

# EVERQUEST

OMENS OF WAR



M A N U A L

## **WARNING: READ BEFORE PLAYING**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a computer screen, or while playing video games, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy.

If you, or anyone in your family, have an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video or computer game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.



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## Passage to Discord

The Priests of Discord in Norrath believe they have been granted a gift. A unique knowledge has been bestowed upon them which they believe was granted as a reward for preaching the way of Discord. That gift, they claim, is the knowledge of a way to a world that is enveloped by Discord itself — an ethereal poison that wreaks havoc and strife upon all it touches.

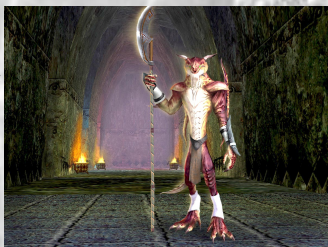
## World of Kuua

The world known as Kuua was once a relatively normal place, like Norrath, until the influence of Discord seeped into it. There were a vast number of races in the lands, the most civilized being the dragorn. After the dark taint on the world, all races began fighting each other with fervor. The wars created a darkening sky filled with ash and embers. The dragorns stopped their travel and were called home to fortify their walls and the city from all outside influences. Little did they know that even the dragorns would begin to turn on each other.

## The Dragorn

The dragorns are noble creatures who believe they were carved from of the heartiest earth and stone by the great dragon, Dranik. As a civilization, the dragorns valued courage above all else — that was, at least, until the influence of Discord drew a shade of darkness over their world of Kuua and opened the door for Mata Muram's legion.

Throughout their history, the dragorns led simple lives. The serfs kept their city and kinsfolk with full bellies and armored bodies. The warriors and knights often made courageous expeditions and patrols from their great city of Dranik to the regal palace to the northeast, fighting beasts and creatures that threatened to overcome their lands.



There is a number of dragorn who were exiled from Dranik before and after the influence of Discord caused fighting among the race. The exiles are often on the outskirts of the city in the caves in Dranik's Scar or other outlying areas. They have attempted to organize and overthrow the high council several times with no success. Some of them feel they were wrongly accused and wish to return home.



Some dragon, most of the best fighters in the lands, were blackmailed or brain-washed into joining Mata Muram's legion.

## Mata Muram and his Legion

Mata Muram is a dragon slave trader that has great strength and mind powers. He is but one slave trader in an organization of many. All of the various armies of Discord that are part of the greater enslavement force riding on the front edge of the shroud of Discord — a rat race for enslavement acquisitions.

Mata Muram conquers a large number of races and inducts the very best into his army. He sells the rest to other worlds.

## The Riftseekers — Pyrilen and Gelidran

The riftseekers are the minions of an even greater planar race that have been granted to Mata Muram for travel between worlds and to seed Discord into as many realms as possible. The riftseekers have the ability to hone in on rifts in space, no matter how small, and have the magical means to force them open and sustain them.



These creatures are chaotic and do like to cause trouble. Keeping their allegiance is difficult at the best of times. And if they are crossed, there will be trouble.

## Features

**Level Cap Increase** - Develop your character beyond level 65. Unlock new innovative items, powerful spells, and thrilling quests.

**Epic Weapons 2.0** - Earn specialized, hand-tailored Epic Weapons with the completion of any of 16 epic quests. New epic quests will challenge even the toughest and most experienced Norrathians as they journey alone, in groups, and in raid groups to win these valuable items.

**Guild Tribute System** - Enhanced tribute system allows you to turn your loot into favor points for your whole guild to enjoy

**Task System** - Whether you're on for a few minutes or a few hours, you can always advance your character by completing tasks using this new system!

**Custom Player Character Titles** - This extension of our title system provides new flexibility in displaying the titles you've earned and creates new opportunities for you to earn more!

**Extra spell slot** - For the first time, characters can earn an additional spell slot allowing for even more versatility.

**Increased number of buff slots to Player Characters** - Be battle ready with more room for buffs and effects as you take on the challenges that Omens of War has to offer.

**Voice macros** - Set up hot keys that will send voice messages to your group, letting them know vital information about your character's status.

**Improved Graphics** - Discover rich new zones with detailed environments featuring expanded graphical elements, improved spell effects and all-new graphically-improved monsters to fight.

**All-New Content** - New disciplines, AA's, items, spells, quests and tradeskills continue to make EverQuest the most-compelling and persistent online world ever created .

## Alternate Advancement Abilities

Omens of War introduces several new Alternate Advancement (AA) Abilities. AA abilities are one of two types, passive or activated. Passive abilities are always on and start to work as soon as they are purchased. Activated abilities can be used as soon as they are purchased, but they are not always on. They must be activated using a hot-button.

AA abilities are purchased with Alternate Advancement points. These points are earned with experience points. A player must set the amount (as a percentage) of their regular experience points to be applied to their AA experience pool. To do so, open your inventory and click on the Alt. Advance button.

Many AA abilities have requirements before they can be purchased. Most often there is a requirement that a character be of a certain level. Sometimes a character must also already have purchased another AA ability as a prerequisite. Details about these prerequisites can be found in the Alternate Advancement window.

