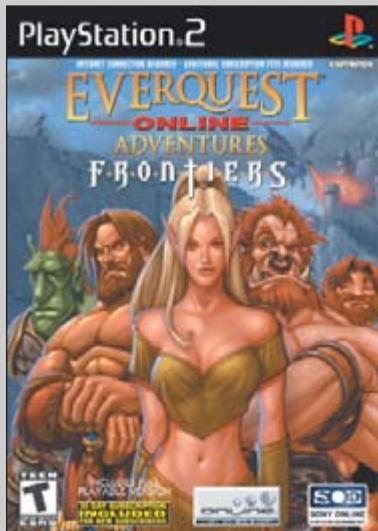


The creative team behind *EverQuest Online Adventures: Frontiers* has given Prima Games the key to creating the most comprehensive strategy guide ever published for a massively multiplayer game. It took us just under 700 pages to cover it all, but we pulled it off! Everything you ever wanted to know about *EverQuest Online Adventures* is covered, plus all that is new about the *Frontiers* expansion. We've included:

- The basics of EQOA for the beginning player
- Stats for all 10 races and 15 classes
- Description of each Mastery, including requirements and effects
- Quest walkthroughs (up through level 20) for every race/class combination
- Tips for every Epic Quest
- Fully detailed and labeled maps for every starting city
- Full faction listings
- Comprehensive loot tables, including descriptions and locations for *EVERY* magical item
- Essential trade skill tables with all ingredients and properties
- Monster stats that reveal creature resistances and vulnerabilities

Because we know how great both the game and the guide are, here's 23 pages of critical strategy from the official guide—see for yourself just how much there is to EQOA and how comprehensive the Prima guide is that covers it. Enjoy, and happy adventuring!



Still need the game? Click [here](#) to get it. For only \$29.99 you get the all-new EQOA Frontiers, exclusively for the PlayStation®2 computer entertainment system.

There are close to **350** Masteries available in EQOA: *Frontiers*, and you can get the descriptions and statistics for all of them by clicking here and purchasing *Prima's Official Strategy Guide!* The following tables are samples from each of the four main types of Masteries: Attribute Archetype, Racial, and Class.

Attribute-Related Masteries

Strength					
Mastery	Stat Increase	Stat Max Increase	Stat Requirement	Mastery Pts	Level Required
Brawn 1	1	15	100	10	10
Brawn 2	2	20	125	15	20
Brawn 3	3	25	160	20	30
Brawn 4	4	30	200	25	45
Brawn 5	5	35	250	30	60

Stamina

Mastery	Stat Increase	Stat Max Increase	Stat Requirement	Mastery Pts	Level Required
Vigor 1	1	15	100	10	10
Vigor 2	2	20	125	15	20
Vigor 3	3	25	160	20	30
Vigor 4	4	30	200	25	45
Vigor 5	5	35	250	30	60

Archetype Masteries

Arcane Fortitude

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Arcane Fortitude 1	10sta	None	—	20	10	None	100sta
Arcane Fortitude 2	15sta	None	—	30	30	None	150sta
Arcane Fortitude 3	20sta	None	—	40	60	None	200sta

Mental Clarity

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Mental Clarity 1	4PoT	None	—	5	15	None	100int
Mental Clarity 2	4PoT	None	—	10	24	None	150int
Mental Clarity 3	4PoT	None	—	15	34	None	200int
Mental Clarity 4	4PoT	None	—	20	44	None	250int
Mental Clarity 5	4PoT	None	—	25	55	None	300int

Sage's Knack

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Sage's Knack 1	10dex	None	—	20	25	Balance 1	None
Sage's Knack 2	15dex	None	—	25	40	Balance 2	None
Sage's Knack 3	20dex	None	—	30	55	Balance 3	None

Sage's Form

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Sage's Form 1	10sta	None	—	20	25	Vigor 1	None
Sage's Form 2	15sta	None	—	25	40	Vigor 2	None
Sage's Form 3	20sta	None	—	30	55	Vigor 3	None

Sage's Thought

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Sage's Thought 1	10int	None	—	20	25	Wit 1	None
Sage's Thought 2	15int	None	—	25	40	Wit 2	None
Sage's Thought 3	20int	None	—	30	55	Wit 3	None

Racial Masteries

The following masteries are only available to members of specific races.

Barbarian Masteries

Base Masteries							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Blood of the North	25CR	None	—	15	1	None	None
Northman's Gait	5mov speed	None	—	5	1	None	None
Tough Skin	1DF	None	—	25	1	None	None
Master Class							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Berserker	25str, 25sta, 4OF, -2DF	None	—	200	55	None	500cm spent
M. Class Masteries							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Berserk	None	Berserk	Low Defense, High Offense, Heal	75	60	Berserker	None
Reckless Vigor	More hit points, less armor class	None	—	75	60	Berserker	None

Dark Elf Masteries

Base Masteries							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Blood of Innoruuk	25AR 10agimax, 10dexmax	None	—	15	1	None	None
Elven Reflexes	5dex, 5agi,	None	—	20	1	None	None
Flash of Daggers	None	Flash of Daggers	Increases dexterity for short time	10	1	None	None
Shroud of Hate	None	Shroud of Hate	Arcane Dmg Shield	25	1	None	None
Master Class							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Chosen	50wis, 20 PoT, 1HP Factor, 1DF, 1OF	None	—	200	55	None	500cm spent
M. Class Masteries							
Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Innoruuk's Aura	None	Innoruuk's Aura	Hate increasing defense buff	75	60	Chosen	None
Spite	None	Spite	High damage atk	75	60	Chosen	None

Class Masteries

The following masteries are available only to members of specific classes.

Bard Masteries

Entrancing Song

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Entrancing Song	None	Entrancing Song	5min charm	120	51	None	None

Breathy Ballad

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Breathy Ballad 1	None	Ballad of Breath	30 sec water breath	30	20	None	None
Breathy Ballad 2	None	Breathy Ballad	1 min water breath	30	40	None	None
Breathy Ballad 3	None	Rina's Breathy Ballad	2 min water breath	30	60	None	None

Choral Celebration

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Choral Celebration 1	None	Celebration of Health	32HoT	20	25	None	Hymn of Health
Choral Celebration 2	None	Celebration of Life	54HoT	30	35	None	Hymn of Life
Choral Celebration 3	None	Celebration of Vitae	76HoT	40	45	None	Hymn of Vitae

Soothing Verses

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Soothing Verses 1	None	Lulling Verse	15 meter radius lull	20	15	None	Lull
Soothing Verses 2	None	Soothing Verse	15 meter radius lull	20	30	None	Soothe
Soothing Verses 3	None	Calming Verse	15 meter radius lull	20	45	None	Calm

Bardic Expertise

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Bardic Expertise 1	None	Melodic Blades	half recast	20	20	None	Melodic Blades
Bardic Expertise 2	None	Harmonic Blades	half recast	20	30	None	Harmonic Blades
Bardic Expertise 3	None	Rhythmic Blades	half recast	20	40	None	Rhythmic Blades
Bardic Expertise 4	None	Symphonic Blades	half recast	20	50	None	Symphonic Blades
Bardic Expertise 5	None	Resonant Blades	half recast	20	60	None	Resonant Blades

Anthemic Crescendo

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Anthemic Crescendo 1	None	Anthem of Light/Hope	35m radius/a 10% ch	20	20	None	Anthem of Light/Hope
Anthemic Crescendo 2	None	Anthem of Drive	35m radius/ 10% cha	20	30	None	Anthem of Drive
Anthemic Crescendo 3	None	Anthem of Deeds	35m radius/ 10% cha	20	40	None	Anthem of Deeds
Anthemic Crescendo 4	None	Anthem of Triumph	35m radius/ 10% cha	20	50	None	Anthem of Triumph
Anthemic Crescendo 5	None	Anthem of Conquest	35m radius/ 10% cha	20	60	None	Anthem of Conquest

Harmonic Perfection

Mastery	Mastery Effect	New Spell	Effect	Points	Level	Mastery Required	Misc. Requirements
Harmonic Perfection 1	None	Perfect Concerto	35m radius/ 5% cha	25	20	None	Concerto
Harmonic Perfection 2	None	Perfect Symphony	35m radius/ 5% cha	25	30	None	Symphony
Harmonic Perfection 3	None	Perfect Rhapsody	35m radius/ 5% cha	25	45	None	Rhapsody
Harmonic Perfection 4	None	Perfect Harmony	35m radius/ 5% cha	25	60	None	Harmony

EQOA: Frontiers allows you to create a character by choosing from 11 different races and 15 different classes. You'll undertake a variety of quests to gain experience and level your character. To get exhaustive walkthroughs on every quest up through level 20, as well as a labeled world map and detailed city maps to point you in the right direction, click here to purchase *Prima's Official Strategy Guide*. Below you'll find the walkthrough for the Barbarian race.

