

CHAMPIONS *of* NORRATH™



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation®2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, have an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

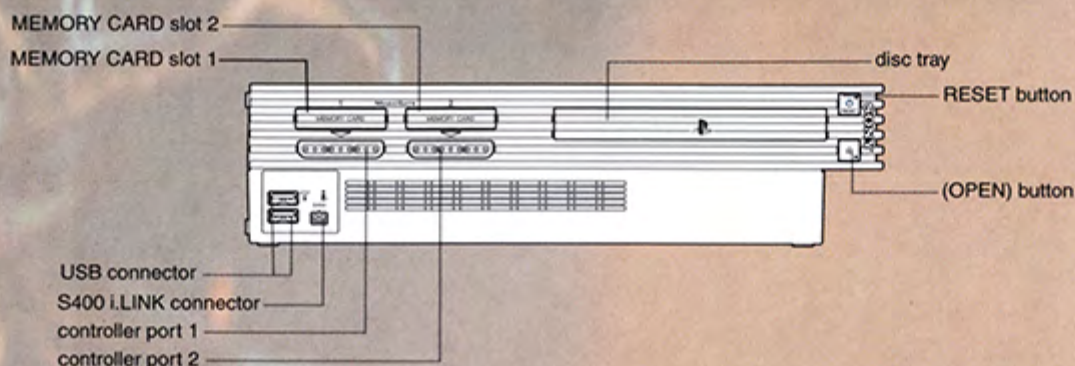
HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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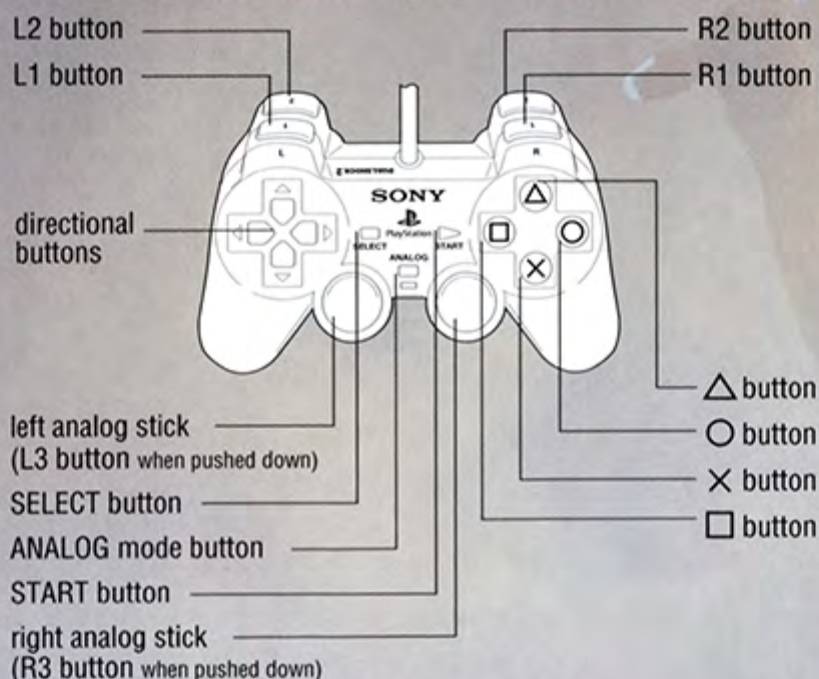
Getting Started



Set up your PlayStation[®]2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Champions of Norrath[™]: Realms of EverQuest[™] disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other supported peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Controls

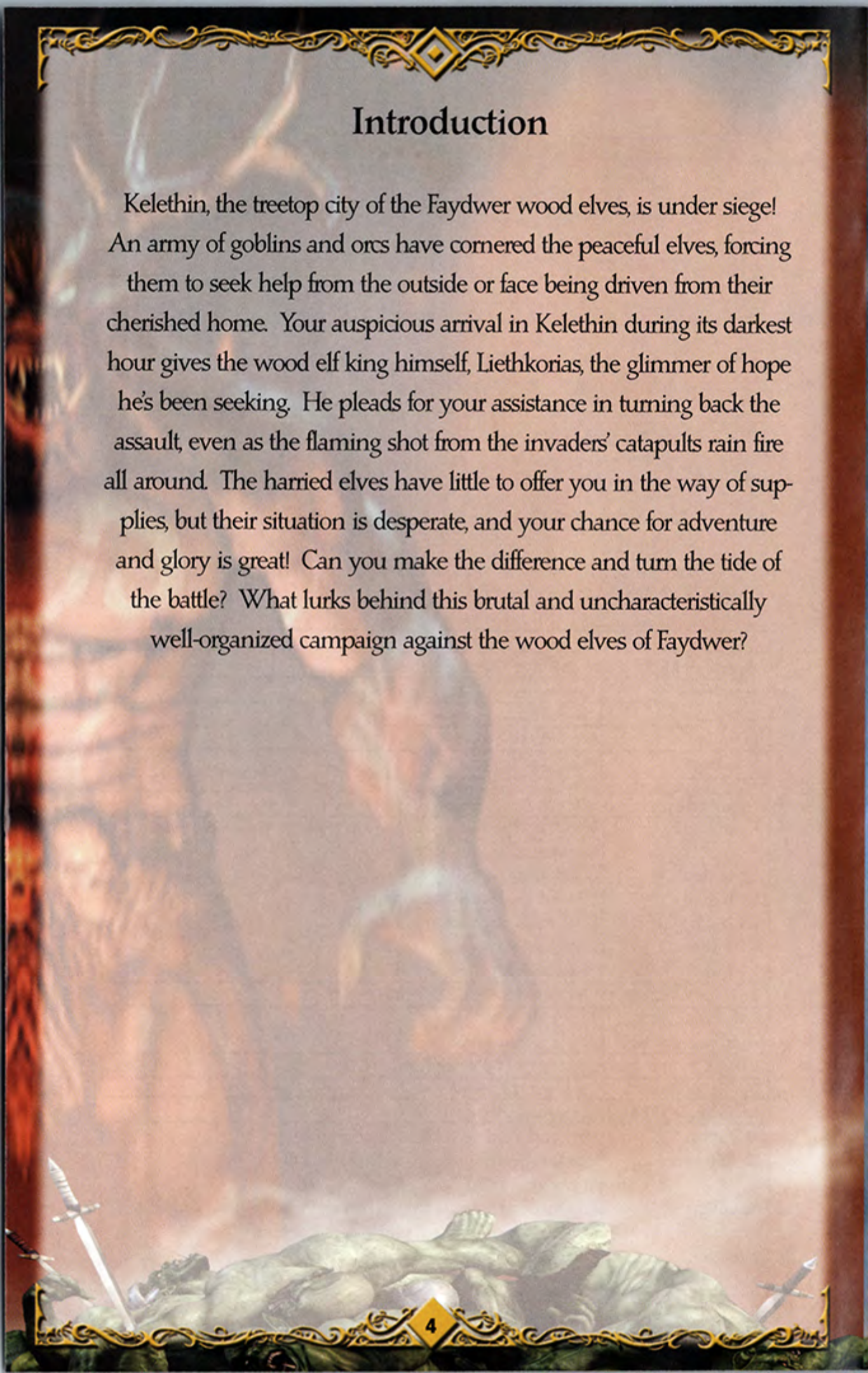
DUALSHOCK®2 analog controller configurations



