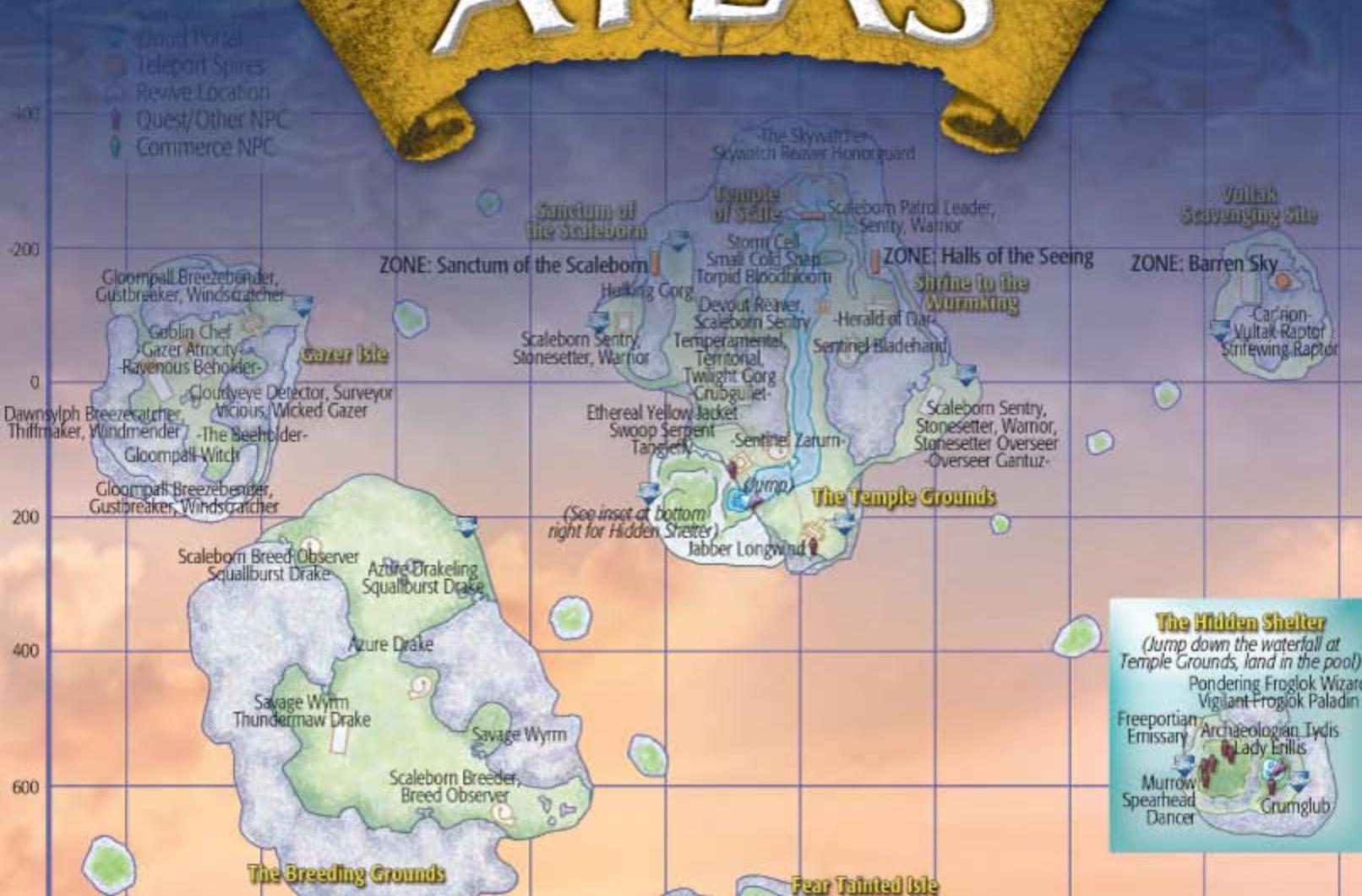
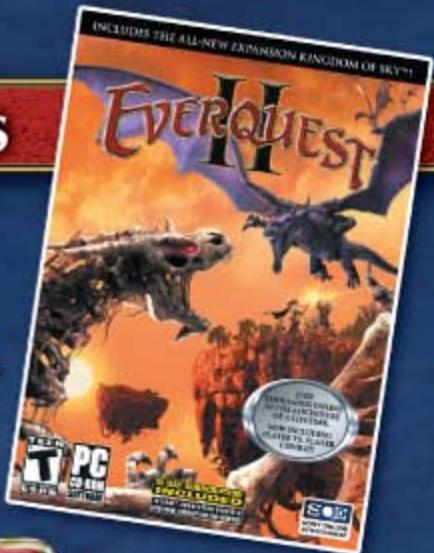


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**EVERQUEST® III**  
ATLAS



**The Hidden Shelter**  
(Jump down the waterfall at  
Temple Grounds, land in the pool)

Pondering Froglok Wizard  
Vigilant Proglok Paladin  
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Archaeologist Tydis  
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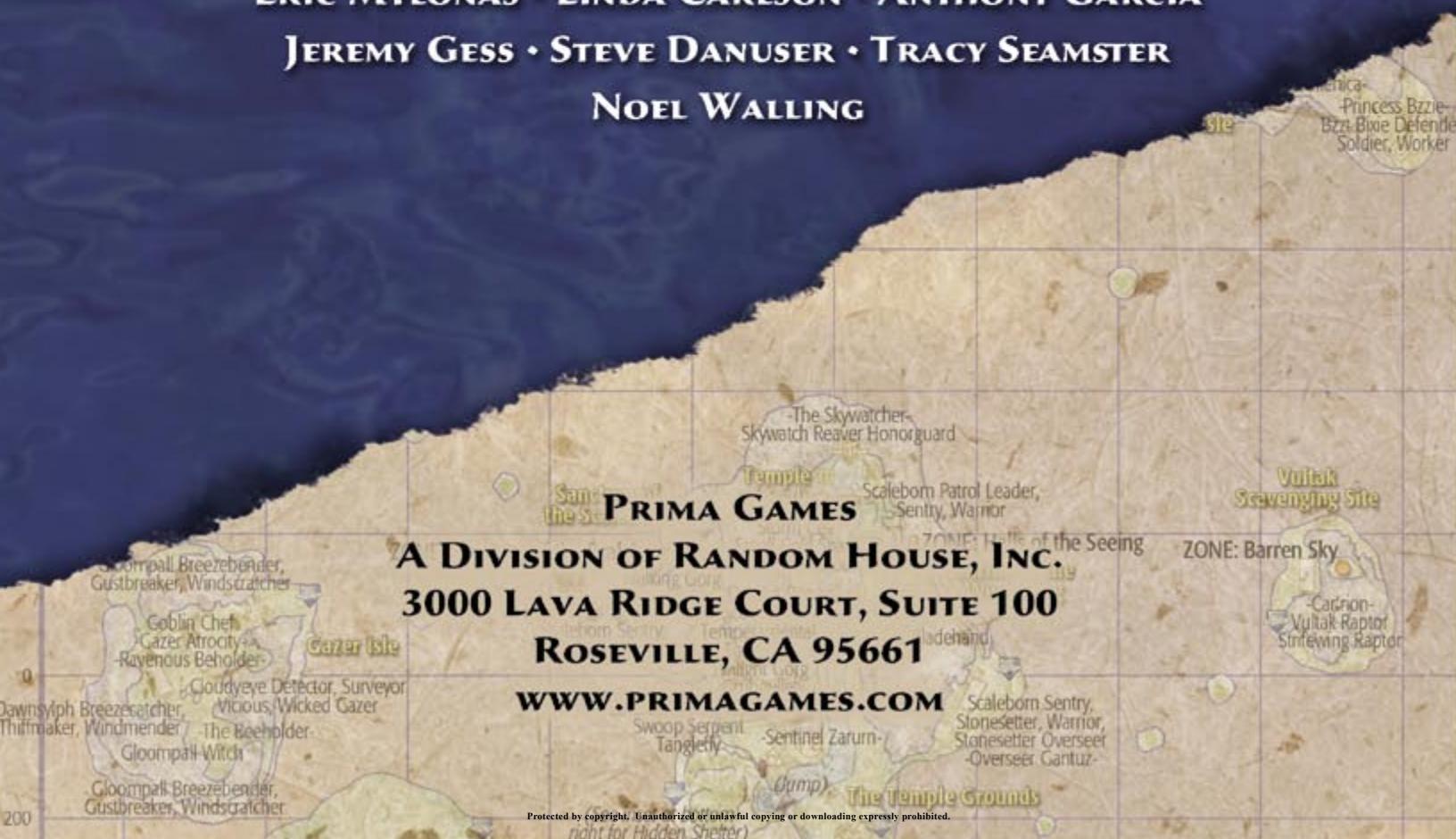
## ATLAS

ERIC MYLONAS • LINDA CARLSON • ANTHONY GARCIA  
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The Temple Grounds



# THE OFFICIAL EVERQUEST® *Atlas*



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## now bear this!

The information in this guide was accurate at the time of printing. However, the Shattered Lands are an ever-shifting world, and all of this information is subject to change at any time.

You may find errors, omissions, or other inaccuracies in this Atlas, which could include: missing zones, missing mob/NPC names, changed mob/NPC locations, etc. See [primagames.com](http://primagames.com) for updates.

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# Welcome, Adventurer

## Norrath at your beck and call

Welcome to PRIMA's Official *Atlas* for Sony Online Entertainment's *EverQuest II* in all its myriad colors (*Desert of Flames*, both Adventure Packs (*Splitpaw Saga* and *Bloodline Chronicles*) as well as the original game). This book is not a "strategy" guide in the classic sense of the word. If you want game-winning strategies and more in-depth coverage of all your favorite professions, please see Prima's Official Game Guides for *EverQuest II*, *EverQuest II: Desert of Flames*, and the all-new *EverQuest II: Kingdom of Sky*.

Please note that this *Atlas* is fully up-to-date as of the launch of the *Kingdom of Sky* expansion. All the new zones featured in the latest expansion can be found here along with detailed NPC and mob locations.

### *EverQuest II Expands Again: The Sky's the Limit*



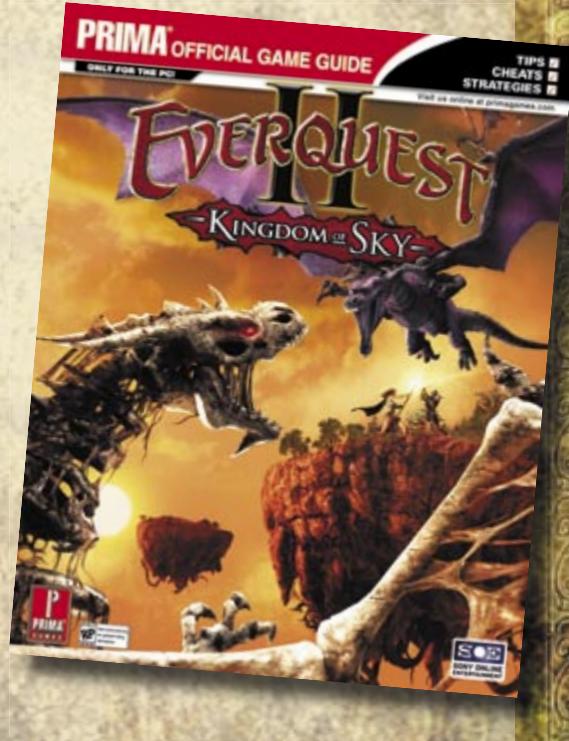
*Kingdom of Sky* is more than just your average MMOG expansion, as it brings not only a whole new area of Norrath for your adventuring pleasure, but also adds several unique facets to the world of *EverQuest* that haven't seen light in any other MMOG to date:

- Full PVP Combat: Whether you purchase *Kingdom of Sky* or simply rely on Live Update #20 (available to all players), *EverQuest II* enters the carnage-filled world of player vs. player bloodletting. No longer are computer-controlled mobs your only foes—you'll now combat foes that are in opposition to your chosen alignment.
- Achievements: These are rewards you earn for satisfying particular criteria throughout the game world, such as completing quests suited to your character's level, defeating enemies such as bosses, exploring the world and so much more. These rewards enable you to customize your character even more, leading to new pathways to power and domination.
- Three All-New Realms: The Barren Sky, a land of eternal dawn; The Bonemire, a land of eternal night; The Tenebrous Tangle, a land of eternal twilight—each is ripe for further adventuring as you make your way to the new level cap: 70!

All this and more awaits you in the *Kingdom of Sky*, and don't forget to bring along the official game guide from Prima to give you the jump start you need in your continuing adventures in Norrath.

This *Atlas* is primarily designed to provide exhaustive maps for all the major (and minor) zones scattered throughout the wilds of Norrath.

- The map section is arranged alphabetically, by zone not by region or locale (i.e., not by Adventure Pack or *Desert of Flames*, etc.). So if you want to find a particular zone, it's a simple A-to-Z affair.
- The maps contain massive quantities of data, from NPC locations to mob haunts.
- Also, due to very popular demand, we've included additional content throughout the guide. You'll find officially-sanctioned lore generated by SOE to satisfy your craving for every tidbit related to *EverQuest II*. You'll also be privy to detailed descriptions and travelogues for many of the zones to help round out your adventures throughout Norrath.



# brasse's Atlas

Note: Before getting down to brass (so to speak) tacks, here's a word from our very own Dwarven cartographer.

## Hullo thar!

Welcome ta Norrath. Well, tha Shattered Lands, they be called by many now...Norrath o' auld, rent asunder by tha forces o' ancient beings an' struggles beyond our unnerstandin'.

Nae part o' tha wurld has escaped untouched by tha great cataclysm. Thar be many strange an' wondrous lands fer ye ta discover in yer quest fer knowledge an' power, anna few places which still hold true, fer gud or ill, ta days long past.

Here then be tha sum of me cartography wurks fer yer use. Mae these maps help ye find yer wae aboot in tha years ta come, whether ye be boldly explorin' or judiciously runnin' awae, hee, hee! In yer travels, ye will encounter many turrible beasts, mysterious creatures, powerful allies an' dangerous adversaries. Some ye will conquer; some will teach ye humility.

Mae yer heart be touched by the beauty, grandeur an' challenge o' these wondrous lands, as mine has. Perhaps one dae our paths will cross once more, on som far-off hilltop.

Till then, allus onward!



Brasse: Your  
Guide to the  
World of Norrath



—Brasse  
Dwarven Cartographer

NORRATH: yours to explore

## THE LIVING TOMBS

Locale: desert of Flames

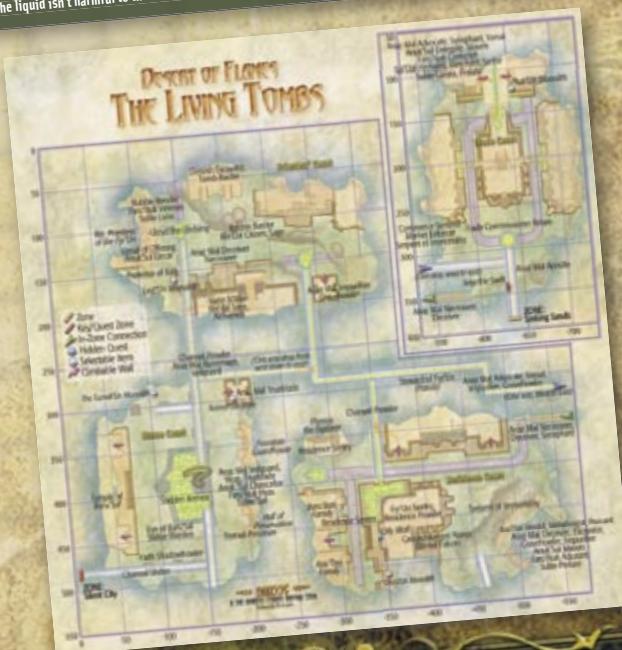
**S**he is a strong, calm presence and is well aware of her power. When she and her betrothed Siyamak fled the Plane of Sky, she believed they were going to a land that had escaped the turmoil that was disrupting the Planes. Instead, because of the deceit of the djinn master in power at the time, Barakah found herself and Siyamak unable to control the shifting of their shapes. Though she and Siyamak ultimately destroyed that, another one soon rose to power in the Shimmering Citadel. The current Djinn Master is more wary of the Twin Dragons. Together they are more powerful than he, though he believes he can control them by locating and using the missing scales that the deceased djinn master had obtained. Barakah and Siyamak would rather find and destroy the scales themselves.

The Dervish see them only as battle fodder because they are dragons, and not as sentient beings. Barakah, while she loves Siyamak, realizes he is too trusting. It is his naivete that put them in this situation. Although she longs to be with him, she and Siyamak know that they have a better chance of locating the missing scales if they remain apart.

### points of interest

The Living Tombs is accessed from the northern oasis in the Sinking Sands. It's a dark and dingy place full of zombies and gnolls. Running through the different courts is an aqueduct system that transports an eerie green liquid. The liquid isn't harmful to the touch but the creatures

surrounding it can be very deadly. Deep in the Living Tombs is the entrance to the Silent City but don't expect just to go traipsing in; you'll need to complete the access quest given by Jinja the Swift near the entrance from the Sinking Sands.



## using the maps

Each map contained in this guide represents a single zone from a particular locale in Norrath (and whether it can be found in the standard game or either of the two expansions). Each features a wealth of valuable information to speed you along your adventuring way:

- NPC LOCATIONS:** Each map has the precise name of each NPC and mob and the general vicinity where they exist or patrol. This makes it much simpler when you're trying to track down a given individual or monster.
- LORE:** By popular demand, we've included massive quantities of Lore gleaned from the vast libraries of Norrath—most of this hasn't been seen in a great many years (if ever) and is only now coming to light for the first time.
- POINTS OF INTEREST:** These entries endeavor to point out specific spots in Norrath that you would do well to visit when you are in the vicinity—they may suggest taking in something as simple as architectural curiosities, but they can also lead to...much more

# ACTS OF WAR

splitpaw saga

## THE SPLITPAW SAGA ACTS OF WAR



# alone in the dark

*splitpaw saga*



**THE SPLITPAW SAGA  
-SUNDERED SPLITPAW-  
ALONE IN THE DARK**

# Antonica

## everquest II

In times of yore, the sun-drenched countryside of Antonica was known simply as the Qeynos Hills. After the cataclysm shattered much of the world, however, it was rechristened in memory of the land that once proudly stood here.

Antonica is part of the present-day Kingdom of Qeynos and is a fertile pastureland blessed by the gods with voluminous, rolling hills. With its western edge kissed by the salt of the sea, the vast majority of this region is embraced by large hills that create the valley that makes up much of Antonica.

Antonica's verdurous countryside and nourishing soil have given rise to many lovely groves scattered throughout the region. Amidst the lush greenery, mild woodland and various forms of flora dot the verdant landscape.

Of keen interest to the historically-minded observer are the remains of the plagued, undead army that once laid siege to the city of Qeynos for nigh-interminable months—much of the land itself bears testament to the brutality of the War of Plagues.

### points of interest

Antonica is an enormous area filled with many NPCs and even more monsters. Suitable for everyone between Level 8 and Level 25, there's always something for you to do in Antonica. Plenty of quests can be found all over, and many heritage and access quests that start elsewhere lead you to Antonica. The zone's size can be daunting, but there are three Griffin Towers to help you get around, as well as horses for the richer folk.

Twists and turns bounded by rocks and cliffs can make journeying around Antonica difficult. The easiest way to become acquainted with the layout of Antonica is to take a griffin ride. From griffinback, you can see the lay of the land below you and you will be safe from monsters. If you travel from the South Qeynos gates to the Oracle Tower via griffin, you will see the North Qeynos Gates, the Forbidden Isle, and the Keep of the Ardent Needle. Similar sights are yours when traveling from the Oracle Tower to Gnollslayer Keep, and from the Keep back to the South Qeynos Gates.

Antonica is safest near the Qeynos gates. There, soldiers and guards keep the most dangerous monsters at bay. As you travel deeper into the zone, fights get progressively more difficult, with some of the hardest monsters lurking near the entrance to the Thundering Steppes. However, rolling hills and verdant trees make the zone very beautiful, so explore, at some point, the amazing sites of the Archer's Wood, the Shipwreck, and all the other fabulous areas of Antonica.

The wise traveler will stay on the roads until he or she has a firm grasp on the layout of Antonica. There are dangerous monsters in every part of the countryside, and it is very easy to wander into an area filled with deadly creatures. Once you've reached Level 18 or so, most areas are safe and overland travel becomes much safer and easier. Near the Qeynos gates, most monsters are peaceful and won't attack on sight; farther into the zone, all monsters become aggressive and will attack without provocation.





# ANTONICA

# Arena of heroes/Gladiator's Triumph

## splitpaw saga



# THE ARENA/THE ARENA: CTF

*desert of Flames*

- Zone
- Key/Quest Zone
- In-Zone Connection
- Hidden Quest
- Selectable Item
- Climbable Wall

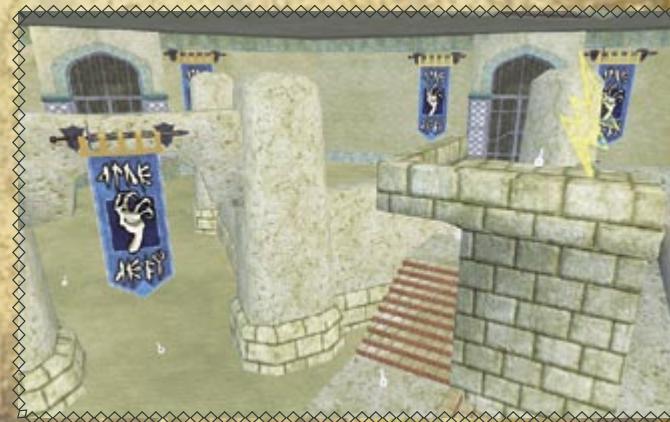
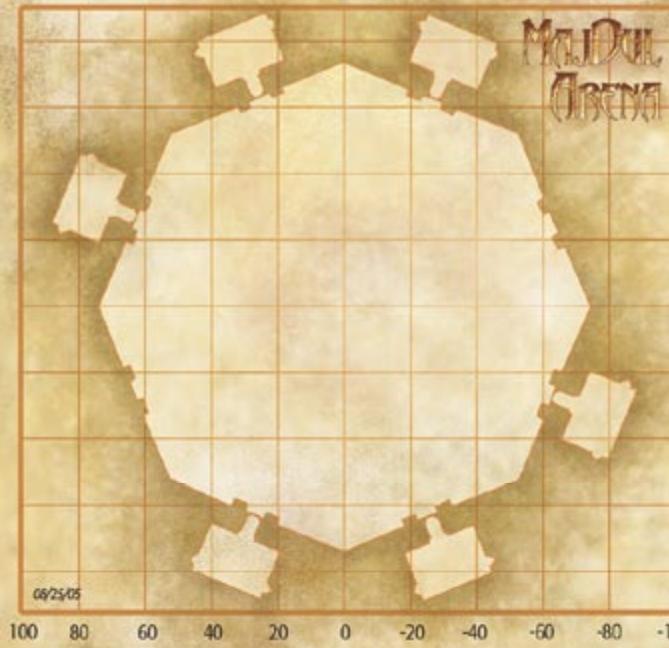
## DESERT OF FLAMES ARENAS OF MAJDUL

### CHAMPIONS COURT

Gates at the end of the main hall are open in some instances, closed in others.



ZONE:  
Pillars of Flame



# ASCENT OF THE AWAKENED

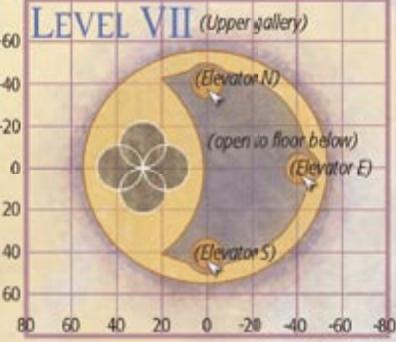
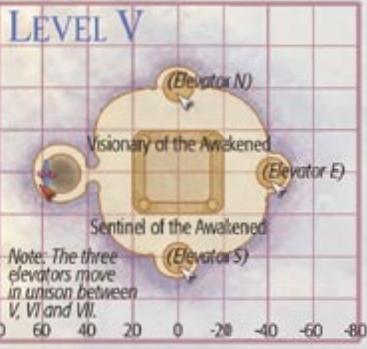
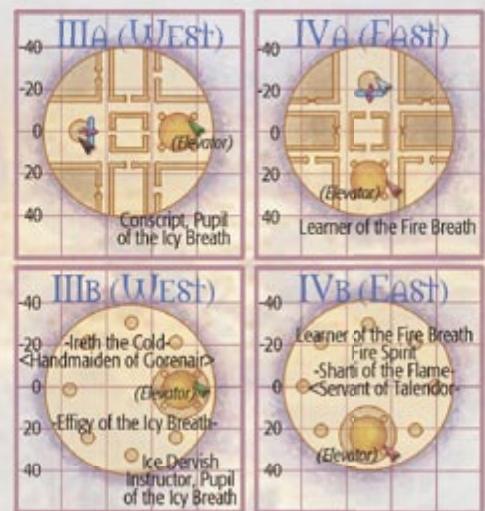
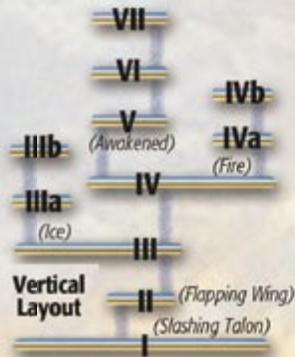
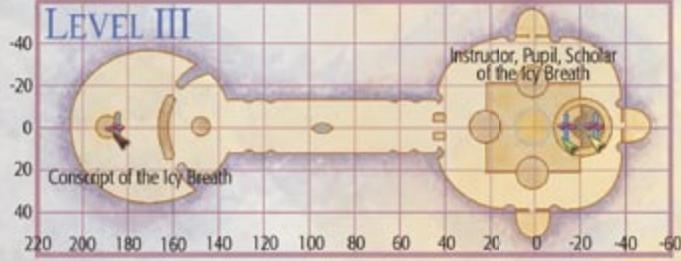
kingdom of sky

# ASCENT OF THE AWAKENED

## THE REALM OF DAWN

**BRASSE**  
© THE IMMORTAL CROWN TRADING CO.  
brasse@dfir.com

Zone  
Key/Quest Zone  
In-zone Connection  
Climbable Wall



# Barren Sky

# *kingdom of sky*



# THE baubbleshire

everquest II

The most charming and carefree of all the many villages that dot the world of Norrath is the Gnome and Halfling haven known as the Baubbleshire.

Situated on land near the Elddar Grove and the Willow Wood, the Baubbleshire was, once upon a time, home only to those of the Halfling persuasion. That came to an end when the Gnomes, arriving from around Norrath, were in need of a place to call home...at least temporarily, anyway. The Halflings were happy to oblige, being of a most kindly sort. In the end, however, they received a bit more than they'd originally bargained for.

Gnomes being Gnomes, they set about "improving" the village within days of their arrival: Gears and sprockets began to spring up about the mountainside as well as one, rather sizable (at least in Gnomish terms), gear planted at the heart of the village itself. Even the pre-existing buildings and homes of the Halflings weren't spared the renovations, with their doors and interiors meeting a particularly Gnomish fate.

Now the Gnomes, of course, meant no harm in their fiddling—it's what Gnomes do, after all. They simply saw these renovations as their own, unique, way of repaying the hospitality of their "temporary" neighbors. The Halflings, for their part, simply smiled and nodded as their new friends went about their tinkering (with the occasional explosion, naturally), and merely hoped that the Gnomes would not work too hard at repaying their hospitality in the future (lest there be no Baubbleshire to call home).

## points of interest

A quaint little village reminiscent of Rivervale before the breaking, Baubbleshire is home to Halflings and Gnomes. Built into the side of rolling hills outside Qeynos city proper, the inhabitants of the Baubbleshire rely on the protection of the Qeynos guards to keep the creatures of Forest Ruins and the Willow Wood at bay. Always a bustling center of activity, the Baubbleshire crafters are among the best in the world, featuring specially created weapons and trinkets made with Gnomish ingenuity.

In the center of the Baubbleshire, the Spectacular Sprocket of Ak'Anon is a tourist's delight and a true puzzle to scholars such as Sage Xoort. Imbedded into the bedrock itself, this giant sprocket stands as a monument to Gnomish inventors of yore. Weary travelers take refreshment and can't help but be revived by the energy flowing from Tapster Bregun's Deep Mug Tavern. Pull up a chair and ask Kaldin Deeppockets for a foamy mug of ale delivered by the endearing Barmaid Estella Muddyfoot and listen to the tales of the adventurers Gornit Penwiggle and Lozoria Shinkicker. Also, make sure to stop for a word with the enchanting Ganla Dindlenod, who waits outside the tavern, and the hardy Mirf Guinders and Algan Tinmizer, who lounge around above the miniature tavern.

As you travel around the town, the scent of Nyla's freshly baked pies draws you to what locals refer to as "Merchant Row." Shoppers looking for anything from food to new weapons will find merchants willing and ready to sell you their wares. Curious customers might even find themselves able to deal their way into assisting a needy merchant or two in exchange for some of their wares.

Once they are well armed and armored, brave adventurers can make their way through the gates into the Forest Ruins in hopes of starting

their own tales of heroism and glory; a wise adventurer would also take a moment to chat with Marshal Surefoot, a sturdy little man near the Forest Ruins gate. Truly skilled adventurers may even wish to sneak through the sewer grate behind The Ringing Hammer, a smithy run by Smithy Findlebop, and make their way into the depths of the Down Below. One never knows what strange items the crafters and artisans of the Baubbleshire will exchange for a bit of coin, so be sure to collect as much as your packs will carry before returning for a pint and a good night's rest.

If you're in need of a good scroll to teach you more arcane wisdom, make sure to visit Scribe Wazzleburn in the Scribe Shop adjoining The Ringing Hammer. In this cozy little shop you can also find Alchemist Drizzledrop working on amazing potions, but if you need any fighting training, you must pop over to the armory to find Trainer Oatheaver.

As in all the villages around Qeynos, a branch of the Qeynos Exchange is always ready to serve the artisans and adventurers of Antonica. In the Exchange, Banker Drizzcopper, Innkeeper Millbanks and Merchant Byrtle sell fine wares for the young (and the short) people of Baubbleshire. Also make sure to stop by and have a chat with Armorsmith Diggin Diggs, who runs his shop, selling wonderful armor crafted by his skilled hands.

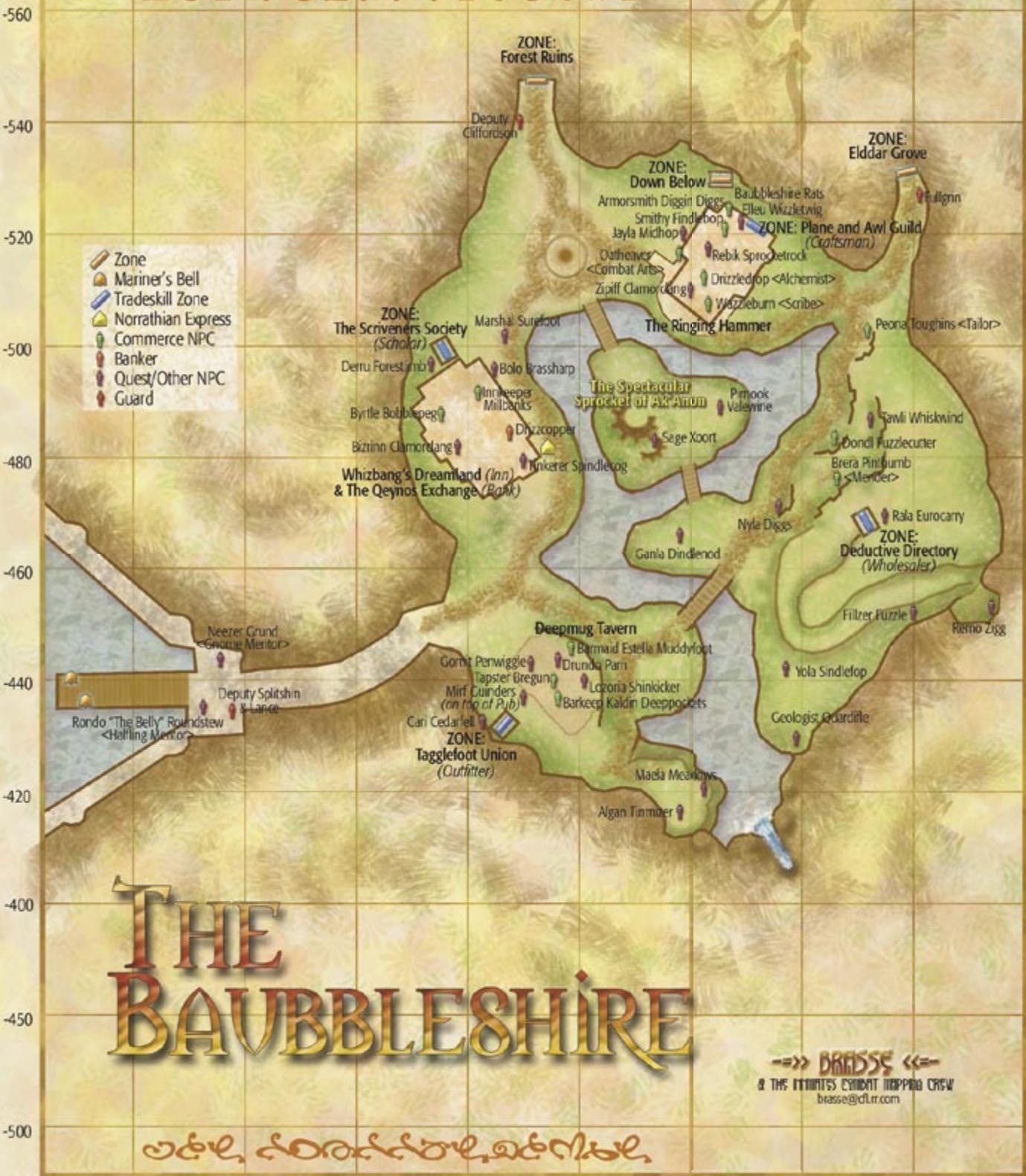
Younger adventurers fresh off the island would do well to talk to Tailor Peona Toughins, a cheery cloth worker near the row of homes nuzzled into the hillside. Mender Brera Pinthumb can be found in this area as well, just in case you find yourself with holes in your armor or rust on your sword. If you feel at all concerned for your safety, fear not, for the gentle yet firm hands of Marshall Surefoot keep the town in order.

# THE BAUBBLESHIRE

960 940 920 900 880 860 840 820 800

- Zone
- Mariner's Bell
- Tradeskill Zone
- Norrathian Express
- Commerce NPC
- Banker
- Quest/Other NPC
- Guard

ΘΕΙΓΟΤΓΓΦΙΕΘΕΞΚ



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# beggar's court

everquest ii

The largest of the districts housed within Freeport's voluminous confines, Beggar's Court was once a prosperous merchant court before it fell on hard times. Its populace is mostly Human with a scant few Half-Elves also making their homes in this rundown area. And, though rundown it may be, that does not mean its occupants are any less proud of their home. For a place with such a bedraggled name, Beggar's Court is stunningly neat and tidy, proving that its inhabitants have a lot of pride in their surroundings (poor though they are).

All that being said, Beggar's Court is the place to go to procure some less-than-legal implements. Contraband is king in Beggar's Court and much of what is found here cannot be found in the city's other, more respectable, areas. If you're looking for something slightly unlawful, there is every chance you will find it nestled here amongst the patched sail- and bed sheet-covered stalls.

## points of interest

Nestled in between some of the abandoned and burned buildings of Freeport, this city district is home to Humans and Half Elves. A maze of passages and rooms border the double courtyard that makes up Beggar's Court, with some attic refuges being accessible only by daring leaps from ledge to ledge. Luckily, most of the merchants and residents of the area are found chatting around the shabby booths that crouch and squat around the courts. They are hoping to pawn their wares.

Alucius Valus or Thavian Destrus are the first people with whom new Human and Half Elf refugees speak upon arriving in their new home. Similar to the other Freeport Overseers, they are a hard and grouchy people with superior attitudes because of their positions. Try to stay on their good sides as you complete your citizenship!

After you enter the upper courtyard from the Docks, Bartender Sestius Buccio and his lovely companion Barmaid Melia will call your attention to their well-known wares. Behind them, Arms Dealer Silentblade works (silently) on fabulous daggers, swords, axes and other such weapons for the avid adventurer. Mender Glanae, an associate of Silentblade, offers repair services and repair kits to those adventurers who scuff their armor and dull their swords on the field.

Shieldsmith Pebblemark and Scribe Inkwell have set up their stations near the Freeport Reserve, hoping that those who withdraw their silver from Banker Voranius will come and spend it on their wares. Nearby, in two large houses in the northwest corner of the courtyard, Mariana Darkleaf, and Marcus Cantarius hope to avoid the official eye, while

Banwyn Sympronian and Sentius Poisonleaf stand where they are sure to be noticed. South of them, in a small, ramshackle apartment, Gilriel Cyuria and Elowyn Equitus take a rest.

Before heading down into the lower court, don't forget to talk to those with booths in the middle of the area or in the houses on the east side! Antius Vedrix, a loner, has rented an apartment up near the dock, though nearby Reana Astia has her eye on the home in case Antius meets with a sudden end. Along the south wall of the northern court, Tailor Thesta and Trainer Saltprow set up shop, while just north of them Alchemist Loamshallow bellows and fusses over his "cheap prices." Festus Septimus looks on with contempt.

The lower court is a good deal more populous than the upper. Down here, the booths have been taken over by a local gang, for the most part; Manius Galla, Crispin Luvinius, and Favonius Seneca cluster around the far east tent, Tullia Domna, Elduin Proceus, and Anrean Velvinna occupy the middle two, and to the far west, Lucius Vulso takes advantage of the shade. Should one need a bow, Bowyer Cinre stands at the base of a long set of stairs (which lead to the home of Rilius Shadowsiege) and Innrooms can be obtained at The Flophouse, with the permission of Innkeep Melus of course.

Near the North Freeport gate, visitors can stop and reflect at the Fountain of Divine Retribution, an inspiration to Inquisitors and Shadowknights the world over...just make sure not to attract the attention of Guard Aquila.



# A F R I C A N I T A L Y

# BEGGAR'S COURT



# big bend

## everquest ii

**B**ig Bend is among the oldest settlements in the history of Freeport. It also has the dubious distinction of being home to two of the more anti-social and violent races: the chaotic Trolls and the short-tempered Ogres. Apparently the Overlord thought it would be amusing to light his very own powder keg beneath the feet of the other, less brutal, races.

Needless to say, if you are not a member of either of the aforementioned, violence-loving races, you would do best to watch your step when amongst the "monsters." If you are so inclined, however, you can find some interesting wares amidst the pigs and chickens meandering about the streets. But be warned: Consume the local concoctions and delicacies for sale at your own risk.

### points of interest

Any Gnome or Ratonga would feel sorely out of place in the Big Bend, the home of trolls and ogres. This village is built with massive proportions—everything is made to be giant-size to suit the needs of its majority population. From above, Big Bend is similar to a wheel, with the Torch of Oggok at the hub and spokes going toward the docks, South Freeport Gate, and The Sprawl Gate. The Torch of Oggok, besides being a centerpiece for the area, is also used for cooking whatever tasty adventurer a troll happens to get his or her hands on.

On the dreary docks of Big Bend, Kroota Gukbutcher and Braz Gutpounder stand ready to greet the trolls and ogres that stagger off of the refugee boat. The remaining passengers who sail on to the next dock release a collective breath of relief. The stench of ogre finally departs to mingle with the already-impermeable stench of Big Bend.

Merchant Molg near the docks calls out to you to purchase her furniture as you wander by; it might very well be good for your health to do as the troll says. Should you make it past her and remain unladen with tables and chairs, head northward into the central area where the majority of merchants ply their wares. Bartender Galenus Fluvianus might not have a true tavern, but his market stall is well manned by Barmaid Poppaea and patronized by Muzzmog, a heavy drinker.

Armsdealer Blort often heads into his hidden home at night; one would think such a large being would be fearless, but Blort seems to have a "thing" against darkness. Luckily, Mender Galbran does not feel the same way; Galbran is on call at all hours of the day or night. Shieldsmith Firda carries shields of massive size for the trolls and ogres of the area, residents near Firda's shop, wish the shieldsmith's

business were not so booming. Should you be searching for softer, suppler armor, Tailor Darby has set up shop near Da Dirlnap; Innkeeper Uglar Splinterthumb intelligently decided that the tailor would bring in business and welcomed Darby to the area. Bowyer Klott, too, lays his wares out on a stall near the inn, though sadly his customers are not as frequent as Darby's.

The Freeport Reserve bank, guarded by the brave and gallant Guard Wompa, is run by meticulous Banker Quintius Calacicus. Should you need to make a withdrawal of silver or gold to spend on any of the wares in the central area, Quinitus is the man to visit.

Before leaving the central area, stop to examine the Torch of Oggok. While it is primitive and somewhat boring, the monument to ogres and trolls is a sign of their strength and unity; it is a sight that should not be overlooked. Once you're done reflecting over the fiery shrine, head southeast and then north at the dead end. A small house to the east houses Jezranaz Rottingskin, should you have any need to visit; otherwise, the next merchant in the area is Alchemist Kaboomga, who sells Kaboomables in his shop. Visit Kaboomga for any of your alchemical or poisoning needs! Continue following the path northward until you reach a large home to the northeast; if you are looking for a good slave, Slaver Brona has a few Barbarians and Dwarves in stock. Should they not be to your liking, continue eastward (perhaps take a trip north to the South Freeport gate and visit Captain Sorio) to discover the scribe shop, run by Scribe Papilius Ahala and cohort Trainer Gromk. Finally, in the far southwest, Crantik the Crazed babbles near The Sprawl gate. Make sure to stop by—Crantik is worth a good giggle or two!





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The name "Blackburrow" is well known in the Kingdom of Qeynos. It was once the home of the largest band of gnolls on Old Antonica: the Sabertooth Clan. The Sabertooth Clan comprised a large number of gnoll packs located throughout the land, and Blackburrow was their vast, nearly impregnable, subterranean fortress.

Throughout the Age of Turmoil, neither the many forces of Qeynos nor individual adventurers of renown were capable of successfully invading the stygian, gnoll-infested bowels of Blackburrow. It was not until the Age of Cataclysms that it was very nearly entirely wiped out.

It was during this catastrophic age that the whole continent of Old Antonica was torn asunder by massive, ground-splitting quakes, and the vast network of subterranean caves and tunnels that made up Blackburrow collapsed; tons of falling rock and earth drowned out the feeble yelps of terror from the gnolls that would now call this their tomb. In this time of great disaster, more than two-thirds of the underground fortress was lost as soil, rock, and water sought to fill the once-honeycombed caverns.

With this great loss came the demise of most of the Sabertooth Clan. What was left of the great clan was trapped in an isolated and remote area. The bedraggled remnants of the once-proud clan managed to tunnel their way to freedom and to a much-changed land. Amidst the wreck and ruin, they began to slowly excavate areas where they could, while doing their best to avoid the attention of the Kingdom of Qeynos, lest they be wiped out completely and consigned to the status of legend.

### points of interest

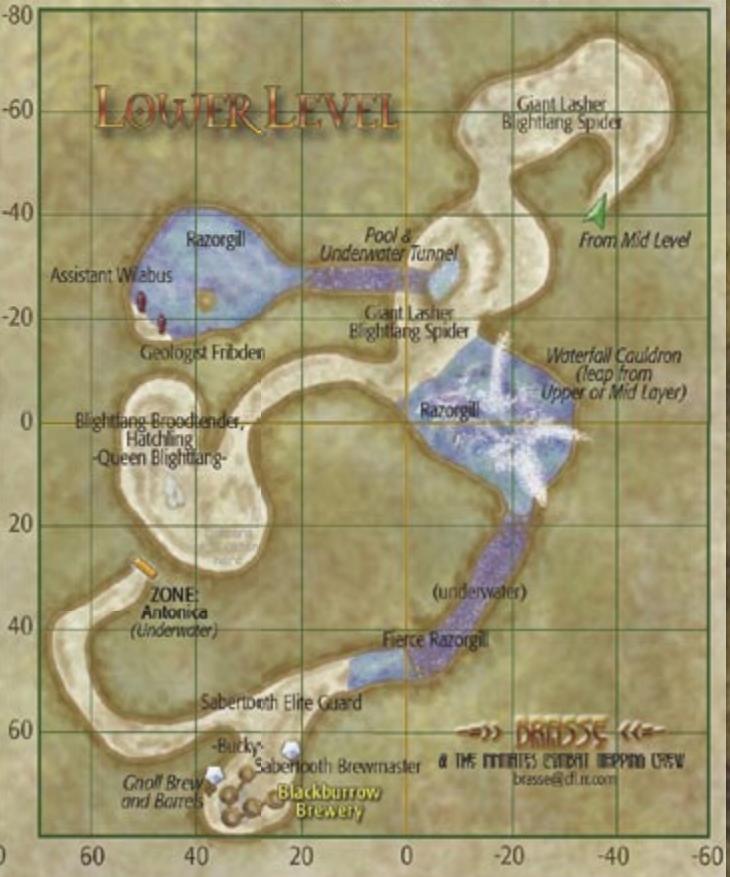
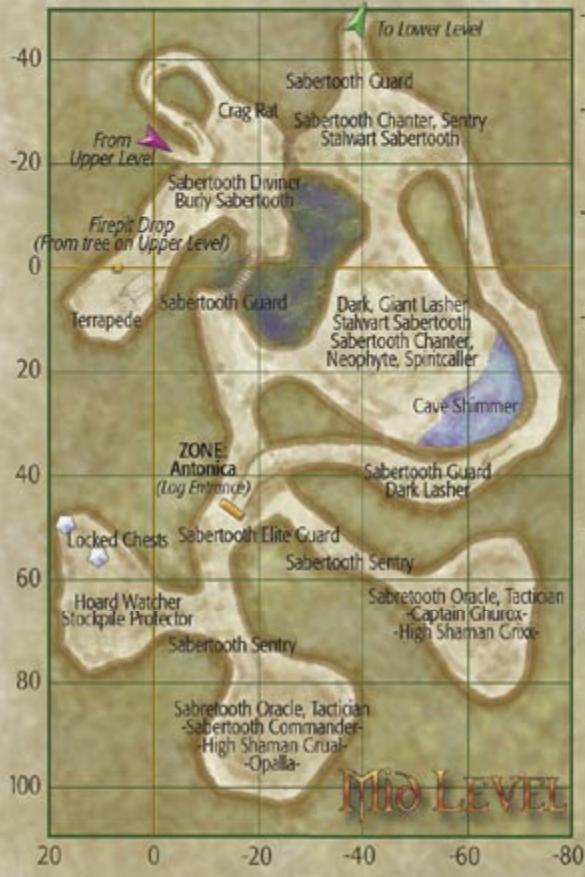
The Blackburrow cave is a system of tunnels carved into the southern Antonican mountain. Its main entrance is a wooden door surrounded by boulders, although a secondary entrance from an underwater tunnel lets you in at the far end of the cave. At the main entrance, a gnoll banner hangs above the entrance, signaling to the wary traveler that no good can come of entering.

North of Blackburrow you can find Darkpaw gnolls scattered across the land like so many ants. They blanket everything from rocky outcroppings to wooded glades. Any spot they can find to drive in a tent spike will be inhabited by these gnolls. Happy amongst the gnolls are feral timberwolves, whose temperaments match those of the noxious gnolls. To the north, Danced of the Pine, a mighty Darkpaw gnoll, wanders through the trees with brutes in tow, looking to ambush unwary hunters.

East of Blackburrow, the Darkpaw gnolls gather around a river. At the head of the river is a glorious waterfall, but the splendor of the falling water hides the corruption of even more Darkpaw gnolls. A secret entrance into the Thundering Steppes is nestled into the craggy mountains, protected by—you guessed it—more gnolls. No group lower than Level 16 should consider removing this scourge from such an idyllic spot.

West of Blackburrow you can find Sabertooth gnolls, cousins to the Darkpaw. Like their cousins, the Sabertooth litter the countryside with their ugly tents. Young brown bears live cheek by jowl with these gnolls. However, one small area has been cleared of their infestation. The entrance to Firemyst Gully is clean and safe and is guarded by Centurion Grimbold Seadirt.

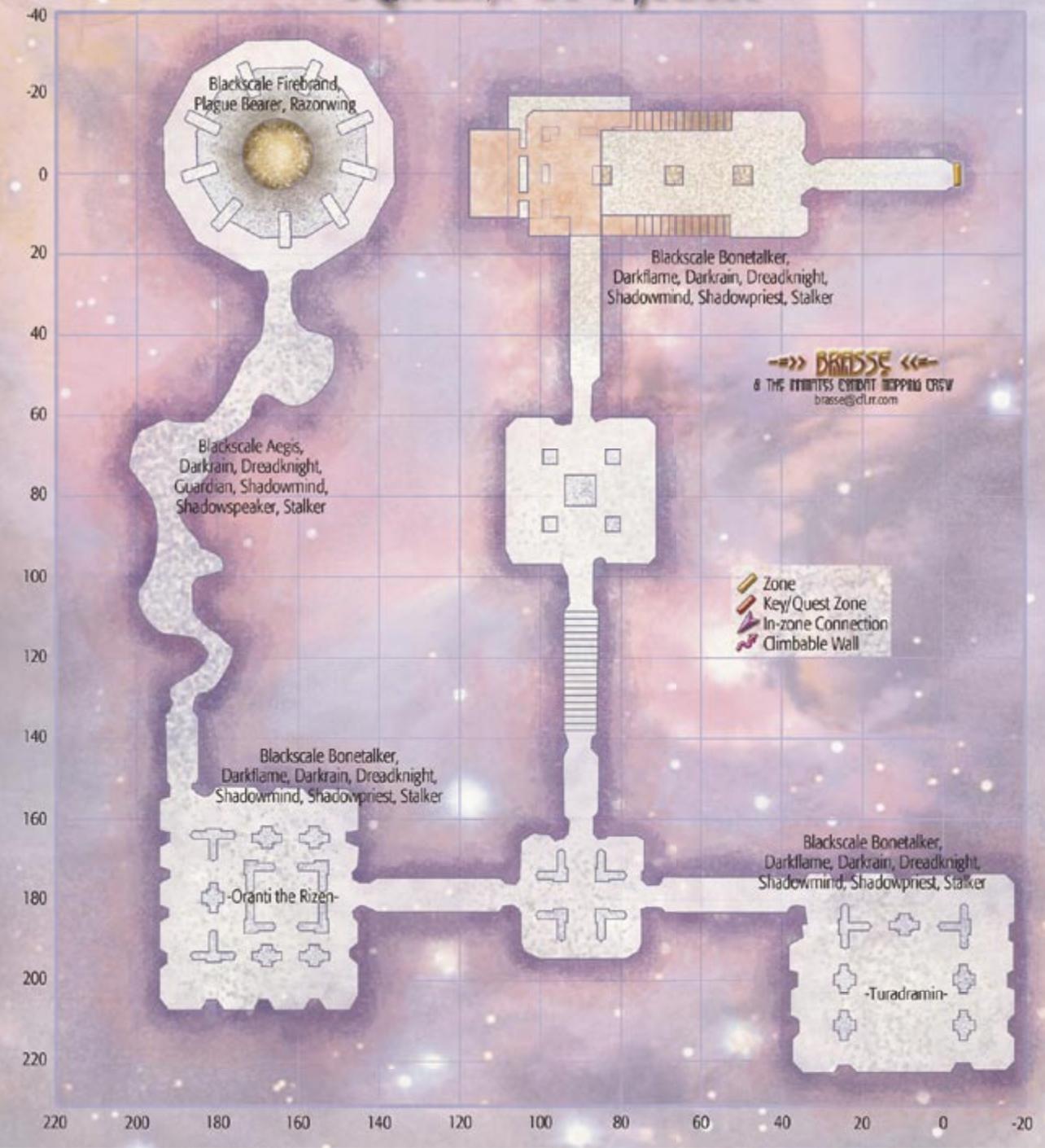




# blackscale sepulcher

kingdom of sky

## BLACKSCALE SEPULCHER REALM OF NIGHT



# bloodskull valley

everquest ii

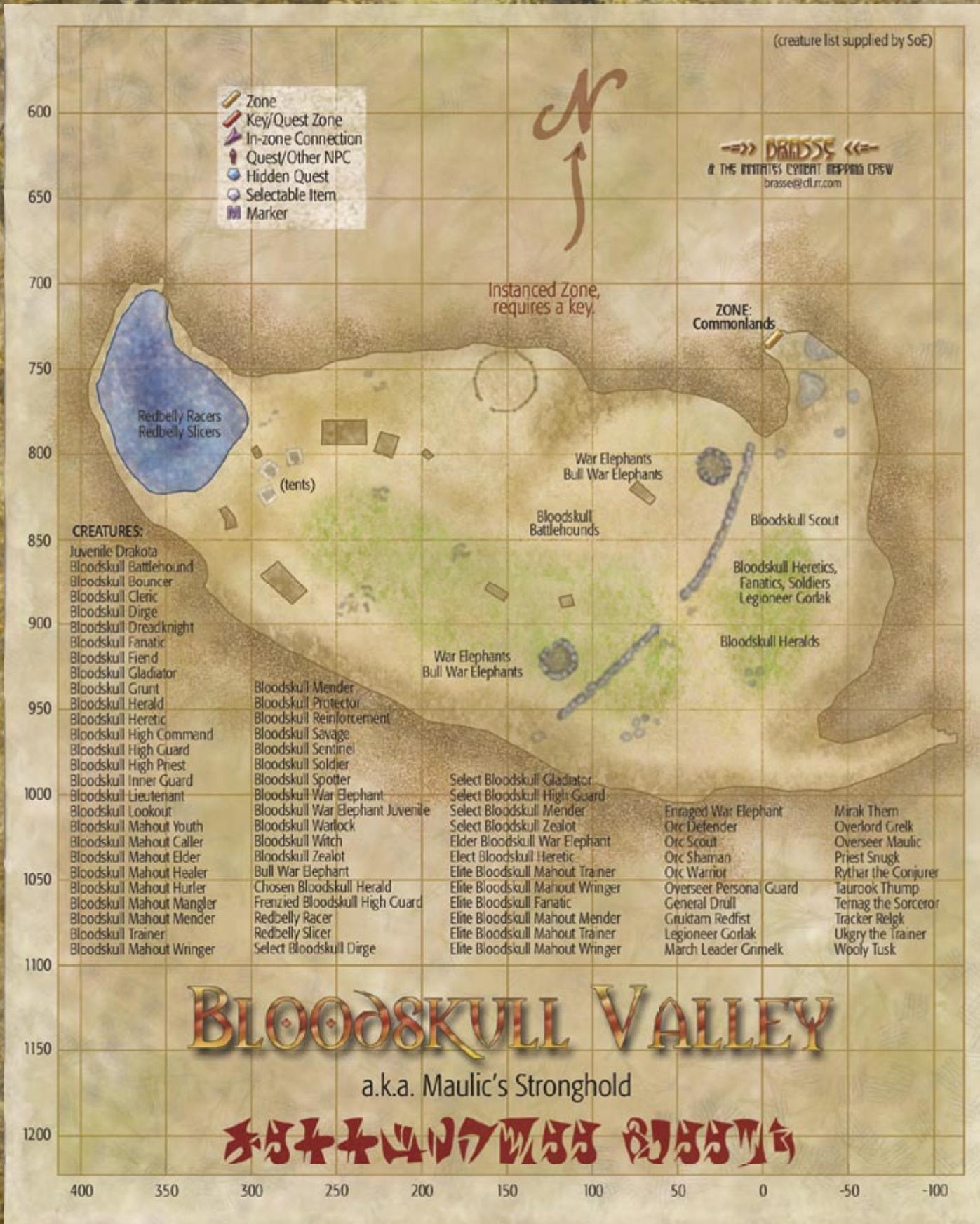
**A**lthough this small valley, which is nestled in the crevasses of Razrorock Ridge, hasn't always been known as Bloodskull Valley, this somewhat-hidden refuge now bears the name because of the arrival of the Bloodskull orcs. While the populace of Freeport at large isn't aware of its existence (which suits the orcs just fine), the orcs have set about rebuilding this ruined outpost with resources scavenged from the nearby Commonlands. The construction is being completed under the auspices of their leader, Thudbrow the Merciless. He is intent on building an army of some size that might someday be called upon to wage war on the Freeport Militia...or any other unfortunate souls that happen to cross the orcs' path.

## points of interest

As you continue to travel southward, you eventually come to the heart of the Bloodskull tribe. A secret entrance to Bloodskull Valley is tucked within the hills, but to enter you must first learn the password. Bloodskull lumberjacks hack away at trees and turn them into spear handles and other deadly weapons used by orcs in their attempt take control of the land. Orc leaders such as Commander Grik'Sna and Ohrgran Foulgore employ fast-moving orc runners to deliver messages between their training camps.

An additional warning: When you make your way to the lake at the far end, be wary of getting too close to the water's edge. The fish have a predilection for humanoid flesh and, after dealing with the boss creatures in the area, these are the last finned fiends you want to run into.

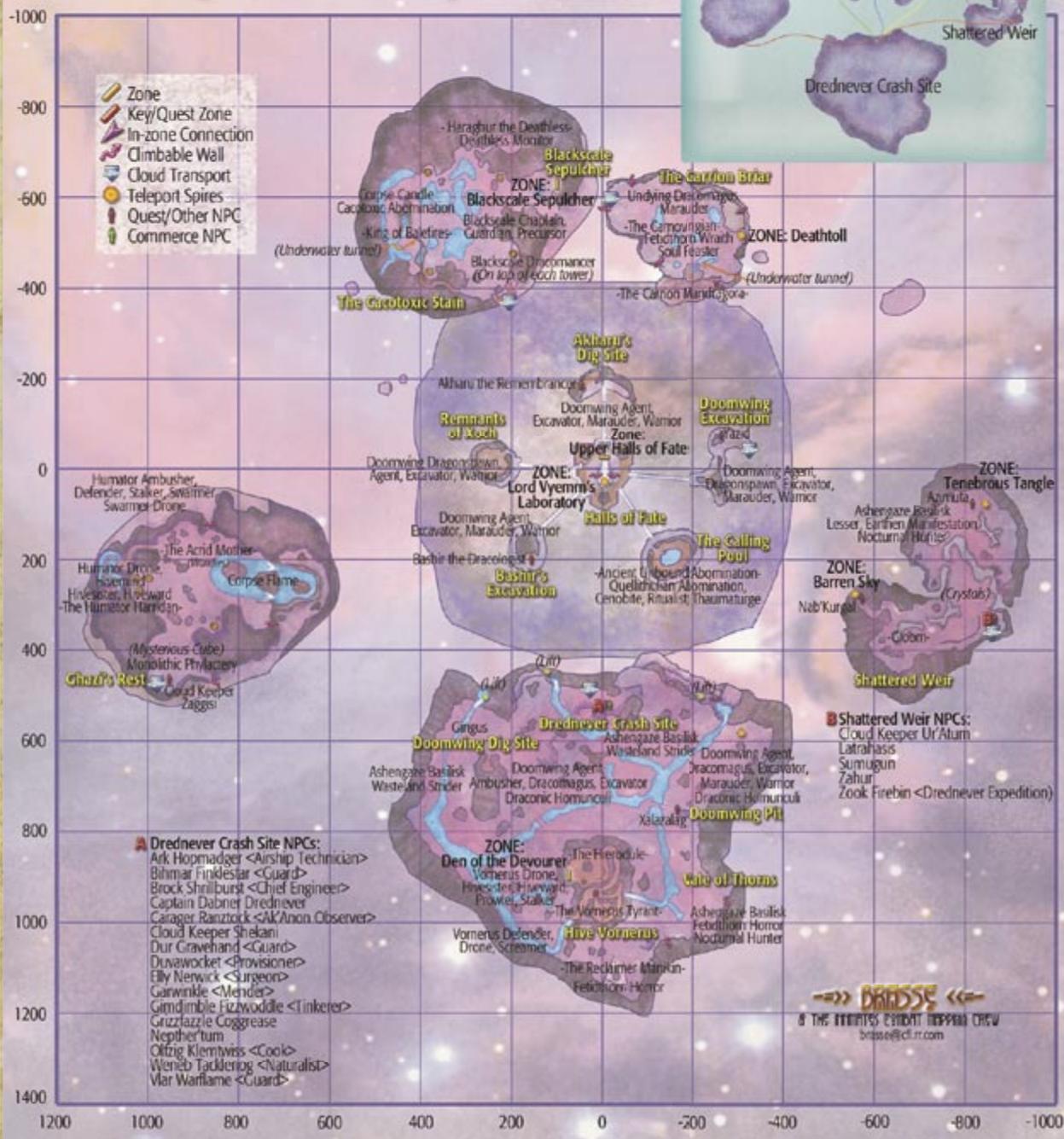




# THE BONEMIRE

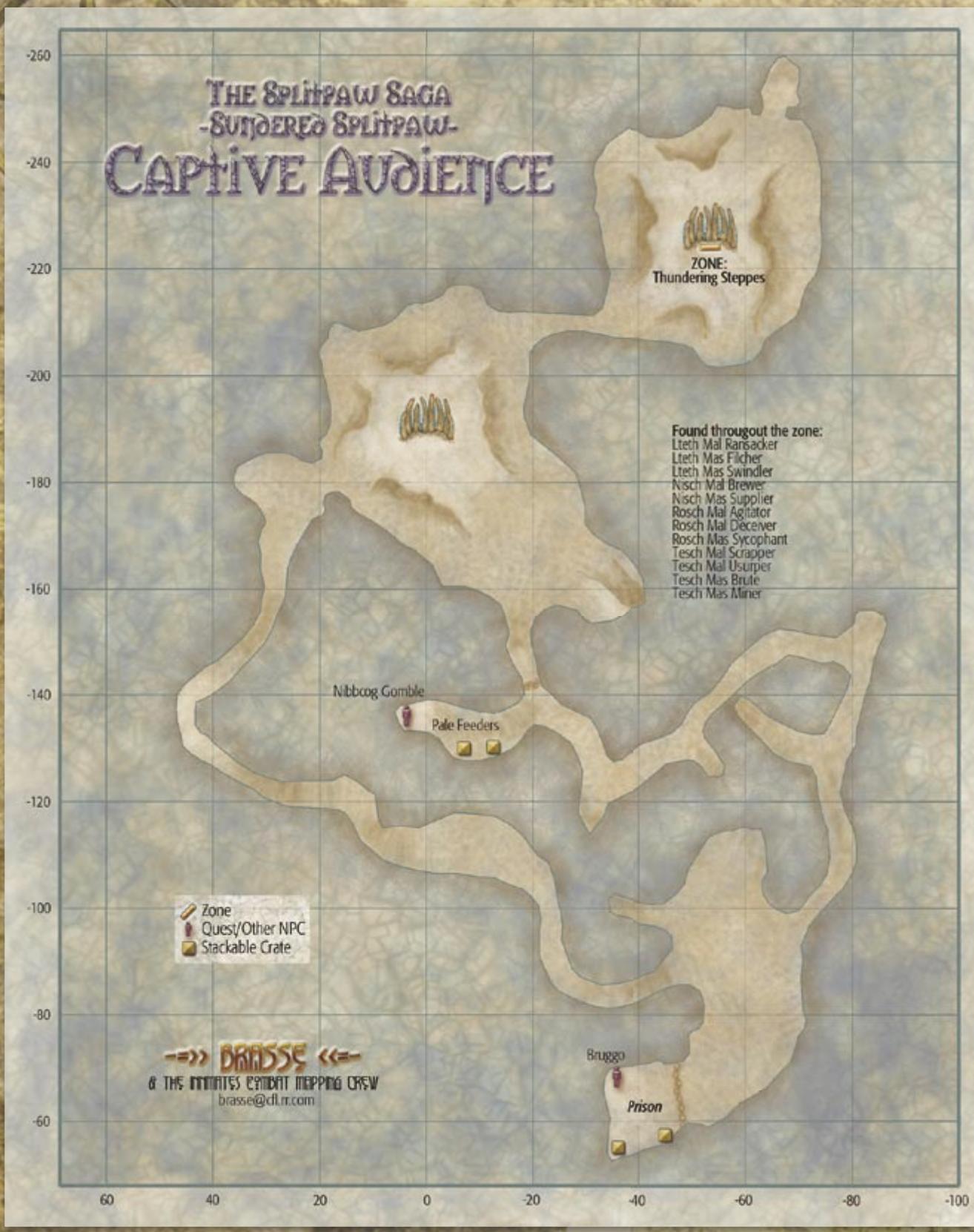
*Kingdom of sky*

## BONEMIRE REALM OF NIGHT



# captive AUDIENCE

Everquest II



# castleview hamlet

*everquest ii*



> continued from 29

**C**astleview Hamlet resides in the lee of Qeynos Castle, with the architectural cues of the latter informing those of the former. This architecture and design gives the Hamlet its own unique look amongst the many villages in and around the city. No doubt due to the proximity of the castle, the area in and around the hamlet is pristine, with nary a speck of litter to be found.

