

EverQuest

GATES OF DISCORD

ELECTRONIC MANUAL

TEEN



Blood and Gore
Suggestive Themes
Violence

ESRB CONTENT RATING

www.esrb.org

Game Experience May
Change During Online Play

SOE

SONY ONLINE
ENTERTAINMENT

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.



Welcome to EverQuest®: Gates of Discord™!

Thank you for purchasing this EverQuest expansion.

Gates of Discord introduces new challenges, abilities and enemies for high-level characters. Fight alongside the Wayfarers Brotherhood as they break through a web of magic that has concealed an ancient part of Norrath for centuries.

Gates of Discord also introduces a new class, the Berserker. A fearsome fighter whose only desire is to destroy enemies with rage and ferocity.

This expansion also offers some exciting new features such as a Tribute System that allows your character to gain favors from his community and Leadership Experience that opens new abilities to those that lead successful adventures. EverQuest: Gates of Discord also gives you 20 new zones, 10 new instanced zones and 10 traditional zones, new spells and items.

This manual will explain everything from installation to the new features, don't forget - you need a copy of the original EverQuest game to use this expansion.

Thank you for playing EverQuest.

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Installation Instructions

Insert the Gates of Discord CD into your CD-ROM drive. The installation should begin on its own within a minute. If installation does not begin, you can start it by opening My Computer, double-clicking on your CD-ROM drive, then double-clicking on the Gates of Discord icon. Follow the instructions given by the setup program to complete the installation. If you purchased and downloaded the expansion online, you are done! Just login to the game and begin your adventure.

If you purchased Gates of Discord at a retail store, you will need to enter the Account Key (located on the CD package). To do this, first login to EverQuest. When you get to the server-selection screen you will see a button labeled Update Owned Expansions. Just type the Account Key into the space provided and click Enter. Once you've done that you're ready to play!



System Requirements

Required Specs:

- * Windows® 98/2000/ME/XP
- * Pentium®III 400 equivalent or greater
- * 256 MB RAM
- * ATI Radeon 7500/NVidia GeForce 1 equivalent or greater
- * DirectX Compatible Sound Card
- * 28.8k + Internet Connection
- * 4X Speed CD-ROM
- * 500 MB+ Hard Drive Space
- * DirectX 9.0
- * EverQuest Classic and a valid EverQuest account

Recommended Specs:

- * Windows®98/2000/ME/XP
- * Pentium®4 equivalent or greater
- * 512 MB RAM
- * NVidia GeForce 3/ATI Radeon 8500 equivalent or greater
- * DirectX Compatible Sound Card
- * 56.6k + Internet Connection
- * 16X Speed CD-ROM
- * 1.5 GB+ Hard Drive Space
- * DirectX 9.0
- * EverQuest Classic and a valid EverQuest account

The Journey to Taelosia

Morden Rasp and his Wayfarers Brotherhood have been collecting, trading and selling items discovered recently in dark places under Norrath. Unlike the other types of wealth that they have managed to gather, these stones displayed some unusual properties when brought together in large volume. A large enough mass of the material acts much like a lodestone, pointing - even pulling - toward a distant point.

As the Wayfarers explore this new magic, Calliav Giniuar, a troubled mage, begins to gain control over the visions that have been crippling him for months. He keeps much of what he has seen to himself, dropping only hints of a terror that he does not wish to discuss. He bends his mind to the power of the stones with a frightening focus. Morden Rasp and his Wayfarers Brotherhood companions fear for his state of mind nearly as much as they did when he was forced to withdraw from reality because of the terrible things he had seen.

Calliav is rewarded for his efforts with more pain. He manages to fuse several chunks of the new magical material unearthed in the lost dungeons together, hoping that a larger mass will allow him a better chance to discover its properties. But, when he touches the combined mass a painful surge of magical energy courses through him, knocking him unconscious. The last thing he was heard to say was to Morden, insisting that he build a ship, a very large ship.

During brief moments of lucidity, Calliav manages to express that he has seen the "Heart of the Currents." This is a legendary place beyond the reach of any mariner, thought to be a simple legend to frighten novice sailors. But that is not all Calliav has seen. He also sees frightening visages, things so evil and powerful that he fears that the end of Norrath is near.

Morden and the Wayfarers have decided to go to meet the fate of Norrath head on. They once again call for your help. They have found the Heart of the Currents and breached the way. Now it will fall upon the shoulders of Norrath's heroes to discover the nature of this threat. Certainly those that have faced and defeated the gods of Norrath will not be turned aside by visions of an unstoppable army...

Berserkers

Keras McArik grew up in Halas and began following the ways of a warrior as a young barbarian. His trainer, Kylan O'Danos of the Wolves of the North, saw something in McArik's eyes that gave him great concern. He had never seen a look like that on anyone before when they practiced with a blade.

One day, McArik sparred with a guild mate — one he was not too fond of. His guildmate, Brinny Dorrin, taunted him as they fought and made a remark about McArik's dead father being a coward and weakling.

To say McArik lost his temper understates what ensued. McArik went into a frenzy and in a flash of steel had severed both of Dorrin's arms and pulled out his tongue and cut it off! Dorrin fell to the ground in a bloody heap. McArik fell on top of Dorrin in exhaustion.

When McArik awoke, he was cold, wet, and very confused. He looked down and saw the gore on the ground that was once Dorrin and screamed for help. McArik recalled Dorrin taunting him, but nothing else. He believed both of them were viciously attacked by an unseen enemy, but found no wounds on his body.

O'Danos, the guildmaster, looked over the scene and turned to McArik.

"It was ye who done this here, McArik," O'Danos said. "I can tell by the cut of the blade."

O'Danos now knew what lay deep behind McArik's cold blue eyes — an uncontrollable rage. He knew his student wasn't aware of what he had done and that he had no control over it; making him sympathetic to this young student he was so fond of. "Leave now before anyone comes to see this mess McArik," O'Danos said.

"And don't come back — until ye have bested your own rage." McArik, young and full of fear and confusion, grabbed a bag of supplies from his home in Halas and ran as long and as far as he could. When he could run no more, he settled down for the night under a polar bear skin in a copse in the Qeynos Hills.

In his dreams, he saw a whir of steel cross in front of him and a blade slice the flesh of Dorrin. Then, he saw his own hand reach out and grab Dorrin's tongue while his mouth was agape. He watched his own sword fall near Dorrin's face and take the tongue off as it passed.

McArik awoke from his nightmare with a scream. He understood what O'Danos said now. On that brisk morning, McArik swore to himself that he would master his rage so that he could return home and pay for his crime, and perhaps guide others with the same innate ability he had — that if left untamed is the greatest curse any could know.

His journey began and he vowed that he would help others master their rage with a series of trials — the same he would face himself — even at the risk of his own death. He would push his limits and learn new skills that would make him a fighter that would aid, not kill, his friends.

Over time, he did learn to master his rage and did meet others like him. They all went through great trials to master their abilities — not all of them succeeded. Those that did called themselves "berserkers." There are some living and dead that guide those that want to test their abilities and truly master them in order to become a true berserker.

What is a Berserker?

A berserker possesses inordinate amounts of strength and bravery. They are seen lunging into battle with large two-handed axes or by hurtling throwing axes or other large objects at their enemies. They use huge axes for the fear that a heavy axe blade can instill in their enemies. With their astute weapon skills and incredible anger, a berserker is a frightening enemy to face. They are also skilled in the use of thrown weapons. As they become more powerful, they can infuse their rage into these thrown weapons, causing unpleasant effects when they strike a foe.

Berserkers feel strongly tied to the world of spirits, as death is often very near to them. Their fellows and ancestors aid them when they can, and this is how a berserker learns to channel their anger. Their signature is their ability to go berserk, which causes them to do a greater amount of damage and swing their weapons more rapidly, but makes them more vulnerable to enemy attacks.

Berserkers do not fear death and they value speed and agility over personal defense. They wear light armor of leather and chain, and use only two-handed weapons. Only barbarians, dwarves, ogres, trolls, and vah shir can follow the path of the berserker.

Skills

The following chart shows the skills that a berserker can learn, what level the berserker needs to be to learn the skill and the maximum value that the skill can reach at level 65. Berserkers will also gain the skill to summon powerful throwing weapons as they gain levels

SKILL	Level Obtained	Max Value
Alcohol Tolerance	1	200
Baking	1	250
Bandage	1	210
Begging	1	200
Blacksmithing	1	250
Brewing	1	250
Defense	1	252
Fishing	1	200
Fletching	1	250
Frenzy	1	200
Hand To Hand	1	198
Jewelry Making	1	250
Kick	1	210
Offense	1	252
Piercing	1	240
Pottery	1	250
Sense Direction	1	200
Swimming	1	200
Tailoring	1	250
Throwing	1	250
Two-Hand Blunt	1	252
Two-Hand Slashing	1	252
Dodge	10	175
Parry	12	175
Double Attack	15	245
Intimidation	20	200
Riposte	30	225
Disarm	35	65

Starting Statistics

	Strength	Dexterity	Agility	Stamina	Intelligence	Wisdom	Charisma
Barbarian	113	80	82	100	60	70	55
Dwarf	100	100	70	95	60	83	45
Troll	118	85	83	114	52	60	40
Ogre	140	80	70	127	60	67	37
Vah Shir	100	80	90	80	65	70	65

- Player will also have 25 points to allocate to attributes

Alternate Advancement

The chart below lists the Alternate Advancement abilities available to berserkers. This information may change, as EverQuest is an evolving online game, with constant updates and improvements.

