP +5
2	20-70	2-5	1	cr. cond. maple fighting batons	HP +2 PP +3
2	40-90	3-8	1	cr. cond. maple quarter staff	
2	20-70	2-6	1	cr. forg. black. iron crescent axe (Tune)	AGI +2 STR +2 HP +4 PP +8
2	20-70	3-8	2	cr. forg. black. iron flail (Tune)	AGI +1 STR +3 HP +6 PP +6
2	20-70	3-8	2	cr. forg. black. iron leafblade (Tune)	AGI +2 STR +2 HP +7 PP +6
2	1-20	1-4	2	cr. forg. bronze flail (Tune)	AGI +1 STR +2
2	1-20	1-2	1	cr. forg. bronze rapier (Tune)	HP +4 PP +2
2	1-20	1-2	1	cr. forg. bronze short sword (Tune)	AGI +1 STR +2
2	70-120	3-9	1	cr. forg. carbonite crescent axe	STR +2 HP +6 PP +7
2	70-120	2-7	1	cr. forg. carbonite falchion	AGI +1 STR +1 HP +8 PP +5
2	70-120	3-8	1	cr. forg. carbonite hand axe	AGI +1 STR +1 HP +7 PP +6
2	70-120	3-10	1	cr. forg. carbonite knuckles	AGI +1 STR +1 HP +6 PP +6
2	70-120	3-8	1	cr. forg. carbonite kris	STR +2 HP +7 PP +5
2	70-120	2-7	1	cr. forg. carbonite rapier	AGI +1 STR +1 HP +6 PP +6
2	70-120	3-10	1	cr. forg. carbonite sabre	AGI +1 STR +1 HP +9 PP +3
2	70-120	3-10	1	cr. forg. carbonite sai	AGI +1 STR +1 HP +5 PP +7
2	70-120	2-7	1	cr. forg. carbonite spatha	AGI +2 HP +5 PP +8
2	70-120	3-9	1	cr. forg. carbonite stiletto	STR +2 HP +6 PP +6
2	20-70	2-5	1	cr. forg. iron crescent axe	HP +3 PP +1
2	20-70	2-7	2	cr. forg. iron flail	HP +2 PP +2
2	20-70	2-7	2	cr. forg. iron leafblade	HP +1 PP +3
2	20-70	2-6	1	cr. forg. iron mace	HP +2 PP +2
2	20-70	1-4	1	cr. forg. iron rapier	HP +3 PP +2
2	20-70	1-4	1	cr. forg. iron short sword	HP +2 PP +2
2	20-70	2-5	1	cr. forg. iron stiletto	HP +2 PP +2
2	1-20	1-3	2	cr. forg. tin flail	
2	1-20	1-2	1	cr. forg. tin rapier	HP +3
2	1-20	1-2	1	cr. forg. tin short sword	HP +2 PP +1
2	70-120	4-12	2	cr. tailored boiled leather cesti	AGI +1 STR +1 HP +6 PP +7
1	70-120	3-8	1	cr. tailored boiled leather fist wraps	STR +2 HP +7 PP +5
1	70-120	3-10	1	cr. tailored boiled leather spiked cestus	AGI +1 STR +1 HP +7 PP +5
2	105-130	3-8	1	Crystalline Spatha	AGI +3 STR +5 HP +12 PP +16
2	1-50	1-4	1	cudgel	
1	90-115	3-9	1	cuirboilli leather fist wraps	AGI +4 STR +4 HP +15 PP +13

Wt.	Skill	Dam.	Dly	Item (atTUNE; Lore; NoTrade; NoValue)	Bonuses
2	120-145	3-9	1	cuirboilli leather whip	AGI +4 STR +4 HP +12 PP +16
2	50-75	2-5	1	Dagger of Dark Auras	HP +6 PP +5
2	90-115	3-8	1	Dagger of Disease	AGI +3 STR +5 HP +16 PP +13
2	55-80	2-5	1	Dagger of The Crypt Robber	HP +6 PP +5
2	45-70	2-5	1	Dagger of the Living Dead	AGI +1 STR +3 HP +5 PP +6
2	1-50	1-3	1	dagger	
2	45-70	1-4	1	Darkblade Dagger	AGI +1
2	50-75	2-6	1	Darkwood Fighting Batons	HP +6 PP +5
2	110-135	3-10	1	Deathbringer Stiletto	AGI +4 STR +4 HP +11 PP +18
2	55-80	2-7	1	Decrepit Cudgel	AGI +3 STR +1 HP +6 PP +5
2	95-125	3-10	1	Dirge's Dagger of Depression (L;NT)	AGI +6 WIS +4
2	90-115	3-8	1	Dragoon Dagger	AGI +5 STR +3 HP +15 PP +13
2	15-35	1-2	1	dread spider fang	
2	55-80	2-6	1	Dull Brass Crescent Axe	HP +4 PP +8
1	70-95	2-7	1	Dusty Hand Wraps	HP +4 PP +7
2	110-135	4-13	1	Ebon Quarterstaff	AGI +3 STR +5 HP +14 PP +14
2	5-25	1-3	1	elm cudgel	
2	30-60	2-5	1	ember scarred axe	AGI +1
1	30-60	2-5	1	ember scarred cestus	AGI +1
2	1-20	1-2	1	Entropy Spine Dagger	
2	90-115	2-7	1	Falchion of The Storm Lords	HP +18 PP +10
2	20-45	1-4	1	Fanged Knuckles	
2	45-70	2-5	1	Fighting Batons of The Warlord	HP +7 PP +4
2	95-120	4-11	1	Fireclaw Sai	AGI +3 STR +5 HP +13 PP +15
2	105-130	4-12	1	firwood cudgel	AGI +5 STR +3 HP +15 PP +13
2	1-50	1-4	2	flail	
2	40-90	3-8	1	forg. black. iron crescent axe (Tune)	AGI +3 STR +2 HP +7 PP +11
2	40-90	3-10	2	forg. black. iron flail (Tune)	AGI +3 STR +2 HP +10 PP +7
2	40-90	4-11	2	forg. black. iron leafblade (Tune)	AGI +2 STR +3 HP +7 PP +10
2	40-90	3-10	1	forg. black. iron mace (Tune)	AGI +3 STR +2 HP +8 PP +9
2	40-90	2-6	1	forg. black. iron rapier (Tune)	AGI +3 STR +2 HP +8 PP +9
2	40-90	2-6	1	forg. black. iron short sword (Tune)	AGI +3 STR +2 HP +9 PP +9
2	40-90	3-8	1	forg. black. iron stiletto (Tune)	AGI +1 STR +4 HP +10 PP +7
2	1-40	2-5	2	forg. bronze flail (Tune)	HP +3 PP +3
2	1-40	1-3	1	forg. bronze rapier (Tune)	HP +2 PP +4
2	1-40	1-3	1	forg. bronze short sword (Tune)	HP +2 PP +4
2	90-140	3-10	1	forg. carbonite crescent axe	AGI +2 STR +3 HP +6 PP +11
2	90-140	3-8	1	forg. carbonite falchion	AGI +2 STR +3 HP +9 PP +8
2	90-140	3-10	1	forg. carbonite hand axe	AGI +3 STR +2 HP +11 PP +6
2	90-140	4-12	1	forg. carbonite knuckles	AGI +4 STR +1 HP +8 PP +9
2	90-140	3-10	1	forg. carbonite kris	AGI +2 STR +3 HP +8 PP +9
2	90-140	5-15	2	forg. carbonite leafblade	AGI +5 HP +7 PP +10
2	90-140	3-9	1	forg. carbonite rapier	AGI +2 STR +3 HP +7 PP +11
2	90-140	4-11	1	forg. carbonite rod	AGI +2 STR +3 HP +8 PP +9
2	90-140	4-11	1	forg. carbonite sabre	AGI +1 STR +4 HP +11 PP +7
2	90-140	4-12	1	forg. carbonite sai	AGI +2 STR +3 HP +11 PP +7
2	90-140	4-12	1	forg. carbonite short spear	AGI +1 STR +4 HP +7 PP +10
2	90-140	3-8	1	forg. carbonite short sword	AGI +2 STR +3 HP +8 PP +9
2	90-140	3-10	1	forg. carbonite stiletto	AGI +2 STR +3 HP +8 PP +8
2	40-90	3-9	2	forg. iron flail	HP +2 PP +3
2	40-90	3-9	2	forg. iron leafblade	HP +3 PP +2
2	40-90	3-8	1	forg. iron mace	HP +2 PP +3
2	40-90	2-5	1	forg. iron rapier	HP +3 PP +2
2	40-90	2-5	1	forg. iron short sword	HP +2 PP +3
2	1-40	1-4	2	forg. tin flail	
2	1-40	1-2	1	forg. tin rapier	
2	1-40	1-2	1	forg. tin short sword	
2	25-55	1-3	1	Freeport citizenship dagger	HP +1 PP +2
2	95-120	4-12	1	Geomancers Quarterstaff	AGI +4 STR +2 HP +11 PP +8
2	45-70	2-6	1	Geomantic Morningstar	AGI +1 STR +3 HP +6 PP +5
2	45-70	1-4	1	Ghastly Kurkri	HP +5 PP +6
2	1-25	1-2	1	Giantslayer Sword	
2	50-100	3-8	1	Gleaming Rapier (Tune)	AGI +8 STR +4 HP +20 PP +16
2	90-115	3-9	1	Glowing Epee	AGI +4 STR +4 HP +12 PP +16
2	115-140	4-12	1	Glowing Stone Rod	AGI +4 STR +4 HP +13 PP +15
2	1-20	1-2	1	gnomish bread bisector	HP +2 PP +1
2	50-100	4-11	1	Gold-Studded Cudgel (Tune)	AGI +3 STR +1 HP +7 PP +5
2	45-70	2-6	1	Gord's Bone Fists	AGI +1 STR +2 HP +6 PP +2
2	45-70	2-6	1	Gord's Bone Half-Staff	AGI +2 STR +1 HP +4 PP +4