This village is home to both the oldest and youngest races in Qeynos: the Frogloks and the High Elves. One thing that is very evident is that strict order is maintained in Castleview. The pairing of such long- and short-lived races would seem unlikely, but was actually requested by the High Elves once it became known that the Frogloks had selected this particular location where the High Elves already dwelled.

Oddly enough, the residents of Castleview Hamlet are from two ends of the chronological spectrum: the dignified High Elves live side-by-side with the newly-spawned Frogloks. Though this might at first seem odd, the High Elves care for their new charges in an almost parental fashion, infusing the young race with the highly evolved sense of patience that the Elves cherish most above all other things.

For the Frogloks, impetuous though they are, their respect for honor and love of virtue make them particularly receptive to the Elves' lessons. For their part, the Frogloks attempt to teach their "parents" the one thing that all Frogloks learn by the age of two: "Seize the moment to protect the innocent."

Antonia dearly hopes that the two races can temper each other's extremes and find a happy medium where they can both thrive.

## cauldron hollow

everquest ii

**C**auldron Hollow is a small settlement. Few besides the pirates and Thexians know of its existence, and those who know never speak of it for reasons unexplained. The cove is in a clearing nearly surrounded by ridges. It contains a number of Dark Elf dwellings. It is named for the legendary Dark Elf warrior arena of the same name.

The cove has been overtaken by a clandestine cult of sinister beings. How the Thexians, a Dark Elf extremist society, allow such blasphemy within their sacred lands is bewildering. Little is known of the beings that inhabit the area. They are ignored and left to themselves as if people do not even know they and Cauldron Hollow are there.

### points of interest

Just off the beaches of Nekulos Forest is a forbidding gateway. This dark door leads to Cauldron Hollow, a small area where very bad things have been happening. Wave after wave of incredibly powerful enemies will assault your team in this village. Make sure you bring many allies along, as these foes will easily lay waste to a small force.

All manner of ghostly and ghastly undead will attack you here, as well as a few of the living. The small size of this area may be deceiving, as you will most likely be here for some time, if you survive.

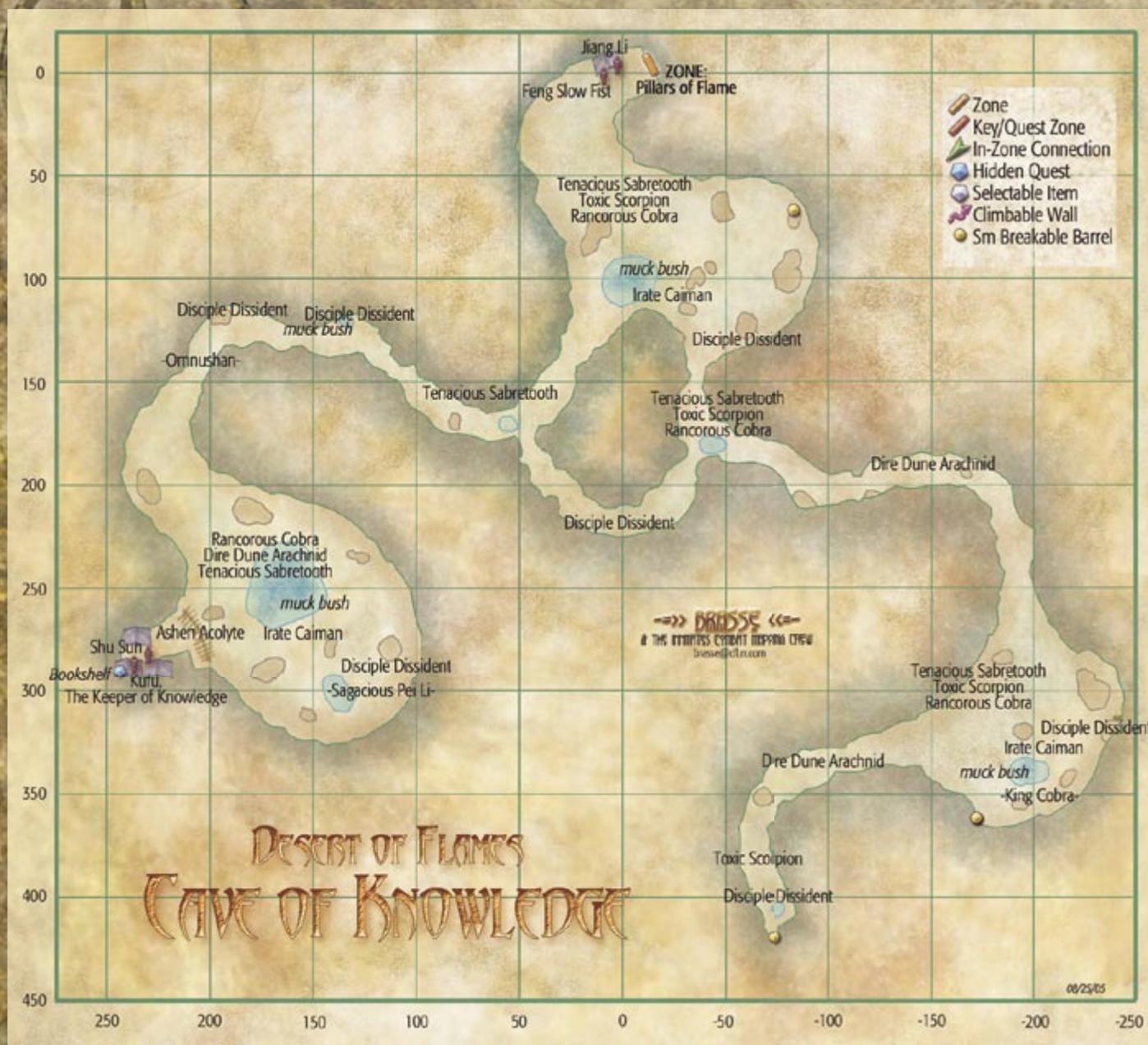


# CAULDRON HOLLOW



# THE CAVE OF KNOWLEDGE

*desert of flames*



# THE CAVES

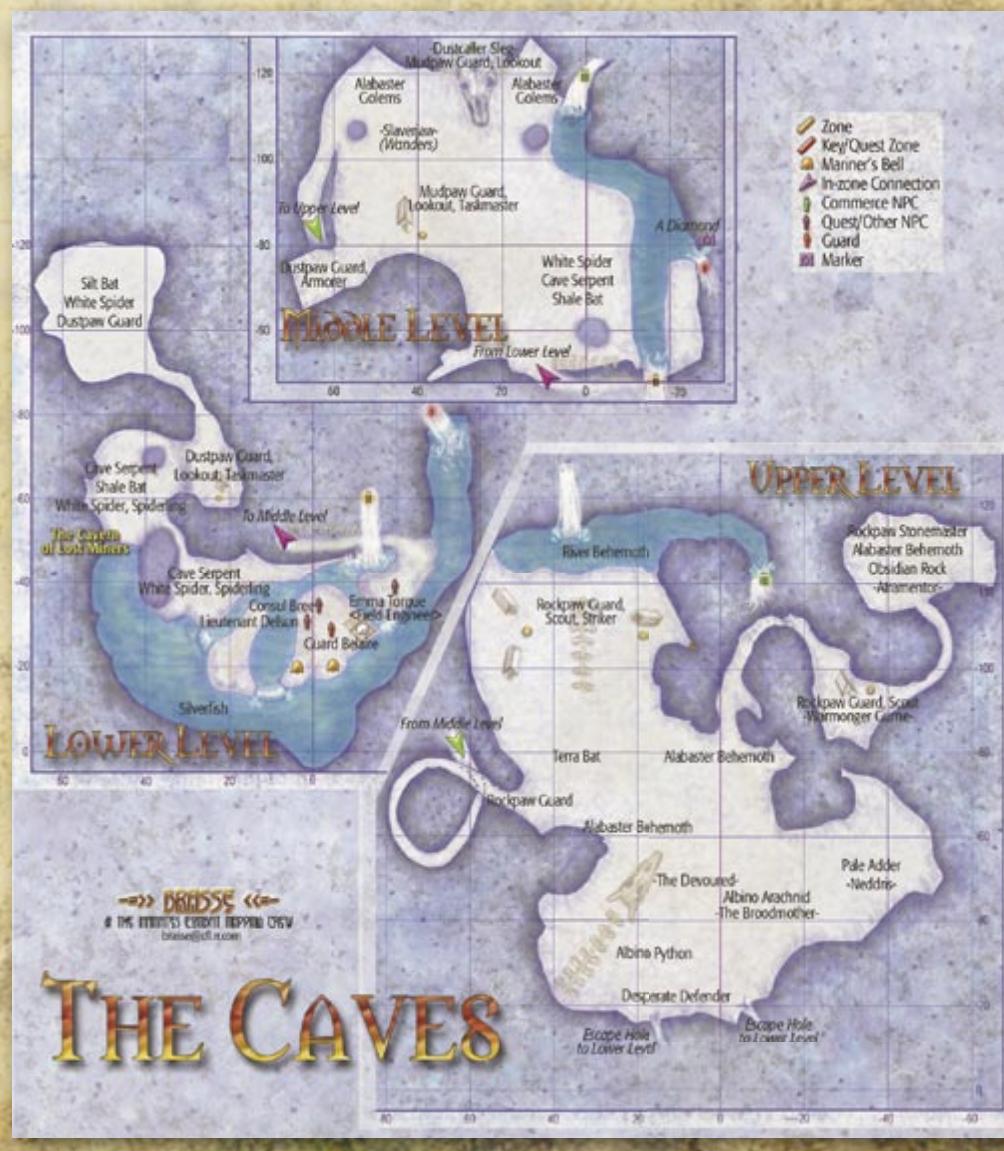
## everquest II

Recently discovered, the Caves house abundant amounts of precious alabaster and emerald deposits, thus making them a valuable find, indeed. Albino bats, cave serpents, and white spiders are the most common inhabitants of the depths, although the occasional appearance of stone golems serves to heighten the sense of mystery that infuses the very bedrock.

The less-than-ambitious Rockpaw gnolls have made their home within the Caves for a long time, but instead of working to expand their lot in life, they squabble with their lesser cousins, the Dustpaw and the Mudpaw. When first reports of a halt to the hostilities reached Qeynos, the reaction was utter disbelief mixed with a sudden sense of dread. This dread was, as it turns out, well-founded: As additional reports from Oakmyst Forest, the Forest Ruins, and the Peat Bog suggested, an unknown new enemy was afoot in the region. The initial disbelief and dread suddenly gave way to abject fear.

Summoned by the Queen, Consul Bree was sent, alone, into the Caves to assess the potential threat looming before all the peace-loving folk of Qeynos. She spent two weeks in the depths and, upon her return, she spoke to nobody save those in the company her majesty.

Since then, Consul Bree has seemingly disappeared—rumblings amongst the city guards suggest that she was allotted additional resources (including the salaries of a Qeynosian Lieutenant and a Field Engineer), as well as a few weeks' worth of supplies. Because of Bree's unexplained leave of absence, many in the Qeynos Guard anxiously await some word from the Queen on the current state of affairs. Though rumors further suggest she, too, has been waiting, silently earmarking certain adventurers who have shown promise and may be of some use in delving into this "mystery"....



# Cazel's Mesa

## desert of flames

### points of interest

Cazel's Mesa is tucked away in the southern cliffs in Giant's Field of the Pillars of Flame. No special requirements are needed to enter but it's a good idea to go in with a group that you know and trust. Cazel's Mesa is a small, enclosed area crowded with giants, sandfang cats, and unusually large cyclops. Once you enter Cazel's Mesa, be ready to stay through to the end because if you leave, you're locked out for a long time.

You enter at the north end of the map and danger isn't too far off. From the entrance alone you can see a group of large, named, cyclops.

Rarantar and his band of named goons stand off in the distance but the immediate dangers are the patrolling sandfangs and lesser cyclops near the entrance. Before you tackle the named mobs, clear the area leading up to them to give yourself room to fight. After you defeat Rarantar, get back up to safety quickly if you're hurt as Darantar the Tamer will spawn in his place. Think you're done? Look behind the rocks in the center of the mesa to find Cazel the Mad flanked by a couple of Rarantar Revived. It's hard to tell if Cazel is really crazy or just angry. Clear the area of lesser mobs before tackling him.



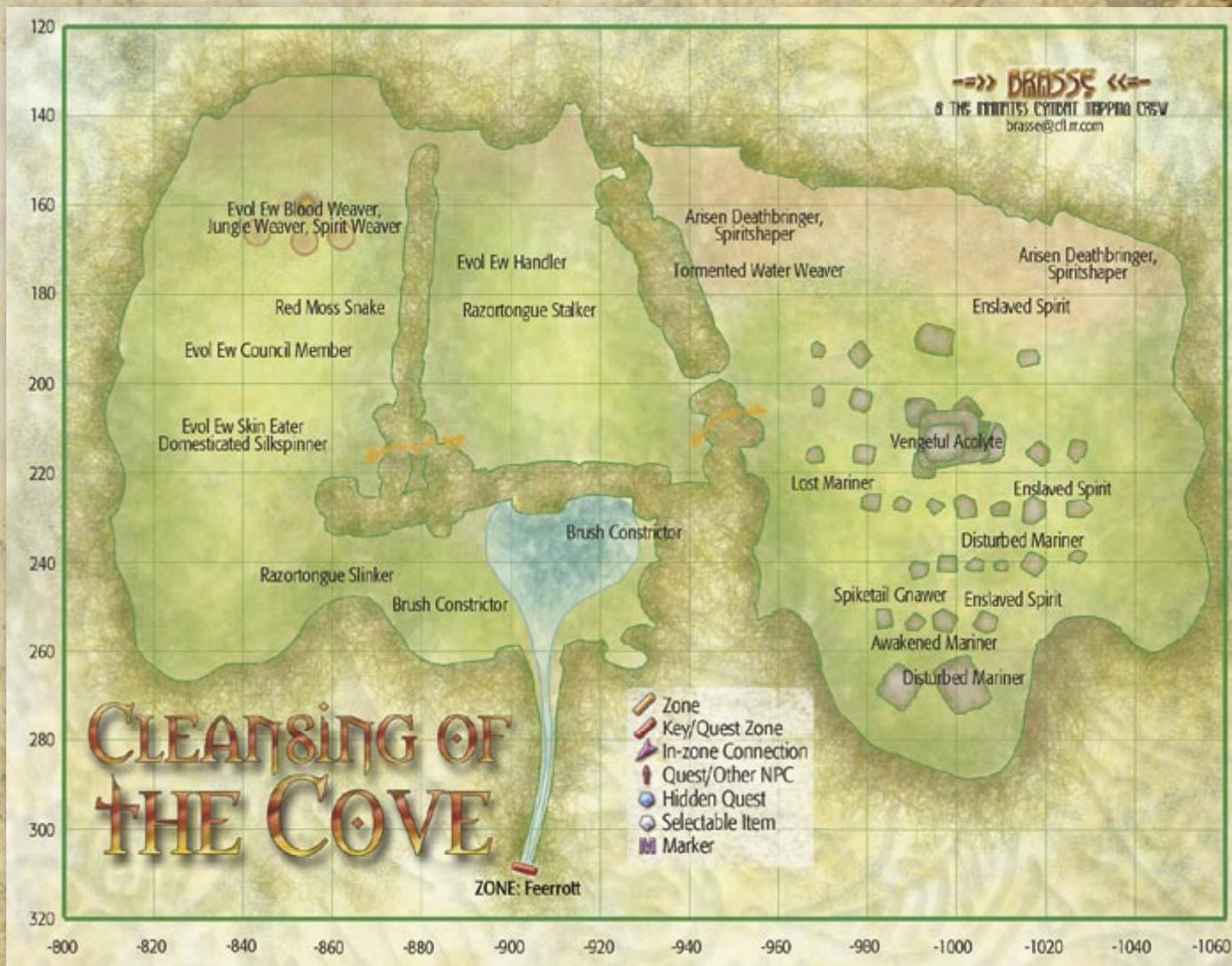
# Cleansing of the Cove

everquest II

## points of interest

The explorers from the major cities of Norrath seek to have a vengeful spirit put to rest, and the Cleansing of the Cove is where this happens. This small area is entered via the Feerrott, and is well suited to an individual adventurer. Small groups of lizardmen inhabit a camp, and snakes and ordinary lizards live near their more highly evolved brethren.

Beyond the camp and a couple of broken walls, the undead roam. Several Iksar spirits wander aimlessly, and many skeletons hover near a mysterious altar. By killing the undead surrounding the altar, you can awaken the Spectre of the Feerrott and send it to its final destination.



# THE CLEFTS OF RUJARK

## *desert of flames*

### points of interest

The Clefts of Rujark can be entered from the Pillars of Flame as well as the Sinking Sands. The Clefts of Rujark can be divided into three separate levels. You can travel between levels by using the two elevators or by dropping to a level that's below you. But before you can use the elevator you need to complete the quest from the switch at the base of the elevator to get a key from the Overseer in the Overseer's Chamber.

#### LOWER LEVEL

Whether you enter from the Sinking Sands or the Pillars of Flame, you arrive at the lower level of the Clefts of Rujark. The Pillars of Flame entrance is in the south and the Sinking Sands entrance is to the west. The elevator to the second level sits between the two entrances. After you start the quest at its base, slay the Overseer in the Overseer's Chamber for the key.

#### MIDDLE LEVEL

The second level's main attraction is the War Room where a few named orcs spawn and drop keys to treasure chests in the Treasure Chamber just north of the War Room. To the far north of the second level is the entrance to the Vault of Dust. South of the elevator from the lower level is the elevator to the upper level.

#### UPPER LEVEL

The upper level of the Clefts of Rujark is home to many of the named orcs in this zone. All the named orcs drop keys to their treasure chest in the Treasure Chamber. In the southeast corner is Shanrazad, a trapped djinn who needs your help. The zone to Scornfeather Roost lies in the northeast quadrant and doesn't have any special requirements for access. In the southeast corner is the Throne of Conquest, the seat of Advisor Nazgoth.



# DESERT OF FLAMES CLEFTS OF RUJARK



- Zone
- Key/Quest Zone
- In-Zone Connection
- Hidden Quest
- Selectable Item
- Climbable Wall
- Locked Door

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# THE COMMONLANDS

*everquest II*

The Commonlands is a battle-scarred, sub-tropical savannah, locked in the jagged embrace of Razorrock Ridge, a mountain range of immense size. Located on the eastern edge of the Shattered Lands, upon the continent of D'Lere, the varied terrain ranges from lush grasslands to jagged hills dotted with copes of trees—wooded isles adrift in a verdant, shimmering, sea of greenery. Amidst all this natural beauty lay the battered husks of human and orcish settlements, signposts pointing to a bloody and strife-filled past.

Upon a time, the Commonlands was a haven for the Deathfist Empire. Although they were driven out during the Battle of Defiance, orcs once more populate the region. An echo from the past is finding its way to the present, welcomed by eager, orcish, ears.

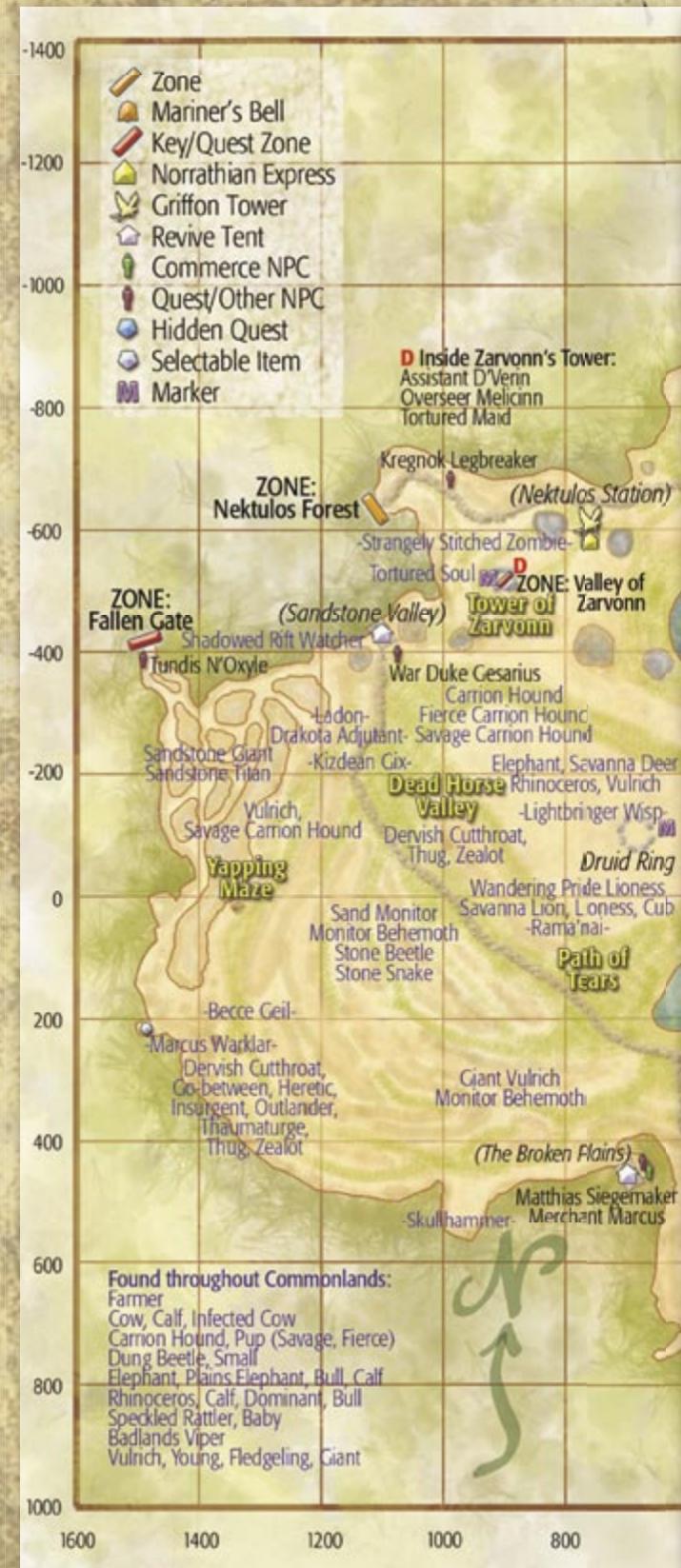
## points of interest

**WEST FREEPORT GATES** — Follow the path out of the gates, and you'll eventually come to what the locals call the Crossroads. Be careful on your journey, though, as orcs patrol the land. Not far up the path, you encounter the first Guard station, although it's more of a destroyed wall than a station. Sergeant Borus commands this "station" and tries to keep the orcs at bay. It's a good idea to stop and chat with the sergeant as the guards can only kill so many orcs. To the north as you continue your run to the Crossroads, you see more vermin, packs of carrion hounds, and larger banded armadillo. Keep your head low, stay on the path, and run for the Crossroads. (Oh and most importantly, take the left fork in the road!)

**THE DOG POND** — If you're feeling brave, turn northeast when you come to the fork in the road and head out along the savanna. Leave the well worn path and head southward to the Dog Pond, aptly named for the various carrion hounds that make their dens around the pond. Also coming to drink at this watering hole are elephants of all ages, dung beetles, and more snakes. The Master of the Hunt stands watch over the shelter in the desert.

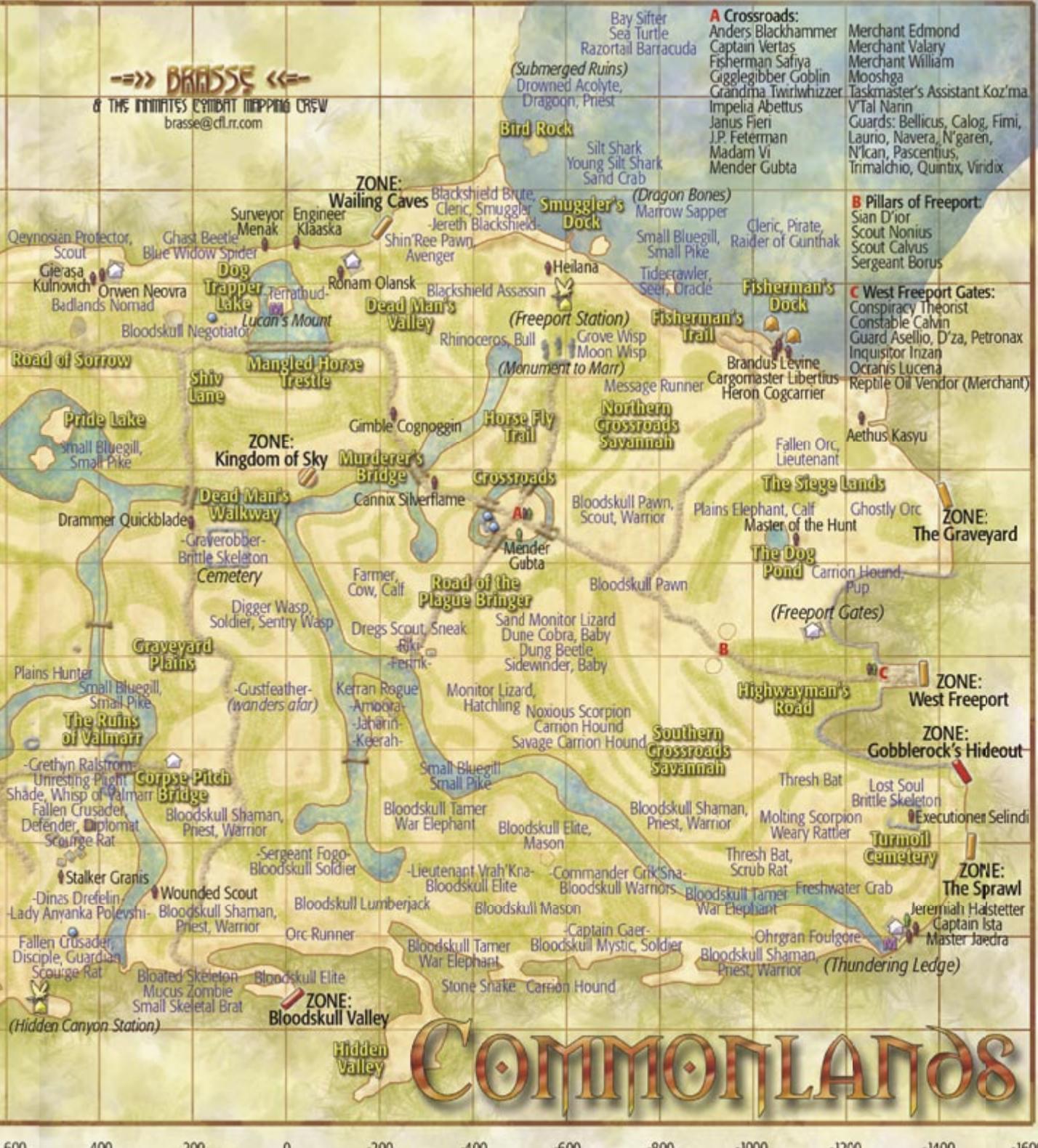
**THE SIEGE LANDS** — Make your way northward from the Dog Pond and you be out on the Siege Lands. The staging ground for a long-ago assault, the Siege Lands are now a dangerous place for all who venture there. Ghostly orcs and skeletal fallen orcs wander the flat lands searching for either their final revenge or their final rest. Navigate your way safely through the Siege Lands down to the Fisherman's Docks, though, and you find that there are mariners who can be called by the ringing of the bell and hired to take you back to various areas of Freeport. Follow the shoreline north and west past the sand crabs and eventually you will come to Smuggler's Path.

**DEAD MAN'S VALLEY & THE WAILING CAVES** — If you're feeling brave, or perhaps just foolhardy, make your way straight westward from the Smuggler's Path out into Dead Man's Valley, so named because of the Shin'Ree clan that rule the area. You soon find that they are not the only danger to avoid while passing through. Snakes, beetles, deer, and elephants may seem like simple game for the hunt, but all have learned to fight back, and fight hard. If you're out looking for a meal, be sure to bring friends to share it with, because you'll need them simply to make the kill. While in the area, you may also want to take those friends into the Wailing Caves for some exploring. At first sight, you might be a bit startled—it's a huge maw, a face locked in a snarl. > cont. to 40



**--> BRASSE <--**

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> continued from 38

## COMMONLANDS POINTS OF INTEREST

Not to be confused with the Dog Pond that you saw earlier, Dog Trapper Lake marks one edge of Dead Man's Valley. Another local watering hole on the savanna, you find that here the rhinoceros and elephants co-exist peacefully with deer. In the center of the lake, a monolithic spire juts out from the waters. Make your way to the top and enjoy the vista, or tuck onto the ledge and fish for a while, if you dare.

Tired adventurers can either use one of the Griffin Towers to return to Freeport for the night, or make their way south-westwards to the Crossroads. The towers are one of the modern miracles of Freeport and aid travelers. Climbing the tower, you see three platforms. From here, you can fly to the Nektulos Griffin Tower or the Hidden Canyon Griffin Tower. But beware! The Hidden Canyon tower has undead that protect the Canyon's entrance. This location is not for the faint of heart!

**SHIV LANE** — As you walk east and south toward the Crossroads from Dog Trapper Lake, you are traveling along the path named Shiv Lane. The lane also continues westward toward Nektulos Forest. Lest you think that such a well-worn path is safe, look both left and right and you'll soon see otherwise. Beside you, wandering prides of lions travel between the lake and river, especially at dusk and dawn. Strange birdlike creatures called vulriches are so fierce that even the lions don't hunt them for food, so don't get too close without being ready for a fight.

**PRIDE LAKE** — Following Shiv Lane, you eventually meet up with the Road of Sorrow. While traveling this road, you see a lake to the south and all the animals that inhabit the area. A closer look reveals lions, dogs, rhinos, elephants, and more. The interesting part is that all of these animals aren't out there killing each other. Then why are they so hostile to you?

**TOWER OF ZARVONN** — As you near the end of the Road of Sorrow, you see the Nektulos Forest gates; if you look to the south, you also see tortured souls aplenty surrounding the Tower of Zarvonn. It is an evil-looking tower that can strike fear into your heart. The ghosts, or "tortured souls," seek warm flesh, so be careful about getting too close. It has also been rumored that a strangely stitched zombie has been seen in this area from time to time.

**THE CROSSROADS** — With all the traffic in the area, from those who are heading to Nektulos Forest to those travelers from the boats, it was only a matter of time until the Freeport Militia set up protected area for travelers and merchants. It's nothing like what Freeport proper can offer in the way of wares, but it's enough to get you by in a pinch. The merchants here sell basic food and water but they're always on the lookout for someone to run an errand or two for them. Merchants Valary and William both have been expecting deliveries from the city for days, and ask any who pass through if they have come recently from Freeport. If you spoke with Inquisitor Irian back at the Freeport gates, then you'll know that Merchant Edmond isn't quite all that he seems to be, and you'll want to speak with him for your "assignment."

Heading southwest from the Crossroads takes you down the Road of the Plague Bringer toward the home of Undead Ratonga and Kerra. Don't try them alone, as they usually come in pairs and are quite dangerous. Also, be sure to keep a close watch on your pockets should you decide to follow the path through the huts by the river. Dreg sneaks are very sneaky and have been known to liberate quite a few travelers of their coin!

## THE CONDEMNED CATACOMBS

Everquest II

### points of interest

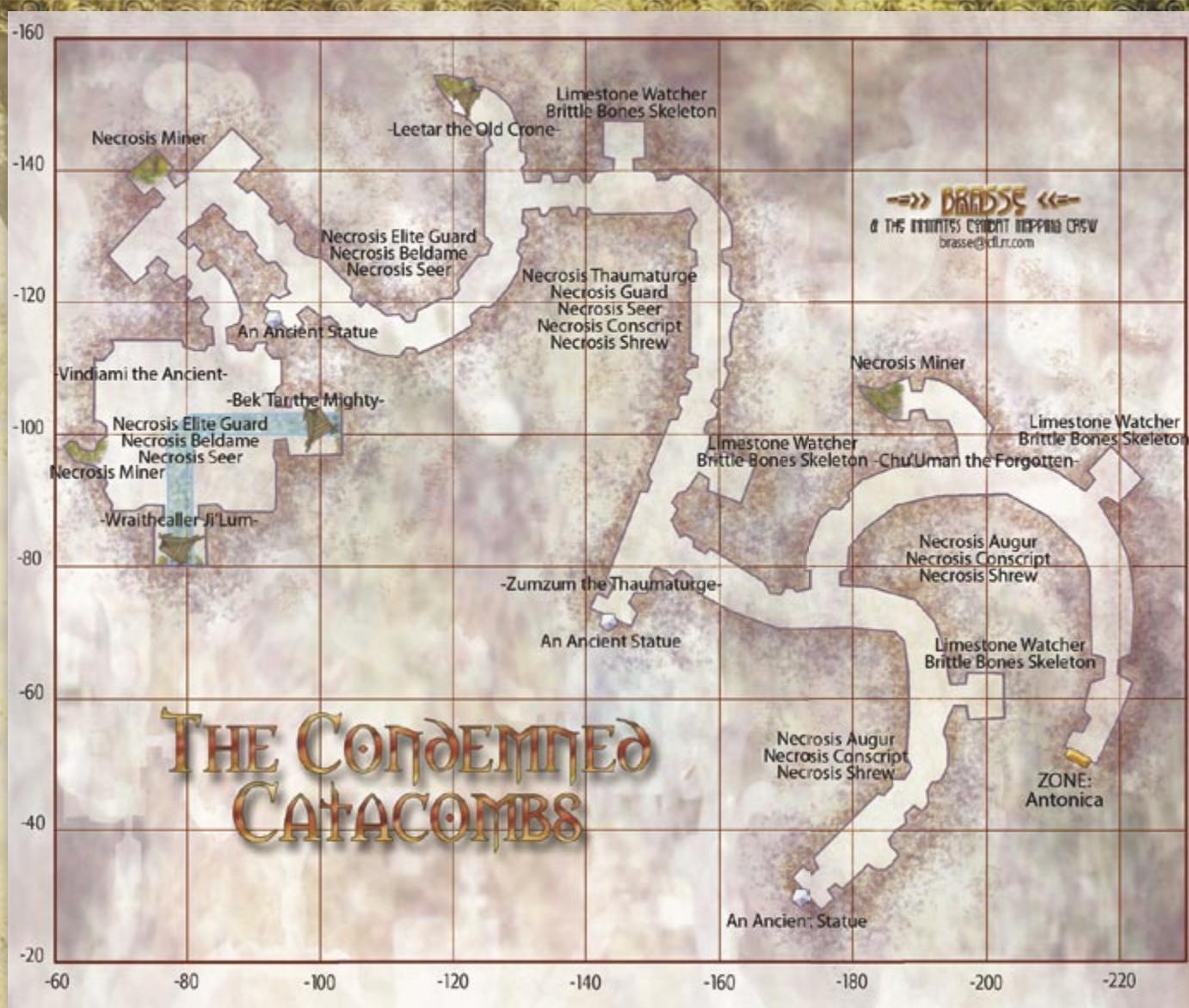
In Antonica, off the northern shores overlooked by the Oracle Tower, the Necrosis goblins have eked out a little niche for themselves on the rocks. They have also found a passage to a nearly forgotten, closed-off portion of the Qeynos Sewer System. The goblin miners work tirelessly to penetrate the cave-ins dividing these catacombs from the rest of the undercity, and their leaders have taken up residence in the convenient pits as well. This small section of catacombs is host to many very tough

goblins that will test the mettle of any group of adventurers who chooses to go up against them.

This sector of the Qeynos undercity is not accessible from Qeynos, but rather from the aforementioned rocks. Keys are available for purchase from one Dillan Bolefreg, in Antonica.

Even though the area is small, it is easy to get turned around in the twisting passages. Bring a map along to keep this from happening.





# COURTS OF maj'dul

## desert of Flames

The vizier nominally rules over Maj'Dul from his palace overlooking the citadel. In truth, he is much more concerned with power and revenge.

Mudeef was once an adventurer who sought the secrets of the planes. He came upon a bard who knew an ancient song of Veeshan with which could grant access to the dragon goddess's domain.

Once inside the Plane of Sky, Mudeef could tell that all was not right. Lacking Veeshan's influence, the plane itself was collapsing. He came upon the floating palace of the djinn. In the court of the Djinn Master, Mudeef was welcomed warmly. The master gave Mudeef a golden box of great value, thanking him for his visit.

Upon his return to Norrath, Mudeef joined his friend Ahkari in the citadel of Maj'Dul. When he opened the golden treasure box, Mudeef released a djinn that had been trapped within it. The djinn swore an oath to Mudeef to forever remain in his service for freeing him. The djinn explained that this same obligation would hold true for any djinn that were freed from the Plane of Sky.

Mudeef told the djinn of the song that had granted him access to the plane. The djinn told the conjurer how to build upon that magic and summon the entire citadel to Norrath, giving him an invincible army to command. Eager to gain this power, Mudeef journeyed to the desolate region known as the Pillars of Flame and wove the spell that would pull the citadel through to the material plane.

After a long and arduous process, he was finally successful in opening a gateway to the Plane of Sky and pulling the Shimmering Citadel through. When he returned to the court of the Djinn Master to take command of the palace, the Gnome was mocked by the powerful being. Mudeef has been used as a pawn by the Djinn Master, who wished to gain access to the material plane. There was no oath of servitude, as the trapped djinn had claimed.

Upon his return to Maj'Dul, the furious Mudeef found out that at least one part of the djinn's story was true; the creature was bound to the golden box and could not escape to join the others of its kind in the Shimmering Citadel. Mudeef held the djinn captive as he plotted his means to exact revenge on the Djinn Master that had tricked him.

Mudeef now lives ageless in his tower, consumed by hatred for the Djinn Master and delighting in the torment of his captive djinn.

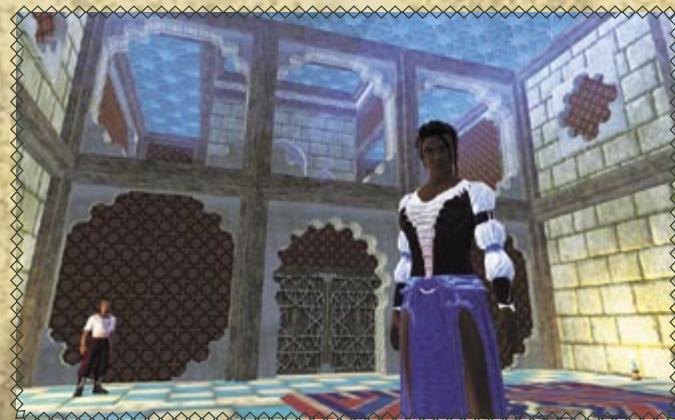
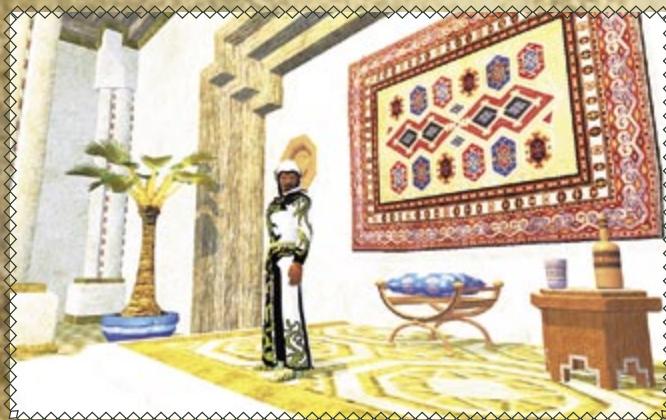
### points of interest

The three main factions, or courts, of the city of Maj'Dul are the Court of the Blades, the Court of the Coin, and the Court of Truth. Each of these groups has their own little place to call home, where their caliph resides, along with all the services the members of the court might require. These areas contain merchants, fences from both of the major cities' market-places, spell and ability trainers, bankers, and menders.

Another court exists in Maj'Dul: the Court of Tears, the resident

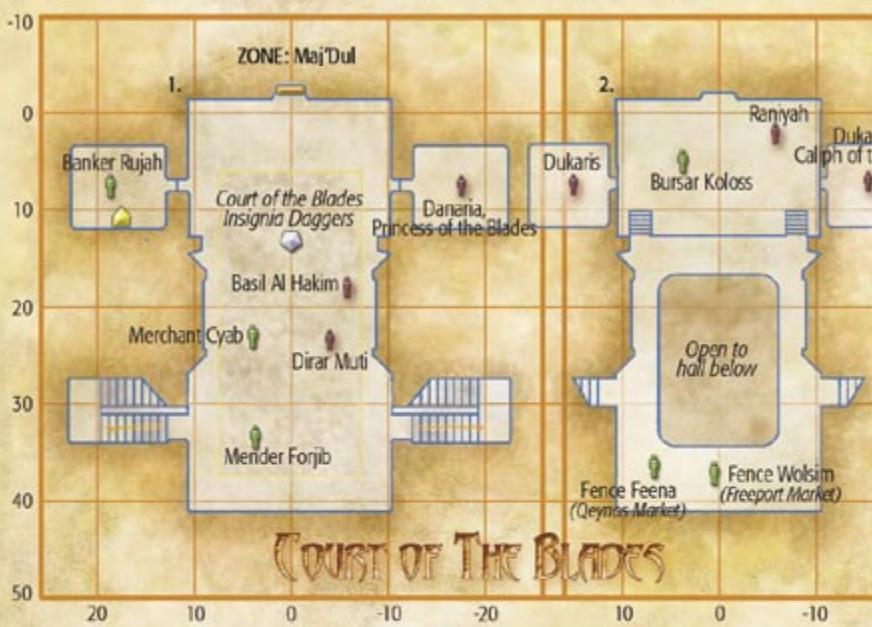
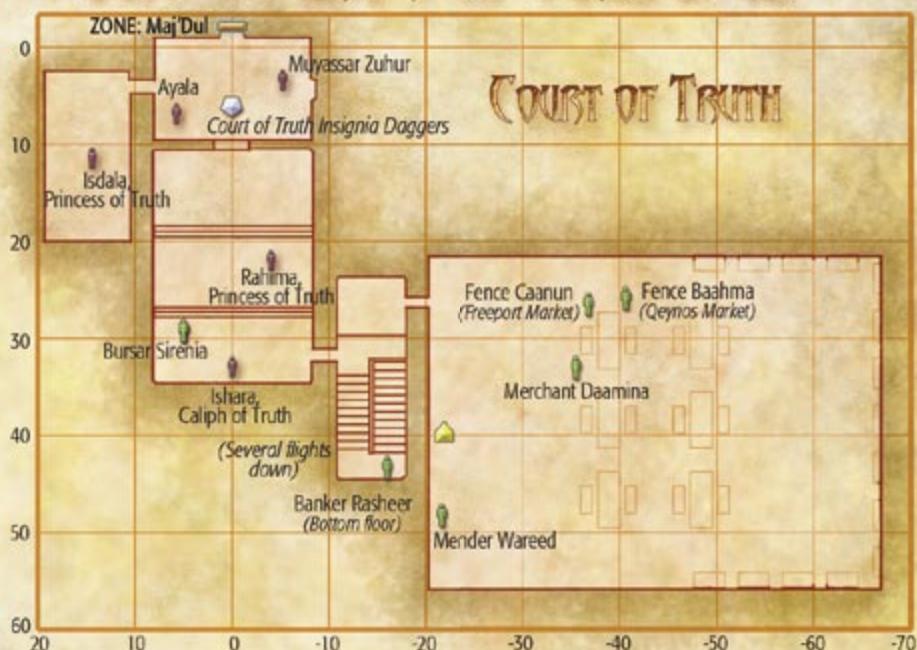
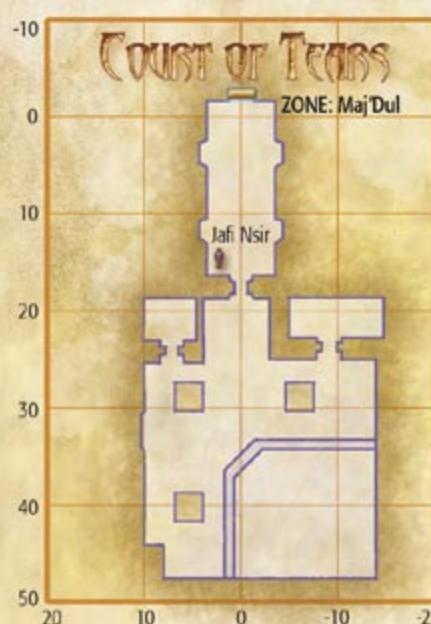
assassins' guild. If you can enter their small building, a reluctant human will task you with assisting his guild, though you cannot join them.

The Tower of the Moon is where you can go, prior to joining any of the courts, to earn favor with the court of your choice. Simply bring them the coins carried by opposing court guards and you'll earn their trust, slowly but surely.



# Desert of Flames

# The Courts of Maj'Dul



- Zone
- Key/Quest Zone
- In-Zone Connection
- Hidden Quest
- Selectable Item
- Climbable Wall
- NPC
- Merchant/Banker
- Mailbox

--> DRASSÉ <--  
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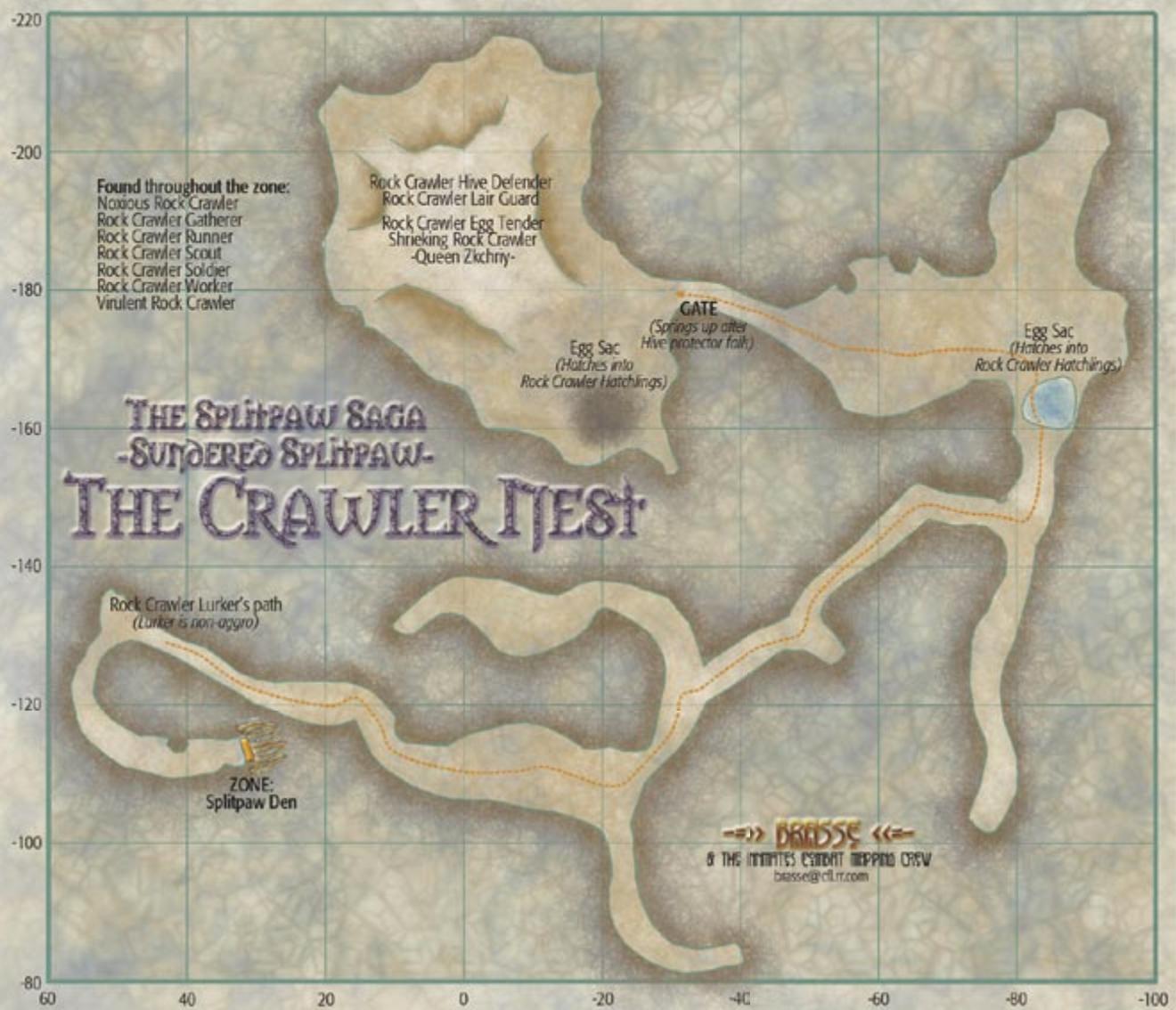
# cove of decay

everquest ii



# THE CRAWLER NEST

*splitpaw saga*



# **crypt of betrayal**

*everquest ii*

**C**onverted for a specific purpose, the Crypt of Betrayal is the final resting place of the blackguard Kane Bayle, one whose existence is little mentioned by the people of the land. A member of the royal family, this infamous rogue betrayed his own blood and paid the ultimate price. Herein lays his sepulcher along with others who were condemned for their treasonous acts against the kingdom of Qeynos.



# Crypt of T'haen

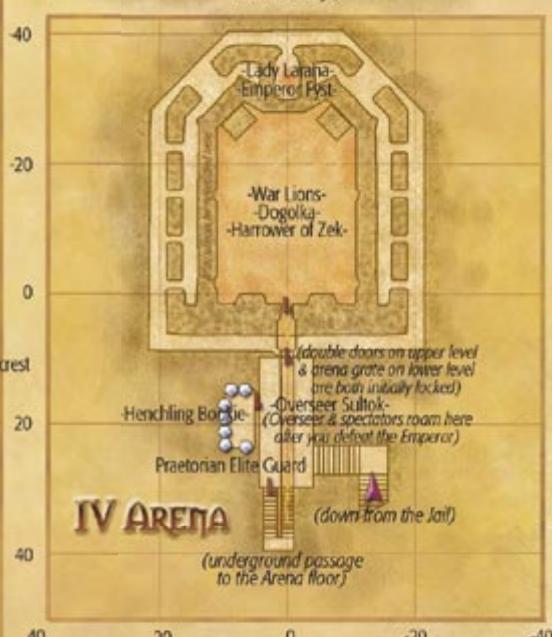
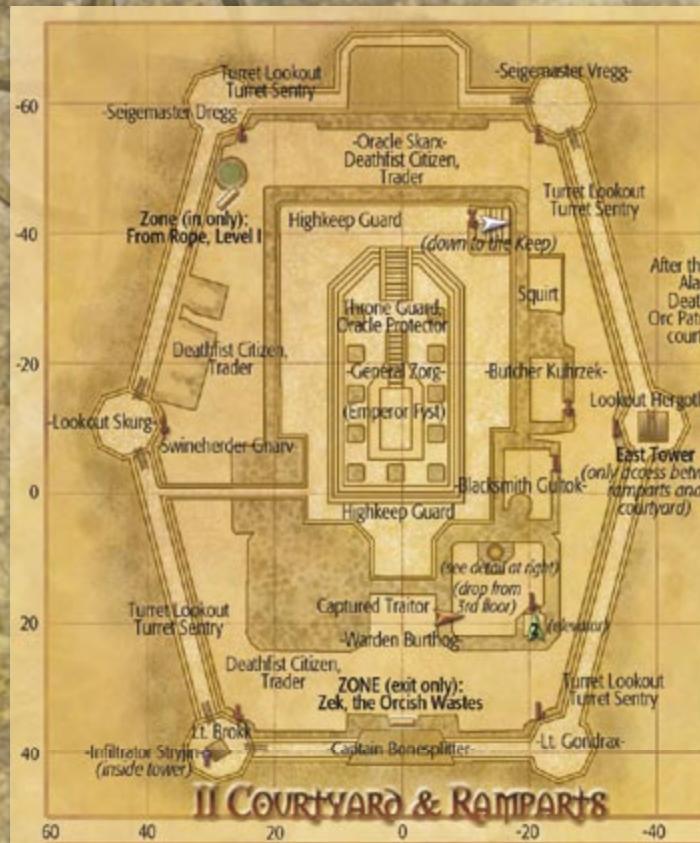
## bloodline chronicles



# deathfist citadel

everquest II

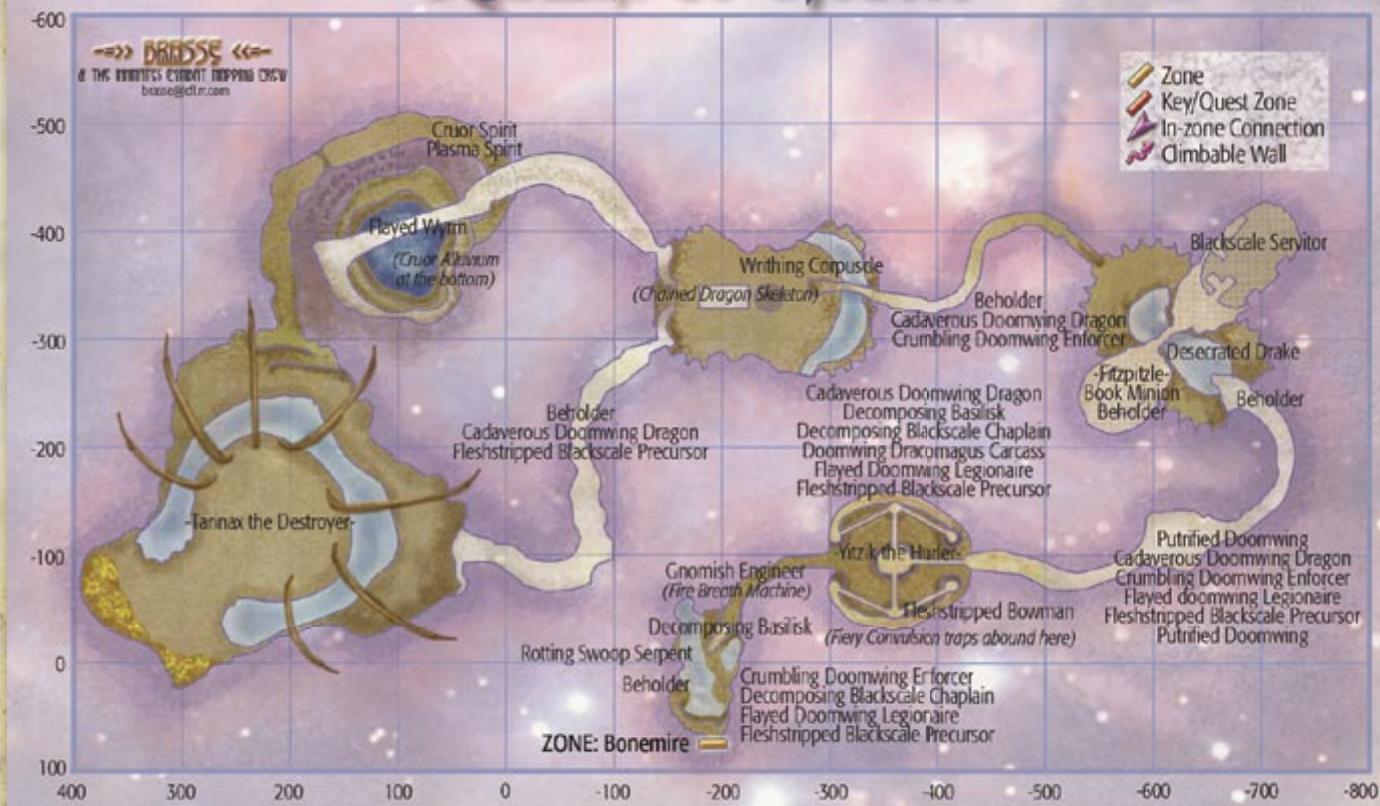
## DEATHFIST CITADEL



# death toll

kingdom of sky

## DEATH TOLL REALM OF NIGHT



# delving into the darkness

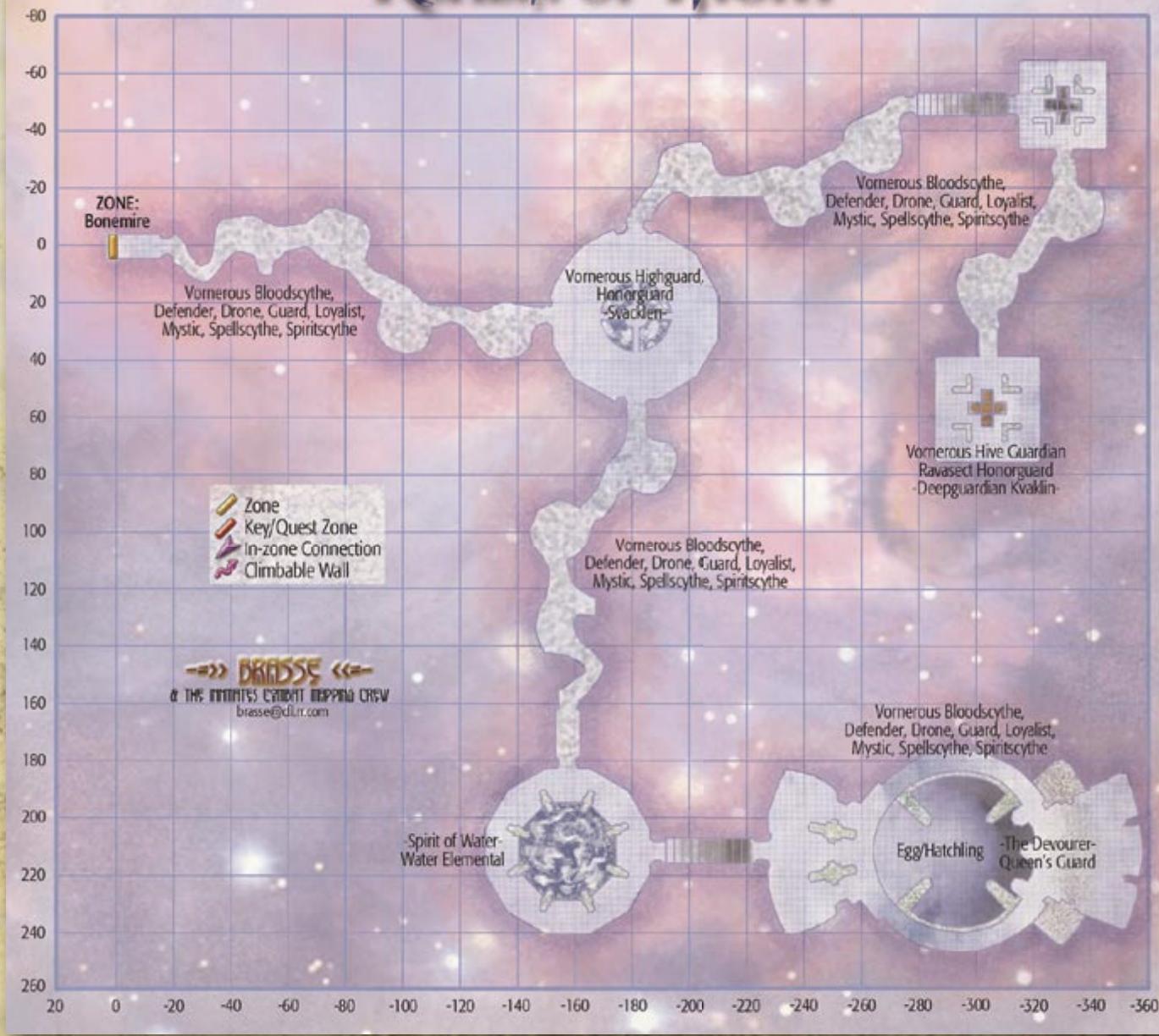
splitpaw saga



# den of the devourer

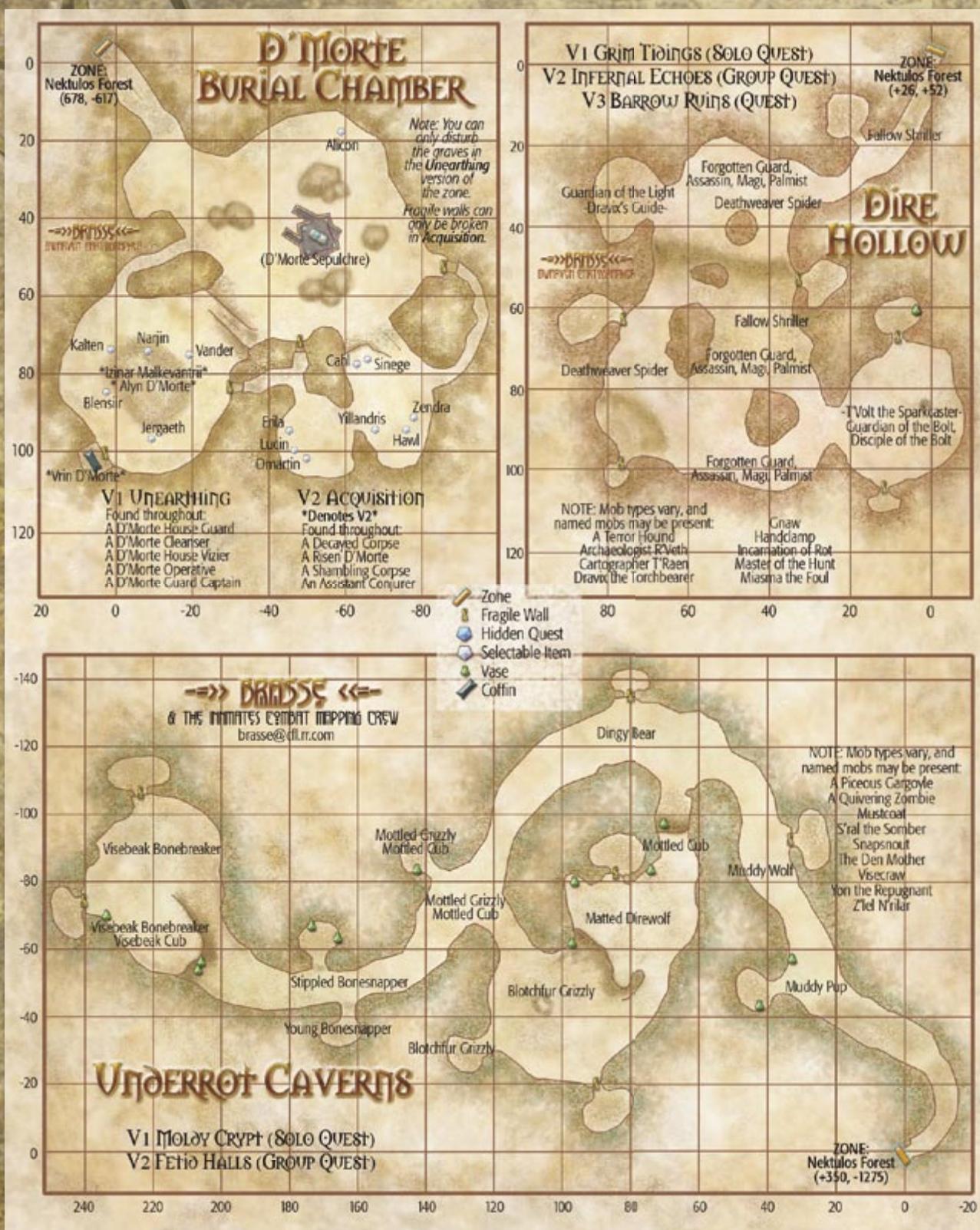
kingdom of sky

## DEN OF THE DEVOURER REALM OF NIGHT



# d'morte burial chamber

*bloodline chronicles*



# down below

## everquest ii

**E**uphemistically named by the citizens of Qeynos, the Down Below is where one can find unsavory merchants (and other outcasts of proper society) living, in the main, in squalor. If one is bold enough to venture into the shops of the various merchants housed here, however, things are quite a bit safer than if one frequents the seedy tunnels that run to and fro throughout the Down Below.