General Archetypes (Level 51)

First Aid	Increases healing rate from Bind Wound
Improved Lung Capacity	Increases duration character can hold breath
Improved Natural Agility	Increases base Agility
Improved Natural Charisma	Increases base Charisma
Improved Natural Cold Resistance	Increases base Cold Resistance
Improved Natural Dexterity	Increases base Dexterity
Improved Natural Disease Resistance	Increases base Disease Resistance
Improved Natural Fire Resistance	Increases base Fire Resistance
Improved Natural Intelligence	Increases base Intelligence
Improved Natural Magic Resistance	Increases base Magic Resistance
Improved Natural Metabolism	Reduces character's need for food and water
Improved Natural Poison Resistance	Increases base Poison Resistance
Improved Natural Regeneration	Increase hit point regeneration rate
Improved Natural Run Speed	Increases base running rate
Improved Natural Stamina	Increases base Stamina
Improved Natural Strength	Increases base Strength
Improved Natural Wisdom	Increases base Wisdom

Melee Archetypes (Level 55)

Combat Agility	Increase damage avoidance
Combat Fury	Add chance to Critical Strike
Combat Stability	Improve damage absorption
Fear Resistance	Increases the chance to resist Fear
Finishing Blow	Chance to kill a fleeing creature outright
Improved Natural Durability	Increase hit points of character
Natural Healing	Increase health regeneration rate

Berserker Archetypes (Level 59)

Body and Mind Rejuvenation	Increase mana and health regeneration rate
Double Riposte	Add chance to Double Riposte
Physical Enhancement	Increase melee archetypes effectiveness
Bandage Wound	Improved bandaging
Rampage	Attack all targets in range
Berserker Cry	Short duration group Attack and Strength buff
Flurry	Allows chance to Flurry Attack

Planar Advancement

Advanced Innate Agility	Raises characters innate Agility
Advanced Innate Charisma	Raises characters innate Charisma
Advanced Innate Dexterity	Raises characters innate Dexterity
Advanced Innate Intelligence	Raises characters innate Intelligence
Advanced Innate Stamina	Raises characters innate Stamina
Advanced Innate Strength	Raises characters innate Strength
Advanced Innate Wisdom	Raises characters innate Wisdom

Bertoxxulous Gift	Raises characters innate Disease Resistance
Blessing of Eci	Raises characters innate Cold Resistance
Innate Defense	Increase damage mitigation
Lightning Reflexes	Increased damage avoidance
Marr's Protection	Raises characters innate Magic Resistance
Planar Power	Increase stat cap
Shroud of the Faceless	Raises characters innate Poison Resistance
Warding of Solusek	Raises characters innate Fire Resistance

Melee Planar Abilities

Coup de Grace	Improved Finishing Blow
Ferocity	Increased Double Attack
Flash of Steel	Increased Double Riposte
Fury of the Ages	Increased chance to score a Critical Blow
Ingenuity	Chance to score a critical with Procs

Leadership Experience

The heroes of Norrath have become expert tacticians. They have mastered the skills needed to lead armies into battle with the gods. Because of their extensive experience, great leaders will now be able to earn skills that will help their groups to succeed.

Earning Leadership Experience

Leadership experience is earned by the leader of a group or raid when their group or raid earns experience. The more people in the group or raid, the more leadership experience is earned. The two types of leadership experience - group leadership and raid leadership - are earned and expended independently.

Characters of any level can gain leadership experience. Only the leader of a group can gain group experience. Only the leader of a raid can gain raid experience. When gaining leadership experience, a group or raid leader will gain less standard experience. You can turn off leadership experience if you wish to lead a group without gaining leadership experience and without the loss of regular experience. As the character earns leadership experience, his leadership experience bar will fill up. Once the bar is full, the character will gain 1 raid or group leadership point.

Leadership experience works almost exactly like regular experience. But there are also some differences. To earn group leadership experience, your group must have at least three members in your group. A raid must have at least 18 members or the leader will not gain raid leadership experience. The more members in your group or raid, the greater the leadership experience that will be earned. The level of the highest level character in the group determines the value of the NPC killed (not the leader's level). The leader will not gain leadership experience if the NPC killed is not at least dark blue to the highest level member of the group or raid.

A character can save up these raid and group leadership points and spend them to learn an ability, but a character can only save a certain number of points based on their level and the leadership point type. The maximum number of points that a character can save increases as they level. You can see your character's current maximum in the Leadership window. Hitting the "L" key opens the Leadership window.

There are a variety of abilities that a leader can choose from. Again, raid leadership is separate from group leadership. Only the group leader's abilities will be available to the group, and only the raid leader's abilities will be available to the raid. For example, if your group leader has the Inspect Buffs ability, all members of the group will be able to see the buffs on their companions, but they will not be able to use their own leadership abilities. If you are in a raid, only the raid leader's raid abilities will work for the raid. Individual group leaders in a raid will be able to use their group leadership abilities - not their raid leadership abilities - to help their group.

You can see all of the available Leadership abilities in the Leadership window (just hit the "L" key to open the window).

Here are some examples of the kind of leadership abilities that you might want to learn. There are many more abilities, this is just a sample. These abilities may be changed, removed or new abilities added at any time.

- Mark NPC
 - * Allows a leader to place a mark to indicate a specific NPC. This allows the leader to point out a specific NPC for instructions - "Sano, you mesmerize the monster I've marked. Everyone else, attack the other monster."
- Inspect Buffs
 - * When traveling with an experienced leader, other characters will be able to see what spells are affecting their companions.
- Find Path to PC
 - * When traveling with an experienced leader, other characters may use the /find command to display the path to a targeted group member.

Tribute

Norrathians have breached the realms of the gods. They have fought and defeated the mightiest beings they have ever known. This has caused the gods to distance themselves from mortals and has empowered the will of mortals.

Each city has gained a sense of empowerment. The citizens, each becoming stronger in their sense of place and power in the world, have begun to feel that power embodied by their own will. As that will grows they have learned that they can focus that power to specific purpose and they have learned to bestow that purpose to their citizens.

A citizen that demonstrates their faith, devotion, and willingness to sacrifice for their community can gain the power of that community.

How does Tribute work?

Player characters can pay tribute by donating items or platinum. Such donations are rewarded with favor. With this favor, characters can choose beneficial abilities granted by their community.

Anyone wishing to pay tribute must visit their home city and locate a Tribute Master of their own race. Right-click on the Tribute Master to open the tribute window.

Once you have opened the Tribute window, you can click on any item in your inventory to see what amount of Favor you would gain by sacrificing that item. The Favor value of the item will appear next to the "Value:" label under a picture of the item. If you wish to donate the item, just click on the Donate button. This will remove the item from your inventory and grant the appropriate number of Favor points to your character.



NOTE: Not all items have a tribute value.

You can view information about your characters Favor points at the bottom-right of the window. "Career Favor" is the total amount of Favor the character has ever gained. "Current Favor" shows how much Favor you have available to use. "Active Cost" is the number of Favor points that will be expended at the next interval. "Time Left" displays how long until the Active Cost will be deducted from your Current Favor to pay for any benefits that you have active.

NOTE: The interval at which Favor points are deducted to pay for your active benefits is 10 minutes. The timer only stops counting down when you have no active benefits or are visiting the Tribute Master.

The benefits that can be earned by your character are displayed under "Available Benefits". Clicking on the name of the benefit will display a description of that benefit in the center of the window.

Some benefits have several tiers. Each tier grants an improved benefit and costs more Favor points to maintain. To increase or decrease the tier of the benefit you have active, just select the benefit and click the Upgrade or Downgrade buttons.

The level displayed is the minimum level needed to gain the benefit. The cost listed is the number of favor points needed to maintain the benefit.

NOTE: You can only activate new benefits or upgrade currently active benefits from the Tribute Master window, and you can only access that window by right-clicking on the appropriate Tribute Master.

To check the status of your benefits while away from the Tribute Master, open the Benefits window by pressing ALT+U.

You can deactivate or downgrade any active benefit by clicking on the name of the benefit and clicking the Downgrade button.