Here is the list of the abilities. These abilities could change at any time - to see the most up-to-date information about AA points, open your inventory ("I") and click on the Alt Advance button:

## General

**Eternal Breath** (Passive) - This ability grants you the permanent ability to breath underwater and in airless environments.

**Blacksmithing Mastery** (Passive) - This ability reduces the chance of failing blacksmith combinations by 10, 25, and 50 percent.

**Baking Mastery** (Passive) - This ability reduces the chance of failing baking combinations by 10, 25, and 50 percent.

**Brewing Mastery** (Passive) - This ability reduces the chance of failing brewing combinations by 10, 25, and 50 percent.

**Fletching Mastery** (Passive) - This ability reduces the chance of failing fletching combinations by 10, 25, and 50 percent.

**Pottery Mastery** (Passive) - This ability reduces the chance of failing pottery combinations by 10, 25, and 50 percent.

**Tailoring Mastery** (Passive) - This ability reduces the chance of failing tailoring combinations by 10, 25, and 50 percent.

**Salvage** (Passive) - This ability gives you the chance to automatically recover an item that would otherwise be lost on a failed tradeskill combine.

**Origin** (Activated. Refresh Time: 01:12:00) - Upon using this ability, you will be transported back to a friendly city.

**Chaotic Potential** (Passive) - This ability raises the maximum that your statistics can be increased to with items and spells by 5 points per rank.

**Discordant Defiance** (Passive) - This ability raises the maximum that your resistances can be increased to with items and spells by 5 points per rank.

**Mystical Attuning** (Passive) - This ability increases the number of mystical effects that can affect you at once by 1 per rank. See section titled "Additional PC buff slots" for more information on this Alternate Advancement ability.

**Delay Death** (Passive) - This ability increases how far below zero your hit points can fall before you die by 100 hit points per rank. You will still fall unconscious when you reach zero hit points.

## **Melee Archetype**

**Healthy Aura** (Passive) - This ability raises the maximum that your regeneration can be increased with items and spells by 1 point per rank.

**Fitness** (Passive) - This ability increases your natural endurance regeneration by 1 point per rank.

**Veteran's Wrath** (Passive) - This ability increases the damage you cause when you land a critical hit on a melee attack

**Deathblow** (Passive) - This ability further increases the maximum level of NPCs affected by your Finishing Blow ability. The first rank of this ability works on NPCs below level 61, the second rank on NPCs below level 63, and the third rank on NPCs below level 65.

**Reflexive Mastery** (Passive) - This ability further increases your chance of completely avoiding incoming melee damage.

**Defensive Instincts** (Passive) - ability further increases your mitigation of incoming melee damage.



## Hybrid Archetype

**Healthy Aura** (Passive) - This ability raises the maximum that your regeneration can be increased with items and spells by 1 point per rank.

**Expansive Mind** (Passive) - This ability raises the maximum that your mana regeneration can be increased with items by 1 point per rank.

**Veteran's Wrath** (Passive) - This ability increases the damage you cause when you land a critical hit on a melee attack.

**Deathblow** (Passive) - This ability further increases the maximum level of NPCs affected by your Finishing Blow ability. The first rank of this ability works on NPCs below level 61, the second rank on NPCs below level 63, and the third rank on NPCs below level 65. You may train in this ability once each level, upon reaching levels 66, 68, and 70.

**Reflexive Mastery** (Passive) - This ability further increase your chance of completely avoiding incoming melee damage. You may train in this ability once each level after reaching level 66.

**Defensive Instincts** (Passive) - This ability further increases your mitigation of incoming melee damage. You may train in this ability once each level after reaching level 66.

**Mnemonic Retention** (Passive) - This ability gives you an additional spell slot so you can memorize an additional spell. See sectioned titled "Additional Spell Gem" for more information on this Alternate Advancement ability.

## Priest Archetype

**Healthy Aura** (Passive) - This ability raises the maximum that your regeneration can be increased with items and spells by 1 point per rank.

**Expansive Mind** (Passive) - This ability raises the maximum that your mana regeneration can be increased with items by 1 point per rank.

**Healing Adept Mastery** (Passive) - This ability increases the maximum effectiveness of your healing spells by 3 percent per rank.

**Healing Gift Mastery** (Passive) - Each rank in this ability increases the chance to score an exceptional heal. An exceptional heal doubles the healing value of the spell.

**Mnemonic Retention** (Passive) - This ability gives you an additional spell gem so you can memorize an additional spell. See section titled "Additional Spell Gem" for more information on this Alternate Advancement ability.

## Caster Archetype

**Arcane Tongues** (Passive) - This ability reduces the chance of failing research combinations by 10, 25, and 50 percent.

**Healthy Aura** (Passive) - This ability raises the maximum that your regeneration can be increased with items and spells by 1 point per rank.

**Expansive Mind** (Passive) - This ability raises the maximum that your mana regeneration can be increased with items by 1 point per rank.

**Mnemonic Retention** (Passive) - This ability gives you an additional spell gem so you can memorize an additional spell. See section titled "Additional Spell Gem" for more information on this Alternate Advancement ability.

## Bard

**Master of Disguise** (Passive) - This ability lends persistence to your illusionary disguises, causing them to last until you die or manually remove them.

