



EVERQUEST II

Prima Games

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PRIMA Official Quick Start Guide



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THE FAR JOURNEY

By Zandarbar

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



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

Now your adventure begins!

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



"Aho! Tis good to see you wake. Ya seem a little squiffy, least ya cheated death."

"Where am I?"

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

"How did I get here?"

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

"Vaguely. Where are we headed?"

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

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



QUESTS

Find First Mate Waulon

Given by Captain Varlos

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

Find Waulon's Hat

Given by First Mate Waulon

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

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

Find Ingrid

Given by Captain Varlos

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

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

Kill Rats

Given by Captain Varlos

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

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

Kill the Goblin

Given by Captain Varlos

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

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

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

JOURNAL OF ORLENA KALVASCIAN, ADVENTURER

By Orlena



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

Isle of Refuge, Day 1

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

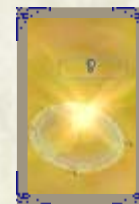
I made my way through the gates into the small courtyard of merchants and artisans. Ignoring for the moment their calls to view their wares, I made my way west out the gate to help its defenders hold off the invasion.

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

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

Note that if you're starting the game with friends and want to group with them, you might have to change island "instances." An instance is like a parallel universe, within a server. Even if you're on the same server as your friends, some of the more popular zones have several instances, to keep the zone from becoming too crowded. To change Isle of Refuge instances, go to the bell at the end of the dock near Garven. Double-clicking on the bell opens up a dialogue box; type in your friend's name to be transported to her instance. You and your friend must be of the same alignment in order to meet on the Isle of Refuge. If you choose different alignments (Good/Evil) at character creation, you won't be able to group until you meet in Antonica or the Commonlands.

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



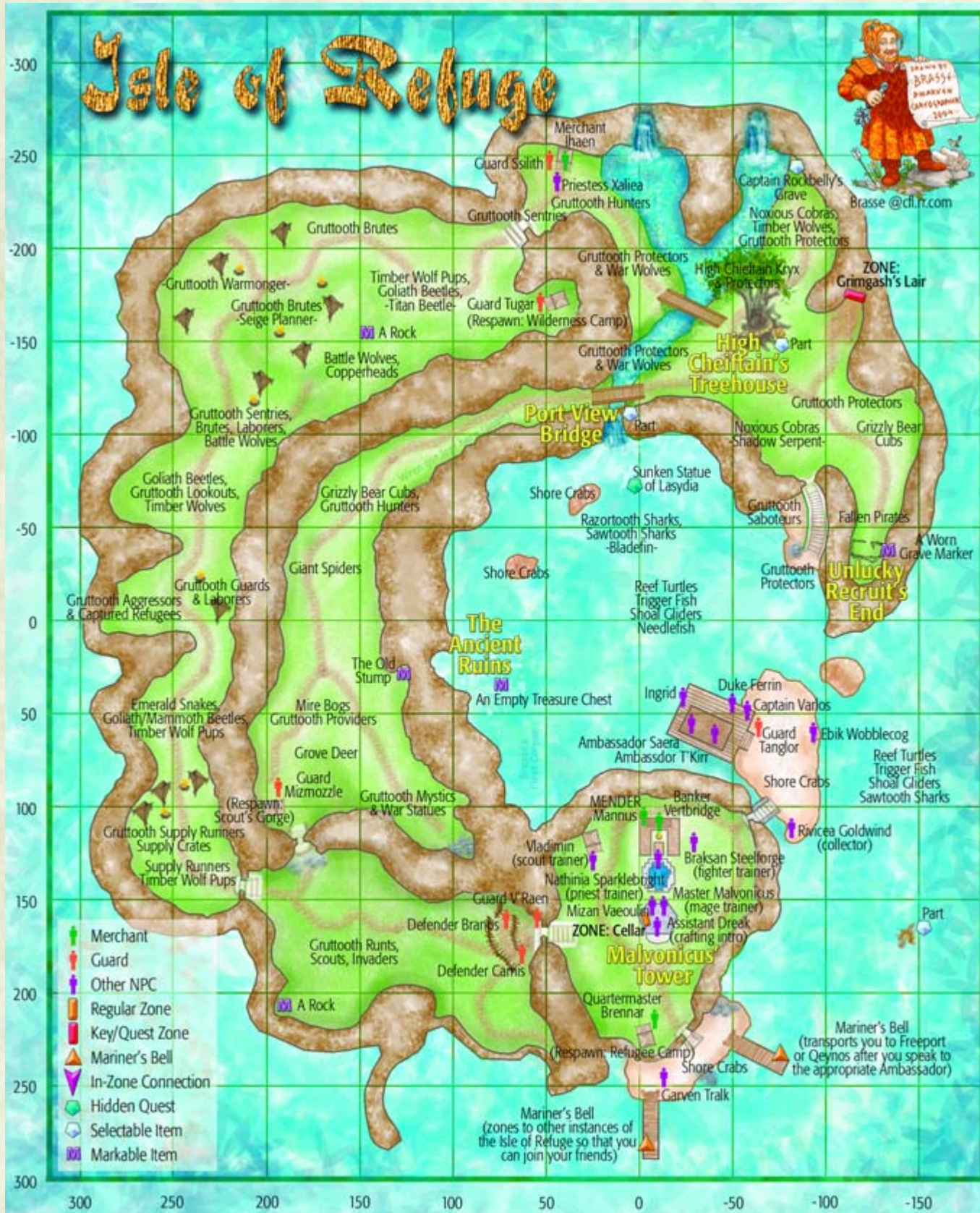
While on this starting island, you also should start looking for small sparkles on the ground with a question mark hovering over them; these represent collectible items. Click on these sparkles to pick them up.