Remember, you can not upgrade benefits or add new ones using this window, you must visit a Tribute Master to do that.

Tribute Benefits		
Benefit Name	Tier	Cost
Arm of Strength	1	7
Aura of Clarity	1	12
Body of the Brute	1	7
Bulwark of Honor	2	13
Chorus	2	20

Our greatest warriors focus to increase your strength.

Downgrade

Time Left:	09:53
Active Cost:	59
Current Favor:	1162
Career Favor:	1351

EverQuest is an evolving game and changes frequently. The specific benefits available and the tribute value of any given item can change at any time.

Alternate Advancement Abilities

Gates of Discord also introduces several new Alternate Advancement (AA) abilities. AA abilities are one of two types, passive and 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 a list of the new abilities and their cost in AA points. 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:

- **Convalescence (Passive)** – This ability raises your natural regeneration rate by 1 point per ability level.
- **Lasting Breath (Passive)** – This ability allows you to hold your breath up to 100 percent longer.
- **Packrat (Passive)** - This ability reduces the overall weight of your character.

- **Swift Journey (Passive)** - This ability grants an increase in run speed.

Archetype abilities are abilities available to four sets of classes; melee, hybrid, priest, and caster. Below is a listing of possible passive abilities for each archetype.

Melee (Berserkers, Monks, Rogues, and Warriors)

- **Heightened Endurance (Passive)** - This ability raises your natural endurance regeneration by 1 point per ability level.
- **Weapon Affinity (Passive)** - This ability enhances the performance of your weapons by increasing the rate that they trigger effects.

Hybrid (Bards, Beastlords, Paladins, Rangers, and Shadowknights)

- **Persistent Casting (Passive)** - Rank in this ability give you an increasing chance to cast through a stun.
- **Weapon Affinity (Passive)** - This ability enhances the performance of your weapons by increasing the rate that they trigger effects.

Priest (Clerics, Druids and Shamans)

- **Persistent Casting (Passive)** - Rank in this ability give you an increasing chance to cast through a stun.
- **Secondary Forte (Passive)** - This ability allows you to advance a second arcane specialization past the limit of 50. After acquiring this ability, the next specialization to go over 50 becomes your secondary forte. The second specialization is limited to a maximum skill of 100.

Caster (Enchanter, Magician, Necromancer, and Wizard)

- **Persistent Casting (Passive)** - Rank in this ability give you an increasing chance to cast through a stun.
- **Secondary Forte (Passive)** - This ability allows you to advance a second arcane specialization past the limit of 50. After acquiring this ability, the next specialization to go over 50 becomes your secondary forte. The second specialization is limited to a maximum skill of 100.

Each class also has abilities exclusive to their class.

Bard

- **Critical Affliction (Passive)** - This ability grants your damage-over-time spells the chance to have a critical effect each tick they are active.
- **Echo of Taelosia (Passive)** - This ability allows for further improvements in the use of instruments and singing types.
- **Exultant Bellowing (Activated)** - Ranks in this ability increase the level of NPCs that can be stunned with a Boastful Bellow.
- **Improved Instrument Mastery (Passive)** - This ability allows for improved use of all instrument types.
- **Improved Singing Mastery (Passive)** - This ability allows for further specialization and improved use of your voice.
- **Internal Metronome (Passive)** - Ranks in this ability decrease your chance to miss a note.
- **Sinister Strikes (Passive)** - This ability increases the damage you cause when attacking with a weapon in your secondary hand.
- **Tune of Pursuance (Passive)** - Each rank in this ability increases your tracking skill cap.

Beastlord

- **Bestial Alignment (Activated)** - Transforms beastlords into the likeness of their warders, greatly increasing their destructive power.
- **Critical Affliction (Passive)** - This ability grants your Damage-Over-Time spells the chance to have a critical effect each tick they are active.
- **Feral Swipe (Activated)** - This ability allows the beastlord to make an additional vicious attack against their foe.
- **Mastery of the Past (Passive)** - This ability makes it impossible for you to fizzle spells under a certain level.
- **Pet Affinity (Passive)** - This ability makes your summoned pets a valid target for beneficial group spells.
- **Sinister Strikes (Passive)** - This ability increases the damage you cause when attacking with a weapon in your secondary hand.
- **Warder's Alacrity (Passive)** - This ability imbues your warder with the ability to flurry attacks.

- **Warder's Fury (Passive)** - This ability imbues your warder with the ability to land critical hits.

Berserker - All of the Berserker AA abilities are listed in the description of the class above.

Cleric

- **Divine Avatar (Activated)** - This ability infuses you with a divine spirit, greatly increasing your physical prowess for a short period of time.
- **Exquisite Benediction (Activated)** - Use of this ability creates a stationary ward that continually heals everyone around it.
- **Fury of Magic Mastery (Passive)** - This ability increases the chance to score a critical hit with direct damage spells.
- **Quickened Curing (Passive)** - This ability decreases the reuse time of Radiant Cure.
- **Spell Casting Subtlety (Passive)** - This ability causes NPC to pay less attention to your spell casting.
- **Touch of the Divine (Passive)** - This ability provides you with a chance to be brought back to life when you die.

Druid

- **Advanced Tracking (Passive)** - Each rank in this ability increases your tracking skill cap.
- **Critical Affliction (Passive)** - This ability grants your Damage-Over-Time spells the chance to have a critical effect each tick they are active.
- **Fury of Magic Mastery (Passive)** - This ability further increases your chance to score a critical hit with your Direct Damage spells.
- **Nature's Boon (Activated)** - Use of this ability creates a stationary ward that continually heals everyone around it.
- **Quickened Curing (Passive)** - This ability decreases the reuse time of Radiant Cure.
- **Spell Casting Subtlety (Passive)** - This ability causes NPC to pay less attention to your spell casting.

Enchanter

- **Critical Affliction (Passive)** - This ability grants your Damage-Over-Time spells the chance to have a critical effect each tick they are active.
- **Doppelganger (Activated)** - Through mastery of illusions, enchanters are able to create a mirror of themselves to draw the attacks of enemies.
- **Enhanced Forgetfulness (Passive)** - This ability increases the chance that you'll be successful with blurring the memories of your enemies.
- **Fury of Magic Mastery (Passive)** - This ability increases the chance to score a critical hit with Direct Damage spells.
- **Mesmerization Mastery (Passive)** - This ability increases the duration of all of your mesmerization spells.
- **Pet Affinity (Passive)** - This ability makes your summoned pets a valid target for beneficial group spells.
- **Quick Mass Group Buff (Passive)** - This ability decreases the reuse time on Mass Group Buff.

Magician

- **Elemental Agility (Passive)** - This ability increases your elemental's ability to avoid melee damage.
- **Elemental Alacrity (Passive)** - This ability imbues your elementals with the ability to flurry attacks.
- **Elemental Durability (Passive)** - This ability increases the maximum hit points of your elemental pets.
- **Elemental Fury (Passive)** - This ability imbues your elementals with the ability to land critical hits.
- **Fury of Magic Mastery (Passive)** - This ability further increases your chance to score a critical hit with your Direct Damage spells.
- **Pet Affinity (Passive)** - This ability makes your summoned pets a valid target for beneficial group spells.
- **Shared Health (Activated)** - This ability causes your pet to take some of the damage that is directed at you.

Monk

- **Destructive Force (Activated)** - This ability allows your attacks to strike every enemy around you.
- **Heightened Awareness (Passive)** - This ability gives you the chance to block attacks that originate behind you.
- **Kick Mastery (Passive)** - This ability increases the minimum damage of your flying kick.
- **Rapid Strikes (Passive)** - This ability gives you the chance to perform up to two additional attacks with your primary hand upon a successful double attack.
- **Sinister Strikes (Passive)** - This ability increases the damage you cause when attacking with a weapon in your secondary hand.
- **Stonewall (Passive)** - Each rank in this ability gives monks an increasing chance for their feigned deaths to not be revealed by spells cast upon them.
- **Strikethrough (Passive)** - This ability gives a chance to bypass your opponent's special defenses such as dodge, block, parry, and riposte.

Necromancer

- **Advanced Theft of Life (Passive)** - This ability increases the chance that the healing effect on your lifetaps will provide an exceptional amount of healing.
- **Critical Affliction (Passive)** - This ability grants your Damage-Over-Time spells the chance to have a critical effect each tick they are active.
- **Death's Fury (Passive)** - This ability imbues your undead servants with the ability to land critical hits.
- **Fury of Magic Mastery (Passive)** - This ability further increases your chance to score a critical hit with your Direct Damage spells.
- **Pet Affinity (Passive)** - This ability makes your summoned pets a valid target for beneficial group spells.
- **Quickenning of Death (Passive)** - This ability imbues your undead servants with the ability to flurry attacks.
- **Swarm of Decay (Activated)** - This ability summons forth a swarm of skeletons to harry your foes.

