

EVERQUEST

SHADOWS OF LUCLIN



GAME MANUAL

EVERQUEST

SHADOWS OF LUCLIN

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Welcome

Thank you for purchasing EverQuest®: The Shadows of Luclin™. EverQuest®: The Shadows of Luclin™ is the third expansion pack for the world-renowned massively-multiplayer game EverQuest. You must have an active EverQuest installation and account prior to installation of this expansion.

If you do not currently have an active EverQuest installation and account, you can visit <http://station.sony.com/store> for information on purchasing EverQuest.

Features

EverQuest®: The Shadows of Luclin™ includes the following features:

- Over 25 new zones, including adventure areas, dungeons, and cities.
- A new player race of noble cat people: The Vah Shir.
- A new player class: The Beastlord.
- All new high-poly player character models with high-resolution textures.
- Armor that attaches to your characters as pieces of geometry rather than simple textures.
- More visible pieces of armor.
- The ability to advance beyond level 50 with EverQuest characters.
- The ability to engage in alternate forms of advancement for those above level 50.
- Dozens of new creatures to encounter.
- Hundreds of new quests.
- Thousands of new items.
- Innumerable new challenges.
- A completely redesigned user interface, completely customizable via an XML definition file (this will be available to all subscribers, regardless of expansion registration status).
- A new graphics engine that includes features such as Hardware Transform and Lighting as well as other recent DirectX improvements.
- All new high-resolution textures for classic EverQuest and expansion zones.

Check out the manual supplement, **EQManual_Supplement.doc** (or .txt), for details. These files will be placed in your EverQuest directory upon connecting to the patch server.

System Requirements

Before you install the EverQuest®: The Shadows of Luclin™ expansion make sure that your system meets the following requirements:

Minimum Configuration

Windows 98/2000/ME/XP or higher with DirectX 8 or higher.
400 MHz or faster Intel® Pentium-II® processor.
128 MB RAM
CD-ROM drive
450 MB of free space (in addition to existing EverQuest installation) for Luclin files
Around 650 MB of additional free space if installing the retextured old zones.
Internet connection with 28.8Kbps or faster connection speed
Nvidia GeForce or higher DirectX compliant video card with 16MB or higher texture memory supporting Hardware T&L. A 16MB card below GeForce quality can be used if you have an Intel® Pentium III® or AMD® Athlon® processor.
DirectX 8.0 or higher with compliant video and sound.
Microsoft-compatible mouse.
Existing EverQuest®, EverQuest®: The Ruins of Kunark™ (full version), or EverQuest®: Trilogy installation with active account.

Recommended Configuration

Intel® Pentium III® or AMD® Athlon® processor or higher.
GeForce II 32MB Graphics Card.
256 MB RAM.
1.5 GB Free HDD Space.
56.6K or faster internet connection.
SBLive or better sound card.
All previous EverQuest® expansions.





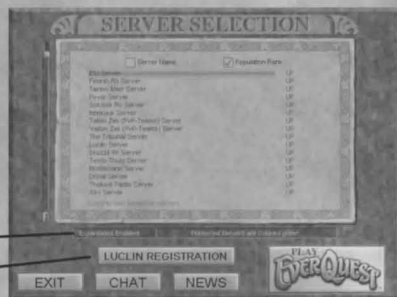
Expansion Installation and Registration

Installation

Insert Disc 1 of the EverQuest®: Shadows of Luclin game CD into your CD-ROM drive. The installation should begin on its own within a minute. If it does not, you can start the installation by opening "My Computer", double-clicking on your CD-ROM drive, then finally by double-clicking on the SETUP.EXE file on the CD-ROM. Follow the instructions within the setup program to complete installation.

Registration

You must register your expansion before you will be able to visit Luclin. Ensure that you are connected to the Internet and log into EverQuest normally. At the bottom of the server selection screen, you will see your current expansion status.



Expansion Status
Expansion Registration

"Expansion Status" will contain one of the following entries:

- [BLANK]: Indicates that you are not currently registered for any EverQuest expansions.
- Kunark Enabled: Indicates that you are registered for Kunark.
- Velious Enabled: Indicates that you are registered for Velious.
- Luclin Enabled: Indicates that you are registered for Luclin.
- Expansions Enabled (yellow): Indicates that you are registered for Kunark and Velious.
- Expansions Enabled (white): Indicates that you are registered for all three expansions.