EVERQUEST II

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Wt.	Skill	Dam.	Dly	Item (atTUNE; Lore; NoTrade; NoValue)	Bonuses
2	55-80	2-7	1	Granite Forg. Cudgel	AGI +1 STR +1 HP +4 PP +4
2	95-125	5-16	2	Great Spear of the Hunt (L;NT)	AGI +6 STR +4
2	65-90	2-7	1	Grey Acrylia Crescent Axe	AGI +2 STR +2 HP +3 PP +8
2	40-65	1-4	1	Grey Acrylia Short Sword	STR +1 HP +1 PP +2
2	50-75	2-5	1	Guardians Dagger	AGI +1 STR +3 HP +6 PP +6
2	60-85	3-8	1	Gunk Covered Staff	HP +6 PP +5
2	5-25	1-2	1	guttersnipe rapier	
2	95-120	3-8	1	Hatchet of the Forsaken	AGI +3 STR +5 HP +17 PP +11
2	45-70	2-6	1	Indigo Sabre	HP +4 PP +8
2	50-70	2-5	1	iron crescent axe	
2	70-90	2-5	1	iron dagger	
2	50-100	3-9	2	iron flail	
2	50-100	2-6	1	iron hand axe	
2	50-100	2-6	1	iron hatchet	
2	50-100	3-8	1	iron knuckles	
2	50-100	2-5	1	iron kukri	
2	50-100	3-10	2	iron leafblade	
2	50-100	3-10	2	iron ornate spear	
2	50-100	2-6	1	iron rapier	
2	50-100	3-8	1	iron short spear	
2	50-100	2-5	1	iron short sword	
2	75-95	2-6	1	iron stiletto	
2	50-100	2-5	1	iron tomahawk	
2	50-100	4-11	2	iron tribal spear	
2	40-65	2-6	1	Journeymans Walking Stick	AGI +1 STR +3 HP +5 PP +7
2	55-80	2-5	1	Kharg's Short Sword	
2	65-90	3-8	1	Klicnick Claw Knuckles	HP +7 PP +5
2	65-90	3-8	1	knotwood cudgel	STR +2 WIS +1 HP +4 PP +5
2	110-135	3-10	1	Kris of the Trailblazer	AGI +3 STR +5 HP +14 PP +14
2	55-80	2-5	1	Larktwitter Short Sword	AGI +3 STR +1 HP +6 PP +5
2	45-75	2-5	1	Last Chance	AGI +3 STR +2 HP +9 PP +6
2	45-70	3-8	2	Leafblade of Distraction	HP +4 PP +7
2	90-115	2-7	1	Light Velium Tomahawk	AGI +3 STR +5 HP +11 PP +17
2	50-75	2-7	1	Mace of Conviction	AGI +1 STR +3 HP +6 PP +5
2	105-130	4-13	1	Mace of Twilight	AGI +3 STR +5 HP +10 PP +18
2	50-100	3-8	1	maple cudgel	
2	50-100	2-7	1	maple fighting batons	
2	50-100	3-8	1	maple quarterstaff	
2	45-70	2-7	2	Marrow-Coated Flail	AGI +1 STR +2 HP +2 PP +6
2	65-90	3-8	1	Moss Covered Cudgel	HP +4 PP +7
2	15-45	1-3	1	Moyna's paring knife	HP +2 PP +1
2	20-45	1-3	1	Muck-covered Axe	
2	110-135	4-11	1	Nerius pirate fighting stick	AGI +2 STR +1 HP +5 PP +3
2	110-135	3-8	1	Nerius pirate whip	STR +3 HP +4 PP +4
2	190-215	6-17	1	Nightcrawler	AGI +9 STR +7 HP +29 PP +32
2	120-145	3-10	1	Nightwalker Dagger	AGI +5 STR +3 HP +14 PP +14
2	60-85	3-8	1	Nomad Walking Stick	AGI +4 HP +7
2	40-70	2-6	1	Oakmyst tempered rod	HP +2 PP +1
2	40-70	2-6	1	Oakmyst tempered sabre	AGI +1 STR +1
2	50-75	2-6	1	Old Decaying Fighting Batons	HP +6 PP +5
2	40-70	2-5	1	orcblood axe	HP +1 PP +2
2	110-135	3-10	1	Orcblood Etched Stiletto	AGI +3 STR +5 HP +13 PP +15
2	40-65	2-6	1	Orcish Knuckles	HP +6 PP +5
2	20-45	1-3	1	oxidized copper axe	
2	1-20	1-2	1	perfect asp fang	AGI +1 STR +1
2	45-70	2-6	1	Pirahna Fang Claws	HP +7 PP +5
2	110-135	5-14	2	Polished Granite Flail	AGI +4 STR +4 HP +14 PP +15
2	110-135	3-10	1	Polished Steel Kris	AGI +5 STR +3 HP +14 PP +14
2	100-150	4-11	1	pr. cond. ash fighting baton	AGI +2 STR +4 HP +9 PP +11
2	100-150	4-13	1	pr. cond. ash quarter staff	AGI +3 STR +3 HP +7 PP +13
2	50-100	2-7	1	pr. cond. maple fighting batons	HP +4 PP +2
2	50-100	3-9	1	pr. cond. maple quarter staff	AGI +1 STR +2 HP +4 PP +2
2	50-100	4-12	2	pr. forg. black. iron flail (Tune)	AGI +2 STR +4 HP +11 PP +10
2	50-100	4-12	2	pr. forg. black. iron leafblade (Tune)	AGI +3 STR +3 HP +11 PP +10
2	50-100	4-11	1	pr. forg. black. iron mace (Tune)	AGI +3 STR +3 HP +10 PP +10
2	50-100	2-7	1	pr. forg. black. iron rapier (Tune)	AGI +2 STR +4 HP +9 PP +11
2	50-100	2-7	1	pr. forg. black. iron short sword (Tune)	AGI +1 STR +3 HP +6 PP +10
2	50-100	3-8	1	pr. forg. black. iron stiletto (Tune)	AGI +4 STR +2 HP +13 PP +7