### points of interest

Beneath the streets and avenues of Qeynos, a subterranean maze hides danger and adventure. The Down Below is the top level of the sewer system of the city, and it is infested, as sewers are wont to be, with all manner of creepy-crawly and skeletal beasts just waiting to bite your ankles or otherwise make your visit an unpleasant one.

The Down Below connects to every single inhabited part of Qeynos, so it is handy as a quick means of travel throughout the city, provided you have a map and can handle the dangers within. The entrances from the six outlying neighborhoods of Qeynos are split into two rotundas, each possessing a merchant, and connected by a twisting, turning mass

of tunnels full of spiders, shrillers, oozes, and other, scarier things. In approximately the center of the sewers, near several clusters of crazed rats, are the doorways to the four sections of Qeynos proper. Far from all of these grates and ladders, a cluster of tombs lies, its restless inhabitants long since awakened from their slumber. These shambling corpses are best dealt with only with the aid of friends.

The Down Below is a hazardous place for a lone wanderer, as the sheer number of hungry creatures may prove overwhelming, and if you get lost, you're as good as dead. Be very careful when traveling through these dank tunnels.



# EDGEWATER DRAINS

everquest ii

**B**ecause of its unfortunate proximity to the sea, the Edgewater Drains are nearly constantly flooded with briny effluvia. Thus, large portions are frequently submerged in brackish water, though with the area's ample number of grates leading to the world above, light is never in short supply. In fact, it lends the whole area a dreamy, detached feel, as filtered light plays against the slime-slicked walls, robbing even the most seasoned adventurers of their sense of direction. Edgewater is also home to the Ratonga gang of assassins and thieves who go by the name of Murkwater.

## points of interest

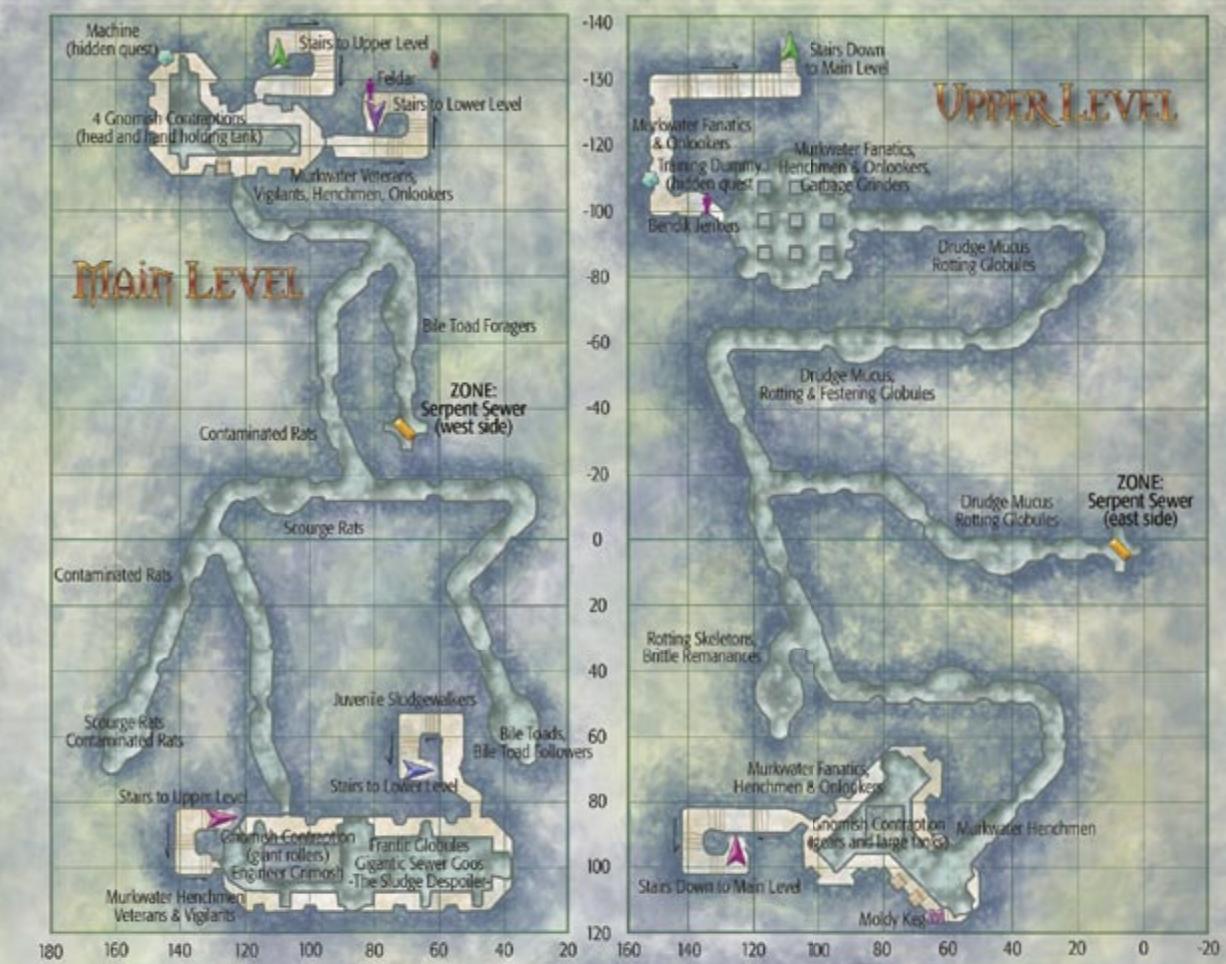
Deep below the turmoil of Freeport is a place where the serpents don't stay in plain sight, and you needn't fear the machinations of your neighbor. No, the threats in the Edgewater Drains are far more straightforward and eager to bite you. Snakes, toads, and drudge mucus will provide plenty of challenge near the grate from Serpent Sewer, and murderous Ratonga will remind you that big threats sometimes come in small packages. Roaming things that won't stay dead complete the gloomy atmosphere, and the flooded lower levels even boast a healthy contingent of sewer-dwelling sharks!

The gnomes who operate the mysterious mechanical contraptions

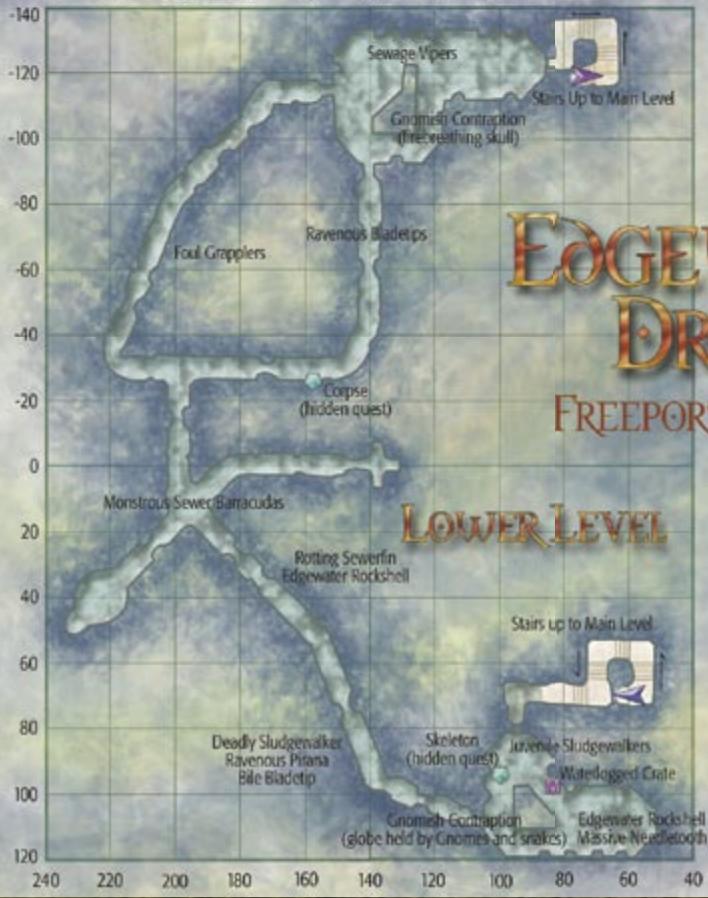
down here are constantly having maintenance issues with the things, and one of the inventors needs a spare pair of hands to find some missing pieces for him.

This sewer may not look as confusing as the twisting passages of the Qeynosian sewers, but this maze is in three dimensions! Three levels of relatively straightforward tunnels means that you might not lose sight of your path, but you'll have your work cut out for you if you try to figure out exactly where it's taking you. The masses of angry beasts will not make this task any easier! Make sure you've got plenty of muscle at your back before you delve into these drains.





- Zone
- Key/Quest Zone
- In-zone Connection
- Quest/Other NPC
- Hidden Quest
- Selectable Item
- Marker



→→> BRIASSE <<←  
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briasse@clt.net

# ENCHANTED LANDS

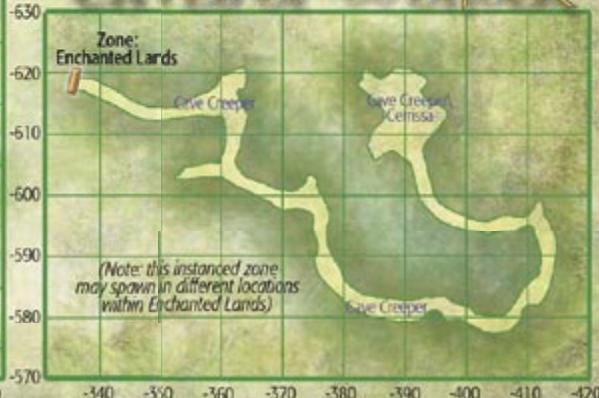
## EVERQUEST II



## CAVERN OF TANGLED WEEDS



## CAVES OF WONDER



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# eternal Gorge

everquest II

This is a gorge known only to the Academy of Arcane Science and was once the sanctum sanctorum of Professor Romiak Jusathorn, a legendary member of the Academy. Because he refused to submit to the black art of necromancy's inclusion amongst the Academy's other, purer arts, he was slain, along with all of his brethren. A Dark Elf was installed as head of the Academy—a blight upon this noble institution's impeccable history, even to this day.

Now Professor Jusathorn's place of solitude is an eternal cell for an exiled mage of the Academy known only as Zarvonn. He is locked away at the top of the tower that bears his name in the depths of the Commonlands. The tower itself serves as the only gateway to the Eternal Gorge, via teleportation from the apex of the tower.



# everfrost

## everquest II

To say that Everfrost is a desolate arctic wasteland would be a grave understatement. Everfrost was once an arctic range of majestic snow-capped mountains, winding valleys, and ice-blue rivers. Today, it is a frozen purgatory, both awesome and terrifying in its unearthly majesty. Titanic glaciers rule this domain, having destroyed all but one of the great peaks in their ravenous trek across the broken continent. Blizzards constantly ravage the land, pelting the region with needles and blades of ice as sharp and merciless as any knight's blade. Funnel of frost, ice, and bitter winds often descend from the eternally gray skies, scarring the land in the wake of their destructive rampage.

The region of Everfrost was torn asunder during the great cataclysm, leaving behind three scarred isles of uninhabitable ice. In the center of these isles is a large lagoon whose gray and bitter waters have frozen, creating a stagnant ice flow that houses great danger both above and below the thin icy surface.

As it is situated in the northernmost reaches of Norrath, the islands of Everfrost no longer experience the eternal, life-giving, cycle of night and day. The great cataclysm that shattered the lands of Antonica spared none. Entire civilizations were nearly destroyed; cultures were almost completely wiped from the face of Norrath in the wake of this horrible disaster. The Barbarians of the frozen north were no more spared than their neighbors, allies and enemies alike.



## ICESPIRE SUMMIT

	-920
Skyshield Maiden Trained Ice Wolf	-900
Windrider Maiden	-880
Galebreaker Maiden Trained Winter Wolf	-860
Cloudsong Maiden	-840
-Sky Marshal Valdis-	-820
Windrider Maiden	-800
Gale Monarch Yildir-	-780
-Spirit of the Fallen- Eidolon of the Ancients- Ice Guardian	-760
	-740
	-720
	-700
	-680
	-660
	-640
	-620
	-600
	-580

-2000

-1800

-1600

-1400

-1200

-1000

-800

-600

-400

-200

0

200

400

600

800

1000

1200

1400

1600

1800

2000

## FORBIDDEN SEPULCHER

	-920
Blood Cult Sentry	-900
ZONE: Everfrost	-880
Formless Blood Spawn	-860
	-840
Blood Cult Sentry	-820
Formless Blood Spawn	-800
	-780
Blood Cult Witch	-760
Bloodgaunt Imp	-740
	-720
Blood Cult Witch	-700
Bloodgaunt Imp	-680
Shaped Blood Spawn	-660
Disciple of Satinah	-640
Blood Cult Prophetess	-620
-Countess Satinah-	-600
Shaped Blood Spawn	-580

## EVERFROST

- Zone
- Key/Quest Zone
- Mariner's Bell
- Norriathan Express
- In-zone Connection
- Commerce NPC
- Quest/Other NPC
- Hidden Quest
- Selectable Item
- Marker

--> BRASSE <-  
A THOUSAND YEARS OF MAPPING CSV  
brasse@dlr.com

## MIRAGUL'S MENAGERIE



# Fallen Gate

Everquest II

A united army of Leatherfoot Halflings and Kithicor Ranger legions invaded the Foreign Quarter of Neriak nearly three centuries ago. The attack was sudden and unexpected, and the invading forces found themselves gaining significant ground in the run up to the inner gates. In order to defend their city, Queen Cristanos Thex ordered one of the more powerful necromancers from the Lodge of the Dead to cease the attack by invoking the power of an ancient artifact—the Hand of Malice (it was believed to be the mummified hand of Byzola, the dead Twin of Torment.)

Tseralith, the necromancer chosen for the task, obeyed her queen without question and proceeded to the Vault of the Fallen—the innermost section of the Foreign Quarter and the only chamber that had not yet been besieged. There, she performed the rigorous and grotesque ritual that unleashed the power of the Hand of Malice upon all who dwelled within the artifact's reach. Nearly all were destroyed—soldier, civilian, and creature alike. Even the very earth from which the city quarter had been carved crumbled beneath the unrestrained release of sheer energy and will that the Hand of Malice contained.

Those who fought in the forest above felt the rumbling of the earth deep beneath their feet, and the smell of death and decay reached their breaths. They abandoned their fight to quickly block the only known entrance to the Foreign Quarter, forever sealing away whatever evil the Teir'Dal had unleashed in their desperate attempt to save themselves. Left alone for three centuries, an unspeakable evil flourished there without resistance.

All who fell to the force of the Hand of Malice were raised as its servants, their physical forms forever condemned to an undead of torturous servitude.

## points of interest

The Fallen Gate is a massive zone that would take a good-sized group of Level 20s at least an hour to explore. The zone is a twisting, turning labyrinth of interconnecting corridors, secret quest locations, and dangerous monsters. It is one of the best places for Freeportians to hunt, as this is where the infamous armor quests are completed.

Upon zoning in from the Commonlands, a quest practically leaps out at you; a clickable corpse near the entry sends you on an enjoyable and easy quest. Be careful about straying far from the entry, or even staying near it, though; dangerous traps and aggressive monsters will shorten the life of anyone who's away from the keyboard.

Go back to the entrance alcove (just to the right after entering the zone). Logan Belchbottom, who is urgently in need of help, stops you for a moment; assist the poor fellow, then keep moving. The first area you

come to is the first marketplace where you can find blighted shopkeepers and other assorted undead. Every now and then a huge serpent will show up to make a meal of visitors.

Once you have a group you can trust, head into the Fallen Gate. The First Gate is the first landmark you come to. Four columns around this gate are inscribed with a story. If your group is feeling adventurous, take a quick look down the east pathway. Often adventurers find the feared Lord Ak'Tarnis in that room.

East from here is the Pool of Percelia, where murkworms and other such creatures lurk. If you continue east, a long, winding, and dangerous road takes you to the Bull's Pit. North from here you can find Tippytoe's corpse and a side passage that loops around to the west, ending up in the little Neriak where you can find blighted traders.



# FALLEN GATE

## NERIAK OF OLD



# THE FEERROTT

## Everquest II

This dark and dangerous jungle is home to many wild and deadly creatures, including the largest of the lizardmen tribes: the Alliz Tae Ew and the Alliz Evol Ew.

Along the Northern border of the jungle is Mount Thule thrusting defiantly into the sky, its numerous waterfalls dousing the misty area within the jungle's north side. The central region of the jungle is a dense river valley with many tributaries branching off their overflowing parents. Clearings within the jungle appear around flatland, hills, and rock outcroppings, or even ruins of lost civilizations.

The trees of the region are tall and offer a dense evergreen canopy that allows only trickles of the sun's rays to shine through to warm the verdant forest floor. These trees often have immense roots that have overrun the ruins, serving as wooden crowns to the many ancient structures.

The Feerrott is home to the Temple of Cazic-Thule, the embassy of Fear upon Norrath. This bastion of Fear has stretched its arms out to embrace the entire continent. Hints of ancient ogre civilizations crushed by this overpowering dark force are frequently found herein.

### points of interest

The humid jungles of the Feerrott are home to an enormous variety of plants and wildlife, and many of both would love to eat visitors. The beaches near the landing point from the Thundering Steppes are swarming with the bizarre huuptic creatures, and the sea behind is home to a few species of ray and particularly voracious sharks. Through a path in the hillside, you can gain entry to the jungle itself. Pitcher plants and ferns line the pathways and stalking lizardmen seek to discourage visitors from making their stay a long one. The wildlife is just as dangerous. The constrictors, dred lizards, and damselflies plague the area immediately around the entryway, but as you delve deeper, you'll encounter water skaters, giant spiders, and even carnivorous plants that make their own carrion to feed on.

Among all this flora and fauna, the lizardmen have carved a niche in the world. They worship their dark god Cazic-Thule here, performing evil rituals and guarding the temple. The entire southern and eastern side of the Feerrott is the territory of the Evol Ew and Tae Ew clans of lizardman, while the northeastern portion is occupied by the undead orcs near the entrance to the Trembling Lagoon. The central northern area is home to sattars and ogre ghosts.

Several explorers and other residents of the Feerrott have tasks for able and willing adventurers to carry out. Camps of explorers from both Qeynos and Freeport are near the entryway, each having tasks for individuals from their respective cities to perform. Some of the lizardmen are willing to speak with travelers as well.

The jungles have claimed many temples and outposts over the years, and these ruins litter the landscape. One temple has escaped relatively untouched: The Temple of Alliz is guarded by lizardmen and their pitiful ettin conscripts. A Dark Elf woman has become trapped in the temple, afraid of what the creatures nearby will do if she tries to escape. To the east of the temple, past a destroyed druid ring, lie the Ruins of Thule, where you can find many more of the reptilian savages guarding their old town. Continuing east from this location, you'll come across a couple of large camps of lizardmen. Between these, to the south, is the entrance to the Gulch of Thule. This gully is guarded by many more ettins, and here you will meet the Constructs of Thule, hulking golems who defend the entrance to the Faceless Lord of Fear's temple.

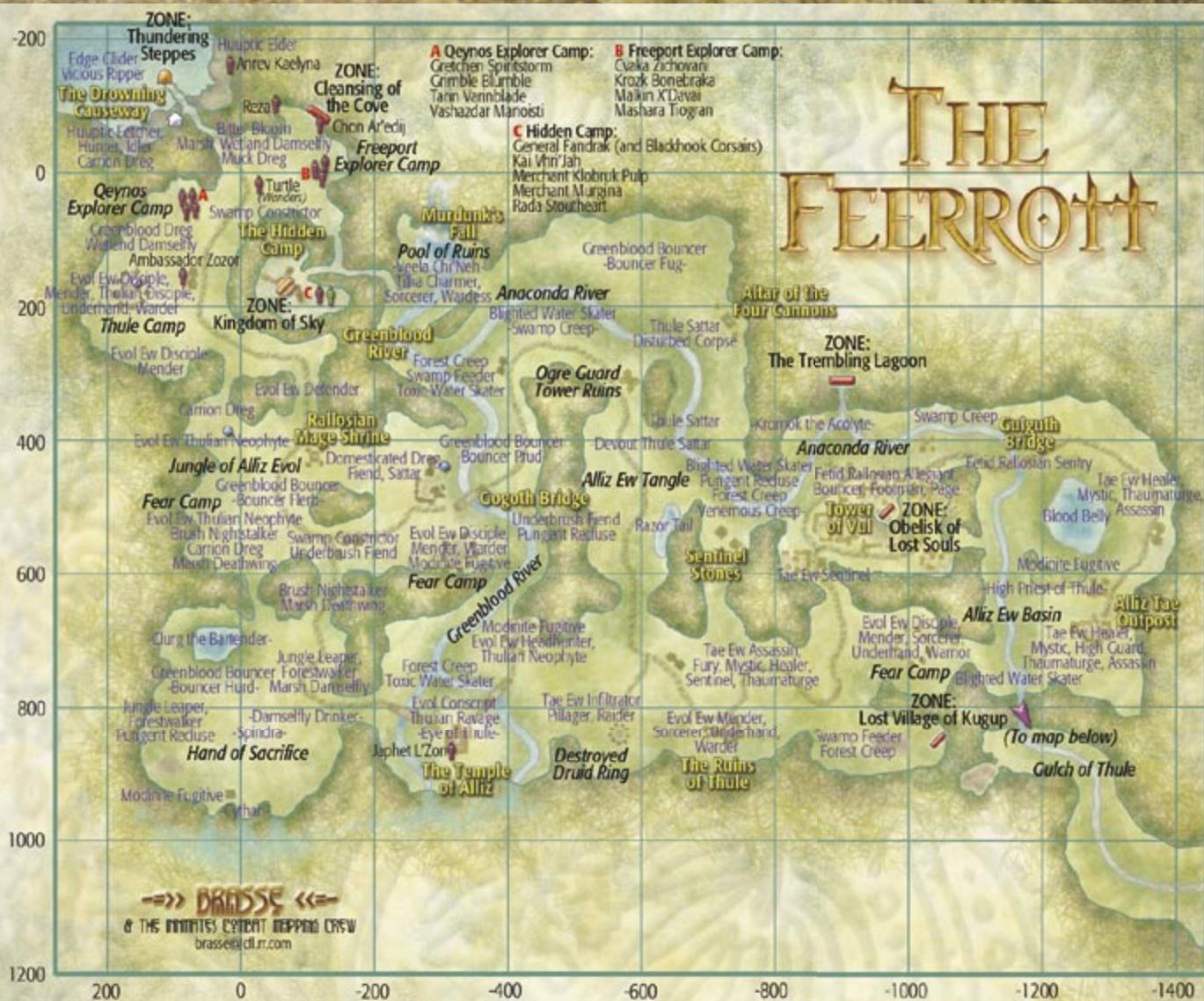
Past the entrance to the gulch, to the north, undead orcs protect the ruins of the Tower of Vul. Even farther to the north, you'll find the entrance to the Trembling Lagoon, home of some frightening encounters for very large groups of seasoned veterans.

Continuing to loop around the jungle, you'll find more sattars and ogre ghosts. After you've passed the Pool of Ruins, guarded by tainted dryads, you'll find the Hidden Camp, where there are a couple of merchants and some orcish corsairs, along with a Dark Elf who can't find his traveling companion.

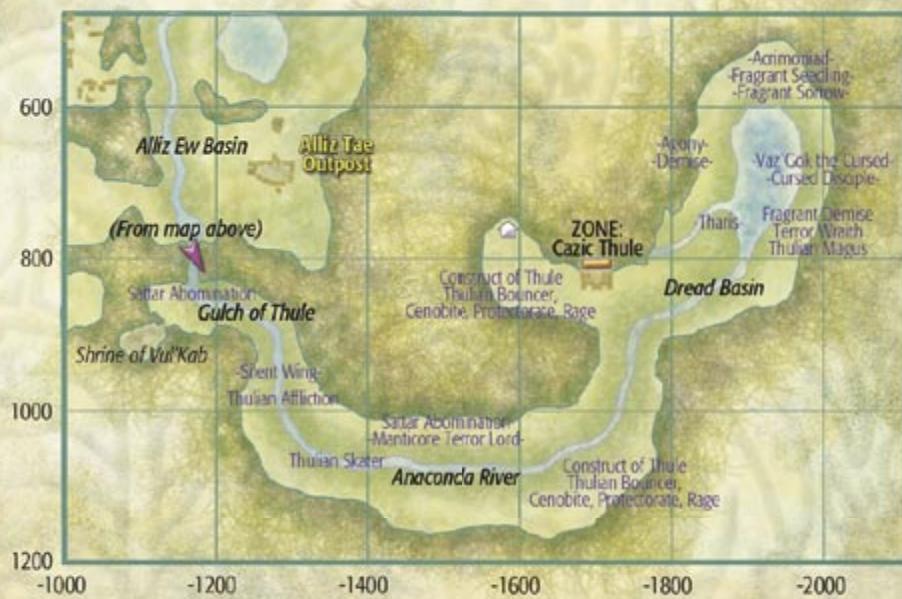
The Feerrott is a wild, untamed, and challenging area for any adventurer, and it's deadly to those untested in battle. Bring along friends or be very careful when wandering these dank paths.



# THE FEEROTT



- Zone
- Key/Quest Zone
- Mariner's Bell
- Norathian Express
- In-zone Connection
- Commerce NPC
- Other NPC
- Hidden Quest
- Selectable Item
- Revive Tent
- Marker



# Firemyst Gully

everquest II



CREATURES that may be seen vary, depending on which version of Firemyst Gully you enter:

Blightwind Follower	Brother Bolerg
Blightwind Necromancer	Brother Gimett
Blightwind Reviver	Brother Momm
Charred Oak	Kalcea
Defiled Wolf	Lord Nalin Glordar
Scorched Oak	Sentry Boton
Seared Brute	Sentry Delain
Sentinel of Decay	Sentry Falthur
Sentinel of Disease	Sentry Thort
Sentinel of Plague	Sentry Yurur
Shambling Fright	Sir Thothur Dorarr
Tainted Glade Deer	Sir Whur' Darval
	The Blightwind Witch

(creature list provided by SoE)

# FIREMYST GULLY

# Flammable FUR

splitpaw saga



# FOREST RUINS

Everquest II

This woodland cradles the ruins of Qeynos's former mage guild and the bank—the only two structures in this region that remain standing. The great wars of centuries past left this region of the city in ruins. After these wars, meteors pummeled the district and a couple of them left sizable craters that radiated a deadly, unseen, magic. Although the populace wanted to reform this district, the odds were completely against them. Since those times have passed, the people of Qeynos have chosen to rebuild their city elsewhere, leaving the ruins to be forgotten amidst the sprawling birch woodland.

## points of interest

The Forest Ruins is a quaint castle surrounded by remarkably few trees, considering that it's supposed to be a forest. The Ruins are between the Baubbleshire and Willow Wood, and are surrounded by rocky mountainside, except for the access from the suburbs at the southeast and a small path leading to a waterfront beach on the northeast.

Only a few NPCs are in the Forest Ruins; mostly you'll find monsters here. Sergeant at Arms Uthros and Merchant Adre are near the Baubbleshire and Willow Wood suburbs. Outlander Vaughn has been sighted behind the castle.

The Ruins property is littered with all sorts of vermin, ranging from centipedes to hawks to colossal elementals. Deer and badgers and various types of snakes also make their home in this quiet little area, and it is a great locale for adventurers to find challenging grouping environments, or just to have fun.



# FOREST RUINS

Blackfurl Deckhand,  
Scout, Swabbie

Sudden Victim

Blackfurl Lubber,  
Oarcaller,  
Scout, Swabbie

-Captain Riplung-  
(Wanders zone to keep)

Tindle Gimbleshed  
Sleeble Gimbleshed

Timber Deer

Ilaen Lilac

**NOTE:**  
At dawn, the Blackfurl pirates  
are known to storm the keep  
and drive out the Spectral  
Instructors and Students.  
The undead will creep back  
as night falls once more.  
Meanwhile, expect to see:  
Blackfurl Lubber, Medic,  
Oarcaller, Scout, Swabbie.

Ruins Prowler  
Prowler Pup

Timber Deer, Stag  
Antonican Hawk

Outlander Vaughn

The Ruined  
Mage Tower

Spectral Headmaster  
Flamepaw Loyalist - Dig Supervisor Tharl  
Devoted Follower - Flamepaw Loyalist - Rotting Pathfinder  
Tirishen Birth's Remains - Necotic Archeologist  
Fleshless Mantr, Stormer - Spectral Instructor  
Tattered Spellbook - Spectral Student

Bonecutter Fish

- Zone
- Key/Quest Zone
- Mariner's Bell
- In-zone Connection
- Commerce NPC
- Quest/Other NPC
- Guard
- Marker

Timber Fawn

Leathershell Snapper  
Stoneshell Snapper  
Deep Lurker  
Bonecutter Fish

Lake Swarmer

Timber Fawn  
Bristly Tarantula  
Antonican Hawk

Tarantula Hawk

Bitterstring-  
(Wanders)

Rock Adder

Black Asp

Remy Tumbub

Centipede

Sun Beetle

Antonican Hawk

Skittering Scavenger

Gossamer Groundskeeper

Gossamer Groundskeeper

The Basalt Watcher

Ahnrik

Molting Scavenger

Skittering Scavenger

Forgotten Guardian

Fiery Forgotten Guardian

Leathershell Snapper  
Stoneshell Snapper

ZONE: Willow Wood

Elvc Garrett  
Acting Lieutenant Germania  
Sergeant at Arms Uthros

Poko Zing  
Aedre  
Ingraham

ZONE: Baubbleshire

=> DRASSÉ <=  
& THE IMMATURE COMBAT MAPPING CREW  
brasse@dlir.com

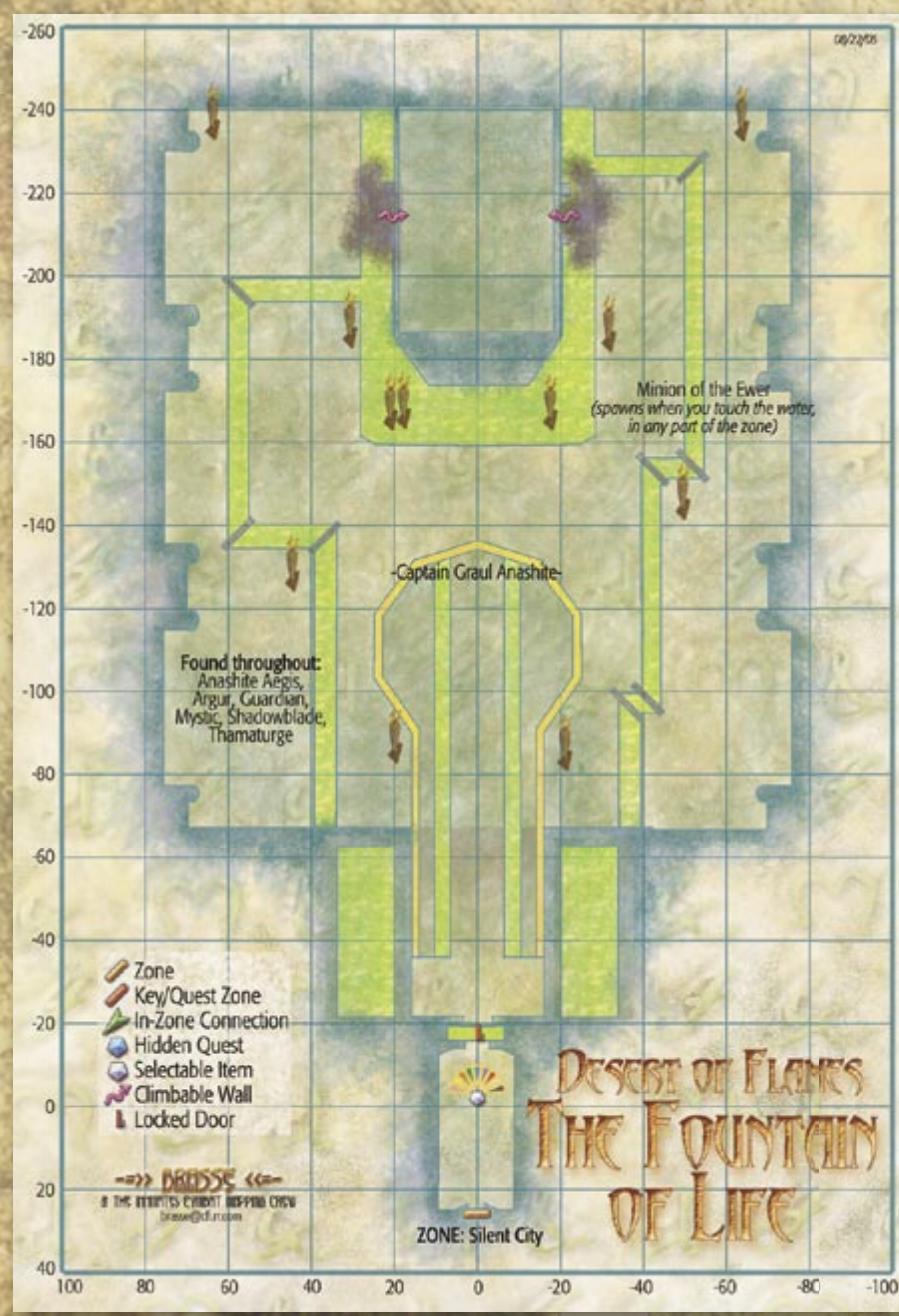
# THE FOUNTAIN OF LIFE

## desert of flames

### points of interest

Within the Silent City below the Sinking Sands is the Fountain of Life, home of some of the most powerful beings in all Norrath. The Anashite guardians protect the fountain viciously, but little is really known about the inhabitants of this mysterious place. The waters are rumored to be protected by mighty guardians, and there is even talk of a god who inhabits the area.

If you visit the Fountain of Life, hopefully you've brought along many of your mightiest allies, because you will be facing dangers that most mortals will never know. It's up to you to find the secret to defeating the Anashites and Godking, Anuk.



# FREEPORT, EAST

EVERQUEST III

## EAST FREEPORT



# Freeport, North

Everquest II



# Freeport, South

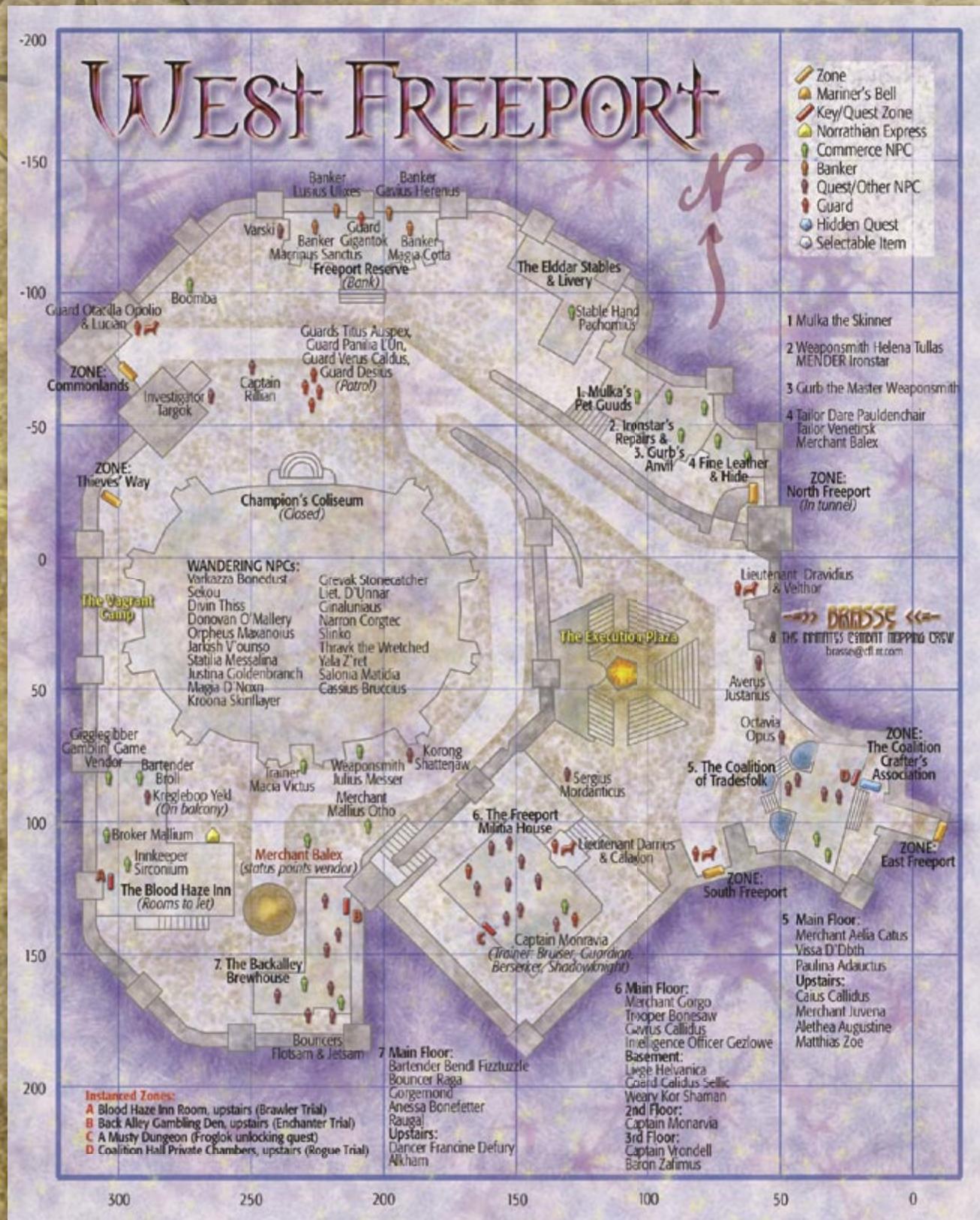
everquest II



SOUTH  
FREEPORT

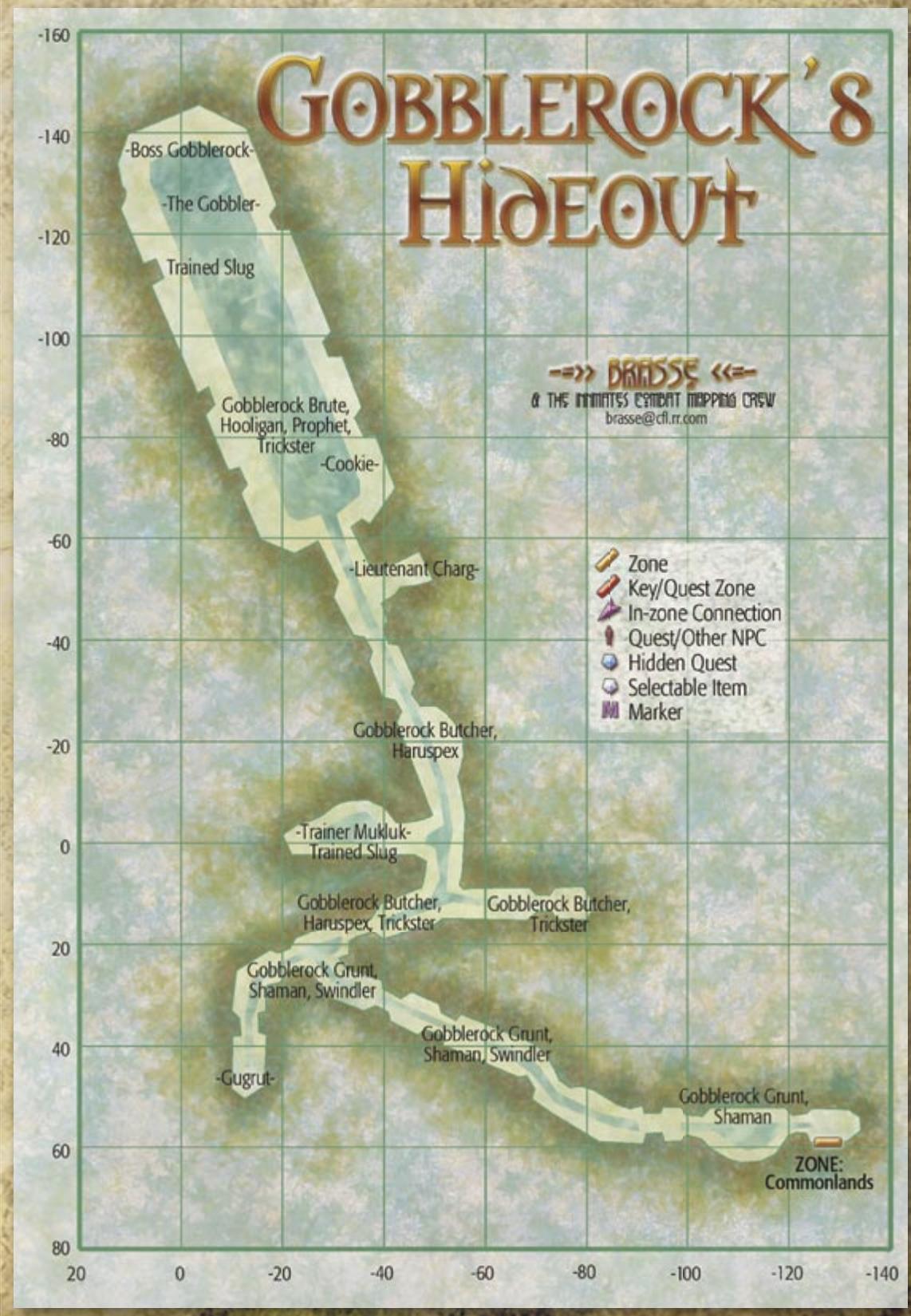
# Freeport, West

everquest II



# GOBBLEROCK'S HIDEOUT

everquest II



# THE GRAVEYARD

Everquest II

**M**ore than just Freeport citizens buried here; this is where the enemies of the Overlord are entombed as well. Many ages ago, the land where this graveyard now stands was once the northern part of Freeport. It was home to an order of knights that was loyal to the god Mithaniel Marr.

As time passed, the Freeport Militia and others loyal to the Overlord grew in power and number. He conceived a plan to seize control of the city and drive out the followers of Marr, who were known as the Knights of Truth. The Overlord called forth the Freeport Militia and led his army to drive the knights from the city once and for all.

The Overlord marched his forces to the gates of North Freeport, very near what is now the entrance to the Graveyard. One by one, the Knights of Truth fell to the black blades of the Freeport Militia. In the final hour of battle, the captain of the followers of Marr, Sir Haligan, finally faced defeat and the order was summarily vanquished.

This graveyard now houses the bones of the fallen Knights of Truth, buried where they once fought all those many years ago. It is said that the echoes of that ancient battle can still be heard in the deep, dark night.

As Freeport's largest graveyard, this place is haunted by the spirits of many types of undead. The paladins that called this place home in life have risen again; they walk the dark roads of this gloomy, frightening place.



# THE GRAVEYARD



# Graystone Yard

Everquest II

The Graystone Yard is home to two of the hardest-working and rowdiest races in Qeynos: the Dwarves and the Barbarians. The village is located off the main city dock, and a few Kerra make their way here during the daytime to see about the latest catch of fresh fish flogged in the stalls of the district.

Many of the Dwarves and Barbarians spend much of their time seeking precious metals in the mines adjacent to the village. During the day, they can be seen shuttling back and forth, lining their pockets. They never stop working while the sun yet shines.

Of all of the myriad villages of Qeynos City, the architecture of Graystone Yard is the most simplistic and unadorned. This is a reflection of the lifestyle of the denizens of the area as they take a more "down-to-earth" approach to living. Since both races long to return to their ancestral homes, neither has seen fit to spend much time adorning the village that they consider little more than a way station on a longer journey.

Although quiet during the day, Graystone boasts the largest tavern outside the city of Qeynos. The motto in this village is "work hard and play harder." All night, residents can be seen gathering together to share a good meal, good company, and several barrels of ale. The life of these residents is a hard one, but they wouldn't have it any other way.

## points of interest

Upon arriving in the village of Graystone Yard, you can tell that this is a town ruled by practical races—in this case, Dwarves and Barbarians. The buildings are massive, towering stone creations. They are exquisite (though the windows are generally in need of repair). Industrious workers are beginning to take advantage of the mountains to the north and are hard at work mining.

The yard hosts all the amenities necessary to adventuring life—armor, weapons, a general store, and a fledgling magic shop. There's even an inn where you can wet your whistle after a hard day of work. Many entrepreneurial Dwarvish and Barbarian merchants have begun to set up small shops around the yard. Granted, Graystone Yard isn't what you'd call high living, but to those who call it home, it's amply sufficient.

Ever searching for ways of income, fishermen have lined the docks of Graystone Yard, crowding around the Mariner's Bell. Brice Strongmend and Ubani are both sporting fishing poles (though they're not having much luck with the fish) and Tacklemaster Monya runs a bait shop just within the gates. For those who simply don't have a way with a pole, there are many other occupations to take up in Graystone Yard—for example, Alchemist Rafki has made a small profit with potions and Mav Boilfist and Burk Stoneshatter surely get a small stipend from the city proper for their hard work on the docks, showing newcomers where to go.

A turn southward takes you to the Stone of Kaladim, Graystone Yard's unique fountain. It is small and blends in with the drab area, although a close examination reveals it to be a work of art and heritage.

Near the central square sits the Steel Furnace—an Arms and Armor store. This is where you can find Weaponsmith Soulforge, Armsdealer Kaya, Armorsmith Snowboot and Shieldsmith Steelvien—all are available to serve you. Don't forget to visit Mender Ironmallet as well—he can fix your damaged equipment. Take a special note to see what Watcher Curmogiel Kaithal is looking for; it may very well be to your advantage. Standing outside the Steel Furnace are Pathfinder Silentstride and Watchman Fiercercry, having a bit of conversation, but they will gladly talk to you if you're so inclined.

Just south of the armor shop you find Graystone Yard's branch of the Qeynos Exchange—the bank of the region where you can store your items and change your heavy copper into much lighter silver. Watchman Frerin and Cuddles—a very intimidating canine—are on guard in the bank, in the event someone tries to pull something. The bank's quite a busy place these days with Jodi, Barry Viceheart, and Lars Silverbrace all waiting to see the busy Assistant Jalan. Luckily, the line to see Banker Dori isn't quite as long, so you'll be in and out in a flash...just in time to do some shopping with Bowyer McGuiggen, who stands just outside the bank.

On the other side of the square you can find The Frozen Tundra—the local tavern. Knight Captain Saloman stands outside of the boisterous joint, keeping an eye on things. Inside, Bartender Coppershot serves ale and meat pasties to his patrons, including Marus Donoval and Karg Icemore—Barbarians misplaced out of Halas. On the second floor, there are rooms available for rent, as well as a few more guests including Dane Steelfist, a local councilor. If you're interested in getting a room, Innkeep Rothskild is interested in helping you out. If furnishings and fixings are what you have in mind, Keldra Frosthaven and Bonin Broadhammer (in front of the inn to the north) both sell furniture and other goodies to make your room much homier.

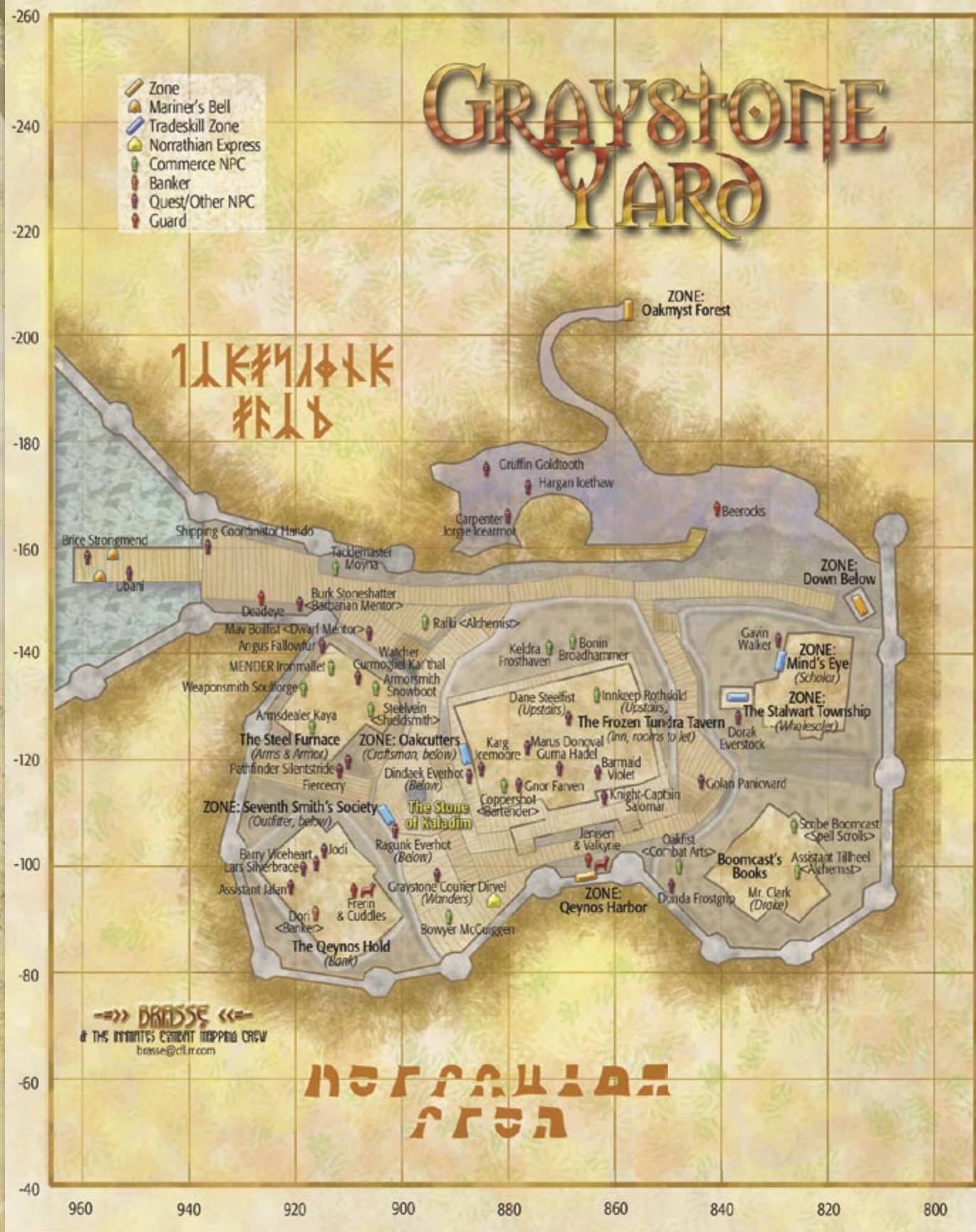
Directly south of the inn is the gate to Qeynos Harbor. Keep an eye out for Golan Panicwarden, who strolls around the area. The next shop of interest, Boomcast's Books, can be found just to the east of the tavern. Trainer Oakfist lounges around outside, with Scribe Boomcast and Assistant Tillheel inside.

To the far east of the boardwalk you come across the Down Below entrance (Catacombs) and a wide cavernous entrance guarded by Guard Beerocks. Diligent Gruffin Goldooth and Hargen Icethaw are working nearby. Carpenter Jorgie Iclearmor is also in the area, though seems to be slacking off instead of helping the miners with their work.

Should the Down Below not suit you, feel free to try adventuring in the Oakmyst Forest, or take the Qeynos Harbor gate to find other exciting areas...but never forget the comfy (if crude) Graystone Yard!

# GRAYSTONE YARD

- Zone
- Mariner's Bell
- Tradeskill Zone
- Norrathian Express
- Commerce NPC
- Banker
- Quest/Other NPC
- Guard



# balls of discipline

## desert of flames

### points of interest

The Halls of Discipline is in a tunnel in the ocean beneath T'Narev in the Pillars of Flame. A ways down the tunnel is a door that leads to the Halls of Discipline. Once you enter and leave, you're locked out for about 24 hours real-time.

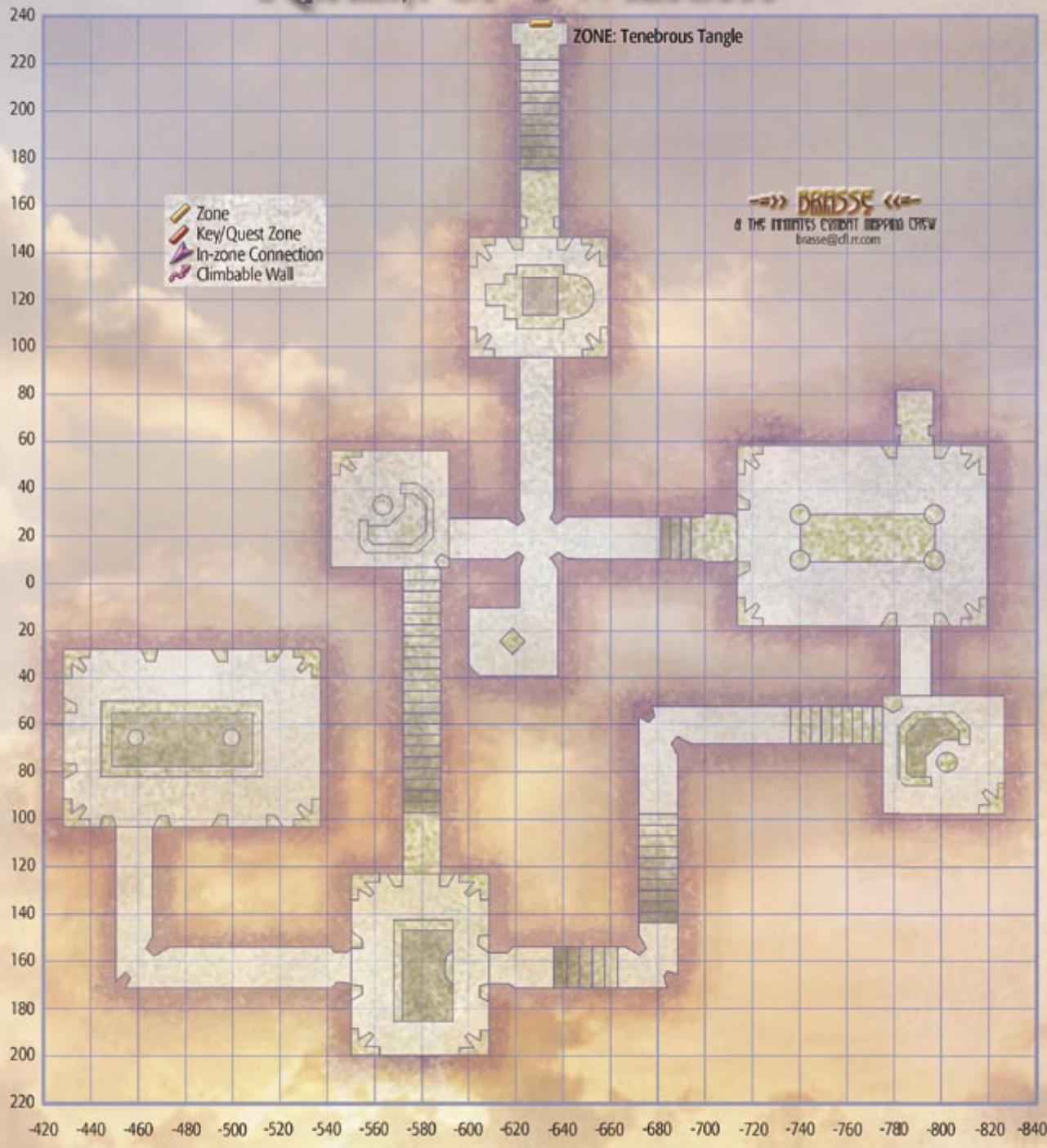
This zone is simply about protecting Brother Jhand while four pillars are attacked by naga. Once you speak to Brother Jhand and he begins to meditate, scan the cave for approaching naga. You can't attack them until they've attacked one of the pillars, so the pillars will always take damage. After you defeat each naga, repair the damaged pillar by right-clicking on it. Brother Jhand meditates for a long time but if you manage to save all the pillars, you're rewarded for your efforts.