Default Controls

MENUS	
directional buttons	Menu item selection (up/down)
● button	Back to previous menu/backspace
▲ button	No function
■ button	No function
X button	Select highlighted item

IN-GAME	
L1 button	Switch equipped melee and range weapons/cycle left through inventory tabs
L2 button	Quaff mana potion
L3 button	Center camera behind character
R1 button	Block attacks/cycle right through inventory tabs
R2 button	Quaff healing potion
R3 button	Open automap
directional buttons	Open quick cast radial menu
left analog stick	Move character
right analog stick	Rotate camera view
START button	Pause game, options menu
SELECT button	Character inventory
Hold ■ hit SELECT	Use gate scroll
● button	Use special ability (assign in radial menu)
▲ button	Use special ability (assign in radial menu)/drop item (inventory screen)
■ button	Pick up items/interact with NPCs and objects/open spell book (abilities screen) buy/sell (shop)
X button	Attack/unequip item (inventory screen)



Introduction

Kelethin, the treetop city of the Faydwer wood elves, is under siege! An army of goblins and orcs have cornered the peaceful elves, forcing them to seek help from the outside or face being driven from their cherished home. Your auspicious arrival in Kelethin during its darkest hour gives the wood elf king himself, Liethkorias, the glimmer of hope he's been seeking. He pleads for your assistance in turning back the assault, even as the flaming shot from the invaders' catapults rain fire all around. The harried elves have little to offer you in the way of supplies, but their situation is desperate, and your chance for adventure and glory is great! Can you make the difference and turn the tide of the battle? What lurks behind this brutal and uncharacteristically well-organized campaign against the wood elves of Faydwer?



Main Menu

Following the cinematic introduction, you are presented with the following options in the main menu:

Start New Game: Begins a new game.

Load Saved Game: Loads a previously saved game from an attached memory card (8MB)(for PlayStation®2).

Options: Adjusts your game settings and preferences.

Credits: Displays a list of those involved in the production of Champions of Norrath: Realms of EverQuest.

Options Menu

Set your gameplay preferences from this menu:

Music: Adjusts the volume of music during play.

SFX: Increases or decreases the amount of sound effects heard during play, such as sword swings and coins jingling.

Controls: Customizes the default controller assignments.

Combat Camera Swivel: Toggles automatic camera movement behind the character during combat. Default ON.

Reverse Camera Inputs: Reverses the direction the camera moves when adjusting it left or right with the right analog stick. Default OFF.

Vibration: Toggles the vibration feedback in the DUALSHOCK®2 analog controller. Default ON.

Stereo: Toggles between stereo and mono audio output. Default ON.

Blood: Toggles graphical detail in combat. Default OFF.

Subtitles: Toggles on or off the display of text during cinematic scenes. Default ON.

Damage Text: Toggles on or off the display of damage messages during combat. Default ON.

Player Markers: Toggles on or off the colored markers that differentiate players during multiplayer games. Default ON.

Headset Settings

Enable On/Off turns voice chat functionality on or off. Local echo is exactly that. It echoes the user's voice back. "Record" adjusts the volume of your outgoing voice, conversely, playback adjusts the volume you hear. Threshold is the volume level at which you will start broadcasting. Any sound quieter than the level set will not be transmitted. The threshold line can be viewed next to "Volume". Volume is an indicator. The solid bar indicates how loud the headset input is, the white line is the threshold.



Starting a New Game

After choosing to start a new game, you will have the option of beginning a Normal Game or an Internet Game (covered later under Internet Game).

When starting a normal game, you will be asked whether you want to play a one, two, three, or four person game. Multiplayer games started here are played with your friends on a single PlayStation®2 system. If you wish to play a multiplayer game, you will need to insert a Multitap and have your friends' controllers connected. They will need their memory card inserted if they wish to import their characters from another game.

When starting a normal game, you will be asked to choose the difficulty of gameplay, either Adventurous, Courageous, or Champion. If you're playing Champions of Norrath: Realms of EverQuest for the first time, you will begin at the first level of difficulty. This will allow you to build your character through the lower levels. The higher difficulty games will open up as you replay the game using your higher level character: Courageous is best for a character level 20-35, and you must have completed the Adventurous difficulty level; Champion is tuned to a character level 35-50, and you must have completed the Courageous difficulty level. The game will be automatically rebalanced to provide a challenge worthy of your more powerful character and allow you to continue developing your character.

Creating Your Character

In Champions of Norrath: Realms of EverQuest, you can tailor your character to your own style of play. There are five race and class combinations you may choose from. Each combination has its own basic strengths and weaknesses, abilities and talents. Your gameplay experience will be different for each, so try them all. Cycle through them by pressing the left and right on the directional pad buttons or with the left analog stick to see the specific details of each.

You may choose to be either male or female. This choice will only affect your character's appearance.

Barbarian Warrior: A physically powerful character, the barbarian warrior tends to bring the battle to his enemies, and has many abilities that aid in melee combat.



Wood Elf Ranger: Agile, strong, and deadly with both melee and ranged weapons—especially the bow—the wood elf ranger also has access to some magical abilities.



High Elf Cleric: Wise and adept at invoking the powers of the gods for healing, protection, and attack, the high elf cleric is also a skilled combatant with a particular affinity for blunt weapons.



Erudite Wizard: Possessing great intelligence, the erudite wizard is not as skilled in hand-to-hand combat, but more than makes up for this shortfall with a devastating arsenal of magical abilities.



Dark Elf Shadowknight: Strong and cunning, the dark elf shadowknight brings combat prowess and skill with dark magic together in a powerful combination.



Customizing Your Character

Before you begin, you may individualize your gameplay by tailoring your character's appearance, attributes, and name.

Appearance

Once you have picked a gender and race/class combination, you may now customize your character's appearance and physical attributes. Select from several skin colors, hair styles, and hair colors by moving the slider left or right.

Attributes

Your character has four important attributes that define his or her mental and physical effectiveness, depending on the race and class combination you chose. You may further customize each of these attributes by distributing 20 points among them.

- **Strength:** Affects how much damage your character delivers with a physical blow during melee combat, as well as how much weight he or she can carry.
- **Intelligence:** Helps determine the amount of mana your character has available for activating special abilities, as well as the rate at which he or she regenerates spent mana.
- **Dexterity:** Affects your character's accuracy during combat with melee and ranged weapons, as well as the damage your character causes with a ranged weapon.
- **Stamina:** Helps determine the amount of health your character has and the rate at which he or she regenerates health after taking damage.

Character Name

You may name your character anything you like. Spell out the name by moving the selector around the alphabet grid and pressing the X button to pick the highlighted letter. When you are finished spelling the name, select DONE to save and move on.