Wt.	Skill	Dam.	Dly	Item (atTUNE; Lore; NoTrade; NoValue)	Bonuses
2	1-50	2-5	2	pr. forg. bronze flail (Tune)	AGI +1 STR +2
2	1-50	1-3	1	pr. forg. bronze rapier (Tune)	HP +3 PP +3
2	1-50	1-3	1	pr. forg. bronze short sword (Tune)	AGI +3
2	100-150	4-11	1	pr. forg. carbonite crescent axe	AGI +2 STR +4 HP +12 PP +8
2	100-150	3-9	1	pr. forg. carbonite falchion	AGI +2 STR +4 HP +11 PP +10
2	100-150	3-10	1	pr. forg. carbonite hand axe	AGI +3 STR +3 HP +7 PP +13
2	100-150	4-13	1	pr. forg. carbonite knuckles	AGI +2 STR +4 HP +9 PP +11
2	100-150	3-10	1	pr. forg. carbonite kris	AGI +4 STR +2 HP +11 PP +10
2	100-150	5-16	2	pr. forg. carbonite leafblade	AGI +4 STR +2 HP +10 PP +10
2	100-150	3-9	1	pr. forg. carbonite rapier	AGI +3 STR +3 HP +7 PP +13
2	100-150	4-12	1	pr. forg. carbonite rod	AGI +4 STR +2 HP +13 PP +8
2	100-150	4-12	1	pr. forg. carbonite sabre	AGI +3 STR +3 HP +12 PP +8
2	100-150	4-13	1	pr. forg. carbonite sai	AGI +2 STR +4 HP +11 PP +9
2	100-150	4-13	1	pr. forg. carbonite short spear	AGI +3 STR +3 HP +11 PP +9
2	100-150	3-9	1	pr. forg. carbonite short sword	AGI +4 STR +2 HP +10 PP +10
2	100-150	3-9	1	pr. forg. carbonite spatha	AGI +4 STR +3 HP +11 PP +10
2	100-150	4-11	1	pr. forg. carbonite stiletto	AGI +4 STR +2 HP +12 PP +8
2	50-100	2-7	1	pr. forg. iron crescent axe	AGI +1 STR +1 HP +3 PP +1
2	50-100	3-10	2	pr. forg. iron flail	HP +4 PP +2
2	50-100	3-10	2	pr. forg. iron leafblade	HP +3 PP +3
2	50-100	3-9	1	pr. forg. iron mace	HP +3 PP +3
2	50-100	2-6	1	pr. forg. iron rapier	HP +3 PP +4
2	50-100	2-6	1	pr. forg. iron short sword	AGI +1 STR +1 HP +3 PP +1
2	50-100	2-7	1	pr. forg. iron stiletto	HP +4 PP +2
2	1-50	2-5	2	pr. forg. tin flail	
2	1-50	1-3	1	pr. forg. tin rapier	HP +3
2	1-50	1-3	1	pr. forg. tin short sword	
2	50-100	4-11	1	Putrescence Cudgel (Tune)	AGI +6 STR +6 HP +16 PP +20
2	25-55	1-3	1	Qeynos citizenship dagger	HP +3
2	95-120	4-12	1	Quarterstaff of Discord	AGI +2 STR +6 HP +16 PP +12
2	40-65	1-4	1	Rapier of Impalement	AGI +3 STR +1 HP +6 PP +5
2	65-90	2-5	1	Rat Hunter's Whip	AGI +1 STR +2 HP +5 PP +3
2	225-250	6-19	1	Rebik's Miraculous Lock-opener	AGI +6 STR +5 HP +19 PP +21
2	45-70	2-5	1	Riptide Dagger	AGI +1 STR +3 HP +5 PP +6
2	55-80	3-8	1	Rod of Obliteration	AGI +1 STR +3 HP +6 PP +5
1	45-70	2-5	1	roughspun fist wraps	AGI +4 HP +6 PP +6
2	5-30	1-2	1	Rune Encrusted Dagger	
2	60-85	2-7	1	Runed Bramblewood Rod	HP +7 PP +4
2	60-85	3-9	2	Runed Encrusted Flail	HP +6 PP +6
2	95-125	3-8	1	Runed Granite Tomahawk (L;NT)	AGI +6 STR +4
1	55-80	2-6	1	Safiya's cestus of mercy	AGI +1 STR +1 HP +3 PP +2
2	55-80	2-5	1	Safiya's whip of mercy	AGI +1 STR +1 HP +2 PP +4
2	70-95	3-8	1	Sagebrush Rod	HP +5 PP +6
2	105-130	4-12	1	Sai of Destruction	HP +16 PP +12
2	120-145	4-13	1	Sai of the Silent	AGI +2 STR +6 HP +15 PP +13
2	45-70	2-7	1	Scorpion Shell Mace	AGI +1 STR +3 HP +6 PP +5
2	55-80	2-7	1	Scumscrubber	AGI +2 STR +2 HP +3 PP +8
1	70-95	2-7	1	Sea Dog's Knuckles	HP +6 PP +5
2	40-65	1-4	1	Serrated Bone Hatchet	AGI +2 STR +2 HP +7 PP +4
2	20-45	1-4	1	Sewage Etched Short Spear	
2	60-85	2-6	1	Shadowfang Dagger	HP +4 PP +7
2	80-130	3-10	1	sh. cond. ash fighting baton	AGI +4 HP +8 PP +5
2	80-130	4-12	1	sh. cond. ash quarter staff	AGI +2 STR +2 HP +5 PP +7
2	30-80	2-6	1	sh. cond. maple fighting batons	HP +2 PP +3
2	30-80	2-7	1	sh. cond. maple quarter staff	STR +1 HP +1 PP +2
2	30-80	2-7	1	sh. forg. black. iron crescent axe (Tune)	AGI +2 STR +3 HP +8 PP +6
2	30-80	3-10	2	sh. forg. black. iron leafblade (Tune)	AGI +3 STR +2 HP +5 PP +10
2	30-80	2-6	1	sh. forg. black. iron short sword (Tune)	AGI +3 STR +2 HP +8 PP +6
2	1-30	1-4	2	sh. forg. bronze flail (Tune)	STR +3
2	1-30	1-3	1	sh. forg. bronze rapier (Tune)	HP +4 PP +2
2	1-30	1-3	1	sh. forg. bronze short sword (Tune)	HP +4 PP +2
2	80-130	3-10	1	sh. forg. carbonite crescent axe	AGI +2 STR +2 HP +7 PP +5
2	80-130	3-8	1	sh. forg. carbonite falchion	AGI +2 STR +2 HP +5 PP +7
2	80-130	3-9	1	sh. forg. carbonite hand axe	AGI +1 STR +3 HP +7 PP +5
2	80-130	4-11	1	sh. forg. carbonite knuckles	AGI +3 STR +1 HP +6 PP +6
2	80-130	3-9	1	sh. forg. carbonite kris	AGI +3 STR +1 HP +6 PP +6
2	80-130	3-8	1	sh. forg. carbonite rapier	AGI +2 STR +2 HP +7 PP +6
2	80-130	4-11	1	sh. forg. carbonite sabre	AGI +1 STR +3 HP +5 PP +7