# balls of the seeing

Kingdom of sky

## HALLS OF SEEING REALM OF TWILIGHT



# THE HIDDEN CACHE

*desert of flames*



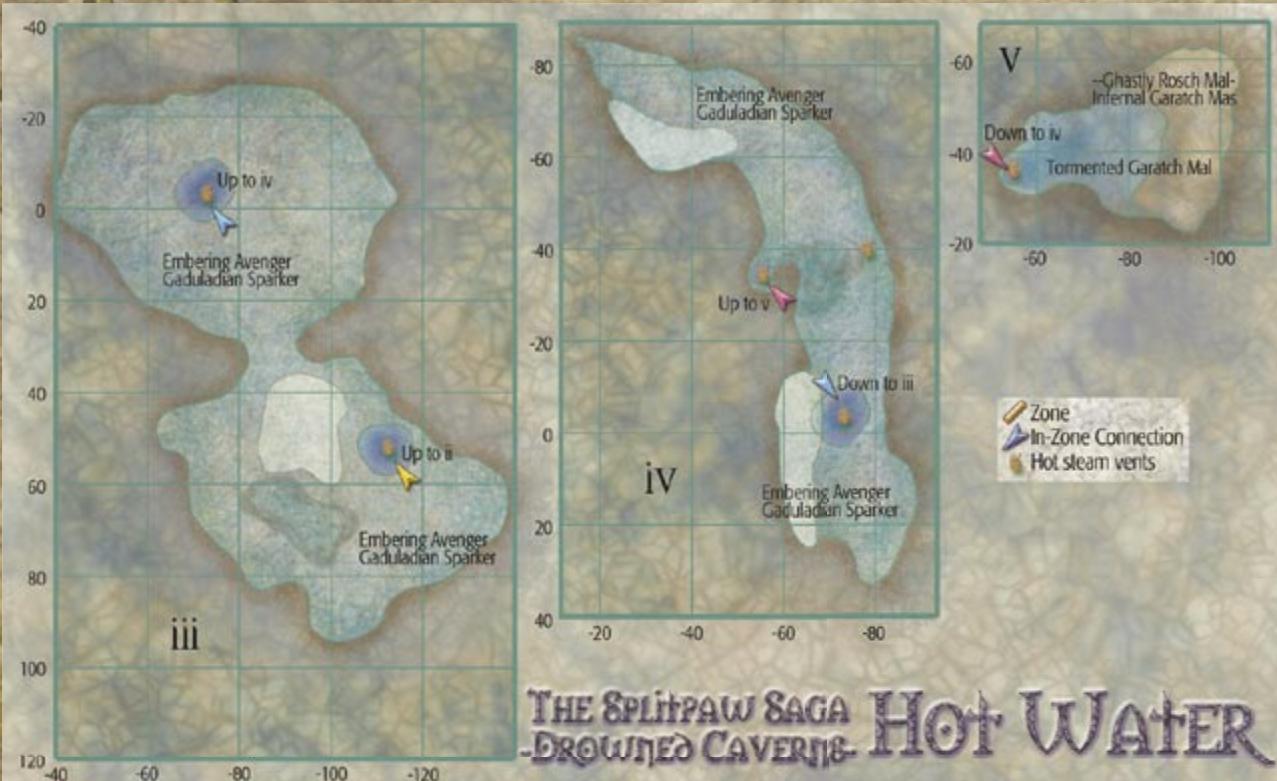
# THE bideout

splitpaw saga

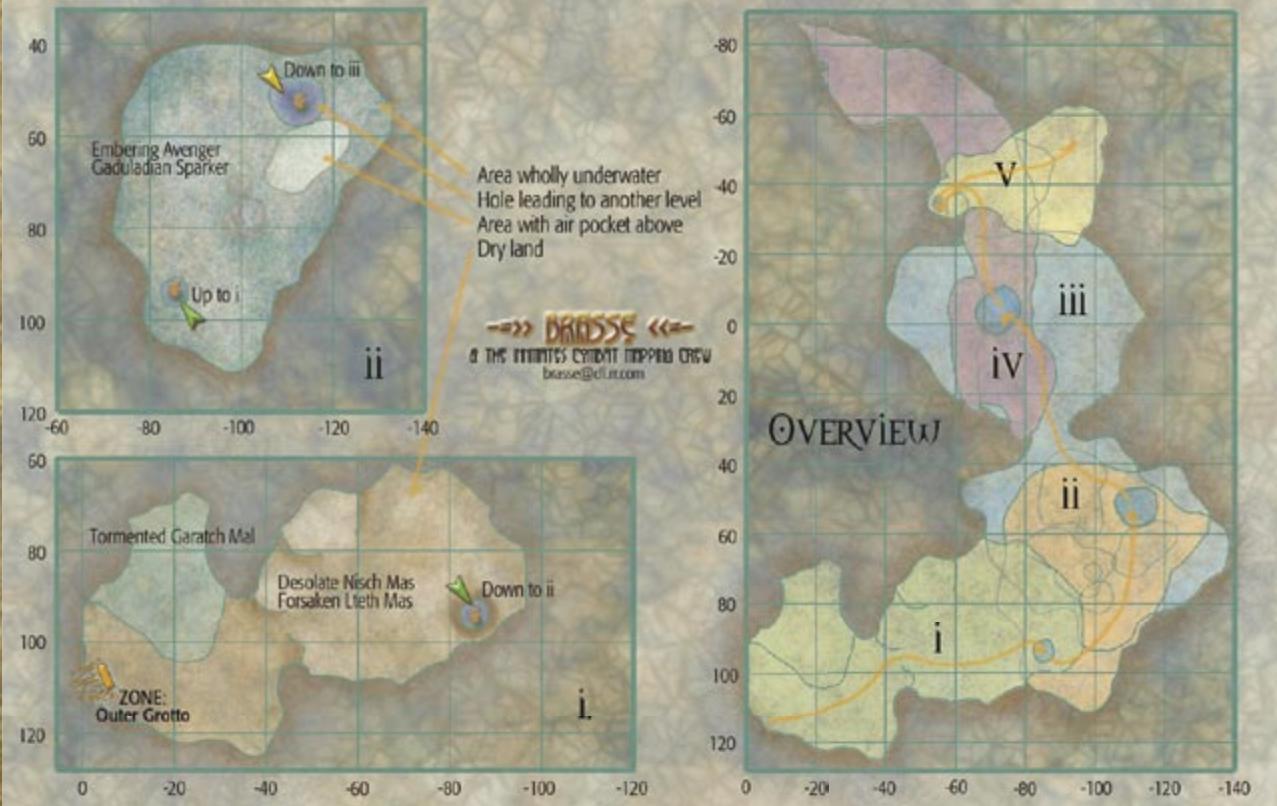


# hot water

## splitpaw saga



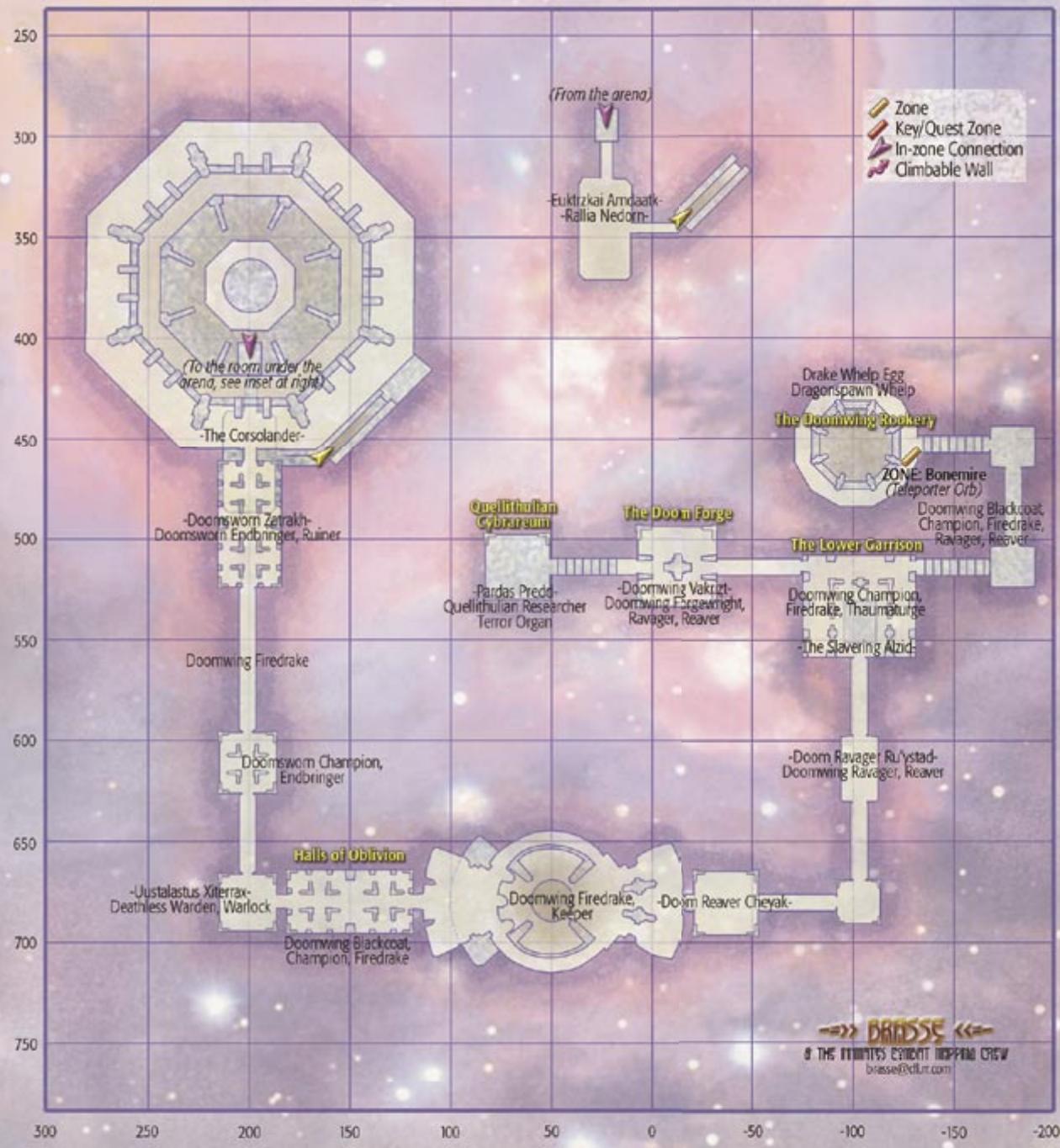
## THE SPLITPAW SAGA DROWNED CAVERNS Hot WATER



# Laboratory of Lord Vyenn

*Kingdom of sky*

## LABORATORY OF LORD VYENN REALM OF NIGHT



# Lair of the Necromancer

everquest II

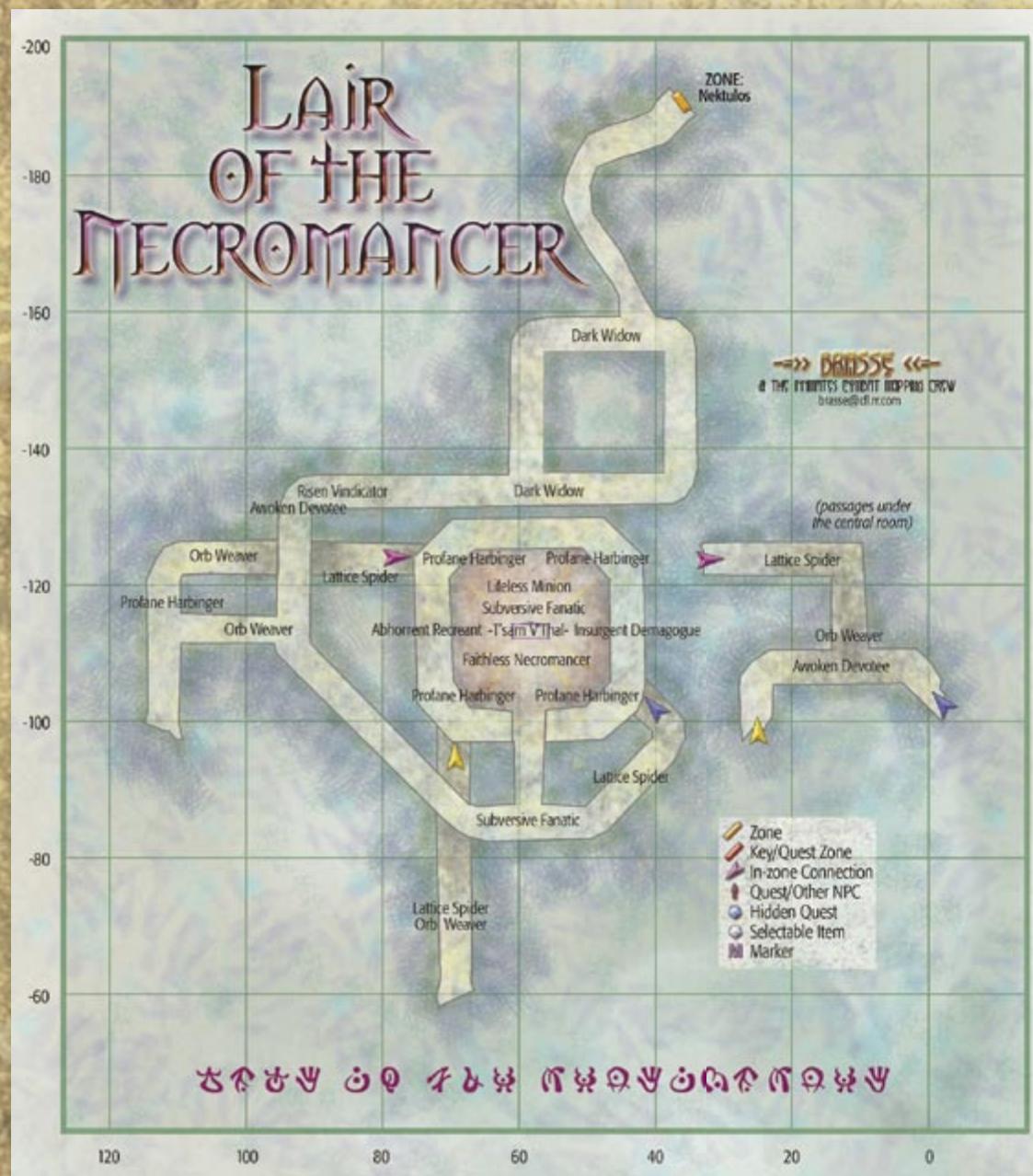
## points of interest

Past the Valley of the Bears and the Thexian dragoon camp in Nektulos Forest is the lair of a Dark Elf necromancer. His home is a small maze of hallways with one central room.

Spiders and skeletons guard the passageways, and the necromancer's grim décor gives the place a gloomy ambience. In the central room, four Dark Elves worship at a forbidding altar, and skeletons stand guard

around them. The hallways do twist and turn a lot, but the lair's small size makes it nearly impossible to get lost.

The Lair of the Necromancer is perfect for a lone adventurer to tackle. More than one makes the weak necromancer and his minions seem even more pitiable.



# Lavastorm

## everquest II

**O**ne glance at this island from offshore and even the hardiest of adventurers would blanch at the sight of the hellish environment sprawled out before him—a land that no one who cherished life could possibly tolerate for more than the merest flickering of a moment. The island itself is a cluster of smaller volcanoes surrounding the greatest of its ilk on Norrath: Mount Solusek.

The island itself resembles a massive staircase, with the dread spire at its core. Steppe by steppe, the land rises counter-clockwise around mighty Solusek, spouting fire and belching smoke, mockingly, at all who attempt to gain access. Steep volcanic rock form the perimeter and magma plains rest within the five great steppes, each higher than the last. Rivers and streams of lava flow through the steppes from unknown sources deep within the land's molten core. The heat is flesh-searing and the coastal waters boil as if fired by some infernal flame deep within Norrath's crust. Ash and magma billow from numerous vents and spew high into the sky before being carried away to be deposited on the island known as the Ashlands by some, and Nekulos by most Humans. How any being could tolerate—let alone thrive in—this nightmarish environment is a mystery and speaks of the power and danger that indigenous creatures possess.

### points of interest

The most dangerous of the continents of Norrath lies to the north of Nekulos Forest. Lavastorm is on the slopes of a massive volcano, and any contact with the rivers of lava will result in instant death. Salamanders roam the ash-covered wasteland and animated fire spirits set flame to anything in their path. Several powerful foes roam the landscape, and the Sootfoot goblin clan claims the territory as their own.

As you travel the fiery paths of Lavastorm, watch your head. The volcano spews forth fireballs, and living creatures of flame stand in your way. The temple to the Burning Prince is situated far to the north in this area, and by continuing through it to the volcano's crater and climbing down, you can enter Solusek's Eye.

The landing that travelers arrive on in Lavastorm leads to a rickety-looking bridge to the mainland. The water may look dangerous, but it on its own won't hurt you. Foulgill the Rotten, on the other hand, might.

Once you've made landfall, be prepared to fight from the second you hit the dirt. Magma wormlings and the rare Fire Toad guard the tunnel into the main lava fields.

Once you've worked your way past all the goblins in the tunnel, you'll come to a large ash-covered field where goblins, worms, and lava monsters roam. Be very careful not to touch the lava river, which can be easy to forget in the heat of battle. Work your way down the river,

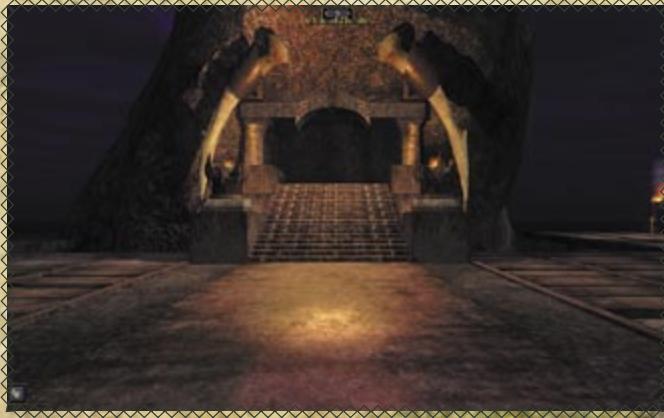
and go around it to fight the worms in the ash plain. Go past the dagger spires and into the narrow pass; also watch out for the noxious fumes of the volcano, which have taken on minds of their own.

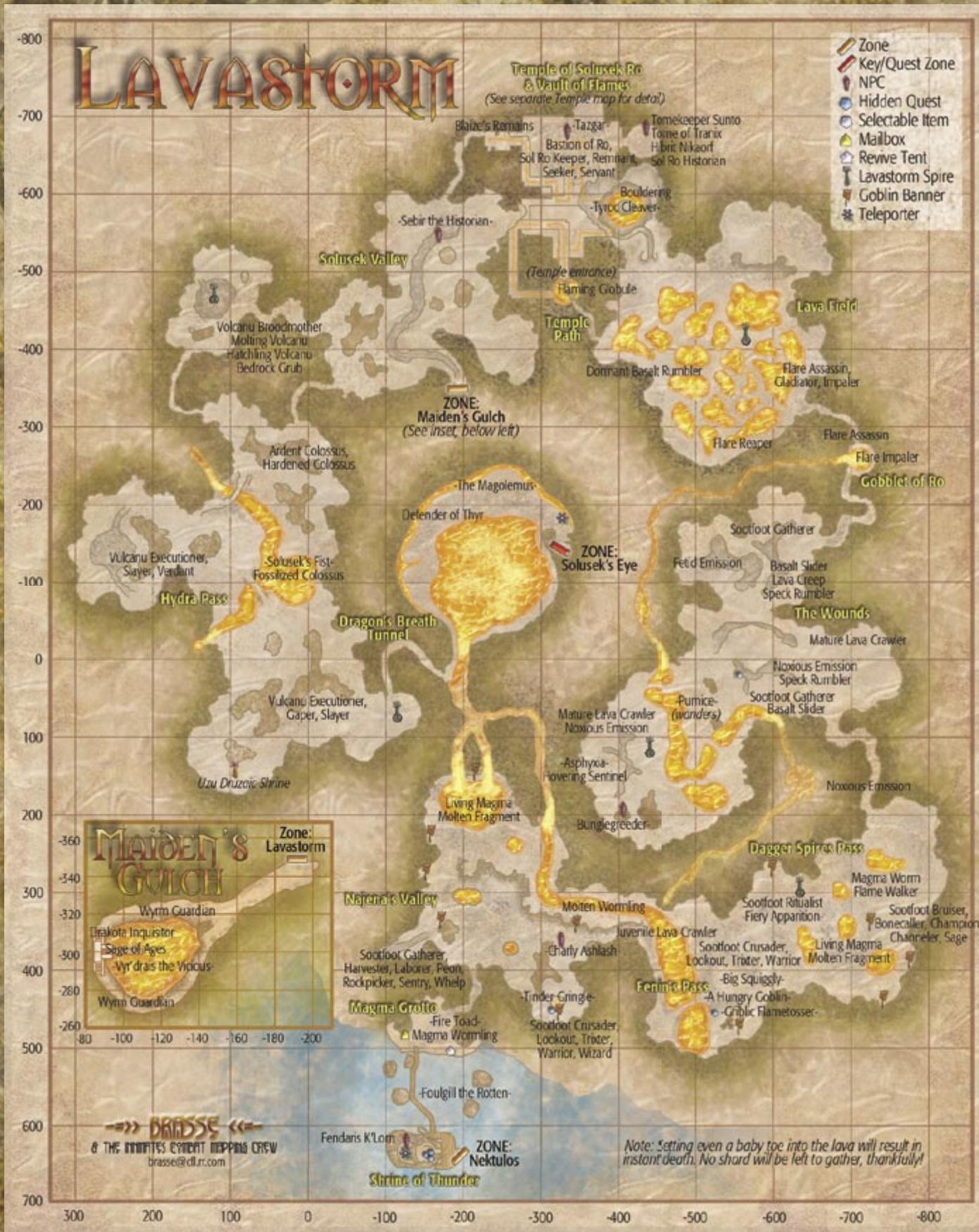
Through The Wounds, worms and gaseous foes wind their way, and the wandering monster Pumice will sneak up and pound you into submission if you're not careful. A spire looms overhead; a small path will take you to it. Very carefully make your way around the edges, fighting the flare assassins, and once again, do not touch the lava! Then move to the lava fields, a maze of open pits of magma, surrounded by flares and worms.

Then the traveler will encounter the Temple of Solusek Ro. Be careful when crossing the stepping stones to the temple, as a misstep could be fatal. The ghostly remnants of Solusek's followers will impede your progress. Past the temple, you'll find Solusek Valley, and from here you can make your way past the lava beasts to Hydra's Pass.

The vulcan will make this a difficult journey, but with enough backup it's only a matter of time. From here, make your way to Dragon's Breath pass, and very, very carefully make your way down the crater toward Solusek's Eye.

Lavastorm is very dangerous for a solo adventurer, and can be deadly to a group if all are not careful. One more thing bears repeating: Do not touch the lava.





# Library of Light

## desert of Flames

### legend of the naga

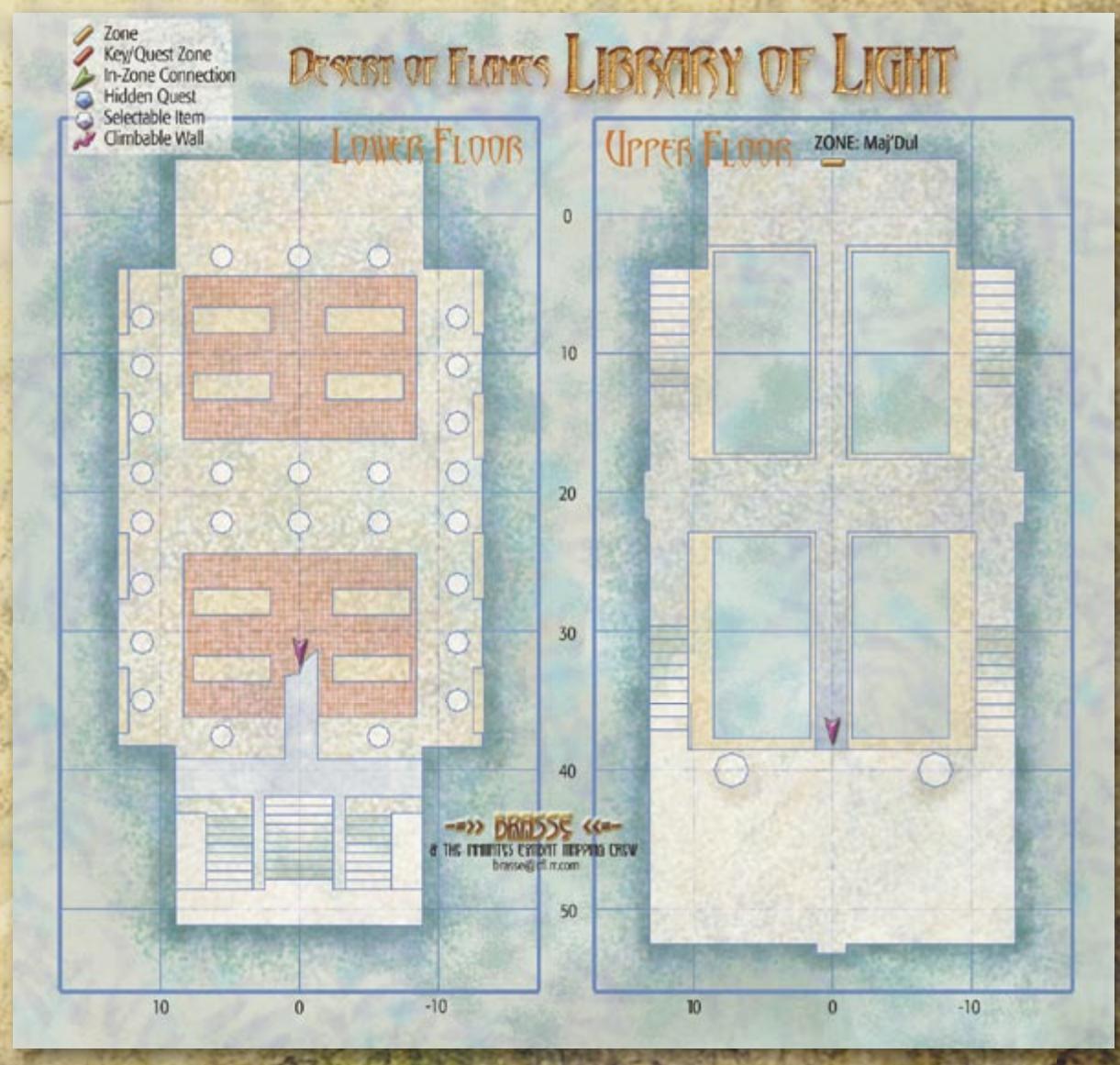
It is whispered that the naga of the Anvil of Ro are descended from the harem of a powerful djinn lord. The legend says that a spiteful harem of djinna constantly bickered with one another, fighting for position within the Djinn Master's court. When the great djinn lord deigned to bring a beautiful Human woman into his harem (which is another tale in and of itself), the tension within the harem distilled into a poisonous plot.

The djinna concocted a series of intricate lies to cast the new arrival as an assassin. Coily, they approached their master and mixed the intrigues with common conversation. But the mighty djinn saw through their plot.

Enraged, he cast them all out of his citadel, cursing them to take on forms to match their split-tongued lies. The djinna of the harem were thus transformed. But the story does not end there.

Free of the contentious harem, the djinn lord focused his energies on his one remaining companion. Over the following centuries, he fell deeply in love with her. Eventually, he shared his deepest secrets and plans.

Horrified by what she learned, his final consort fled the palace on the back of a loyal sphinx. Alone, the Djinn Master brooded over the loss, pouring his attention and powers into the progress of his plan.



# THE LIVING TOMBS

## desert of flames

### points of interest

The Living Tombs is accessed from the northern oasis in the Sinking Sands. It's a dark and dingy place full of zombies and gnolls. Running through the different courts is an aqueduct system that transports an eerie green liquid. The liquid isn't harmful to the touch but the creatures

surrounding it can be very deadly. Deep in the Living Tombs is the entrance to the Silent City but don't expect just to go traipsing in; you'll need to complete the access quest given by Jinja the Swift near the entrance from the Sinking Sands.



# LOCKJAW'S LAIR

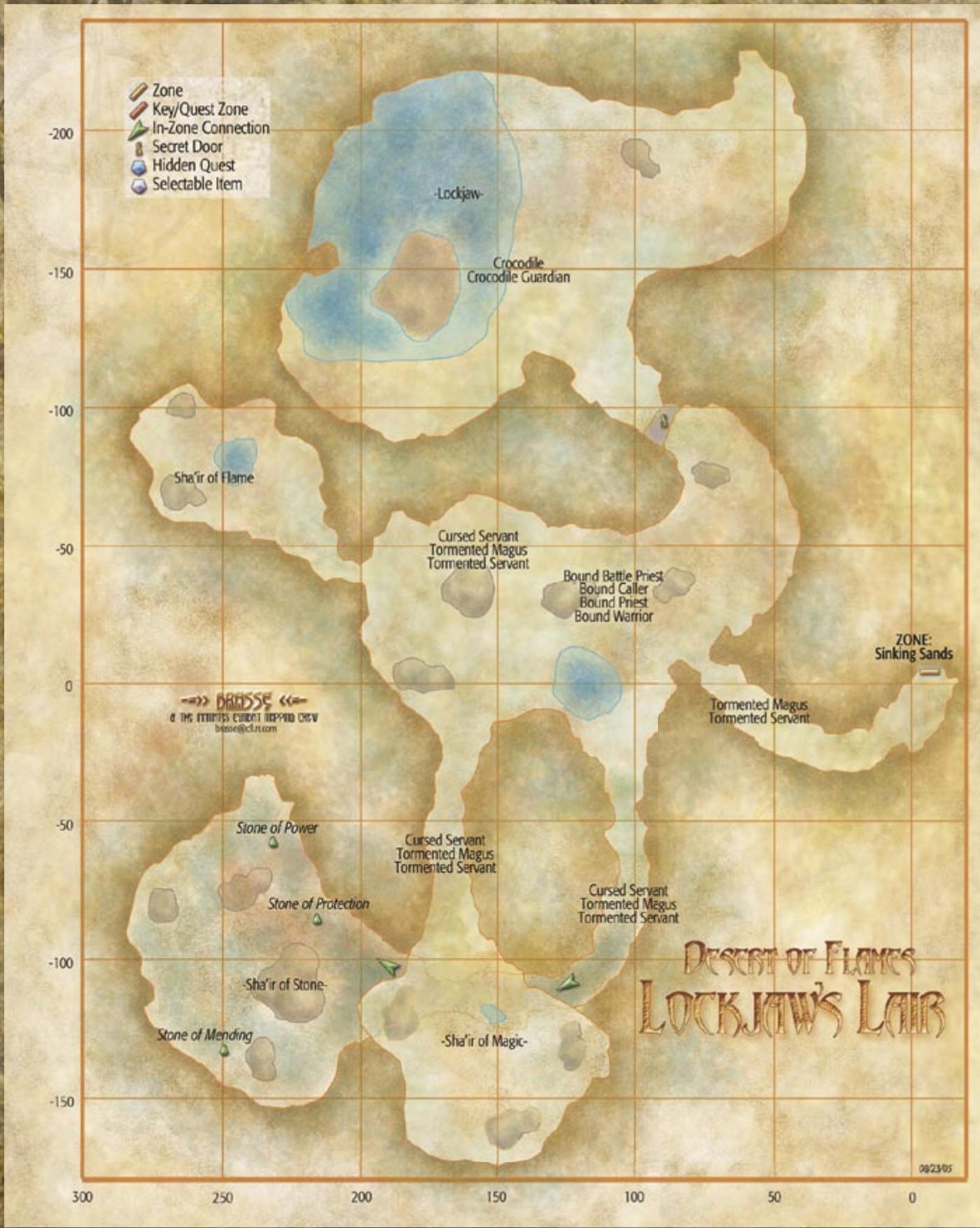
## *desert of Flames*

### points of interest

The entrance to Lockjaw's Lair is in the Croc Caves of the Sinking Sands. Look for a clickable rock in the largest pool of the caves to enter Lockjaw's Lair. Once inside, you're faced with a bunch of caverns connected by twisting tunnels. The main cavern has tunnels that lead into three smaller caverns. Each of the smaller caverns has a named sha'ir in it. The

Sha'ir of Flame is in the northwestern cavern while the Sha'ir of Stone is found by going down the southeastern tunnel. The last named sha'ir, the Sha'ir of Magic, hangs out in the cavern down the southwest tunnel. In the northeast of the large cavern is an odd-looking door that turns out to be a secret door into the chamber with Lockjaw.





# Longshadow Alley

## everquest II

**L**ongshadow Alley is unique among the districts of Freeport. The reason for this difference is simple—only one race resides here: the Teir'Dal, or Dark Elves, as their Human neighbors refer to them. The Overlord counts the Teir'Dal as one of his most useful resources and has granted them the district as a show of gratitude for the service of one of their kind, the Foci of the Academy of Arcane Science.

As you enter Longshadow Alley, the first thing that commands attention is the fountain that houses an imposing statue of an angelic warrior fighting a lion. The current speculation is that it was a symbol placed there by the Overlord himself so that his residents would never forget where their loyalty should lie. The Dark Elves adhere to all of Lucan's laws with apparently unwavering loyalty, but what happens in the shadows of the alley is anyone's guess.

One of the more striking features of Longshadow Alley is a large, raised platform surrounded by small altars of fire. The markings on the platform match the symbols of other areas of the city of Freeport. It is said that these are the conduits for a teleportation spell used by the Foci herself for her frequent visits to the district.

A Dark Elf of mysterious origin, the Foci is the head of the Academy of Arcane Science. She is generally considered to be the most powerful mage in all of Freeport, second only to the Overlord in sheer might, and is enigmatic as any of Norrath's higher powers.

### points of interest

Home to the fleet-footed and strong-armed Dark Elves, Longshadow Alley is a somewhat oppressive and extremely hostile environment, riddled with distrust, envy, and plots. Every corner, every shadow, every doorway—all could be the hiding place of midnight-skinned assassins. Still, many adventurers visit this zone due to the high-quality crafting of the intelligent Dark Elves and the numerous quests that offer travelers riches and fame.

Longshadow Alley is centered around the Destroyed Knowledge Portal, the main attraction of the zone. This monument has become the town center, so to speak; shops and houses have sprung up in a circle around it. Just east of the monument, Tailor T'Gask has set up shop, selling wares ranging from threadbare tunics sewn by T'Gask's apprentices to finely crafted armor made by the tailor himself.

South of T'Gask is the Freeport Reserve, the local bank. Banker T'Val wisely stays behind his counter, safely out of reach of any would-be robbers. Make sure to visit T'Val before continuing on the merchant loop; what good is visiting Alchemist K'Tolia if you can't afford her poisons, or Bowyer V'Dyhn if you can't purchase his bows?

Directly opposite the bank is a small shop belonging to Mender Brelslade and Shieldsmith Sh'Nra, where the former patches up armor and weapons and the latter crafts shields of every shape and size. Outside their shop stands Armsdealer T'Nyvez; perhaps the high quality of T'Nyvez's wares and the fact that his weapons don't break have caused a rift between T'Nyvez and the mender.

The main square is not at all restricted to merchants. Maliz T'Raan and Imnat D'Ven, two citizens, have rented out a house west of the portal. Southwest of the portal, Alanaramal Z'Aste waits for some attention, and

north of the portal Modian K'Jarr and Ezna M'Linar try to convince Lynsia T'Kanix to lower her prices.

After you've explored the main circle, go northeast to the dock, pausing for a moment to converse with Dur X'Shri. At the dock you can find Aldaral V'Exxa, a vital NPC for new Dark Elf refugees, and Merchant L'Dor, who simply can't stand the cramped city square. Also on these docks are two Mariner's Bells, your link to the outside world.

Head back toward the city, but this time take the outer road south. If you're in need of a job, you might want to stop by the Office of the Freeport Militia; Captain L'Nek has been searching for brave adventurers such as yourself. Across from Captain L'Nek's is a house owned by Tilzak N'Lim.

The Elysium Inn might not be the best of inns, but Innkeep T'Mel can safely promise that you will live through the night. Should you not be tired, continue around the bend until you come to a large house to the south. Within you can find Zelina T'Von and Kylianith D'Lar; these NPCs must be wealthy to afford a home so big, even if it is a little worn.

Past their home you will find the North Freeport gate, guarded by Guard D'Beph and Guard T'Narra. As both guards look busy, you might want to head back out and continue on your way, stopping to chat with a less busy person, such as Mol K'Lorn. Scribe P'Thek in the Scribe Shop is also quite willing to chat...and perhaps exchange one of his scrolls for some of your money! Should you be in search of easier reading, Trainer V'Tun is also willing to give you crash courses in easy skills.

Houses to the northeast and southwest reveal Yarana D'Ven and In-nurae V'Tarris, and farther up, Orian D'Rak is the sole patroller of a large home. Traveling northward to the dead end will bring you a choice: Go west to the Thieves' Way grate or east, right back to where you started!



==> DRASSÉ <==  
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# lost village of Kugup

everquest II

## points of interest

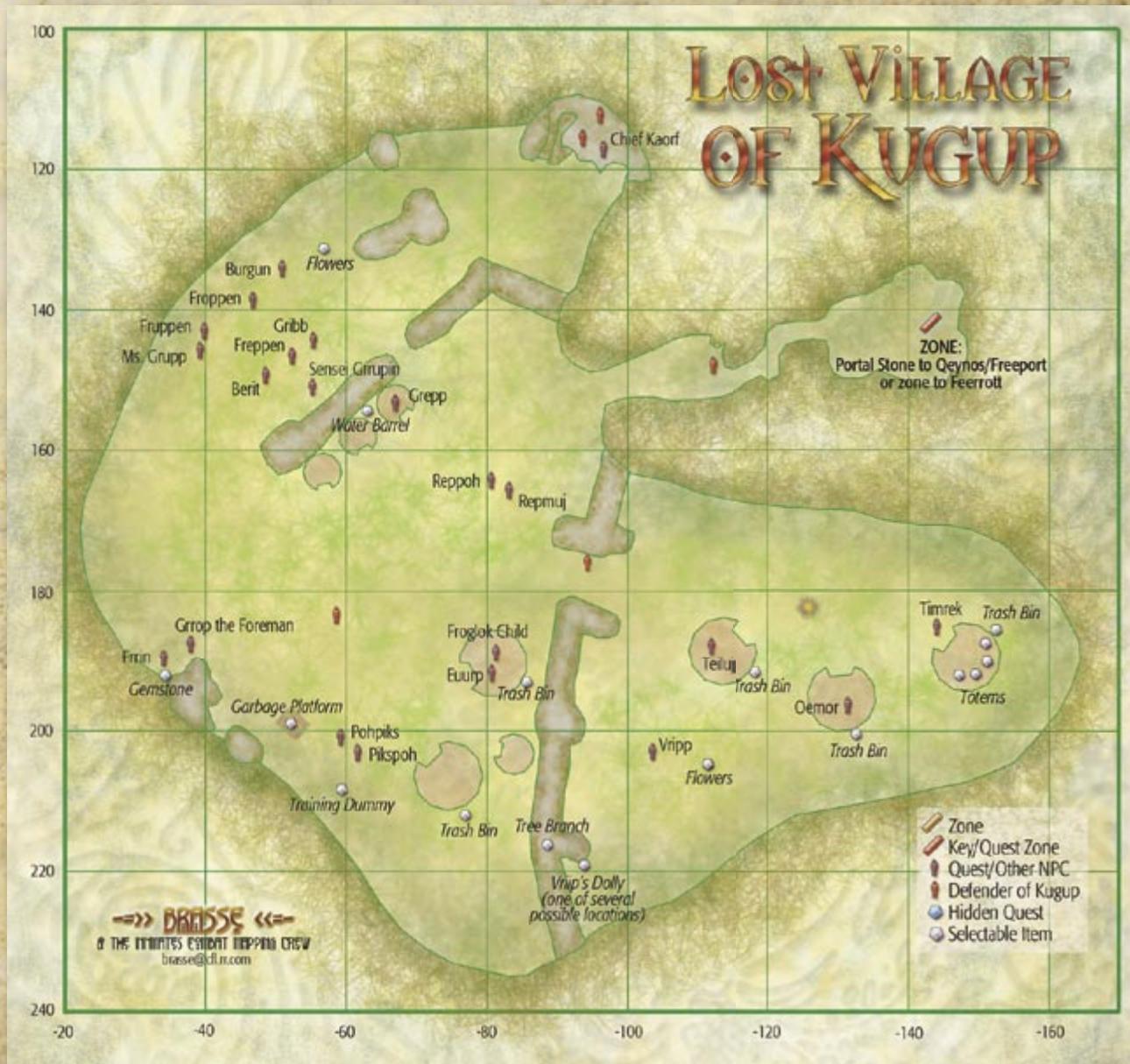
The long-lost home of the Froglok people, the Lost Village of Kugup is only reachable after you've performed a service for an emissary of the amphibian race, or figured out some more nefarious way of gaining passage to the secret haven. While here, the Frogloks will ask you to perform several tasks to earn their trust.

The small area is filled with Froglok huts, and many of their people are willing to speak to outsiders. Most of them have some sort of errand for adventurers to complete to help curry their favor and gain their trust.

As you wander the village, you'll see the Frogloks going about their

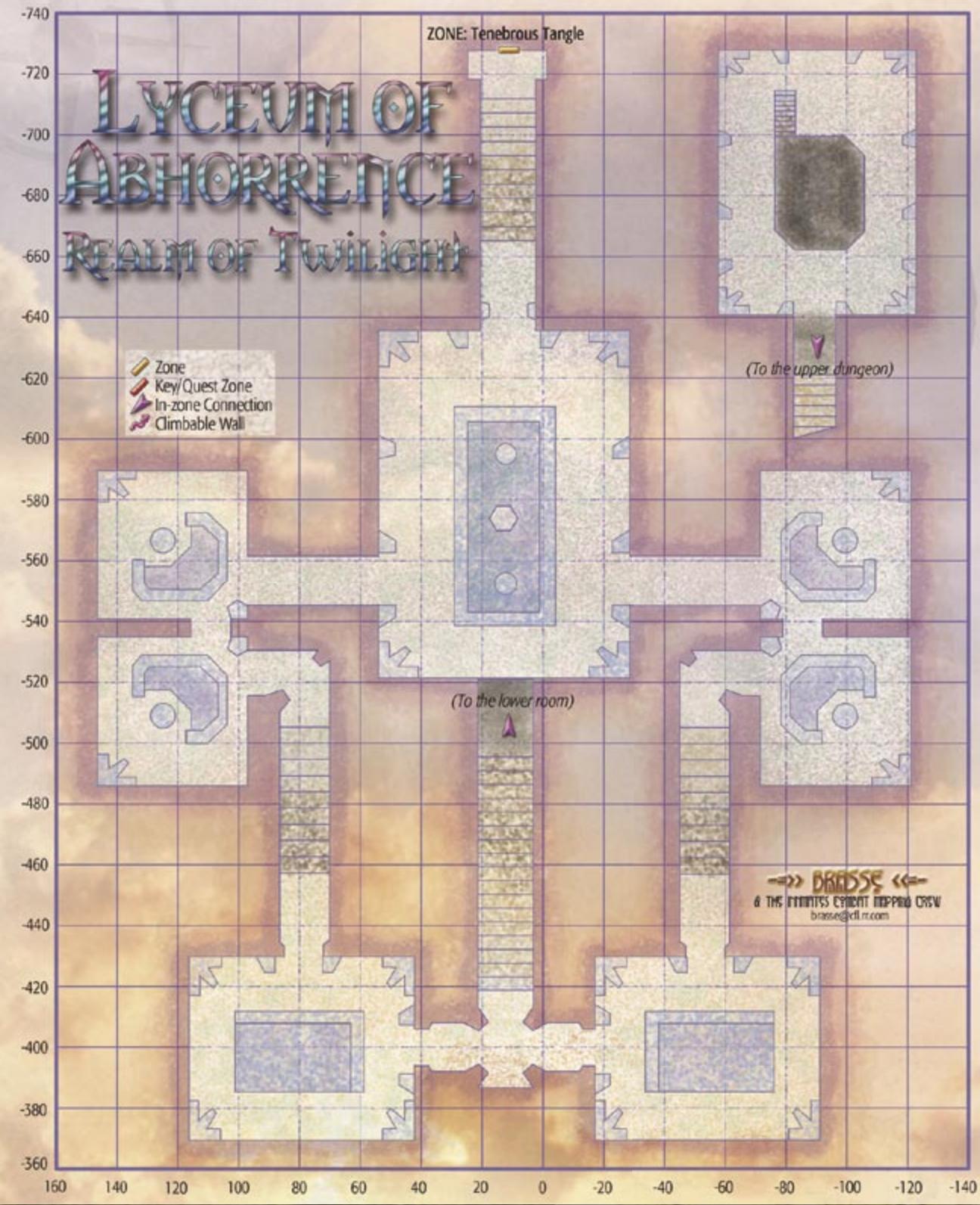
daily routines. Children chase each other, playing games. A sensei trains his students in martial arts, and miners chop at the rocks tirelessly.

The tasks the Frogloks ask of you are mainly menial, such as garbage collection, but a couple of them require you to pay close attention. One of them is a history lesson, and you'll want to read the book you're given carefully, as there will be a quiz at the end! Another is a simple logic puzzle regarding some hungry trolls. The quests will take you all over the village, so expect to be intimately familiar with it by the time the Frogloks finally bid you farewell.



# LYCEUM OF ABHORRENCE

kingdom of sky



# maj'dul

## *desert of Flames*

Tofran Tahl was the greatest prophet that Maj'Dul had ever seen. But his prophecies were limited to a peculiar (and important) aspect of the immediate future. Tofran had the infallible ability to predict the outcomes of the pit fights of Maj'Dul.

Year in and year out, he predicted the winner of every key match. His predictions became so dependable that there was talk of canceling the fights altogether and installing the prophet as sultan. The caliphs, of course, would not stand for this. They arranged for Tofran's skills to be tested in a series of three fights (which they intentionally rigged).

As always, Tofran made his predictions. The trap apparently sprung, the caliphs arranged guards and transport for the prophet to a distant mesa isle (the one that carries his name to this day). To everyone's surprise, Tofran's predictions were all incorrect. The entire economy of Maj'Dul staggered under the weight of enormous gambling losses. Astounded, the caliphs were powerless to stop Tofran from collecting his winnings and disappearing on a Maj'Dul carpet into the fading sunset.

### points of interest

The city of Maj'Dul is where it all happens. Beggars fill the streets with requests for coin while merchants hawk their wares at the many markets of the city. The main draw of the city is of course the Arena Games but there is plenty to see and do among the citizens of Maj'Dul. Watch your back at all times while exploring as the three Courts vie for control of the city. None of them is particularly friendly to visitors.

#### THE SULTAN'S PALACE

At the heart of Maj'Dul is the Sultan's Palace. This is where all the Arena Games happen. The Arena is hard to miss because you must go past it to reach most areas of Maj'Dul. The entrance to the main arena is on the south wall where Sumixum the Arena Master stands. You can enter the Arena by clicking on the door. If you don't have a champion to enter a champions game, Sumixum is happy to provide you with one.

There are a few other entrances on the other sides of the Arena. These entrances are only open to certain players who have fulfilled certain re-

quirements. Usually, entry is granted by completing quests for your Court and they may send you through these alternate doors. If you have access to these other entrances, you'll know it.

#### THE COURTS

The Court of Truth is in eastern Maj'Dul. Players with enough faction with the Court of Truth may enter their clubhouse using the doors on the east side of the building. Down the stairs facing the building is Outcasts' Ledge where merchants and various NPCs reside. Antiquitor Kantus Mor'Tael offers a nice line of quests after you've completed the quest given by Shan in the Golden Scepter.

The Court of the Coin lies on the west side of Maj'Dul next to the Mid-day Market. To the south of the Court of the Coin look for Zeke Two Tone to start a quest that eventually leads to access to the Shimmering Citadel in the Pillars of Flame.





# Barakah and Siyamak

In the ancient days, when dragons ruled the worlds, Barakah of the Day was born. She was named for the color of her scales, which covered her body like sand rippling across the desert, supple and golden. She was a high-caste dragon, for only those whose bloodlines were pure would be the color of precious metals. For her, a consort was chosen from other high-caste dragons. Like Barakah, Siyamak of the Night was named for the color of his scales. Sharp and silver they were, like frosted moonglades upon the water.

Turmoil came to the lands in which the dragons existed. Barakah, who was the older and stronger of the two, insisted they flee the Plane of Sky to seek a more stable world.

High-caste dragons may travel where they will, yet Siyamak hesitated. He did not wish to flee one known peril only to face another that they could not imagine. And so, Siyamak consulted with a master of the djinn, in secret and without Barakah's knowledge.

The djinn told of a wondrous place, where many dragons and djinn had relocated as the worlds shifted and the gods abandoned the mortal races. Siyamak determined that he and Barakah would go there also, to live amongst others of their kind. However, he did not know the way.

"I will show you, but it is not an easy path. One scale each I must have in exchange for this information," said the master of the djinn.

Siyamak contrived to steal a golden scale from his betrothed while she slept, and the next day, he presented her scale and his to the master of the djinn. Using a seeing pool, the djinn showed Siyamak the way to the new world and explained the dangers that would befall the dragons.

"You must travel in secret, for the many dragons there will seek to destroy you, knowing you are of high-caste," said the djinn. He gave Siyamak two powders, one for Siyamak and one for Barakah, which would cover them in the illusory form of creatures from their new world.

Only then did Siyamak tell Barakah of his choice. Barakah distrusted the djinn, but when Siyamak dusted his silver scales in the powder, he changed before her eyes into the form of a high-caste Teir'Dal with hair as silver as Siyamak's own scales.

"As you see, in this guise we can travel easily into our new realm," said Siyamak. Reluctantly, Barakah dusted herself with the powder and looking into a polished brass mirror, found the reflection of a golden haired, high-caste Koada'Dal peering out at her. In this way, the trust of the dragons was won and they followed the path shown to Siyamak into the new realm.

The djinn, however, had tricked Siyamak. For, once the dragons left the Plane of Sky, they found themselves unable to control the shifting of their shapes. They flowed from dragons to Elves and back again. Unable to predict when they would shift shapes, Barakah and Siyamak cursed the djinn and hid themselves in the desert where the shifting sands and changing landscape kept them from curious and hostile eyes.

By chance, Siyamak encountered the master of the djinn who lived in the new world. No longer as trusting as he had been in the days of his youth, Siyamak confronted the djinn, who professed surprise and dismay.

"We shall see how dismayed you are when Barakah and I strip the flesh from your bones and feed it to the harpies," growled Siyamak. But the djinn asked for a chance to correct the problem.

"It is likely caused by the loss of your habitat in the Plane of Sky," said the djinn consolingly. "We djinn have likewise found things are not as we expected. My people suffer as surely as do you. You will need once again to bring me a scale from each of you so that I can make amends."

This time, Siyamak told Barakah immediately. Though she was still mistrustful, she agreed to surrender a scale. She missed the constancy of her dragon form and the longing grew each time her body changed of its own will into the unnatural shape of an Elf.

The master of the djinn welcomed Siyamak and Barakah to his Shimmering Citadel, the floating home of the djinn in the new world. Within its walls, the djinn secured many mementos from the Plane of Sky, infusing the Citadel with the electric familiarity of their old home.

As soon as the master of the djinn received the dragons' scales, he gave them each another powder to apply to their bodies when they were in dragon form.

"You must do this only in your dragon form," cautioned the djinn, "for otherwise, it will not work."

Barakah, already in the shape of a dragon, applied the powder immediately. And then they waited for Siyamak to likewise transform. They had never been able to predict when the transformation would take place; it could be minutes or hours or days. The master of the djinn welcomed them as guests until Siyamak could use the powder. He called it a gesture of goodwill, but Barakah grew suspicious. Days lengthened into weeks and months. Barakah had yet to see Siyamak transform into his dragon shape.

Taking Siyamak with her, Barakah abandoned the Shimmering Citadel. She and her mate sat beside a spring in the hills and wept for so many days that their tears turn the waters bitter. As they sat there weeping, the master of the djinn came to speak with them and once again offer them a residence in his floating palace.

"You have cursed us for the last time, body-thief," Barakah snarled. She leapt at the master of the djinn in a furious rage.

As his life slipped away, the djinn laughed hoarsely, "The powder works but you shall never see each other in the same form again for you are missing two of your scales. With them, I control the changing of your forms. And now, you will never find them. The day and the night will rule your changing instead."

# Nektropos Castle

## Everquest II

**N**ektropos castle is the former home of Lord Everling, an eccentric Human driven mad by the frequent tragedies of his life. It is now inhabited by nearly lifeless flesh golems, fitting denizens given Lord Everling's trials and tribulations. The castle is a formidable, gloomy structure with an ink-black, stagnant moat encircling it and six towers dominating its corners.

The daughters of Lord Everling reside inside the magically sealed castle. They are no longer alive and are creations powered by Everling's lifework, mere shadows of the women who once celebrated life. This is a place full of dread and utter misery, where pain—both physical and emotional—is living, breathing thing. Nektropos castle is a place of true torment with little sign remaining of the happy souls that once inhabited the now-undead.

Few know of this place and visitors have been blessedly absent for nearly a century. Only the trapped occupants, many patchworked flesh creatures, exist within this unholy prison. Few adventurers, upon entering, have ever been able to escape. Mysteriously, an unknown figure residing in the castle constructs flesh golems and sends them into the forest to hunt down all life. Could it be? Does Lord Everling still sip from the cup of life? Or does something far more sinister reside within?

### points of interest

In the northwest corner of the dark and forbidding Nektulos Forest stands a gloomy castle surrounded by undead. If you've made it past the wards and other defenses guarding the castle, be prepared for challenges that would make those lesser than you quake in their boots and hide in their inn room. One of the first things you should do upon entering the castle is look for the ghost of a woman named Alexa. She will guide you around the castle, and it is only by following her lead that you can access the entire fortress.

The Everling family called Nektulos Castle home for a long time, though now it's overrun with angry shades and restless dead things.

The entry level is haunted by the ghosts of guard dogs and the ghosts of the family's servants. Other ghosts, scavengers, and animals roam this level as well.

Upstairs are the rooms of the six Everling daughters, along with the family's library and dining quarters. The daughters must die so that you can continue to raid their family's resting place. Beware of the massive nightblood that appears when all the sisters are dead; he's fixed in place so he can't chase you, but he will hit hard as you try to run past him.

After this floor is emptied, continue to the basement level, watching out for the odd contraption on the stairs. The basement is occupied by rats, beetles, and creepy little animated dolls.

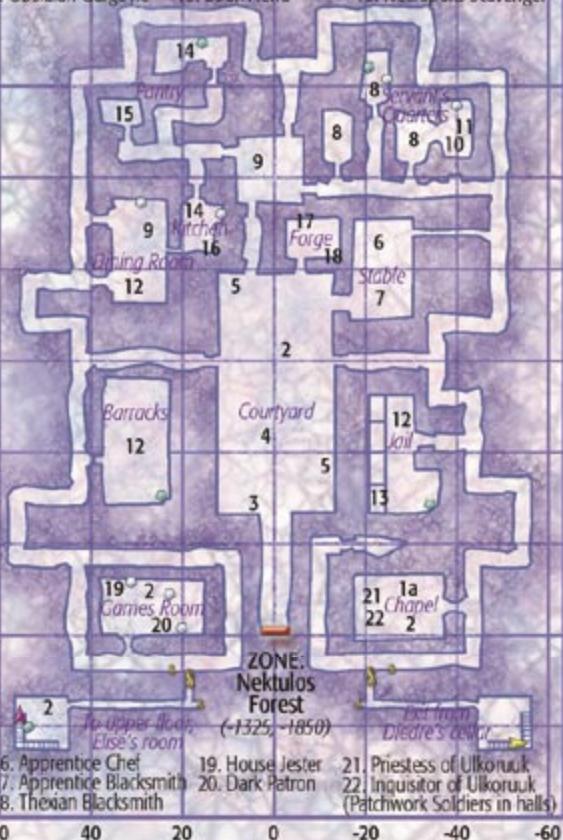
Eventually, you'll come to a long hallway filled with traps. Beware the lethal contraptions that Maltus Everling has set up to discourage interlopers.

Nektropos Castle is well suited to a full group of adventurers, as the monsters within would tear an individual traveler to pieces.

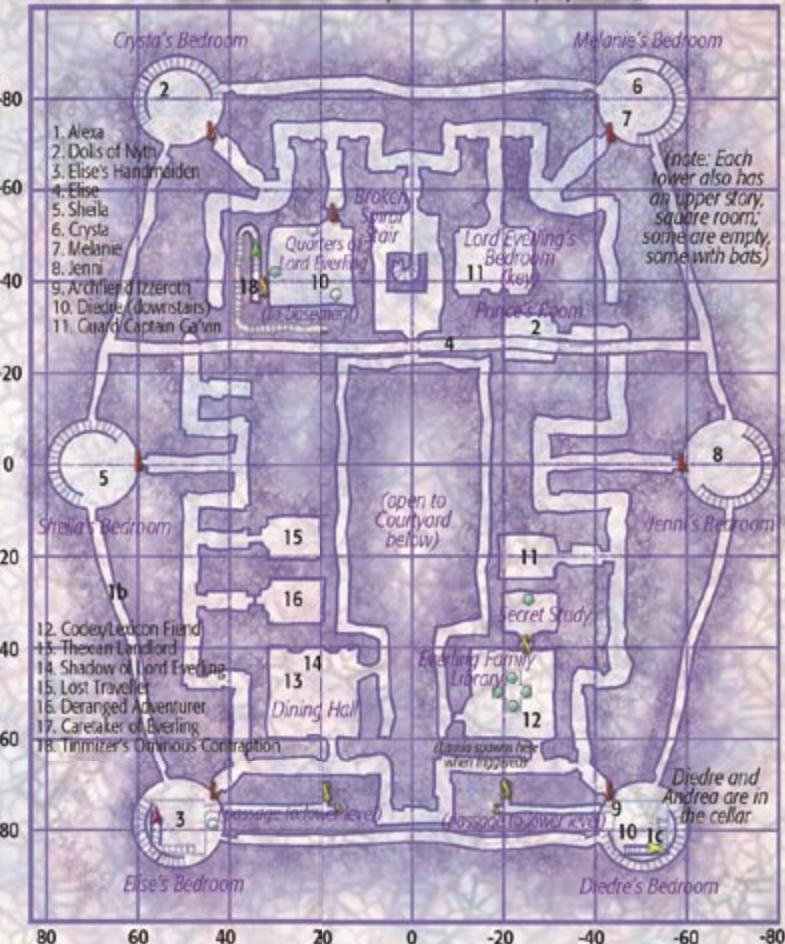


# I ENTRY - Main Floor

- |                          |                          |                            |
|--------------------------|--------------------------|----------------------------|
| 1. Alexa                 | 6. Swine Lord            | 11. Pelleas                |
| 2. Billy                 | 7. Everling Stableboy    | 12. Thexian Guard/Jailer   |
| 3. Master Eelid Necrosis | 8. Everling Manservant   | 13. Froglock Chou Assassin |
| 4. Eelidon Watchdog      | 9. Attendant of Everling | 14. Crumb Hunter/Scavenger |
| 5. Obsidian Gargoyle     | 10. Book Fiend           | 15. Necropolis Scavenger   |



# II BALCONY & INNER



# NEKTROPOS CASTLE

==> DRASSE <==  
@ THE INFINITE CYCNET MAPING ZONE  
drasse@dr-n.com

(A Missing Mask end)

# III BASEMENT & EVERLING'S LAIR

## Zone

- ▲ In-Zone Connection
- ◆ Hidden Quest Start
- Selectable Item
- Markable Item
- Locked Door
- Secret Door
- ◆ Control
- Trap

- The Traps**
1. Alexa  
2. Dolls of Nyth  
3. Bile Soaked Rat  
4. Deathwatch Beetle  
5. Xestobium  
6. Anobidæ  
7. Tome Fiend  
8. Ollix Everling  
9. Discombobulated Core  
10. Juggernaut  
11. Maltus Everling

# Nektulos Forest

Everquest II

**N**ektulos is a dense, murky woodland that lies directly in the path of the fallout from the volcanic regions to the north. The forest is permanently swathed in a veil of ash. Visibility is severely diminished by a haze that shields the land from the sun's life-giving rays. This has given rise to rare nocturnal vegetation, nurtured by the rich, volcanic, soil.

This land was once part of the Teir'Dal Empire. Only ruins of that former empire's greatness can be found strewn about the hazy wood. Thexians still call this portion of the world their home.

## points of interest

Some lands have diminished since the Shattering, but not this dark and twisted forest. It merely grew in malice and size, feeding upon the chaos and destruction.

Where it was once dangerous only to the very young, Nektulos has become treacherous even to those approaching their thirtieth season. Nightfall giants now tread its dark corridors and crush all who do not belong...some of them can see the invisible, and even the fastest horse has trouble outrunning these huge giants.

Those who choose to use the forest as a passage to run between Thundering Steppes and the Commonlands are advised to stay on the path or perish. If you wish to fight here, bring lots of friends, for you will often be surprised by the sudden appearance of wanderers who seek a tasty morsel such as yourself. The truly patient and careful solo adventurer can survive here, but only if she employs great caution. There are but two routes between the southern and northern sections of the forest: the great ramp known as N'Mar's Ascent (to the west) and the wending river path to the east. The ramp is well guarded by skeletons, but a reasonable level of invisibility will allow safe passage.

These are the hazardous paths you must follow, should you wish to test yourself in the Lavastorm Mountains, the haunted Cauldron Cove, or the forbidding mass of Nektrilos Castle. The keys to unlock those dark gates are to be found in Nektulos Forest, among the deepening shadows.

In addition to the formidable giants, twisted treants, skilled dragoons, vile skeletons, and hateful goblins all await your arrival. Even fish that have grown in this corrupt land will strip the flesh from an

unwary traveler before he can escape to safety ...and there are really no safe passages; all paths are watched by malevolent eyes.

The creatures of the forest range from merely mean to truly awe-inspiring in power—but don't get too close or awestruck by the power of denizens, such as Kaay'lah, without having brought 15 or more close friends for protection. Dragoons of his sort have gained such power that it will take all your might, and then some, to defeat him.