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



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

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

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

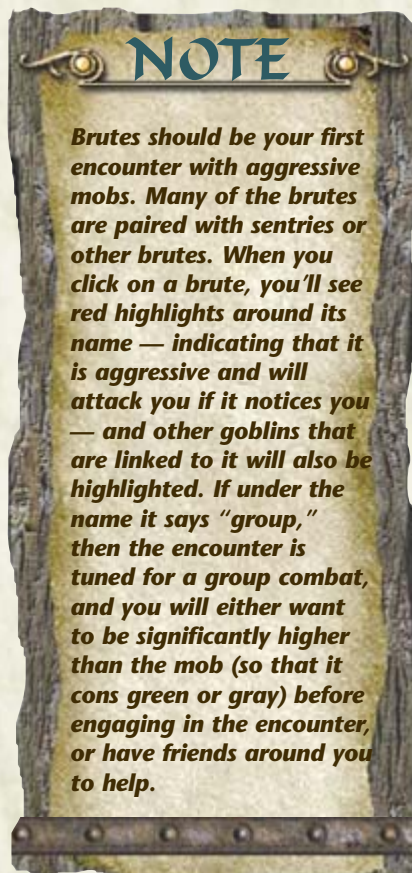
You can always find your coordinate location in EQII by typing "/loc" in the Chat window, or by running your cursor over your Compass. These coordinates are used for the map grids; the first number is the X-coordinate (East-West) and the third number is the Y-coordinate (North-South). The middle number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