Wt.	Skill	Dam.	Dly	Item (atTUNE; Lore; NoTrade; NoValue)	Bonuses
2	80-130	4-11	1	<i>sh. forg. carbonite sai</i>	AGI +1 STR +3 HP +6 PP +6
2	80-130	3-9	1	<i>sh. forg. carbonite stiletto</i>	AGI +2 STR +2 HP +5 PP +7
2	30-80	2-6	1	<i>sh. forg. iron crescent axe</i>	HP +3 PP +2
2	30-80	3-8	2	<i>sh. forg. iron flail</i>	HP +2 PP +4
2	30-80	2-7	1	<i>sh. forg. iron knuckles</i>	HP +2 PP +4
2	30-80	3-8	2	<i>sh. forg. iron leafblade</i>	HP +3 PP +2
2	30-80	2-7	1	<i>sh. forg. iron mace</i>	HP +3 PP +3
2	30-80	2-5	1	<i>sh. forg. iron rapier</i>	HP +4 PP +1
2	30-80	2-5	1	<i>sh. forg. iron short sword</i>	HP +3 PP +2
2	30-80	2-6	1	<i>sh. forg. iron stiletto</i>	HP +3 PP +2
2	1-30	1-4	2	<i>sh. forg. tin flail</i>	HP +2 PP +1
2	1-30	1-2	1	<i>sh. forg. tin rapier</i>	HP +3
2	1-30	1-2	1	<i>sh. forg. tin short sword</i>	
2	80-130	4-13	2	<i>sh. tailored boiled leather cestii</i>	AGI +2 STR +2 HP +5 PP +8
2	20-45	1-3	1	<i>sharp carving knife</i>	
2	50-100	3-8	1	<i>Short Blade of the Twins (Tune)</i>	AGI +2 STR +2 HP +6 PP +5
2	60-85	2-5	1	<i>Short Sword of Marr</i>	HP +6 PP +6
2	1-50	1-3	1	<i>shortsword</i>	
2	100-150	4-12	1	<i>Silver-Razored Whip (Tune)</i>	AGI +2 STR +6 HP +14 PP +14
2	45-70	1-4	1	<i>Soulspike Whip</i>	AGI +3 STR +1 HP +7 PP +4
2	60-90	2-7	1	<i>Soulspike's Bite</i>	AGI +2 STR +3 HP +8 PP +8
2	15-40	1-4	1	<i>Splintering Elm Cudgel</i>	
2	90-115	4-11	1	<i>Splintering Quarterstaff</i>	AGI +4 STR +4 HP +11 PP +17
2	100-140	5-15	1	<i>Splitpaw staff of Snarling</i>	AGI +7 STR +5 HP +21 PP +19
2	45-70	3-8	2	<i>Stalker's Leafblade</i>	
2	100-150	7-20	2	<i>Star Crested Flail (Tune)</i>	AGI +8 STR +8 HP +25 PP +24
2	90-115	3-9	1	<i>steel crescent axe</i>	AGI +3 STR +5 HP +12 PP +16
2	105-130	5-14	2	<i>steel flail</i>	AGI +3 STR +5 HP +15 PP +14
2	105-130	3-10	1	<i>steel hand axe</i>	AGI +4 STR +4 HP +10 PP +18
2	115-140	5-16	2	<i>steel leafblade</i>	AGI +6 STR +2 HP +13 PP +16
2	110-135	5-14	1	<i>steel mace</i>	AGI +5 STR +3 HP +16 PP +13
2	120-145	3-10	1	<i>steel rapier</i>	AGI +4 STR +4 HP +14 PP +15
2	115-140	4-11	1	<i>steel stiletto</i>	AGI +4 STR +4 HP +14 PP +14
2	105-130	6-17	2	<i>steel tribal spear</i>	AGI +5 STR +3 HP +14 PP +14
2	45-70	2-5	1	<i>Steelbone Dagger</i>	AGI +3 STR +1 HP +7 PP +4
2	90-140	5-14	2	<i>tailored boiled leather cestii</i>	AGI +3 STR +2 HP +10 PP +7
1	90-140	3-10	1	<i>tailored boiled leather fist wraps</i>	AGI +3 STR +2 HP +10 PP +6
1	90-140	4-11	1	<i>tailored boiled leather spiked cestus</i>	AGI +3 STR +2 HP +7 PP +10
2	65-90	2-5	1	<i>tangled horsehair whip</i>	AGI +1 STR +2 HP +5 PP +4
2	1-50	1-3	1	<i>tin dagger</i>	
2	20-40	1-4	2	<i>tin flail</i>	
2	15-35	1-3	1	<i>tin knuckles</i>	
2	5-25	1-2	1	<i>tin short sword</i>	
2	95-125	3-10	1	<i>Troubador's Dagger of Triumph (L;NT)</i>	AGI +6 INT +4
2	50-75	2-5	1	<i>Tumpys Enchanted Dagger</i>	AGI +1 STR +3 HP +6 PP +6
2	120-150	3-10	1	<i>twisted kukri</i>	AGI +6 STR +3 HP +14 PP +18
2	25-55	2-5	1	<i>Wand of Ferocity</i>	HP +4 PP +4
2	20-45	1-3	1	<i>Warped Beetle Pincer</i>	
2	110-135	5-14	2	<i>Water Sprinkler of the Devout</i>	AGI +3 STR +5 HP +17 PP +11
2	40-65	1-4	1	<i>Weathered Ykeshian Dagger</i>	AGI +2 STR +2 HP +7 PP +5
2	50-75	3-8	2	<i>Weighted Leafblade</i>	AGI +2 STR +2 HP +4 PP +7
2	110-135	3-9	1	<i>Weighted Spatha of Battle</i>	AGI +4 STR +4 HP +14 PP +14
2	10-35	1-3	1	<i>Well Balanced Dagger</i>	
2	1-20	1-2	1	<i>Well Balanced Short Sword</i>	
2	1-20	1-2	1	<i>well-worn axe</i>	
2	70-95	2-6	1	<i>Whip of The Beast</i>	HP +5 PP +6
2	130-160	4-11	1	<i>Whip of the Furies</i>	AGI +6 STR +4 HP +12 PP +20
2	80-110	2-7	1	<i>Willow Wood Blade of Service</i>	AGI +2 STR +4 HP +10 PP +7
2	80-110	3-8	1	<i>Willow Wood Hunting Blade</i>	AGI +3 STR +3 HP +7 PP +10
2	45-70	2-5	1	<i>Windcarver Rapier</i>	HP +4 PP +7
2	45-70	2-5	1	<i>Windrush Dagger</i>	STR +1 HP +2 PP +1
2	100-125	3-8	1	<i>Woven Cuirbolli Whip</i>	AGI +4 STR +4 HP +13 PP +15