Your Quest Begins

Once you create your character, your adventure begins!

Main Game Screen

This is the main game screen. The three bars in the upper left corner track your character's vital statistics. They are:

- **Health (red bar):** This displays your character's hit points. If this bar is depleted, your character will die.
- **Experience (green bar):** This displays the progress toward your next level. When this bar fills completely, you will attain a new level.
- **Mana (blue bar):** This displays your character's pool of magical energy, which is used to activate special abilities.



Auto-map

Press the R3 button once to bring up a large, transparent auto-map (if available in your character's location). Your character will be marked with a triangle on the map. Press the R3 button a second time to reduce the auto-map size. Pressing the R3 button a third time will close the auto-map.



Spell Book and Quick Ability Menu

The Spell book is opened by pressing the **■** button on the special abilities screen. A radial menu will appear; this is your character's spell book. Special abilities may be placed in this spell book, and you may select special abilities to be included here.



From the main gameplay screen, a Quick Ability Menu may be opened by pressing any direction on the directional pad. Your spell book will appear as a radial menu. You may assign a quick use button to two of your special abilities, either the **▲** button or the **●** button. Simply move the highlight around the radial menu to a special ability using the directional pad, and then press the Quick Ability button you wish to assign to the selected ability.

You may change these button assignments at any time.

Character Detail Screens

During gameplay, press the **SELECT** button to view your character's important details, such as weapons, armor, items, quests, and skills. These are each represented by an icon in the tabs at the top of the screen. You may move between the screens by pressing the **R1** or **L1** buttons, or moving the pointer and clicking on a tab.

On any of the inventory screens, you may equip or unequip an item by pointing at it and pushing the **X** button. You may also drop items by pointing at them and pressing the **▲** button.

Weapons Inventory: This screen displays all weapons you carry, as well as those you have equipped.

1. Carrying Capacity
2. Current Coins
3. Weapons Tab
4. Armor Tab
5. Items Tab
6. Character Statistics Tab
7. Quest Journal Tab
8. Special Abilities Tab



Armor Inventory: This screen displays all armor your character carries and currently wears.



Items Inventory: This screen displays all miscellaneous equipment you carry, such as scrolls, potions and jewelry.



Character Statistics: This screen displays all the important statistical information about your character, such as level, health, and experience.

1. Fire Resistance Score
2. Cold Resistance Score
3. Poison Resistance Score
4. Disease Resistance Score
5. Magic Resistance Score



Quest Journal: This screen helps you keep track of your current quests and the goals you are trying to achieve.



Special Abilities: Here you may view your special abilities, such as skills and spells, and your character's current skill rank in each. Any accumulated points you have earned through leveling up (see Leveling Up described on page 19) are accounted for at the top of the screen.



By pressing the ■ button, you may open your character's Spell Book. For characters with a large number of special abilities, this will allow you to pick which will be available in your Quick Ability radial menu (see Quick Ability Menu described on page 11).

Controlling Your Character

Here are the basics of moving your character through the world, performing actions, and using special abilities.

Moving: You direct your character's movement by using the left analog stick on your controller.

Attacking or Breaking Items: To attack a creature with an equipped weapon, position your character for the attack (move close and face your target for melee attacks, or face your target for ranged attacks) and press the X button.

You may break or smash items like barrels and boxes that you find by pressing the X button.

Pushing Items: Some items you encounter in the game can be moved by pushing them. Simply move your character against the item, and he or she will push it in the direction you wish (not able to push items during online game play).

Performing Actions: To interact with NPCs, such as shopkeepers, or perform other actions, such as opening chests, pulling levers, and picking up items, press the ■ button.

Blocking: You may block some attacks against your character by holding the R1 button.

Dodge: Give ground and avoid attacks by holding R1 and pressing L1.

Rotating the Camera: Use the right analog stick to shift and adjust the position of the view camera.

Saving Your Game

As you progress through the game, you will encounter large stone pedestals, atop which rest stone spheres. These are save points.



The save points become active the first time you approach them. Press the Action button (default button is the ■) when standing near one to save your game.

Pausing the Game

You may pause your game by pressing the START button. This will open the Pause Menu:

Return to Game: This will return you to your active game.

Use Gate Scroll: Choose this to use a gate scroll from your inventory and return to a safe point.

Load Game: Choose this to load up a previously saved game.

Options: Adjust your settings and preferences from the menu.

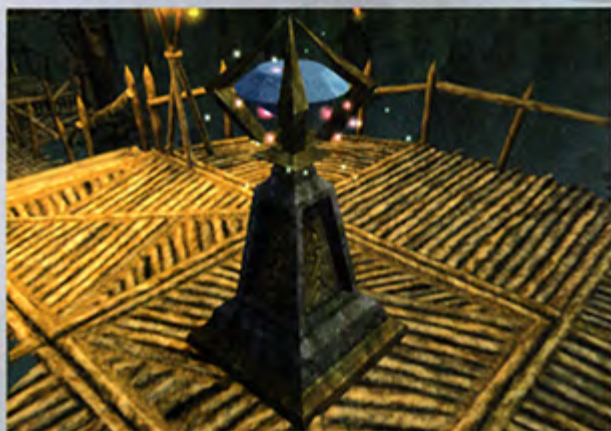
Add/Remove Players: This will allow your friends (up to 4 players) to join your game by importing their saved characters into open player slots.

To add players and import their characters, their controller and memory card must be connected to an available slot in the PlayStation®2 system.

Exit to Menu: This will return you to the Main Menu.

Portals

Throughout the game you will encounter stone pedestals that can be used as portals. These pedestals look similar to the save game pedestals, except a diamond-shaped crystal rests at their tops. As your character approaches them, the portal pedestals will become active.



With portals, your character may travel from one portal location to another instantly, saving you travel time, particularly when you wish to return to a city to sell items, for example. When you approach a portal pedestal, press the Action button (default button is the ). You will be given a list of portals you have activated. Choose which you'd like to travel to and press the X button. You will be transported to your chosen portal location.

Gate Scrolls

Gate scrolls will whisk your character from whatever location he or she is in and deposit them at a safe point. The safe point location will depend on which leg of the storyline you are currently exploring.



You must possess at least one Gate scroll in your inventory to use this option. There are two ways to activate a Gate scroll in your inventory. First, you can press the START button to pause the game and bring up the pause menu. Select the Use Gate scroll option and your character will be transported to safety, using up one Gate scroll from his or her inventory. Alternately, you can activate a Gate Scroll by holding ■ and then pressing SELECT.



Buying and Selling Equipment

You will encounter shopkeepers throughout the world as you adventure. In their shops, you can replenish your supplies, sell items you've picked up along the way, and purchase new and better equipment for your character.

When you encounter a shopkeeper, press the Action button (default is the ■ button). You will be given the option to enter the shop. Choose whether you wish to Buy or Sell items when you enter.

When buying, peruse the items available in the shop first. Shop inventories do change, so you may not find the same items available on your next visit. Details about the item will appear in a pop-up box when you point at it. Note item details such as its cost and weight. If you are viewing a weapon, its damage range will be displayed; armor is listed with a number next to a shield icon—this is the armor rating, and the higher the number, the better the protection it provides.