The "Expansion Registration" button text will change based upon what expansions are currently installed.

To register your expansion, press the "Expansion Registration" button. If prompted, indicate the expansion that you wish to register. Enter the Account Key from inside your CD-case when prompted.



Account Key

Interface Enhancements

The user interface is now extremely customizable via an XML definition file located in your EverQuest directory. Many options for customizing your user interface will be available within EverQuest, but the file may also be edited with a text editor. Full details regarding the new interface will be provided in the EQManual_Supplement.doc (or .txt) file located in your EverQuest directory.

Alternate Advancement Summary

The alternative advancement system will allow anyone who has purchased and installed EverQuest®: Shadows of Luclin to further customize their high level (51+) characters. Customized features may include things such as minor permanent statistic and resistance boosts, unique skills based on your class or archetype (fighter, magic user, and priest), and general skills available to everyone. These skills may include anything from an enhanced metabolism, to improvements in skills already available to your class. You may also find some unique skills not yet available to anyone. Some enhancements may add a title to your character based on what choices you have made in enhancing your character. These titles will be visible to other players.





In order to attain these skills, you will be able to toggle your experience into the alternative advancement pool. When you do this, your experience will be allocated to this pool in lieu of your "leveling" experience bar. Once a certain amount of experience has entered the alternative advancement pool, you will receive training points that may be allocated to acquiring your enhancements. When you acquire the proper amount of training points, you will have the option of choosing which enhancement you wish to gain. Remember that some enhancements may have pre-requisites that will also need to be obtained before you are able to acquire them.

Players will have the option of toggling between the normal experience pool to gain levels, or back to the alternative enhancement pool to gain enhancements whenever they wish (although this may require you to zone after you have toggled your switch). Experience loss due to death suffered by the character will be taken from the "Leveling" experience pool, it will not impact your alternative advancement pool.

The Vah Shir: Noble Cat People of Luclin

The Vah Shir have a few things in common with Norrath's barbarian Northmen. Their size, strength, endurance and hardiness are very similar, as is their tendency to espouse spirituality as a primary guide for life. Bards and shamans are the members of their society who hold the lore and tradition sacred and interpret the signs that portend the future. Tradition holds strong among these people, but research and technological development are not their strong suits. While they may express themselves beautifully in art, music, or verse, their magics have none of the sophisticated modern elements another race might have developed.

Their feline natures grant them tremendous agility and strength. They can drop great distances, landing on their feet as silently as jungle cats. Living on the dark side of Luclin as they do is no hardship to them, with their excellent night vision. This, and other keen senses, enable them to become adept trackers and hunters of prey. Their appetites are as massive as their bodies, as large amounts of food are required to fuel their muscular frames.

Beastlords: Masters of the Animal Spirit

The Vah Shir have introduced the concept of beastlords to Norrathian society. These members of Vah Shir society are closer to the wilderness than they are to civilized societies. They embrace nature and all things natural, becoming more attuned to the beasts of the field, perhaps, than they are to one another. Their magic reflects this relationship, drawing power directly from the spirit world to use in controlling or befriending the denizens of the animal world.

The fighting style of this class of character is also adapted from the attacks of wild beasts. They use only small, sharp weapons that serve as representations of claws or fangs. The more experienced among them are able to mimic the skills of the bear, tiger, eagle or snake.





On the Ashes of the Empire:

The Birth of Fordel Midst

As compiled by Loremaster Traboh, Fordel Historian and Keeper of the Sacred Scrolls

The Tainting of an Empire

Tsaph Katta, Imperator of the troubled Combine, was holding a grand state banquet.

Almost all nations and tribes were in attendance. The dwarven, gnomish and elven allies had ambassadors on hand as did the belligerent Tier'dal. Even the ogres and trolls were represented. All who received an invitation felt compelled to attend, such was the power and might of the Combine.

As the guests entered the banquet hall, Katta was there to receive them. One guest came with a smile on his lips and poison in his hand. He had dusted his glove with empolomine, a slow-killing, hallucination-inducing drug. This guest extended his hand as Tsaph welcomed him to the banquet. With this handshake, the fate of the Combine was changed.

The Vigil

Katta's reaction was more rapid and violent than most and he collapsed during the dinner, appearing as one possessed. Possessed by evil, some muttered.