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

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

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

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



FIGHTER'S HALLMARK

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

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

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

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

MAGE'S HALLMARK

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

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

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

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

PRIEST'S HALLMARK

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

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

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

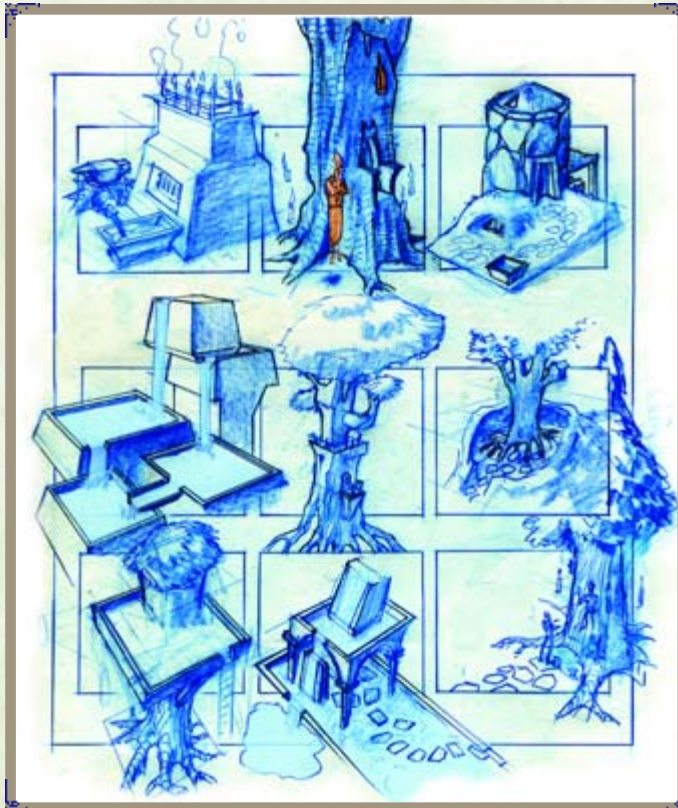
Your final quest is the same as for other Archetypes, in **Final Hallmark Quest**.

SCOUT'S HALLMARK

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

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

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



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

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

FINAL HALLMARK QUEST

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

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

All classes have the same fifth and final quest, allowing them to work together and all profit. You have to locate the orc leader's cave (loc -

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

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

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

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

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

Isle of Refuge, Day 2

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

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

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

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

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

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

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

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

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

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

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

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

Other Isle of Refuge Quests

Ebik's Missing Parts

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

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

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

Lasydia's Call

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

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

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

Stop the Saboteurs

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

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

Reward. Coin

Xalilea's Request

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

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

Reward. EXP / Coin

Aquatic Research Notebook

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

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

Reward. Bracer of the Apprentice (INT +2)

X Marks the Spot

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

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

Reward. Coin / Salt Encrusted Cutlass (see below)

Cutlass Cleaning

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

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

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

Cellar Clean-Up

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

Part I

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

Reward. Dreak's Tailored Bag (4 slots)

Part II

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

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

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



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- Detailed Crafting Guide



Getting Started: Races

BARBARIAN — The Wages of the Northlands

APPEARANCE
Barbarians are related to Humans and share many of the defining physical features, but are physically more imposing than their smaller Human cousins. Barbarians are tall, muscular, and have a wide, flat nose. The hair color of a barbarian is often black, with green or brown eyes. Their hair is often long and wild, and they are often seen with large, ornate beards. Barbarians have a rugged, weathered appearance, and their skin is often dark and leathery.

SKIN COLORS Barbarians fall into the following categories: Black, Brown, Green, and Grey.

HAIR COLORS Barbarians have a wide variety of hair colors, including Black, Brown, Green, and Grey. Their hair is often long and wild, and they are often seen with large, ornate beards.

PHYSIQUE Barbarians are a great size and are very strong. They are able to carry a great deal of weight and are very resilient to damage. They are also very skilled in combat and are often seen as warriors and hunters.

THOUGHTS AND BELIEFS Barbarians are a very proud and independent people. They are often seen as warriors and hunters, and they are very skilled in combat. They are also very resilient to damage and are often seen as survivors.

BACKGROUND Barbarians are a very old and proud people. They are often seen as warriors and hunters, and they are very skilled in combat. They are also very resilient to damage and are often seen as survivors.

APPROACH OF THE SHIFTERS Barbarians were the first to be affected by the Shifters. They were the first to be affected by the Shifters, and they were the first to be affected by the Shifters.