Occasionally, items will have special beneficial effects associated with their use. These items will be displayed in blue text while items that cannot be used by your character are displayed in red text. Items in yellow text are Unique Items. These items are very rare and often have attributes that



make them very powerful.

If you are selling an item, simply point at it and press the ■ button to sell it. Before you sell, note its value; this is the amount in gold pieces the shopkeeper will give you for the item. Make sure you want to sell an item before pressing the ■ button. For equipped items in your character's inventory, you will be prompted to confirm the sale before it is completed.

Enhancing Equipment

You may discover certain items, such as storm shards and firebeetle eyes, during the course of your quest that can be used to enhance other pieces of your equipment. These can be applied to make your other equipment more powerful. You will notice four empty circles in the pop-up description boxes for some of your equipment. These are enhancement slots that can be filled with special properties.

In your item inventory, pick up the enhancement item you wish to apply by pressing the X button. Go to your weapon or armor inventory and place the cursor over the piece of equipment you wish to enhance. Press the X button again to impart the enhancement to the item.

When all of the enhancement slots of an item have been filled, no more enhancements can be applied to that piece of equipment. Note that a few enhancements may take up more than one enhancement slot. You cannot apply enhancements to magic items. Once an enhancement has been applied it cannot be reversed.

Combat

Before you engage in combat, make sure your character has a weapon equipped by pressing the SELECT button, going to the Weapons Tab, and equipping the weapon you wish to use. You can attack with no weapon at all, but your character's fists are less effective than a sharp cleaver or a well-aimed arrow!

Press the X button to attack an enemy. If you're using a melee weapon, maneuver in close to engage and start swinging. As you attack, your character will automatically advance on your enemy as long as you continue to swing at it, keeping it on the defensive and you in the thick of the fray. If you are using a ranged weapon, such as a bow, point your character at your

intended target and press the X button to fire. All characters save the erudite and cleric can equip a ranged weapon in addition to their melee weapon.

Health and Mana

As you battle the evil forces that threaten the wood elves, you will suffer damage and will expend mana to fend off the danger. Mana and health are two very important statistics to your character, and you should monitor them closely as you play. Both regenerate to full levels over time, but there are instances where your character needs a quick replenishment of one or both.



Health potions will quickly restore your lost health. To use a health potion, press the R2 button. Make sure you have a supply of healing potions in your inventory. Note that consumption of a healing potion will greatly accelerate your character's healing, but it is not instantaneous!



Mana potions work similarly to health potions, except that they restore your lost mana. To use a mana potion, press the L2 button. Be sure you have a supply of these potions in your inventory as well, especially if your character uses their special abilities often (such as the wizard).

Loot

One of the best things about defeating an enemy—besides the satisfaction of surviving—are the rewards it may drop. Enemies can drop almost anything, including potions, weapons, and armor. Move close to an item on the ground. This will highlight it and display its name at the bottom of the screen. Press the ■ button to pick it up if you wish to take it.

Note that your character cannot carry an unlimited number of items. When you reach your carry capacity limit (determined in part by your strength), you will not be able to pick up more loot unless you make room in your inventory. You may drop items by pointing at the item in your inventory and pressing the ▲ button.

Death

When your character's health bar is depleted, your character will die. He or she will return to your last saved game, or to the point where you last approached a new checkpoint. You will lose any experience, equipment, and coins you gained between your last save (or last encounter with a checkpoint) and the point when your character died.

Death in a multiplayer game works a bit differently than it does in a single-player game. If your character or one of your comrade's characters dies, you must find a save point (one of the stone pedestals) to have the character resurrected to continue. In all other respects, death functions the same as in a single-player game.

Completing Quests

You will almost always have a goal to complete as you play *Champions of Norrath: Realms of EverQuest*. Your current quest goals are tracked in your Quest Journal. When you have accomplished all of the goals set for a given quest, you will be alerted. You may then proceed to the next chapter of the game.



Leveling Up

When your character's experience bar fills completely, he or she will level up. When your character levels up, you may improve his or her attributes and abilities. Press the SELECT button to bring up the Level Up! screen. The number of points you have available to spend will be displayed. Distribute the points however you like by highlighting an attribute and pushing the X button. This will apply one point to the chosen attribute.

You may also advance your special abilities when you level up. Press the SELECT button and go to the special abilities tab. At the top will be listed the number of points you may apply to your abilities. You may use these points to improve abilities you already have, raising their skill ranks, or you may acquire new abilities based on your new level. You must spend at least one point to be able to use a new ability.

Multiplayer Games

Players have the option of playing Champions of Norrath: Realms of EverQuest with their friends on a single PlayStation®2 computer entertainment system, or with three others over the Internet through SOEGames.net.

Starting a Multitap Multiplayer Game

For a multiplayer game on a single system, you will need a Multitap. Start a new game from the Main Menu and select the number of players, up to four, that will participate. Each player will then create their character in turn, then press the X button to accept. After all players have created their characters, the game will begin.

Importing Characters

A player may also import a character from other saved games on a memory card. This must be done during a game in progress (it cannot be done from the Main Menu).

To import a character:

1. Press the START button during a game in progress and select Add/Remove Players... from the menu by pressing the X button. You may choose to import a character into an open character slot, or create a new character in the available slot (new slots become available as characters fill in previous slots, up to a maximum of four).
2. Highlight the open slot and press the ▲ button to open the saved game selection menu.
3. Choose the memory card you wish to import from and press the X button to open a list of characters available for importing.
4. Highlight your character save game and press the X button.

The same procedure is followed for all players wishing to join, up to four.

Starting an Internet Game

You can experience Champions of Norrath: Realms of EverQuest in a completely different way via the Internet. This section will explain how to connect to the SOEGames.net and join a game with other players from around the world, or host a game of your own for other players to join.

From the Main Menu, select Start New Game, then Internet Game. When starting an Internet game, you may join an existing game, or you may host a new game. You will be prompted for your ISP log in information, and your system will connect to the Internet and SOEGames.net.

Connecting to SOEGames.net

To play online you must have a network adaptor (Ethernet/modem) (for PlayStation®2) connected to your PlayStation®2 system. To play Champions of Norrath, you'll need to have a network configuration file saved on your memory card (8MB) (for PlayStation®2).



You can use either the Network Adaptor Start-Up Disc that came with your network adaptor (Ethernet/modem) (for PlayStation®2) or the network configuration GUI in this game to create a network configuration. You'll need to know the setup information for your Internet Service Provider (ISP), such as your user ID and password if applicable. You may want to have the documentation from your internet service provider handy when you begin.