The banquet hall was cleared, and only a trusted few were allowed to remain. As Katta lay on the floor, dying, he spoke his last breath into the ear of his closest advisor, a fellow bard named Lcea. The druids then came and wove stasis spells to keep him alive, and put a sleep charm on him so that he would not have to endure pain or suffering. Then the elves of the forest came and took Tsaph away, to hide him within their realm so that no further attempts on his life would be possible.

As soon as word spread around the world that Katta was "dead", the Combine broke into a thousand tainted pieces. The petty disagreements that had shattered the world before his coming

resumed with even more passion. The elves continued to keep watch over the resting-place of Tsaph Katta while a few loyal officials, led precariously by Lcea, fortified the Loyalists last remnants.

Lcea brought the brightest minds of the Loyalists together to decide on their grim future. Their situation on Norrath was precarious and any hopes of rebuilding here were dashed while all the infighting was still occurring.

Gathered in a room together, exhausted by debate, they glanced, as one, upward through the darkness.

There, high in the evening sky, was the familiar sight of Luclin. But something was different about the moon this evening. It shone more brightly and with more detail than ever before. The rings wrapped the moon in fire as the waning sunlight pierced them. Beyond the rings, Lcea and others could see blurry cloud formations and sparkling reflections that hinted at bodies of water.

Lcea stood up and raised her hand to the moon, "That is where we will rebuild."

The Great Exodus

And so it was decreed that Luclin would be the new home of the Loyalists. The Combine already possessed vast knowledge of teleportation. Using this knowledge on a grander scale would be the solution to their problem.

All they had to do was wait. In a few months Luclin would pass directly over the largest Combine spire located in Kunark, providing both the focus and the timing needed to complete this mystical feat.

If they failed, the Loyalists would fall and any hope of building their version of the Combine would be lost. It was essentially a costly, all-or-nothing attempt to save their way of life.

The night had come, and thousands had gathered to participate in perhaps one of the greatest magical events in mortal history.

Slowly Luclin approached its perigee. The mages began to chant and motion in the air. Glowing strands of mana poured from them, twined together, and circled the magnificent spires. A magical wind slowly picked up and swirled upward around the spires,





taking the mana with it. With one last burst of magical energy, a great ball of light enveloped the spires and then exploded outward in a flash. A moment later, the light and everything it illuminated were gone.

Focus Redirected

The bright light had winked out, leaving nothing but a black void in its wake. Moments later, flickering lights began to appear all around as torches were lit. Above the refugees, where the fiery rings of Luclin should have been, was cold dark stone. They were not on the surface of Luclin, but deep in the center of the moon itself. The air grew heavy with tension and fear as thoughts of being trapped underground filled everyone's head.

As fires were lit and magical light sources were set around the group, it became clear that they had been deposited in a vast cavern system located near the center of the moon.

Off to one side of the encampment on a stone island was a large black sphere of swirling mist. The sphere emanated a strong magical field that seemed to pull everything towards it. This sphere, they felt, was most likely responsible for the failed teleport to the surface.

But what was it? And what was its purpose?

Thoughts Divided

Over the following weeks an encampment grew in the cave while scouts ventured into the surrounding caverns. They gathered as much information as possible about the cave system in hopes of learning more about their predicament. During this time they located several caves that extended upward towards the surface, though further exploration ruled most of them out as possible exits. Some were just too dangerous and lacked the resources needed to sustain life. Two, however, showed a lot of potential for supporting a civilization.

With the choice of which path to take narrowed down, another problem was encountered. A good number of those who had come to Luclin were now having second thoughts about leaving

Norrath. Even if they managed to build an empire here, how would they return to Norrath to sow those seeds?

The Parting

It was time for a decision to be made. Those who wished to develop a means of transport back to Norrath would stay in the caverns and those wishing to rebuild the Combine Empire on Luclin determined to go to the surface and do just that. Those remaining would be in considerable danger, as they feared the opposing elements of the fractured empire would surely have the ability to bring an army to Luclin. It was just a matter of time.

And so it happened. The majority gathered their belongings and joined the caravan to the surface. The remaining few set to the task of building a city and developing the necessary tools to create a working portal to Norrath.