**Shielding Resistance** (Passive) - This ability decreases the amount of damage you take when your offhand attacks encounter a damage shield.

**Slippery Attacks** (Passive) - This ability makes it more difficult for opponents to riposte your offhand attacks. Each rank increases the chance that your opponent will fail to riposte by 20%.

**Improved Critical Affliction** (Passive) - This ability grants damage-over-time spells an increased chance to have a critical effect each time they are active.

**Fortified Bellowing** (Passive) - This ability allows you to bellow with a force that causes physical harm to your enemies as well as potentially interfering with spell casting. This upgraded ability does more damage and increases the maximum level of NPC that can be stunned by your bellows.

**Fury of Magic** (Passive) - This ability further increases the chance to score a critical hit with your direct damage spells.

**Dance of Blades** (Activated) - When activated, you begin a dance of whirling blades greatly increasing your chance to make the maximum number of attacks per round.

**Shield of Notes** (Activated) - When this ability is activated, your music forms a physical barrier about you, decreasing the damage you take from spells and melee attacks. Increased ranks improve both the effectiveness of the barrier as well as how much damage it can absorb before it fails.

## **Beastlord**

**Healing Adept Mastery** (Passive) - This ability increases the maximum effectiveness of your healing spells by three percent per rank.

**Healing Gift Mastery** (Passive) - Each rank in this ability increases the chance to score an exceptional heal. An exceptional heal doubles the healing value of the spell. Requirements: Level 67, 68, 69. Advanced Healing Gift at level 3.

**Advanced Sinister Strikes** (Passive) - This ability increases the damage you cause when attacking with a weapon in your secondary hand.

**Shielding Resistance** (Passive) - This ability decreases the amount of damage you take when your offhand attacks encounter a damage shield.

**Slippery Attacks** (Passive) - This ability makes it more difficult for opponents to riposte your offhand attacks. Each rank increases the chance that your opponent will fail to riposte you by 20%.

**Improved Critical Affliction** (Passive) - This ability grants damage-over-time spells the chance to have a critical effect each time they are active.

**Roar of Thunder** (Activated) - When this ability is activated, the beastlord will unleash a terrible roar that leaves the opponent damaged, shaken, and less willing to attack the beastlord.

**Fury of Magic** (Passive) - This ability further increases the chance to score a critical hit with your direct damage spells.

**Perfection of Spirit** (Passive) - This ability allows the beastlord to share some of his natural attuning with his party in the form of health and mana. This upgrade increases the amount of health and mana that is shared with party.

**Advanced Pet Discipline** (Passive) - The first rank of this ability allows you to give your pet a "focus" command so it will not attack any opponent other than ones you directly order it to. The second rank allows you to tell your pet to not cast any spells. Usage: /pet focus, /pet nospell.

**Replenish Companion** (Activated) - This ability grants you an enhanced version of the Mend Companion ability. Each additional rank increases the healing power of the ability further.

## **Berserker**

**Savage Spirit** (Activated. Refresh Time: 00:36:00) - While this ability is active, the Berserker is fueled by his rage causing his critical hits to land for massive damage. When the ability wears off, though, it leaves the Berserker deathly fatigued.

**Crazed Onslaught** (Passive) - This ability increases the chance to make a flurry attack upon a successful triple attack.

**Overwhelming Attack** (Passive) - Through sheer might, you can batter through your opponent's defenses. This ability increases your chance to bypass your opponent's special defenses such as dodge, block, parry, and riposte.

**Blood Pact** (Activated) - While this ability is active, the berserker will push themselves beyond their limits. The berserker's damage output will increase, but they will take a portion of the damage they dole out themselves.

**Untamed Rage** (Activated) - Using this ability causes the berserker to fall into a rage, attacking their opponent with no thought of their own safety. With each rank, the damage is increased, but the berserker's defenses suffer.

## Cleric

**Healing Boon** (Passive) - This ability grants you a more potent form of your Radiant Cure ability. Subsequent ranks increase the curing properties of this ability.

**Resplendent Cure** (Passive) - This ability grants you a more potent form of your Radiant Cure ability. Subsequent ranks increase the curing properties of this ability.

**Celestial Spirit** (Activated) - Use of this ability calls forth a celestial spirit to attack your opponent. Should be on par with Wrath of Xuzl.

**Divine Retribution** (Activated) - While this ability is active, any creature daring to attack the cleric has a chance to be stunned in retribution. Additional ranks in this ability increase the chance that creatures that attack you will be stunned. This ability does not affect creatures that are immune to stunning or creatures above level 70.

**Celestial Rejuvenation** (Passive) - This ability grants you an improved version of your Celestial Regeneration ability.

**Fervent Benediction** (Passive) - Use of this ability creates an enhanced version of your Exquisite Benediction ward. Increased ranks improve the healing capabilities of this ward.

**Sanctuary** (Activated) - While you are under the effects of this ability, creatures will always choose to attack someone else before they attack you. You may cast spells upon yourself, but the sanctuary effect immediately ends if you take any hostile action or cast spells on another player.

**Destructive Fury** (Passive) - This ability increases the strength of your critical spell hits, causing them to do more damage.



**Shield Block (Passive)** - This ability grants you the chance to fully block an attack when using a shield. Increased ranks improve the chance to block attacks.