Barbarian

Map of Halas

- ① Coldwind Hall
Marik McPherson
Derry McQuaid
Merchant McNeil
Merchant McAllister

- ② Seeing Eye Tavern
Juno Felligan
Gannon Macgibson
Merchant Conner
Merchant Nimerick

- ③ Halas Square

- ④ Hammer's Wrath
Merchant Ironfrost
Merchant Welty
Beril O'Leary
Merchant McDougal

- ⑤ Bank Hall
Banker Fredrick
Banker McMillan
Elder Felligan
Thurgrid McRaith
Elder Joram
Iron Eagle

- ⑥a Granaries
Merchant Mallie: Oilstone

- ⑥b Granaries
Olga McBryne

- ⑥c Granaries
Merchant Snowcloud
Merchant Icelain
Jeweler Glaciel

- ⑦ Dog Runs

- ⑧ Everfrost Bridge

- ⑨ The Nest

- ⑩ Stables
Coachman Dudley

- ⑪ Everfrost Tunnel
Grocer Hannibal
Grocer Holli
Benen O'Leary
Rittia
Loren McKibbin
Merchant Darcy
Spiritmaster Kerr



Spell Merchants

Merchant Name	Description	Location
Merchant McNeil	Warrior Spells Level 1–20	1 (Upstairs)
Merchant McAllister	Warrior Spells Level 24–49	1 (Upstairs)
Merchant Conner	Rogue Spells Level 1–20	2 (Upstairs)
Merchant Nimerick	Rogue Spells Level 24–49	2 (Upstairs)
Merchant Ironfrost	Shaman Spells Level 1–12	4 (Downstairs)
Merchant Welty	Shaman Spells Level 16–29	4 (Downstairs)
Merchant McDougal	Shaman Spells Level 34–49	4 (Upstairs)

Armor Merchants

Merchant Name	Description	Location
Loren McKibbin	Cured Armor Level 1–20	11
Merchant Darcy	Cloth Armor Level 5–20	11
Shieldsmith Grunan	Fine Shields	19
Armorer Zarina	Banded Armor Level 25–30	17
Armorer Halinson	Chain Mail Level 20–30	16
Tailor Morgan	Wooden Armor Level 15	16
Tailor Akesson	Rawhide Armor Level 1–13	13
Tailor Grunrich	Silk and Padded Armor Level 15–25	14
Tailor McQuaid	Cloth Armor Level 1–10	15

Weapon Merchants

Merchant Name	Description	Location
Smithy Garrison	Weapons Level 3–10	21
Smithy Darrson	Weapons Level 2–10	21
Bowyer Maltson	Bows and Arrows Level 2–9	21
Smithy McSommer	Weapons Level 2–10	21
Smithy Yelda	Weapons Level 13–20	24
Smithy Fredrickson	Weapons Level 12–20	24
Bowyer Oleson	Bows and Arrows Level 12–19	24
Smithy McMarrin	Fine Steel Weapons Level 22–30	26
Smithy Evenson	Weapons Level 22–30	26
Smithy McDarland	Weapons Level 23–30	26
Bowyer Tristin	Bows and Arrows Level 22–29	26

Tradeskills and Miscellaneous

Merchant Name	Description	Location
Merchant Snowcloud	Jewelry Molds and Components	6c
Merchant Icelain	Jeweler's Kits Level 21–46	6c
Jeweler Glaciel	Teaches Jewel Crafting	6c
Grocer Hannibal	Healing Foods	11
Grocer Holli	Replenishing Drinks	11
Benen O'Leary	Iron Ore, Rope	11
Glenda	Smithing Hammers	18
Kerry	Smithing Hammers	18
Athensha	Molds	18
Kurron	Fine Metals	18
Kareese	Smithing Supplies	18
Merchant Balboa	Lockbox for Jewelry	23
Shawndy McKibbin	Raven's Tail Feather	17
Merchant Grugan	Material	29
Merchant Yurn	Patterns/Tailoring Kits Level 1–46	29
Seamster Jackson	Teaches Tailoring	29

Barbarian Classes

Rogue

Halas Map

- | | |
|-------------------------------------|----------------------|
| 2 Juno Felligan
Gannon Macgibson | 15 Tailor McQuaid |
| 5 Iron Eagle | 17 Shawndy McKibbin |
| 6a Merchant Mallie | 20 Spiritmaster Dean |
| 10 Coachman Dudley | |
| 11 Benen O'Leary | |

Beginning Quests

The Rogue's Tunic (Level 1)

Speak to Juno Felligan ②.

Go to Tailor McQuaid and pick up a Rogue's Tunic.

Report to Juno Felligan ②.

Receive 430 experience points.

The Spiritmaster and the Coachman (Level 2)

Speak to Juno Felligan ② when you are ready for combat.

Speak to Spiritmaster Dean ⑳.

Speak to Coachman Dudley ⑩.

Return to Juno Felligan ②.

Receive 2,200 experience points.

Further Training (Level 3)

Speak to Juno Felligan ② when you are ready for combat.

The Seeing Eye is running low on secret seasoning. Collect three spider eyes and return them to Juno Felligan ②.

Note

Leave town through the south gate and search for spiderlings along the water's edge.

Return the spider eyes to Juno Felligan ②.

Receive 6,900 experience points.

Receive the Sneak scroll.

The Raven Beak Knife (Level 4)

Speak to Gannon Macgibson ②. Gannon will make you a new weapon, but he needs you to collect the materials.

Buy an oilstone from Merchant Mallie ⑥a.

Purchase iron ore from Benen O'Leary ⑪. (Find him in the tunnels on the other side of the bridge.)

Kill crows and ravens to collect two chipped raven's beaks.

Return all of the supplies to Gannon Macgibson ②.

Receive 17,000 experience points.

Receive the Raven Beak Knife.

Freezeblood Warden (Level 5–6)

Speak to Juno Felligan ②.

A band of freezebloods has been spotted near Halas, and you must slay them.

Track down a freezeblood warden and slay it.

Note

Merchant Conner, upstairs from the Guildmaster, sells low-level scrolls. You should have enough money from selling mob drops to purchase cloth armor from Tailor McQuaid, whose tent is west of the bridge.

Get the headband from the slain freezeblood and return it to Juno Felligan ②.

Receive 36,500 experience points.

Receive the Quick Blade scroll.

The Watcher's Vest (Level 7)

Speak with Juno Felligan ② once you reach Level 7.

Juno needs you to hunt down some pesky critters that have been scaring the women of the caravans and infesting food. Look for the ice fang spiderlings past the gates south of Halas.

Note

Travel through the tunnel and head south across the hills to find ice fang spiderlings. At Level 7, these creatures will con red to you. Hunt these creatures in a group for safety. Each spiderling should have four fangs on it when you loot it. With four fangs per mob, there are plenty of fangs to share with other group members needing to complete the same quest.

Return two spider fangs to Juno Felligan **2** as proof of completing the task.

Receive 157,500 experience points.

Receive the Watcher's Vest.

Receive the Acrobatics scroll.

Slicers Special (Level 10)

Talk to Juno Felligan **2** after reaching Level 10.

Juno will tell you some history of the tribe, and he wants to test you on what you have learned thus far. Slay the ice spider queen for Juno. The queen is to the far west in a valley by a tower with wolves. Bring back two strands of ice spider silk. If you are successful, Juno will forge a new weapon for you.

Note

Cross through the tunnel out of Halas and head west. You shouldn't have trouble with the mobs in this area with the exception of the freezebloods. Hunt the ice queen with a group of adventurers. Follow the mountainside until you reach the ice spider queens. At Level 10, these creatures con red to you. Loot the four silk strands that appear on each ice spider queen. Share the loot with other group members performing the same quest.

Return two strands of ice spider silk from the queen to Juno Felligan **2**.

Receive 556,753 experience points.

Receive the Slicers Special.

Freezeblood Battleplans (Level 13)

Speak to Iron Eagle **5**.

Iron Eagle wants to send you out on a dangerous assignment. Goblins have been sighted outside of the city. One of the freezeblood captains has arrived at a camp to the west of Halas. This captain has invasion plans, and Iron Eagle wants you to return two of these plans to him.

Note

Travel south through the tunnel. Return to the area where you found the ice spider queens. Skirt around the spiders and head south to find a small freezeblood camp. You shouldn't have any trouble locating a freezeblood captain in this area. At Level 13, freezeblood captains con yellow or red to you. There are other named freezebloods in this area. Use caution when approaching this camp.

Kill the freezeblood captain and return two plans to Iron Eagle **5**.

Receive 550,698 experience points.

Receive the Night Breath scroll.

The Raven Stalkers (Level 15)

Talk to Iron Eagle **5**.

The plans given to Iron Eagle indicate a freezeblood assassin named Numla is in the camp. You must slay Numla before he can complete his mission.

Note

Return to the area just north of the freezeblood camp next to the water. You will see a large wooden "T" at the water's edge. There may be a freezeblood scavenger there instead of Numla. Slay the scavenger until Numla appears. Use caution as you near the camp—freezebloods will attack as soon as they see you. At Level 15, Numla will probably con yellow or red.

Bring Iron Eagle **5** the bag of tricks from Numla.

See Shawndy McKibbin **17** and buy a raven's tail feather.

Return to Iron Eagle **5** with the tail feather.

Receive 883,791 experience points.

Receive the Vaulter's Balance scroll.

Receive the Raven Stalkers.

Specialization (Level 20)

Return to Juno Felligan **2**.

Freezebloods are planning another invasion on Halas. Each clan will be sending a representative to speak with Yarn Icefrost, who resides south of Halas. Take the sealed letter to Yarn Icefrost. He must read it and respond.

Follow the river south to a fisherman, whose name is Deltor Cyclor. He is at the river's bank and can direct you to Yarn, due west of his location. Look for the group of trees he has planted. Yarn's cabin is in the center of those trees.

Speak to Yarn Icefrost in his snow cabin. Yarn will give you a letter to take to Brenn Raven.

Go back to the river and head south. You will eventually come to a large camp on the other side of the river. Cross the river and tell Brenn that Yarn sent you. Watch out for the freezeblood camp as you follow the river south to reach Brenn.

Speak to Brenn and give him the letter. Yarn's instructions are for you to wait there for word from Yarn.

While you wait, go outside the town and kill some salmon for your dinner. Return to Brenn Raven with two salmon.

Report to Jarvan Tember. (Jarvan's house is on top of the mountain behind Brenn Raven's village.) Jarvan has a letter for you to take to Juno Felligan **②**. Return to your village immediately.

Speak to Juno Felligan **②**.

Deliver a letter from Juno Felligan **②** to Iron Eagle **⑤**.

At this point you must choose a specialization. One attempts to turn attackers away from you. The other assists you in backstabbing your opponents from different angles. Both are excellent abilities, but you may only choose one.

Receive 2,814,929 experience points.

Shaman

Halas Map

- | | |
|--|----------------------------|
| ④ Beril O'Leary,
Guildmaster | ⑪ Benen O'Leary |
| ⑤ Elder Felligan | ⑬ Tailor Akesson |
| ⑥a Merchant Mallie | ㉕ Trista |
| ⑩ Coachman Dudley | ㉗ Spiritmaster Lera |

Beginning Quests

The Shepherd's Mantle (Level 1)

Speak to Beril O'Leary **④**, the Guildmaster.

Go to Tailor Akesson **⑬** and pick up a Shepherd's Mantle.

Report back to Beril O'Leary **④**.

Receive 430 experience points.