A New Start

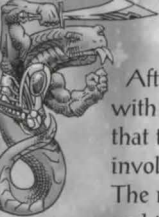
Those who remained below were few in number, less than a thousand, but in those few were some of the most skilled craftsman and brightest mages. They carved stone and minerals from the caverns to construct their homes and workshops. The mages researched and studied the black sphere in hopes of learning of its origin and inner workings. The area that held the sphere soon became known as The Nexus.

An Enemy's Search

It happened sooner than expected. The air within the Nexus became electrically charged and mist began to swirl around the black sphere. Something was coming through. Within moments, an army began to arrive. Those who were researching the Nexus were on hand to meet the arriving army. Tensions were high between the two parties. Although the residents here no longer sided with the Loyalists, the new arrivals were unaware of that.

However, it seemed they were just as surprised to find someone on the other side of the portal. In addition, the people remaining at the Nexus had not been idle. Fortifications and guards prevented the newcomer army from simply seizing control of the area.





After a period of time, the officers of the invading army met with the officials of the Nexus. The people of the Nexus protested that they simply wanted to go back to Norrath and not get involved with the Combine dispute, and made this very clear. The new arrivals wished to chase down the remaining Loyalists and then to return to Norrath. They were shocked to learn that there was no way to return to Norrath as yet.

Not comfortable remaining in what was possibly enemy territory, the dedicated and committed members of the army set off to build a stronghold of their own. They went opposite the way the Loyalists had gone. Building a new fortress, they would have time to organize and prepare to engage the Loyalists. Many were ordered to stay with those who were researching the Nexus, for the leader of the army refused to give up hope on returning to Norrath. And so the town numbers nearly doubled with the added researchers.

The newest residents of the underground city segregated themselves and created their own little settlement right next to the one already there. An invisible boundary was the only thing that separated them.

A Strong Foothold

The construction of the cavern settlement continued along with the research. As time passed, the differences between the two factions of researchers dissipated and they worked more closely together each day. Perhaps, they thought, only with a combined effort would they have a chance to reopen the portal to Norrath and return home. At this time, a number of families who had played important roles in either the construction of the city or in the research of the black sphere became very prominent in the city workings.

It was time to make their little settlement a city. A general council meeting was held with the heads of families and owners of shops attending. They elected a group of council members who would decide on a political structure for the city. Because of the diversity of those who came to the city and the different times at which they arrived, it was decided that a general council would run the city. A name was also chosen from a list of those proposed.

The word Fordel was a name taken from a family survived by only a widow. The entire family was lost in a scouting party during the first couple of months on Luclin. Previous to the loss, their family had been one known for great craftsmanship; they had played a vital role in the city's original construction. For that, the community honored them by immortalizing their name in the city they helped construct.

The word Midst was taken from a long line of mages who researched the great portal on Norrath to bring them to Luclin and continued to this day on the research for a way to return. Many a mage carrying this family name had spent long hours probing and writing by candlelight in service to the community. For that, the community honored them in their city's name.

The name was to be "Fordel Midst", and it would ever be their haven from the shadows.



SHADOW HAVEN

“FORDEL MIDST”



- | | |
|--------------------------------|--------------------------|
| 1) Arena | 10) Inn |
| 2) Stables | 11) Residences |
| 3) Pavillion | 12) Fordel Manor |
| 4) Marketplace | 13) Port/Trade Authority |
| 5) Bank | 14) To Paludal |
| 6) Earthcrafter's Meeting Hall | 15) Caverns |
| 7) Nexus | 16) From Nexus |
| 8) To Echo Caverns | 17) To Nexus |
| 9) Midst Library | 18) Hall of Prospects |

Shar Vahl



- | |
|--|
| 1) Trade Area |
| 2) Gate to Hollowshade |
| 3) Palace/Rouge, Beastlord, Bard and Shaman Guilds |
| 4) Courtyard |
| 5) Common Areas |
| 6) Gate to Shadeweaver |
| 7) Arena |
| 8) Warrior Guild |



Support and Credits

Obtaining Technical Support

Due to variations in today's hardware and software, please check the following before you attempt to contact Customer Service:

Your computer meets or exceeds the EverQuest System Requirements (Page 3.)

You've installed the proper version of DirectX (8.0 or Above), and recent hardware drivers (such as sound/video cards).

You're properly connected to the Internet through your Internet Service Provider.