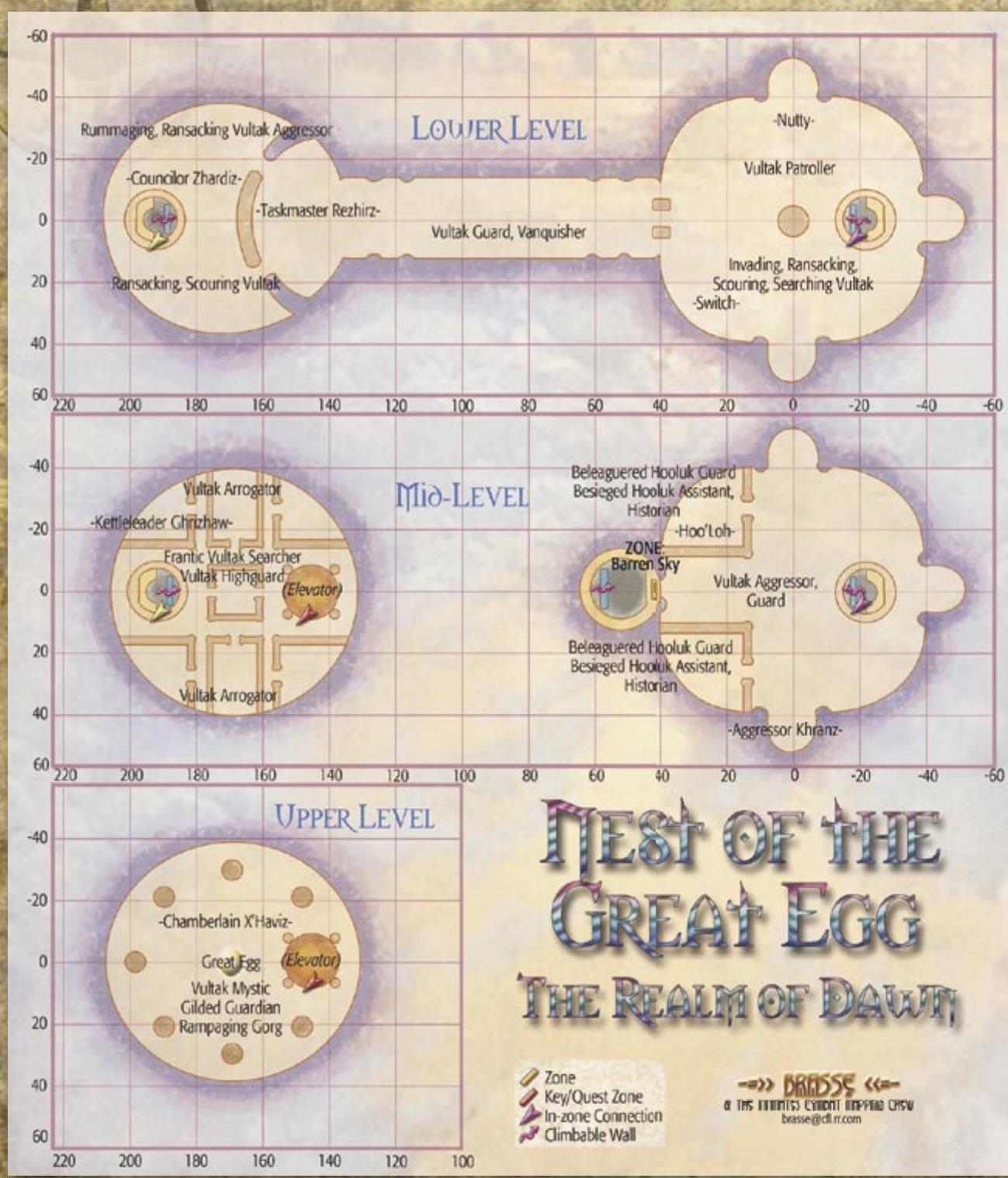
If you are a truly brave adventurer, you can find quests from both those who call the forest home and those who have simply wandered in, not knowing where they traveled. As you come into the forest for the first time from the Commonlands, a voice calls to you, compelling you to seek out one who knows the secrets of the forest. Make your way to Port Naythex and you will find merchants willing to trade, plus sea captains brave enough to sail their ships into the most dangerous waters...assuming you are willing to come aboard and act as guard, of course. Daisy Winterhope is looking to build a rather unusual vessel to navigate the Sea of Mist, and is willing to employ adventurers to help gather supplies. You might even pick up a mercenary contract or two from Stalker Pulsarian. Not all who venture into the forest are as brave as you, though. Jovan the Young felt stout of heart and strong of sword, until he met with some rotweeds. Now, having lost the talisman his father gave him, Jovan stands quivering near the gates back to the Commonlands, hoping to find someone willing to retrieve the talisman for him. A Dark Elf named Noxil V'Sek has spent many hours in Nektulos Forest hoping to unravel a few of its mysteries. Offer to help his exploration and you will find that you gain more than just knowledge.





# Nest of the Great Egg

kingdom of sky



## NEST OF THE GREAT EGG THE REALM OF DAWN

→→ BREBSE ←←  
© THE INFINITE CYCLOPS MAPPING CREW  
bresse@clirr.com

# Nettleville Hovel

## desert of Flames

**N**ettleville is one of the oldest villages adjacent to the city of Qeynos. It is here that the Human populations of the city can be found. Most of the people in Nettleville are simple peasants, farmers, merchants, and fishermen living quiet lives outside the bustling city.

The hovel has two main avenues lined with quaint little homes that lend the area its village feel. Although primarily a Human abode, the cat-like Kerra also dwell here. To their credit, the people of Nettleville were more than happy to make room for their feline friends.

The stories about what lead to this current state of affairs vary from scribe to scribe, but the one thread they all have in common is that when the Kerra arrived, they simply took up residence in Nettleville. Their easy-going, friendly manner made them more than welcome.

### points of interest

Nettleville Hovel is home to the reserved Kerra and diverse Humans of Qeynos. It's a busy district area, nestled snugly between Starcrest Commune, South Qeynos, and the Peat Bog. Like most other Qeynos districts, the citizens here are friendly and welcoming.

New refugees will first need to speak with Helain Congers or Lakosha Maera about obtaining housing and citizenship with Qeynos. Take a moment to stop and chat with lonely Aves, then head upstairs into Nettleville proper. The bright daylight will startle your eyes, but once you become accustomed to it, the many NPCs will promise opportunities of quest and merchandise galore.

Heading south from the dock you can find Bartender Kathey Brewsher and Barmaid Lolla Cogrove, who serve a delicious meal and a good brew. East of them, some locals—Logan McAdie and Karrie Clayton—stand around, sometimes in idle conversation, sometimes concentrating on selling their wares or remembering a name. Foster Graham, another local, stands nearby at a small fountain, perhaps searching for a copper to throw in for luck.

On the Nettleville Market Row you can find many merchants. Barika Ijumaa, Caryn Swell, and Darian Wells have a healthy competition between their shops. Once you've finished talking to them, head back west a bit to take a turn up the stairs to Willim Barclay. Another turn east will take you to the Golden Scabbard, an armory run by the efficient Arms-

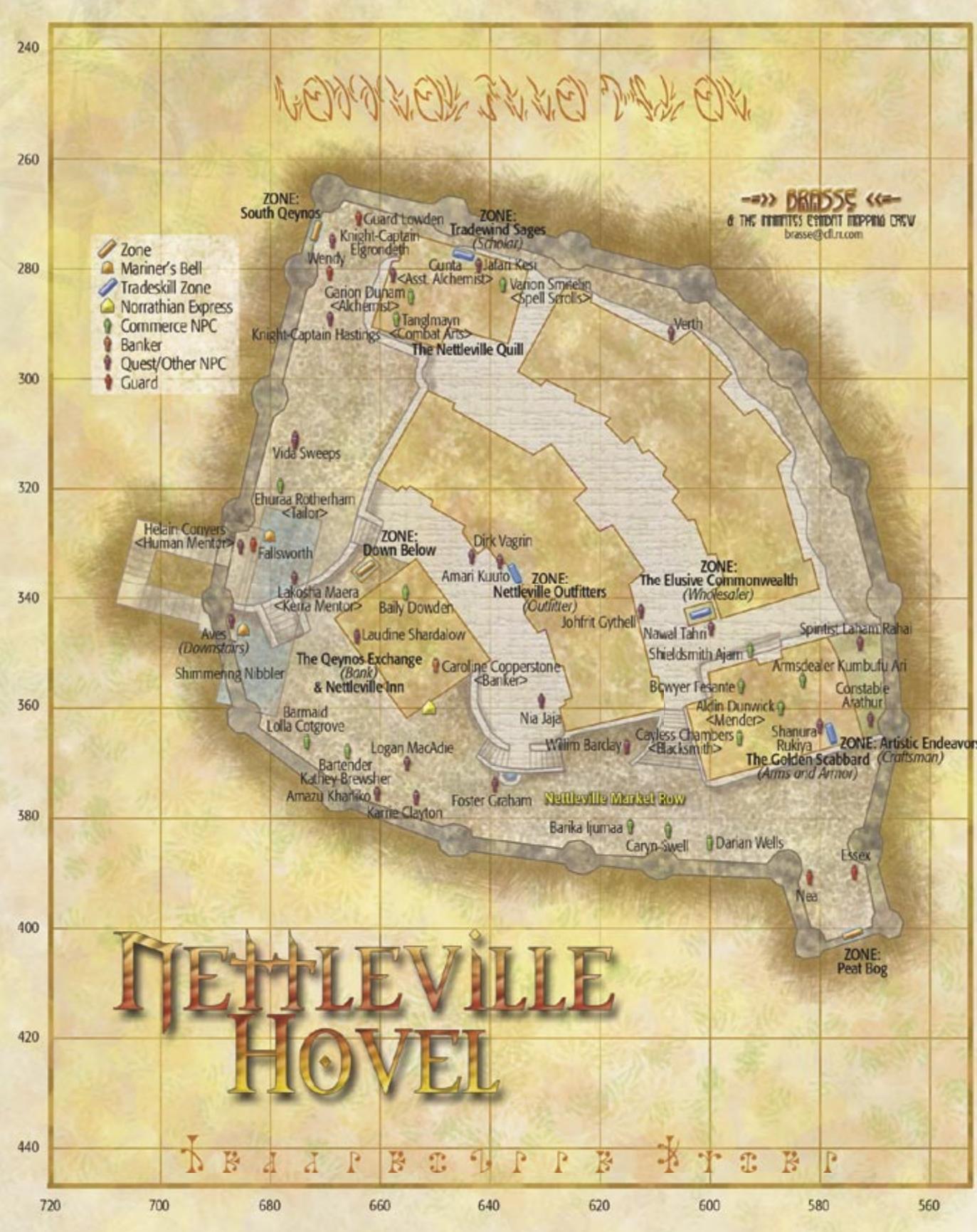
dealer Kumbufu Ari, Mender Aldin Dunwick, Smith Cayless Chambers, and Bowyer Fesante. Should you be in need of a shield, go back outside to speak with Shieldsmith Ajarn.

North and west past the Elusive Commonwealth will lead you to the Nettleville Quill scribe shop, run by Scribe Varion Smitelin and Trainer Tanglemayn. Alchemist Garion Dunam has set up shop in this area as well, at least until his alchemy shop is built. Make sure to inspect the bookshelves here: They hold many treasures and interesting novels.

Another walkway, much like Merchant Row, takes you southward once more; make sure to take a hop north and speak with Knight-Captain Elgrondeth, then catch up with Knight-Captain Hastings as he patrols his post. Nettleville must be quite an important town to attract two Knight Captains! For your light armor needs, Tailor Ehuraa Rotherham is quick with the needle; Vida Sweeps, another villager, displays some of Ehuraa's wares.

Turn east from Rotherham's vantage point and follow the street on its southeast curve. Along this way you will get to meet with Dirk Vagrin (a bit of a crazy), and Nia Jaja. After you've exchanged pleasantries, take the stairs down and curve northwest to enter the area's Qeynos Exchange. Within, you can speak with Bally Dowden; if you need access to your bank account, Banker Caroline Copperstone would be glad to help.





# OAKMYST FOREST

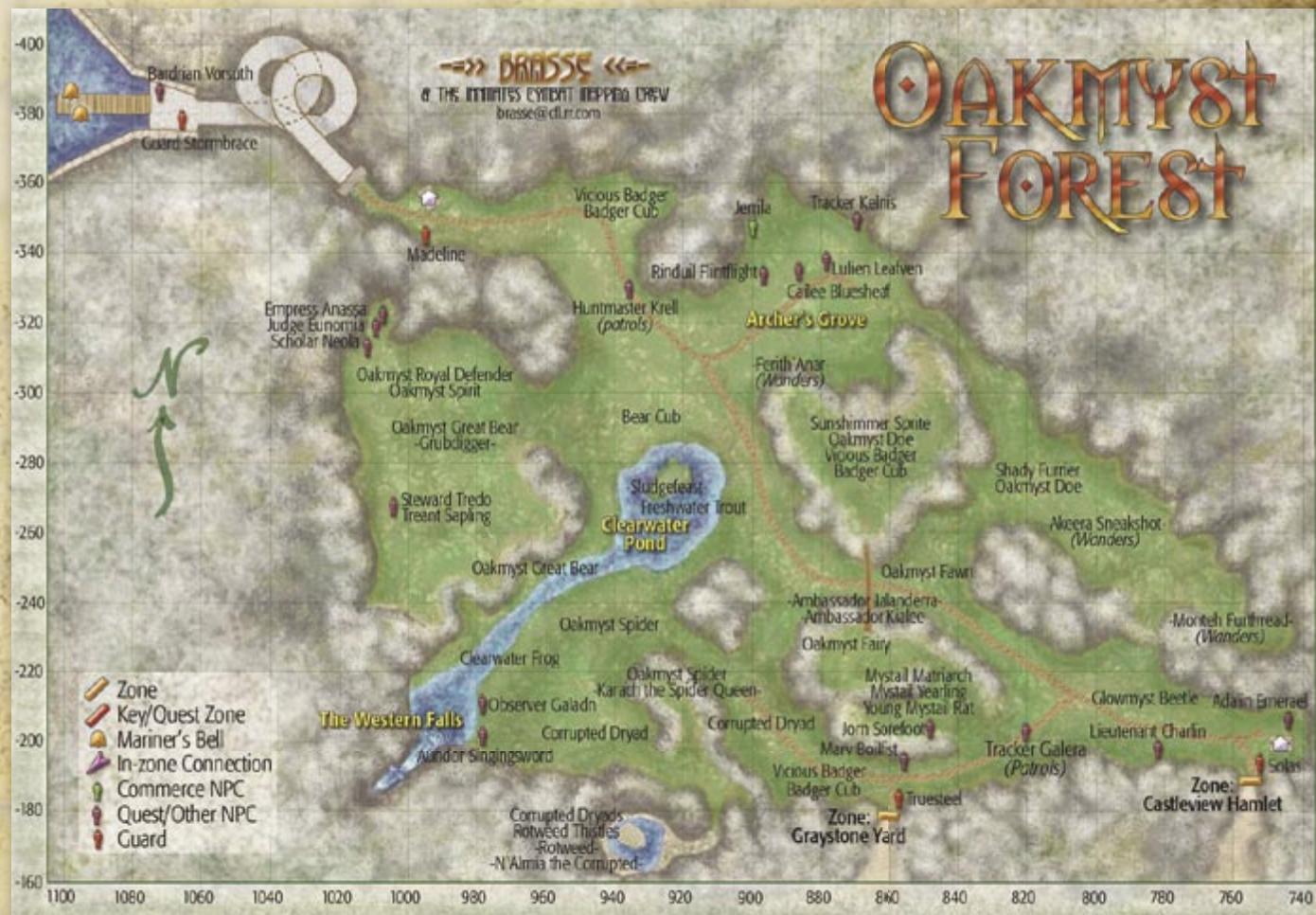
## everquest II

The woodland of Oakmyst is rather small, though it is beautifully maintained by the blissful absence of unnatural interference. This has become a natural preserve for the nature lovers of Qeynos. The presence of the Elves has led to the growth and preservation of this region, protecting it from the influence of the nearby city. But that was then....

Sadly, more recently, the wood has lost some of its innocence and is now under a dire threat. Poachers, eager to make some easy coin at the expense of the land and its inhabitants, and believing themselves above the law, have set up camps within the forest. Even more distressingly, the taint has spread to some of the dryads, the shepherds of the forest, and down into the ancient roots of the forest itself. All the while, the sprites and fairies of the forest bicker and fight despite the corruption that threatens the survival of all.

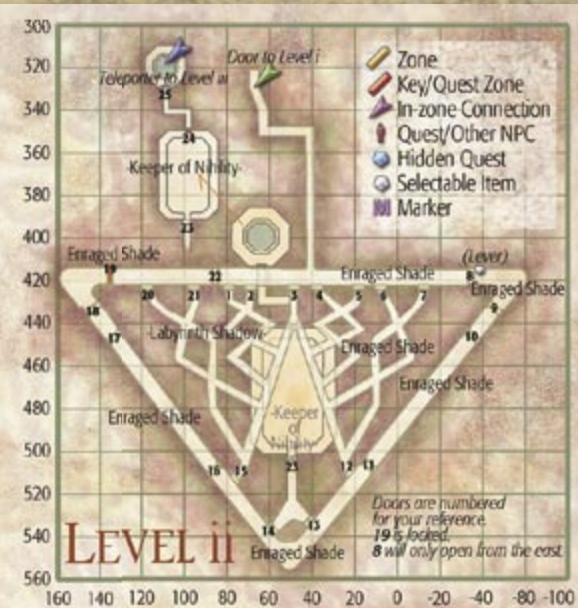
While the natives of the land fight amongst themselves, under guise of night, a mysterious force has been spiriting strange machinery into, through, and out of the Oakmyst Forest. Citizens have claimed to have spotted gnolls within the lands and dread what the mongrels may be planning.

These strange, new, discoveries threaten to take Lieutenant Charlin's attention away from the already dire problems that exist here. With the help of local adventurers, Lieutenant Charlin intends to get to the bottom of these disturbing issues. What are these mysterious machines for and who brought them here?

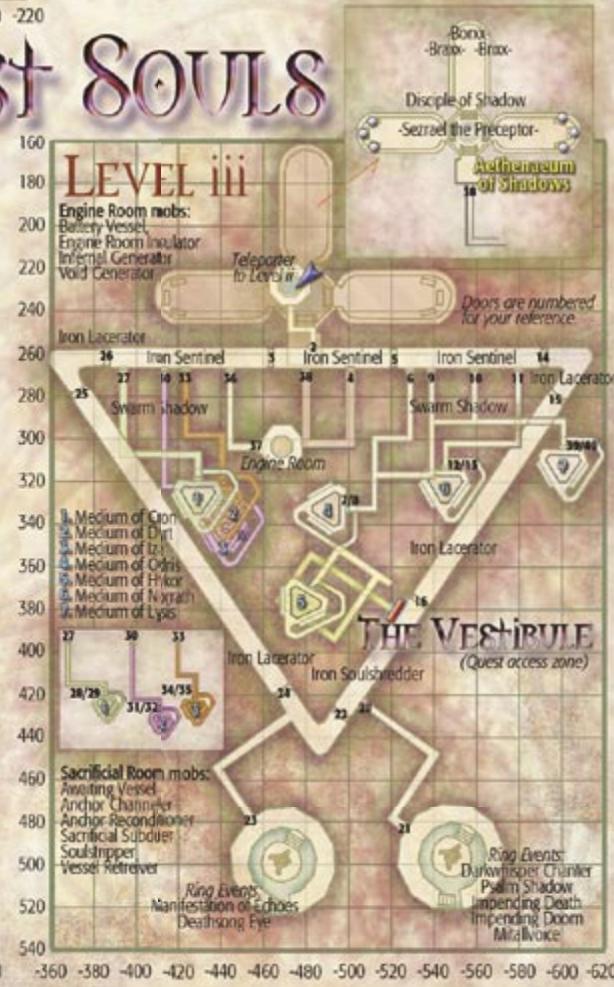
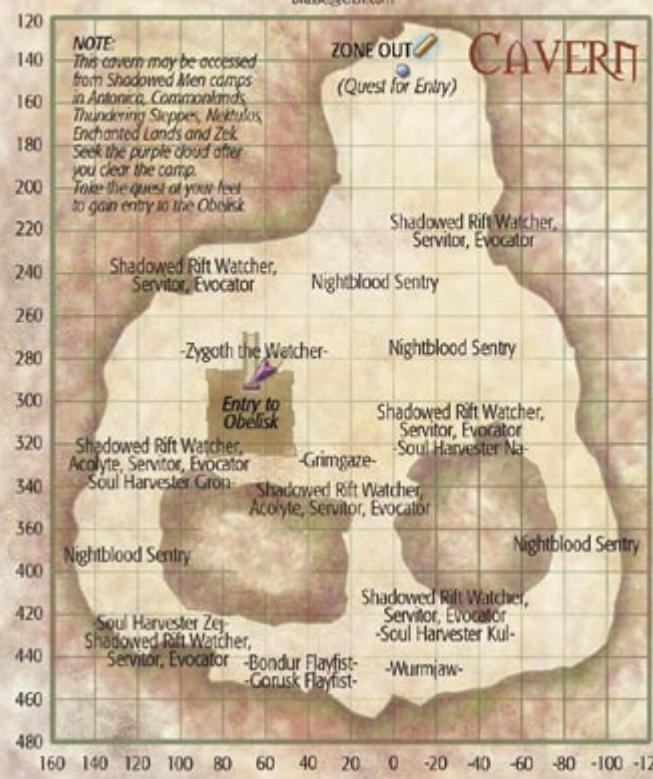


# OBELISK OF LOST SOULS

Everquest II



# OBELISK OF LOST SOULS



# outer Grotto

splitpaw saga

## THE SPLITPAW SAGA - DROWNED CAVERNS - OUTER GROTTO



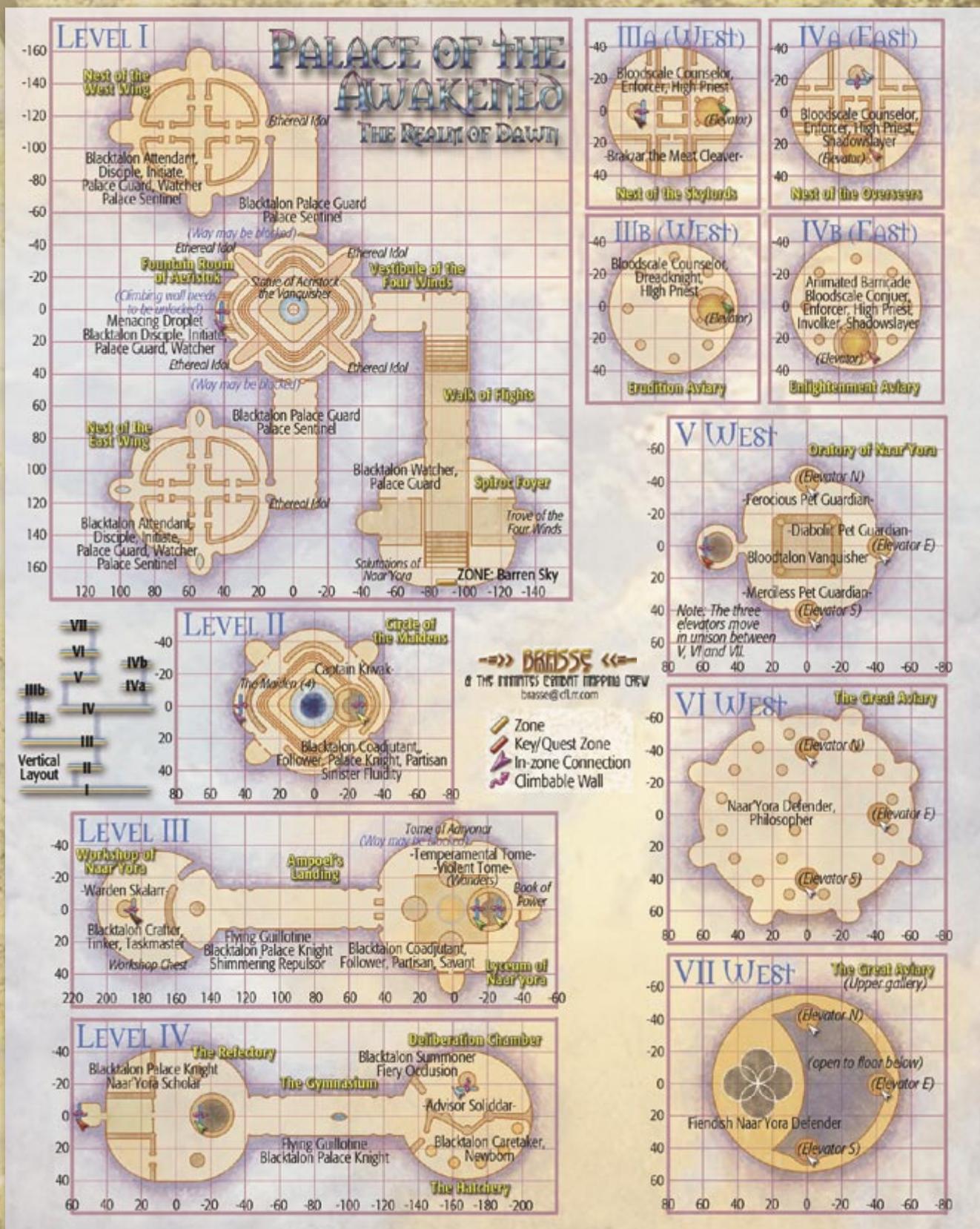
# outpost of the overlord

everquest ii



# palace of the awakened

Kingdom of sky



# peat bog

## everquest II

This peat bog is a remnant of the unkempt forest that had grown southward over the span of 300 years. The proximity to the city of Qeynos and western shores of Antonica contributed to the decay of this ancient, primordial woodland. As vegetation began to die en masse over the centuries, the peat bogs were formed. Traces of very ancient ferns and redwoods have been located within the peat, as have the bones of Humans, Half Elves, and wolves.

The rot and decay that originally created this marshy wetland has persisted despite efforts to mitigate it. In recent times, the fauna has undergone more drastic changes: It is growing to much larger sizes than before and becoming increasingly aggressive, even murderous. It is quite possible that these changes are due to direct interference by a malevolent faction—in recent times, members of a group known as the Bloodsabers have been spotted in the Peat Bog. In all likelihood they are up to little that is good.

With these changes also came the spore creatures: semi-sentient mushrooms whose purpose or goal is unknown, but whose aggression is becoming widely feared. The fairy protectors of the bog—who many believe know the truth behind this land's blight—remain as enigmatic as ever. The cause of the taint may never be revealed. Or perhaps it will become known only when it is much too late....

As a response to these recent changes, the Qeynos Guard has assigned Lieutenant Dawson a post within the Peat Bog, but Qeynos is unable to spare more guards than that. With little official support, Dawson has found adventurers willing to aid her in stomping out the rampant decay that stalks the land like a starving predator. With their help she has managed to begin the slow task of probing and studying the Peat Bog, though an answer still lays somewhere, unseen, within the mists of the swamp itself.



# permafrost

everquest ii

**P**ermafrost Keep is a spectacular stronghold of ice and frost. Thanks to the magic of the ice giants that are prevalent throughout the keep's architecture and décor, this place is a magnificent domain unparalleled by any in the known reaches of Norrath.

Every facet of the keep was constructed to accommodate the Kromise, the ice giants who erected the keep many centuries ago. Walls made of ice stand nearly 22 meters high and rooms are large enough to comfortably accommodate any giant's needs. Grand statues depicting ancient ice giant heroes and templars can be found amidst the forest of beautifully sculpted ice pillars that line the walls. Runes carved from enchanted frost border the walls and the floors are patterned to mimic large, ornately designed tiles.

Recently, the fortress has been converted into a stronghold that serves to protect, preserve, and imprison the remnants of Lady Vox, the ice dragon that the native giants of the keep revere as their divine sovereign. Despite the keep's splendor, its main purpose has not been hindered by the ornate designs. The ice giants, ever-vigilant and loyal to their Lady, conduct their purpose with precision and devotion.

Destruction and peril could flood this seeming paradise of strength and magnificence. The cataclysms' impact continues to affect the keep and the giants who dwell there. Great fissures upon the ocean's floor have begun to expel hot water directly beneath the giants' keep, creating a series of hot springs that threatens to consume every inch of this magnificent structure.

## points of interest

Far within the icy depths of Everfrost is the fortress of the ice giants and Lady Vox. The narrow bridge leading to the fortress is a precipitous entry to a dangerous region inhabited by creatures at least ten times the size of the biggest adventurer. Complicating matters are the giants on the bridge who are eager to make you fall to your untimely demise. To the east are the Icegill goblins, and to the west is the one-way passage down to the Forge Room. North leads to the fortress, and the immensely powerful Vision of Vox.

The Forge Room leads to the lower level of the fortress, where the Icegill goblins and Kromise giants wander alongside Frostpaw Pups. The ramp leading back up to the main level is inhabited by ice golems.

The fortress contains several ice golems, a special ice elemental known as Alangria, and the ghostly Vision of Vox. The southeastern and southwestern rooms of the fortress lead up to the battlements. Frost giants and Frostpaw wolves linger up here, all the way back into the caverns to the north of the castle.

The same ramps used to get up to the battlement will also take you to the highest level of the castle, where the powerful giant Gyrok Deepfreeze stands overlooking the hall of Vox below. Beware when attacking him, as his mighty kicks can easily send you flying over the ledge to meet the ghostly dragon below.

Should you choose to tackle the vision, be prepared and bring along many companions.

Permafrost is a very dangerous location full of excitement and adventure for you and your group of cohorts.





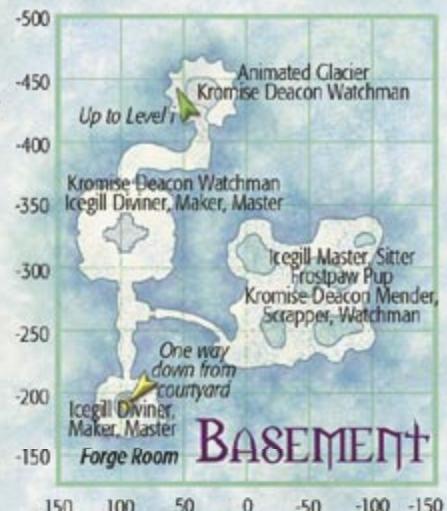
# PERMAFROST



=> BRASSE <=

& THE INITIATES EXPLORER MAPPING CREW  
brassee@clf.fr.com

- Zone
- Key/Quest Zone
- ▲ In-zone Connection
- Quest/Other NPC
- Hidden Quest
- ▢ Selectable Item
- Marker



# Pillars of Flame

## desert of flames

Long ago, there was a beggar named Haket. He was lazy, shiftless, and generally deserving of his lot in life. One day he was accused, justly, of theft by the merchants of the Golden Scepter. He fled from Maj'Dul, hoping to find sanctuary with the nomadic tribes that wandered the wasteland.

Instead, Haket was tempted by the illusory powers of the mirages that flitted across the face of the Pillars of Flame. Parched and near death, he stumbled onto the remains of an ancient traveler. In the dead man's belongings, he found a jeweled flask that held not water, but an imprisoned djinna. The sensuous being thanked him for freeing her and pronounced that Haket would be rewarded with as many wishes as he desired.

Wise in the odd way that he was, Haket commanded the djinna, telling her he needed water. Unfortunately, the djinna satisfied Haket's request by instantly teleporting him into the ocean. Drowning and still maddened by thirst, Haket called out to the djinna to save him. He cried for her to return him to solid ground. Again, the djinna creatively interpreted the request. An island erupted from beneath the sea, lifting Haket out of the water but stranding him high on a cliff face. Thus Hu Haket came to be.

The bedraggled beggar, now near death, sweltered on the cliff face, trying to think of a way to survive the fulfillment of his next wish. Finally, he decided some trickery was in order. He commanded the djinna to repeat his last wish. She frowned, saying that Haket would have to actually say the proper words. Haket refused, arguing that she should serve the intent behind his command. The djinna bowed and used her abilities once more. A second island rose from the ocean, and Haket found himself on its heights. Thus Tet Haket came to be.

Insane with anger, Haket cursed the djinna, ranting at her constant failure to satisfy his whims. Calmly, the djinna reminded Haket that she had told him he would be rewarded with as many wishes as he desired. Her expression turned cruel as she explained that the only way to ensure her own freedom was to find a way to end his requests.

Haket laughed madly at this, babbling his final wish as he stopped up the flask and hurled it far into the sea. It is said that as the sinking flask touched the sea floor, Haket's wish was made real. No one knows, however, what that wish may have been, for only an odd minaret tower stands submerged on the site. It is known as Haket's Doom in memory of the unlucky beggar who no doubt died with the misspending of his final wish.

## points of interest

The Pillars of Flame is separated from the Sinking Sands by sheer cliffs that are penetrable by only a handful of passages. The topography is a bit more varied than that of the Sinking Sands. The Pillars of Flame boasts some beautiful spires and rock formations on the mainland as well in the ocean. Travelers to the Pillars of Flame will be struck by its teeming desert wildlife population. Travel cautiously, as the creatures here are much more numerous and dangerous than those in comparatively tame Sinking Sands.

### SWIFTRIDER'S CARAVAN

Swiftrider's Caravan is nestled in the cliffs between the Pillars of Flame and the Sinking Sands. The high cliff walls surrounding the camp protect its inhabitants from the harsh elements as well as the ill-meaning creatures that roam the Pillars of Flame. The camp has three entrances, each watched over by a couple of guards.

The west area of the Swiftrider's Caravan is the main area of activity. If you're looking for some work to increase your faction with the Swiftrider Mercenaries, a few people are happy to assign quests. Start out with Captain Sterling or Sergeant Tuskin near the western entrance of the camp. Their quests will help you get to know the Pillars of Flame while earning coin and faction.

There's a magic carpet on the east side of the main area of the camp. If you have your own carpet, the carpet will let you travel quickly to other areas of the Pillars of Flame. Past the carpet to the east is a narrow trail that leads upward. Follow this trail around to find more NPCs and eventually you'll reach the Ortalian Encampment. Disciple Shula will assign you quests, but only after you've proven yourself to Sergeant Tuskin.

### THE ASHEN ORDER

In the northeastern Pillars of Flame are the Ashen Order monks with the main concentration in T'Narev and the islands off shore. Travelers through this area will notice the dedication with which the monks hone their bodies into finely tuned weapons. Off the coast and connected by a land bridge is the Master's Plateau where you can relax under a tree to watch a group of monks practicing their arts. Speak to Shing Ho at the edge of the cliffs on the mainland for a series of quests to earn faction with the Ashen Disciples. In the ocean beneath T'Narev is a hidden tunnel that leads to the Halls of Discipline and the Cave of Knowledge.

### GOBLIN CAMPS

There are goblin camps all along the base of the cliffs between Swiftrider's Caravan and T'Narev. The Sandcrawler goblins run the camps and aren't very

friendly to non-goblin types. All types and ranks of goblins bustle about in Camp Char'nik to the south and Camp Gar'Nik in the north. Travel through the camps is dangerous but sooner or later you'll have to go through them.

### THE STINGING ISLES

Off the coast in the northwest of the Pillars of Flame are a couple of big islands called the Western Stinging Isle and the Eastern Stinging Isle. Both are connected to the mainland by land bridges. The eastern isle is home to the Naruem snakes that make their nests on the isle and protect them against all intruders. Qadira the Naga stands guard at the mirror that leads to the Shimmering Citadel. The western isle is home to the Char'Gin and Siraj al Din. The Char'Gin won't trust you until you prove yourself first. Kill enough harpies and you'll even be able to trade with the merchants in the camp.

### NORTHERN AREAS

The northern mainland of the Pillars of Flame is mostly controlled by the Wind-sister harpies. They range from the Needle on the east to the Sun Spires on the west. Nobody likes the harpies, so if you're looking for increased faction with the different groups in the Pillars of Flame, kill harpies.

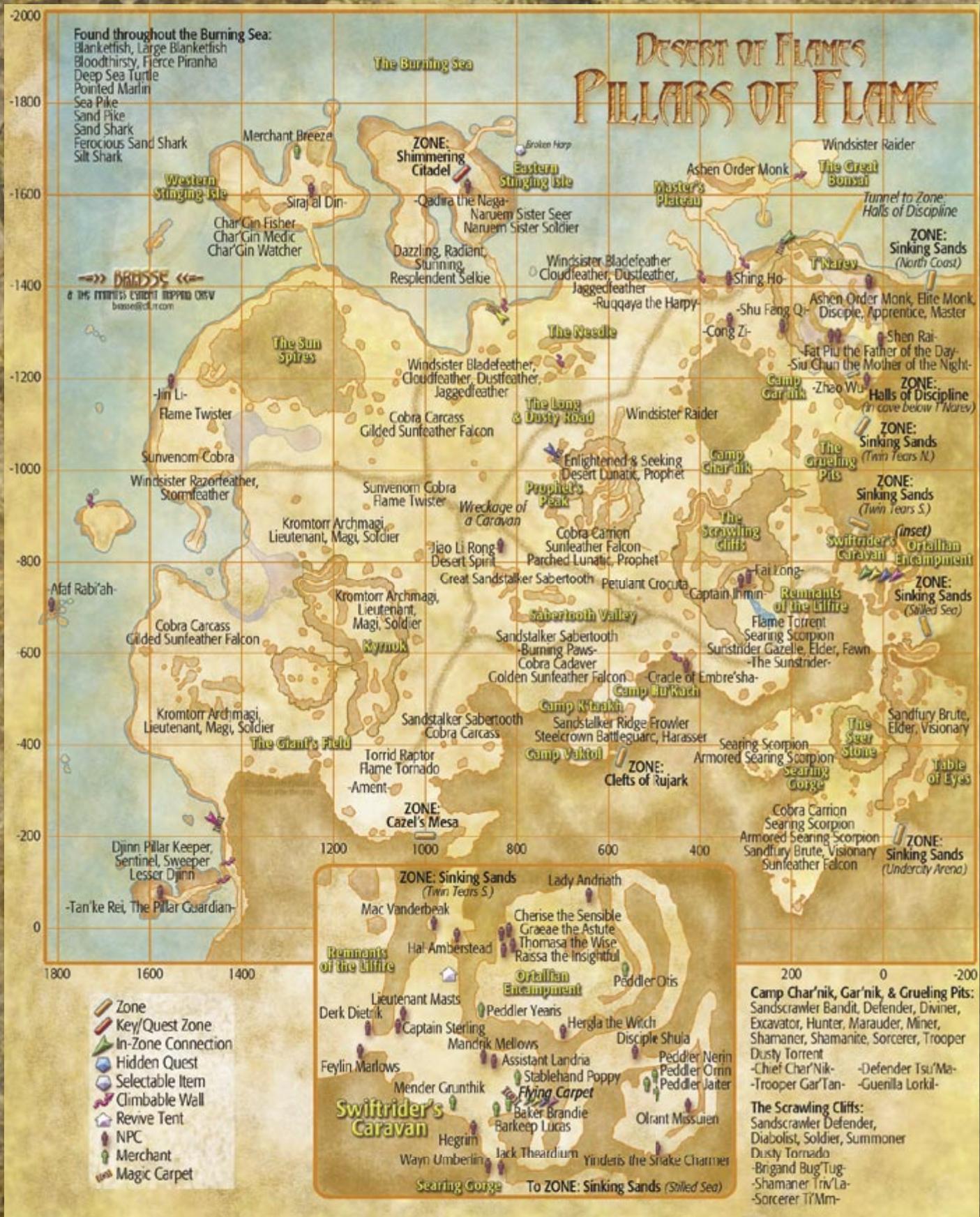
Just south of the Needle is Prophet's Peak. Surrounding this area you'll find lots of madmen. They've set up camp around Prophet's Peak at the base of the rock formations there.

### SOUTHERN AREAS

In the southeast, south of Swiftrider's Caravan, is a large enclosed area. The Sandfury cyclops are found in this area. The Table of Eyes and the Seer Stone have the highest density of cyclops and lead to the zone to the Undercity Arena in the Sinking Sands.

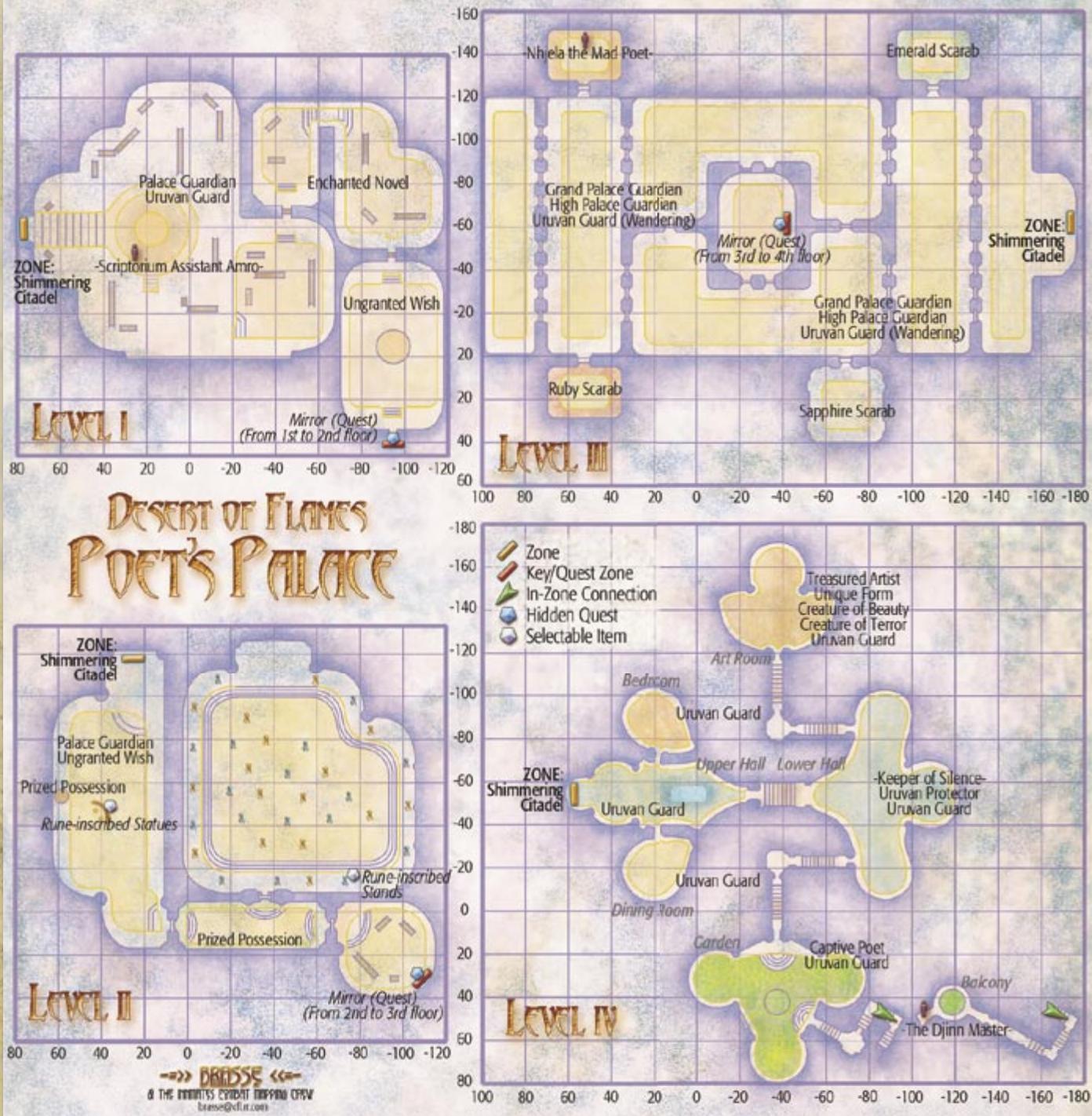
To the west of the cyclops is the entrance to the Clefts of Rujark. As to be expected, the orcs from the clefts have spilled out into the areas around the entrance. As you approach the entrance, be prepared to be greeted by the Steelcrown orcs.

In the southwest of the Pillars of Flame are the Giant's Field and Kyrnok. Listen to the thundering footsteps of the Kromtorr giants that roam these areas. If you're a cat lover, head east to Sabertooth Valle to find the Sandstalker Sabertoofths. To the west and south along the shores are a couple of towering pillars in the sea. At the top of the pillar is Tan'ke Rei, the Pillar Guardian.



# poet's palace

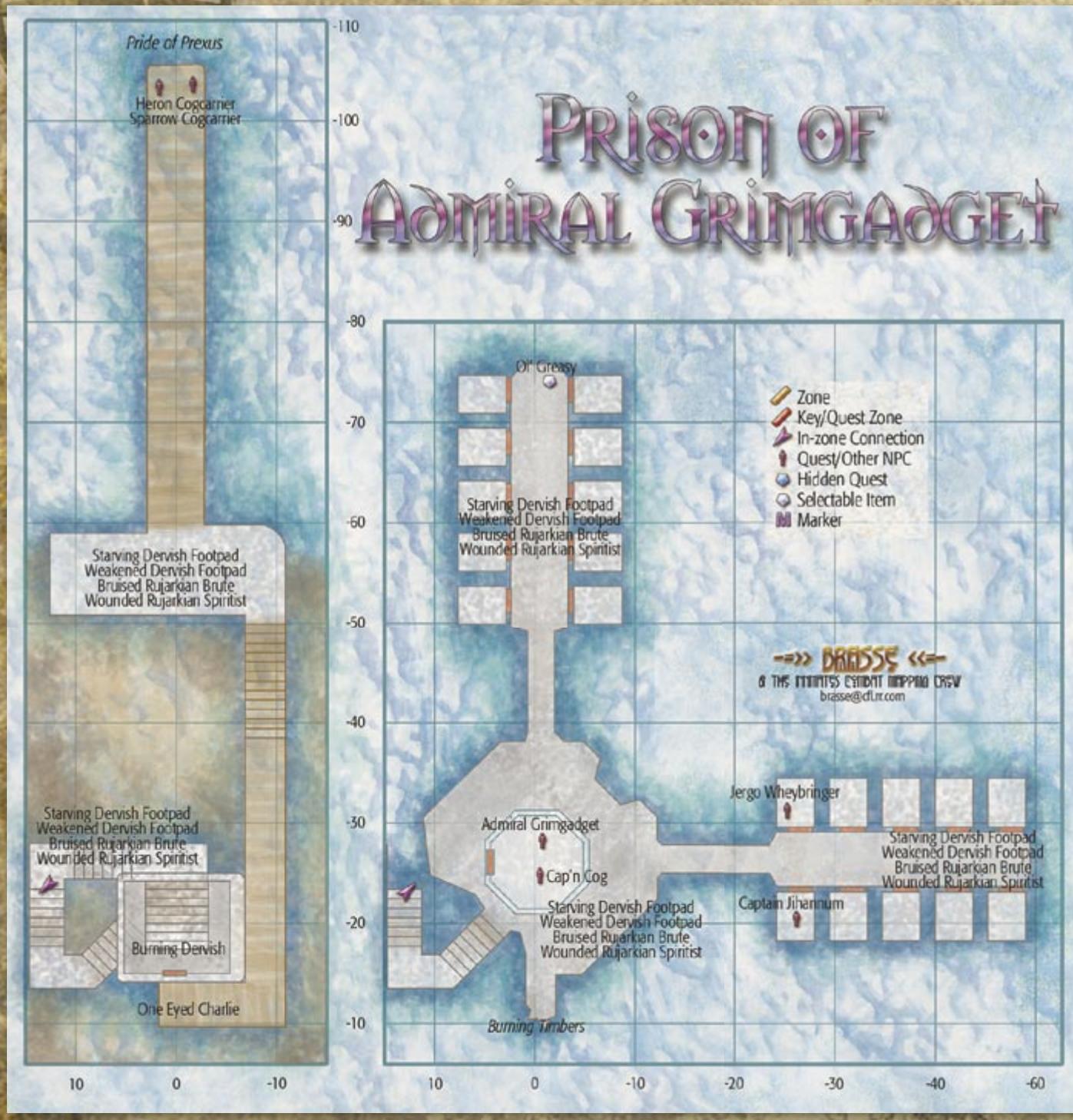
# *desert of flames*



# Prison of Admiral Grimgadget

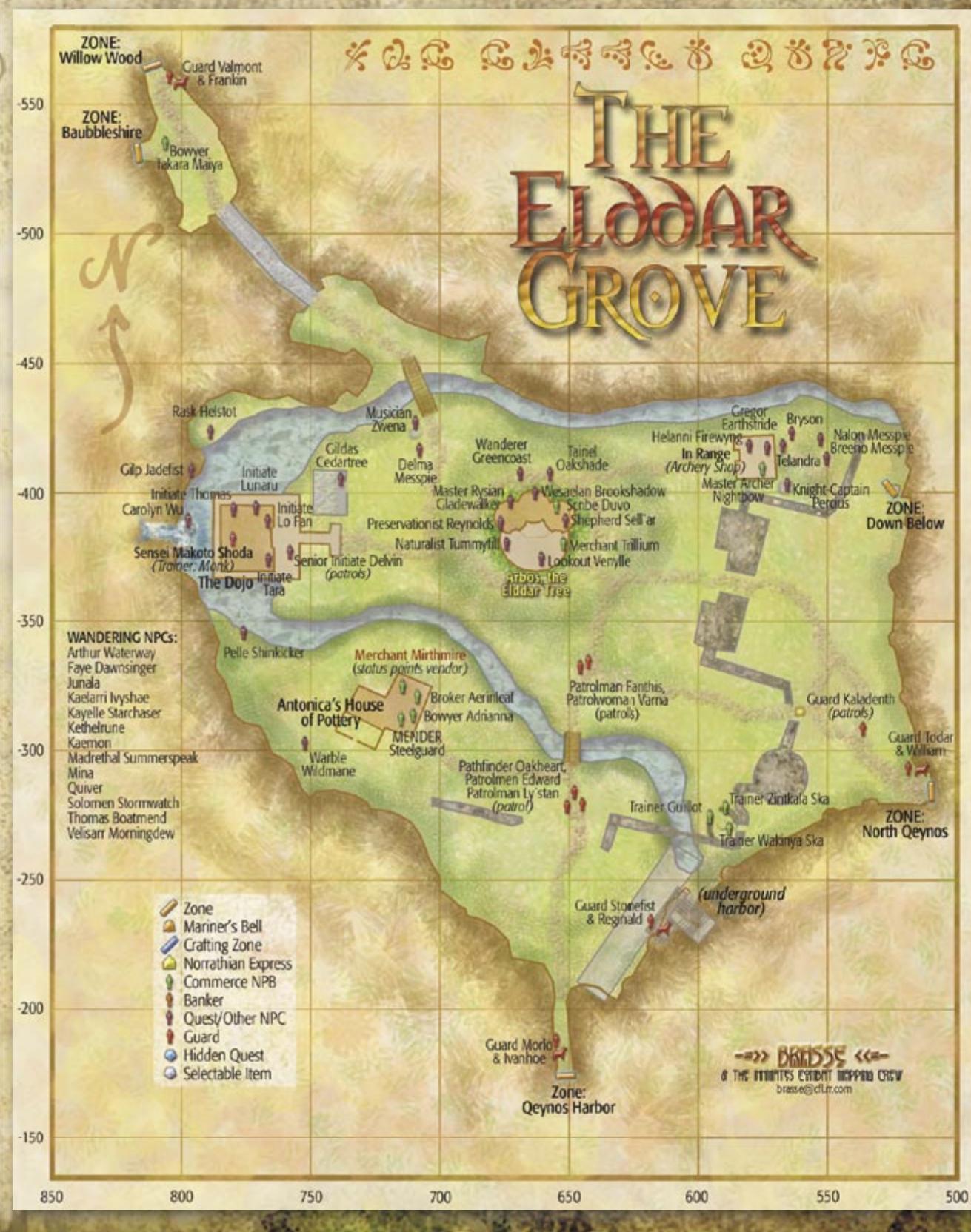
everquest II

# PRISON OF ADMIRAL GRIMGADGET



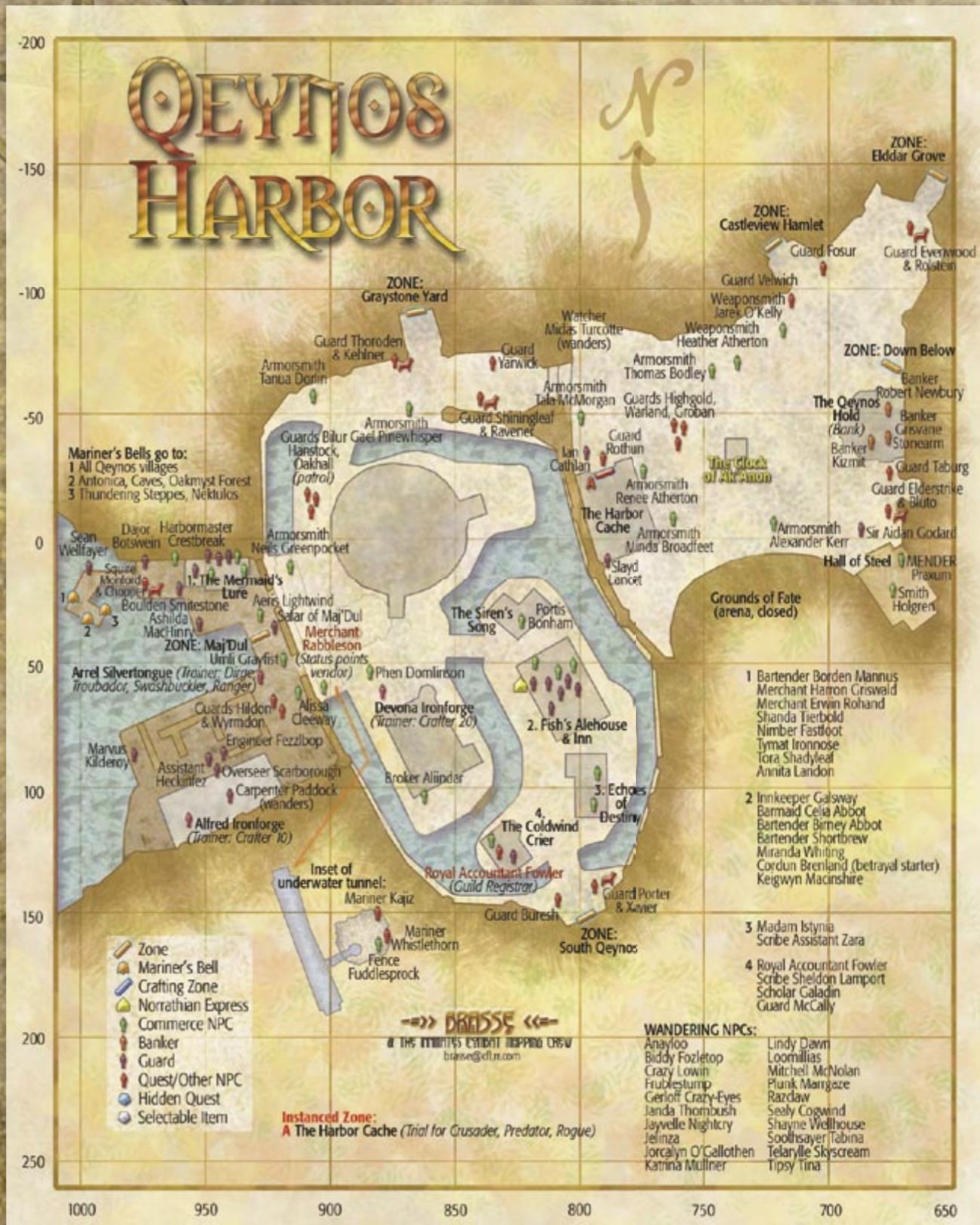
# qeynos, the elddar grove

everquest ii



# QEYNO'S HARBOR

everquest II



# QEYNOS, ПОГРН

## everquest ii

**Q**eynos is the Great City, the city of valor and defender of the meek. It is a beacon of hope amidst the anarchy that plagues the world of Norrath in the Age of Destiny. Qeynos was nearly destroyed during the Age of Cataclysms: Left in rubble, the land it sat upon was partially submerged. The remnants of this once great bastion of freedom was nearly drowning.

Qeynos was rebuilt with the unification of the Qeynosians and the Tunarian Alliance, a society of woodsmen and druids. This unification of communities has created a beautiful blend of medieval architecture and lush flora. The nearby countryside has become one with the city; giant evergreen trees now rise up from the earth alongside stone towers. Aqueducts now wend their way through many portions of the Great City, delivering the boon of fresh water to all inhabitants.

Qeynos is a place of supreme beauty in both aesthetics and demeanor, a reflection of the races that call it home. It has defied the great cataclysms that ravaged many other empires down through the ages. Although Qeynos's ruler is little more than a stripling, Antonia Bayle is already an accomplished leader. Possessing an enigmatic charm and an undeniable beauty, she immediately commands the attention of all who see her—however, she is far from just a pretty face. Antonia's leadership has proven that she possesses a natural gift to inspire her people and make wise decisions.

### points of interest

There are three types of zones within the city of Qeynos; Villages, where all new players start out; City Zones, where you can find many different quests, merchants, and subclass trainers; and Adventure Zones, where you can accomplish valuable quests and smite evil in the name of Qeynos.

There are four Qeynos city zones: North Qeynos, South Qeynos, Qeynos Harbor, and Elddar Grove. In addition to having a lot of quests, city zones have all the advanced class trainers and are where you begin your quest for your class armor. Guild quest-givers and specialized merchants are located in these zones also. Depending on how you play, you can get lower levels out of the way quickly by completing delivery

quests while you're taking care of the "Welcome to Qeynos, Citizen!" quest and hitting all the Qeynos points of interest. Your low-level killing can be limited to what is required for the citizenship task; in fact, you can get up to about Level 9 or 10 just by concentrating on deliveries and messages, if you care to run around that much. There are seven adventuring zones within Qeynos itself: The Down Below, Forest Ruins, Oakmyst Forest, Peat Bog, The Caves, Vermin's Sney, and the Crypt of Betrayal. Always try to get as many quests as possible for a given zone before you go adventuring there; this saves you time so you don't have to go back to the zone later, and completing all those quests helps you level faster!



# NORTH QEYNOS



# QEYNOS, SOUTH

everquest ii

The Qeynos villages are residential neighborhoods of the city. They have been established to provide dwellings and support for the influx of present and future citizens of Qeynos. The villages were settled by groups of races that share similar desires. For instance, those races that are particularly fond of living underground reside in a village that was built out of a subterranean environment.

These villages are a part of the Kingdom of Qeynos and are maintained by the city, but they are also considered the homes of non-citizens—those who have yet to swear full allegiance to the city.

The residential villages of Qeynos are assigned a local garrison of the Qeynos Guard. These guards are there to defend the district from invasions by foreign armies or wild beasts. They do not, however, meddle in local affairs. In that regard, each village must provide a local militia to oversee day-to-day disturbances.

## points of interest

The Concordium, the local mages' guild, has their headquarters in the massive tower in the northwest corner of the district. Many patrolling guards ensure that the area is safe. Past the mage tower, through a stone archway, is the business and housing area. South Qeynos boasts a pet shop, an alchemist, an armor shop, a tavern, food stores, and many other fine shops. In the southeast corner, a stablekeeper seeks to sell mounts to passersby.

South Qeynos is something of a crossroads, linking nearly every part of Qeynos via the sewers, Antonica, Qeynos Harbor, and passages to Nettleville Hovel and Starcrest Commune. Many of the advanced schools of warfare and spellcraft have their tests here as well, and the mage and fighter trainers are found along the northern edge of this area.

The Lion's Mane Inn and Tavern is the most impressive establishment of imbibery and gluttony in Qeynos, and a visit is highly recommended. Also of note is the pet shop, and the Bag and Barrel. Many rooms are for rent in South Qeynos; they come in all shapes and sizes, from small to exorbitantly large.

Magister Niksel will train fledgling mages in the different schools of magic and let them make their choice, and Master at Arms Dagorel will do the same for fighters. Patrolling guards keep the peace in this quiet

neighborhood, and the scenery here is lush and pleasant.

No visit to South Qeynos is complete without a visit to the Concordium's massive tower. The teleporters will take you to its higher reaches, but don't look down! It's a long way to the bottom, and almost certain death if you slip.

South Qeynos has doorways to many of the local areas, including the home of the Erudites and Kerra people. Another doorway takes travelers to Qeynos Harbor, where they can catch a boat to far-off lands or ride a carpet to the Desert of Ro.

Another large gateway will take those eager for adventure out to Antonica, and the other door leads to North Qeynos, home of the royal palace and the impressive claymore monument.

If you're having trouble getting where you need to be on time, stop by the stable and buy a horse. These mounts are pricey but well worth the coin.

South Qeynos is a very rich district for those seeking a break from the usual dangers of the wild. You needn't fear attack here; you're under the watchful eye of the Qeynos guards.





# QUEEN'S COLONY

everquest II



# Rivervale

Everquest II

**R**ivervale has been the only settlement of the Halflings since their emergence from the Underfoot many centuries ago. The village is a testament to their simple and tranquil lives amidst the beautiful region known as the Enchanted Lands.

But much has changed in the recent months, leaving Rivervale mysteriously abandoned by day, and teeming with strange, otherworldly creatures by night. A small faction of Halflings who have been fortunate (or unfortunate) enough to survive this mysterious and deadly turn of events have taken sanctuary within the Hall of the Laughing Trout. From this station, they valiantly strive to push the malevolent invaders from their homelands and to solve the mysteries that surround the strange plague that has consumed their unfortunate brethren.

## points of interest

Rivervale used to be a peaceful little town. Then something dark came along, and the peace was shattered. Some of the Halflings became tortured souls, attacking trespassers on sight instead of welcoming them with promise of another meal. The woods themselves became corrupted, and the formerly cheerful village became a grim place. Some of the Halflings still revel and try to maintain their cheerful demeanor, but the general mood of Rivervale is one of oppression and a lack of hope.