The Spiritmaster and the Coachman (Level 2)

Speak to Beril O'Leary **④** again.

Speak to Spiritmaster Lera **㉗**.

Speak to Coachman Dudley **⑩**.

Return to Beril O'Leary **④**.

Receive 2,200 experience points.

Further Training (Level 3)

Speak to Beril O'Leary **④** when you are ready for another lesson.

Cross the bridge, slaying rats to reduce the population. Bring three strands of rat fur to Beril O'Leary **④**.

Receive 6,900 experience points for returning the rat fur.

Receive the Tribal Toughness scroll.

Note

Rats are abundant around the shorelines. You shouldn't have any problems finding them.

The Silken Hammer (Level 4)

Report to Trista **㉕**.

Buy an oilstone from Merchant Mallie **⑥a**.

Purchase iron ore from Benen O'Leary **⑪**. Find him in the tunnels on the other side of the bridge.

Kill spiders to collect two small spider eyes.

Return all of the supplies to Trista **㉕**.

Receive 17,000 experience points.

Receive the Silken Hammer.

Freezeblood Warden (Level 5–6)

Speak to Beril O'Leary **④**.

A band of freezeblood goblins are near Halas.

Find and slay a freezeblood warden.

Note

Cross the bridge and go through the Everfrost Tunnel. Head southeast across the hills until you see freezebloods in the area.

Get the headband from the slain freezeblood warden and return it to Beril O'Leary **④**.

Receive 36,500 experience points.

Receive the Blighting Mist scroll.

Note

Merchant Ironfrost, downstairs from the Guildmaster, sells low-level scrolls. You should have enough money from selling mob drops to purchase cloth armor from Tailor McQuaid, whose tent is west of the bridge.

The Icy Cloth Tunic (Level 7)

Speak to Beril O'Leary ④.

Freezebloods are attacking again and stole some steel bars that need to be recovered. Slay freezeblood hordes and recover two steel bars and return them to Beril O'Leary ④.

Receive 157,474 experience points.

Receive the Minor Malady scroll.

Receive the Icy Cloth Tunic.

Note

Once through the tunnel, head southwest to find freezeblood hordes. The camp isn't far from the mountainside. Most of the mobs you encounter on your way to the hoarders range in strength from green to blue with an occasional yellow mob nearby. Watch out for wandering freezebloods that may initiate an attack. When you reach the ice-covered pond where the hoarders roam, keep your eyes open for nearby icemasters and icecrushers. The freezebloods in the area will probably con yellow to you at Level 7. Try to single out a hoarder to complete your quest.

Raveneye Hammer (Level 10)

Speak to Beril O'Leary ④.

Travel to Nilmo McPherson outside of the city at his store to the southwest. (Nilmo is in the same camp with Armorer Misty and Ferris McDougal.)

Give the shopping list to Nilmo McPherson.

Nilmo needs help obtaining some of the items on the list. Enlist the aid of others to help you secure the items. Nilmo needs two white owl feathers from the west. (You will find the white owls near the ice spider queens in the west near the mountainside.)

Note

Except for the occasional dark blue mob, you shouldn't have any major problems reaching the white owls. At Level 10, white owls con yellow to you. Each white owl has four feathers on its body. Share the loot with other shaman needing to complete this quest.

Return two white owl feathers to Nilmo McPherson.

Receive the grocery bag.

Return the grocery bag to Beril O'Leary ④.

Receive 556,753 experience points.

Receive Raveneye Hammer.

Tribunal Rings (Level 13)

Speak to Elder Felligan ⑤.

Three clansmen were captured by the freezeblood. The last time they were seen, they were in a small group by some freezeblood scavengers.

Note

Travel west along the mountainside. When you reach the location of the ice queen spiders, head south to find the freezeblood scavenger camp. The freezeblood scavengers will probably con yellow to you at Level 13. You can easily slay a lone freezeblood scavenger at the north end of the camp without attracting too much attention from other freezebloods in the area.

Return three tribal rings to Elder Felligan ⑤.

Receive 550,698 experience points.

Receive the Tribal Brown scroll.

The Tribunal Guardians (Level 15)

Speak to Elder Felligan ⑤.

To revenge the deaths of fellow clansmen, the leaders of the freezeblood scavengers must be destroyed.

Slay one of the freezeblood scavenger leaders named Kurnor.

Note

Return to the freezeblood scavenger camp just south of the ice queen spiders. At Level 15, you shouldn't have any problems with wandering mobs on your way to the freezeblood camp. Kurnor cons yellow to you at your current level. As Kurnor wanders around the outer area of the camp, you should be able to attack him without drawing the attention of other freezebloods in the camp.

Return Kurnor's necklace as proof of your deed to Elder Felligan ⑤.

Go to Benen O'Leary ⑪ and purchase a set of guardians steel reinforcement.

Return the guardians steel reinforcement to Elder Felligan ⑤.

Receive 883,791 experience points.

Receive the Lesser Malady scroll.

Receive the Tribunal Guardians.

Specialization (Level 20)

Return to Beril O'Leary ④.

Freezebloods are planning another invasion on Halas. Each clan will be sending a representative to speak with Yarn Icefrost who resides south of Halas. Take the sealed letter to Yarn Icefrost. Follow the river south to a fisherman named Deltor Cyclor, who is at the river's bank and can direct you to Yarn. Deltor will tell you that Yarn is due west of his location. Look for the group of trees he has planted. Yarn's cabin is in the center of those trees.

Speak to Yarn Icefrost in his snow cabin. Yarn will give you a letter to take to Firemaster Drumm. Go back to the river and head south. You eventually come to a large camp on the other side of the river. Cross the river and tell Firemaster Drumm that Yarn sent you. Watch out for the freezeblood camp as you follow the river south to reach Firemaster Drumm.

Speak to Firemaster Drumm and give him the letter. Yarn's instructions are for you to wait there for word from Yarn.

While you wait, go outside the town and kill some salmon for your dinner. Return to Firemaster Drumm with two salmon.

Speak to Firemaster Drumm.

Report to Jarvan Tember. (Jarvan's house is on top of the mountain behind Firemaster Drumm's village.) Jarvan has a letter for you to take to Beril O'Leary ④. Return to your village immediately.

Speak to Beril O'Leary ④.

Deliver a letter from Beril O'Leary ④ to Elder Felligan ⑤. At this point you must choose a specialization. One grants you a better understanding with your spirit guides and you receive a one-handed piercing weapon. Or, if you wish to be more aggressive with attackers and receive a two-handed piercing weapon, you must choose the second option. Both are excellent abilities, but you may only choose one.

Receive 2,814,929 experience points.

Warrior**Halas Map**

- ① Marik McPherson, Guildmaster
- Derry McQuaid
- ⑤ Elder Joram
- ⑥ Merchant Mallie

- ⑩ Coachman Dudley
- ⑪ Spiritmaster Kerr
- Benen O'Leary
- ⑫ Tailor Freya

Beginning Quests**The Warrior's Tunic (Level 1)**

Speak to Marik McPherson ①, the Guildmaster.

Go to Tailor Freya ⑫ and pick up a Warrior's Tunic.

Report back to Marik McPherson ①.

Receive 430 experience points.

The Spiritmaster and the Coachman (Level 2)

Speak to Marik McPherson ① when you are ready for another task.

Speak to Spiritmaster Kerr ⑪.

Speak to Coachman Dudley ⑩.

Return to Marik McPherson ①.

Receive 2,200 experience points.

Further Training (Level 3)

Speak to Marik McPherson ① again when you are ready for battle.

Cross the bridge, slaying rats to reduce the population. Bring back three strands of rat fur to Marik McPherson ①.

Note

Rats are abundant around the shorelines. You shouldn't have any problems finding them.

Receive 6,900 experience points for returning the rat fur.

Receive the Kick scroll.

The Fur Handled Axe (Level 4)

Report to Derry McQuaid ① upstairs. Derry will make you a new weapon, but first you must gather the materials.

Buy an oilstone from Merchant Mallie ⑥a.

Purchase iron ore from Benen O'Leary ⑪. (Find him in the tunnels on the other side of the bridge.)

Kill bats to collect one ruined bat wing.

Return all of the supplies to Derry McQuaid ①.

Receive 17,000 experience points.

Receive the Fur Handled Axe.

Freezeblood Warden (Level 5-6)

Speak to Marik McPherson ①.

A band of freezeblood goblins have been harassing the hunters. Find and slay a freezeblood warden.

Note

Cross the bridge and go through the Everfrost Tunnel. Head southeast across the hills until you see freezebloods in the area.

Get the headband from the slain freezeblood warden and return it to Marik McPherson ①.

Receive 36,500 experience points.

Receive the Taunt scroll.

Note

Merchant McNeil, upstairs from the Guildmaster, sells low-level scrolls. You should have enough money from selling mob drops to purchase cloth armor from Tailor McQuaid, whose tent is west of the bridge.

Bear Skin Cloak (Level 7)

Speak to Marik McPherson ①.

Marik will provide more information for you after you collect some items for him. Collect a goblin ice cap and a goblin ice axe. With these items, Marik will make you a gift. You must slay freezeblood icemasters and icecrushers for the items you need.

Note

Travel west to locate the freezeblood icecrushers and icemasters. At Level 7, these creatures con yellow to you. Single out these mobs a safe distance from their camp to avoid adds.

Return the items to Marik McPherson ①.

Marik needs you to visit Armorer Misty Trailer. Purchase the Wolves of the North Sash.

Note

Travel southwest to reach the small camp where you can find Armorer Misty. You shouldn't have any problems with the mobs as you travel to Armorer Misty as most will con green or blue to you at Level 7. Watch out for the occasional goblin as you crest the hills.

Return the Wolves of the North Sash to Marik McPherson ①.

Receive 157,474 experience points.

Receive the Bear Skin Cloak.

Receive the Furious Defense scroll.

The Northstar's Light Axe (Level 10)

Speak to Marik McPherson ①.

Marik needs your help to collect items for the hall. Seek out the white owl and return one white owl feather to Marik McPherson ①.