## Druid

**Resplendent Curing (Passive)** - This ability grants you a more potent form of your Radiant Cure ability. Subsequent ranks increase the curing properties of this ability.

**Advanced Dire Charm (Passive)** - This ability gives you an enhanced version of Dire Charm that is able to permanently charm higher level animals.

**Improved Critical Affliction (Passive)** - This ability increases the chance that damage-over-time spells will have a critical effect each time they are active.

**Boon of the Forest (Passive)** - Use of this ability creates an enhanced version of your Nature's Boon ward. Increased ranks improve the healing capabilities of this ward.

**Call of the Wild (Activated)** - This ability allows you to call a fallen comrade's spirit back to their corpse. This does not restore any lost experience, but the player can still get an experience resurrection after being affected by this ability.

**Secondary Recall (Activated)** - Use of this ability allows you to quickly gate yourself back to a secondary bind point that has been previously set by use of a Stone of Marking.

**Nature's Bounty (Passive)** - This ability gives you an innate chance to forage more than one item at a time. Additional ranks increase the chance to forage a second item.

**Spirit of the Grove (Passive)** - This provides you with an upgraded version of your Spirit of the Wood ability that has increased healing properties.

**Destructive Fury (Passive)** - This ability increases the strength of your critical spell hits, causing them to do more damage.

## Enchanter

**Stasis (Activated)** - Use of this ability causes your opponent to immediately fall into a deep sleep. The effect last for up to one minute per rank.

**Color Shock (Activated)** - While this ability is active, any creature that tries to attack the enchanter has a chance to be stunned in retribution. Additional ranks in this ability increase the chance that creatures that attack you will be stunned. This ability does not affect creatures that are immune to stunning or creatures above level 70.

**Mind Over Matter (Activated)** - While active, a portion of the damage you sustain is taken out of your mana rather than your hit points. Any damage that cannot be absorbed by your mana comes off your hit points instead.

**Soothing Words (Activated)** - Through use of this ability, you can sooth an angry creature, greatly reducing how angry it is with its current target.

**Destructive Fury (Passive)** - This ability increases the strength of your critical spell hits, causing them to do more damage.

**Improved Suspended Minion (Passive)** - This ability grants you an enhanced form of your Suspended Minion ability that allows pets to remain suspended across zone lines.

## Magician

**Improved Suspended Minion (Passive)** - This ability upgrades your current Suspended Minion ability, allowing pets to remain suspended across zone lines.

**Hastened Host of the Elements (Passive)** - This ability decreases the time required between uses of Host of the Elements by 10 percent per rank.

**Heart of Flames (Activated)** - This ability will allow you to turn into an embodiment of elemental fire, increasing the damage caused by your fire-based spells.

**Heart of Vapor (Activated)** - This ability will allow you to turn into an embodiment of elemental air, greatly reducing how much creatures hate you for the detrimental spells you cast.

**Heart of Ice (Activated)** - This ability will allow you to turn into an embodiment of elemental ice, greatly reducing the damage you take from spells.

**Heart of Stone (Activated)** - This ability will allow you to turn into an embodiment of elemental earth, greatly reducing the damage you take from melee attacks.

**Replenish Companion (Activated)** - This ability grants you an enhanced version of the Mend Companion ability. Each additional rank increases the healing power of the ability further.

**Destructive Fury (Passive)** - This ability increases the strength of your critical spell hits, causing them to do more damage.

**Advanced Pet Discipline (Passive)** - The first rank of this ability allows you to give your pet a "focus" command so it will not attack any opponent other than ones you directly order it to. The second rank allows you to tell your pet to not cast any spells. The third rank allows you to tell your pet to not push.

## Monk

**Shielding Resistance (Passive)** - This ability decreases the amount of damage you take when your offhand attacks encounter a damage shield.

**Slippery Attacks (Passive)** - This ability makes it more difficult for opponents to riposte your offhand attacks. Each rank increases the chance that your opponent will fail to riposte you by 20%.

**Imitate Death (Activated)** - This ability allows the monk to execute a perfect feign death that causes every creature to forget about them immediately.

**Crippling Strike (Passive)** - This ability augments Eagle Strike with a chance to reduce the movement speed of the target. Ranks in this ability increase the potency and duration of the snare effect.

**Stunning Kick (Passive)** - This ability augments Round Kick with a chance to stun the target. Ranks in this ability increase the duration of the stun.

**Eye Gouge (Passive)** - This ability augments Tiger Claw with a chance to gouge the eyes of the target, reducing its ability to attack. Ranks in this ability increase the potency of the blinding.

**Iron Kicks (Passive)** - Each rank in this ability increases the damage done by your Flying Kicks.

**Style of the Mimic (Passive)** -By mimicking the movements of your opponent, you are better able to anticipate and bypass his defenses.

## **Necromancer**

**Improved Critical Affliction (Passive)** - This ability grants damage-over-time spells the chance to have a critical effect each time they are active.

**Improved Suspended Minion (Passive)** - This ability upgrades your current Suspended Minion ability, allowing pets to remain suspended across zone lines.