The invasion of the lamias and nightbloods has tainted nearly everything in Rivervale. The animals, the plants, and the native spirits have all been twisted in some way by the influence of these evil creatures.

Upon entering Rivervale, you'll be safe so long as you stick to the roads. The first buildings you come upon are safe, and the shops therein

may have something useful for sale. After this initial circle of stores, however, you'll find that things are not as friendly as they used to be. Everything past the Fool's Gold and the surrounding shops is hostile territory. Take a team of adventurers with you because the sheer number of enemies is mind-boggling. You'll face enemies of every size and shape, from rats to Halflings, from nightbloods to evil oak trees.

There are a few very small safe havens in the deeper reaches of Rivervale. The Laughing Trout in the center of the area is home to a few deputies, and the House of Circles to the east is also relatively safe.

Many of the native Halflings have become cruel creatures, and will assail any who come near their homes. At one time, a Halfling home meant a warm welcome; now it means cold steel in the ribs.



# RIVERVALE

**RIVERVALE**

The map of Rivervale is a detailed guide to the village, featuring various locations, NPCs, and quest points. The village is divided into several areas:

- NORTH RIVERVALE:** Includes Shakey's Farm, Field Fright, Lamia Savage, Soulsire, Shadow Hound, Lamia Assassin, Lamia Soulsire, Deputy Hillview, Valeflow River, The Mill, Deputy Humboboot, Nico Riverbend, The Laughing Trout, Deputy Oakstout, Deputy Carver, Deputy Underthorn, and Circle Way.
- EAST RIVERVALE:** Includes Lamia Deathcaller, Nightblood Harrower, Shadowrage, Alegos the Betrayer, Lamia Deathtaller, Nightblood Harrower, Shadowrage, Deputy Greenhill, Grosswanderer, Strongroot, and The House of Circles.
- WEST RIVERVALE:** Includes The JumJum Shack, Food on Foot, The Pot of Gold, Valerunner, Deputy Hawkeye, Merchant Timbertop, Merchant Rosewood, Deputy Bristletoe, Mangler, Deputy Scourfire, Nilipus, Direwall, The Loom, Wax Worker, Vale Deer, Vale Nymph, Seedling, Temptress, Dawn Maiden, Husk Maiden, Maiden of Midnight, Vale Maiden, Vale Deer, Corrupt Brewer, Peculiar Chest, Roundbelly's General Store, Tainted Maiden, Nymph, Vale Temptress, Withered Bramble, Bramble Beast, Darkflight Witch, Bramble Beast, Shadowed Halfling, Bramble Terror, Darkflight Reaper, ZONE: Tower of the Drafting, Overfoot Circle, Desecrated Vale Oak, Shadowed Halfling, Desecrated Vale Sapling, Darkflight Deathwisher, Fairweaver, and Fredwen Goldsyrup.
- Other Locations:** Includes Brushfoot's General Store, C The Loom, Grumblerutt, D Shakey's Farm, Cheni Northfield, Merrin Northfield, Blightrat, Young Blightrat Avenger, Fetid, Snappy Blightrat, Blightwhip, Crazed Thief, Corrupted Bandit, Thief, Crazed Thief, Corrupted Brigand, Thief, Decrepitive Thief, The JunJun Shack, Food on Foot, The Pot of Gold, Deputy Hawkeye, Merchant Timbertop, Merchant Rosewood, Deputy Bristletoe, Mangler, Deputy Scourfire, Nilipus, Direwall, The Loom, Wax Worker, Vale Deer, Vale Nymph, Seedling, Temptress, Dawn Maiden, Husk Maiden, Maiden of Midnight, Vale Maiden, Vale Deer, Corrupt Brewer, Peculiar Chest, Roundbelly's General Store, Tainted Maiden, Nymph, Vale Temptress, Withered Bramble, Bramble Beast, Darkflight Witch, Bramble Beast, Shadowed Halfling, Bramble Terror, Darkflight Reaper, ZONE: Tower of the Drafting, Overfoot Circle, Desecrated Vale Oak, Shadowed Halfling, Desecrated Vale Sapling, Darkflight Deathwisher, Fairweaver, and Fredwen Goldsyrup.
- Quest Points:** Includes -Demeroth the Grewer, Nightblood Firefly, Grubbin's Fishing Retreat, -The Overfield, Xelindros the Fearbringer, Druzaic Shrine, and Bokor Pineleaf.
- Key Features:** Includes The Granary, Lamia Healthalker, Nightblood Harrower, Shadowrage, Shadowed Halfling, Lamia Healthalker, Nightblood Harrower, Shadowrage, Shadowed Halfling, Nightblood Firefly, Tormentor, Undertow Puppet, Carnivorous Ripper, Shadowed Halfling, Deputy Underthorn, Circle Way, and THE THIEVES' EXCITING HAPPING CREW (brasse@ctf.it.com).
- Legend:** Includes Zone (brown rectangle), Key/Quest Zone (orange rectangle), In-zone Connection (purple triangle), Commerce NPC (green circle), Quest/Other NPC (red circle), Hidden Quest (blue circle), Selectable Item (light blue circle), and Marker (brown square).



# RUINS OF VARSOON

Everquest II

**T**hese are the ruins of what was once the Keep of Immortality, former home of an infamous secret society dedicated to unlocking the secrets of everlasting life.

The keep contained the workshops of a society of spell casters who called themselves the House of Varsoon after their leader, Valdoartus Varsoon. It is rumored that Varsoon and his followers were close to unlocking the age-old secret of immortality, but much transpired to bring about the demise of this hidden castle, which was hastened by the master's poor choices.

A great battle called the War of Plagues arose and Varsoon the Undying allied with the forces of evil. That evil army was thwarted, and Varsoon, having cast in his lot with the vanquished, went with it—he was slain and buried for the second time in his "life"...this time for good.

Many of Varsoon's followers were burned at the stake long ago. The keep was destroyed and eventually it was sealed shut. The structures above were almost completely toppled, leaving behind little more than the skeletal remains of this once-great edifice.

## points of interest

Varsoon...the dreaded dark wielder of corrupted magic. Long dead, long forgotten...but some memories are so dark, so disturbing, that they attain a strange life on their own. It seems that there has been a lot of activity around his tomb, and now you have been called to enter and see for yourself.

There are two entrances to the Ruins of Varsoon, in the southwest corner of the Thundering Steppes. One is locked and the other clearly has been opened and used by others before you.

Many creatures have taken up residence in the caves. They don't like to be disturbed and are likely to try to drive you out, or devour you if they can. Be ever watchful for them. You'll notice luminous blue fungi, which is harmless and rather pretty. Regardless of the direction you take, you will soon begin to encounter those sworn to the service of Varsoon. Some are more challenging than others, so watch your step. These keepers of Varsoon's resting place have taken some prisoners, including two noble centaurs. Work to discover the means to free them. You can do it, but only if your party is strong enough to venture deep inside and discover the secrets of the ruins. Keep a sharp eye out for hidden quests.

As you move farther west into the dungeon, you will find that the caverns give way to more orderly structure, and it is clear that there is almost a small city inside, filled with activity. The servants of Varsoon use ancient magics to control the lumbering clay guardians that patrol their hallways, and you can see the great mud pits where their twisted animators are at work. To the north lie some unusual residents: nasty goblins that cavort on a network of platforms. Past them is a locked door leading back to the Thundering Steppes. It could save you a long and tiring run, if you find the key!

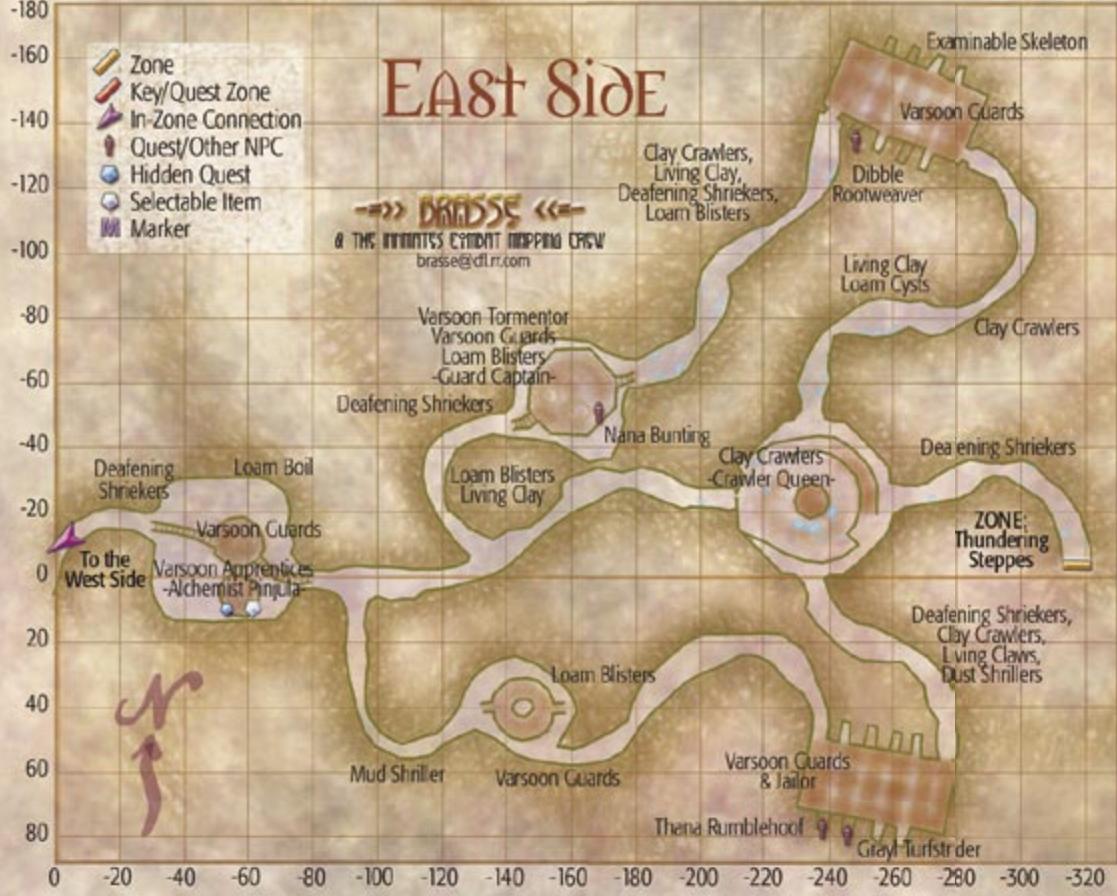
Be sure to visit the library. If you survive the vicious animated books that dwell there, you may find some tomes of interest to you, in addition to other knowledge.

You will discover that different sects of Varsoon's followers have arisen—Sumyd, Ymeresh, Ci'Re—each with its own rituals and practices.

But what of the ruins themselves? What of the secrets that they contain? Somewhere in the midst of the twisting passages lies the elusive key to the Chamber of Immortality. Perhaps you will be the one to unlock it, at last. More importantly, though, will you live to tell your tale?



# RUINS OF VARSOON



# THE RUINS

Everquest II

The Ruins sit a great distance away from the city core upon an island butte once thought impregnable. The Ruins were not always known as such: During happier times this was the well-populated district created for the well-to-do, known as Shoreside. Unfortunately for them, the local orc war parties managed to breach the gate using a battering ram, rushing in like so much brackish floodwater, before the Freeport Militia could come to the aid of the citizens within. As the district was too heavily damaged and located too far from the city's core to safely protect it, Freeport realized their folly and since has abandoned it. The area now houses little more than a hive of dangerous denizens seeking shelter from the dry savannas of the Commonlands.

## points of interest

Reachable from any dock in the chaotic town of Freeport, the Ruins is a great place for young adventurers to test their wings. It is only a little corner of the vast world of Norrath, but it is a fantastic place to level and quest. The Ruins have long been used as a battleground for the Brokentusk and Lonetusk orcs. This area also serves as home to a plethora of vagrants who are too poor to live in even the slums of Freeport. The Ruins are also host to all the vermin you might expect to find in such an open and dirty environment: snakes and various types of rodents.

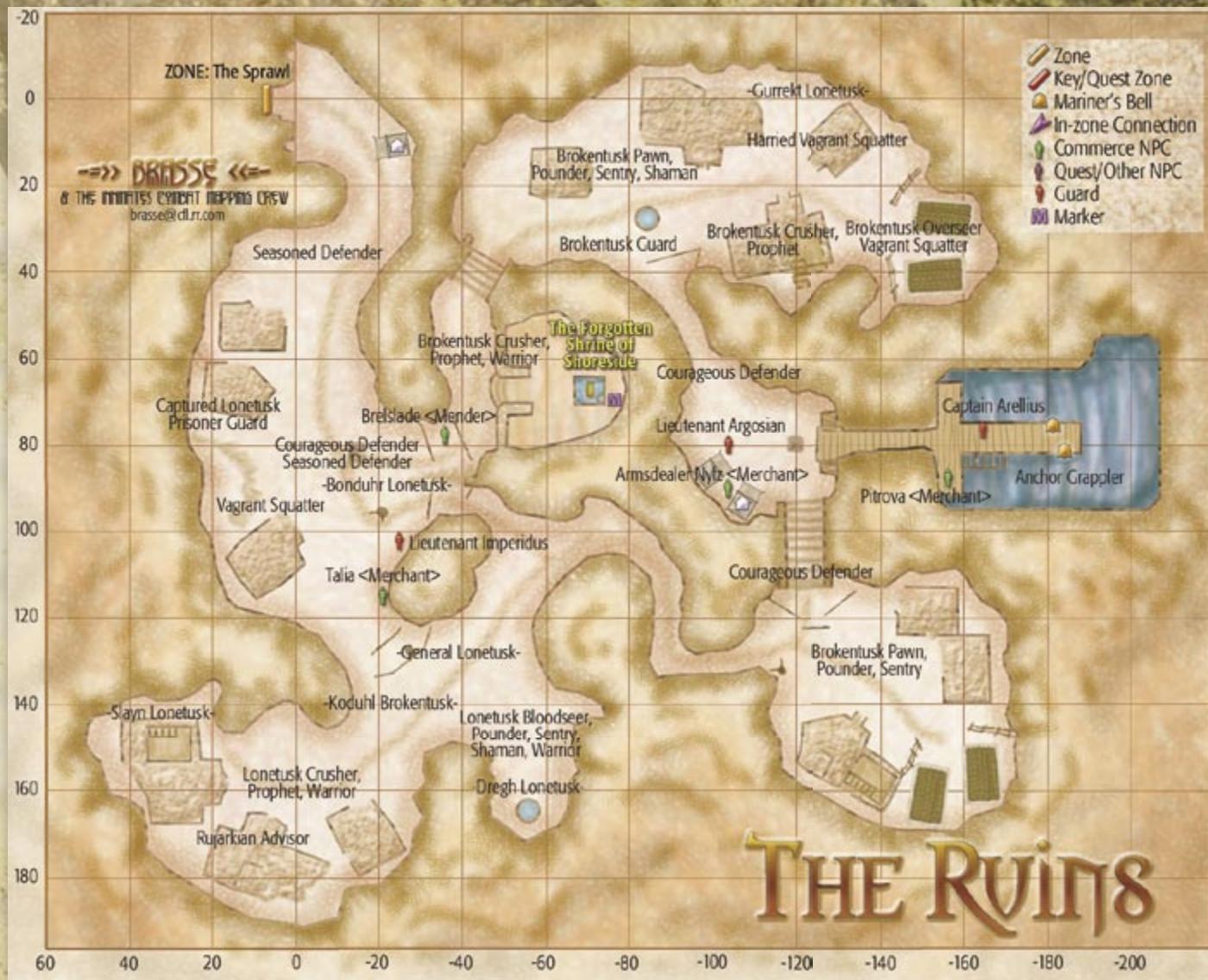
When entering the Ruins from the dock, Merchant Pitrova will quickly try to entice you to buy her wares. While you might not want to buy any of the overpriced baubles she sells (it's much smarter to go back to town and not pay the horrible on-field markup), Pitrova makes a great drop-off for any items you wish to sell. Once you pass through the entrance, directly ahead is Armsdealer Nylzs who, much like Pitrova, hopes to take you in for a few extra coin. North of the docks you begin to run into Lonetusk orcs at one of their encampments. Brokentusk pawns and

the more fierce Brokentusk guards patrol the area looking for meddling adventurers who seek to defile their grounds. A wise young adventurer would be well advised to proceed with extreme caution—unless he has a friend or two, or a bit of experience under his belt.

Head south from the docks up the stairs and you'll find the residences of the less experienced Brokentusk orcs, seers and guards. Head west from the orc encampment and follow the path to a fork in the path. To the west is the Lonetusk orc settlement—beware the aggressive guards—and to the north, a small amphitheatre houses the Forgotten Shrine of Shoreside, whose stones bear the marks of many travelers. Continuing north from the Shrine brings you looping back to the Brokentusk encampment, while heading west takes you in to an area descended by Freeportian troops and to Merchant Talia, a competitor of Pitrova.

Westward from Talia is a gate to the Sprawl, a sister-area of the Ruins, or you can follow the path back east to the docks.





# THE RUINS



The goblins of Clan Runnyeye have been free from their horrific enslavement for nearly a century now. However, the presence of the Evil Eye remains, hauntingly, in the citadel. They are now at the beck and call of their former goblin slaves.

Imprisoned by their former slaves, the Evil Eyes play an integral role in the modern success of the goblins. With their uncanny command over the mortal mind and manipulation of charm spells, they have trained a sizable army of warboars, and have both minotaurs and mudites as slaves at the goblins' command.

Today, Runnyeye is a place of bliss for goblins—slaves perform all manual labor the goblins have no desire to do and they are more prosperous than during any period since the clan's conception. That said, despite their newfound prosperity, no semblance of a collective purpose and higher goal has manifested in the black hearts of the goblins. However, their small force of minotaurs and specialized warboars indicates that the goblins might be making preparations for a military campaign....

### points of interest

The Goblin citadel of Runnyeye is accessed from the Enchanted Lands. The halls are teeming with goblins, golems, warboars, minotaurs, and plenty of oculi to challenge the groups of adventurers who breach its defenses.

The organic curves of the halls and décor give the fortress an exotic, eerie feel. The passages don't have too many long branches until you're well into the dungeon, so getting lost isn't as big an issue as is staying alive.

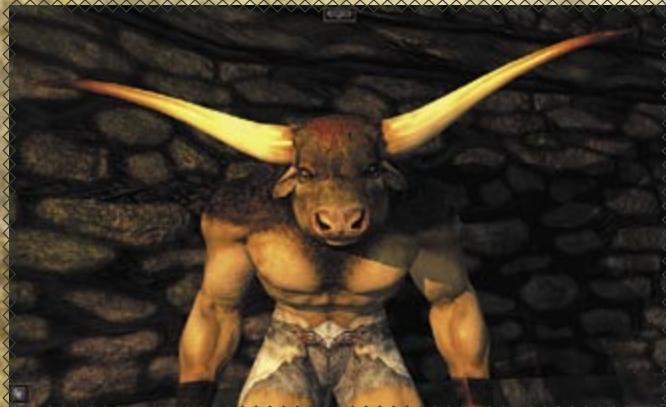
Runnyeye goblins are found throughout the entire citadel, but their allies change as you progress deeper into the stronghold. You'll start out facing goblins, minotaurs, and enslaved warboars, then move on to clay

golems, oculi, and even stronger constructs.

The scenery in the fort is quite interesting, as you get to see the mudpits where the clay golems are formed, and explore the different areas that the goblins use in their day-to-day activities.

As you wander the halls, be on the lookout for the important goblins, such as their banker, their cook, and their most powerful guards.

The fortress is a challenge for groups of adventurers to tackle together, rather than solo dungeon-delving. Eventually you'll come to sealed rooms that contain very powerful foes: the leaders of the goblins.





# THE SANCTORIUM

*desert of flames*

Rathmana Allin befriended a civilized orc named Ortallius. Rathmana rescued Ortallius when he was but an orc pawn sent into the desert to die as an exile of the Deathfist Empire. Rathmana civilized Ortallius and he became a great knight and protector of Rathmana. Rathmana was an Erudite sorcerer of the god of flames, Solusek Ro. He originated from Erudin and came on a pilgrimage to the Desert of Ro in the Age of Turmoil for some reason never explained. Together they recruit disciples to begin a new order of Solusek Ro.

Rathmana Allin vanished sometime after the Age of Turmoil. What became of him is unknown. Ortallius went on to form a knightly order called the Swords of Ro. This order of knights eventually went faced an evil order of shadow knights from Lavastorm called the Burning Dead, an evil caste that also worshiped Solusek Ro and had taken control of the once benevolent Temple of Solusek Ro in Lavastorm. In this confrontation of Sol Ro orders, Ortallius and the Swords of Ro were defeated. The families and remnants of the Swords of Ro eventually formed a religious nomadic tribe called the Ortallians, located in the Age of Destiny in the Pillars of Flame. Ortallius quested to discover the fate of Rathmana Allin, but never found out where his old friend vanished to.

**In this zone, Ortallius, along with the assistance of a great many undead, seeks to return Rathmana Allin to Norrath.**

## points of interest

The Sanctorium is entered by examining a skeleton in the western Sinking Sands. Just north of Fasha the Alchemist and Trader Hazin is a ruined graveyard with headstones and skeletons scattered about. Look for a skeleton that is clickable to enter the Sanctorium.

The Sanctorium is set up with a large central cavern with tunnels that lead to three smaller caverns and one larger satellite cavern. Each of the smaller caverns have a named mob that watches over it. In the northwest

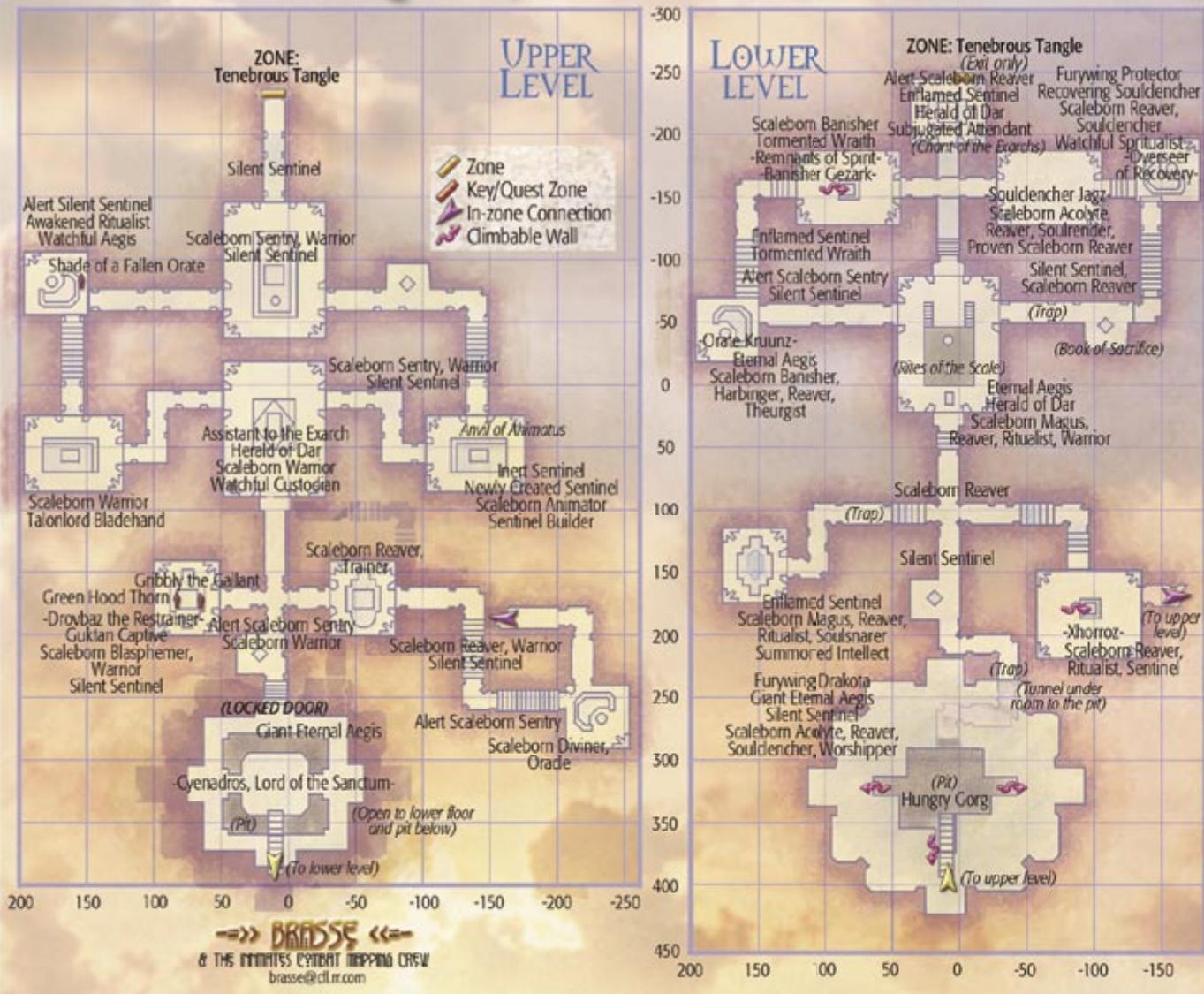
cavern is Nagini and in the southwest cavern, which is actually reached by going down the southeast tunnel, is Hira'Vehn. The southern cavern is reached by going up the southwestern tunnel and is home to Sirn'Vehn. That leaves the last cavern, the large one to the northeast of the central cavern. Guardian of Rathmana and Protector of Rathmana are the epic x4 mobs that you need to deal with at the entrance to the cavern before meeting Ortallius.



# sanctum of the scaleborn

Kingdom of sky

## SANCTUM OF THE SCALEBORN REALM OF TWILIGHT



# scale yard

everquest ii

**S**ince they escaped the grip of Shissar tyranny, the Iksar have allied with none and have been feared by all. Today, the remnants of the Iksar exist in Freeport and, like the Teir'Dal, they struggle to maintain the ways of their lost home within Scale Yard. This is the only district that was not constructed to be a home; it was originally a prison constructed specifically to hold the Iksar.

The original inhabitants of Scale Yard were the remnants of an Iksar fleet captured by the forces of the Overlord in the Ocean of Tears. Lucan sought to break the proud Iksar through torture and forced re-education, a process that lasted for years. But when the new Rallosian Empire threatened the city during the Age of War, D'Lere sought to exploit every asset he could muster. Thus, the Overlord worked out an arrangement with the Iksar—the exact details of which were never revealed—and the Iskar aided in the defense of Freeport during the Battle of Defiance. After that, they were allowed to live in the district as free citizens.

In addition, the Iskar were ordered to accept the Barbarians as their neighbors in the Yard. In a strangely uncharacteristic move, the Iksar were eventually only too happy to comply—a fact that has raised the eyebrows of many of those who were familiar with the race's more typical, anti-social, behavior.

Now the two races appear to coexist peacefully, aside from a few minor squabbles. The Iksar disliked the presence of the Barbarians until they recognized philosophical differences that could be used to their advantage. The Barbarians' disdain for politics and their worship of the sanctity of war meant that the Iksar were free to control the district's political landscape. Hoping to find greater glory on the field of battle, the Barbarians saw their relationship with the Iksar as a means to gain favor in the eyes of the Overlord.

## points of interest

One of the smaller villages in Freeport, the Scale Yard is a cramped, stinking, dirty hole that the Iksar and Barbarians of Freeport lovingly call home.

The village's central location is the Fountain of the Fallen Soldier, a monument to battles past. You will find plenty of weapons and armor dealers in the area, as well as many trainers. Bowyer Kakriss and Tailor O'Keel sell their goods near the fountain itself, which is conveniently situated near the Thieves' Way entry grate.

Dunn Coldbrow, Barbarian Warchief, lives in a small house off the main area. The Freeport Reserve Bank, run by Bunker Izark, is also nearby, in case you need to make a withdrawal to buy some of O'Keel's or Kakriss's goods.

At the northern tip of the Scale Yard you find a tavern that is quite full of Barbarians. Briac Tundrafire and Colin Stoutfist fight for Barmaid Frostwind's attention, while Dyerth Shiraz has smartly monopolized the mugs of Bartender Icebrew. The rest of the shopkeepers are in the far west side of the village, where Armsdealer Shilza and Mender Garowin

have set up shop. Several other merchants have congregated around here as well: Ziraak, Shieldsmith McHalford, Alchemist Sypp, and Trainer Valseth all make use of Shilza's location. Poor Zever Tzizzink and Evelyn Stoutfist have to put up with the noise of hawkers calling their wares.

On the east side is a gate to South Freeport, guarded by Guard Taguk. This also seems to be a local hotspot; Zhox Selith, Verin Ithelz, and a few others all stand around here, hailing you to come complete their quests. Olin Barkstripper has a shop between the South Freeport gate and the Fountain of the Fallen Soldier.

Toward the docks one can find the Heated Stone Inn, run by Innkeeper Frosthome. The large, rundown house shared by Skal Vethiz, Nithask Syrthiss, and Zekvila Dizelk (and the sometimes elusive Mirin Zilshia) is large due to its many residents. Across from this large house, Scribe Coldquill has set up shop. And at the far southern side of the village, Clan Chief Malachi Sleetspear and Brood Matron Vrim Malthyk stand ready at the docks near the Mariner's Bells.





# SCORNFEATHER ROOST

*desert of flames*

## WINDSISTERS AND THE SCORNFEATHER HARPIES

The screeching presence of harpies is a familiar facet of the wilds of Norrath. Within the Desert of Ro, however, a special clan of the half-bird, half-woman monsters has taken up residence. The Windsisters are a tight-knit tribe of especially hateful bird-women who seem bent on dominating the rocky spires of the arid wasteland they call home.

The Windsister harpies prefer the higher ledges and rock towers of the Pillars of Flame, seldom entering the narrow confines of the valley floor. Preferring to leave that area to the warring goblins and orcs, they are not above swooping down to strike at vulnerable foes or steal valuables. Part scavenger, part hunter, the harpies seek to take advantage of every opportunity that presents itself.

The Windsisters' culture is a tribal matriarchy. Various elder sisters rule the local roosts while kowtowing to an ancient brood mother. Every member harpy has the ability to lay self-fertilized eggs under the supervision of an elder sister. In the harsh reality of harpy life, these eggs are often cannibalized by the tribe during hard times or shattered

during their nearly constant bickering.

The harpies essentially serve as the humanoid vultures of the region. Always pragmatic, they cruelly wait to take advantage of an enemy's weakness. Although intelligent, they rarely debate or negotiate. When they do speak with outsiders, it is usually little more than a ploy to gain some advantage of the unwary traveler. Because of this, the Windsisters are universally hated within Maj'Dul and hunted as easy sport.

The Scornfeather Harpies are rivals to the Windsister Harpies of the Pillars of Flames. They are a fierce but small tribe that has carved out a fitful existence within the rocky byways of the Clefts of Rujark. To survive, they make sporadic raids into the Pillars and canyons of the Clefts and they are a menace to all passersby. (Although the Scornfeather Harpies are a minor threat in the region, they are nothing compared to the Rujarkian orcs or their Windsister kin.) The orcs are the only major threat to the Harpies' well-being but, as long as the orcs aren't menacing them, they see fit to live and let live.

## points of interest

Scornfeather Roost is accessed from the upper level of the Clefts of Rujark. It's a small enclosed zone with a large rock formation in the center. It is full of Scornfeather harpies and serpents. There are a couple of named harpies and serpents here. In the northeast corner is the named harpy, Matron Zaqbai, who is surrounded by more harpies. In the southern corner of Scornfeather Roost is a harpy named Matron

Suhailah. The three named serpents are on the south, west, and east sides of the rock formation in the center. If you look to the top of the rock formation, you'll see Ibtinaya the Scorned, but you can't attack her just yet. Slay the three named serpents around the rock and Ibtinaya will fly down from her roost. Besides some good loot, she drops an egg that starts a quest.





# Serpent Sewer

Everquest II

**S**o named for the many twisting tunnels that make up this section of the undercity, the Serpent's Sewer has few large rooms or cisterns. Instead, corridor lies coiled upon corridor, twisting and writhing like some mammoth wyrm. This creates a confusing maze that has caused more than one unfortunate to starve to death mere meters below the bustling markets that are just out of reach.

There are few open dumps or grates in this section of the sewer. Because of this, the snaking tunnels are usually black with shadow, hiding any number of monstrous predators amongst the scattered piles of refuse. It is rumored that the true source of the sewer's name comes not from the shape of its construction but rather from the ancient serpents rumored to still lurk silently beneath the stagnant waters.

## points of interest

Below the Thieves' Way, where monsters lurk and swim in murky knee-high water (or neck-high water, if you're a Gnome), is the Serpent Sewers, a twisting labyrinth of tunnels and rooms created long ago. These ancient corridors are lined with moss and ooze, while almost all of the large rooms harbor some sort of Gnomish contraption. In no way is this area for the weak of heart or muscle; be sure to take a bunch of friends with you when entering this zone.

Whether you enter via the Sprawl or the Thieves' Way, you find yourself in a northern tip of the Serpent Sewers, a somewhat safe refuge. This area is infested with small vermin such as immature sludgewaters, measly filthy moccasins, and sewer vermin. You also see brownish refuse toads splashing through the muck as well. A wise group would practice on these creatures before heading farther in.

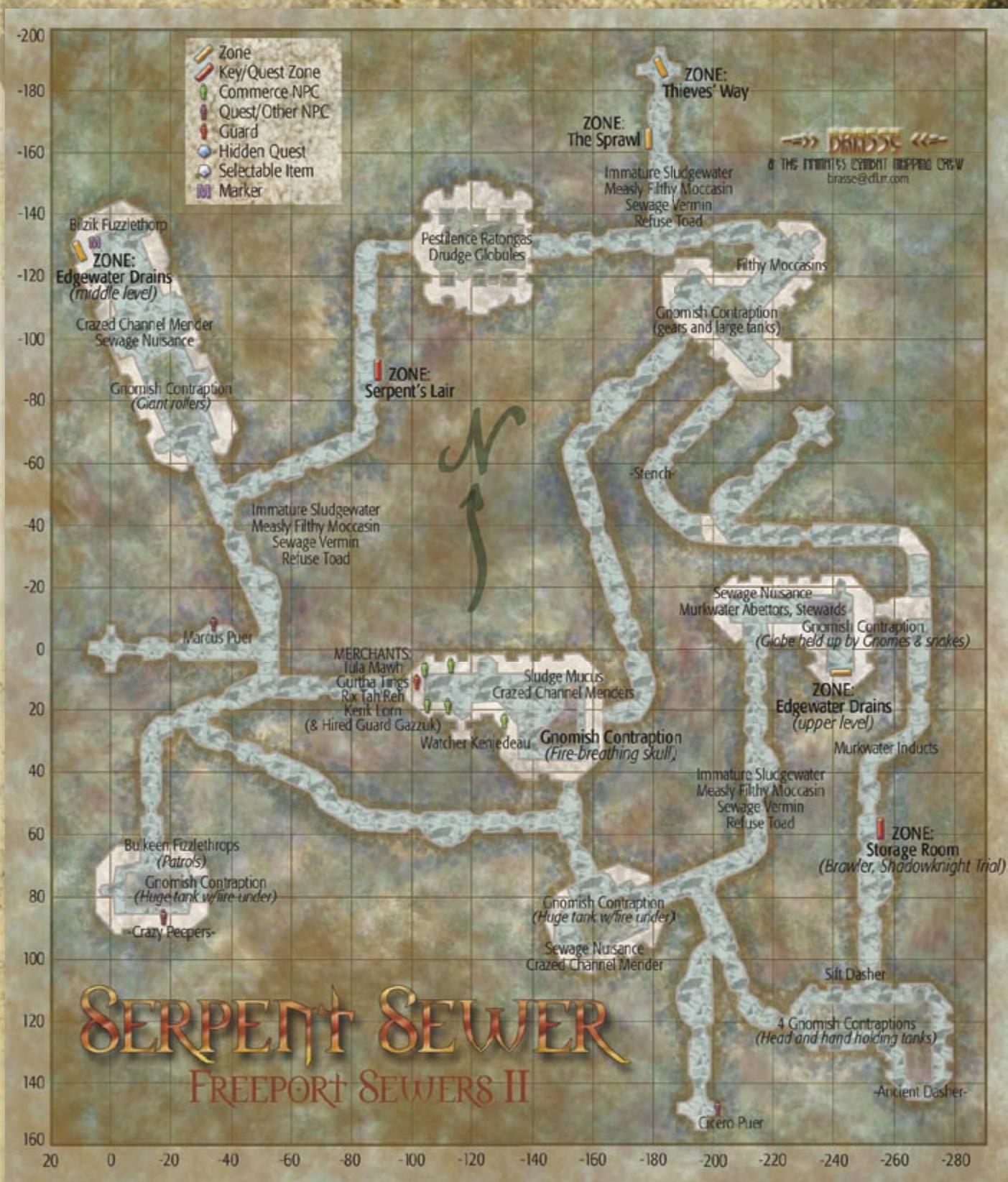
East of the entry passage is a room full of pestilence Ratongas and drudge globules, oddly reminiscent of the diseased Ratongas who lurk in the safer Thieves' Way. Beyond this room the passage curls south, then southwest past the instanced Serpent Lair. A turn north at the dead end takes you into a narrow room that is home to crazed channel menders, sewage nuisances, and perhaps Bulken Fizzlethrops, a Gnome who patrols up and down the western ways. There is also a grate here that leads to the even tougher Edgewater Drains, though the faint of heart

should not even look in that direction; the smell of sulfur and old blood might turn your guts.

Heading south from there you can find Marcus Puer and then, to the east, a room full of NPCs: Merchants Tula Mawh, Gurtha Tings, Rix Tah'Reh, and Kerik Lorn stand easily under the watchful eye of Hired Guard Gazzuk. Just around the corner from them, the slightly braver and antisocial Watcher Kenjedeau stands his ground, unintimidated by the sludge mucus and crazed channel menders that look on. Head back westward, then south once more to find a small room. Make sure to take note of the broken barrel and pump that have been left in this room; they both look to be in need of repair, or perhaps something else....

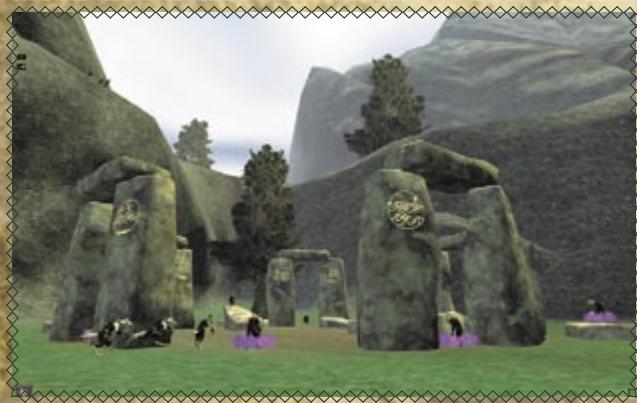
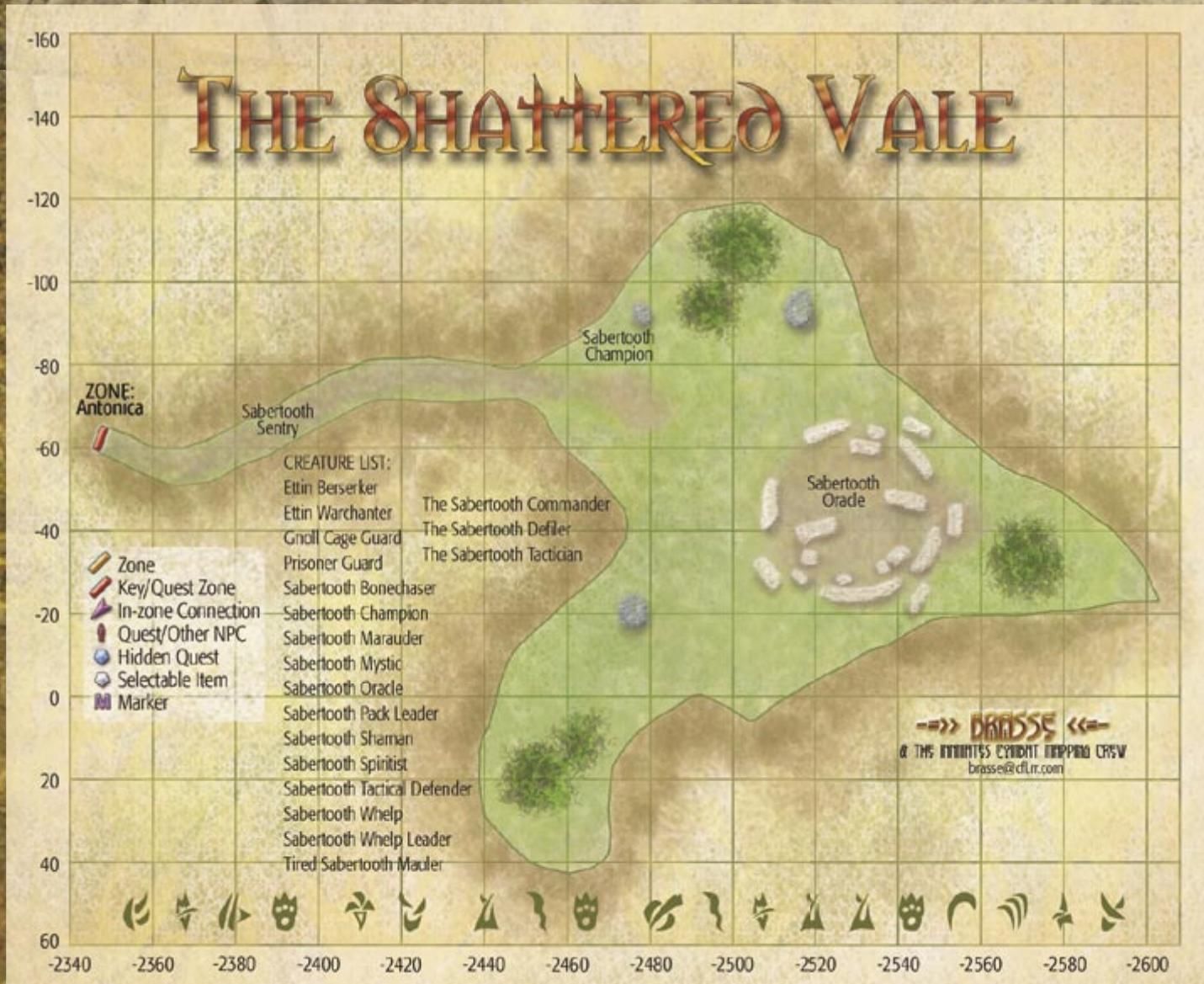
Moving east again leads you to a room that is home to a huge tank and bonfire beneath it—a Gnomish contraption left over from times of yore. South from here takes you to Cicero Puer, then traveling west shows you an interesting Gnomish contraption: a head and hand holding tanks. Be wary of this area, as the Ancient Dasher makes his home here; any bedrolls you should find will be long vacated. Make your way north to complete the circle, popping to the west for a moment if you are in need of murkwater abettors or stewards. One final room, filled with Gnomish gears and tanks and filthy moccasin serpents, lies in your way to the entrance; pass through here and you have gone full circle around the sewer!





# THE SHATTERED VALE

everquest II



# SHIMMERING CITADEL

## desert of flames



# THE silent city

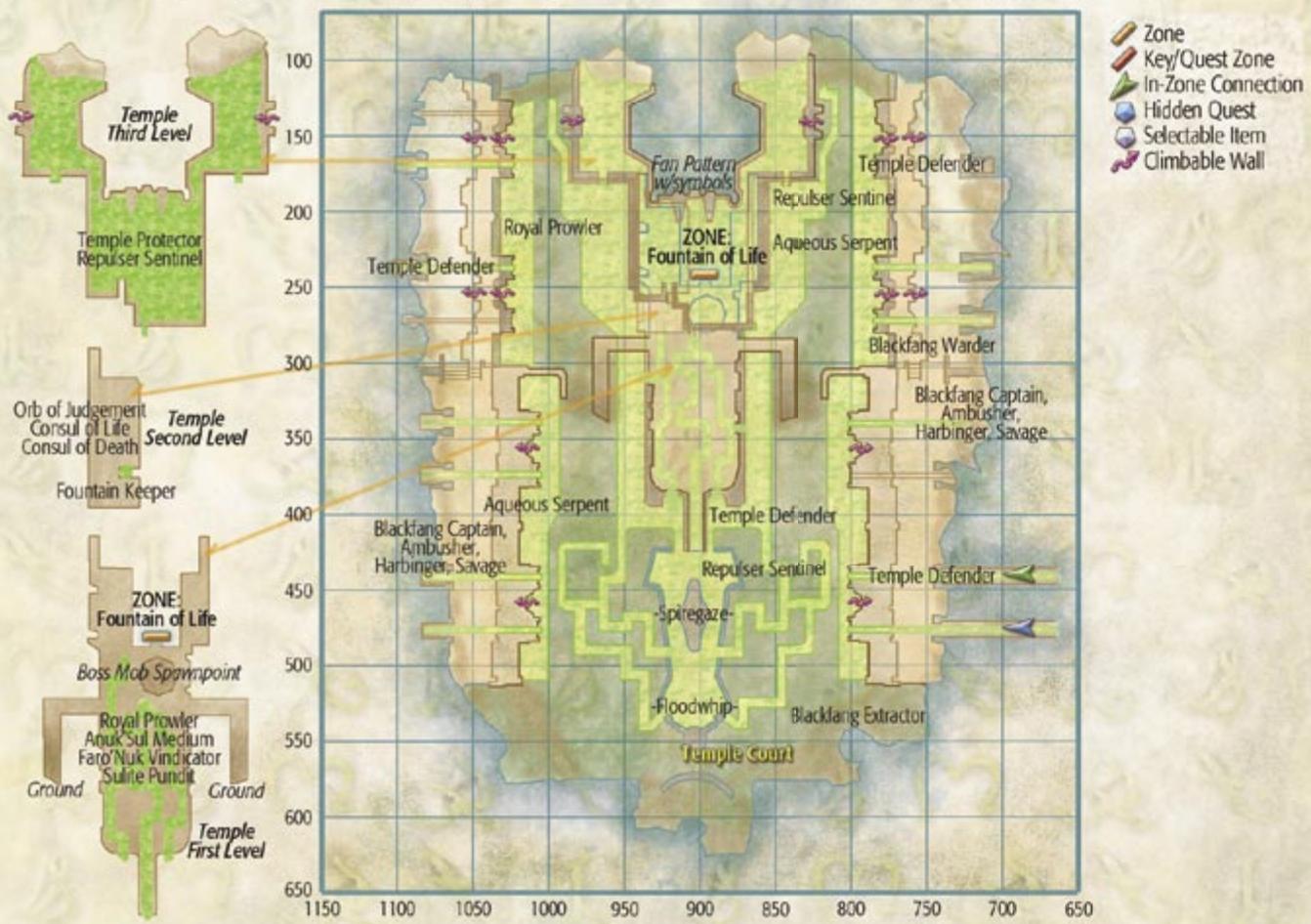
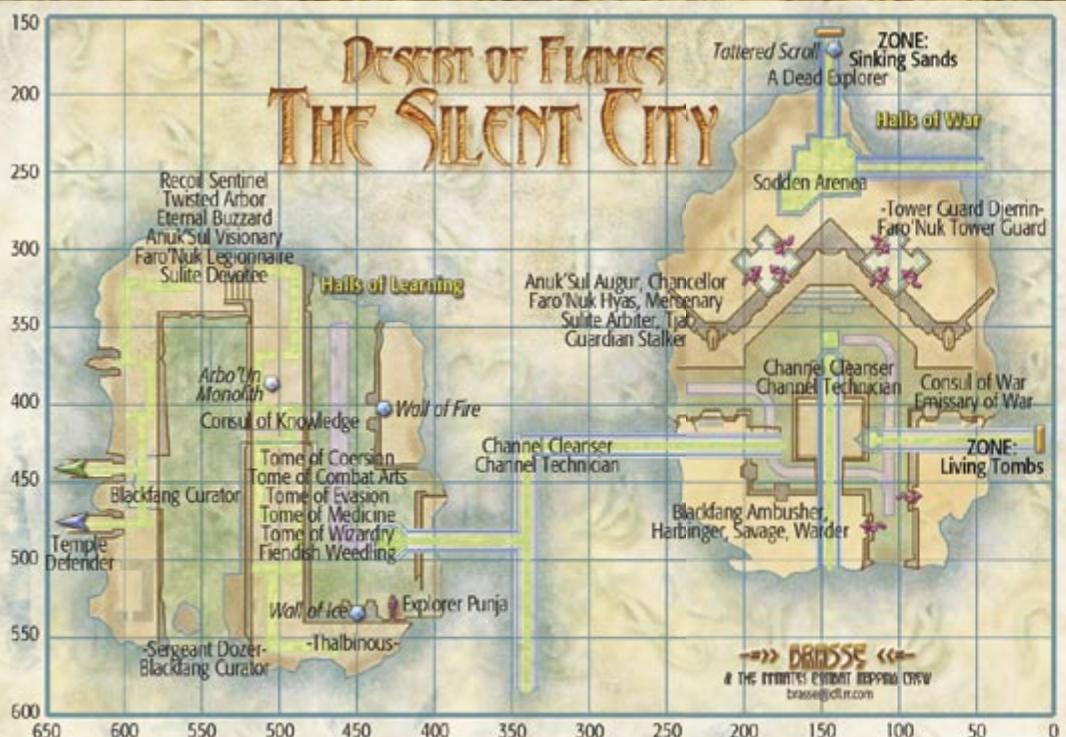
## *desert of Flames*

The recent decades have seen the rise of the living dead in the dunes of the Sinking Sands. With this follows rumors of a Godking named Anuk. It is said that the dead that lumber across the sand dunes. They once raided the streets of Maj'Dul during the Night of the Dead, and were minions of the Godking sent to spread his wrath upon the residents of Ro and stake his claim upon the desertland. To the people of Ro, the Godking was nothing but the antagonist from ancient children's tales passed down from the Eldarians.

Long ago, the Eldar Empire claimed the region of Ro, and instead of arid deserts, majestic woodlands spanned the continental divide to the eastern shores of Old Antonica, then called Tunaria. However, this grand woodland fell, and sand took the place of greenery. In the early days of the sands of Ro, a children's tale told by nomads arose.

The tale was intended to scare children and prevent their wandering off into the dunes. It spoke of haunts and zombies rising from a buried, secret city that once existed in the Eldar Forest. These haunts would drag little children under the sand to live forever in a Silent City—a city that was once beautiful and filled with the laughter of frolicking children. It was said that the evil king of the city, Anuk, the Godking, missed the laughter of children and the sounds of joyous revelry. He would spend his undead seeking new residents to fill the streets of his now-entombed city of death...or so the tales go.





# Sinking Sands

## *desert of Flames*

**A**lso known as sunlizards, the Alliz Raef Ew of the Sinking Sands region in the Desert of Ro are a distinctly different species than the lizardmen found serving the Temple of Cazic-Thule. While the two shared a common past, the desert-dwelling species has adapted to the rigors of life in a nearly waterless environment. Fiercely tribal, the sunlizards protect a series of large caves beneath the sweltering salt flats, using all intruders as a ready source of food.

The Alliz Raef Ew are descendants of lizardmen originally enslaved to serve in a division of the Rujarkian Army of the Second Rallosian Empire. When the attempt to conquer the free cities failed, the lizardmen turned on their orcish captors, devouring their way to freedom and retreating across the Razorrock Ridge into the Desert of Ro. The searing strength of the Greenmist (and the still-potent anger of the Avatar of Fear) prevented them from returning to the service of their faceless god. Essentially outcast, these lizardmen remained in the desert while their former orc masters hid within the rocks of the Rujarkian Hills.

In the desert, the Alliz Raef Ew were out of their native environment. Many perished under the searing gaze of the sun. Their numbers dropped and thoughts of cannibalism began to cross the minds of the reptilian tribe. What was left of the tribe soon came under assault by nomadic bandit tribes of men who desired to skin the Alliz Raef Ew and fashion armor from the skins for war and trade. For weeks, the Alliz Raef Ew fought off assaults and were tracked by the bandits. They lost some of their ranks to small raids. They could not withstand much more. When all seemed lost, they discovered the underground caverns of the Oasis of Marr. There they found a safe haven from the dangers above as well as a great beast, Lockjaw, a new god for these lizardmen of the dunes.

The centuries of cataclysm and disaster have refined the cunning and strength of the Alliz Raef Ew. Unlike their jungle-dwelling cousins, these desert lizardmen are quick-witted and intelligent. Able to sprint at incredible speeds across the hot desert floor, they work in tactical unison to confuse and overwhelm their foes. Despite their relatively primitive culture, they have managed to adapt the magic and knowledge of their enemies into a hybrid form of sun-worshipping shamanism. This mix of primal divine magic and adapted arcane sorcery has proven to be a formidable combination.

Despite their raw intelligence, the Alliz Raef Ew have no real ambitions beyond waiting for the return of Cazic-Thule. They do regard the Lockjaw with reverence. In his honor, they protect his sacred oasis and protect his crocodile minions. While they have, on occasion, negotiated with various envoys from Maj'Dul, the Alliz Raef Ew have more often simply devoured any visitors.





# solusek's eye

everquest ii

**W**hat can be said about this foreboding scar upon the face of Norrath? Deep within the bowels of the greatest volcano on Norrath rests a subterranean, fiery abyss whence, many ages past, the Gnomish Solusek Mining Co. burrowed deep into the ground. The Gnomes were unfortunate enough to breach the enormous island-sized cavern of lava known as Solusek's Eye. They had entered a realm reserved for only the most dangerous and sinister of creatures.

Among those creatures ruled the fire giants, behemoths of great craftsmanship and even greater evil. These raging titans of the fiery crust unleashed their wrath upon the helpless Gnomes and, in the merest flickering of an instance, the "invaders" were consumed by the furnace.

Deep within the heart of Solusek's Eye, the giants built a great citadel within the inferno and called it Thyr. From here they guard against any who dare to venture into their underworld, visiting furious punishment on those bold enough to attempt such folly. This serves as little deterrence to those who are insatiably curious and have heard tales of great riches, an ancient dragon of fire, and a link to the wonders of the Underfoot—such wondrous callings cannot go unanswered for long.

## points of interest

In the farthest crater of Lavastorm, past all the vicious lava beasts and the dangerous magma, the crater of the volcano leads to Solusek's Eye, a massive underground labyrinth. It is the home of goblins, ghostly servants of Solusek Ro, spiders, and efreeti.

The highest level of this cavern opens to a massive pit so deep you can barely make out the bottom. Many ghosts of miners and the like haunt this place, and quetzols aimlessly float in the air alongside them. Farther in are goblins, golems, and spiders. Two elevator shafts lead down to lower levels. The southwestern elevator leads to a goblin and spider lair, and the northeastern one takes you to a mine where relentless efreeti soulslayers force the ghosts of those long dead to do their bidding. These winding tunnels also are home to plated worms, and the gigantic creature, Darkcoil, makes his nest among them. This path leads you deeper into the volcano, eventually taking you to the chambers of the fire giants who inhabit most of the rest of the volcanic fortress.

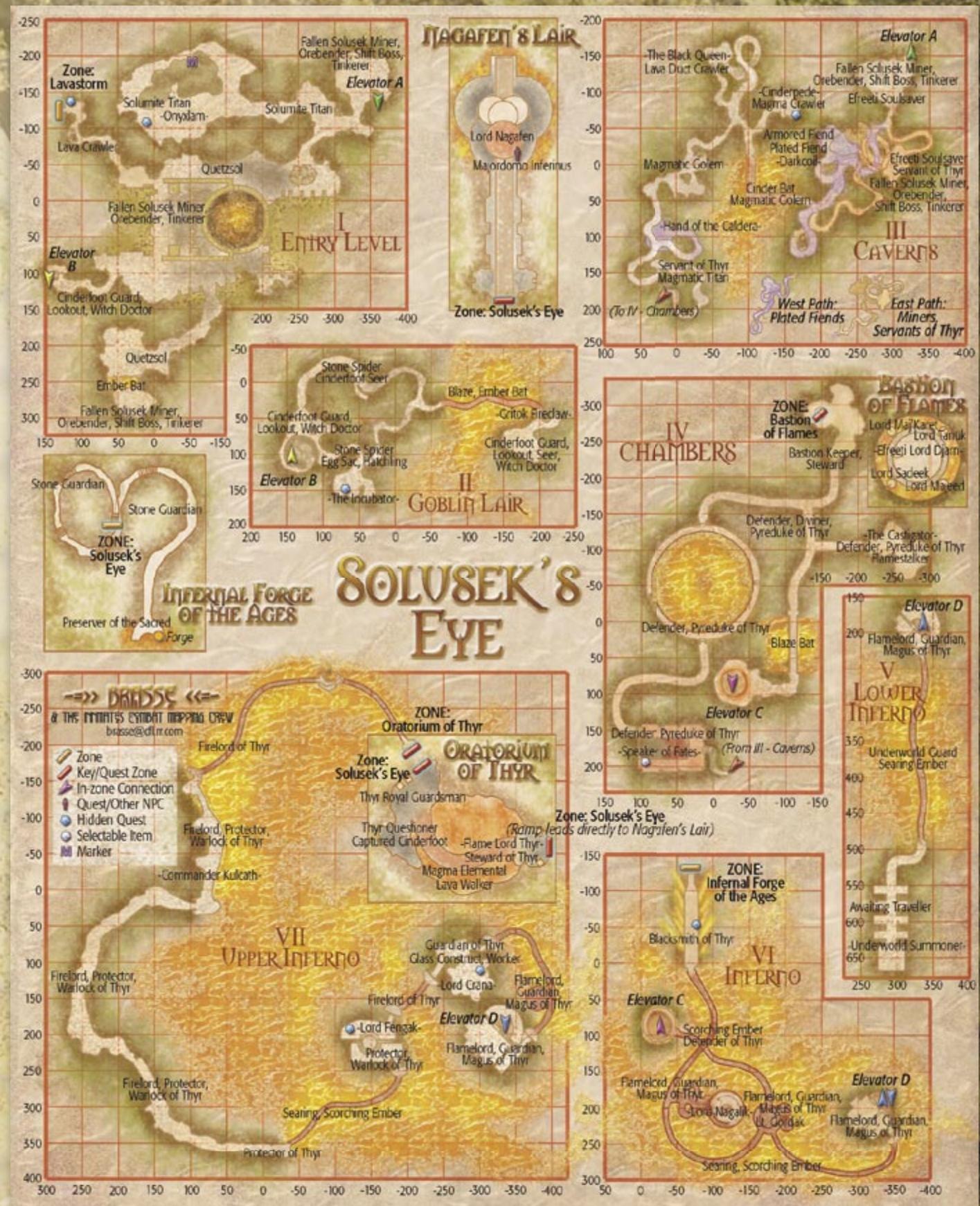
The magma-carved passageways eventually give way to glass-paved halls with high vaulted ceilings. The guardians of Thyr, who call this

place their home, have forged massive doors and paths of red glass. An entrance to the Bastion of Flame is found on this floor.

Another elevator will take you even deeper into their home, to the Inferno. The glass walkways bridge enormous gaps over a pool of lava here, and the only sure footing is inside stalactites that hang from the ceiling. Across these winding bridges you can find the entryway to the Infernal Forge of the Ages, the only forge powerful enough to create weapons from Wyrmsteel. One more elevator is located here, and this one will take you up or down to the upper or lower reaches of Inferno. The lower portion doesn't lead anywhere in particular, but there are plenty of mighty giants you can attempt to bring down. The Upper Inferno leads to the Oratorium of Thyr, where you can finally meet the mighty being whom all these giants are guarding. The meeting, however, will not be friendly.

Solusek's Eye is a gigantic area that will test high-ranking champions' combat skills and endurance.





# The splitpaw den

splitpaw saga



# THE SPRAWL

## everquest ii

The Sprawl was once an inner-city residential district of Freeport. As the city grew, those with wealth moved to nicer areas, leaving behind the dregs of society. When the Rending struck, the Sprawl was hit very hard and was almost entirely razed.

There was little point in rebuilding after the destruction as new residential districts like Big Bend and the Scale Yard had already been established, and there was simply too much damage to justify the expense. The old windmills that used to supply some of Freeport's energy were obsolete, so there was nothing worth saving. The Overlord decided to leave this place as is, perhaps as a testament to days gone by.

The Freeport Militia has a few members stationed in the Sprawl, just to make sure none of the hoodlums try to enter the city proper. But the Sprawl actually serves a useful purpose for the Dreadnaughts. They dominate the smaller gangs and recruit from the dregs any worthy enough to join the order—those who prove themselves may have a future with them.

Enforcer Kurdek of the Dreadnaughts watches over the Sprawl and makes sure the gangs that control it stay in line and don't end up in constant turf wars. He also ensures that petty rivalries do not interfere with their control. In addition, Trainer Durbok is assigned to assist in the training of a weaker gang called the Giantslayers, who were recently conquered by the Dreadnaughts, swelling the ranks to new levels.

### THE DREADNAUGHTS: A History (from Their Perspective)

The Dreadnaughts are the fist of the Overlord, striking fear into the hearts of his rivals and crushing the bones of his enemies. The Militia may guard the walls of Freeport, but the Dreadnaughts rule its streets. They rule over all the gangs of Freeport, but they also do much more than that. They keep the smaller gangs in line and maintain order on the streets.

The Dreadnaughts are made up of bruisers, which everyone knows are the toughest combatants in all of Norrath. They hone their bodies into lethal weapons, capable of both dishing out and sustaining heavy amounts of damage.

Once there was a weak caste of monks that lived in Freeport called the Ashen Order. They were lazy anarchists that stubbornly refused the Overlord's noble efforts to unite the city and lead it into the future. Fortunately, a number of their more enlightened members supported the Overlord and wanted to make something more of themselves.

Although the order had strength, they refused to use it for anything productive. Instead, most of the monks chose to lie around in their dojo. This made them weak and corrupt.