Note

Travel west along the mountainside near the area where you can find the ice spider queens. Keep your distance from the ice spider queens as you search for a white owl. At Level 10, white owls con yellow or red to you. Complete this quest with other adventurers near your level. The white owl has four feathers on it, so you can share the loot with other party members. Most of the mobs you'll cross on your way to the white owl con green or blue to someone at Level 10. Watch out for the occasional goblin that may wander across your path.

While you were out hunting a white owl, Marik McPherson ran low on burlap thread. Visit Ferris McDougal and purchase burlap thread for Marik.

Note

From the tunnel exit, travel southwest to a small camp in the wilderness. You will find Ferris McDougal in a tent near Armorer Misty Trailer.

Return the burlap thread to Marik McPherson ①.

Receive 556,753 experience points.

Receive the Northstar's light axe.

Guntak (Level 13)

Speak to Elder Joram ⑤.

Find the freezeblood goblin named Guntak, who slaughtered several members of a caravan headed for your guild and stole two small chests. Head west to find Guntak.



After leaving the tunnel, follow the mountainside west to the area near the ice spider queens. Head south and you find a small goblin camp. Use caution when approaching this camp, as there are several wandering goblins nearby. If you do not see Guntak when you arrive at the camp, kill the other named goblins in the area until Guntak spawns. At your current level, most of the mobs you'll cross on your way to the freezeblood camp con green to you.

Use caution as you approach the camp. There are other named goblins in the camp that may con red to you. Guntak cons yellow to you. Try to draw him away from the rest of the freezebloods in the camp. Guntak has four chests on his body, enough for two group members to complete the quest. Also, Guntak respawns very quickly, allowing a full party to fulfill this quest if others need the drops.

Return two chests to Elder Joram ⑤.

Receive 550,698 experience points.

Receive Rapid Strike scroll.

Trukat (Level 15)

Speak to Elder Joram ⑤.

After providing some history of the tribe, Elder Joram tells you of a group of goblins becoming organized in the west. There is a group of freezeblood berserkers being organized by a goblin spiritist named Trukat. Travel to the camp and slay Trukat, returning Trukat's knife to Elder Joram ⑤. (You will find Trukat in the same camp where you found Guntak.)



At Level 15, Trukat cons yellow to you. Trukat has four knives on his body. Invite other warriors to join you on this quest so you can share the spoils.

Return Trukat's hunting knife to Elder Joram ⑤.

Travel to Ferris McDougal and purchase a blued bearskin fur and a blued bearskin sash. Return these items to Elder Joram ⑤.

Receive 883,791 experience points.

Receive the Stomp scroll.

Receive Blue Iced Leggings.

Specialization (Level 20)

Speak to Marik McPherson ①.

Freezebloods are planning another invasion on Halas. Each clan will be sending a representative to speak with Yarn Icefrost who resides south of Halas. Take the sealed letter to Yarn Icefrost. Follow the river south to a fisherman named Deltor Cyclor, who is at the river's bank and can direct you to Yarn. Deltor will tell you that Yarn is due west of his location. Look for the group of trees he has planted. Yarn's cabin is in the center of those trees.

Speak to Yarn Icefrost in his snow cabin. Yarn will give you a letter to take to Pratcher. Go back to the river and head south to a large camp on the other side of the river. Cross the river and tell Pratcher that Yarn sent you. Watch out for the freezeblood camp as you follow the river south to reach Pratcher.

Speak to Pratcher and give him the letter. Yarn's instructions are for you to wait there for word from Yarn.

While you wait, go outside the town and kill some salmon for your dinner.

Return to Pratcher with two salmon.

Report to Jarvan Tember, whose house is on top of the mountain behind Pratcher's village. Jarvan has a letter for you to take to Marik McPherson ①. Return to your village immediately.

Speak to Marik McPherson ①.

Deliver a letter from Marik McPherson ① to Elder Joram ⑤.

At this point you must choose a specialization. You can either be a stronger fighter, which allows you to temporarily expand your ability for life in battle, or you can be filled with more life. This ability allows you to increase your durability in battle. Both are excellent abilities, but you may only choose one.

Receive 2,814,929 experience points.

For the first time, the creators of *EQOA: Frontiers* have made information on every epic quest available, and we share it all with you! Do you want your epic weapon? You NEED this information! Click here to pick up a copy of *Prima's Official Strategy Guide*. Included below is just a taste of one of the epic quests.

Epic Path Quest for Evil Races (Group 4)

Group 4 Races/Classes

Race	Classes
Gnome	Rogue, Alchemist
Freeport Human	Rogue, Cleric, Enchanter
Dark Elf	Rogue, Cleric, Enchanter

Group 4: Level 30 Quest Conditions

Minimum Level: 30

Maximum Level: 60

Quest Repeatable: No

Quest Steps

- Belran explains how important it is to destroy the one who has the tome. There must be no hesitation or he will use the power of the tome against you. They then send you to get tome from Jolin Tofeph.
- Travel to Muniel's Tea Garden. Kill Jolin Tofeph and receive the "bloody letter," which hints at Nalzik P`Thek in Freeport having the tome.
- Travel to Freeport, visit Nalzik to find that he just sold the tome, but he won't tell you whom he sold it to until you work for him.
- Nalzik sends you to Holciel Rowen`Dal to collect the Windstream Cutlass from the Lesser Halls.
- Travel to Tomb of Kings. Locate and kill Tinael Windstream. Return his cutlass to Nalzik who tells you he sold the tome to Falder Malinar, who can be found at the bard guild in Freeport.
- Kill Falder Malinar, find a ransom note on him. "Falder, we have your tome. Meet us at the well near the docks. Bring 1,600 tunar."
- Go to meeting place, meet Grimefod Philch. Give him the money. He tries to attack you. Kill him and find antiqued ring.
- Inspect antiqued ring for description. This ring looks old and valuable; it has an odd symbol. Perhaps Nalzik can identify it.

- Bring ring to Nalzik to discover it is the famous Ring of Infinite Uselessness that was previously owned by Eljin Rindain.
- Find Eljin Rindain in the Rusted Lantern Inn. When you approach him, he summons a wraith to fend you off, then attacks you himself. Kill him. He has the tome.
- Bring the tome to Belran.
- Get reward.

Quest Completion

Items Required: Bloody letter found on the corpse of Jolin Tofeph, thanking him for selling the tome to Nalzik. Windstream Cutlass found on Tinael Windstream, given to Nalzik in exchange for the location of the tome. Ransom note found on Falder Malinar, which gives information on where to meet the ransomer. Antiqued ring found on the corpse of Grimefod, description hints that it should be taken to Nalzik. Tome of Dimensional Gates found on Eljin, taken to Triumvirate for reward.

Experience: 7,890,859

Rewards:

Cleric: poison ward and dark priest warhammer *or* bind wounds and dark priest hammer.

Enchanter: expansive mind and deceptive staff *or* power jet and tainted crystal staff.

Rogue: evasion and steelthorn *or* lesser wound and iron-spike

Faction Adjustments: None

Group 4: Level 40 Quest Conditions

Minimum Level: 40

Maximum Level: 60

Quest Repeatable: No

Quest Steps

- Player talks to Thalnix D`Rinas and hears the history of the Great Crystal.
- Thalnix sends the player to gather the four shards of the Great Crystal by completing the four tests and defeating the four golems. (The next steps can be done in any order).

- A. Speak to Windle Gearprofit and pay him 2,500 tunar to complete the test of greed, defeat his golem, and retrieve the crystal.
- B. Speak to Drelk Trunkfist and defeat him in battle to complete the test of strength. Kill his golem and retrieve the crystal.
- C. Speak to Watcher Mironar, who sends you on the test of station for which you need to gather three large ant carapaces from any of the Level 34–40 ants in the ant hills of the Ant Colonies zone. Return the carapaces, defeat the golem, and retrieve the crystal.
- D. Speak to Orish Thulon, who sends you on the test of fear for which you need to kill Zabu in the heart of the Deathfist Citadel and bring his hammer (granite-faced crusher) back to Orish. Defeat the golem, retrieve the crystal.
3. Bring all four crystals to Thalnix. He thanks you and gives you experience.
4. Talk to Belran Nightrift for your reward.

Quest Completion

Items Required: Crystalline shard of greed gained from the golem killed near Windle. Crystalline shard of strength gained from the golem killed near Drelk. Crystalline shard of station gained from the golem killed near Mironar. Crystalline shard of fear gained from the golem killed near Orish. Drelk's sword found on Drelk's corpse. Large ant carapaces dropped commonly in the ant hills of the Ant Colonies zone. Granite faced crusher found on Zabu's corpse

Experience: 14,919,719

Rewards:

Cleric: flame ward and night priest warhammer *or* quick stitching and cursed morning star.

Enchanter: limitless mind and entralling branch *or* power surge and dark visage rattle

Rogue: evade and twisted dagger *or* wound and steelsliver

Faction Adjustment: None



Every class in EQOA: *Frontiers* makes use of unique abilities. These abilities define the class, and the correct uses of them define the player. For detailed breakdowns for each of the thousands of abilities available within *Frontiers*, pick up *Prima's Official Strategy Guide* by clicking here.

Abilities Listings (Song, Spell, Ability)

Name – The name of the ability. Whether the ability is referred to as a song, spell, or ability is dependent upon the class. Casters have spells, melee types have abilities, and bards use songs.

Level – The minimum level required to memorize and use the ability.

Cast – Amount of time it takes to cast the spell. Time noted in seconds.

Recast – How much time must pass before you can use the ability again.

Power – The amount of power consumed when the ability is used.

Type – A description of what the ability does when used successfully.

Scope – The allowable targets for the ability.

Modifier – Which stat modifies the effectiveness of a particular ability action.

% – The percent of change to the targeted attribute.

Attribute – Which attribute is affected by this ability action.

Change – The amount of change to the attribute.

Hate – The amount of hate successful casting of the spell causes.

Duration – The length of time the spell effects will last. Times are noted in seconds.

Radius – The maximum distance at which the ability can be used.