To setup your internet connection, select Network Setup from the Internet Game menu. This will open the Network Settings main menu. (Note: All game settings selected prior to selecting Network Setup will be lost.) Press the up/down directional buttons to highlight an option or change a setting. Press the X button to select an option or confirm an entry. Press the left/right directional buttons to advance to the next screen. When changing numbers, press the directional buttons to highlight the field where you want to change a number and press the X button. Then press the up/down directional buttons to change a number. Select Add Setting to create a new network configuration. Follow the instructions and enter the information requested. When you are done, you will be able to connect your PlayStation®2 console to the Champions of Norrath: Realms of EverQuest game servers and play with others over the Internet. The information for your ISP will be saved on your memory card (8MB) (for PlayStation®2). If you chose to join a game, you will be offered a list of games awaiting players. If you will be hosting your own game, follow the prompts to establish your game and await other players to join.

Tips and Strategies

Here are a few tips and gaming strategies to help you succeed in your quests as you play Champions of Norrath: Realms of EverQuest.

Basic Strategies

These strategies will help you no matter which character you choose to play.

Using Gate Scrolls: Use Gate scrolls to return to town when your character is low on supplies or needs to sell off some hard-earned loot. Check the store's inventory to see if armor or equipment that may be better than your current equipment is available. Also, check your inventory of Gate scrolls. You just used one to return to the shop—was it your last? Getting stuck in a dungeon and realizing you used your last Gate scroll already can be quite dangerous!

Using Health Potions: Don't be too stingy with your health potions. The best way to survive is by keeping an eye on your character's health and using well-timed health potions.

Fight Enemies In Narrow Corridors: Enemies will often try to overwhelm you with superior numbers. Don't be too brave. It is often helpful to back away and try to position yourself in a narrow corridor that will force your enemies to funnel in after you, making it so they can't all hit you at once.

Watch Out for Enemy Magic Wielders: Beware of monsters that have enchanted weapons, arrows, or magic spells as they are more deadly than your average grunt. You can recognize enchanted weapons by the glowing aura surrounding them. Isolate these monsters if possible to engage them. Use corners and blind spots to thwart spell casters and enemies using arrows.

Improve Your Special Abilities: Some skills or spells may seem weak when you first acquire them. Don't give up on them! Keep at them and they will grow in power and effectiveness as you spend skill points on them.

Class Strategies

Each class has its own unique strategies. Here are a few for each.

Warrior

- Spend ability points on Strength to increase your melee damage and Stamina to boost health.

- 
- As a warrior, you're often in the thick of the battle. Don't be too stingy when it comes to using health potions. Sometimes it is necessary to use many to survive.

Wizard

- Intelligence is your forte; spend ability points on Intelligence to increase how often you can cast those deadly spells. You may also want to place some points into Stamina to help your character survive unfortunate situations in which ranged spells are not as effective.
- When in doubt, run! Range is a wizard's best friend, so get some distance between you and the charging hordes to use your ranged spells more effectively.
- Running out of mana potions is death to a Wizard. Make sure to keep your inventory fully stocked.

Ranger

- Dexterity, dexterity, dexterity! Your specialty is the bow, and dexterity increases the amount of damage you do when using one. This is especially important at higher levels when many of your damaging spells rely on a bow and arrows for delivery.
- You can easily switch between ranged and melee weaponry by using the default L1 button. Get used to switching between the two when enemies charge.
- Keep a good stock of arrows; you'll need them.

Cleric

- A cleric can be played in many ways. The most effective involves a mix of ranged spells and melee combat. This means distributing ability points equally between Intelligence for mana, Strength for melee damage, and Stamina for health.
- Start off combat with some ranged spells, and then finish off with melee damage. Later, use your enhancement and pet spells to keep you and your fellow players in combat longer.

Shadowknight

- Your specialty is casting spells that weaken multiple opponents. Use these to weed out enemy ranks, and then finish off the job with melee carnage. Grouped enemies are especially susceptible to this tactic.

Appendix A: Special Abilities

Each class in Champions of Norrath: Realms of EverQuest has special abilities he or she may use to help in the fight against the orc and goblin incursion threatening Faydwer. These abilities come in the form of spells and skills. All have a required level, which is the level your character must be before he or she may acquire the ability by spending skill points on it.

Your character will grow in power as you play. When your character "levels up," you will receive points that may be distributed among your character's available special abilities. This raises the ability's skill rank and improves its power and effectiveness.

Mana

Some abilities require mana in order to function. Your current mana is displayed by the light blue bar in the upper left-hand corner of the screen. In multiplayer games, this bar may be on the top right, lower left, or lower right. If you have insufficient mana for a particular ability, that ability cannot be used until your mana reaches the necessary amount, either through natural regeneration, or you consume a rejuvenation potion.

Barbarian Warrior

Blunt Weapons

This is your skill at using blunt weapons, such as hammers and maces. The damage you inflict with such weapons increases as your character's skill rank rises. This ability does not cost mana and is always in effect once acquired.



Slashing

This is your skill at using slashing weapons, such as swords and axes. The damage you inflict with such weapons increases as your character's skill rank rises. This ability does not cost mana and is always in effect once acquired.

Slam

Slam is a very damaging form of a standard melee attack. Slamming an enemy boosts the damage your character causes with an attack. This boost increases with each skill rank. This ability must be activated and costs mana.

Bind Wound

Bind Wound improves your health regeneration rate with each skill rank. This ability does not cost mana and is always in effect once acquired.

Dodge

Dodge improves your ability to avoid ranged attacks. Your chance to dodge a ranged attack rises with each skill rank. This ability does not cost mana and is always in effect once acquired.

Endurance

Endurance improves your character's ability to carry heavy loads. As the skill rank increases, so too does the load capacity your character is able to handle before becoming overly encumbered. This ability does not cost mana and is always in effect once acquired.

Shield Bash

Shield Bash is a rushing attack that uses a shield to damage and possibly even stun your enemies. The damage inflicted increases with each skill rank, as does the chance to stun your enemy and the number of enemies that can be bashed in a single attack. This ability must be activated and costs mana. You must have a shield equipped to use this ability.

Critical Hit

Critical Hit increases your character's chance to score a critical hit during combat, causing greater damage to enemies. As the skill rank rises, the chance for a critical hit improves and the duration of the effect increases. At higher skill ranks, your character will begin to emanate this benefit in a radius around him or her, affecting nearby friends as well. This ability must be activated and costs mana.

Dual Wield

Dual Wield will allow your character to wield a weapon of appropriate size in each hand and to attack with both. Damage caused by each weapon is slightly lower while dual wielding. As your character's skill rank rises, his or her effectiveness and damage will improve. This ability does not cost mana and is in effect whenever two weapons are wielded.

Ground Pound

Ground Pound is a massive attack unleashed by striking the ground with a two-handed blunt weapon. All enemies within the area of effect take damage. Both the damage inflicted and area of effect increase with skill rank. At higher level skill ranks, enemies may also be stunned by the attack.

This ability must be activated and costs mana. You must have a two-handed blunt weapon to use this ability.

Charge

Charge is a running attack that causes tremendous damage to the enemy hit. Damage increases with skill rank. Higher level skill ranks add an area effect, which damages enemies within the effect radius, and the ability to steer the charge. This ability must be activated and costs mana.