The Overlord did his best to reform the order, but they were just too far gone. Before long, he had no choice but to drive the Ashen Order from Freeport. They scurried off to the desert with their tails between their legs, never again daring to set foot in the Overlord's great city.

Those who were wisest and strongest remained behind in Freeport, determined to build a new order that would be a part of the city's grand destiny. With the Overlord's blessing, the Dreadnaughts were formed from those monks who stayed behind. The discipline that the Ashen Order had lost was restored, and combined with a new, tougher style of combat.

### THE GANGS OF THE SPRAWL

Three gangs operate in the Sprawl. The first is the Giantslayers, a bunch of ruffians who used to be little more than common thugs, though they liked to think they were in charge. The Dreadnaughts got tired of their bragging, so they taught the Giantslayers a lesson. Now the thugs answer to the Dreadnaughts. Their best members may be allowed to join the order some day. Be warned: If you mess with the Giantslayers, the Dreadnaughts will take notice.

Next are the Black Magi, an order of Ratonga mages that appeared as Norrath was being torn apart by the Rending. Little is known about them—they mostly keep to themselves. They seem to hate the Giantslayers, though, who are under orders to keep a close eye on the Magi.

Last, but most troubling, is the presence of the Dervish Cutthroats. This gang of criminals works illegally out of a distant corner of the Commonlands. They seem to have taken over a very weak gang that used to hang out here, the Guttersnipes. The Dreadnaughts want to find out what the Dervish want because their presence here is a clear danger to Freeport.



# STARCREST COMMUNE

## EVERQUEST II

**S**tarcrest Commune is a haven for the intellectual elite of the city, and is populated mostly by those of the Erudite or Human persuasion—As you roam the streets, the banter of good-natured debate and the occasional chess game are commonplace sounds and sights in this village.

Although similar in structure to Nettleville, one of the biggest differences is the ornate fountain dominating the center of the city. This lovely landmark speaks, perhaps, to the relative wealth of this district. Another area that sets it apart is Commune Park: It is here that many gather for lunch to discuss the latest twists and turns in politics, the nature of philosophy, and the science of existence. The debate about the fate of the gods can be especially heated between Erudite scholars and Human theologians.

The pace of Starcrest is very slow, as the denizens of the village concern themselves primarily with intellectual pursuits rather than the more mundane details of daily existence and, as such, an almost symbiotic relationship has brewed between Human and Erudite. Because the Human thirst for knowledge is insatiable, their neighbors provide the intellectual guidance Humans need. In turn, the Erudites receive an emotional compass that many believe was lost to them after the cataclysmic events of The Shattering.

### POINTS OF INTEREST

Located in the lawful town of Qeynos, Starcrest Commune is nestled comfortably between South Qeynos and the Peat Bog. Don't let the name fool you—the locals may declare that all your needs will be taken care of in their commune, but you'll still be charged five silver for your room at the inn, just like in any other town! Starcrest is a grand political experiment implemented by the intellectual Erudites to serve as their home in Qeynos. Humans are also welcome here, though some suspect only so that the Erudites can look down their noses at the Humans. While you may spot the occasional animal about town, Erudites frown on the noise and distraction caused by pets, so make sure you keep yours locked safely away in your room! Don't be too put off by the attitude of many of the Erudite inhabitants—sometimes even the rudest of them will reward you handsomely for assisting them with quests. Just don't expect a kind word to go along with your reward.

As a new arrival to Starcrest, your first visit will be to the Vasty Deep, which houses the Qeynos Exchange and Inn. The Qeynos Inn provides you with a room; the first week is free, but every week after that costs five silver. Make sure you speak with residents here, as several of them will have tasks you can perform. Angelia Clayton entertains the inn's patrons with her dancing, but frets over the lousy tips and wonders if the grass may be greener over in Nettleville Hovel. Zentomaron and Eliasenka Croosinaden are harassing Farnsby Dunworth over a scroll. Don't judge all Erudites by this unpleasant pair, and try to help poor Farnsby out of his dilemma. Don't assume that Innkeeper Jerben Sleepwell and Bartender Bermo exist only to sell you their wares—bound behind their desks, they need a brave adventurer to procure certain ingredients for them (right-click on them to bypass the auto-merchant and get the option to Hail).

As you work toward your citizenship you will find yourself helping out in the Catacombs, a vermin-infested sewer system that can be entered from the north side of town. Also known as the Down Below, this dungeon has outlets to most of the areas in Qeynos, and to even deeper perils below, if you are foolhardy enough to face them.

Barrik's Arms and Merchandise is on the south side of town, facing the merchant tents. Armsdealer Barrik himself is always looking for help with deliveries, so don't miss an opportunity to converse with him while you visit. For lighter, cheaper armor, try Barrik's associate Bowyer Harstead. Make sure to pay a visit to Mender Payne Bathon every once in a while to get your gear patched up; with each death, your armor breaks a little more. Bowyer Harstead also works here selling bows, arrows, and throwing weapons—but you won't find her with the others. The cramped confines of the shop were not to her liking so she has made a little nook for herself just outside.

Outside Barrik's, take a leisurely stroll through Merchant's Row and browse the merchandise of those who stock the tents there. To the southwest, you will find

Alchemist Tanaira, who is lovesick over Merchant Grekin and needs your assistance to win his heart. It speaks ill of Grekin that he doesn't notice the sidelong glances and sighs of this lovely woman in the tent right next to his. Fawn Starstone, trying to take comfort beneath the one tree in this section of town, laments the lack of greenery in Starcrest and seeks assistance in developing a garden for herself. Leave her be until you earn your Qeynos citizenship and gain some seasoning in the field, for her work is difficult.

Nearby, Oomitelmora illustrates the intellectual superiority of Erudites by destroying the Human Vandis in a game of King's Field. Taggan Brookrich looks on, desperately trying to devise a way to turn things around for Vandis. Talk to him—your skills could prove useful to aid Vandis' cause.

For your scroll needs, visit The Perfunctory Philosopher run by Scribe Ommanoden—he and his more melee-oriented associate Trainer Andor Quist have many different and valuable scrolls to help you master your early skills. Ommanoden can put your burgeoning adventuring skills to use as well, should you speak with him, but bring a thick skin to the conversation. Erudites are not known for tact and diplomacy.

In the center of Starcrest lies the Fountain of Deep Reflection, a gathering place for the locals who cherish its calming beauty. Stop for a time for some quiet Erudite-style contemplation. When the gentle waters of the fountain have properly soothed you, be sure to interrupt the contemplation of others, as there are a few quests to be had here. Scholar Obidudyn needs assistance in his study of Elementals, and Philosopher Orrinalanya needs you to deliver a coup de grace in her theological debate. Alamara Luthanyia is happy to tell you about the monks of the Ashen Order and their monastery in the Eddar Grove. If you have a passion for crafting, the Luminary Cache is nearby for you to hone your skills.

Like all of the villages, Starcrest has a dock, and you should familiarize yourself with this area very early on, as it connects to every starting village and several important hunting areas. Knowing how to use the docks is absolutely vital to getting around Qeynos quickly and efficiently.

Young adventurers who reside in Starcrest often spend many of their early seasons studying the flora and fauna of the Peat Bog and helping eliminate some of the more dangerous creatures there. Take some time to speak with Knight-Captain Santis and Vondorinsarnoo about the bog before venturing in, though. Santis guards the bog entrance, on the south side of town.

Once you have visited the locals and obtained your Qeynos citizenship, make sure to pay a visit to Nettleville Hovel, Starcrest's sister-neighborhood.

# STARCREST COMMUNE



# stonestair byway

## everquest II

**S**tonestair Byway was given its name for the large stone steps that lead up to residences on either side of the roadway that winds through the district. It boasts the most interesting pairing of races in the city, as both the Kerra and Erudites share these streets. Strife has existed between the Kerra and the Erudites ever since the High Men first set foot upon Odus and claimed it as their own, subjugating the Kerra and driving them from their ancestral homelands. The Erudites used the Kerra as fodder in their civil war, and in turn, the Kerra hunted down the Erudites at every opportunity.

This district (more than any other) stands as a testament to the absolute dominion of the Overlord's will. Only a fearsome tyrant wielding unquestioned power could make two races with a history of violence and hatred coexist in relative peace. Of course, achieving this feat required a decisive application of deadly force.

When the Erudites and Kerra were first ordered into the district, fighting in the streets claimed lives on both sides. Many assumed the Overlord had made a mistake in putting these ancient enemies together, but Lucan was acting with deliberate precision. He ordered the Militia to march through the Byway and wipe out any sign of unrest, leaving the charred remains of those who resisted as a reminder that there is only one ruler in Freeport and his will is absolute. To this day, Stonestair Byway is an example to all who enter the gates of Freeport that disobeying the command of the Overlord will result in a swift and fatal response. Lucan's ploy has proven successful; all races coexist uneasily beneath a blanket of suffocating fear.

Even with open fighting forbidden, the tension in the district can be cut with a knife...and often is. Here the Kerra can pursue their more feral pleasures and live as the predators they were destined to be as long as they aren't at cross-purposes with the Overlord. The Erudites can seek any kind of mystical knowledge and nothing is forbidden to them save interfering with their feline neighbors.

### points of interest

Even the smallest of Gnome children know that the Erudites and Kerra are bitter enemies. It is immediately obvious that there are high levels of distrust and tension in the area between the opposing races; the Erudites will speak hardly a word to the Kerra, and vice versa.

The first person you meet upon arriving in Stonestair Byway is Vess Al'Ishni or Batarra. If you're here to apply for citizenship to Freeport, you need to speak with a Mentor for directions. On your way into town you pass Nosno the Naysayer, the local nut, who constantly spews some nonsense about the world ending. You are probably better off avoiding him unless you really want to hear his story. South of Nosno, up the stairs that frame Farida, you find a house in which Jezrina and Habika reside. North of Nosno you find the scribe shop, home to the inky-fingered Scribe Johari, and Trainer Fomundulus, who takes a more physical approach to teaching.

Continue on past Nosno and peer north to visit Juma in his tiny apartment. Poor Juma suffers from heartache, as he is forbidden to see his beloved Habika. Do not dawdle too long before continuing west.

Once you reach the first platform of stairs, a turn south brings you

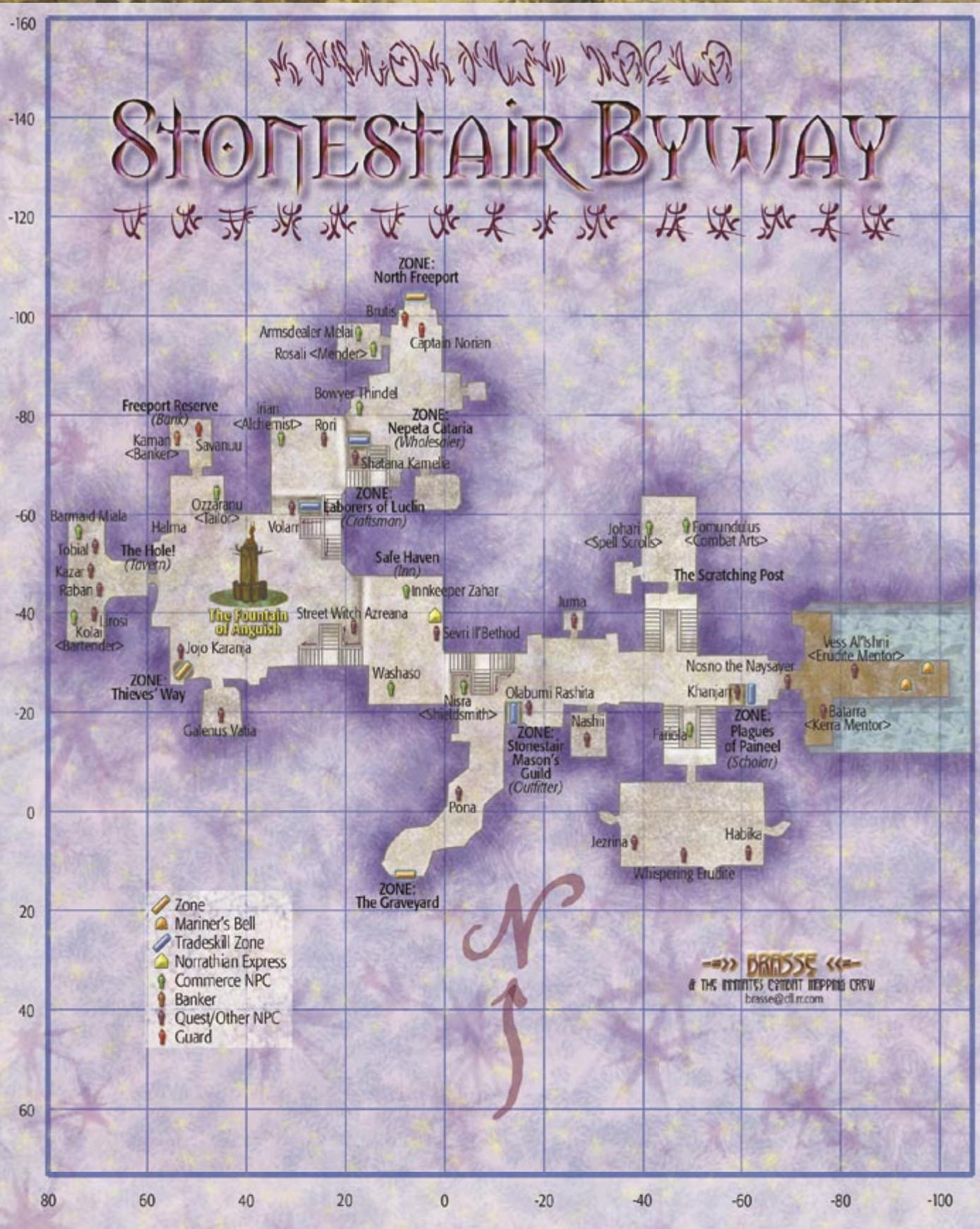
to the Graveyard gate, a dangerous area, as Pona will tell you. Should you go west instead—make sure to inspect Shieldsmith Nisra's wares first, though!—you come across Merchant Washaso and Innkeeper Zahar, proprietor of the Safe Haven Inn.

The Fountain of Anguish is a popular resting place for Stonestair Byway residents; the fountain square branches off into various important buildings, including The Hole, a tavern run by Bartender Kolai and patronized by many Kerra and Erudites. Some of the regular bench warmers you find at the tavern include Raban, Kazer, and Tobial, the latter being a Kerra who is hopelessly in love with Barmaid Miala. The Freeport Reserve bank also branches off from the fountain square; Banker Kaman will be sure to skim hardly any money from your account. Guard Savanuu keeps the peace, while Tailor Ozzaranu keeps everyone clothed. Street Witch Azreana can also be found around the Fountain.

North past Alchemist Irian's post brings you closer to the North Freeport gate. The only stops between Irian and the gate are Bowyer Thindel for ranged weapons and Armsdealer Melai and Mender Rosali for your other weapons and mending needs.



# STONESTAIR BYWAY



# STORMHOLD

## everquest II

**S**tormhold was a massive underground bunker once home to an order of knights. The order was called the Knights of Thunder and they once had a guildhall within the walls of the Great City. Many ages past, they departed Qeynos and built an underground complex for mysterious reasons. The location of this bunker was never revealed to the general populace, and its existence was left to conjecture, rumor, and legend. In time, the Knights, too, were lost to the mists of time.

But now rumors abound that crypt raiders have been plundering a newfound underground citadel on the far eastern edge of Antonica—Stormhold has been found! What mysteries wait to be discovered and what perfidy brought about the end of the Knights of Thunder?

### points of interest

Stormhold is a huge and complex dungeon located on the eastern side of Antonica. Once it was a great castle where the living went about their daily routines in splendor; now it is a cracked and decaying underground maze where the defiled remains of former inhabitants stalk through the halls. Stormhold holds many secrets, and only the most persistent adventurer will be able to discover them all.

The easiest way to get here is by taking a Griffin to the Thundering Steppes tower in Antonica, then heading north up the road and turning off into the hills to the east where the road turns toward Gnollslayer's Keep.

#### LEVEL 1

As soon as you enter Stormhold, you notice Archaeologist Elurad standing in the corner, too scared to venture deeper into the horrors of this dark place. He is not above sending you to do his dirty work however, so grab his quest. Just a bit down the hall is the spirit of Sir Valinagle, who needs your help to exact vengeance upon his former foes.

The entryway opens into the Main Hall of Stormhold, which is divided in two by a large set of double doors. Beyond the doors, at the end of the hall, there are two clickable quests you should activate. The first, an obelisk tucked away into a corner, is a shrine into which you must release the tainted souls that inhabit the various oozes crowding the halls. This is a good simple quest to get as you begin your exploration here, as life leeches spawn in this hall and nearby. The other is the exact opposite, and is perhaps one of the most difficult quests in Stormhold. A brazier on the platform above the obelisk opens up a quest to kill the scions. Scions are the hardest enemies to fight in Stormhold and are only recommended for raid parties over Level 20. If you should happen to lay eyes on a scion without a raid party, chances are you will be dead within seconds. Thankfully, they spawn very rarely.

On the right of the Main Hall are two doors. Take the first of these, and then your first right, to speak with Quartermaster Berlon, a reanimated skeleton who is upset about the corruption that stains the halls. He offers three different quests to you, all of which are repeatable, but you can only take one at a time. Beyond Berlon's room, the hallway leads to some rooms with lower-level, group-oriented defiled knight and defiled locksmith encounters. This area serves as a good warm-up for some of the harder areas of the dungeon. You may have the pleasure of meeting Lord Benfield here as well.

The second left from the Main Hall is ideal for solo and group adventurers with fewer than 20 seasons. The hallway here leads to a vast room with an oversized chess board in the middle. All sorts of defiled reside here, from squires and sentries to knights and priests. Sometimes you may spot the evil Lord Androus with his posse of two defiled bishops—be careful, as Androus is very dangerous! Make sure to kill his healers first if you take him on. Another named monster spawns here; Androus is a wimp compared to Archiovianix the Scion of Destruction—pray you don't lay eyes on this scion without a whole lot of backup!

A series of other rooms branch off the chess-board room. Scorched Skeletons can be found in the kitchens off the far right corner. Behind the chess board is a room with a defiled keeper and a bunch of defiled squires. To the left of the chess board are rooms where fetid goo, rot zombies, and life leeches slink around. If you root around to the left a bit, you find a well that leads to a long drop to the fourth floor of the dungeon. If the fall doesn't kill you, the enemies at the bottom surely will.

The bulk of Stormhold is accessible from the second door to the right starting from the Main Hall. Here you first find a series of rooms with defiled knights and lancers residing within. Tunneling zombies and dust crawlers dot the hallways. Two large barracks rooms can be found on the north side, filled with zombie knights. Guard Captain Hess can be found here as well, forever watching over his men. On the southeast side of this area is a thin passageway leading to the Underforge, which is still haunted by Blacksmith Brigg and his defiled locksmiths. On the eastern side of this first level, a bit north from the Underforge, you find the spiral stair which leads to Level 2. If you venture down here, be sure to have a group of at least Level 19 or 20 with you.

#### LEVEL 2

The centerpiece of Level 2 is the Atrium, which is a generally safe area for groups to gather and reform if necessary. You may sometimes spot the vile Scion of Destruction here, so never completely let your guard down. A handy trick to remember, if you start to get lost down here, is "E is for Exit." Heading east out of the Atrium takes you to the spiral stairs leading up to Level 1. Other doors open to the south, west, and north.

To the south of the Atrium you find the battlepriests, Greghorn and Alexandria, who must have been very rich in life, as they drop a variety of fine loot. Be sure to stop by and pay them a friendly visit. If you continue on to the west from the battlepriests, you run into some tough enemies—defiled crusaders, defiled acolytes, and feign zombies. This path ultimately leads to the Chapel, which holds the Vessel of Storms needed for the Relic Quest.

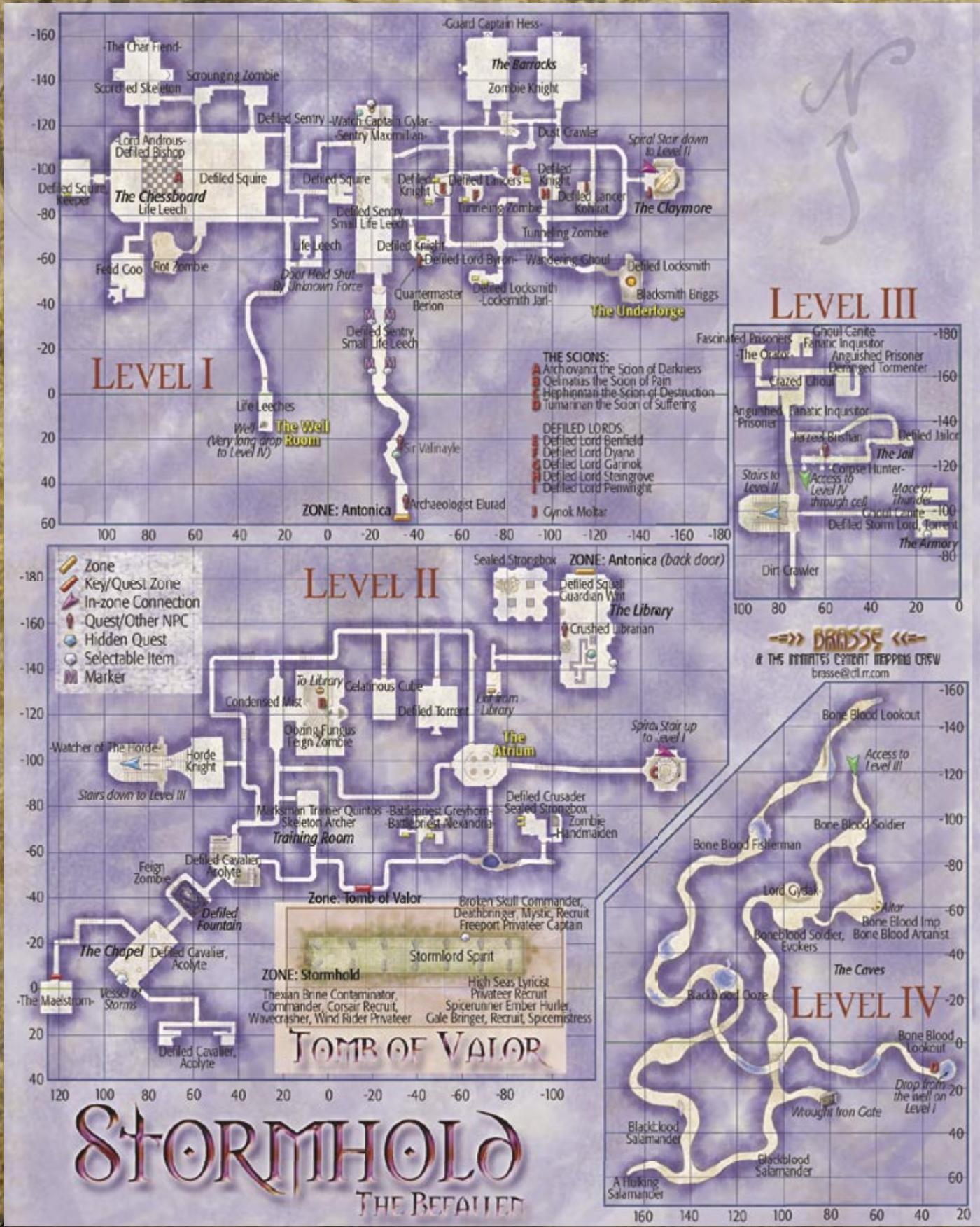
To the west of the Atrium you find an enlarged hallway teeming with condensed mists. Off this hallway is a room that sometimes spawns one of the vile scions. Feign zombies stand guard along the walls here. A grate in this room leads you to the Library area, where you can speak with the crushed librarian to pick up an access quest for the Tomb of Valor. There is also plenty to kill here—even the books will attack you! They are called guardian wriths, and they are accompanied by a few roaming defiled squalls. In a room off the Library lurk the sealed strongboxes, which appear innocent enough, but even these chests have teeth!

#### LEVEL 3

To the west of the library are the stairs leading to the third level of the dungeon. Some horde knights, along with the Watcher of the Horde, guard the way. East from the bottom of the stairs is the Armory, guarded by defiled storm lords and ghoul canites. The final Relic, Mace of Thunder, lies here among the old stockpiles of weapons. North of the stairs is the Prison. Anguished prisoners still fill the cells here, and the orator can also be found here, surrounded by fascinated prisoners, and none are too happy to make your acquaintance. One of the prison cells has been hollowed out and leads to the caves below on Level 4.

#### LEVEL 4

The open, natural meandering tunnels of the caves are an interesting contrast to the confined halls of Stormhold. Even the monsters here are different—this is the only place in Stormhold where goblins lurk. The Bone Blood goblins have made their home down here, and they share the tunnels with the less aggressive blackblood salamanders. "Easy" access to this level is provided from the well on Level 1, though most adventurers will die from the fall.



# Sunken City

## everquest II

**W**hat we now call the Sunken City was once a residential district in the northern section of Freeport known affectionately by its residents as Plank's Edge. It was home to many of the sailors and merchants who worked on the docks of East Freeport's bustling shipping trade. As was typical of a seafaring community, many of the residents worshiped Prexus, the Ocean Lord. A boisterous and sometimes rowdy bunch, they nevertheless lived peacefully enough with the other citizens of Freeport.

When the Rending began and the seas became impossible, Freeport's harbor fell on hard times. Shipping and trade ground to a halt and the fishing industry collapsed. East Freeport became a ghost town known more for its crime than for its commerce.

In this climate of fear and uncertainty, a half-elven extremist named Elwyn Aquel gained a following. He preached that Prexus was angry with Freeport, and only through the hard work and sacrifice of his followers would the seas calm and prosperity return. Aquel's followers, called the Circle of Darkfathom, quickly rose in prominence among the disgruntled citizens of Plank's Edge. Aquel promised brighter days to desperate people on the brink of losing everything.

Little did the people of Plank's Edge know that they had fallen victim to a madman's scheme. The sacrifice Aquel spoke of was a literal one: He intended to sink Freeport to the bottom of the ocean in a twisted scheme to gain favor with Prexus. He believed that the floodwaters would wash away the city and grant him immortality in the process.

It was only when Aquel began his ritual sacrifice that some of his followers saw through his deception. As the ground beneath Plank's Edge began to sink and the floodwaters came pouring in, some of the Darkfathom members interrupted Aquel's incantation and broke the spell. Though Freeport was saved, it was too late for the people of Plank's Edge, who drowned beneath the unholy tide. Aquel's body was never recovered.

Thankfully, the high walls around the outside of the district held strong, so damage to neighboring parts of Freeport was minimal. Gradually, the waters receded but never fully went away, leaving the area all but unlivable. Abandoned by the city's residents, Plank's Edge is now called the Sunken City, a dangerous place haunted by the souls of those who met their doom within.

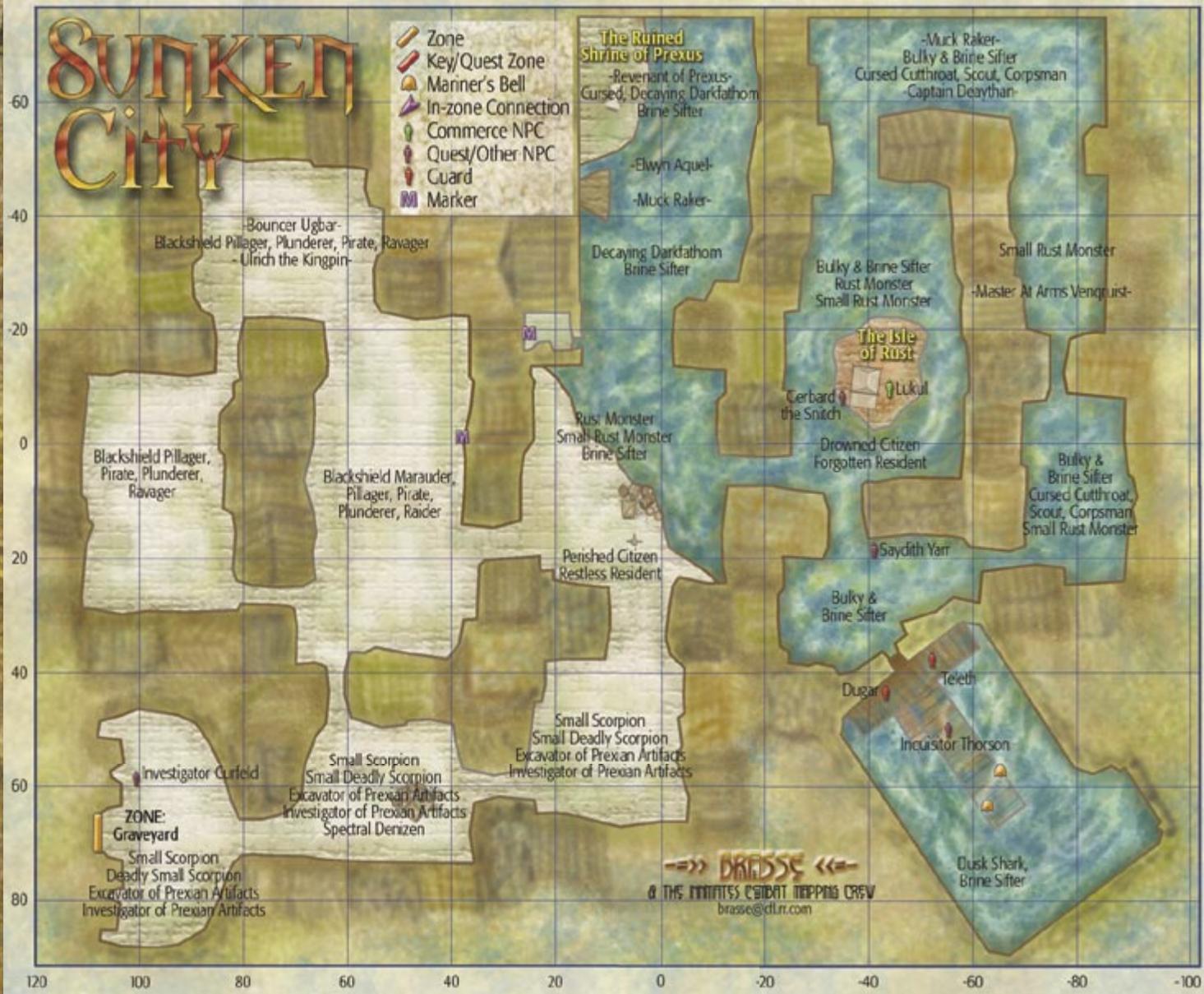
Now, Inquisitor Thorson of the Dismal Rage guides adventurers on their journey through the Sunken City. He works alongside Investigator Curfeld, another member of the order who seeks to understand the recent rise in undead activity in the area.

The Dismal Rage looks after the spiritual needs of Freeport's people. They congregate in the Temple of War in North Freeport. They are made up largely of priests, though they do employ other professions from time to time.

In ancient times, the priests served the old gods, but they no longer bow to such archaic symbols of authority. Today the Dismal Rage serves the Overlord and their high priestess, Xilania Nevagon.

The Sunken City is haunted, both by the spirits of those innocents who died here and by the fallen Prexians who caused this catastrophe. It is said that even more spirits walk these flooded streets after night falls. Drowned citizens, undead pirates, and fallen members of the Darkfathom cult all seek to drag adventurers down into the dark waters.

But this place is home to more than just spirits. Many types of vermin scurry around the Sunken City. Crabs like to scuttle in shallow water. Despite being a coastal city, Freeport has a very arid climate. Scorpions may be found here on dry ground. Of particular interest are the strange rust monsters that scurry around. There is little information to indicate where they come from, but they showed up in this area after the destruction caused by the Rending. They get their name not only from their brownish color, but also from their odd taste for consuming rusty metal. Travelers must be on their guard if any of their gear becomes rusty due to the moisture here.



## POINTS OF INTEREST

The Sunken City was once a district of Freeport, home to some unknown race. The coastal swamplands it was built on could not hold the mass of buildings, though, and the city collapsed to rest beneath the waves. The air pockets within buildings slowly ran out until the corpses of its former citizens within became the spirits that now lurk the ruins. Now, the area is a wraith-infested home to scuttling crabs, rust monsters, skeletons, and ghosts.

When first entering the city from the decrepit dock, make your way north to the Isle of Rust and speak to Gerbard the Snitch and Lukur. Both of these NPCs seem to be stranded, trapped by the rust monsters and unable to obtain their goals. This is a good area for lower levels to work on their skills; the rust monsters and brine sifters pose little challenge as long as they are not grouped, and even if they are, you and a couple of friends can easily take them down.

Heading further north takes you to an alley full of skeletons, unlucky humanoids who didn't make it out of the city before its collapse. Cursed

cutthroats, scouts, and corpsemen leer at you and your friends, and every now and then their captain appears to rally his troops. Should you make it past them, a southward bend takes you to a room with more brine sifters and skeletons, then loops back around to the Isle of Rust.

Heading east from the isle takes you to the land/sea split of Sunken City; it appears that not all of the city sank! Heading north through the water, you reach a room full of bloated zombie corpses; just like the cursed skeletons before, these poor souls need to be helped to their eternal rest. Make sure to stop by the Ruined Shrine of Prexus in the northwest corner of this room.

Small Scorpions south of the land/sea divide make excellent solo targets; these creatures occupy the next three rooms leading up to a gate to the Graveyard. If you're looking for more group targets, north of this area you can find landlocked pirates and pillagers who seek to steal the stolen goods of Freeport—blasphemy! Dispatch them quickly, for the love of Lucan!



# Temple of Cazic-Thule

everquest III

This edifice is an ancient temple created in the Plane of Fear by the Faceless Lord of Slime and Fear, Cazic-Thule. It was transported, stone by stone, to Norrath in ages long since fled. The temple itself is obviously not of this world.

The Alliz Tae Ew tribe of lizardmen have long worshiped Cazic-Thule and they flocked to the temple's upper level. A number of creatures from the Plane of Fear have made the temple their home; they are unable to return to their native dimension because of the closing of the great Gate.

Powerful Amygaldan Knights and Warriors now keep the Alliz Tae Ew from the most sacred areas of this temple. To regional natives, this is a place feared for the cannibalistic lizardman tribe that lives within. It is also a place sought after for its artifacts and trinkets from off world. Designed by the greatest engineers on the Plane of Fear, it is no wonder that intense fear and evil permeates the temple's very walls.

## points of interest

Past the frightening ettins and towering constructs of Cazic-Thule, a large structure rises in the distant jungles of the Feerrott. This temple for the Faceless Cazic-Thule stands in the jungle, its upper spires battered and broken. Lizardmen swarm throughout the entire structure, and even more disturbing creatures inhabit the temple's depths.

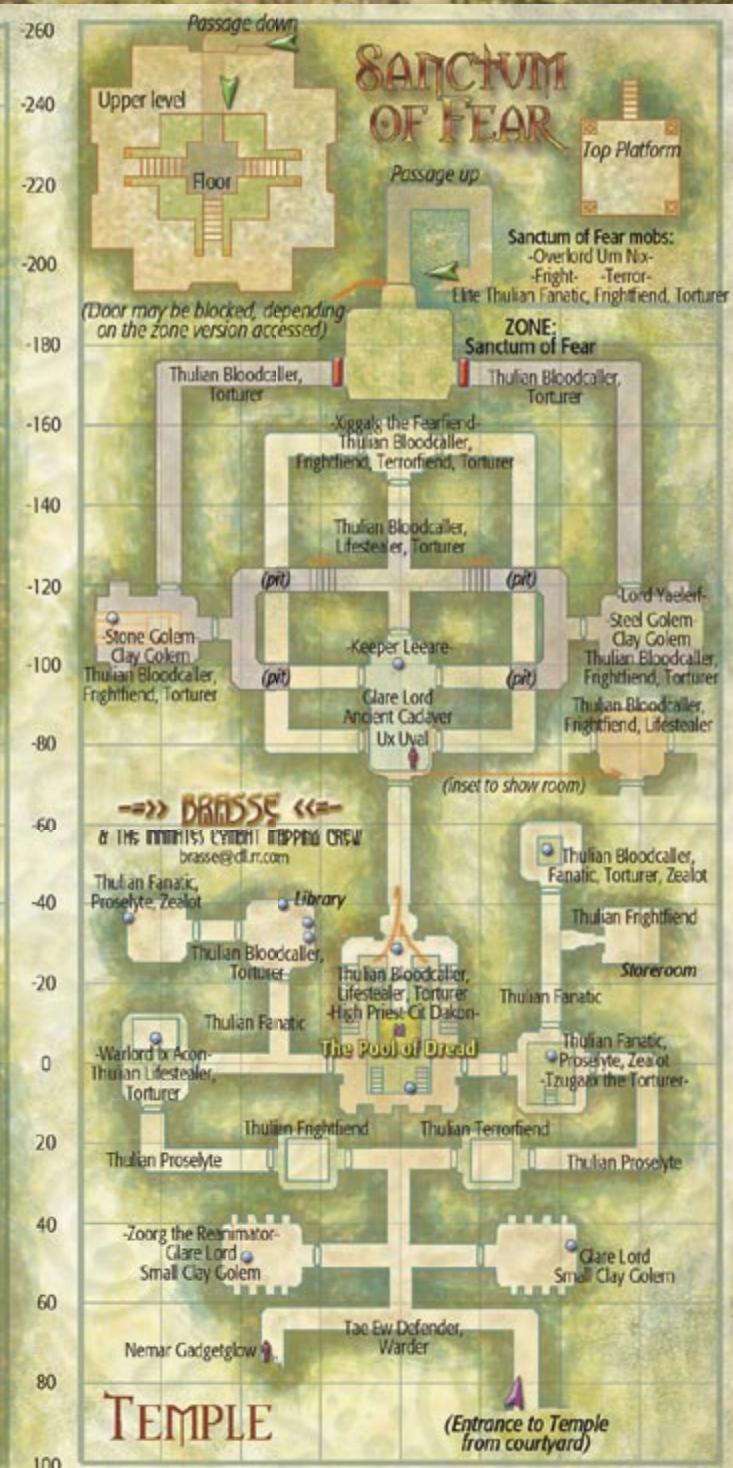
The upper surface of the ruin is guarded by hordes of lizardmen, along with spiders and clay golems. A few oozes slither along the cracked stones, and four glare lords ominously hover around the temple's tallest ziggurat, readying their baleful stare for those foolish enough to come near. The entrance to the temple itself is near the entrance to this area, hidden to the right of the stairway to the temple's roof.

The interior of the temple is crowded with evil beings who will give their lives to defend the temple's secrets. The lizardmen have laid

out the welcome mat, as you can see from the impaled skeletons of previous interlopers. Vines hang from the ceiling, and giant eyeballs embedded in them follow your every move. The heavy doors open slowly, ponderously, making seeing where you're going very difficult. Glare lords and fearknights occupy many of the hidden chambers in this forbidding temple, and there are several pits waiting to hinder your progress if you don't watch your step. The most frightening being in the temple is Xiggalg the Fearfiend, whose guardian frightfiends and terrorfiends will tear you to shreds if you're not well prepared for a massive battle.

As with most of the areas that are reached from the continents, the temple is well suited to large groups of combatants. Individuals would definitely be quickly and brutally overwhelmed.



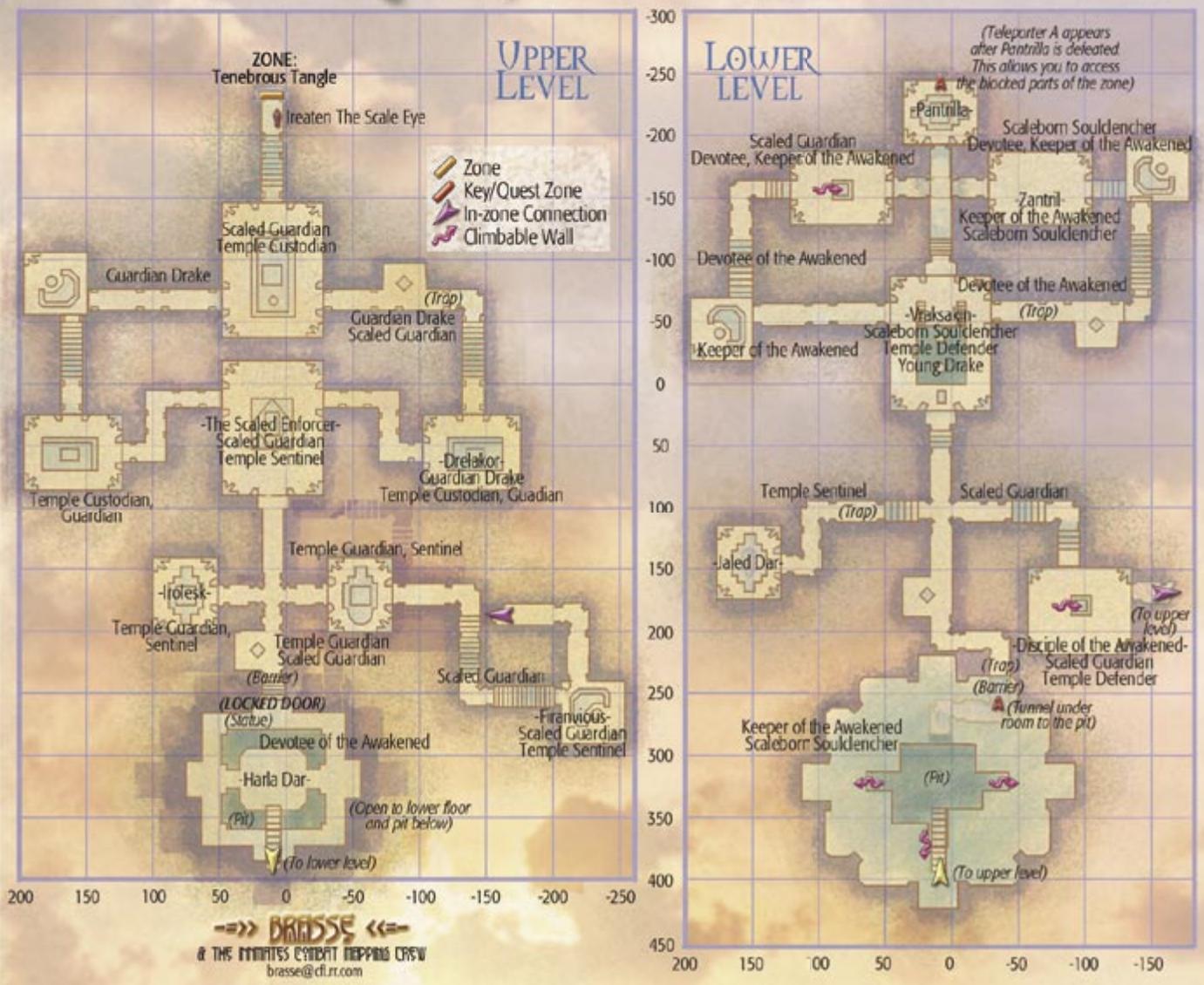


# TEMPLE OF CAZIC THULE

# temple of scale

kingdom of sky

## TEMPLE OF SCALE REALM OF TWILIGHT



# Temple of Solusek Ro

everquest II

**T**emple of Solusek Ro is a mystical temple built by a powerful cult of disciples of Solusek Ro. Defying all odds, they managed to build one of the few structures found within this inhospitable environment.

The Temple exists underground, but its grand entrance sits in a shallow Caldera. The Caldera is partially filled with bubbling lava. At the north side of the inner walls of the Caldera is the elaborate façade entrance into the temple. You enter the Caldera via a tunnel or pass in the east side located on Steppe three. It would be impossible to reach the entrance due to the pool of lava that sits in the Caldera, but a collection of rocks float in the pool and create a thin bridge that leads up to the entrance.

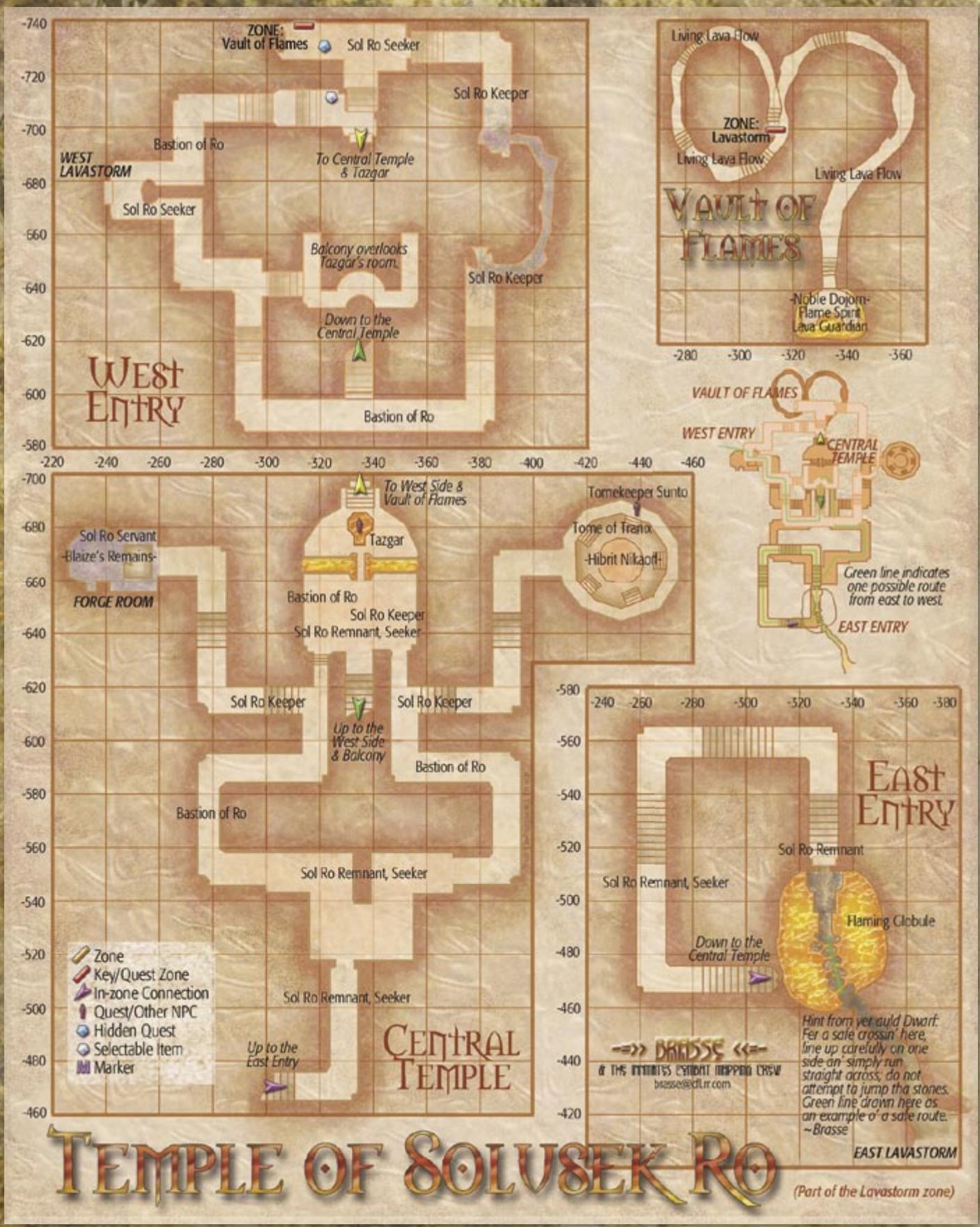
The temple appears to be abandoned and it has taken much damage from recent quakes. Cracks spewing searing flames and poisonous vapor are everywhere. The temple is solely dedicated to a god of flames: Solusek Ro. Furniture here is all made of metal; no wood could ever last long here before bursting into flames. The order that lived here was most surely protected by magical resistances of extreme strength. The rooms are places of rest or meditation. Fountains of lava or wall- and floor-mounted braziers provide lighting.

## points of interest

Far to the north of Lavastorm, across a treacherous path of stepping stones, is the Temple of Solusek Ro. The Prince of Flames' ghostly followers still inhabit their lost god's temple, as do his nightblood servants and a djinn. Do not disturb Tazgar; he does not favor mortals who dare to speak to him.

The unhallowed halls of Solusek's temple are too dangerous for a lone adventurer, so bring along companions. Beware the occasional pools of lava. The temple leads to the Vault of Flame, and is the only way to progress through Lavastorm toward Solusek's Eye.





# Temple Street

## EVERQUEST II

**S**ince the Age of Turmoil, the Gnomes of Freeport have been an invaluable ally in both wartime and peacetime. It was no surprise, then, that the Overlord included them in his plans for a new empire. He quartered Gnomes (along with the enigmatic Ratonga) in the small residential district known as Temple Street, named thusly because it once housed a large temple within its walls. What deity was honored therein is unknown, for Lucan ordered the temple's destruction long ago.

This district is by far the most cluttered of all the districts; it is filled with failed Gnomish inventions and teeming with Ratonga hordes. It is not uncommon to see the indecipherable scribbles of Ratonga graffiti alongside near-perfect mathematic calculations left by the absentminded Gnomes. This makes for a certain, surreal experience for the first-time visitor.

Of all of the districts, this one seems to be the most at peace and there is a certain calm exhibited by those within its walls. The Gnomes tinker away constantly, always muttering to themselves about how they have almost recovered a lost formula or are close to some mysterious breakthrough (which invariably, leads to a real breakthrough—usually through a nearby wall). Innovation does not come without cost. In Freeport, the Gnomes do not have to consider the trifling matters of consequence and conscience; only results matter.

The Ratonga seem content to keep to themselves and do not disturb their neighbors. They do have a curious habit of popping up precisely when the Gnomes need them most and are happy to assist the tinkerers by fetching their tools or much-needed supplies. When asked why they are being so helpful, the Ratonga simply smile and walk away.

### points of interest

If you're a Ratonga, or a Gnome of evil alignment, Temple Street is the place you'll call home. A background in psychology may help you understand the locals; they run the gamut from vain and jealous to argumentative and schizophrenic. Still, it provides all the comforts you'll need, including close access to South Freeport and fine hunting in the Thieves' Way. Temple Street is packed with many small rooms, most of them in disarray. All but one of the rooms are unoccupied, and the single resident, ZaZa Lenska, offers a lot in the way of conversation. Perhaps the locals like to use the rooms as cheap shelter for visiting friends and relatives.

If you're a new refugee to Temple Street, the first resident you should speak with is Fedulor Neezer Grund, in order to get started on the road to Freeport citizenship. These Mentors help set the tone for many of your dealings with Temple Street residents, as they are brash, demanding, and forceful. Just, in fact, the way you would expect a Freeport Overseer to behave. Though he doesn't have much to say now, take note of where Brashk stands, for you'll be visiting him for a future quest. You'll also return to the docks many times to use the Mariner's Bell, which takes you to many other Freeport locations.

Find your future landlady, Innkeeper Zixi Wuggle, sole proprietor of Wuggle's Chamber of Horizontal Stasis, in the middle of town. Just behind the inn is the crafter's zone, the Circle of Vaniki. After securing your room, you are soon directed to the Freeport Reserve bank at the south end of town, where you'll meet one of the Humans, Banker Sempronnia Gallus. It was obvious to her that neither Ratongas nor Gnomes could be entrusted to manage their own bank, so she took the job. After you've completed your journey toward citizenship, speak to Sempronnia again for a way to help her with a bank matter.

You've seen the inn and the bank; now it's time to check out what's for sale in Temple Street. Armsdealer Shinska stands just outside the armory, ready to sell you a variety of weapons (many iron-based), along with plate mail, iron brigandine armor, iron chain mail and steel vanguard armor. Shinska has a task for you as well, if you are willing. After you've died a number of times, remember to seek the services of Mender Krellian, working from inside the armory. Not far from the armory, tucked behind a building, you'll encounter Old Man Muckwort. He's another Human in town, although the militia did try to get rid of him. He claims he's always been there, and if you bring him a certain vial, he'll cheaply reward you (very cheaply).

Temple Street boasts a landmark, the Defiled Temple. You'll gain some experience

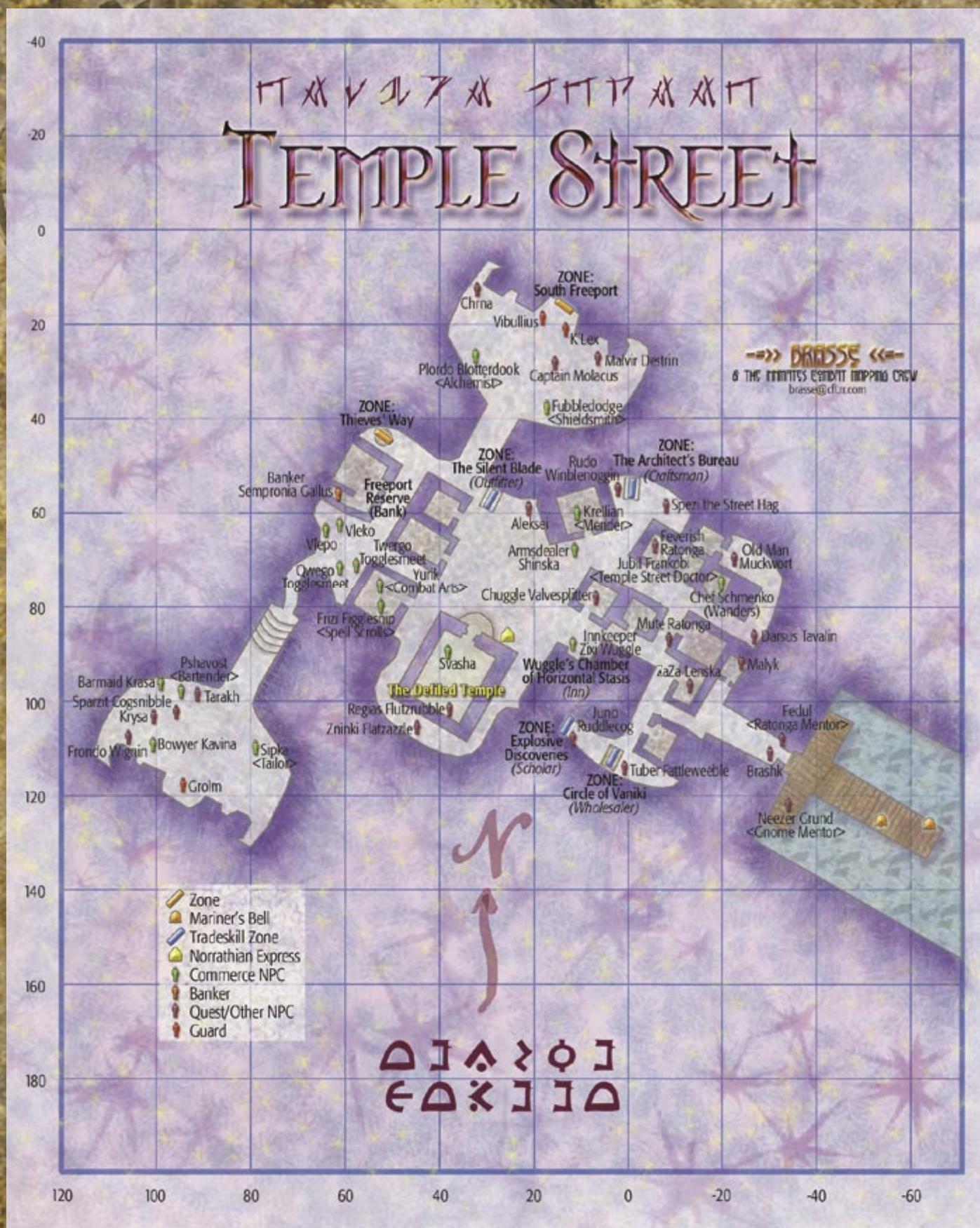
for discovering it, and inside you have the opportunity to learn some history, courtesy of Regias Flutzrubble. Next to the temple is the scribe shop with two workers, Trainer Yurik and Scribe Frizi Figglesnip, ready to help you upgrade your skills and spells to the Apprentice II level. Frizi is also out for revenge; it seems some hoodlums took her books to use as toilet paper. Don't let this travesty go unpunished—speak to Frizi to find out how you can help.

To the left of the bank, at the end of the street, you find a quartet of merchants. All of them sell roughly the same wares. First are the father and son team of Ratongas, Merchant Vlepo and Merchant Vleko. Within spitting distance are Merchant Qwergo Togglesmeet and his son, Merchant Twergo Togglesmeet. These four are no strangers to jealousy, greed, and bitterness. Each pair claims to have been there first, and accuses the other of selling shoddy goods. Take advantage of the situation by taking quests from each of them, for they all have secret plans to take care of their competition and need a bit of help.

From this area you can travel down a tunnel and emerge at the easternmost part of Temple Street. Here you find several useful merchants. Bowyer Kavina offers arrows, bows, axes, throwing daggers, shurikens, and other ranged weapons. Tailor Sipka is all about armor, and the very-light to light stuff at that. He sells burlap, cordovan, inventors, laborers, rawhide, threadbare, and woven cordovan armor pieces. The area surrounding Bartender Pshavost (who only sells flasks of drink) is teeming with activity and sin. You discover the feuding sisters, Barmaid Krasa (who offers food for sale) and Krysa (who sells flasks of drink). Their relationship is likely too far overrun with envy, spite and hatred to save, though you can benefit by talking to both of them for two easy quests. Also in front of the bar is mad Sparzit Cognibble. People who hear voices urging them to "kill, kill, kill!" deserve their privacy, and you can help ensure that he gets that by obtaining a pair of perfect snake fangs for him.

You find Fuddledodge, Chrna, and Alchemist Plordo Blotterdock near the gate to South Freeport. Chrna and Plordo will be quest contacts after you speak with Merchant Qwergo.

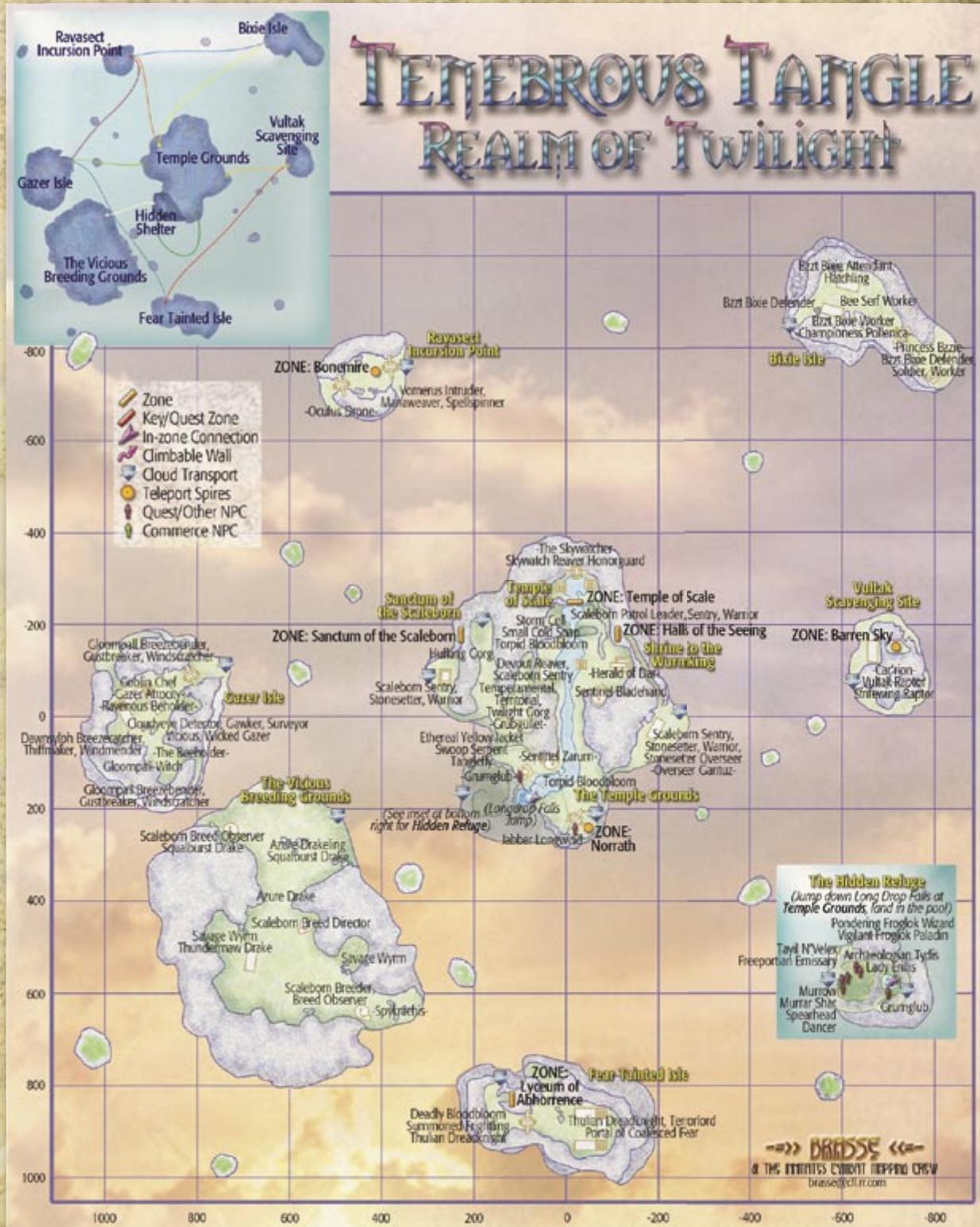
Lastly, take advantage of Temple Street's easy access to the Thieves' Way, to the right of the Freeport Reserve. You'll hunt here as you strive toward citizenship, and for many levels beyond. Diseased Ratongas, ravenous cubes, and darkblade furies are just a few of the nasties you'll find lurking below the city. Enjoy your stay!