Paladin

- **Hastened Piety (Passive)** - This ability decreases the reuse time for Hand of Piety.
- **Immobilizing Bash (Passive)** - This ability increases the chance that your bashes will stun the enemy.
- **Pious Supplication (Passive)** - This ability increases the healing of your Hand of Piety.
- **Purification (Activated)** - This ability allows you to remove harmful maladies from yourself.
- **Radiant Cure (Activated)** - This ability grants you the ability to cure your party of many afflictions, poisons, curses, and harmful magics.
- **Vicious Smash (Passive)** - This ability increases the damage you do with your bashes.

Ranger

- **Coat of Thistles (Passive)** - This ability intensifies the overall effect of damage shields that are cast on you.
- **Flaming Arrows (Activated)** - This ability channels your mana to imbue your arrows with flames that set your foes alight.
- **Frost Arrows (Activated)** - This ability channels your mana to imbue your arrows with an icy impact that freezes your opponent for a short period.
- **Mastery of the Past (Passive)** - This ability makes it impossible for you to fizzle spells under a certain level.
- **Precision of the Pathfinder (Passive)** - This ability provides an increase to the accuracy of your melee attacks.
- **Sinister Strikes (Passive)** - This ability increases the damage you cause when attacking with a weapon in your secondary hand.
- **Strengthened Strike (Passive)** - This ability increases the damage you do with kicks or slams.

Rogue

- **Improved Hasty Exit (Passive)** - This ability further decreases the amount of time between uses of Escape.
- **Seized Opportunity (Passive)** - This ability gives you the chance to land a backstab when not behind your opponent.
- **Sinister Strikes (Passive)** - This ability increases the damage you cause when attacking with a weapon in your secondary hand.
- **Trap Circumvention (Passive)** - This ability decreases the chance that you will set off a trap when opening a chest or other similar container.
- **Triple Backstab (Passive)** - This ability gives you a chance to attempt a third backstab after a successful double backstab.
- **Virulent Venom (Passive)** - This ability increases the chance for your weapon poisons to activate.

Shadowknight

- **Critical Affliction (Passive)** - This ability grants your Damage-Over-Time spells the chance to have a critical effect each tick they are active.
- **Death's Fury (Passive)** - This ability imbues your pets with the ability to land critical hits.
- **Immobilizing Bash (Passive)** - This ability increases the chance that your bashes will stun the enemy.
- **Improved Consumption of the Soul (Passive)** - This ability increases the healing gained through the use of the Leach Touch ability.
- **Intense Hatred (Passive)** - This ability intensifies the overall effect of damage shields that are cast on you.
- **Pet Affinity (Passive)** - This ability makes your summoned pets a valid target for beneficial group spells.
- **Vicious Smash (Passive)** - This ability increases the damage you do with your bashes.

Shaman

- **Advanced Spirit Call (Activated)** - This ability calls a number of companions into existence to attack your enemy for a brief time.
- **Call of the Ancients (Activated)** - Use of this ability creates a stationary ward that continually heals everyone around it.
- **Critical Affliction (Passive)** - This ability grants your Damage-Over-Time spells the chance to have a critical effect each tick they are active.
- **Fury of Magic Mastery (Passive)** - This ability increases the chance to score a critical hit with Direct Damage spells.
- **Quickened Curing (Passive)** - This ability decreases the reuse time of Radiant Cure.
- **Pet Affinity (Passive)** - This ability makes your summoned pets a valid target for beneficial group spells.
- **Spell Casting Subtlety (Passive)** - This ability causes NPC to pay less attention to your spell casting.

Warrior

- **Extended Shielding (Passive)** - This ability increases the range of your shielding ability.
- **Sinister Strikes (Passive)** - This ability increases the damage you cause when attacking with a weapon in your secondary hand.
- **Strengthened Strike (Passive)** - This ability increases the damage you do with kicks or slams.
- **Sturdiness (Passive)** - This ability increases your maximum hit points.
- **Warlord's Tenacity (Activated)** - This ability allows you to temporarily boost your hit points to get through tough situations.

Wizard

- **Advanced Fury of Magic Mastery (Passive)** - This ability further increases your chance to score a critical hit with your Direct Damage spells.
- **Druzzil's Mystical Familiar (Activated)** - This ability provides you with a familiar that strengthens the effects of your magic-based spells.
- **E'ci's Icy Familiar (Activated)** - This ability provides you with a familiar that strengthens the effects of your ice-based spells.
- **Frenzied Devastation (Activated)** - This ability will cause every Direct Damage spell you cast to have an increased chance to have a critical effect, but cost more mana.
- **Ro's Flaming Familiar (Activated)** - This ability provides you with a familiar that strengthens the effects of your fire-based spells.
- **Ward of Destruction (Activated)** - This ability creates a stationary ward that damages every enemy within its range.
- **Wrath of Xuzl (Activated)** - This ability provides an upgrade to your Call of Xuzl, summoning flaming swords to attack your target.

To the Gates of Discord

Visions of Chaos

Under the flickering torchlight in the tunnel in the Commonlands, Calliav set his weary eyes upon his three new friends, Morden Rasp, Nedaria Debeian, and Tondal Di'Xevan. Several days earlier, he sent word asking for them all to meet. He had something to tell them. Something important.

"Thank you for meeting with me. It's wonderful to see us all together again," Calliav said with as much cheer as he could muster. "First, I want to thank all of you for taking me in, especially in the raving and maddened state I seemed to be in."

"Aye, it weren't nothin' dear friend. Ye've set me and me friends on a course we wouldn't dare dreamed of. And ye are lookin' a might better, Calliav," Morden said.

"Indeed. With time and Nedaria's help, I've been able to conquer my thoughts again. But, there is one vision that I can't seem to suppress in any way," Calliav said with a worried expression.

Nedaria put a hand on his shoulder.

"Don't be afraid to tell us what is on your mind Calliav," she said. "We are well aware by now that you are not the madman you appeared to be. I believe all you say is true and I can convince these other two of the same, no matter how much they may try to taunt you with their poor humor."

Morden and Tondal looked at each other and shrugged, feigning ignorance. They both turned to Calliav and smiled, encouraging him to continue.

"Well, as you know, in our search for the Grozmok Stone, adventurers all over Norrath are turning up strange minerals and gems that appear to be imbued with varying powers," Calliav said. "I took it upon myself to start collecting them to see if they were perhaps shattered pieces of the Grozmok Stone."

As Calliav mentioned the Grozmok Stone, Morden's eyes became stern and Nedaria looked uncomfortable, shifting on her feet where she stood. Tondal looked to Morden and Nedaria

with a strange expression. Calliav didn't seem to notice any of the tension as he continued.

"I noticed there is some kind of force that is created as more of these materials are put close together, much like a magnetic force," Calliav looked at his friends, his face set in a sheepish expression. "The stones seem to be acting like a compass of some sort."

"Sounds reasonable to me. What else? I can see there is more ye are wantin' to say, friend. Of all the strange things we've discovered, I'd say this one is a wee bit mild so far, eh?" Morden said reassuringly.

"Well, that vision I mentioned? The one that won't go away? Well, I . . ." Calliav's voice trailed off and he stood silent, his eyes cast to the floor.

"Please Calliav! You can't just leave us in suspense. We trusted all you said before even though we were nearly certain it couldn't be true. Trust us now else I go mad on you!" Tondal said, a dark-skinned smile spreading across his sharp features.

"The truth is that we have barely scratched the surface I fear. While the Groznok Stone is still very important somehow, there is something else, something dark on the horizon. I fear for Norrath. I really do fear for us all," he said.

"What is it, Calliav?" Nedaria asked. "In our time together and all the times I've sensed what runs through your mind, I've not seen anything that threatens all of us."

"There is nothing to see Nedaria. No one has ever laid eyes on this threat, this evil. I can sense it more than see it," Calliav said. "Zebuxoruk gave me this knowledge for a reason and I believe he intended for all of us to prepare."

"Prepare for what?" Morden asked.

A war of the likes we have never seen. All of Norrath, good and evil, must band together if we wish to survive."

Eyes to the Sea

The leaders of the Wayfarers Brotherhood – Morden Rasp, Nedaria Debeian, and Tondal

Di'Xevan – stood together in the East Commonlands tunnel, looking over the heads of jolly Wayfarers Brotherhood initiates to where Calliav sat quietly in a darkened corner with his back to the commotion. For days, Calliav had been fiddling with a stockpile of mystical gems and stones that brotherhood members were turning up. For the past few hours he had been arranging the gems and stones in runic patterns all about him and mumbling incantations like none had ever heard.

"Calliav sure 'as been quiet of late, ain't 'e? I wonder what's goin' on in that wild mind of 'is, hm?" Morden said as he glanced from Calliav to his closest friends who stood facing him.