Riposte

Riposte allows your character to redirect damage against him or her back at the enemy. As the skill rank rises, so does the chance for your character to riposte an attack and the damage your character causes to the enemy. This ability does not cost mana and is in always in effect once acquired.

Cyclone

Cyclone is a spin attack that can damage enemies on all sides of your character. Higher skill ranks offer increased damage, more revolutions in your character's spin, and you have better maneuverability during the move. This ability must be activated and costs mana.

Ancestral Call

Ancestral Call invokes the power of your character's ancestors for a significant boost to attack speed and damage. As the skill rank rises, damage and duration of effect both increase. At higher skill ranks, your character will radiate an aura that grants benefits to fellow players nearby. This ability must be activated and costs mana.

Wood Elf Ranger

Blunt Weapons

This is your skill at using blunt weapons, such as hammers and maces. The damage you inflict with such weapons increases as your character's skill rank rises. This ability does not cost mana and is always in effect once acquired.

Slashing

This is your skill at using slashing weapons, such as swords and axes. The damage you inflict with such weapons increases as your character's skill rank rises.





This ability does not cost mana and is always in effect once acquired.

Archery

Archery improves your effectiveness at causing damage against enemies when using a bow. As skill rank rises, damage caused by bow attacks increases. This ability does not cost mana and is always in effect once acquired.

Regeneration

Regeneration will improve the rate at which your character regains mana. As the skill rank rises, the rate of regeneration increases. This ability does not cost mana and is always in effect once acquired.

Multi Fire

Multi Fire allows your character to fire more than a single arrow at a time. As the skill rank rises, the number of arrows that can be fired simultaneously and their speed increases. This ability must be activated and costs mana.

Endurance

Endurance improves your character's ability to carry heavy loads. As the skill rank increases, so too does the load capacity your character is able to handle before becoming overly encumbered. This ability does not cost mana and is always in effect once acquired.

Cold Arrow

Cold Arrow enchants one of your character's arrows to deliver additional cold damage to an enemy, and has a chance to "freeze" the enemy temporarily. As the spell rank rises, the cold damage caused, the length of the freeze effect, and the arrow velocity increase. This ability must be activated and costs mana.

Critical Hit

Critical Hit increases your character's chance to score a critical hit during combat, causing greater damage to enemies. As the skill rank rises, the chance for a critical hit improves and the duration of the effect increases. At higher skill ranks, your character will begin to emanate this benefit in a radius around him or her, affecting nearby friends as well. This ability must be activated and costs mana.

Dual Wield

Dual Wield will allow your character to wield a weapon of appropriate size in each hand and to attack with both. Damage caused by each weapon is slightly lower while dual wielding. As your character's skill rank rises, his or her effectiveness and damage will improve. This ability does not cost mana and is in effect while two weapons are wielded.

Poison Arrow

Poison Arrow enchants one of your character's arrows to deliver additional poison damage to an enemy. It will also create a poison cloud around the target. The affected target continues to take damage over the duration of the poison effect. As the spell rank rises, the initial damage inflicted increases, as does the size, duration, and damage caused by the poison cloud created. This ability must be activated and costs mana.

Healing

Healing restores your character's hit points as if he or she had consumed a healing potion. As the skill rank rises, the amount of hit points healed increases. At higher skill ranks, the effect will have a radius, healing nearby friends as well. This ability must be activated and costs mana.

Fire Arrow

Fire Arrow enchants one of your character's arrows to deliver an explosive fire attack against an enemy. As the spell rank rises, the fire damage caused and the radius of the explosion increase. This ability must be activated and costs mana.

Entangle

Entangle will immobilize an enemy for a short period of time. Higher skill ranks will increase its duration and the number of creatures your character can root at a time (with multiple castings of the spell), and decrease the chances for an enemy to break free prematurely. This ability must be activated and costs mana.

Explosive Arrow

Explosive Arrow enchants one of your character's arrows to deliver an explosive charge at enemies. As the skill rank rises, the damage inflicted increases. At higher skill ranks, the arrow will explode in a radius, causing

damage to enemies near the target. This ability must be activated and costs mana.

High Elf Cleric

Blunt Weapons

This is your skill at using blunt weapons, such as hammers and maces. The damage you inflict with such weapons increases as your character's skill rank rises. This ability does not cost mana and is always in effect once acquired.



Holy Strike

Holy Strike calls a bolt of divine power into being to strike an enemy for damage. It is even more effective against undead enemies, causing significantly more damage to them. As the skill rank rises, the damage inflicted increases. At higher levels, the bolt will begin to track enemies. This ability must be activated and costs mana.

Endurance

Endurance improves your character's ability to carry heavy loads. As the skill rank increases, so too does the load capacity your character is able to handle before becoming overly encumbered. This ability does not cost mana and is always in effect once acquired.

Shield Bash

Shield Bash is a rushing attack that uses a shield to damage and can possibly even stun your enemies. The damage inflicted increases with each skill rank, as does the chance to stun your enemy. This ability must be activated and costs mana. You must have a shield to use this ability.

Healing

Healing restores your character's hit points as if he or she had consumed a healing potion. As the skill rank rises, the amount of hit points healed increases. At higher skill ranks, the effect will have a radius, healing nearby friends as well. This ability must be activated and costs mana.

Holy Armor

Holy Armor will protect your character by absorbing a percentage of hit point damage taken from enemy attacks and converting it into damage subtracted from your character's mana points instead. As the skill rank rises, the



duration of the effect and the percentage of hit point damage converted to mana point damage increases. This ability must be activated and costs mana.

Blessed

Blessed will improve your character's mana regeneration rate while in effect. As the skill rank rises, the rate of regeneration and the duration both increase. This ability must be activated and costs mana.

Undead Shield

Undead Shield wraps your character in an aura of divinity that causes damage to any undead creature that attacks. The offending undead will take damage based on a percentage of the damage it inflicts upon your character. As the skill rank rises, the duration of the effect and the percentage of damage the undead attacker takes increases. At higher skill ranks, nearby friends will also receive the effects of the undead shield. This ability must be activated and costs mana.

Hammer of Wrath

Hammer of Wrath summons a divine hammer that assists your character in combat. It is capable of executing a spin move as well. As the skill rank rises, the damage the hammer can inflict, the hammer's duration, and the chance of the hammer executing a spin move all increase. This ability must be activated and costs mana.

Blinding Light

Blinding Light bathes an enemy in dazzlingly bright light, causing initial damage and possibly confusion as well. Additional enemies near the target may also be affected. The light clings to the target for a period of time while continuing to cause damage. As the skill rank rises, the initial damage caused, subsequent damage, duration of the effect, and the area of effect increase. This ability must be activated and costs mana.

Dismiss Undead

Dismiss Undead is an attack that is particularly effective against undead creatures. A skull is hurled at a target enemy, which suffers damage when struck. If the skull misses, it will begin to bounce off obstacles until it impacts an enemy or it dissipates at the end of its duration. As the skill rank rises, the damage caused and the duration of the skull increase. This ability must be activated and costs mana.