Alchemist Abilities

Name	Level	Cast	Recast	Power	Type	Scope	Modifier	%	Attribute	Change	Hate	Duration	Radius
Clever Thought	1	3	1	9	Statistic Change	Target	Wis	0	Intelligence	10	30	1800	0
Clever Thought	1	3	1	9	Statistic Change	Group	Wis	0	Agility	10	30	1800	0
Clever Thought	1	3	1	9	Statistic Change	Group	Wis	0	Intelligence	10	30	1800	0
Clever Thought	1	3	1	9	Statistic Change	Target	Wis	0	Agility	10	30	1800	0
Eroding Mist	1	2	3	9	Statistic Change	Target	Dex	5	AC	-10	25	45	0
Minor Distillation	1	1	3	9	Create Item	Self	Str	0	HP	0	0	0	0
Return Home	1	60	5	25	Teleport to Bind Point	Self	Str	0	HP	0	0	0	0
Unstable Mix	1	0	0	0	Dmg/Heal	Target	Wis	20	HP	-18	0	0	0
Unstable Mixture	1	1	2	5	Create Item	Self	Str	0	HP	0	0	0	0
Unstable Mixtures	1	4	3	9	Create Item	Self	Str	0	HP	0	0	0	0
Unstable Mixtures	1	4	3	9	Create Item	Self	Str	0	HP	0	0	0	0
Unstable Mixtures	1	4	3	9	Create Item	Self	Str	0	HP	0	0	0	0
Hardening Agent	3	3	1	27	Statistic Change	Self	Wis	0	AC	10	30	1800	0
Minor Tonic	3	0	0	0	Statistic Change	Self	Str	0	Resist Arcane	15	0	600	0
Acidic Bond	4	1	3	15	Statistic Absolute	Target	Str	0	Speed	0	0	30	0
Acidic Bond	4	1	3	15	Dmg/Heal	Target	Str	0	HP	-24	0	0	0
Acidic Mix	4	0	0	0	Statistic Change	Target	Dex	5	DoT	-7	0	30	0
Acidic Mix	4	0	0	0	Statistic Change	Target	Str	0	Resist Poison	-5	0	30	0
Acidic Mixture	4	1	2	9	Create Item	Self	Str	0	HP	0	0	0	0
Acidic Mixtures	4	2	3	18	Create Item	Self	Str	0	HP	0	0	0	0
Acidic Mixtures	4	2	3	18	Create Item	Self	Str	0	HP	0	0	0	0
Acidic Mixtures	4	2	3	18	Create Item	Self	Str	0	HP	0	0	0	0
Alchemical Bond	4	1	3	15	Statistic Absolute	Target	Str	0	Speed	0	15	30	0
Fire Spray	4	2	3	23	Dmg/Heal	Target	Dex	20	HP	-66	0	0	0
Minor Infusion	4	1	3	18	Create Item	Self	Str	0	HP	0	0	0	0
Crude Refinement	5	2	3	45	Create Item	Self	Str	0	HP	0	0	0	0
Tainted Infusion	5	2	0	0	Dmg/Heal	Self	Str	0	HP	-90	0	0	0
Tainted Infusion	5	2	0	0	Statistic Change	Self	Str	0	PoT	75	0	18	0
Crude Sublimation	7	2	3	162	Create Item	Self	Str	0	HP	0	0	0	0
Focused Intent	8	3	1	48	Statistic Change	Target	Wis	0	Wisdom	15	30	1800	0
Focused Intent	8	3	1	48	Statistic Change	Target	Wis	0	Dexterity	15	30	1800	0
Focused Intent	8	3	1	48	Statistic Change	Group	Wis	0	Wisdom	15	30	1800	0
Focused Intent	8	3	1	48	Statistic Change	Group	Wis	0	Dexterity	15	30	1800	0
Minor Purification	8	2	3	36	Create Item	Self	Str	0	HP	0	0	0	0
Static Field	8	2	3	44	Dmg/Heal	Target	Str	0	HP	-62	0	0	10
Static Field	8	2	3	44	Dmg/Heal	Target	Str	0	HP	-26	0	0	0

The six trade skills available in *EQOA: Frontiers* provide players the ability to craft items, weapons, armor, and jewels to sell or utilize throughout their adventures. Everything about the different trade skills is included in *Prima's Official Strategy Guide*, so click here to pick up the guide, and get crafty! Here is a taste to whet your appetite:

Armocrafting

There are 120 total mundane pieces of armor, 1800 total magical pieces of armor, 150 total Heater Shields, 130 total Kite Shields, and 110 total Tower Shields that can be created via armocrafting.

Metals						
Metal Name	Trade Level	Product Level	Bonus Dur.	Bonus HP	AC Chart	Bonus AC
Crude Iron	1	1–5	1	50	Cloth/Leather	3
Iron	2	6–10	3	100	Cloth/Leather	4
Bronze	3	11–15	7	200	Leather/Chain	6
Brass	4	16–20	12	400	Leather/Chain	8
Steel	5	21–25	15	800	Chain/Plate	8
Combine Steel	6	26–30	18	1200	Chain/Plate	10
Adamantite	7	31–35	20	1800	Chain/Plate	10
Mithril	8	36–40	22	2200	Chain/Plate	12
Brellium	9	41–45	26	2500	Chain/Plate	14
Seralite	10	46–50	30	2800	Chain/Plate	14

Armor Molds	
Mold/Pattern	Product Location
Helm/Coif	Head
Breastplate/Tunic	Chest
Bracer/Bracelet	Forearms
Gauntlet/Gloves	Hands
Girdle/Belt	Waist
Greaves/Leggings	Legs
Plate Boots/Chain Boots	Feet

Shield Molds	
Mold	Armor Class Type
Heater Shield	Leather
Kite Shield	Chain
Tower Shield	Plate
Targe Shield*	Leather
Tear Shield*	Chain

Metal Armor Type and Color by Mold and Trade Level										
Trade Level	1—Tan	2—None	3—Orange	4—Orange	5—Steel	6—Sky	7—Wine	8—Blue	9—Brown	10—Black
Coif	Chain Helm	Scale Helm	Scale Helm	Scale Helm	Scale Helm	Scale Helm				
Tunic	Chain Tunic	Chain Tunic	Chain Tunic	Chain Tunic	Chain Tunic	Scale Tunic	Scale Tunic	Scale Tunic	Scale Tunic	Scale Tunic
Bracelet	Chain Bracer	Scale Bracer	Scale Bracer	Scale Bracer	Scale Bracer	Scale Bracer				
Glove	Chain Gloves	Scale Gloves	Scale Gloves	Scale Gloves	Scale Gloves	Scale Gloves				
Belt	Belt Elaborate	Belt Elaborate	Belt Elaborate	Belt Elaborate	Belt Elaborate	Belt Elaborate				
Leggings	Chain Leggings	Chain Leggings	Chain Leggings	Chain Leggings	Chain Leggings	Scale Leggings	Scale Leggings	Scale Leggings	Scale Leggings	Scale Leggings
Chain Boots	Chain Boots	Chain Boots	Chain Boots	Chain Boots	Chain Boots	Scale Boots	Scale Boots	Scale Boots	Scale Boots	Scale Boots
Helm	Banded Helm	Banded Helm	Banded Helm	Banded Helm	Banded Helm	Plate Helm				
Breastplate	Banded Tunic	Plate Tunic								
Bracer	Banded Bracer	Banded Bracer	Banded Bracer	Banded Bracer	Banded Bracer	Plate Bracer				
Gauntlet	Banded Gloves	Plate Gloves								
Girdle	Belt Armored	Belt Armored	Belt Armored	Belt Armored	Belt Armored	Belt Armored				
Greaves	Banded Leggings	Plate Leggings								
Plate Boots	Banded Boots	Banded Boots	Banded Boots	Banded Boots	Banded Boots	Plate Boots				



Magical Alloys, Tempers, and Gems

Material Name	Rarity	Magical Property	Material Name	Rarity	Magical Property
Amblygonite	Common	Poison Resist	Lazulite	Uncommon	Agility and Wisdom
Indicolite	Common	Cold Resist	Enstatite	Uncommon	Strength and Intelligence
Rubellite	Common	Fire Resist	Takish Ivory	Uncommon	Dexterity and Charisma
Schorl	Common	Disease Resist	Nephrite	Rare	Hit Point and Power Max
Dravite	Common	Lightning Resist	Heartsblood Alloy	Ultra-Rare	Hit Point Regen
Achroite	Common	Arcane Resist	Mindflow Crystals	Ultra-Rare	Power Regen
Sinhalite	Common	Strength	Bertoxxan Alloy*	Rare	Disease Damage
Leucite	Common	Intelligence	Quicksilver Toxin*	Rare	Poison Damage
Apatite	Common	Wisdom	Ground Lavaworm Chitin*	Rare	Fire Damage
Rhodizite	Common	Stamina	Ground Iceworm Chitin*	Rare	Cold Damage
Zoisite	Common	Dexterity	Liquefied Electrum*	Rare	Lightning Damage
Pectolite	Common	Agility	Volatile Mana Crystals*	Rare	Arcane Damage
Idocrase	Common	Charisma	Ghostly Alloy*	Rare	Arcane Power Damage
Titan Alloy	Uncommon	Hit Point Max	Petrified Treant Bark*	Uncommon	Poison and Disease Resist
Mana Infused Alloy	Uncommon	Power Max	Azurite*	Uncommon	Lightning and Arcane Resist
Marr Blessed Alloy	Uncommon	Stamina and Charisma	Marcasite*	Uncommon	Fire and Cold Resist