"He is greatly troubled Morden, but he's also doing his best to find us answers...even though we already know some answers he seeks," Nedaria's eyes turned to the floor as she uttered the words.

"Now Nedaria, chin up, eh? The time will come for us to tell Calliav more about ourselves, but for now we must focus on these tales and visions of peril that 'e keeps spoutin', hm?" Morden suggested as he rested his scarred right hand on Nedaria's gently sloping shoulder.

Tondal interrupted.

Morden, my logic tells me that Calliav must be going mad again. That side of my mind just can't fathom that we are in any great danger," Tondal paused a moment before he caught Morden with the intensity of glowing violet eyes. "But, I confess, my heart tells me that all he says is true. It also tells me that Calliav and this unseen foe he speaks of are what brought us together in the first place."

Aye Tondal. I know ye are a big believer in fate. I won't dismiss what ye say, but I think we're best of friends because we have like hearts, not because of grand design...but then, perhaps I'm more salty than I ought to be, eh? I been thinkin' there's a brambly path ahead of us, me friends, but I 'ave no doubts that we'll find our way if we stay true to each other, hm?" Morden grinned in his usual optimistic fashion.

It was then that a blinding flash of blue light filled the tunnel. A shockwave of magic followed it and blew everyone off their feet. In an instant, Morden, Nedaria, and Tondal found themselves tangled together on the tunnel floor next to a wall.

In the aftermath, an eerie quiet saturated the tunnel. Soon after, groans echoed throughout the caverns as everyone gathered their wits and stood up, all eyes reflecting confusion and concern.

Suddenly an agonized cry broke the stillness. It was a familiar voice.

Morden was on his feet and moving before anyone could discern the source of the pained wailing. He was running toward a faint glow at the back of the tunnel. It was Calliav.

As Morden approached, his jaw dropped in surprise and horror. An eerie light pulsed out of Calliav's skin as he lay writhing on the tunnel floor.

"NEDA RIA! Get over here please, NOW!" Morden yelled. It was seconds before Nedaria forced her way through the growing crowd of onlookers.

Nedaria stopped still when she saw him.

"I've never seen anything like this Morden. Ever," she said, as she started to kneel next to Calliav, afraid to touch him.

Calliav shuddered and choked out some words.

Morden...Morden...hear me..."

"What is it sprite? Are ye alright? Ye look a damned mess mage," Morden said, trying to lessen the biting mood of fear in all of them.

"I've seen... ah... our... path. You... mu... must... build... great... sh... ship... bigger... biggest... all of Nor... Norrath must... make a journey," Calliav curled up and coughed. The magical light from his flesh began to ebb some.

A ship? What is this? We've already got the Thorn of the White Rose, me friend. Why would I need another?"

"Trust in...me. I have seen what we... must... do. We are making... a... journey... as one... west... one purpose... all must come together. Please... we must... be... quick... doom... death..." Calliav's voice trailed off and his eyes rolled back. His body went still.

Nedaria forgot her reservations and bent over Calliav, resting her hand on his forehead trying to read or sense what happened to him. As she focused her mind, her eyes shut so tightly that deep wrinkles carved into her weathered face. Tondal pushed his way to where Nedaria and

M orden stood, his eyes settling on them both, flickering with worry.

Nedaria's voice was muddled and trembling as she spoke from under her robe's hood, still crouched next to Calliav.

"He's gone. He's drawn within his mind, I believe. I can't reach him and I doubt anyone can. I must say, I do not know what to make of this at all, except one thing M orden," she stood up and faced M orden and Tondal. "We must do as he asked."

"I won't question ye Nedaria. Not now. I've not seen anything like this meself," M orden stated firmly. Tondal nodded as he rubbed his aching shoulder that had slammed into the tunnel wall with the blast of magic.

Just hours after M orden put his adventurers to task, Wayfarers Brotherhood scouts returned to him with a perfect location to build a ship. M orden had made it clear that the Wayfarers Brotherhood wouldn't be building just any ship, but one as big and as beautiful as any of Norrath's cities.

Not fully understanding the purpose of his new ship, M orden felt he should spare no expense. He put out a call for the best and brightest of Norrath's engineers and shipwrights to be ready.

A Common Course

M orden Rasp groaned as he gently lowered Calliav Giniuar from over his shoulders to soft grass under a tent, his arm and back muscles quivering under the strain.

I t had been over a day traveling through the deserts, Karanas, and Qeynos Hills to bring Calliav and Nedaria Debeian to their next camp in Nedaria's Landing. For much of the distance, M orden and Tondal Di'Xavar shared the burden of carrying the comatose mage by making a hammock from bear hides. The bear-hide tore in the West Karanas and rather than wait to repair it, M uch work had to be done, he told them.

Nedaria walked along side them with her hand resting on Calliav's shoulder. For many days, she tried to reach Calliav who was lost in his own mind. Several times, for a few fleeting moments, she felt a glimmer of Calliav's consciousness and kept losing him. She believed that if they took Calliav to the place where the boat was to be built, he might wake. The boat was his

idea after all. Nedaria didn't hold too much hope, though, but thought it couldn't hurt to try it.

With Calliav restlessly continuing his sleep under the tent, Nedaria sat next to him and shook her head dejectedly.

"I'm going to give it another try while I have the energy," Nedaria said, her eyes dull with the hopelessness of the task. "Don't go far. With you here, it may help draw him out."

"What? Ye want me to whisper in 'is ear? Tell me what ye're wantin' me to do," Morden grinned, trying to lighten the grave mood.

"Both of you...sit down near me and hold his hands, one on either side," she said.

Tondal kneeled to the ground, his armor lightly ringing as plates shifted. He looked indifferent about the whole affair. Morden looked at him, his left eyebrow raised to reveal an inquiring steely eye. Tondal felt Morden's curiosity boring into him.

"Everything will be okay. I know it will. He will come back to us," Tondal said.

"Ye know, I get a wee bit skeptical of ye're comfort with all these strange events we've been privy too, eh? Aren't ye a dark elf? Shouldn't ye be all death and misery?" Morden nudged Tondal with his elbow.

Tondal sighed and smiled at Morden.

"I'm as different to the dark elves as you are to the Rogues of the White Rose, Morden," Tondal said.

Morden's expression went dark for a moment at the remark before he turned to Nedaria.

"Let's get on with it then," he said.

Nedaria closed her eyes and rocked back and forth slightly, whispering words that neither Morden nor Tondal could understand.

With a scarred and rough hand, Morden squeezed Calliav's wrist. In an instant, Calliav's eyes opened, looking wild and frightened. He looked to see the three leaders of the Wayfarers Brotherhood looking down at him.

"Have I been gone long? I'm so glad you're safe. I could hear the explosion..." Calliav coughed uncontrollably, his throat dry and unaccustomed to use. Tondal opened a flask of water and tilted it to Calliav's lips. Calliav sipped some water, sat up, and looked around him in disbelief.

"Oh my. You're building it. Why you have faith in me is beyond my comprehension...as are many things it seems. I have been less than stable and reliable since we've met," Calliav said.

A ye, true, but ye've never been wrong, friend," Morden reassured.

"You must continue to build this ship that will be as grand as any city on Norrath. Do not underestimate the scale," Calliav urged Morden, his face lengthening. "It was me that caused that explosion in the tunnel. I'm so glad you're alright...but, I did learn that these stones and materials we find with magical properties are very powerful when gathered in quantities. Above all, I found they pull my mind in one direction...west. We must find the Groznok Stone. It is pivotal to this journey and this magical ore somehow. Have you found..."

Calliav's eyelids began to flutter and his chin dropped to his chest. Nedaria, having been listening to Calliav, let her mind's grip on Calliav slide. Before she should enter his mind to hold him awake, he was gone again.

Nedaria's face wrinkled with frustration, first at Calliav and then she shot an icy look to Morden.

"We need to talk, now! Let's move from him. I do not want him to hear this," she said strictly.

Morden looked at Tondal with surprise. Tondal, always wise and keeping out of tiffs between Morden and Nedaria, just shrugged back. All three moved beyond earshot of Calliav at the water's edge where the sea tickled the shore.

"I know exactly what Calliav is talking about Morden," Nedaria said with detectable frost.

"What exactly do ye mean?" Morden said cheekily, trying to bring a smile to Nedaria's face.

"Stop it. This is no time for jokes," Nedaria scolded him. "That feeling Calliav had of having his mind pulled in a direction..."

"What of it, Nedaria. Spit it out, hm?" Morden said.

"I had that very same feeling myself once," she continued. "It happened when I was in the presence of the Grozmok Stone."

The Stone Unturned

Under a tent at the Wayfarers Brotherhood camp on the shores of Nedaria's Landing, a groan escaped from Calliav Giniuar's lips and his eyelids quivered.