Root

Root will immobilize an enemy for a short period of time. Higher skill ranks will increase its duration and the number of creatures your character can root at a time (with multiple castings of the spell), and decrease the chances for an enemy to break free prematurely. This ability must be activated and costs mana.

Convert Enemy

Convert Enemy will cause an enemy to begin working for your character for the duration of the effect. Undead creatures, animals, and those with particularly strong wills are immune to conversion. As the skill rank rises, the number of enemies your character may have converted at the same time increases, as does the duration of the conversions. This ability must be activated and costs mana.

Repulse Undead

Repulse Undead causes undead creatures around your character to be knocked away or driven back in fear. Non-undead creatures and undead of great power will not be affected. As the skill rank rises, the chance to repulse, the number of undead creatures affected, and the duration of the repulsion all increase. This ability must be activated and costs mana.

Erudite Wizard

Blunt Weapons

This is your skill at using blunt weapons, such as staves. The damage you inflict with such weapons increases as your character's skill rank rises. This ability does not cost mana and is always in effect once acquired.

Frost Bolt

Frost Bolt fires a projectile of ice at an enemy, causing cold damage upon impact. As the skill rank rises, the damage caused by the bolt increases. At higher skill ranks, the bolt will shatter on impact, damaging enemies near the original target with scattering ice shrapnel. This ability must be activated and costs mana.

Bind Wound

Bind Wound improves your health regeneration rate with each skill rank. This ability does not cost mana and is always in effect once acquired.





Bolt of Shock

Bolt of Shock sends a bolt of lightning coursing toward your character's enemy to cause damage. As the skill rank rises, the damage caused by the bolt increases. At higher skill ranks, the bolt will begin to jump from one enemy target to others nearby, causing additional damage. This ability must be activated and costs mana.

Frost Storm

Frost Storm unleashes a frigid storm cloud that travels away from your character, raining shards of ice on enemies. As the skill rank rises, the damage caused by the storm, the size of the cloud, its speed, and its duration all increase. This ability must be activated and costs mana.

Endurance

Endurance improves your character's ability to carry heavy loads. As the skill rank increases, so too does the load capacity your character is able to handle before becoming overly encumbered. This ability does not cost mana and is always in effect once acquired.

Wizard Beam

Wizard Beam fires a continuous beam of energy from your character at the target, causing damage. Tendrils of energy will also sprout off from the target to strike other enemies within range as well. The Wizard Beam lasts as long as you hold down the special ability button, or until your character runs out of mana. This ability must be activated and costs mana for each second of use.

Concentration

Concentration increases your character's natural mana regeneration rate. The regeneration rate increases as the skill rank rises. This ability does not cost mana and is always in effect once acquired.

Cold Weapons

Cold Weapons imbues your weapon with magical cold, causing additional damage to your enemy. As the skill rank rises, damage and duration of the enchantment increase. At higher skill ranks, the cold effect will be granted to the weapons of nearby friends. This ability must be activated and costs mana.



Shock of Fire

Shock of Fire launches a bolt of fire at your enemy, causing damage. Damage increases as your character's skill rank rises. At higher skill ranks, the bolt will explode, engulfing nearby targets in a ball of flame. This ability must be activated and costs mana.

Lightning Weapons

Lightning Weapons imbues your weapon with an electrical charge, shocking your enemies for additional damage while in effect. Damage and duration of the enchantment increase as skill rank rises. At higher skill ranks, the enchantment will be granted to the weapons of nearby friends. This ability must be activated and costs mana.

Fire Flares

Fire Flares creates a number of circling flames around your character that will impact an enemy within range, causing damage. As skill rank rises, the number of flares, their duration, and the damage they cause increases. At higher skill ranks, the flares will explode to cause damage to enemies within its radius. This ability must be activated and costs mana.

Fire Storm

Fire Storm ignites a torrent of flames in the area surrounding the target, causing damage to the target and nearby enemies. Higher skill ranks increase the damage caused, the storm's duration, and the size of the area the storm affects. This ability must be activated and costs mana.

Cone of Frost

Cone of Frost creates a cone-shaped area of bitter cold before your character, damaging all enemies caught within it and lasting as long as you hold the activating button, or until your character's mana is depleted. Higher skill ranks increase the damage caused by the cone, as well as its length and area. This ability must be activated and costs mana.

Root

Root will immobilize an enemy for a short period of time. Higher skill ranks will increase its duration and the number of creatures your character can root at a time (with multiple castings of the spell), and decrease the chances for an enemy to break free prematurely. This ability must be activated and costs mana.

Fire Weapons

Fire Weapons enchants a weapon with flames, causing additional damage to your enemy. As skill rank rises, the damage caused and the duration of the enchantment increase. At higher skill ranks, the enchantment will be granted to the weapons of nearby friends. This ability must be activated and costs mana.

Cone of Fire

Cone of Fire creates a flaming jet extending outward and lasting as long as you hold down the ability button or until your mana is exhausted. Higher skill ranks grant greater damage and longer, wider cones of fire. This ability must be activated and costs mana.

Dark Elf Shadowknight

Blunt Weapons

This is your skill at using blunt weapons, such as hammers and maces. The damage you inflict with such weapons increases as your character's skill rank rises. This ability does not cost mana and is always in effect once acquired.



Slashing

This is your skill at using slashing weapons, such as swords and axes. The damage you inflict with such weapons increases as your character's skill rank rises. This ability does not cost mana and is always in effect once acquired.

Disease Bolt

Disease Bolt is a bolt of contagion fired at your enemy that causes damage as well as disease that will continue to damage the target. As the skill rank rises, the initial damage, the subsequent damage from disease and its duration increase. At higher skill ranks, the bolt will begin to track enemies. This ability must be activated and costs mana.

Bind Wound

Bind Wound improves your health regeneration rate with each skill rank. This ability does not cost mana and is always in effect once acquired.



Life Tap

Life Tap has a chance of siphoning off the dissipating life energy of defeated enemies, boosting your character's own health or mana. As the skill rank rises, the chance of a successful life tap increases, as does the amount of benefit gained. This ability must be activated and costs mana.

Disease Trail

Disease Trail creates clouds of pestilent vapors behind your character that cause damage to enemies entering them and for as long as they remain within them. As the skill rank rises, the duration of the clouds and the damage they inflict increases. This ability must be activated and costs mana.

Endurance

Endurance improves your character's ability to carry heavy loads. As the skill rank increases, so too does the load capacity your character is able to handle before becoming overly encumbered. This ability does not cost mana and is always in effect once acquired.

Engulfing Darkness

Engulfing Darkness envelops an enemy in a clinging shroud of damaging darkness that can also cause confusion and will continue to harm the target after the initial attack. As the skill rank rises, the chance to confuse the target increases, as does the damage and duration of both the darkness and the confusion effects. This ability must be activated and costs mana.

Disease Shield

Disease Shield creates a cloud of infectious fumes around your character that causes damage to enemies that enter its area of effect. The cloud remains centered on your character for its duration. As the skill rank rises, the radius of the cloud, the damage it causes, and its duration all increase. This ability must be activated and costs mana.