**Advanced Pet Discipline (Passive)** - The first rank of this ability allows you to give your pet a "focus" command so it will not attack any opponent other than ones you directly order it to. The second rank allows you to tell your pet to not cast any spells. The third rank allows you to tell your pet to not push.

**Death Peace (Activated)** - This ability gives you an additional way to feign death

**Advanced Dire Charm (Passive)** - This ability gives you an enhanced version of Dire Charm that is able to permanently charm higher level undead.

**Army of the Dead (Activated)** - This ability calls up to five shades of nearby corpses back to life to serve the necromancer. The soulless abominations will mindlessly fight the target until called back to the afterlife some time later. The shades summoned by the first rank of this ability serve for 60 seconds, and each increasing rank adds 15 additional seconds.

**Destructive Fury** (Passive) - This ability increases the strength of your critical spell hits, causing them to do more damage.

**Replenish Companion** (Activated) -This ability grants you an enhanced version of the Mend Companion ability. The first rank restores 50% of your pet's health, the second rank restores 75%, and the third rank restores 100%.

**Soul Thief** (Passive) - This ability further increases the chance that the healing effect of your lifetaps will provide an exceptional amount of healing.

## Paladin

**Healing Adept Mastery** (Passive) -This ability increases the maximum effectiveness of your healing spells by 3 percent per rank.

**Healing Gift Mastery** (Passive) -Each rank in this ability increases the chance to score an exceptional heal. An exceptional heal doubles the healing value of the spell.

**Fury of Magic** (Passive) - This ability further increases the chance to score a critical hit with your direct damage spells.

**Celestial Stun** (Passive) - This ability provides an enhanced, fast-casting spell that has the chance to interrupt higher level NPCs.

**Hand of Devotion** (Passive) - This ability invokes the direct blessing of your deity healing all nearby group members. Additional ranks increase the healing power of this ability.

**Steadfast Will** (Passive) - This ability grants a chance to endure what would otherwise be a stunning blow, from any angle, without being stunned.

**Healing Boon** (Passive) - This ability grants heal-over-time spells the chance to have a critical effect each tick they are active. An exceptional heal doubles the healing value of the spell for that tick.

**Shield Block** (Passive) - This ability grants you the chance to fully block an attack when using a shield. Increased ranks improve the chance to block attacks.



**Vanquish Undead (Passive)** - This ability increases the chance that your critical hits will cause even more damage versus the undead.

## Ranger

**Healing Adept Mastery (Passive)** - This ability increases the maximum effectiveness of your healing spells by 3 percent per rank.

**Healing Gift Mastery (Passive)** - Each rank in this ability increases the chance to score an exceptional heal. An exceptional heal doubles the healing value of the spell.

**Fury of Magic (Passive)** - This ability further increases the chance to score a critical hit with your direct damage spells.

**Shielding Resistance (Passive)** - This ability decreases the amount of damage you take when your offhand attacks encounter a damage shield.

**Slippery Attacks (Passive)** - This ability makes it more difficult for opponents to riposte your offhand attacks. Each rank increases the chance that your opponent will fail to riposte you by 20%.

**Scout's Efficiency (Passive)** - Each rank in this ability further increases the accuracy of your melee attacks.

**Guardian of the Glade (Activated)** - This ability transforms you into an exceptionally bloodthirsty wolf that attacks with lightning speed for a brief time. The transition into the wolf will also cause many of your wounds to heal.

**Tracking Mastery (Passive)** - Each rank in this ability increases the maximum you can increase your tracking skill by 20 points.

**Nature's Bounty (Passive)** - This ability gives you an innate chance to forage more than one item at a time. Additional ranks increase the chance to forage a second item.

**Auspice of the Hunter (Activated. Reuse time: 00:15:00)** - This ability allows you to share your natural affinity for the hunt with your party in the form of greater accuracy, more critical hits, and increased offensive power.

## Rogue

**Master of Disguise** (Passive) - This ability allows you to maintain your illusionary disguises across zone boundaries.

**Shielding Resistance** (Passive) - This ability decreases the amount of damage you take when your offhand attacks encounter a damage shield.

**Slippery Attacks** (Passive) - This ability makes it more difficult for opponents to riposte your offhand attacks. Each rank increases the chance that your opponent will fail to riposte you by 20%.

**Flurry of Knives** (Passive) - Each rank in this ability increases the chance that the rogue will attempt an additional backstab after a successful double backstab.

**Precision** (Passive) - Each rank in this ability increases the chance of successfully landing a backstab.

**Nerves of Steel** (Passive) - Each rank in this ability gives rogues an increasing chance to remain hidden when a spell hits them. At the highest rank, a resisted spell will never break hide and there is a good chance that the rogue will remain hidden even when a spell successfully hits them.

## Shadowknight

**Improved Suspended Minion** (Passive) - This ability upgrades your current Suspended Minion ability, allowing pets to remain suspended across zone lines.

**Fury of Magic** (Passive) - This ability further increases the chance to score a critical hit with your direct damage spells.

**Steadfast Will** (Passive) - This ability grants a chance to endure what would otherwise be a stunning blow, from any angle, without being stunned.

**Shield Block** (Passive) - This ability grants you the chance to fully block an attack when using a shield. Increased ranks improve the chance to block attacks.