E-MAIL

You may contact Customer Service and Technical Support via email at eqmail@soe.sony.com for technical issues or help resolving billing or other account-related issues. A technical support or customer service representative will respond to your questions as quickly as possible, however, response times may vary depending on the volume of e-mails received by the Customer Service Department.

TELEPHONE

You may also contact EverQuest Customer Service and Technical Support at (858) 537-0898, Monday through Friday from 8:30 AM to 5:30 PM Pacific, excluding holidays.

STANDARD MAIL

Sony Online Entertainment
Attn: Customer Service / Technical Support
8928 Terman Court
San Diego, CA 92121

GAME HELP

The following web sites have a broad collection of official game information:

<http://www.station.sony.com>
<http://everquest.station.sony.com>

Development Credits

EverQuest: The Shadows of Luclin

EverQuest designed by Brad McQuaid, Steve Clover, Bill Trost, and the EverQuest Team.

Executive Producers

Brad McQuaid and Rod Humble

Producer

Jeff Butler

Associate Producer

Gordon Wrinn

Assistant Producer

Bill Coyle

Lead Artist

Scott McDaniel

Artists

Ronnie Ashlock, Robert Collier, Milo D. Cooper, Sabrina Fox, Daniel MacGibbon, Adam McMahon, Ken Meyer Jr., David Nevala, Vu Nguyen, Bob Painter, Tim Petty, Cory Rohlf, James Romy, Rick Schmitz, and Ranjeet Singhal

Additional Artists

Patrick Ho, Rick Johnson, Shaun Johnston, Ben Lazzaro, Evan Sampson, Julius Willis, Bill Yeatts

Box Cover Painting

Keith Parkinson

Lead Programmer

Roy Eltham

Programmers

Steve Clover, Ryan Elam, Steve Manchester, and Todd Schmidt

Game Designers

Steve Burke, John Capozzi, Dan Enright, Lawrence Poe, Kayvan Simantob, Oliver J. Smith, Rich Waters, and Eugene Wells

Additional Game Designers

Jeremy Albert, Paul Carrico, Norman Freeman, Matt Imregi, Shawn Lord, and Tyler Sargent





EverQuest Historian

Lynn Carrick

Sound Engineer

Sam Powell

Composer

Jay Barbeau

Catering

The Liberty Cafe

Supporting Staff Credits

The EverQuest®: The Shadows of Luclin™ development team would like to extend special thanks to all of those without whom EverQuest's continuing success would be impossible.

Ongoing Content Team

Amanda Flock, Mark Halash, and Lydia Pope

Community Relations Team

Cindy Archuleta, Brian DeMarco, Alan VanCouvering

QA Manager

Jose Araiza

Lead Tester

Ester Ann Sauter

Testers

Joshua Bie, Jason Biltz, Jason Boone, Harvey Burgess, Carl Flaherty, Matthew Higby, Eric Simpson, and Taylor Steil

Director of Operations

Adam Joffe

Operations Managers

Ieff Bolaris, Michael C. Butler, Mark Preston, and Dani Roisman

Operations Team

Thomas Delzer, Cameron Enfinger, Chad Folz, Anthony Gervais, Stacy Griebel, Michael Hardman, Chris Hatch, Sid Jaffee, Dave Jedd, Mike Klug, Kirk Lightfoot, Robert Matzker, Dave Prestin, Jonathan Rad, Chris Richard, Jeremy Siprelle, Alan Siu, Loren Skeels, David Taylor, and Paul Zastoupil

Director of Customer Service

George Scotto

Customer Service Managers

Michelle Butler, Charles Flock, and Thom Terrazas

Gaming Integrity Team

Gary Grobson and Jacob Thornley

Customer Service Administration Team

Luke Brody, James Helssen, Jen Moser, Patrick Murphy and Brandie Thornley

Lead Game Masters

Todd Carson, Warren Caviggia, Alan Crosby, Bruce Economy, Zack Karlsson, Andy Kirton, David Kish, Tom Lockard, Gary Matthews, Robyn Rogers, Alex von Minden,