"Morden, I think he's finally waking up," said Nedaria Debeian. She had been watching over Calliav for days, trying to guide him back to consciousness and out of his coma in any way she could. She tried potions offered by various shamans in the brotherhood as well as using her gift to see into and guide minds.

"I guess we need to chat before 'e comes to, eh?" Morden Rasp replied, walking over to Nedaria, lending her a hand to get her to her feet. She winced as she stood, putting her hands on her lower back and stretching.

"I've been sitting for so long I hadn't realized. I suppose I'm getting old," Nedaria said.

"Ye're as young as the day I found ye hidin' with them bloody Kerran in Erud's Crossin', me dear," Morden smiled crookedly. "Good thing Erudites age slowly, eh?"

"Your flattery won't work with me, Morden. I'm not as easily won over as most," she replied with a hint of a smile.

"Aye, I do know that. Always a tough one. I suppose that's one reason I'm so fond of ye' always keeping me on me toes," Morden said. With a sideward nod, Morden motioned to Tondal Di'Xavar to head to the shore. Tondal walked with the grace and silence of a panther, despite his heavy plate armor. He didn't want to disturb Calliav.

A soft breeze from the sea wove between the three friends as they looked at each other, knowing the time had come to reveal the truth to Calliav.

"This 'as been coming for some time and we must be prepared to lose a friend over this, ye understand? I will handle the task of tellin' 'im," Morden said. "We might 'as well be ready for

anythin'. I 'm still not sure what that mage is capable of."

"You better believe you will be the one to tell him, M orden," Nedaria said sharply. "I t was your idea to keep it from him."

Tondal just looked between the two of them. He had little to say about the matter.

M orden felt Tondal's indifference and eyed him

"I suppose ye're not gonna say anythin', because ye think this was all meant to 'appen this way, eh?" M orden suggested.

A ye," Tondal said with a shrug. M orden looked at both of them, sighed, and turned away. He walked up the grassy slope.

The mage had woken and was trying to sit up. When M orden reached the tent, he helped Calliav keep his balance by supporting the weak mage's back with his left hand. With a scarred right hand, M orden worked a flask out of his satchel and handed it to Calliav so he could drink some water. Calliav took a few sips before looking into M orden's eyes.

"What is troubling you, M orden?" Calliav asked in a raspy voice.

"I need to talk to ye, but I was goin' to wait until ye're fully awake, friend," M orden said. And let me say, it's nice to 'ave ye back."

"No need to wait. Speak now. You have me curious. Remember too that you just never know how long I 'm going to be awake," Calliav grinned.

M orden crouched down, sitting on his heels. His face was blank and cold. His eyes turned to the ground as he drew in a breath to speak.

"See, this is 'ow it is. Well...um...when ye first came to us to find that silly stone – the Grozmok Stone – we didn't know what to make of ye – ranting and crazy and all that," M orden spoke slowly, carefully searching through his words. "We agreed to 'elp ye, knowing we could. I n fact, we already 'ad."

M orden started picking blades of grass from the ground and rubbing them between his fingers, avoiding Calliav's eyes.

"Look at me M orden. What are you saying?" Calliav asked, his face masked with a cloud of disbelief. M orden lifted his eyes to Calliav.

"We 'ave the Grozmok Stone. We got our 'ands on it long before we met. We nicked it off them trolls at Broken Skull Rock," M orden said in a low voice.

Calliav's mouth dropped and he clutched his heart as though he felt it breaking apart. He looked to the shore, his glistening eyes pleading with Nedaria and Tondal to indicate it wasn't true. Both Nedaria and Tondal shamefully looked away from Calliav and turned to face the sea.

"Don't blame 'em. I told 'em to keep their traps shut, friend," M orden said. "I f ye just give me ye're ear for a short spell, I'll tell ye 'ow we 'appened upon that stone and why I didn't tell ye sooner."

Calliav was frozen with a mix of emotions, but managed to nod. M orden moved to sit cross-legged in front of Calliav and began recounting the tale that brought the Grozmok Stone into Nedaria and M orden's hands.

Fulfilling a Promise

As the waves gently caressed the shores of Nedaria's Landing the calm, rushing breeze was shattered by the hammering and clanging of the Wayfarers Brotherhood building the grand ship that would take them across the turbulent A bysmal Sea.

Under a tent at the brotherhood's camp up on the grass, M orden Rasp explained to Calliav Giniuar how he and Nedaria came across the Grozmok Stone. He hoped his mage friend would understand and forgive him for not telling him he had the very thing that Calliav had been seeking all of these months.

The tale M orden told was a lengthy one, beginning long ago.

In the A ge of M onuments, a troll named Zraxth had a vision that saw the coming of one great and powerful troll, called the Grozmok, who would unite all of the trolls in Norrath with the aid of the power in the Grozmok Stone. The Grozmok would unleash terror across Norrath.

Over a period of years, the stone changed hands many times. First, the stone was stolen from the

trolls in the I nnothule Swamp by the Rallosian ogres, and then stolen by the Ykesha Clan of trolls. A nother faction of trolls, Clan Broken Skull, did not believe the Ykesha Clan were destined to produce a troll strong enough to become the Grozmok and overpowered the Ykesha Clan, killing their leader and taking the Grozmok Stone. Some time later, when the trolls in the swamps of A ntonica reestablished themselves in Grobb, they robbed Clan Broken Skull of the stone once more. Then, the Broken Skull Clan returned again and took the Grozmok Stone – its last known resting place.

M orden and Nedaria Debeian had been sailing the fog-suffocated seas near the Gulf of Gunthak on the Thorn of the White Rose when they heard that Clan Broken Skull invaded Grobb and took the Grozmok Stone.

I n all of their adventures over the years, the story of the Grozmok Stone surfaced several times. Both of the seafaring friends were well aware of what the stone represented and that it might be capable of shifting the weight of power in Norrath. M orden vowed to find the Grozmok Stone and hide it forever to keep all of Norrath safe from the rule of evil gods.

M orden and Nedaria and a small crew of seven trusted adventurers sailed into the Gulf of Gunthak hidden by a thick veil of fog. Nedaria sat up on the bow with her mind keenly focused, eyes closed. I t wasn't long before she opened her eyes and nodded to M orden.

"They are close. Everyone should be at the ready," Nedaria whispered, her words gliding on the heavy, still air. "They have it – they have the Grozmok Stone."

I n minutes, the crew of the Thorn of the White Rose heard the unmistakable creak of a strained hull rolling lazily through the water. M orden crouched, ready to spring as soon as the approaching boat crossed the bow of his ship. Two crewmates waited behind M orden, waiting for his commands.

The figure of a rickety ship with tattered sails emerged from the fog, eerily outlined like smudged charcoal on a gray canvas. Shadowy hulking figures moved about the boat – clearly trolls – who did not notice the ship coming into view on their starboard side.

M orden turned to the two behind him and nodded, pointing to the midship rail on the troll's boat. His crew nodded and waited for M orden's first move. The decrepit boat inched past the bow of the Thorn of the White Rose. When the boat was in position, M orden silently leapt from the bow of his boat onto the railing, staying perfectly

balanced on the three-inch rod of rusted iron. His crew followed. They all kept low and moved silently until they were close enough to smell the rotting reek of trolls' breath. Morden's crew flanked him.

Morden jumped down from the upper deck into the cockpit at the stern of the vessel and let loose a mighty bellow. The shock of his yell stunned the ten trolls that milled about the boat long enough for the blades of Morden and his crew to reduce them all to heaps of blood and gore.

"Ye stay 'ere, hm? Keep an eye on things while I go take a look in 'er hold," Morden said to his crew. "Yell if ye see something odd."

In less than a minute, Morden returned with a grin.

"How blasted stupid do ye have to be to 'ide a big bloody slab o' stone in burlap?" Morden grinned to his curious crewmates. "There it were, standing right in front me. Gonna need some 'elp luggin' it o'er to me boat."

After the Grozmok Stone was safely hidden on the Thorn of the White Rose, Morden made his crew promise never to speak of it again. The stone was never to be sold or uncovered lest it unleash a power that could bring Norrath into the hands of the evil gods and races.

As the Ro, the Norrathian sun, began to set in Nedaria's Landing, Morden uttered the last words of his tale to Calliav and gave him a few moments to consider it all.

"Ye 'ave to understand Calliav... I 'ad no idea who ye were or what ye were about," Morden said, looking up into Calliav's eyes. "I didn't want to put the lives and fates of many Norrathians in your 'ands."

"It's okay, Morden. I understand your reasons now," Calliav said, pausing to think before he spoke again. "There is more to the Grozmok Stone prophecy, though. While the legend says that stone could bring power to the trolls, Zebuxoruk showed me it will do much more. That stone may very well change the face of Norrath. Just look around... we have trolls working with halflings and light elves working with dark ones."