# Tenebrous Tangle

*Kingdom of Sky*

## TENEBOUS TANGLE REALM OF TWILIGHT



# Thieves' Way

everquest II

This series of tunnels connects the various outlying districts to the city's heart. As its name implies, the tunnels are used by many less-than-legitimate citizens of Freeport to, ironically, skirt the greater corruption above. The Thieves' Way is an unsafe place for any passerby and although there are few obvious monsters prowling the depths, one can be sure to find another kind of threat—invariably a rusty knife in the ribs or some such.

The Thieves' Way differs from the other sewer sections in that it is made up of several large rooms and connecting corridors that branch out to various points within the city. In spots, it is lit by dim torches set in makeshift sconces (who is maintaining them, is anybody's guess). For the most part, however, the Thieves' Way hews to its nature and possesses the dank atmosphere so common with the city's sewers.

## points of interest

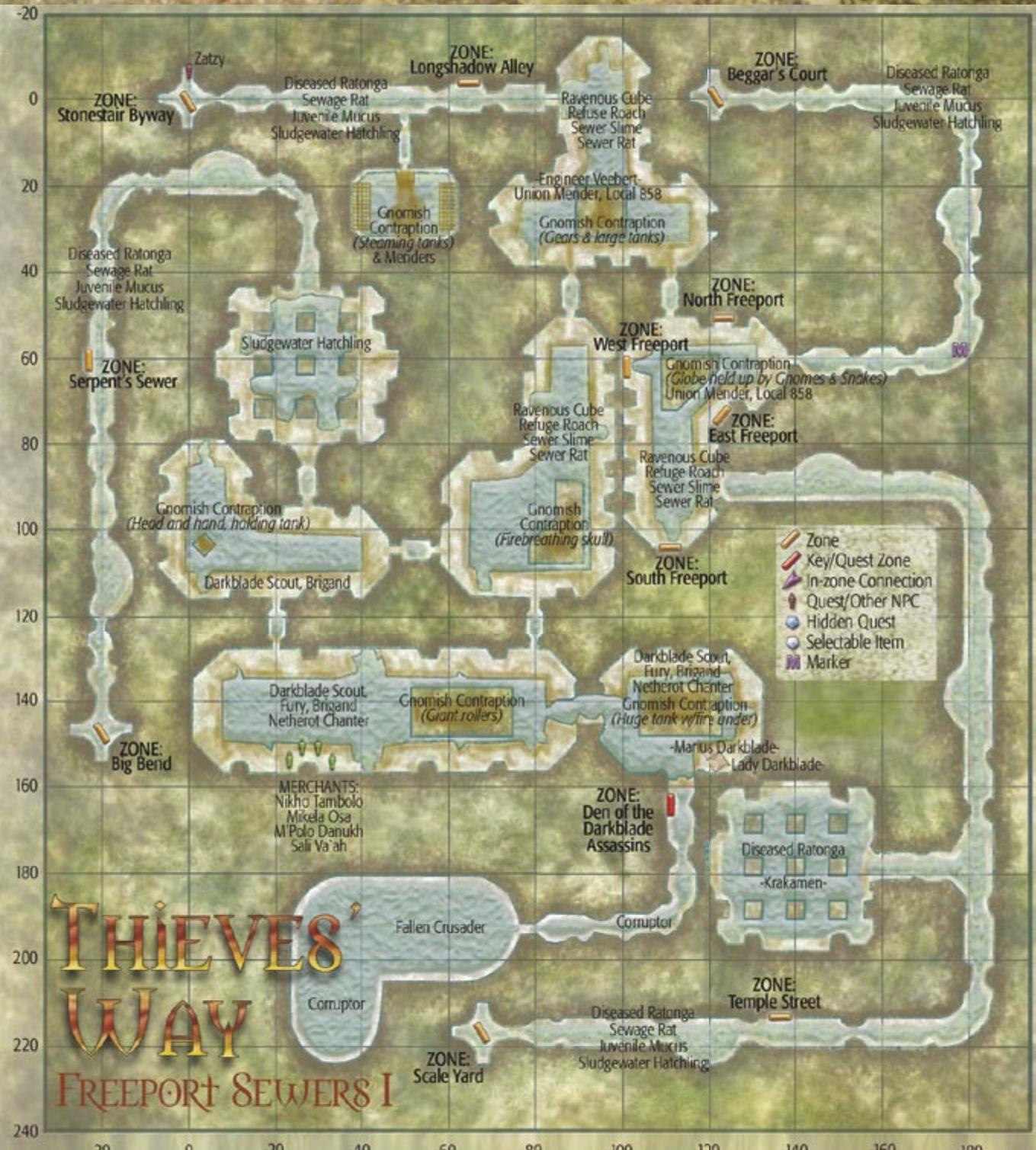
The Thieves' Way is a dank sewer passage located in the uppermost drainage system for the city of Freeport, above. It is home to various vile creatures, trash hoppers and refuse roaches being some of the more disgusting. The Thieves' Way connects to many parts of the city above, and of course to the meaner, more dangerous sewers below.

When entering the ruins from Stonestair Byway, you immediately see a small scared Ratonga known as Zatzy, who tells you about being the lone survivor in an assault by the Darkblade death squad. If you are nice to her (well, "nice" as far as a Freeportian goes) you'll find yourself with a quest to retrieve a trinket that was stolen from her by a Darkblade brigand. Just be careful with this quest, as Zatzy is as much a Freeportian as you are.

Heading east away from the Stonestair Byway ladder leads you around south past a well-concealed entrance to one of the lairs of the

Union Mender groups. Continuing a few feet past the Mender den on the north wall, you'll reach a gate leading up to Longshadow Alley. Due north is a small room with another group of Union Menders, from the south of which lead two paths. The western path heads to the hideout of the Darkblades, the eastern path leads to the haunts of the diseased Ratonga. If you choose to enter the Darkblade den, take heed of the aggressive little pickpockets; the Darkblades are quick to stab for trivial amounts of change. Standing by the southern wall of the den you can find a group of merchants: Nikho Tambolo, Mikela Osa, M'Polo Danukh, and Sali Va'ah. The merchants will gladly sell you their stolen wares... perhaps they even work in conjunction with the Darkblades, buying what the rascals loot from the corpses of weak adventurers and selling to the stronger adventurers who made it through their ranks. Heading east from the den takes you to the throne room where the current Darkblade rulers live: Lady Darkblade and her dangerous spouse, Marius Darkblade.





# THIEVE'S WAY FREEPORT SEWERS I



## Den of the Darkblade Assassins

# THUNDERING STEPPES

## EverQuest II

The Thundering Steppes retains much of its former heritage thanks to the inhabitants that dwell here: Hill giants, centaurs, and the known survivors of the Veriche Mal gnoll clan all continue to call this place home. The cataclysm has affected every civilization that had once dominated the regions of Antonica, and these humanoids, however insignificant their cultures may have been, are no exception.

War, though not always fought by armies, is a constant in the highlands. The centaurs, having lost their hovels in the southern plains, have become bandits and raiders, surviving off of the goods they steal from trade caravans and the small villages that have managed to establish themselves, to their folly, in the highlands.

The hill giants have sought to claim the entirety of the highland region as their own—despising Human, centaurian, and gnoll presences. Since the catastrophe, the hill giants have become increasingly aggressive and will often hunt those they view as trespassers in their territory, which includes just about everybody. Fortunately, the centaurs bear the same feeling of ownership for the highlands and pose formidable resistance to the giants, keeping them at bay and unintentionally protecting the smaller Human settlements through their actions.

Upon the jagged shores reside the newest legends—the sirens. These mysterious women have chosen to stay in the seas surrounding the Thundering Steppes for one purpose only—to be near the Human settlements. Sirens are intrigued with Human society to the point of obsession, but their destructive nature often means their presence is a threat to the unsuspecting Humans, who fall prey to the Sirens' seductive enslavement.

### POINTS OF INTEREST

Thundering Steppes is a large arid region, home to many dangerous and challenging monsters ranging from centaurs to giants to extremely strong gnolls. Young adventurers will quickly find themselves flat on their backs in this zone; you should be at least Level 20 and in a group before venturing here. The zone is so massive and challenging that even Level 30s can find interesting prey in the rolling hills!

Travel through the steppes is easiest via the excellent road system that is patrolled frequently by outriders. Don't expect their help with extracting you from situations though; they're there only to patrol the highway and keep it free of banditry. We recommend that you stay at least somewhat near the roads during your travels through the steppes, as the hills are steep and difficult to cross.

One special note to the traveler is to try to get to safe destinations before nightfall, as many of the bridges and keeps are closed during the moonlight hours and will not open until morning. It would be perilous indeed to be caught outside when the undead start to roam.

Luckily, this dangerous terrain is home to several small hamlets and thorps that have erected sturdy walls to keep even the massive giants from trampling villagers. A small settlement has risen up near the docks, but if you want a real village, the Village of Thundermist is nestled in between two strategic mountains that provide protection. The other reliably safe location is the Bridge Keep (closed during the night), which provides merchants and a few quests.

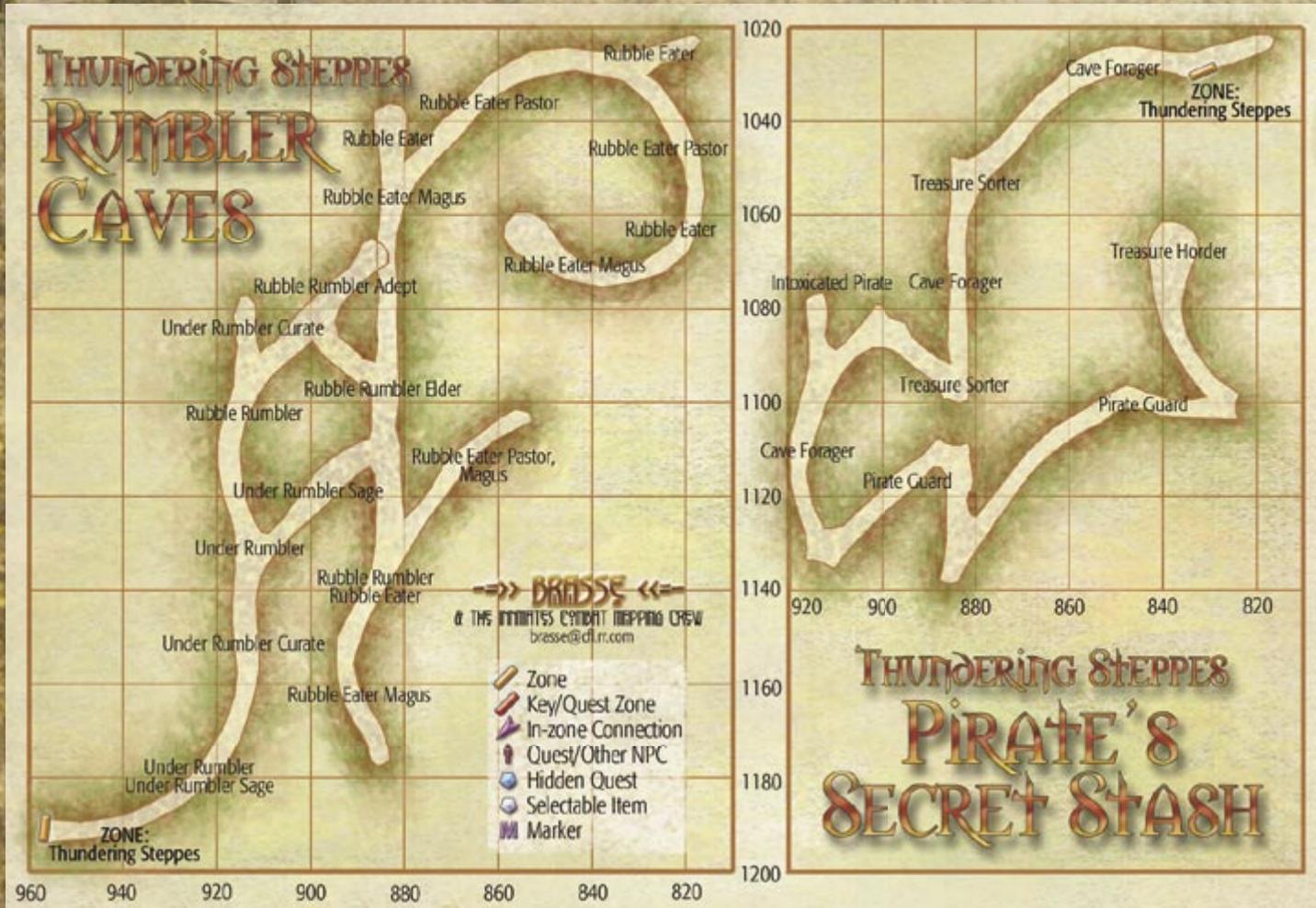
The steppes are practically littered with points of interest, ranging from the Antonican Road to the Shattered Gully, across Thundermist Valley and through the Ruins of Karana. Make sure to explore every corner of this region, as there are plenty of different creatures, quests, and locations.





# THUNDERING STEPPES: MINI-ZONES

everquest II



# THE TOMBS OF NIGHT

*bloodline chronicles*



# THE TOMBS OF NIGHT

## V1 A SEARCH FOR ANSWERS

V2 RETRIBUTION

(For higher-level groups, similar, but with stronger versions of mobs from V1, and additional named mobs. The dungeon design is identical.)

- 

→→→ BRIANSE ←←  
& THE BRIAN'S EATERY BREAKFAST CROW  
[briansfast.com](http://briansfast.com)



# TOWER OF THE DRAFLING

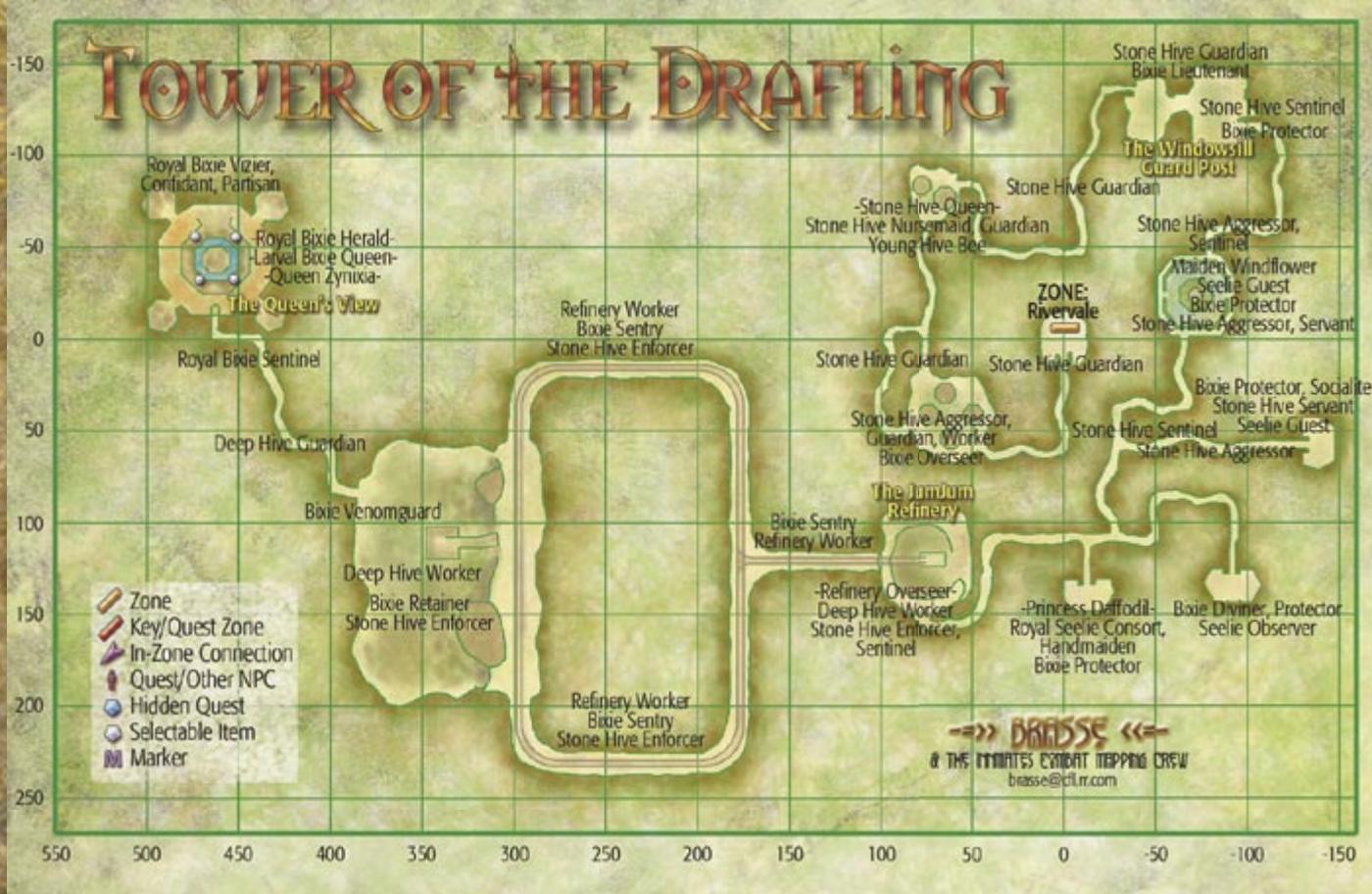
everquest II

This ancient tower predates Rivervale by almost a century. It was erected by unknown craftsmen at the bidding of the Drafling.

The people of Rivervale fear this being. They go to great lengths to avoid the tower even though the only known incident involving him was the vanquishing of a troll hag named Hagralazoo.

Desiring to remain as far as possible from public curiosities, the Drafling has allowed a colony of bixies to remain attached to his dwelling. Their presence has a strong deterring effect on nosey Halflings.

The bixies themselves continue their routine life of producing and refining Jum-Jum. Recently, a new queen has come to power—this queen was once a worker in Misty Thicket and has always been enthralled by the fairies that dwell there. Believing that there must be some way to incorporate the inherently magical nature and essence of these beings, the stone hive queen has invited a fairy noblewoman and her handmaidens to dwell in the hive as honored guests.



# Tradeskill zones

everquest ii



## TRADESKILL ZONE: FREEPORT

West Freeport: Coalition Crafter's Association (Guild Writs)

Beggar's Court  
Ring of Wanderlust (Wholesaler)  
Briny Brotherhood (Craftsman)  
Circle of the Cove (Outfitter)  
Fellowship of Auxiliary Arcane (Scholar)

Big Bend  
Ransacker's Annex (Wholesaler)  
Chomp, Smash Guards (Craftsman)  
Eyes of the Overlord (Outfitter)  
Wards of Greenblood (Scholar)

Longshadow Alley  
Dark Bargainers (Wholesaler)  
Iron Grip (Craftsman)  
Eventide Hammer (Outfitter)  
Heralds of Klorn (Scholar)

Scale Yard  
War Haggles (Wholesaler)  
Crimson Framers (Craftsman)  
Consortium of Scales (Outfitter)  
Brood of the Lost Tongue (Scholar)

Stonestair Byway  
Brokerage of Nepeta Cataria (Wholesaler)  
Laborers of Ludin (Craftsman)  
Stonestair Mason's Guild (Outfitter)  
Plagues of Painel (Scholar)

Temple Street  
Circle of Vanila (Wholesaler)  
Architect's Bureau (Craftsman)  
Silent Blade (Outfitter)  
Explosive Discoveries (Scholar)



**Zone**

- >> BRASSE <<—
- Commerce NPC
- Quest/Other NPC
- Sewing Table
- Alchemy Table
- Work Bench
- Stove & Keg
- Woodworking Bench
- Engraving Desk
- Forge

—>> BRASSE <<—  
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brasse@di.ru.com

## TRADESKILL ZONE QEYNOS

North Qeynos - Ironforge Estate (Guild Writs)

Bubbleshire  
Deductive Directory (Wholesaler)  
Plane & Avi Guild (Craftsman)  
Tanglefoot Union (Outfitter)  
Scrivener's Society (Scholar)

Castleview Hamlet  
Charter of the Truthbringer (Wholesaler)  
Woodshaper's Guild (Craftsman)  
Man's Outfitting (Outfitter)  
Keepers of the Archive (Scholar)

Graystone Yard  
Stalwart Township (Wholesaler)  
Oakcutters (Craftsman)  
Seventh Hammer (Outfitter)  
Mind's Eyes (Scholar)

Nettleville Hovel  
Elusive Commonwealth (Wholesaler)  
Artistic Endeavors (Craftsman)  
Nettleville Outfitters (Outfitter)  
Tradewind Sages (Scholar)

Starcrest Commune  
Luminay Cache (Wholesaler)  
Builder's Choice (Craftsman)  
Trident Society (Outfitter)  
Council of Starcrest (Scholar)

Willow Wood  
Wayfarer's Stockpilers (Wholesaler)  
Nature's Bounty (Craftsman)  
Trueshot Outfitters (Outfitter)  
Arcane Arbor (Scholar)

**Zone**

- Commerce NPC
- Quest/Other NPC
- Sewing Table
- Alchemy Table
- Work Bench
- Stove & Keg
- Woodworking Bench
- Engraving Desk
- Forge

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# Trembling Lagoon

EverQuest II

Long ago this lagoon was reserved for secret entry into the Ferrott via a subterranean tunnel that cut deep into the Rathe Mountains. The great cataclysms have opened this lagoon to the sea, but it is still quite difficult to locate. Once discovered, however, onlookers can bear witness to an amazing sight: the towering Fear Gate. This planar device once linked Norrath to the Plane of Fear but it works no longer. That said, as sure as fear is a part of Human nature, so is curiosity, and therein lies the hope that the device's secrets may someday be adduced.

## points of interest

The Trembling Lagoon features areas that are more and less dangerous, depending on the size and abilities of you and your companions. The relatively less dangerous area is home to lizardmen, undead, and a gigantic reptile called Alizasaur.

The lagoon shares many features with the Cleansing of the Cove area, but is a little larger. You can now explore the island that you could only see in the distance before. The old gate to Fear stands on the island, guarded by entirely too many lizardmen for a single group of champions to combat. The shores of the lagoon boast another impressive number of the reptilian rapscallions, along with a few undead monsters. The lizard camp in the southwest is home to several types of lizardmen, and a few

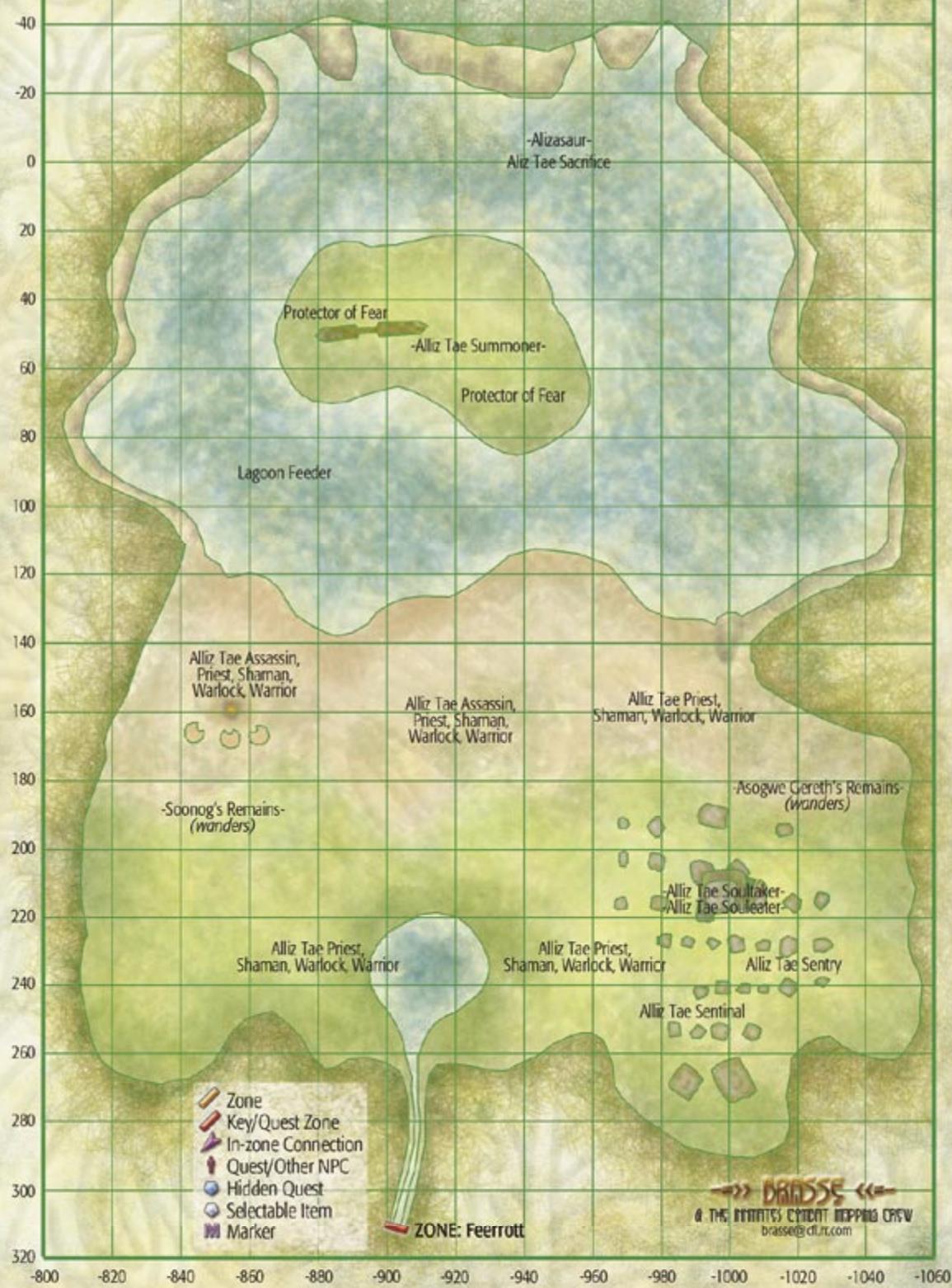
of the Alliz Tae soul stealers crowd the altar to the west. Beware of the two beastly roaming skeletons.

Once all of the lizards are dead, head to the island and defeat the enemies there: Alizasaur will emerge from the waters. This hulking thunder lizard is a powerful beast, but with enough combined force, he should fall fairly easily.

Sometimes, when a lone adventurer or much larger group of highly trained combat professionals enters the Lagoon, all the lizards and their village are curiously absent, and a giant glare lord sits near the gateway. Only the largest and best-prepared army of combatants should even think of challenging this monstrosity.



# TREMBLING LAGOON



# trial of harclave

splitpaw saga



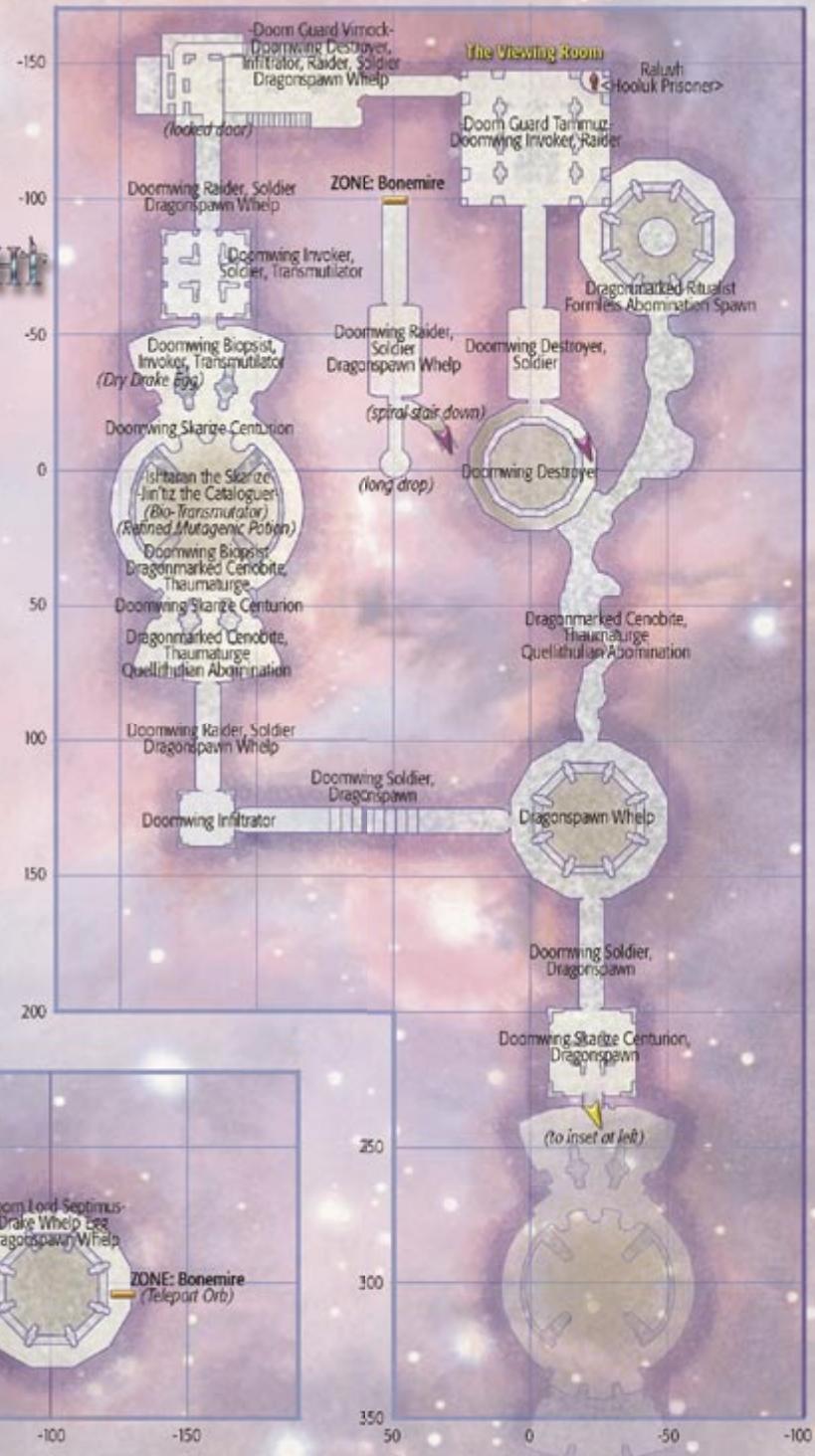
# upper balls of fate

kingdom of sky

## HALLS OF FATE REALM OF NIGHT

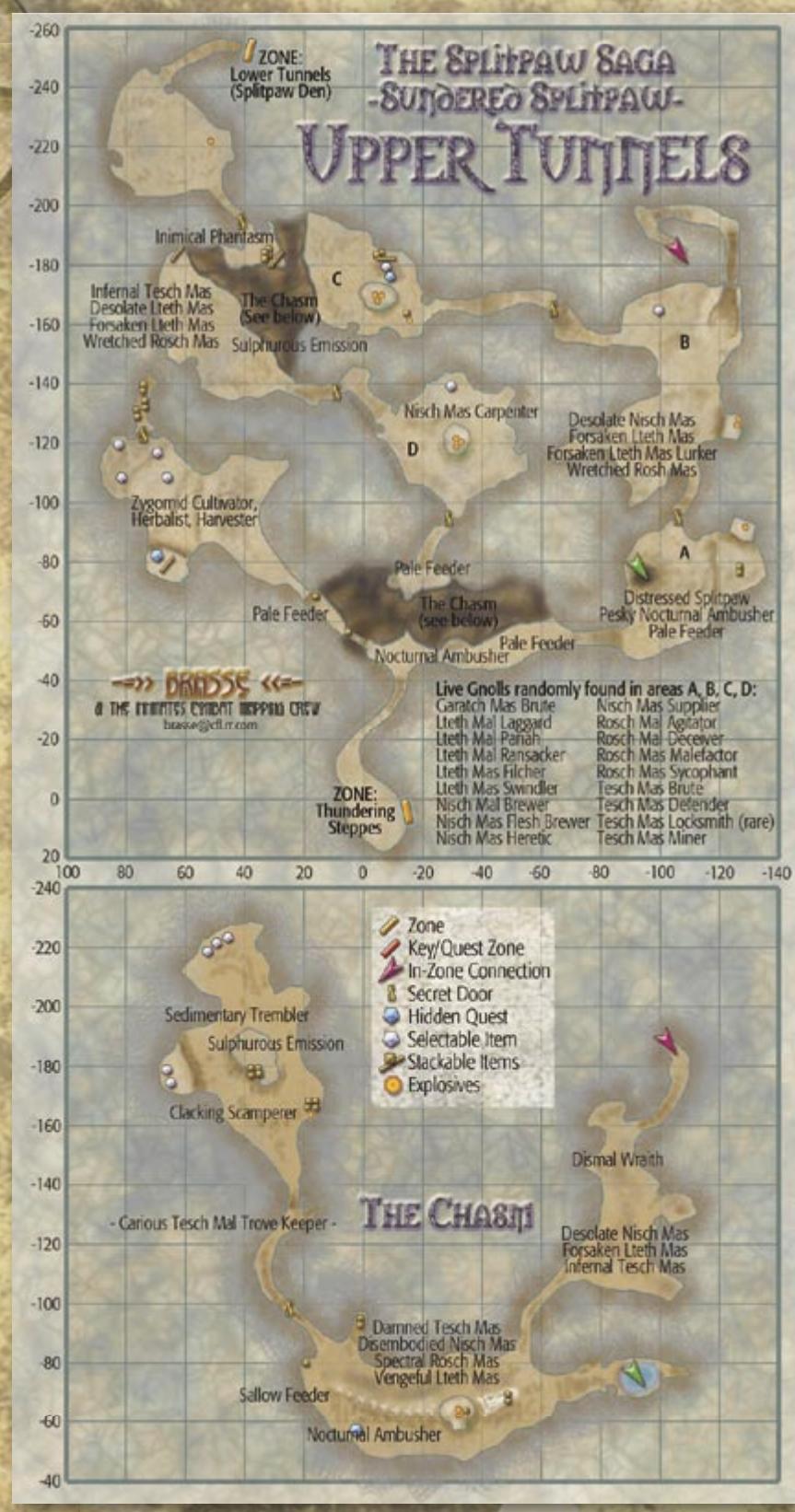
- Zone
- Key/Quest Zone
- In-zone Connection
- Climbable Wall

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# upper tunnels

## splitpaw saga



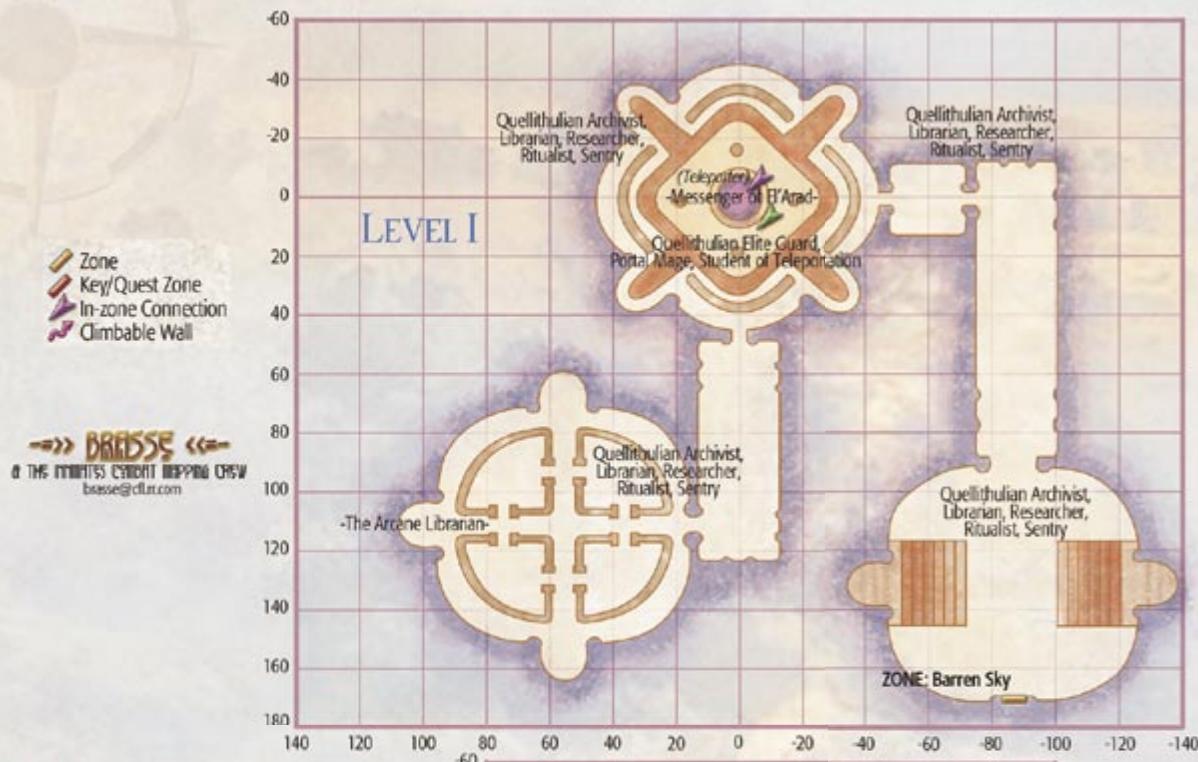
# vault of dust

*desert of flames*

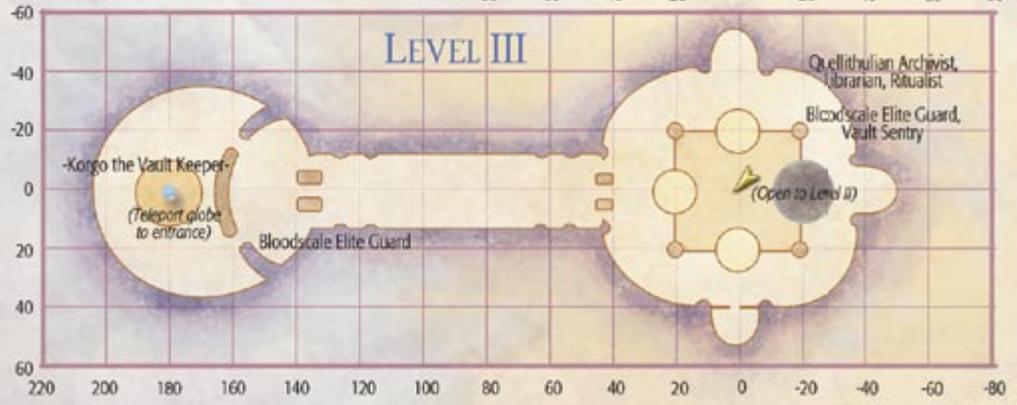
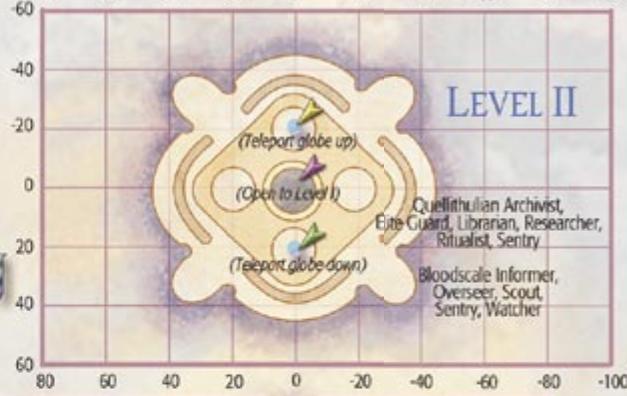


# vaults of el'arad

*kingdom of sky*



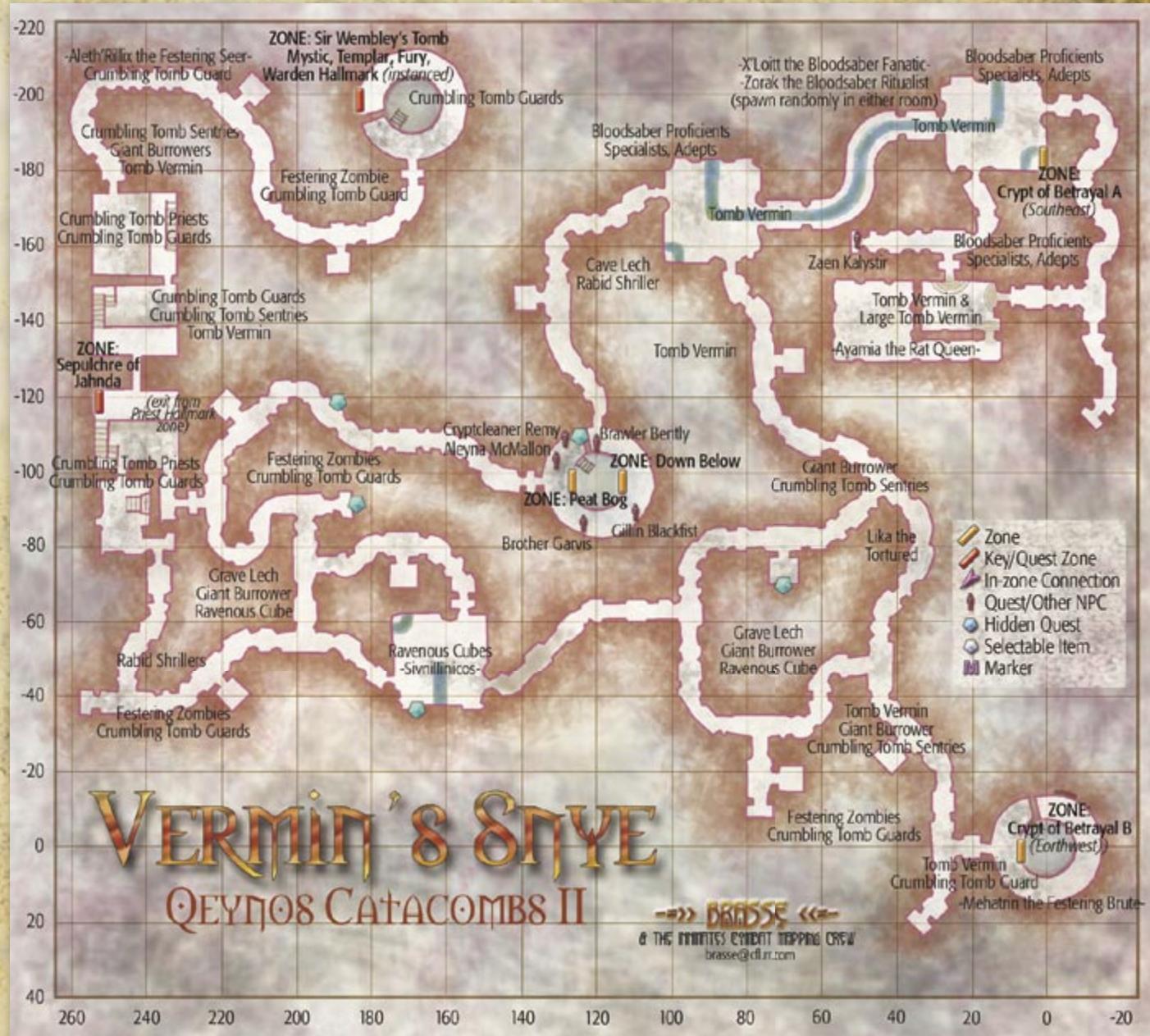
# VAULTS OF EL'ARAD REALM OF DAWN



# vermin's snye

everquest ii

This labyrinth of corridors and rooms is named for the abundance of rats, snakes, and other lesser creatures that make it their home. This section of the catacombs is darker and danker than any other, making it the perfect spawning ground for all the putrid life contained therein.



# wailing caves

## everquest ii

The Wailing Caves are haunted caverns greatly feared by most of the populace of the Commonlands. Long, long ago these caverns were used as a hidden outpost by an orc raiding party known as the Raiders of Shin'Ree but, in time, the Freeport Militia discovered this subterranean outpost and captured most of the orcs within. The Militia was not gentle: The captured orcs were horribly beaten and then cast into a pit that connected the Commonlands with the caverns. Within this pit, the orcs were piled body upon body as they writhed in agony, unable to move because of their injuries. There they slowly and agonizingly perished in the fetid, noxious dark. Now their tormented souls are rumored to haunt these caves, seeking to visit upon trespassers the same horrible fate they suffered.

### points of interest

The Orcs of Shin'Ree have carved out a stronghold in the limestone walls of the Wailing Caves. If you lead your party inside, be prepared to argue with the residents!

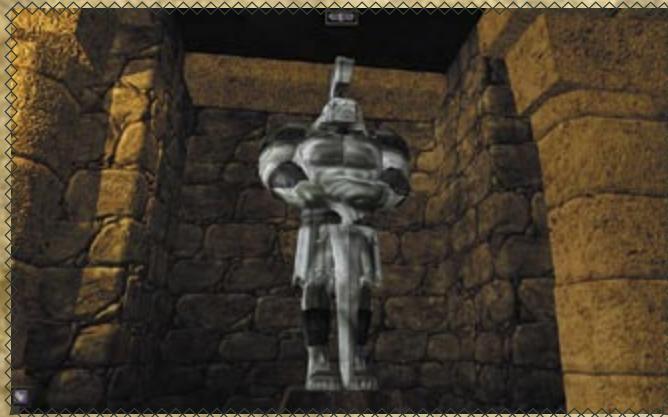
Curiously, the Shin'Ree clan seems to be very tight-knit; you will encounter many Shin'Ree warriors in skeletal form who have returned from the grave to help their brethren. Perhaps seeing such evidence of continued existence is what makes the Shin'Ree orcs fight without fear of death.

One of the notable features of the Wailing Caves is a wide, deep pit. It is unknown whether this is a naturally formed pit or if it was carved over centuries by the Orcs (or others before them), but it is an imposing maw of darkness when viewed from the top. A spiral ramp winds all the way to the bottom, should you wish to explore it...but expect to encounter resistance from those deep within.

The wily adventurer knows that the entrances to important areas are often locked or hidden. The Orcs of Shin'Ree are certainly clever enough

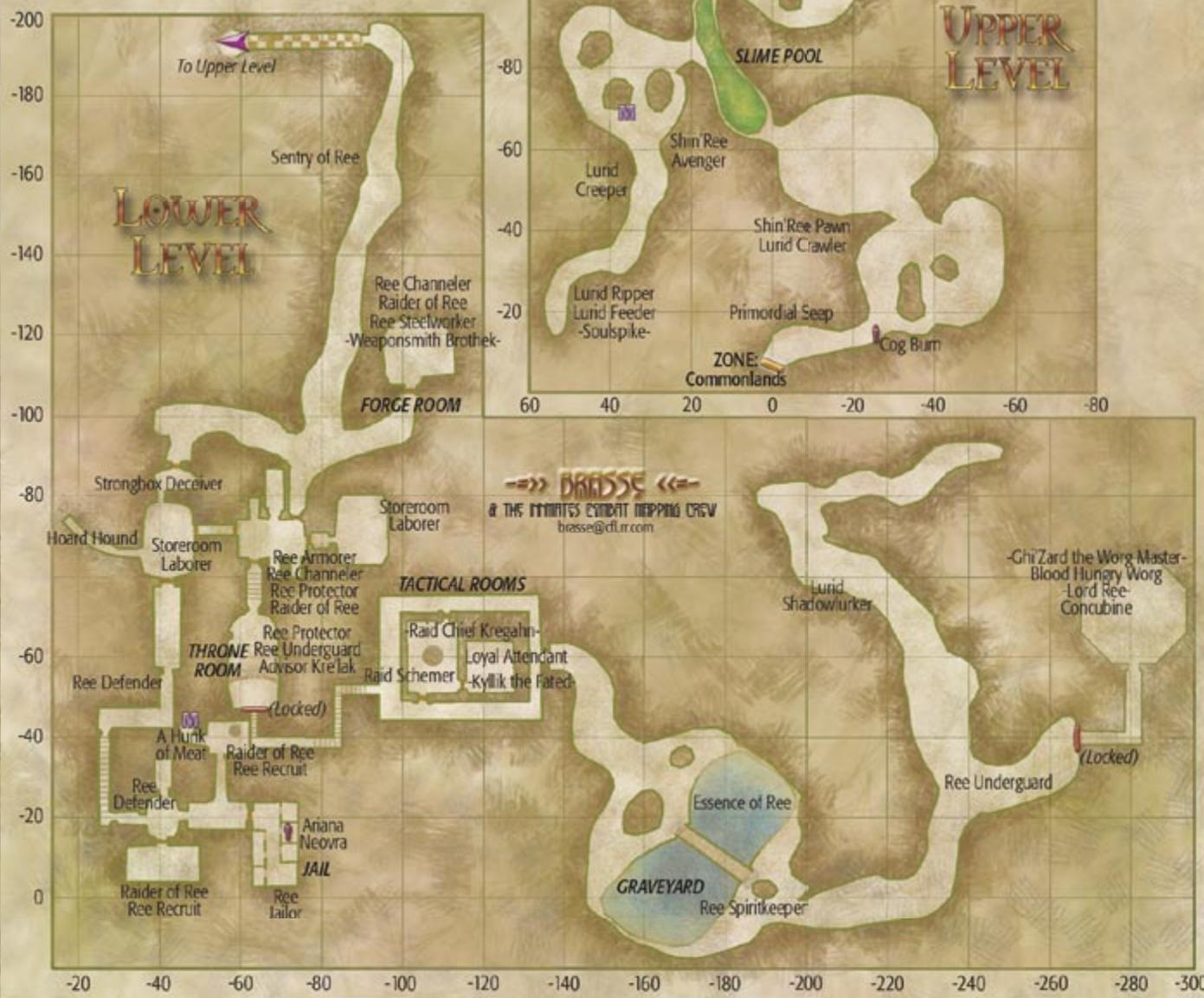
to block the entrance to their tactical planning rooms, lest secrets of their plans for the conquest of the Commonlands should leak out. What some do not know is that they have allies among Humans as well...half-crazed but useful dervishes aid in the plotting. You will need to discover a way to unlock a secret passage to get at the leaders of the clan. Should you emerge victorious from this encounter, beyond lies the mystical graveyard of the Shin'Ree, which guards the way to a final locked door that may itself lead to more mystery.

Some of the passages are very narrow, and your party will have to plan its approach with care, keeping the more fragile members safe at the back while you travel through the passages. This is a good place for fledgling adventurers to practice group tactics in a dungeon environment. It is extremely dark in most areas, and the party may need torches if they lack ultravision. It is not a good idea to be bumping into orc after orc in the dark, since they can track you by scent as well as by sight.



# WAILING CAVES

- Zone
- Key/Quest Zone
- In-zone Connection
- Quest/Other NPC
- Hidden Quest
- Selectable Item
- Marker



# THE WILLOW WOOD

EverQuest II

The Willow Wood has a distinct style that stands out from the other villages. It can likely be explained by the residents: Wood Elves and their Half Elf cousins reside in this area. The Willow Wood does not feature many structures but does encompass a great deal of land and is more a commune than a proper village, as the populace prefers the tranquility that only nature provides.

Originally, the wood was settled by the Half Elves at the end of the Age of Turmoil. Not finding the same acceptance that they once had enjoyed, they founded Willow Wood, the first village in the reborn city of Qeynos. The Wood Elves, because they too were no strangers to feeling displaced (after losing their link to the beloved Faydark), asked to join the Half Elves' community outside of Qeynos. The Half Elves graciously accepted and the two groups have been fast friends ever since.

The architecture of the buildings is fairly simple, and the residents prefer few furnishings in their homes, relying more on the natural surroundings for such. The paths are not roads as in other villages. Rather, they are simple stepping stones that mark the way for travelers, more like forest paths than proper avenues and boulevards.

It is the nature of the Wood Elves to be accepting of others' views and tolerant of their differences. Although rebellious at times, the Half Elves feel a kinship with their displaced cousins in the Willow Wood. Here, they truly feel they have made a real home and identity for themselves.

## points of interest

The Willow Wood is the Qeynosian home of both the arboreal, nearly feral Wood Elves, and the rebellious Half Elves. It connects to the rest of the Qeynos neighborhoods, along with the Elddar Grove and the Forest Ruins. One mariner's bell will take you to Antonica, Oakmyst Forest, and the Caves, and the other will take you to any of the little hovels where your fellow do-gooders live. The eastern sewer grate will let you explore the depths of the Down Below, and, finally, there are doors to four different tradeskill locations.

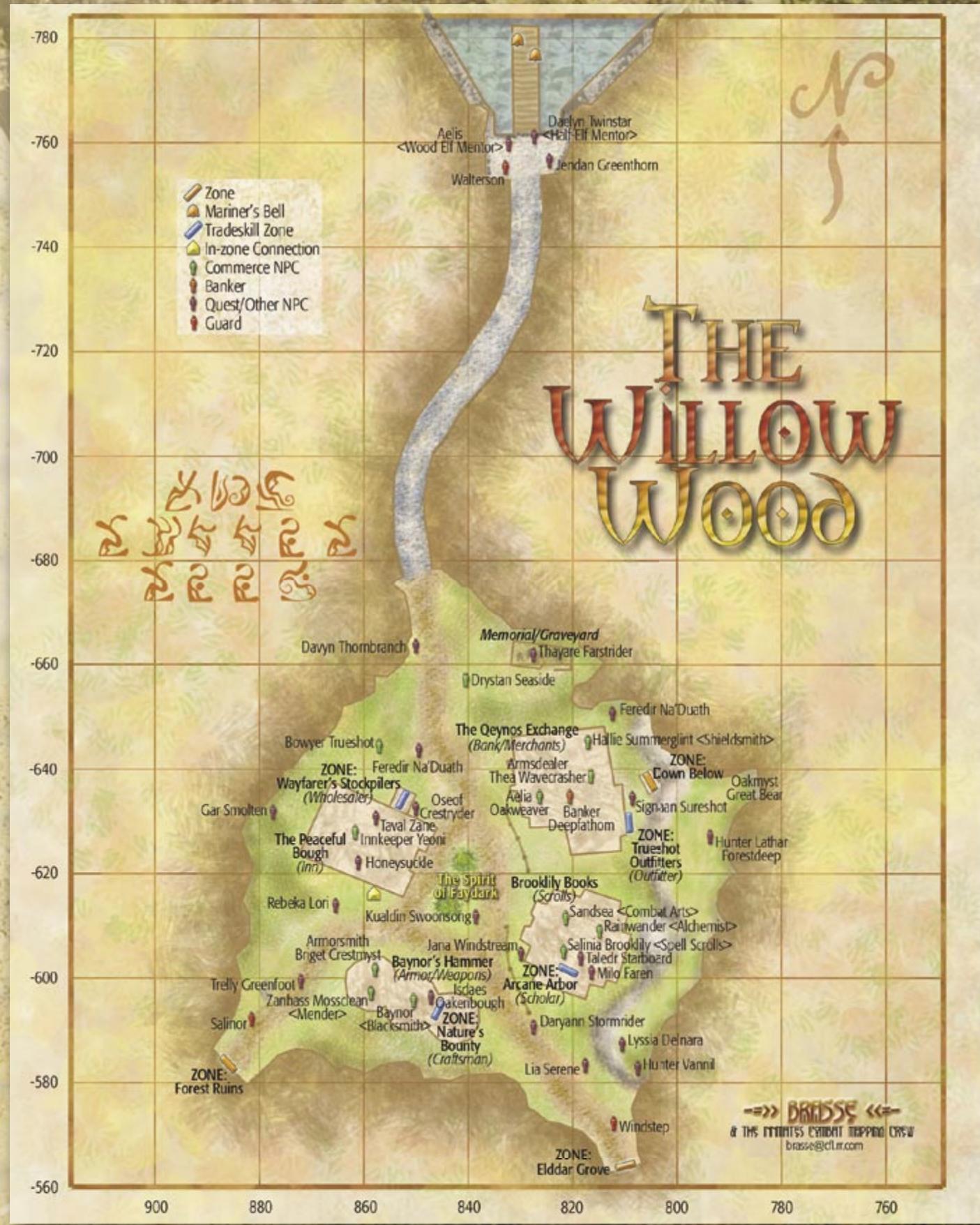
The inhabitants of Willow Wood are nearly entirely of Half Elf and Wood Elf descent, and the relatively soothing forest ambience of the area reflects their heritage. The docks lead to a small tunnel through a hillside into the village, where you can find the inn and the bank. Past these establishments, you'll see the smithy and scribe shop. The scribe shop, run by Salinia Brooklily, is the southeastern building. Baynor's Hammer is to the southwest, near the gateway to the Forest Ruins.

As you walk along the pathways of the village, friendly residents will call out greetings, and some of the more persistent ones may have tasks for you to complete.

Kualdin Swoonsong, the singer, seeks an audience for his next performance. A couple of Wood Elves near the Elddar Grove doorway are always on the lookout for skilled hunters.

Willow Wood is a nice place to visit for a break from the usual wilderness and adventure. Although you'll most likely not be here long, it's a fine place to claim as home.





=>> **BRA\$\$E** <-<  
THE IMMORTAL EXPANSION MAP  
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# zek, the ORCISH wastes

EverQuest II

**Z**ek, or the Orcish Wastes, as it's often called by men, is a portion of the remnants of the once-mighty Jagged Pine forest. The orcs of the Deathfist Empire have had control of the entirety of this island for many years, and in that time they have reduced the once-sprawling forest to a mere husk of its former glory. They have stripped much of the forest down to barren, charred earth; have begun mining deep into the ground for iron and coal; and use the timbers of the ancient Jagged Pines to construct their warships. What was once a grand redwood forest is now on the verge of becoming a wasteland of orc industrialization.

Zek has become a battlefield of sorts: A band of woodland defenders named the Greenhoods have seized control of an orc coastal keep. From this keep they launch assaults against the orcs stationed on the hills opposite the beachhead. The Greenhoods also sneak small teams through the enemy lines and deep into enemy territory to gather information and disrupt the orcs' organization.

## points of interest

Sometimes a landscape becomes so ravaged by the horrors of war that it becomes a permanent battleground, unsuitable for habitation by anyone. Such is the case with the vast majority of Zek. There are only a few areas of this region where even the most basic of plant life exists because of the furious war that continues between the Rallosian orcs and the rest of civilized Norrath. In places that the war hasn't touched, the orcs mine. In the few areas where nature is allowed to flourish, she protects herself with a vengeance.

Visitors to Zek begin their journey behind the walls of a fortress. The warship docks also service traveling vessels, though forays into the water are not recommended because the sea is infested with sharks, sirens, undead, and angry mobile seaweed. The fortress is home to several guards and soldiers, as well as a pair of Augurs who have information they think you might like.

Upon opening the doors of the fortress, you'll find a blasted battleground with ruined siege engines, hastily-built spiked walls, and many, many corpses of warriors from both sides of the wall. This is where the Tallon orcs face off against the mariner soldiers. Most of the trees in this area were cut down long ago to build the siege ladders, catapults, and trebuchets that the orcs maintain. Several Human skeletons hang from orcish spears planted in the ground. All in all, this part of Zek is the most war-scarred and grisly area you'll find, though it's not the most dangerous.

North of the war zone, you'll find more of the orc encampment. Their provisioners and weary soldiers take short breaks to recuperate and eat here, but they're ready to fight at a moment's notice. Also in this area, you can find nymphs and treants, along with a few of the Greenhoods' forward scouts.

Be very careful as you leave this area and head toward the valley to the north, as lions will ambush unsuspecting travelers.

Past this valley, you will find a rarity in Zek: Green grass, healthy trees, and peaceful wildlife exist here under the watchful eye of the Greenhoods. They don't have it easy, though, as Vallon orcs, under the leadership of Gurk Strongarm, perpetually harass the rangers. The orcish carpenters and lumberjacks assemble the great siege engines of the

horde in a large sawmill here, and slaying the orcs within might alleviate some of the pressure for a while.

To the northeast of the orc encampment, the orcs' quarry delves deep into the wasteland. A lengthy elevator ride will take you far below the surface, where orcish miners collect minerals from the earth. Smokestacks protrude from the ground around the quarry's pit, belching noxious fumes into the air. A small pond to the north points travelers toward the small glade in the east, where deer and grizzly bears exist alongside several shadowed men. To the south lies the Valley of Sacrifice, a relatively quiet area that is rich in natural resources, with only a few snakes to stand in the way. A small stone obelisk highlights the travels of old Bootstrutter. Willing adventurers can follow in his very small footsteps.

Just to the east of this valley is Spirit Valley, home of very deadly snakes and even deadlier water spirits. When traveling around Spiral Lake, take care not to step into the water without first preparing for battle.

South of this valley is Refuge, where undead tenders take care of petrified treants and a small grove of living trees, all under the watchful eye of Birchbark Treeleaf.

To the east of Refuge is the Mythical Forest, where more petrified treants live around orcish officers. This is where you can find the entrance to the orcs' Sullen Mines.

North of here is another grove with deer and bears, and behind these is an orc encampment, where the orc, Tusk, keeps his prisoners chained until they are very, very thin. His squad of seers and veterans ensures that he is kept safe from encroaching heroes.

Still farther north, you'll begin to encounter the orcs' base camp as you pass through the Defiled Forest and the Deathfist Lookout. Here lies the entrance to the Deserted Mine. To the extreme northeast is the Charred Vale, where burnt treants wait to vent their anger on anyone close enough to hit.

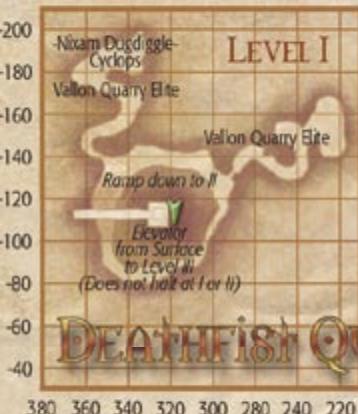
Finally, Deathfist Citadel casts an imposing shadow over the surrounding valley. This is the true seat of the orcs' power, and it will take many powerful warriors to breach its defenses.

# ZEK

## THE ORCISH WASTES



480



- Zone
- Key/Quest Zone
- Mariner's Bell
- In-zone Connection
- Commerce NPC
- Quest/Other NPC
- Norrathian Express
- Hidden Quest
- Selectable Item
- Marker

BRASSE <=>  
6 THE MINUTES EASY MAPPING CREW  
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