**Touch of the Cursed** (Passive) - This ability grants the shadowknight a chance to drain the life of his opponent any time he makes a melee attack.

**Death Peace** (Activated) - This ability gives you an additional way to feign death.

**Spiritual Corrosion** (Passive) - This ability further increases the damage of the life-taps that result from shadowknight self buffs.

**Soul Thief** (Passive) - This ability further increases the chance that the healing effect of your lifetaps will provide an exceptional amount of healing.

**Advanced Pet Discipline** (Passive) - The first rank of this ability allows you to give your pet a "focus" command so it will not attack any opponent other than ones you directly order it to. The second rank allows you to tell your pet to not cast any spells. The third rank allows you to tell your pet to not push.

## Shaman

**Advanced Pet Discipline** (Passive) - The first rank of this ability allows you to give your pet a "focus" command so it will not attack any opponent other than ones you directly order it to. The second rank allows you to tell your pet to not cast any spells. The third rank allows you to tell your pet to not push.

**Improved Suspended Minion** (Passive) - This ability upgrades your current Suspended Minion ability, allowing pets to remain suspended across zone lines.

**Improved Critical Affliction** (Passive) - This ability grants damage-over-time spells the chance to have a critical effect each time they are active.

**Healing Boon** (Passive) - This ability grants heal-over-time spells the chance to have a critical effect each tick they are active. An exceptional heal doubles the healing value of the spell for that tick.

**Boon of the Ancients** (Passive) - Use of this ability creates an enhanced version of your Call of the Ancients ward. Increased ranks improve the healing capabilities of this ward.

**Spiritual Channeling** (Activated) - While this ability is active, all of your spells will be fueled directly by the energy of your body, consuming hit points rather than mana.

**Ancestral Aid** (Activated) - Through use of this ability, the shaman can call upon their ancestors for aid, providing healing and rest to their group.

**Call of the Wild** (Activated) - This ability allows you to call a fallen comrade's spirit back to their corpse. This resurrection does not restore any experience to the dead person, but the player can still get an experience resurrection after being affected by this ability.

**Destructive Fury** (Passive) - This ability increases the strength of your critical spell hits, causing them to do more damage.

**Resplendent Cure** (Passive) - This ability grants you a more potent form of your Radiant Cure ability. Subsequent ranks increase the curing properties of this ability.

## Warrior

**Shielding Resistance** (Passive) - This ability decreases the amount of damage you take when your offhand attacks encounter a damage shield.

**Slippery Attacks** (Passive) - This ability makes it more difficult for opponents to riposte your offhand attacks. Each rank increases the chance that your opponent will fail to riposte you by 20%.

**Overwhelming Attack** (Passive) - Through sheer might, you can batter through your opponent's defenses. This ability increases your chance to bypass your opponent's special defenses such as dodge, block, parry, and riposte.

**Shield Block** (Passive) - This ability grants you the chance to fully block an attack when using a shield. Increased ranks improve the chance to block attacks.

**Resolute Defiance** (Passive) - This ability allows warriors to temporarily boost their hit points further than the boost provided by Warlord's Tenacity. As with Warlord's Tenacity, these hit points fade over the course of one minute leaving the warrior weaker than when Resolute Defiance started.

**Crazed Onslaught (Passive)** - This ability increases the chance to make a flurry attack upon a successful triple attack.

**Press the Attack (Activated)** - This ability allows you to pressure your opponent, causing him to stumble away from you.

## **Wizard**

**Destructive Fury (Passive)** - This ability increases the strength of your critical spell hits, causing them to do more damage

**Mind Crash (Activated)** - When used, this ability will cause the targeted creature to become considerably less angry with you.

**Secondary Recall (Activated)** - Use of this ability allows you to quickly gate yourself back to a secondary bind point that has been previously set by use of a Stone of Marking.

**Prolonged Destruction (Activated)** - This ability grants you an enhanced version of Frenzied Devastation that lasts for an additional 10 seconds per rank.

**Ro's Greater Familiar (Activated)** - Description: This ability provides you with a familiar that strengthens the effects of your fire-based spells.

**E'ci's Greater Familiar (Activated)** - This ability provides you with a familiar that strengthens the effects of your ice-based spells.

**Druzzil's Greater Familiar (Activated)** - This ability provides you with a familiar that strengthens the effects of your magic-based spells.

**Devoted Familiar (Activated)** - This ability will call forth a familiar that provides even greater benefits to its owner than its predecessor.

**Teleport Bind (Activated)** - When activated, this ability will teleport the wizard's entire group to the wizard's bind point.



## Custom Player Character Titles

Custom Player Character Titles are player-chosen titles that will be displayed as a prefix or suffix to a player's name.

The Custom Player Character Title system will allow players to choose one of many new titles to display above their names, based not only upon Alternate Advancement abilities, but various skills and accomplishments achieved in the world of Norrath.

Players will gain the ability to choose titles based on Alternate Advancement and Tradeskill Mastery.

### Alternate Advancement

Alternate Advancement will be the most common title that players will choose to use. Titles for Alternate Advancement are available by achieving the requisite level, as well as purchasing a required amount of Alternate Advancement abilities. There are now "General", "Archetype", and "Class" titles available.