Wt. Skill Dam.Dly Item (atTUNE; Lore; NoTrade; NoValue) Bonuses

Two-Handed

2	95-125	10-30	2	<i>Academy's Staff of Coercion (L;NT)</i>	AGI +4 INT +6
2	95-125	10-30	2	<i>Academy's Staff of Necromancy (L;NT)</i>	INT +6 STR +4
2	95-125	10-30	2	<i>Academy's Staff of the Warlock (L;NT)</i>	INT +6 WIS +4
2	95-125	10-30	2	<i>Academy's Staff of Wizardry (L;NT)</i>	INT +6 STR +4
2	1-25	2-6	1	<i>alderwood bo</i>	
2	45-70	5-16	2	<i>Apprentice Staff of the Celestial Watch</i>	AGI +1 INT +1 STR +1 WIS +1 HP +10 PP +3
2	1-20	2-6	1	<i>Apprentice Staff</i>	INT +2 STA +2
2	125-145	7-22	1	<i>ashwood bo</i>	
2	100-150	10-30	2	<i>ashwood sorcerer's staff</i>	
2	40-65	4-13	2	<i>Assault Axe of the Fallen</i>	AGI +3 INT +1 WIS +2 HP +10 PP +7
2	95-125	8-23	1	<i>Aurora's Crook of Warding (L;NT)</i>	STA +5 STR +5
2	95-125	8-23	1	<i>Aurora's Stave of Fury (L;NT)</i>	STA +5 STR +5
2	55-80	6-19	2	<i>black. iron claymore</i>	AGI +2 INT +1 STR +2 WIS +1 HP +9 PP +7
2	65-90	7-21	2	<i>black. iron halberd</i>	AGI +1 INT +3 STR +2 WIS +1 HP +9 PP +7
2	60-85	9-26	3	<i>black. iron harpoon</i>	AGI +2 INT +2 STR +1 WIS +1 HP +6 PP +10
2	50-75	8-23	3	<i>black. iron lance</i>	AGI +1 INT +3 WIS +2 HP +9 PP +7
2	40-65	5-16	2	<i>black. iron maul</i>	AGI +1 INT +2 STR +2 WIS +1 HP +8 PP +8
2	50-75	5-15	2	<i>black. iron tulwar</i>	INT +1 STR +3 WIS +2 HP +10 PP +6
2	40-70	5-16	2	<i>black. staff</i>	HP +2 PP +2
2	15-40	5-16	3	<i>Blort's painted bludgeoner</i>	HP +3 PP +3
2	15-40	3-9	2	<i>Blort's painted slicer</i>	HP +3 PP +3
2	15-40	3-9	2	<i>Blort's painted sticker</i>	HP +3 PP +3
2	50-100	8-23	1	<i>Bo of Warding (Tune)</i>	AGI +1 INT +1 STR +2 WIS +2 HP +7 PP +9
2	95-120	7-22	1	<i>Bo Staff of the Exiled</i>	AGI +1 INT +4 STR +2 WIS +5 HP +15 PP +27
2	1-50	2-7	1	<i>bo</i>	
2	65-90	5-16	1	<i>bone bo</i>	AGI +2 INT +2 STR +2 WIS +1 HP +8 PP +9
2	55-80	6-19	2	<i>bounty hunters maul</i>	INT +1 STR +1 WIS +1 HP +4 PP +4
2	55-80	6-18	2	<i>bounty hunters staff</i>	AGI +1 INT +1 WIS +1 HP +4 PP +4
2	105-130	10-31	2	<i>Briny Staff</i>	AGI +2 INT +3 STR +2 WIS +2 HP +16 PP +16
2	5-30	3-9	2	<i>bronze halberd</i>	
2	20-45	3-9	2	<i>bronze tulwar</i>	
2	100-150	9-28	2	<i>carbonite assault axe</i>	
2	100-150	10-31	2	<i>carbonite bardiche</i>	
2	100-150	9-26	1	<i>carbonite bastard sword</i>	
2	100-150	10-31	2	<i>carbonite claymore</i>	
2	100-150	11-34	2	<i>carbonite double headed axe</i>	
2	100-150	10-31	2	<i>carbonite halberd</i>	
2	100-150	14-41	3	<i>carbonite harpoon</i>	
2	100-150	14-41	3	<i>carbonite lance</i>	
2	115-135	10-29	2	<i>carbonite maul</i>	
2	100-150	9-28	2	<i>carbonite tulwar</i>	
2	55-85	11-33	3	<i>Coldwind Coast forg. hammer</i>	STR +2 HP +3 PP +1
2	90-140	8-24	1	<i>cond. ash bo staff</i>	AGI +3 INT +3 STR +1 WIS +1 HP +13 PP +13
2	90-140	11-32	2	<i>cond. ash greatstaff</i>	AGI +2 INT +3 STR +1 WIS +2 HP +10 PP +16
2	90-140	10-31	2	<i>cond. ash spellbinders staff</i>	AGI +1 INT +2 STR +3 WIS +2 HP +15 PP +12
2	40-90	5-15	1	<i>cond. maple bo staff</i>	HP +4 PP +4
2	20-70	5-16	2	<i>cond. maple greatstaff</i>	AGI +1 STR +1 WIS +1 HP +2 PP +4
2	40-90	7-21	2	<i>cond. maple pike</i>	HP +3 PP +5
2	40-90	6-19	2	<i>cond. maple spellbinders staff</i>	AGI +1 STR +2 WIS +1 HP +3 PP +3
2	25-45	3-9	2	<i>copper two handed sword</i>	
2	70-95	7-22	2	<i>Coral Infused Staff</i>	HP +4 PP +7
2	60-85	7-20	2	<i>Corroded Halberd</i>	HP +5 PP +6
2	65-85	4-13	1	<i>cracked maple bo</i>	
2	70-120	7-20	1	<i>cr. cond. ash bo staff</i>	INT +1 STR +1 WIS +2 HP +12 PP +6
2	70-120	9-27	2	<i>cr. cond. ash greatstaff</i>	INT +2 STR +1 HP +9 PP +9
2	70-120	9-28	2	<i>cr. cond. ash pike</i>	INT +1 STR +2 WIS +1 HP +11 PP +7
2	70-120	9-26	2	<i>cr. cond. ash spellbinders staff</i>	INT +1 STR +1 WIS +1 HP +11 PP +8
2	20-70	4-12	1	<i>cr. cond. maple bo staff</i>	HP +1 PP +5
2	40-90	7-20	2	<i>cr. cond. maple greatstaff</i>	
2	20-70	5-16	2	<i>cr. cond. maple pike</i>	HP +3 PP +3
2	20-70	5-15	2	<i>cr. cond. maple spellbinders staff</i>	
2	1-20	2-7	2	<i>cr. forg. bronze tulwar (Tune)</i>	AGI +1 STR +2 WIS +1