Armorer's Kits

KIT	Hit Points
Journeyman Armorer's Kit	1000
Master Armorer's Kit	2000

Mundane Crafted Armor AC By Trade Level And Location

Mold/ Pattern	Trade Level 1	Trade Level 2	Trade Level 3	Trade Level 4	Trade Level 5	Trade Level 6	Trade Level 7	Trade Level 8	Trade Level 9	Trade Level 10
Coif	5AC	7 AC	15 AC	22 AC	33 AC	41 AC	47 AC	55 AC	63 AC	69 AC
Tunic	9AC	15 AC	39 AC	59 AC	105 AC	127 AC	150 AC	174 AC	199 AC	221 AC
Bracelet	6AC	9 AC	23 AC	34 AC	55 AC	69 AC	80 AC	93 AC	106 AC	118 AC
Glove	6AC	9 AC	23 AC	34 AC	55 AC	69 AC	80 AC	93 AC	106 AC	118 AC
Leggings	7AC	11 AC	28 AC	42 AC	71 AC	88 AC	103 AC	120 AC	137 AC	152 AC
Chain Boots	5AC	8 AC	17 AC	25 AC	40 AC	49 AC	57 AC	66 AC	76 AC	83 AC
Helm	6AC	10 AC	19 AC	28 AC	42 AC	52 AC	60 AC	70 AC	80 AC	88 AC
Breastplate	15AC	25 AC	56 AC	85 AC	134 AC	166 AC	196 AC	228 AC	260 AC	290 AC
Bracer	9AC	15 AC	31 AC	46 AC	71 AC	88 AC	103 AC	120 AC	137 AC	152 AC
Gauntlet	9AC	15 AC	31 AC	46 AC	71 AC	88 AC	103 AC	120 AC	137 AC	152 AC
Greaves	11AC	18 AC	39 AC	59 AC	92 AC	114 AC	134 AC	156 AC	178 AC	198 AC
Plate Boots	7AC	11 AC	23 AC	34 AC	50 AC	62 AC	72 AC	84 AC	96 AC	106 AC
Belt*	3AC	5 AC	8 AC	11 AC	14 AC	18 AC	19 AC	23 AC	26 AC	28 AC
Girdle*	4 AC	5 AC	9 AC	13 AC	16 AC	20 AC	22 AC	26 AC	30 AC	32 AC

Crafted Armor Proc Stats

—	Crude Iron	Iron	Bronze	Brass	Steel	Combine Steel	Adamantite	Mithril	Brellum	Seralite
Direct Damage	—	5dmg 10%	6dmg 15%	7dmg 15%	9dmg 15%	10dmg 15%	11dmg 15%	12dmg 20%	12dmg 23%	12dmg 25%

Crafted Armor Stat Bonuses

—	Crude Iron	Iron	Bronze	Brass	Steel	Combine Steel	Adamantite	Mithril	Brellum	Seralite
Resist	4	6	8	10	12	14	18	18	20	20
Attribute	4	6	8	10	12	14	18	18	20	20
Two Resists	2/2	4/4	5/5	6/6	7/7	8/8	8/8	9/9	10/10	10/10
Two Attributes	2/2	4/4	5/5	6/6	7/7	8/8	8/8	9/9	10/10	10/10
Hit Point or Power Max	10	25	35	40	50	55	60	65	70	75
Hit Point and Power Max	10/10	15/15	20/20	24/24	28/28	30/30	34/34	36/36	38/38	40/40
Hit Points Over Time	—	—	—	—	—	4	6	8	10	10
Power Over Time	—	—	—	—	—	4	6	8	10	10

Mundane Crafted Shield Ac By Trade Level And Type

Mold	Trade Level 1	Trade Level 2	Trade Level 3	Trade Level 4	Trade Level 5	Trade Level 6	Trade Level 7	Trade Level 8	Trade Level 9	Trade Level 10
Heater Shield	—	—	45 AC	68 AC	82 AC	101 AC	119 AC	138 AC	158 AC	175 AC
Kite Shield	—	—	—	—	118 AC	147 AC	173 AC	201 AC	229 AC	256 AC
Tower Shield	—	—	—	—	—	192 AC	227 AC	264 AC	301 AC	336 AC
Targe Shield*	10 AC	29 AC	45 AC	68 AC	82 AC	101 AC	119 AC	138 AC	158 AC	175 AC
Tear Shield*	—	—	—	—	118 AC	147 AC	173 AC	201 AC	229 AC	256 AC

Arguably the most important information a strategy guide can provide is the description and whereabouts of dropped magical items. The fine creative team behind *EQOA: Frontiers* has provided Prima Games with just that. Purchase the guide and you get over **200** pages (that's a strategy guide within itself) detailing every magical drop, from the common to the ultra-rare! Over **5,000** items are listed, complete with full descriptions, statistics and of course, locations! Here's a short preview, but if you want the lowdown on the rare and ultra-rare items, click here to get the guide!

Common Arctic Loot

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Belt of Flowing Ice	34	2367	Belt	None	6800	70	N/A	0	0	None	A magical belt that is cold to the touch and emanates a slight glow.	DEX: 5 INT: 10 HP: 25 AC: 16 Resist Cold: 10
Frozen Belt	16	350	Belt	None	3200	50	N/A	0	0	None	A magical belt that holds an enchantment that increases its wearers hit points	HP: 40 AC: 10
Ice Giant's Belt	42	2111	Belt	None	8400	60	N/A	0	0	None	A massive armored belt commonly worn by ice giants.	STR: 35 AGI: -20 AC: 42 Resist Cold: 10
Norsman's Belt	33	2138	Belt	Leather	6600	50	N/A	0	0	None	A rugged belt crafted and worn by the hardy Norsmen of Tunaria.	STR: 10 AGI: 10 AC: 38 Resist Cold: 10
Purewind Belt	43	2343	Belt	None	8600	55	N/A	0	0	None	A magical belt that gives off a pure aura.	AC: 51 Resist Poison: 15 Resist Disease: 15
Eversnow Wristguards	30	1073	Bracers	Leather	6000	50	N/A	0	0	None	Elegant wristguards covered in unmelting magical snow.	WIS: 10 CHA: 10 PWR: 25 AC: 38 Resist Cold: 10
Glowing Wristguards	31	2048	Bracers	Leather	6200	50	N/A	0	0	None	A pair of magical wristguards that glow with a blue aura	PWR: 85 AC: 56
Hard Iron Bracers	30	1511	Bracers	Chain	6000	65	N/A	0	0	None	Bracers forged from enhanced iron, which makes them extra durable.	AC: 112
Icy Wrist Wraps	48	3329	Bracers	Padded	9600	60	N/A	0	0	None	A pair of magical wrist wraps.	AGI: 10 DEX: 10 INT: 10 PWR: 40 AC: 66
Starshine Bracers	42	1999	Bracers	Padded	8400	65	N/A	0	0	None	Magical bracers sprinkled with stardust.	STA: 10 HP: 25 PWR: 25 AC: 85 Resist Cold: 10
Tundra Bracers	25	1294	Bracers	Padded	5000	50	N/A	0	0	None	Magical bracers that are cold to the touch and glow slightly.	AGI: 5 INT: 15 AC: 19 Resist Cold: 10
Warwind Bracers	45	2729	Bracers	Chain	9000	60	N/A	0	0	None	Bracers once worn by a long lost arctic warrior.	STR: 10 AGI: 10 DEX: 10 AC: 123
Frostbite Earrings	23	1169	Earring	None	5200	50	N/A	0	0	None	Magical earrings that are cold to the touch	AGI: 5 WIS: 5 CHA: 5 HP: 35 Resist Cold: 5
Star Etched Earring	23	1164	Earring	None	5200	50	N/A	0	0	None	A magical earring engraved with images of stars.	INT: 10 AC: 35 Resist Cold: 5

Uncommon Forest Loot (cont'd)

Name	Min Level	Price	Equip. Loc.	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Mossy Bracers	32	2147	Bracers	Leather	6400	50	N/A	0	0	None	Bracers that have been covered in moss from not being used in ages.	WIS: 10 HP: 30 PWR: 30 AC: 48 Resist Fire: 5 Resist Cold: 5 Resist Lightning: 5
Tainted Bracers	34	2251	Bracers	Chain	6800	50	N/A	0	0	None	Bracers from a tainted brownie.	WIS: 25 HP: -25 AC: 77
Ancient Amber Earring	42	3483	Earring	None	8400	50	N/A	0	0	None	This earring has had a long life. There is a tiny bug encased in the amber.	Resist Poison: 30 Resist Disease: 13
Bark Earring	17	491	Earring	None	3800	50	N/A	0	0	None	This small piece of tree bark has been made into an earring.	HP: 50
Feather Earring	27	1369	Earring	None	5400	50	N/A	0	0	None	An earring dropped from an enchanted aviai.	STR: 20 HP: 20
Pine Needle Earring	36	2635	Earring	None	7200	50	N/A	0	0	None	An earring fashioned from the needles of an enchanted pine tree.	STR: 15 STA: 15 HP: 20
Wooden Fang	36	2376	Earring	None	7200	50	N/A	0	0	None	This small piece of wood has been carved into the shape of a fang and made into an earring.	AGI: 18 DEX: 14
Wooden Ruby Earring	34	1537	Earring	None	6800	50	N/A	0	0	None	A light colored wood holds the ruby in this earring.	STA: 13 WIS: 8 INT: 8
Forest Stalker's Boots	17	620	Feet	None	3400	50	N/A	0	0	None	A pair of finely crafted boots that grant the wearer added quickness and strength.	STR: 7 AGI: 7 AC: 26
Woven Grass Slippers	48	4560	Feet	Padded	9600	50	N/A	0	0	None	These slippers have been made of magical strands of grass woven together.	INT: 10 HP: 20 PWR: 50 PoT: 15 AC: 24
Moss Covered Gauntlets	32	1446	Hands (gloves)	Plate	6400	50	N/A	0	0	None	Steel gauntlets that have been covered in moss over time.	STR: 15 STA: 13 AC: 96
Forest Stalker's Coif	17	620	Head	Chain	3400	50	N/A	0	0	None	A finely crafted helm made from various parts of nature.	STA: 7 DEX: 7 AC: 20
Deer Horn	12	363	Held (either hand)	None	2400	50	N/A	0	0	None	The horn of a rare and magical deer blessed by the forest.	STA: 3 DEX: 2 INT: 6 HP: 10 PWR: 20
Green Globe of Living	18	540	Held (either hand)	None	3600	50	N/A	0	0	None	The physical embodiment of the forest.	WIS: 5 INT: 10
Wisdom Deity	46	4189	Held (either hand)	None	9200	50	N/A	0	0	None	A small totem from the nymphs. It seems to glow a bright blue.	WIS: 10 HP: 20 PWR: 50 PoT: 15
Forest Stalker's Leggings	21	948	Legs	Leather	4200	50	N/A	0	0	None	Poorly crafted leggings from a forest stalker. These leggings have a mysterious dark glow to them.	STA: 8 WIS: 8 AC: 42
Mystic Brown Leggings	49	4717	Legs	Leather	9800	50	N/A	0	0	None	Leggings crafted by the brownies of the enchanted forest.	DEX: 15 WIS: 15 HP: 100 AC: 98
Bright Holy Choker	44	3873	Neck	None	8800	50	N/A	0	0	None	A choker that emanates a pulsing wave of both physical and mental clarity on the wearer.	STA: 5 DEX: 5 CHA: 5 HoT: 5 PoT: 5
Fern Necklace	27	1462	Neck	None	5400	50	N/A	0	0	None	Two ferns have been tied together to make this necklace.	AGI: 21 DEX: 6 CHA: 2
Forest Charm	26	1536	Neck	None	5200	50	N/A	0	0	None	Bones and leaves adorn this simple necklace.	STA: 11 WIS: 3 INT: 2 HP: 10 PWR: 20 Resist Poison: 4 Resist Cold: 8 Resist Lightning: 5
Gold Leaf Necklace	13	0	Neck	None	2600	50	N/A	0	0	None	A small golden leaf dangles from the chain of this necklace.	STR: 6 DEX: 3 INT: 3
Woodchips of Health	47	3348	Neck	None	9400	10	N/A	0	0	None	Tied by a very thin string, these woodchips have a red moss on them that glows red.	HP: 50 HoT: 20 Resist Poison: -10 Resist Disease: -10 Resist Fire: -10 Resist Cold: -10 Resist Lightning: -10 Resist Arcane: -10
Bright Mossy Spear	27	1355	Primary Hand Only	None	5400	50	1 Handed Piercing	260	1	None	A spear made from unknown magics and covered in moss.	STA: 10 WIS: 15
Oaken Maul of Strength	42	3435	Primary Hand Only	None	8400	50	1 Handed Blunt	420	1	None	It seems as though this weapon is the trunk of an enchanted oak tree. Its power flows through the wielder.	STR: 15 AGI: 10 DEX: 10
Pine Tree Branch	11	174	Primary Hand Only	None	2200	50	1 Handed Blunt	110	1	None	It seems as though the branch of a pine tree has been crafted into a crude weapon.	WIS: 10