General Titles - Requires level 51 and 6 AA points spent in the general abilities.

General Titles	Male	Female
All Classes	Baron	Baroness
	Master	Mistress
	Lord	Lady
	Duke	Duchess

Archetype Titles - Requires level 55 and 12 AA points spent in the archetype abilities.

Archetype Titles	Male	Female
Casters	Sage	Sage
	Scribe	Scribe
	Spellcrafter	Spellcrafter
Hybrids	Veteran	Veteran
	Sentinel	Sentinel
	Keeper	Keeper
Melee	Marauder	Marauder
	Oppressor	Oppressor
	Dirge	Dirge
Priests	Venerable	Venerable
	Prophet	Prophet
	Diviner	Diviner

Class Titles - Requires level 55 and 24 AA points spent in the class abilities.

Class Titles	Male	Female
Bard	Impressario	Muse
	Troubador	Troubador
	Virtuoso	Virtuoso
	Maestro	Minstrel
Beastlord	Primalist	Primalist
	Animist	Animist
	Savage Lord	Savage Lord
	Predator	Predator
Berserker	Savage	Savage
	Bruiser	Bruiser
	Brawler	Brawler
	Fury	Fury
Cleric	Templar	Templar
	Vicar	Vicar
	Archon	Archon
	Exarch	Exarch
Druid	Naturalist	Naturalist
	Spiritist	Spiritist
	Waymaker	Waymaker
	Heirophant	Heirophant
Enchanter	Illusionist	Illusionist
	Beguiler	Beguiler
	Visionary	Visionary
	Phantasmist	Phantasmist
Magician	Elementalist	Elementalist
	Conjurer	Conjurer
	Arch Mage	Arch Mage
	Magus	Magus
Monk	Brother	Sister
	Disciple	Disciple
	Sensei	Sensei
	Grandmaster	Grandmaster
Necromancer	Lich	Lich
	Blight Lord	Blight Lord
	Lich Lord	Lich Lord
	Warlock	Warlock
Paladin	Crusader	Crusader
	Defender	Defender
	Knight	Knight
	Avenger	Avenger

## Class Titles - Continued

Ranger	Scout	Scout
	Pathfinder	Pathfinder
	Protector	Protector
	Hunter	Huntress
Rogue	Shadow	Shadow
	Annihilator	Annihilator
	Phantom	Phantom
	Assassin	Assassin
Shadowknight	Reaver	Reaver
	Gravelord	Gravelord
	Bloodlord	Bloodlord
	Dreadlord	Dreadlord
Shaman	Mystic	Mystic
	Oracle	Oracle
	Seer	Seer
	Ancient	Ancient
Warrior	Myrmidon	Myrmidon
	Marshall	Marshall
	Warlord	Warlord
	Overlord	Overlord
Wizard	Channeler	Channeler
	Evoker	Evoker
	Sorcerer	Sorcerer
	Arcanist	Arcanist



# Tradeskill Mastery

Mastering Tradeskills can grant titles to a player by satisfying a skill-level requirement

Tradeskill Titles	Base Title	Modifier (100 Skill)	Modifier (200 Skill)	Modifier (250 Skill)
Alchemy	Alchemist	Apprentice	Journeyman	Expert
Baking	Chef	Apprentice	Journeyman	Expert
Brewing	Brewer	Apprentice	Journeyman	Expert
Fishing	Fisherman	Apprentice	Journeyman	Expert
Fletching	Fletcher	Apprentice	Journeyman	Expert
Jewelrycrafting	Jeweler	Apprentice	Journeyman	Expert
Poisonmaking	Poisoncrafter	Apprentice	Journeyman	Expert
Pottery	Potter	Apprentice	Journeyman	Expert
Smithing	Smith	Apprentice	Journeyman	Expert
Spell Research	Researcher	Apprentice	Journeyman	Expert
Tailoring	Tailor	Apprentice	Journeyman	Expert
Tinkering	Tinker	Apprentice	Journeyman	Expert



## Guild Tribute System

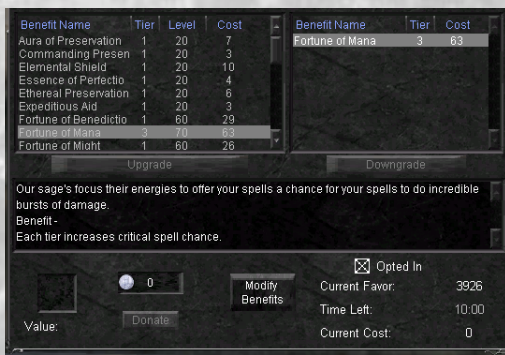
Guilds will be able to take advantage of gaining favor for their guild and distributing that favor among their members with favor-based attributes.

Guild Tribute is a new feature that allows guild members to donate items/cash for Tribute points, and allows officers to select benefits that the entire guild will receive, deducting the cost from the guild's tribute pool.

The following are some details that will be useful in understanding how the system works:

Characters can donate items at the *Guild Tribute Master*. A character may only donate for his own guild at the time he donates. *Guild Tribute Favor* will not "follow" the character if he moves from one *Guild* to another.