EVERQUEST II

PRIMA OFFICIAL GAME GUIDE

Wt.	Skill	Dam.	Dly	Item (atTUNE; Lore; NoTrade; NoValue)	Bonuses
2	70-120	8-24	2	<i>cr. forg. carbonite assault axe</i>	INT +1 STR +1 WIS +1 HP +10 PP +9
2	70-120	8-23	1	<i>cr. forg. carbonite bastard sword</i>	AGI +1 INT +1 STR +1 HP +10 PP +8
2	70-120	9-27	2	<i>cr. forg. carbonite claymore</i>	STR +1 WIS +2 HP +8 PP +10
2	70-120	11-32	2	<i>cr. forg. carbonite executioner axe</i>	STR +2 WIS +1 HP +10 PP +8
2	70-120	10-30	2	<i>cr. forg. carbonite greatsword</i>	AGI +1 INT +1 STR +1 WIS +1 HP +9 PP +10
2	20-70	5-14	2	<i>cr. forg. iron assault axe</i>	HP +3 PP +3
2	20-70	6-17	2	<i>cr. forg. iron great sword</i>	HP +3 PP +3
2	20-70	5-14	2	<i>cr. forg. iron tulwar</i>	HP +3 PP +3
2	1-20	2-6	2	<i>cr. forg. tin tulwar</i>	
2	5-30	4-12	3	<i>Darkwater Lance</i>	
2	95-125	9-27	2	<i>Delacar's Axe of Savagery (L;NT)</i>	STA +5 STR +5
2	95-125	10-31	2	<i>Delacar's Halberd of Defense (L;NT)</i>	STA +5 STR +5
2	95-125	9-27	2	<i>Delacar's Sword of Honor (L;NT)</i>	STA +5 STR +5
2	1-50	2-7	1	<i>elm bo</i>	
2	115-140	8-25	1	<i>firwood bo</i>	AGI +3 INT +4 STR +2 WIS +3 HP +18 PP +24
2	40-90	9-26	2	<i>forg. black. iron great sword (Tune)</i>	AGI +2 INT +2 STR +3 WIS +1 HP +11 PP +15
2	40-90	7-21	2	<i>forg. black. iron tulwar (Tune)</i>	AGI +2 INT +2 STR +1 WIS +3 HP +13 PP +13
2	1-40	3-9	2	<i>forg. bronze tulwar (Tune)</i>	HP +6 PP +3
2	90-140	9-28	2	<i>forg. carbonite assault axe</i>	AGI +2 INT +1 STR +3 WIS +3 HP +13 PP +14
2	90-140	9-26	1	<i>forg. carbonite bastard sword</i>	AGI +2 STR +3 WIS +3 HP +15 PP +12
2	90-140	10-31	2	<i>forg. carbonite claymore</i>	AGI +1 INT +1 STR +3 WIS +3 HP +11 PP +15
2	90-140	13-38	2	<i>forg. carbonite executioner axe</i>	AGI +2 INT +3 STR +2 WIS +2 HP +15 PP +11
2	90-140	12-35	2	<i>forg. carbonite greatsword</i>	AGI +2 INT +2 STR +1 WIS +3 HP +11 PP +15
2	40-90	6-18	2	<i>forg. iron assault axe</i>	HP +5 PP +3
2	40-90	7-22	2	<i>forg. iron great sword</i>	HP +5 PP +4
2	40-90	6-18	2	<i>forg. iron tulwar</i>	HP +4 PP +5
2	1-40	3-8	2	<i>forg. tin tulwar</i>	
2	25-55	4-12	2	<i>Freeport citizenship staff</i>	HP +3 PP +1
2	50-75	5-15	2	<i>Granite Tulwar</i>	HP +7 PP +4
2	1-15	3-8	2	<i>Great Axe of Faith</i>	
2	60-85	7-21	2	<i>Great Maul of Axefist</i>	AGI +1 INT +1 STR +3 WIS +2 HP +8 PP +8
2	100-125	11-32	2	<i>Greathammer of Stormhold</i>	HP +17 PP +11
2	20-40	2-7	2	<i>guttersnipe great axe</i>	
2	60-85	7-20	2	<i>Halberd of the Bloodsaber</i>	
2	1-50	3-9	2	<i>halberd</i>	
2	110-135	14-43	3	<i>Harpoon of Darkness</i>	AGI +3 INT +3 STR +4 WIS +2 HP +18 PP +25
2	50-100	6-18	2	<i>iron assault axe</i>	
2	50-100	7-20	2	<i>iron bardiche</i>	
2	50-100	6-17	1	<i>iron bastard sword</i>	
2	50-100	7-20	2	<i>iron claymore</i>	
2	50-100	8-23	2	<i>iron double headed axe</i>	
2	50-100	7-20	2	<i>iron halberd</i>	
2	50-100	9-27	3	<i>iron harpoon</i>	
2	55-75	7-20	3	<i>iron lance</i>	
2	50-100	7-22	2	<i>iron maul</i>	
2	70-90	5-16	2	<i>iron tulwar</i>	
2	95-125	11-34	2	<i>Jagged Blade of the Berserker (L;NT)</i>	AGI +4 STR +6
2	60-85	6-19	2	<i>Knotted Treant Root Staff</i>	HP +6 PP +5
2	55-80	7-20	2	<i>Ludinite Maul</i>	HP +7 PP +4
2	95-125	8-23	1	<i>Makoto's Bo of Striking (L;NT)</i>	AGI +6 STR +4
2	50-100	5-15	1	<i>maple bo</i>	
2	50-100	7-21	2	<i>maple pike</i>	
2	50-100	7-20	2	<i>maple sorcerer's staff</i>	
2	45-70	6-17	2	<i>Maul of the Ancient Othmir</i>	AGI +1 INT +1 STR +2 WIS +2 HP +10 PP +7
2	1-15	2-5	1	<i>Medicine Staff</i>	
2	40-65	5-15	2	<i>Mired Halberd</i>	HP +7 PP +4
2	45-70	6-17	2	<i>Nightshade Maul</i>	AGI +1 INT +1 STR +2 WIS +2 HP +7 PP +10
2	25-45	3-8	2	<i>oak-handled great spear</i>	