Aye, true," Morden said with pride. "But what of the Grozmok – the one troll that would unite all trolls and unleash havoc across the lands?"

"I believe the stone could give the Grozmok power, but now is not that time," Calliav said.

"The stone has changed over the years somehow and has an even greater purpose than everyone originally thought. I believe the stone will lead us to the evil power I've seen in my visions that could topple all of Norrath – troll and all races alike. But, I need to study it."

Just then, two of Morden's most trusted friends laid the Grozmok Stone next to Calliav.

The Pantheon Displeased

Kizrak the Tyrant, a champion of Rallos Zek, settled down for the night on a bed of concrete in Oggok, shunning creature comforts. He lay there in the damp cold surrounded by dark stone walls with no blanket; no light. He found solace in the imitation of the pinching plates of armor under his back.

As he did every night, Kizrak closed his eyes and relaxed his mind so he could properly focus on his prayers. Having had an affinity for his god for hundreds of years, he found it easy to sense Rallos Zek as he prayed. He fancied that, on occasion, he would have dialogues with his god.

As the clammy world around him faded from awareness, he felt himself fall into a state of ethereal openness. He freed his mind's voice and began his prayer, asking Rallos Zek for the strength to continue to help any chosen warriors find their way to the Realm of Heroes through worship and war.

As he recited the prayer, he felt something out of the ordinary. In his mind, the vast universe that Kizrak prayed into began to close in on itself. He felt a strong presence. A booming voice crashed through his subconscious. It was Rallos Zek himself.

"There is no longer a place for mortals in the hearts or minds of the gods! The insolence! The arrogance of those that prayed to us and then dared to enter our homes and attempt to kill us!" the God of War bellowed. "We turn our backs on you foul mortals. We gave life. We imbued our children with our own powers and we answered prayers. Well, no more!"

My almighty Warlord, what is your will? What would you have me do?" Kizrak asked through his thoughts.

"There is nothing to be done. We have chosen to ignore the prayers, the sniveling, the begging," Rallos Zek roared. *Mortals believe themselves powerful as gods, so much so that they challenge us. Us! So be it. If they are so powerful, they have no need of us! Hence forward, the prayers of our despicable children on Norrath will be ignored!"*

As quickly as Rallos Zek's presence came, it left. Kizrak's mind was immediately silent.

Kizrak sat up with a start and opened his eyes. He knew all too well what the ire of the gods could bring upon mortals. He had watched his own brethren, the ogres, reduced to slovenliness and ignorance for daring to usurp the power of gods.

The pantheon of Norrath had finally come to agreement on an issue – that the arrogance of mortals, their own children, must be punished.

Kizrak, a devout warrior, wanted to let all of the foul mortals of Norrath know what they had done. He left Oggok that night and wandered into the Ferrott toward someone he had all but forgotten.

"Drizda Tunesinger, I have a message for you and the Antonian bards to pass along to all Norrathians," Kizrak said.

Drizda, a messenger for the League of Antonian Bards for years, was extremely taken aback. She had been dodging ogre bouncers for years in the Ferrott while delivering messages. Now cornered by Kizrak, she was not about to argue.

"What words would you have me spread across the lands?" she said.

"The pantheon is angry. Mortals have become overconfident in entering the planes of our gods. The prayers of all Norrathians will no longer be answered. Mortals will be punished for their arrogance."

"This cannot be true! What of those who pray and give offerings to their gods? What of the devout and loyal?" Drizda wept.

"Rallos Zek himself told me. The actions of the many have outweighed the efforts of the few. Tell them, tell them all. The children of the pantheon must walk alone," Kizrak said, abruptly turning and walking away.

Drizda quickly journeyed to Freeport to tell Felicity Starbright about Kizrak's news.

Starbright considered the information for a moment and then set to work to spread the news. She had already heard rumors that week that some paladins in the Hall of Truth who called upon Mithaniel Marr for strength and guidance were getting nothing but silence in return.

With great sadness and worry in her heart, Starbright could not deny the validity of the tale. With the help of her students in the Mairsheart's Chords, over one thousands letters were crafted and put in satchels to be delivered to every city in Norrath by her network of bards.

Evil Beyond the Currents

As the bevy of shipwrights and Wayfarers Brotherhood crew put the final touches on the enormous ship in Nedaria's Landing, Morden Rasp stood at the bow of one of the hulls. He looked proud. Wisps of chestnut hair free of his hair tie wafted around his coarse face.

Nedaria Debeian was warmed by watching Morden stand there, knowing he was lost in great memories of adventures – ones she had shared with him.

"I been thinkin' lass," Morden said to Nedaria without turning to see she was standing behind him. "I've got me an idea for a name o' this 'ere boat. What do ye think o' Queen of Thorns, eh?"

"I'm supposing you believe that everyone in our brotherhood is somehow a thorn in someone's side, hm?" she said smiling.

Aye, mostly mine. I love 'em, but... I'm just not a leader – not like they expect me to be. I'm just an adventurer findin' is way in this world, ye know?" Morden said thoughtfully. "I don't know 'ow we ended up 'ere... life used to be so simple when we 'ad no one else. I 'ave no regrets, as ye know, but I'm not sure I'm ready for what Calliav says might be down the road."

"The time for your selfishness has passed, so has the era of you proving yourself to those who doubted you. Face it, friend. You may have grown up," Nedaria said, with a grin. "We should embrace this opportunity and guide those who want to join us. We have a lot to offer as a result of our experience in this world."

"Don't ye go trying to be funny now," Morden jibed. "But I suppose ye're right. Bein'

selfish was a lot easier, though. Ha."

Slowly, the smile he wore peeled from his face, the glint wore from his eyes.

"I don't think I can do it, Nedaria. I don't think I can be the hero these folk think I am I'm just an ole barbarian lookin' for adventure 'ere and there. I don't want to disappoint 'em," Morden said, his eyes passing over freshly glossed planks.

"They love and follow you for who you are now, Morden," Nedaria said. "They expect no more from you than you've already given – your charm, confidence, friendship, and love of exploration. They idolize you only because they can see that being outcast is not the end of the world, that they can make it on their own and do great and wonderful things."

"Bah, enough of the flattery," Morden interrupted, the glimmer returning to his gaze. "You'll make me too soft-hearted, damned, meddlin' Enidite. Ye sure are pretty though."

Nedaria shook her head and smiled.

"Just keep your wits about you, Morden," she said as she turned to leave and inspect the ship. Morden stayed on the bow to consider their conversation. He turned in time to see Calliav Giniuar walking toward him.

"Ello mage. Always grand to see ye up an' about," Morden said.

"Thank you, Morden. Do you have a moment?" Calliav asked.

"Certainly. Why don't ye come up 'ere and 'ave a look at this view and we'll chat a while," Morden said.

Calliav walked up to Morden and stood next to him, both of them watching the whitecaps foam and fade as the waves churned on the Abyssal Sea.

"I know where we're going and no one has been there, Morden," Calliav spoke suddenly. Morden put his left elbow on the rail and faced Calliav, staying silent.

"We're going to be going to a part of the Abyssal Sea that has never been navigated. I t's never even been breached. That's part of the Grozmok Stone's secret and why I needed to find it. It turns out it's... well, in rudimentary terms, it's a compass," Calliav said, waiting for Morden

to grow a look of a surprise, but it didn't come.

A ye, go on," Morden said, his eyes fixed on Calliav's.

"We must discuss the possible route across the sea. Please, Morden, only invite your most trusted brothers or sisters," he added. "This is an adventure that is not to be treated lightly... all of our lives may be at risk."

"So ye keep saying... I've not seen a trifle of danger 'round 'ere," Morden said.

"I t's not here... it's in a place yet undiscovered, a new land we've never seen," Calliav said, slowly. Morden, hear me. Look at me... We will see things and creatures none could dream of – and I know you have seen a lot – but not this... not this at all."

"I really 'ate it when ye talk in riddles, Calliav. I don't want to say, but, truth be told, it's starting to rub me the wrong way," Morden smiled.

"I want to tell you everything, but some things will have to be seen to be believed, even for me," Calliav said. "I know I've sounded crazy, and said many a strange thing, but what we will find will be stranger still."

"So, what do we do now?" Morden asked.

"Collect your best navigators and shipwrights," Calliav said. "We need to start plotting a course that will take us deep into the A bysmal Sea. The time for our journey is nearly upon us."

Journey to Taelosia

In the dead of night, the crew of the Queen of Thorns let loose the lines of the mighty ship. It slowly crept out from Nedaria's Landing and into the A bysmal Sea.

Morden Rasp, Nedaria Debeian, Tondal Di'Xevan, and Calliav Giniuar stood at the helm, watching the Grozmok Stone float on a magical axis. When the stone turned, the boat was steered in the same direction by the crew.