Riposte

Riposte allows your character to redirect damage against him or her back at the enemy. As the skill rank rises, so does the chance for your character to riposte an attack and the damage your character causes to the enemy. This ability does not cost mana and is in always in effect once acquired.



Summon Skeleton

Summon Skeleton summons an animated skeleton to assist your character and remains until killed. As the skill rank rises, the skeleton summoned becomes more powerful and has a chance to appear wielding a weapon. This ability must be activated and costs mana.

Shield Bash

Shield Bash is a rushing attack that uses a shield to damage and possibly even stun your enemies. The damage inflicted increases with each skill rank, as does the chance to stun your enemy. This ability must be activated and costs mana. You must have a shield to use this ability.

Convert Undead

Convert Undead will cause an undead enemy to begin working for your character for the duration of the effect. Non-undead creatures and undead of particularly strong will are immune to conversion. As the skill rank rises, the number of undead enemies your character may have converted at the same time increases, as does the duration of the conversions. This ability must be activated and costs mana.

Harm Touch

Harm Touch is a devastating attack that causes massive damage to an enemy. Once your character uses this ability, he or she must wait a certain amount of time before using it again. As the skill rank rises, the damage caused increases, as does the wait time between uses. This ability must be activated and costs mana.

Appendix B: Monsters

You will encounter a host of dangerous enemies as you fight to stop the invading hordes that threaten the wood elf city of Kelethin. Here are just a few of those you can expect to battle as you adventure deeper into Champions of Norrath: Realms of EverQuest.

Skeletons: The spirits of dead warriors occasionally find final rest intolerable. Perhaps in life they were unable to discharge their duties to their satisfaction, or their passion for war was too strong to be quenched by death. Whatever the reason, a semblance of life clings to their bones, and they rise to wreck havoc in a perpetual state of tortured fury. Skeletons are often found in crypts and abandoned castles.



Cyclopes: These giants are often found roaming the plains and deserts of Norrath. Their strength is incredible, and matched with their desire to smash those smaller than themselves into the ground, they can prove to be dangerous adversaries.



Dire Badgers: Nature granted these mammals a significantly enhanced offense over their more familiar burrowing relatives. The dire badger is most often found in the forests and snowy regions of Norrath. Its jaws can easily snap bone, and paired with its longer, sharper teeth and claws, stumbling upon one can be dangerous; disturbing two at once can be disastrous.



Goblins: Goblins are mean-spirited humanoids that devote their energies toward the harming of others. Cunning—but not too cunning—they generally are not well organized, and instead strike fear through their random but savage cruelty.



Firebeetles: The firebeetle has thrived in almost every terrain and climate on Norrath, particularly in hot, volcanic regions. Firebeetles can surprise their enemies by shooting a searing jet of flame at those who blunder into their territories. They are, however, particularly susceptible to cold-based attacks.



Credits

Developed by Snowblind Studios
www.snowblindstudios.com

Produced by Sony Online
Entertainment

Lead & Engine Programmer

Ezra Dreisbach

Programming

Ryan Geithman

Paul Haugerud

Raoul Said

Ben Wilhelm

Additional Programming

Tam Armstrong

Lead Designer

Paul Knutzen

Lead Character Artist

John Van Deusen

Lead Environmental Artists

Brian Johnson

Brian Sostrom

Artists

Brian Despain

Miles Germer

Javier Rodriguez

Amanda Sartor

Colin Tennery

Additional Artwork

Jason Wiggin

Original Game Design

Ezra Dreisbach

Ryan Geithman

Story and Dialog

Chris Avellone

Scott Bennie

Neal Hallford

Paul Knutzen

Business Directors

Ryan Geithman

Brian Sostrom

Executive Producer

Richard Lawrence

Producers:

Robert Hill

Ben Bell

Assistant Producer:

Todd Carson

Production Assistant:

Jason Boone

Design:

Jake Sones

Robert Hill

Programming:

Matt Sivertson

Ryan Smith

Quality Assurance

Vice President of Quality Assurance:

George Scotto

Director of Quality Assurance:

Tony Rado

Quality Assurance Manager:

Ed Hocking

Quality Assurance Supervisors:

Jason Roberts

Dominic Bindley

Quality Assurance Testing:

Nick Munford

Jesse Bell

Dan Bahman

Nick Rodney

Sam Prescott

Anthony Antonelli

Chad Walker

Jeff Haskell

John Zimmerman

Jason Good

Billy Winter

Danielle Homer

Adam Stevens

Carl Flaherty
Eric Shell
Sam Parra
Shad Halsey
Brook Kuhn
Jason Boone

Sales and Marketing

Don Vercelli
Scott McDaniel
Mike Lustenberger
Laura Naviaux
Chris Kramer
Tamara Sanderson
Casey Dickinson
Jen Belfield
Mike Meyer
Brian Patience
Tom Taylor
Katie Thomas
Ari Zgliniec

Web Presence

Director of Web Presence:

Nathan Pearce

Content Manager:

Steve Fuller

Content Team:

Elliot Feldman
Scott Stein

Web Production Manager:

Mike Murphy

Web Production Team:

Travis Ball
Tim Cox
Nick Davison
Meribeth Densmore
Tim Dunn
Monte Green
Dan Jones
Jacob Robinson
Paul Tighe
Ian Wall

Station Store Management:

Bonnie Coats
Legal
Rick Herman
Kate Estok
Steve Weiss

President:

John Smedley

Chief Operating Officer:

Russell Shanks

Chief Financial Officer:

John Needham

Chief Technology Officer:

Adam Joffe

**Senior Vice President of Business
Affairs and General Counsel:**

Andy Zaffron

Special Thanks

Rod Humble
Ayzenberg

immersivesound

Adam Levenson, Audio Director

Music:

Composed and conducted by
Recorded and mixed by Dori Amarillio
Orchestrated by Paul Taylor
Additional music by Geoff Zanelli
Music Supervision by Adam Levenson

Sound Design:

Paul Gorman
Mike Kamper
Adam Levenson
Paul Menichini
Tim Walston
JP Walton

Voice Talent:

Casting by Chris Borders
(Tikiman Casting)
Directing by Chris Borders
(Tikiman Casting)
Recorded at Marc Graue Recording

Cast:

Malcolm McDowell

Oded Fehr

Dee Bradley Baker

Cam Clarke

Grey Delisle

Robin Atkin Downs

Quinton Flynn

Bill Farmer

James Horan

Tony Jay

Bob Joles

Vanessa Marshall

Bill Martin

Scott Menville

Phil Proctor

Michael Bell

Tara Strong

Diane Michelle

Nick Jamison

Julie Nathanson

Michael Gough

Charles Dennis

Fred Tatasciore

Michael Reisz

Kevin Michael Richardson

Game Audio Mixing:

JP Walton

Audio Scripting:

Adam Levenson

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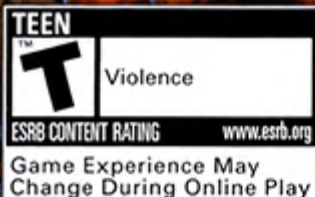
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