Wt.	Skill	Dam.	Dly	Item (atTUNE; Lore; NoTrade; NoValue)	Bonuses
2	25-45	3-8	2	<i>old decaying staff</i>	
2	20-45	3-9	2	<i>old meat tenderizer</i>	
2	20-45	4-11	2	<i>Orcish Great Hammer</i>	
2	100-150	8-25	1	<i>pr. cond. ash bo staff</i>	AGI +2 INT +2 STR +3 WIS +2 HP +12 PP +19
2	100-150	11-34	2	<i>pr. cond. ash greatstaff</i>	AGI +2 INT +2 STR +2 WIS +3 HP +13 PP +17
2	100-150	12-35	2	<i>pr. cond. ash pike</i>	AGI +2 INT +2 STR +3 WIS +2 HP +20 PP +10
2	100-150	11-33	2	<i>pr. cond. ash spellbinders staff</i>	AGI +3 INT +3 STR +1 WIS +2 HP +16 PP +14
2	50-100	6-17	1	<i>pr. cond. maple bo staff</i>	HP +3 PP +6
2	50-100	7-22	2	<i>pr. cond. maple greatstaff</i>	INT +2 STR +1 WIS +2 HP +5 PP +4
2	50-100	8-23	2	<i>pr. cond. maple pike</i>	HP +4 PP +5
2	50-100	7-21	2	<i>pr. cond. maple spellbinders staff</i>	INT +1 STR +2 WIS +1 HP +5 PP +5
2	50-100	8-23	2	<i>pr. forg. black. iron assault axe (Tune)</i>	AGI +2 INT +1 STR +2 WIS +4 HP +15 PP +15
2	50-100	10-29	2	<i>pr. forg. black. iron great sword (Tune)</i>	AGI +3 INT +2 STR +2 WIS +2 HP +12 PP +18
2	50-100	8-23	2	<i>pr. forg. black. iron tulwar (Tune)</i>	AGI +1 INT +5 STR +1 WIS +2 HP +16 PP +14
2	1-50	4-11	2	<i>pr. forg. bronze tulwar (Tune)</i>	AGI +1 INT +1 STR +1 WIS +1
2	100-150	10-30	2	<i>pr. forg. carbonite assault axe</i>	AGI +3 INT +3 STR +2 WIS +1 HP +14 PP +16
2	100-150	9-28	1	<i>pr. forg. carbonite bastard sword</i>	AGI +2 INT +2 STR +4 WIS +2 HP +13 PP +17
2	100-150	12-37	2	<i>pr. forg. carbonite greatsword</i>	AGI +2 INT +2 STR +3 WIS +3 HP +17 PP +14
2	50-100	6-19	2	<i>pr. forg. iron assault axe</i>	HP +6 PP +3
2	50-100	8-24	2	<i>pr. forg. iron great sword</i>	HP +5 PP +4
2	50-100	6-19	2	<i>pr. forg. iron tulwar</i>	HP +4 PP +5
2	1-50	3-9	2	<i>pr. forg. tin tulwar</i>	
2	25-55	4-12	2	<i>Qeynos citizenship staff</i>	INT +1 WIS +1
2	65-90	7-20	2	<i>Rat Hunter's Spear</i>	INT +1 STR +1 WIS +1 HP +4 PP +6
2	50-100	8-23	1	<i>Reedwater Bo (Tune)</i>	AGI +5 INT +5 STR +4 WIS +4 HP +25 PP +29
2	15-40	3-10	2	<i>Rusted Maul</i>	
2	55-80	10-30	3	<i>Safiya's flail of mercy</i>	INT +1 STR +1 WIS +1 HP +4 PP +4
2	95-125	10-31	2	<i>scorched wood staff</i>	AGI +1 INT +2 STR +4 WIS +3 HP +16 PP +16
2	80-130	7-22	1	<i>sh. cond. ash bo staff</i>	AGI +1 INT +1 STR +3 WIS +1 HP +11 PP +7
2	80-130	10-30	2	<i>sh. cond. ash greatstaff</i>	AGI +1 INT +2 STR +1 WIS +2 HP +9 PP +10
2	80-130	9-28	2	<i>sh. cond. ash spellbinders staff</i>	AGI +2 INT +1 STR +2 WIS +1 HP +10 PP +8
2	30-80	4-13	1	<i>sh. cond. maple bo staff</i>	HP +5 PP +4
2	30-80	6-18	2	<i>sh. cond. maple greatstaff</i>	AGI +1 STR +1 HP +2 PP +1
2	30-80	6-18	2	<i>sh. cond. maple pike</i>	HP +6 PP +3
2	30-80	6-17	2	<i>sh. cond. maple spellbinders staff</i>	INT +1 WIS +1 HP +2 PP +2
2	30-80	8-23	2	<i>sh. forg. black. iron great sword (Tune)</i>	AGI +1 INT +3 STR +2 WIS +2 HP +12 PP +9
2	1-30	3-9	2	<i>sh. forg. bronze tulwar (Tune)</i>	INT +2 STR +2 WIS +1
2	80-130	9-26	2	<i>sh. forg. carbonite assault axe</i>	AGI +1 INT +3 STR +1 WIS +1 HP +9 PP +9
2	80-130	8-25	1	<i>sh. forg. carbonite bastard sword</i>	AGI +2 INT +1 STR +2 WIS +1 HP +6 PP +12
2	80-130	10-29	2	<i>sh. forg. carbonite claymore</i>	INT +3 WIS +3 HP +7 PP +11
2	80-130	12-35	2	<i>sh. forg. carbonite executioner axe</i>	INT +2 STR +1 WIS +3 HP +10 PP +8
2	80-130	11-32	2	<i>sh. forg. carbonite greatsword</i>	AGI +1 INT +1 STR +2 WIS +3 HP +8 PP +10
2	30-80	5-16	2	<i>sh. forg. iron assault axe</i>	HP +4 PP +4
2	30-80	6-19	2	<i>sh. forg. iron great sword</i>	HP +5 PP +4
2	30-80	5-16	2	<i>sh. forg. iron tulwar</i>	HP +2 PP +6
2	1-30	2-7	2	<i>sh. forg. tin tulwar</i>	HP +2 PP +2
2	20-45	3-8	1	<i>Shilza slicer</i>	
2	100-150	16-49	2	<i>Skullsmasher (Tune)</i>	AGI +2 INT +9 STR +6 WIS +7 HP +38 PP +35
2	55-80	8-25	3	<i>Sludge Covered Harpoon</i>	HP +6 PP +5
2	30-60	5-14	2	<i>smoldering pike</i>	INT +2 PP +5
2	115-140	10-30	2	<i>Soulreaver</i>	AGI +3 INT +4 STR +3 WIS +2 HP +24 PP +18
2	55-80	6-19	2	<i>Staff of Pestilence</i>	AGI +1 INT +2 STR +3 HP +8 PP +8

Wt.	Skill	Dam.	Dly	Item (atTUNE; Lore; NoTrade; NoValue)	Bonuses
2	95-120	9-28	2	Staff of Power	AGI +3 INT +2 STR +2 WIS +5 HP +17 PP +25
2	50-75	4-13	1	Staff of Submission	HP +5 PP +6
2	55-85	7-20	2	Staff of the Coldwind Coast	INT +2 PP +4
2	40-65	4-11	1	Staff of Wonder	AGI +2 INT +2 STR +1 WIS +2 HP +7 PP +9
2	115-140	12-37	2	steel double headed axe	AGI +2 INT +2 STR +5 WIS +3 HP +19 PP +23
2	115-140	11-34	2	steel halberd	AGI +3 INT +5 STR +1 WIS +3 HP +19 PP +23
2	100-125	13-40	3	steel lance	AGI +3 INT +1 STR +5 WIS +3 HP +24 PP +18
2	95-120	10-31	2	steel maul	AGI +3 INT +3 STR +4 WIS +3 HP +21 PP +21
2	95-125	8-23	1	Telamina's Staff of Illusion (L;NT)	INT +5 WIS +5
2	75-125	8-25	1	Telamina's Staff of Summ. (Tune;L;NT)	INT +6 STR +4
2	95-125	8-23	1	Telamina's Staff of the Occult (L;NT)	INT +6 WIS +4
2	95-125	8-23	1	Telamina's Staff of Wizardry (L;NT)	INT +6 WIS +4
2	10-35	3-10	2	Tenebrous Great Sword	AGI +1 STR +2
2	20-40	3-8	2	tin halberd	
2	1-50	3-8	2	tin tulwar	
2	90-120	10-29	2	Tortured Bone Escrima	AGI +2 INT +1 STR +3 WIS +3 HP +15 PP +17
2	70-95	7-20	2	Tulwar of Mastery	INT +2 STR +3 WIS +2 HP +11 PP +5
2	10-35	3-8	2	Tulwar of the Dead	
2	70-95	7-20	2	Tulwar of the Deceptor	AGI +2 INT +1 STR +2 WIS +1 HP +8 PP +8
2	120-150	10-31	1	twisted bastard sword	AGI +3 INT +4 STR +4 WIS +3 HP +27 PP +21
2	100-125	10-30	2	Undertow Claymore	AGI +2 INT +3 STR +2 WIS +2 HP +17 PP +13
2	70-95	7-20	2	Wastewater Etched Tulwar	
2	20-45	4-11	2	well used pitchfork	
2	80-110	9-27	2	Willow Wood Walking Staff	AGI +3 STR +3 HP +9 PP +12