Game Masters

Dustin Abbott, Jeremy Albert, Rick Alvernaz, Taegan Alvernaz, Ryan Antonelli, Ryan Barker, Evan Blewett, Candy Bohrer, Allen Bond, Brett Bowman, Steve Brown, Jefferson Carpenter, Paul Carrico, Jonathon Chan, Patrick Cirelli, Don Conley, William Crenshaw, Jalane Crosby, Christina Delzer, Greg Dixon, Michael Finnigan, Norm Freeman, Chris Garlick, Ted Garrington, Richard Granback, Salim Grant, Fannie Gunton, Eric Hall, Eli Holding, Akil Hooper, Mat Imregi, Janessa Johannsen, Melanie Lara, Joel Le-Houillier, Chris Lindsay, George Long, Shawn Lord, Dave Mallet, Jason Mash, Christine McCoard, Jason Miller, Derak Morrell, Ben Norris, Patrick O'Hara, Travis Otten, Suzanne Owen, Joseph Paolinelli, Norm Perez, Chris Phillips, Aimee Rekoske, Keith Rekoske, Ivan Robancho, Tiffany Sanchez, Zach Sheffler, Jim Sheppard, Olivia Skelly, Michael Smith, Greg Sodeman, Jake Sones, Megan Sudnik, Kristen Topp, Carly Towle, Ruth Trombly, Joe Tyler, Kyle Vallee, Phillip Wigglesworth, Fryda Wolff, and Cassius Zedaker.


Technical Support Supervisors

Will Figgins and Tony Rado

Technical Support Representatives

Justin Almond, Robert Bautista, Dominic Bindley, Brandon Cantrell, Daniel Clifford, Gordon Dapkus, Stephen Davis, Anthony Flores, Bradley Griffin, Morgan Hatch, Forrest Henderson, Scott Hill, Daryl Jacinto, Jamie Melton, Satao Minami, Leslie Moschetti,





Angelo Sanchez, Sandra Smith, Jeremy Swanson, Chris Trichel,
Michael Turner, Paul Williams, Anthony Worthy, Nate Wright,
and Timothy Zarza

In-Game Events Team

Tessa Pier (Lead), Ed Hocking, Rod Haza and Andrea Rose

Director of Web Presence

Nathan Pearce

EverQuest Front-end, Station Integration, and Web Presence Team

Travis Ball, Tim Cox, Paul Cannella, Dave Dhunjshaw, Tim Dunn, Todd Federman, Steve Fuller, Marsha Garczewski, Hollis Gray, Monty Greene, Eric Hagstrom, Marie Harrington, Chris Hootin, Graeme Ing, Clayton Kroh, Larry Liberty, Steve Lukas, Michael Meyer, Bob Mitchell, Mike Murphy, Eric Neuman, David Sauter, Matt Silverston, Rich Sjoberg, Craig Snyder, Stacey Sofia, Mike Thompson, Paul Tighe, Steve Tsuyuki, and Michael Tucker

Vice President of Sales

Don Vercelli

Vice President of Marketing

Scott McDaniel

Sales, Marketing, and Public Relations Team

Dave DePaulis, Christy Fritts, Lisa Leyba, Greg Rizzer, Tamara Sanderson, Katie Thomas, Tammy Tsuyuki.

Multimedia Promotions

Adam Fiori

Packaging Design & Production

Michael Meyer

Executive Staff – Sony Online Entertainment

President and Chief Executive Officer

Kelly Flock

Sr. Vice President and Chief Operations Officer

John Smedley

Vice President and Chief Technology Officer

Russell Shanks

Vice President and Chief Creative Officer

Brad McQuaid

Vice President and General Counsel

Andy Zaffron

The EverQuest team would like to thank

(in no particular order):

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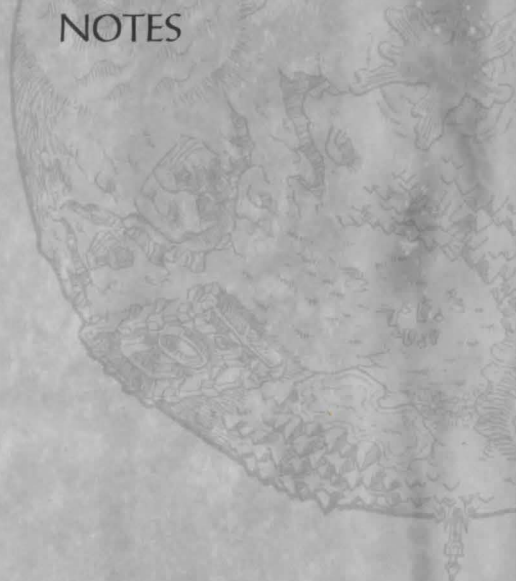




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