As they got further into the heart of the currents of the A bysmal Sea, the water churned and whirled around them. Waves crashed across the mighty hull of the ship, and eddies pulled at it from underneath. The ship creaked and groaned under the strain of the angry sea.

They sailed through the night and into the day. The sea did not let up, but got worse the farther they journeyed.

Morden consulted Nedaria and Calliav several times, fearing they may be leading the crew to their deaths. Without hesitation, they both told Morden they must press on – that they had to weather the seas. He relied on his trust of them and they pressed on.

The Grozmok Stone led them west, then north, then west again, and then it guided the ship around to the south, and east again. Morden became more skeptical with each change in course, but commanded that his crew obey the will of the stone.

Morden, wet with sea spray at the helm, felt a frenzied tap on his shoulder. He turned to see Calliav, clutching his robes about him as the wind tore across the deck.

"We must stop here!" Calliav yelled over the wind's roar. "We must anchor here and send scouts out east. There is land there. I can feel it."

"Ye want me to be sendin' me best people out into THA T?" Morden said as he pointed to the hectic chop of the sea.

"We have magic to protect them through the seas, Morden. We've been working on it for months. It does work and now is the time to use it. We also need to set up buoys around the ship to protect it from the currents," Calliav said. "We pieced together some of the ore we've been finding in such a way that it provides a protective barrier for us. The brotherhood is ready to set them up. It's all been planned."

Morden raised an eyebrow. He was skeptical, but he was not one to shy away in the face of great challenges. He'd never had the advantage of so much help before or the presence of so many scholars of magic.

"Ye really are mad, Calliav. But, alright. I will let you lead this expedition into the abyss," Morden said.

It took several hours to anchor the ship and as each buoy was laid in the water – thanks to the skill and ability of the iksar and froglok crew – the waters around the ship calmed.

Three crewmen were chosen to venture out in a small boat to find land. Morden quietly admired them for their fearlessness and loyalty as they set on their way, their oars moving in

unison until they disappeared into the dark sea.

I t was a full day before a battered boat emerged back through the protective barrier around the Queen of Thorns. Only one crewman remained of the three sent out. I t was Ebbo Driblot, a bleeding troll struggling with one oar and wheezing with every breath. Several crewmembers dove into the sea to heave him aboard the ship. He was fatally injured, but his eyes were languid, almost pleased.

"We finds it. Dere is land dere. Not far. Dere a pretty peoples dere, but also sometin else. Dey attack me and crew. One stay on shore, one dead, and me come back to tell yours. Dey caught me before me gots in da boat," he said. "Dey beat me, laughed, and left Ebbo for dead, but me gots to boat."

M orden was standing next to Ebbo, his hand on his shoulder, while others tended to his gaping wounds.

"Who are 'they,'" M orden asked.

M ost evil tings. Dey most ugliest, dark, and deadly beasts," Ebbo said. "Dey hurt de pretty peoples and me. Don't go dere without lots of peoples. Won't survive," Ebbo choked on the blood that filled his lungs and throat. He lifted a great quivering hand and M orden grasped it with his own as Ebbo's life passed from his body.

Several days later, a wood elf ranger appeared in Nedaria's Landing the first to make a successful trip by the Farstone magic back to A ntonica from the Queen of Thorns. There were others that tried, but they were not as lucky in reaching the intended destination. The magic around the great ship city was chaotic somehow.

Relieved, Dadein Shadowbow, checked his arms, legs, toes, and slender, pointed ears to be sure he was all there.

M agus Wenla was startled. I t had been some days since he'd last seen those who set sail on the Queen of Thorns to uncharted waters in the A bysmal Sea. Slowly, others in the Wayfarers Brotherhood that were preoccupied by other tasks at the docks recognized Dadein and rushed over to hear any news he may have.

"Well, what of it? Where is everyone? Where did they go? What has happened? Come on!"

Tell us all! We've been in such a state wondering what has transpired on the seas!" Wenla urged.

"The news is mixed, my friends. It was a terrifying journey as we followed the will of the Grozmok Stone. The seas were rough and treacherous and there were moments we thought we may not survive, but then we found our way to some battered shores," Dadein said. "We stumbled onto a new continent, named Taelosia, and there is a quiet, new race of Norrathian to be found there. But, we found much more than a land to find adventure and exploration."

"Gracious me! That is some news! How could we not see a whole continent? An entire race? That's preposterous!" Wenla added. The onlookers all murmured with a blend of surprise and doubt.

"There is so much more, friends...so much death and destruction," Dadein said, his eyes narrowing. "There is something else there...or rather some others. They are the foulest creatures. They cannot be of this world."

Everyone around moved in closer, not wanting to miss a pronounced breath of the wood elf.

"Something terrible has happened on Taelosia. We sent scouts out to learn more about what has happened there and have already lost most of them. So, now I've come to tell you and the rest of Norrath a very important message," Dadein said.

"What is it? Don't just stand there!" Wenla shouted above the crowd.

*"Make ready, everyone. Gather all who are able and willing to fight," Dadein said.
"Norrath is at war..."*

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12. We cannot ensure that your private communications and other personally identifiable information will not be disclosed to third parties. For example, we may be forced to disclose information to the government or third parties under certain circumstances, or third parties may unlawfully intercept or access transmissions or private communications. Additionally, we can (and you authorize us to) disclose any information about you to private entities, law enforcement or other government officials as we, in our sole discretion, believe necessary or appropriate to investigate or resolve possible problems or inquiries. Furthermore, if you request any technical support, you consent to our remote accessing and review of the computer you load the Software onto for purposes of support and debugging. You agree that we may communicate with you via email and any similar technology for any purpose relating to the Game, the Software and any services or software which may in the future be provided by us or on our behalf. You may choose to visit www.everquestlive.com or www.station.sony.com, SOE's web sites ("The Station") if such web sites offer services such as an EverQuest game themed chat room or other services of interest to you. You are subject to the terms and conditions, privacy customs and policies of SOE while on such web sites and in connection with use of your Account and the Game, which terms and conditions, policies and customs are incorporated herein by this reference. Since we do not control other web sites and/or privacy policies of third parties, different rules may apply to their use or disclosure of the personal information you disclose to others. Solely for the purpose of patching and updating the Game, you hereby grant us permission to (i) upload Game file information from the Game directory and (ii) download Game files to you. You acknowledge and agree that we may transfer Game and your Account information (including your personally identifiable information and personal data) to the United States or other countries or may share such information with our licensees and agents in connection with the Game.

13. WE PROVIDE THE CD-ROM, THE SOFTWARE, THE ACCOUNT, THE GAME AND ALL OTHER SERVICES "AS IS." WE AND OUR SUPPLIERS EXPRESSLY DISCLAIM ALL WARRANTIES OR CONDITIONS OF ANY KIND, EXPRESS, IMPLIED OR STATUTORY, INCLUDING WITHOUT LIMITATION THE IMPLIED WARRANTIES OF TITLE, NONINFRINGEMENT, MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. Without limiting the foregoing, we do not ensure continuous, error-free, secure or virus-free operation of the CD-ROM, the Software, the Game, your Account or continued operation or availability of any given server. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific legal rights and you may also have other legal rights which vary from state to state.

We are not liable for any delay or failure to perform resulting from any causes beyond our reasonable control. Further, we cannot and do not promise or ensure that you will be able to access your Account whenever you want, and there may be extended periods of time when you cannot access your Account.

14. IN NO EVENT SHALL WE, OUR PARENT, OUR AFFILIATES OR OUR SUPPLIERS BE LIABLE TO YOU OR TO ANY THIRD PARTY FOR ANY LOST PROFITS OR SPECIAL, INCIDENTAL, INDIRECT OR CONSEQUENTIAL DAMAGES (HOWEVER ARISING, INCLUDING NEGLIGENCE) ARISING OUT OF OR IN CONNECTION WITH THE POSSESSION, USE, OR MALFUNCTION OF THE SOFTWARE, YOUR ACCOUNT, THE GAME, THE SOFTWARE OR THIS AGREEMENT. OUR LIABILITY TO YOU OR ANY THIRD PARTIES IS LIMITED TO \$100. Some states do not allow the foregoing limitations of liability, so they may not apply to you.

15. You shall comply with all applicable laws regarding your use of the Software, your access to your Account and your playing of the Game. Without limiting the foregoing, you may not download, use or otherwise export or re-export the Software except in full compliance with all applicable laws and regulations, including, without limitation, the laws of the United States.

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, 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.

Parental control protections (such as computer hardware, software, or filtering services) are commercially available that may assist you in limiting access to material that is harmful to minors. If you are interested in learning about these protections, information is available at <http://www.worldvillage.com/wv/school/html/control.htm> or other similar sites providing information on such protections.

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