Ranged

2	1-25	3-14	4	alderwood short bow	
2	95-125	10-51	4	Arrell's bow of alacrity (L;NT)	AGI +6 STR +4
2	100-150	16-80	7	ashwood long bow (+Rg)	
2	100-150	10-52	4	ashwood short bow	
2	100-150	6-13	2	boiled leather bandolier	
2	100-150	6-13	2	boiled leather pouch	
2	100-150	6-13	2	boiled leather satchel	
2	100-150	6-13	2	boiled leather sheath	
2	60-85	7-33	4	bone short bow	AGI +2 INT +1 STR +1 WIS +2 HP +6 PP +10
2	20-45	3-17	4	Bow of Faith	
2	1-40	3-17	4	cond. alder short bow (Tune)	AGI +1 INT +1 STR +1 WIS +1
2	90-140	16-81	7	cond. ash long bow (+Rg)	AGI +2 INT +2 STR +2 WIS +3 HP +17 PP +9
2	90-140	10-52	4	cond. ash short bow	AGI +2 INT +3 STR +2 WIS +1 HP +13 PP +13
2	1-40	3-15	4	cond. elm short bow	HP +1 PP +3
2	40-90	10-51	7	cond. maple long bow (+Rg)	HP +7 PP +1
2	40-90	7-33	4	cond. maple short bow	HP +2 PP +6
2	1-20	3-13	4	cr. cond. alder short bow (Tune)	AGI +1 INT +1 STR +1 WIS +1
2	70-120	14-69	7	cr. cond. ash long bow (+Rg)	INT +1 STR +1 WIS +2 HP +9 PP +9
2	70-120	9-45	4	cr. cond. ash short bow	AGI +1 INT +1 STR +1 WIS +1 HP +9 PP +9
2	1-20	2-11	4	cr. cond. elm short bow	
2	20-70	8-40	7	cr. cond. maple long bow (+Rg)	HP +3 PP +3
2	20-70	5-26	4	cr. cond. maple short bow	HP +4 PP +2
2	100-150	7-14	2	cr. tailored boiled satchel	HP +1 PP +2
2	100-150	7-14	2	cr. tailored boiled sheath	HP +2 PP +2
2	1-50	2-4	2	cr. tailored rawhide satchel	
2	1-50	2-4	2	cr. tailored rawhide sheath	
2	50-100	4-9	2	cr. tailored tanned bandolier	
2	50-100	4-9	2	cr. tailored tanned satchel	
2	50-100	4-9	2	cr. tailored tanned sheath	
2	40-65	5-25	4	Crystalline Bow	AGI +2 INT +1 STR +1 WIS +2 HP +8 PP +8
2	75-100	5-9	2	cured leather pouch	AGI +2 STR +2 HP +5 PP +6
2	75-100	5-9	2	cured leather satchel	AGI +3 STR +1 HP +6 PP +5
2	75-100	5-9	2	cured leather sheath	AGI +3 STR +1 HP +6 PP +6
2	45-70	8-42	7	Darkwater Long Bow (+Rg)	AGI +2 INT +1 STR +2 WIS +1 HP +9 PP +8
2	45-75	9-46	7	Deadeye (+Rg)	AGI +1 INT +1 HP +3 PP +1

Wt.	Skill	Dam.	Dly	Item (atTUNE; Lore; NoTrade; NoValue)	Bonuses
2	25-45	3-14	4	elm short bow	
2	100-125	10-50	4	firwood short bow	AGI +2 INT +3 STR +4 WIS +3 HP +23 PP +19
2	10-30	2-12	4	giantslayer bow	
2	55-80	9-47	7	Gregor's Old Bow (+Rg)	STR +2 HP +8 PP +5
2	55-80	10-48	7	Long Bow of the Night (+Rg)	AGI +2 INT +1 STR +1 WIS +2 HP +8 PP +8
2	45-70	8-42	7	Longbow of Destiny (+Rg)	AGI +1 INT +2 STR +2 WIS +1 HP +9 PP +7
2	75-95	6-32	4	maple short bow	
2	1-50	4-20	4	pr. cond. alder short bow (Tune)	HP +3 PP +6
2	100-150	17-87	7	pr. cond. ash long bow (+Rg)	AGI +1 INT +2 STR +3 WIS +3 HP +18 PP +12
2	1-50	3-17	4	pr. cond. elm short bow	HP +3 PP +1
2	50-100	11-57	7	pr. cond. maple long bow (+Rg)	HP +5 PP +4
2	50-100	7-37	4	pr. cond. maple short bow	HP +5 PP +4
2	100-150	7-14	2	pr. tailored boiled satchel	AGI +3 STR +3 HP +10 PP +10
2	100-150	7-14	2	pr. tailored boiled sheath	AGI +4 STR +2 HP +9 PP +11
2	1-50	2-4	2	pr. tailored rawhide satchel	AGI +1 STR +2
2	1-50	2-4	2	pr. tailored rawhide sheath	HP +2 PP +1
2	50-100	4-9	2	pr. tailored tanned bandolier	AGI +2 STR +1 HP +3 PP +3
2	50-100	4-9	2	pr. tailored tanned satchel	AGI +1 STR +2 HP +2 PP +4
2	50-100	4-9	2	pr. tailored tanned sheath	AGI +2 STR +1 HP +4 PP +2
2	1-50	2-5	2	pr. tailored waxed satchel (Tune)	AGI +1 STR +2
2	65-90	11-53	7	Rat Hunter's Bow (+Rg)	AGI +1 INT +1 STR +1 HP +3 PP +6
2	30-50	2-4	2	rawhide leather pouch	
2	30-50	2-4	2	rawhide leather satchel	
2	30-50	2-4	2	rawhide leather sheath	
2	65-90	7-35	4	Runed Short Bow	HP +4 PP +7
2	1-30	3-16	4	sh. cond. alder short bow (Tune)	INT +2 STR +1 WIS +2
2	80-130	15-75	7	sh. cond. ash long bow (+Rg)	AGI +1 INT +1 STR +3 WIS +2 HP +9 PP +10
2	80-130	10-48	4	sh. cond. ash short bow	AGI +1 INT +3 STR +2 HP +8 PP +10
2	1-30	3-14	4	sh. cond. elm short bow	HP +2 PP +2
2	30-80	9-45	7	sh. cond. maple long bow (+Rg)	HP +7 PP +2
2	30-80	6-29	4	sh. cond. maple short bow	HP +4 PP +4
2	100-150	7-14	2	sh. tailored boiled satchel	AGI +2 HP +5 PP +4
2	100-150	7-14	2	sh. tailored boiled sheath	STR +2 HP +2 PP +6
2	1-50	2-4	2	sh. tailored rawhide satchel	STR +1
2	1-50	2-4	2	sh. tailored rawhide sheath	HP +1
2	50-100	4-9	2	sh. tailored tanned bandolier	STR +1 HP +1 PP +1
2	50-100	4-9	2	sh. tailored tanned satchel	STR +1 HP +1 PP +1
2	50-100	4-9	2	sh. tailored tanned sheath	STR +1 HP +1 PP +1
2	55-80	6-31	4	Short Bow of Conflict	AGI +1 INT +1 STR +2 WIS +2 HP +8 PP +8
2	40-65	5-25	4	Short Bow of Regression	HP +6 PP +5
2	70-95	11-57	7	Silver Wrapped Long Bow (+Rg)	HP +6 PP +5
2	100-150	7-14	2	tailored boiled sheath	AGI +1 STR +3 HP +7 PP +7
2	100-150	7-14	2	tailored boiled satchel	STR +4 HP +8 PP +6
2	1-50	2-4	2	tailored rawhide sheath	HP +2
2	1-50	2-4	2	tailored rawhide satchel	AGI +2
2	50-100	4-9	2	tailored tanned bandolier	AGI +1 STR +1 HP +3 PP +2
2	50-100	4-9	2	tailored tanned sheath	STR +2 HP +3 PP +1
2	50-100	4-9	2	tailored tanned satchel	AGI +1 STR +1 HP +3 PP +1
2	80-100	4-8	2	tanned leather bandolier	
2	50-100	4-8	2	tanned leather pouch	
2	50-100	4-8	2	tanned leather satchel	
2	50-100	4-8	2	tanned leather sheath	
2	70-95	11-57	7	Waterlogged Long Bow (+Rg)	HP +5 PP +6
2	25-50	2-5	2	waxed leather pouch	
2	25-50	2-5	2	waxed leather satchel	
2	80-110	9-43	4	Willow Wood Bow of Service	AGI +4 STR +3 HP +10 PP +12