Common Deep Jungle Loot

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Chimera Skin Belt	56	4617	Belt	None	11000	50	N/A	0	0	None	Flayed from a chimera, this skin has been made into a strong belt.	STA: 20 AGI: 20 HP: 60 AC: 47
Boar Skin Bracers	46	3104	Bracers	Leather	9000	50	N/A	0	0	None	Small strips of a boar's hide have been sewn together to make these bracers.	HP: 120 AC: 104
Bracers of Sure Shot	57	4917	Bracers	Chain	11200	50	N/A	0	0	None	These bracers were designed and smithed for a ranger it seems.	DEX: 15 WIS: 15 PWR: 100 AC: 178
Ungrim's Bracers	47	3272	Bracers	Plate	9200	60	N/A	0	0	None	These are the bracers of the fabled dwarf warrior named, Ungrim.	STA: 15 DEX: 15 HP: 55 AC: 163 Resist Lightning: 10
Worm Silk Bracers	43	2789	Bracers	Padded	8200	50	N/A	0	0	None	These magical padded bracers are made from the silk of a worm. They are soft and comfortable.	INT: 15 PWR: 70 AC: 33 Resist Lightning: 15 Resist Arcane: 12
Fireworm Necklace	57	4875	Cannot equip	None	11200	50	N/A	0	0	None	This necklace is made from the silk of a fireworm.	INT: 17 PWR: 100 AC: 25 Resist Fire: 35
Worm Husk Earring	44	2792	Earring	None	8600	50	N/A	0	0	None	A long dead silk worm was used to fashion this earring.	AGI: 15 DEX: 10 PWR: 95
Wyrm Scale Earring	51	3757	Earring	None	10000	60	N/A	0	0	None	An earring fashioned from the scale of a majestic wyrm.	AGI: 10 DEX: 25 PWR: 80 AC: 35
Dire Rat Hide Boots	41	2355	Feet	Leather	7600	55	N/A	0	0	None	These are magical leather boots made from the most vicious rats found on Odus.	AGI: 20 PWR: 85 AC: 66
Gold Linked Boots	53	4181	Feet	Chain	10400	60	N/A	0	0	None	The links of these chain boots are made of gold. They have been magically enhanced to be much stronger than normal gold.	HP: 50 PWR: 50 AC: 145
Verdusin Boots	47	3292	Feet	Chain	9200	50	N/A	0	0	None	These boots are filled with the power of Verdusin, a legendary ranger.	AC: 111 Resist Lightning: 20 Resist Arcane: 16
Battle Worn Gloves	42	2586	Hands (gloves)	Plate	8000	63	N/A	0	0	None	These worn and dented gloves have seen more battles than most warriors alive today.	STR: 15 STA: 15 AC: 143
Fireworm Gloves	58	5081	Hands (gloves)	Padded	11400	50	N/A	0	0	None	These gloves are made from the silk of a fireworm.	INT: 20 PWR: 100 AC: 69 Resist Fire: 35
Turtle Shell Gloves	52	3933	Hands (gloves)	Plate	10200	50	N/A	0	0	None	These plate gloves have been made from a magical turtle's shell.	STR: 12 WIS: 25 PWR: 90 AC: 163
Wyrm Wing Gloves	54	4312	Hands (gloves)	Padded	10600	50	N/A	0	0	None	These are made from the skin of a wyrm's wing.	STA: 20 INT: 16 PWR: 70 AC: 71 Resist Poison: 15
Wyrm Wing Tome	52	3946	Held (either hand)	None	10200	50	N/A	0	0	None	An ancient book detailing the history of the wyrms that have roosted upon Odus.	STA: 19 INT: 19 PWR: 80 AC: 25 Resist Poison: 25
Chimera Skin Leggings	59	5215	Legs	Leather	11600	50	N/A	0	0	None	Flayed from a chimera, this skin has been made into a pair of leggings.	STA: 20 AGI: 17 HP: 85 AC: 168
Battle Worn Choker	42	2555	Neck	None	8000	50	N/A	0	0	None	This worn and dented choker has seen more battles than most warriors alive today.	STA: 15 AGI: 10 HP: 70 AC: 15 Resist Lightning: 15
Turtle Shell Neckguard	53	4146	Neck	None	10400	50	N/A	0	0	None	This neckguard has been made from a magical turtle's shell.	STR: 18 WIS: 18 HP: 70 AC: 25
Ungrim's Neckguard	49	3447	Neck	None	9600	50	N/A	0	0	None	This is the ring of the fabled dwarf warrior named, Ungrim.	STA: 15 DEX: 15 HP: 65 AC: 21 Resist Lightning: 15
Gold Core Katana	54	4276	Primary Hand Only	None	10600	50	1 Handed Slash	535	0	None	The soft golden core of this blade allows great flexibility while retaining a hardened edge.	HP: 60 PWR: 60
Tethozian Knife	48	3428	Primary Hand Only	None	9400	50	1 Handed Piercing	485	0	None	The great mage, Tethozian, forged this knife of brass inlaid with silver.	DEX: 20 PWR: 60 Resist Cold: 30
Deep Jungle Bow	56	4722	Ranged	None	11000	50	Bow	658	35	None	A finely crafted bow found deep within the oppressive jungles of Odus.	WIS: 14 PoT: 16

Common Deep Jungle Loot (cont'd)

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Tethozian Ring	46	3066	Ring	None	9000	50	N/A	0	0	None	The great mage, Tethozian, forged this ring of brass inlaid with silver.	DEX: 10 PWR: 80 AC: 20 Resist Cold: 29
Yinsor Ring	42	2552	Ring	None	8000	50	N/A	0	0	None	The nobles of the Yinsor tribe once used this ring.	AGI: 20 PWR: 100
Boar Skin Robe	48	3389	Robe	Fur Robe	9400	50	N/A	0	0	None	Large strips of a boar's hide have been sewn together to make this heavy robe.	STA: 15 HP: 120 AC: 30
Wyrm Hide Robe	54	4271	Robe	Scholar Robe	10600	50	N/A	0	0	None	A robe fashioned from the stitched hides of a majestic wyrm.	AGI: 14 DEX: 25 PWR: 80 AC: 35
Shield of Sure Shot	56	4659	Shield	None	11000	50	N/A	0	0	None	A shield crafted from the fallen wood of an elder treant.	AGI: 17 DEX: 17 HP: 75 AC: 405
Verdusin Shield	47	3286	Shield	None	9200	66	N/A	0	0	None	This shield is filled with the power of Verdusin, a legendary ranger.	WIS: 14 AC: 352 Resist Lightning: 20 Resist Arcane: 15
Golem's Breastplate	58	5103	Torso	Plate	11400	70	N/A	0	0	None	Armor formed from the plates that once made up an ancient golem of exceptional durability.	STA: 30 HP: 100 AC: 381
Yinsor Chain Tunic	43	2608	Torso	Chain	8000	55	N/A	0	0	None	The nobles of the Yinsor tribe once used this tunic.	AGI: 25 HP: 85 AC: 209
Battle Worn Warclub	43	2649	Two handed	None	8400	65	2 Handed Blunt	507	0	None	This worn warclub has seen more battles than most warriors alive today.	STR: 20 STA: 17 HP: 55