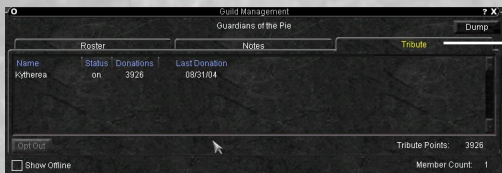
Officers and Leaders can activate/deactivate benefits at the *Guild Tribute Master*. Characters can be individually opted-in or -out of *Guild Tribute*. If a character is opted-in, he receives all the active *Guild Tribute* benefits for which he qualifies. If he is opted-out, he receives none of the *Guild Tribute* benefits. *Guilds* are charged *Tribute Favor* only for characters that are logged in and opted-in, and only for the benefits available to them.





Characters can opt-out of Guild Tribute at any time. Alternately, Officers and higher can opt-out any Guild Member from Guild Tribute at any time using the Guild Management Window. Only the Guild Member can opt-in himself, and only at the Guild Tribute Master.

The Guild management window has a new tab that can be used to track each guild members' opt-in status, last donation date, and total value of all donations made by the member.



**NEW  
TRIBUTE  
TAB**

The Tribute Benefit window has a new tab that can be used to see what Benefits the Guild has active at any time, as well as the current cost of those benefits (based on who is logged in currently and their opt-in status), the current Benefit timer, and how much Favor the Guild has. This window is brought up (by default) using Ctrl+U.



The Guild Tribute Benefit Timer will continue to count down as long as any guild member is currently receiving benefits (i.e. is logged in, opted-in, and qualifies for a selected Benefit). The Timer will stop otherwise. When the Timer reaches 0, the current cost will be deducted from the Guild Tribute Favor Pool, and the timer will reset to 10 minutes.

## The Task System

Tasks are a quick way to gain meaningful rewards on your own in a relatively short period of time. Whether you're looking for something to do by yourself for an hour or just want to work on a little something extra while you're off adventuring with your friends, the Task System provides a little slice of EverQuest fun for everyone.



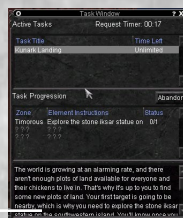
You can find Task Masters all over Norrath, including Antonica, Faydwer, Odus, and Kunark. Younger players can find a Task Master in their home cities, and more experienced players will find them out among the world in areas like the East Commonlands, Butcherblock Mountains, Toxxulia Forest and Swamp of No Hope. For the more daring individuals, the most challenging tasks can be found by speaking with Task Masters in the Dreadlands and the Overthere.



**TASK WINDOW**

When you accept a task, you'll discover a new side of EverQuest that you may not have realized existed before now. You'll be sent to slay villains, recover valuable treasure, and explore the wilds around you. All along the way, you'll be able to keep track of your status with a friendly interface that explains everything you might want to know about the task.

**ALL-NEW TASK LOG**



## Additional Spell Gem

For the first time, characters can earn an additional spell slot allowing for even more versatility. By purchasing the Mnemonic Retention Alternate Advancement ability, you will gain an extra spell slot that allows you to memorize 9 total spells.

## Additional PC buff slots

Through the Alternate Advancement ability, Mystical Attuning, you can increase the number of beneficial spells your character can receive by up to a third.

## Voice Macros

Using slash-commands and/or hot-buttons, players using the Voice Macros expansion feature will be able to select preset statements to play on the clients of their group-mates, raid-members, or other individual players.

There is a new UI window for Voice Macros that is brought up (by default) using Ctrl-V. On this window are a list of available Voice Macros and 4 buttons: Play, Tell, Group, and Raid. To use the system, you will select a Macro from the list displaying the text descriptions, and then click any of the buttons.

Dedicated to the memory of Rick Johnson  
1960 to 2003  
Talented Artist, Valued Colleague, Cherished Friend

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16. This Agreement is governed in all respects by the laws of the State of California as such laws are applied to agreements entered into and to be performed entirely within California between California residents. The UN Convention on Contracts for the International Sale of Goods is expressly disclaimed. Both parties submit to personal jurisdiction in California and further agree that any cause of action relating to this Agreement shall be brought in the County of San Diego, State of California (if under State law) or the Southern District of California (if under federal law). If any provision of this Agreement is held to be invalid or unenforceable, such provision shall be struck and the remaining provisions shall be enforced. Our failure to act with respect to a breach by you or others does not waive our right to act with respect to subsequent or similar breaches. You may not assign or transfer this Agreement or your rights hereunder, and any attempt to the contrary is void. This Agreement sets forth the entire understanding and agreement between us and you with respect to the subject matter hereof. Except as provided herein, this Agreement may not be amended except in a writing signed by both parties.

17. All services hereunder are offered by Sony Online Entertainment Inc., located at 8928 Terman Court, San Diego, California 92121. Our phone number is (858) 537-0898. Current rates for using the Game may be obtained from a hotlink at [www.everquestlive.com](http://www.everquestlive.com), and such rates are subject to change at any time. If you are a California resident, you may have this same information emailed to you by sending a letter to the foregoing address with your email address and a request for this information.

The Complaint Assistance Unit of the Division of Consumer Services of the Department of Consumer Affairs may be contacted in writing at 400 R Street, Sacramento, CA 95814, or by telephone at (800) 952-5210.

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