Uncommon Deep Jungle Loot

Name	Min Level	Price	Equip. Loc	Armor Set	Starting Hp	Dura.	Attack Type	Dmg.	Range	Spell Name	Description	Mods
Forest Guide's Belt	54	5783	Belt	None	10800	60	N/A	0	0	None	The silver buckle of this belt has been shaped to resemble a ring of leaves.	WIS: 25 CHA: 11 AC: 47 Resist Cold: 35
Sash of the Burning Gods	56	6116	Belt	None	11200	50	N/A	0	0	None	The symbols of the god of fire are sewn into this soft silken sash.	PWR: 120 AC: 52 Resist Fire: 15 Resist Lightning: 15
Starfire Belt	49	4688	Belt	None	9800	50	N/A	0	0	None	This leather belt has been branded with pictures of stars and fire.	AC: 40 Resist Fire: 20 Resist Arcane: 20
Whale Bone Belt	43	3612	Belt	None	8600	60	N/A	0	0	None	This belt was made from the strongest whalebone.	STA: 11 WIS: 15 HP: 35 AC: 52 Resist Cold: 20
Bracelet of Wailing Wind	58	6623	Bracelet	None	11600	60	N/A	0	0	None	This magical bracelet seems to wail in the winds.	STA: 10 AGI: 10 DEX: 20 AC: 10 Resist Poison: 15 Resist Disease: 15
Green Silken Wristband	43	3696	Bracelet	None	8600	70	N/A	0	0	None	This silken wristband is made from a murkwood spider's silk.	PWR: 105 AC: 25
Ancient Rhino Bracers	57	6410	Bracers	Leather	11400	60	N/A	0	0	None	These heavy bracers are made from the thick hide of a rhino.	STR: 15 STA: 23 AC: 116 Resist Poison: 15 Resist Disease: 15
Bracers of Illarsin	53	5521	Bracers	Plate	10600	85	N/A	0	0	None	The Illarsin tribe of kobolds once used these magical bracers.	HP: 35 PWR: 35 AC: 209
Starfire Bracers	46	4245	Bracers	Leather	9200	50	N/A	0	0	None	These leather bracers have been branded with pictures of stars and fire.	AC: 104 Resist Fire: 18 Resist Arcane: 18
Whale Bone Bracers	42	3426	Bracers	Banded	8400	60	N/A	0	0	None	These bracers are made from the strongest whalebone.	STA: 10 WIS: 15 HP: 35 AC: 161 Resist Cold: 20
Lunarc Earring	49	4652	Earring	None	9800	60	N/A	0	0	None	This earring is made of ore fallen from the moon.	STA: 16 AGI: 9 DEX: 15 AC: 19
Verlozian Boots	46	4202	Feet	Chain	9200	60	N/A	0	0	None	These boots were made from a special ore. It has some magical properties.	AGI: 15 DEX: 15 AC: 94 Resist Poison: 10 Resist Disease: 10
Windwalker's Boots	52	5397	Feet	Chain	10400	50	N/A	0	0	None	These are the magical chainmail boots of the windwalkers.	STA: 15 AGI: 15 HP: 60 PWR: 40 AC: 108
Gauntlets of the Sands	56	6263	Hands (gloves)	Plate	11200	80	N/A	0	0	None	These gauntlets have been worn dull from the sands that have blasted against them.	AC: 233 Resist Fire: 30

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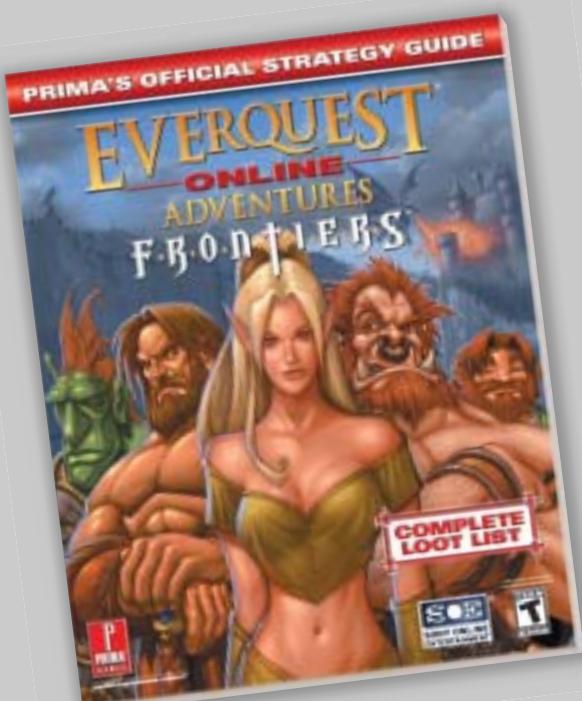
Global (cont'd)

Name	Level	Base Characteristics	Special Abilities	Resists Strong Against	Resists Weak Against
Bull Ant	11-15	Med/High/Low	Critical Hits, Rampage (AE Melee) at high levels	Blunt	Pierce
Chaos Rat	21-23	Med/High/Low	Lesser Infection	Lightning	Fire
Chaos Rat	24-25	Med/High/Low	Infection	Lightning	Fire
Charbone	36-40	Med/High/Low	Critical Hits, Rampage (AE Melee) at high levels	Pierce	Blunt
Copperhead	11-15	Med/High/Low	Minor Poison	None	None
Crow	2-3	Med/High/Low	None	None	None
Crypt Rat	11-15	Med/High/Low	Minor Infection	Lightning	Fire
Damselflies	1	Med/High/Low	None	None	None
Darkbone	31-35	Med/High/Low	Critical Hits, Rampage (AE Melee) at high levels	Lightning	Fire
Darkwisp	36-40	Low/Low/High	Fire/Ice/Lightning DD & AE spells	Melee	Arcane
Deadwood	41-45	Med/High/Low	Damage Shields, Lightning/Fire DD, Healing, AC Buff, Movement Speed Buff	Arcane	Fire
Decaying Skeleton	11-15	Med/High/Low	Critical Hits, Rampage (AE Melee) at high levels	Lightning	Fire
Decaying Zombie	16-20	Med/High/Low	Lesser Infection	Lightning	Fire
Dire Rat	16-20	Med/High/Low	Lesser Infection	None	None
Diseased Rat	4-5	Med/High/Low	None	None	None
Diseased Rat	6	Med/High/Low	Minor Infection	None	None
Doomed	31-33	Med/High/Low	Infection	Lightning	Fire
Doomed	34	Med/High/Low	Greater Infection	Lightning	Fire
Dragonflies	4-5	Med/High/Low	None	None	None
Dragonflies	6	Med/High/Low	Critical Hits, Rampage (AE Melee) at high levels	None	None
Drakeflies	2-3	Med/High/Low	None	None	None
Dreadwolf	21-23	Med/High/Low	Lesser Infection	Lightning	Fire
Dreadwolf	24-25	Med/High/Low	Infection	Lightning	Fire
Dreadworg	26-30	Med/High/Low	Infection	Lightning	Fire
Dwarf Zombie	26-30	Med/High/Low	Infection	Lightning	Fire
Elder Werelion	46-50	Med/High/Low	Critical Hits, Rampage (AE Melee) at high levels	Melee	Behavior Mod
Forest Keeper	46-50	Med/High/Low	Damage Shields, Lightning/Fire DD, Healing, AC Buff, Movement Speed Buff	Arcane	Fire
Frightwolf	31-33	Med/High/Low	Infection	Lightning	Fire
Frightwolf	34-35	Med/High/Low	Greater Infection	Lightning	Fire
Geist	46-50	Low/Low/High	Undead Pets, Fire DoT, Lifetap, Poison DD	Lightning	Fire
Ghast	21-25	Med/High/Med	Critical Hits, Harm Touch (Large One Shot DD) at high levels	Lightning	Fire
Ghost	26-30	High/Med/Low	Critical Hits, Muscle Lock (Dex/Str Debuff) at high levels	Lightning	Fire
Ghoul	26-30	Med/High/Low	Undead Pets, Fire DoT, Lifetap, Poison DD	Lightning	Fire
Giant Ant	16-20	Med/High/Low	Critical Hits, Rampage (AE Melee) at high levels	Blunt	Pierce
Giant Bat	7-10	Med/High/Low	Critical Hits, Rampage (AE Melee) at high levels	None	None
Giant Beetle	11-15	Med/High/Low	Critical Hits, Rampage (AE Melee) at high levels	Blunt	Pierce
Giant Rat	7-10	Med/High/Low	Minor Infection	None	None
Giant Spider	11-15	Med/High/Low	Minor Poison	Poison	Blunt
Grass Snake	1	Med/High/Low	None	None	None
Grass Viper	2-3	Med/High/Low	None	None	None
Grave Rat	16-20	Med/High/Low	Lesser Infection	Lightning	Fire

Deep Jungle

Name	Level	Melee Offense/Melee Defense/Magic Offense	Base Characteristics	Special Abilities	Resists	
					Strong Against	Weak Against
Acolyte Faun	41-45	Low/Low/High		Damage Shields, Lightning/Fire DD, Healing, AC Buff, Movement Speed Buff	None	None
Acolyte Satyr	41-45	High/Med/Low		Critical Hits, Damage Shields at high levels	None	None
Anaconda	51-55	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Aquatic Dryad	46-50	Low/Low/High		Elemental Pets, Fire/Cold DD, Fire Damage Shields, Fire/Cold AE	Fire	Lightning
Dark Servant	56-60	Med/High/Med		Critical Hits, Harm Touch (Large One Shot DD) at high levels	None	None
Dark Strider	51-55	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Dryad	46-50	High/Med/Low		Critical Hits, Muscle Lock (Dex/Str Debuff) at high levels	None	None
Dryad Dark Rogue	51-55	High/Med/Low		Critical Hits, Muscle Lock (Dex/Str Debuff) at high levels	None	None
Dryad Earth Magic	51-55	Low/Low/High		Elemental Pets, Fire/Cold DD, Fire Damage Shields, Fire/Cold AE	None	None
Dryad Rogue	51-55	High/Med/Low		Critical Hits, Muscle Lock (Dex/Str Debuff) at high levels	None	None
Dryad Water Magic	51-55	Low/Low/High		Elemental Pets, Fire/Cold DD, Fire Damage Shields, Fire/Cold AE	Fire	Lightning
Fallen Valkyrie	51-55	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Fetid Hydra	51-55	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Poison	Lightning
Forest Dryad	46-50	High/Med/Low		Critical Hits, Damage Shields at high levels	None	None
Forest Shambling	46-50	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Behavior Mod	Fire
Funnel Web Spider	51-55	Med/High/Low		Major Poison	Poison	Blunt
Giant Millipede	51-55	Med/High/Low		Major Poison	Blunt	Pierce
Greenback Basilisk	41-45	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	Poison	Lightning
Jungle Stalker	46-50	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None
Kobold Hunter	51-55	Med/High/Low		Critical Hits, Rampage (AE Melee) at high levels	None	None

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