

Character Select / Creation

LanternEQ Team

www.lanterneg.com

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Character Select

The character select screen is a single screen which allows a player to select a character and enter the world, create a new character, delete a character, and quit to desktop.



Character Slots

- 8 character slots are available.
- Characters are sorted alphabetically.
- If the slot has a character, the first name is shown.
- If the slot has no character, it contains a texture with the text “Create New Character”.
- Clicking on a filled character slot selects that character and updates the 3D character preview.
- Clicking on an empty character slot brings the player to the character creation screen. When opening the character select screen, a random race/class/gender/face is selected.
- When starting the game, the first selected character is always the last one you entered the world with.
- If no character has been used last, no character is selected (and the default human male is shown) even if other characters exist. (Lantern: The last created character will be selected if there is no last played character.)
- Characters can be cycled through with the up and down arrow keys. The list wraps at the top/bottom.
- Pressing **Enter** with a character selected will enter the world with that character.

Enter World

- Clicking on 'Enter World' enters the game with the selected character. The character is now set as the default player that will be selected both when starting the game the next time and if character creation is canceled.

Delete

- The Delete button allows players to delete their characters.
- A window prompt appears asking "Are you absolutely sure you want to delete <character name>?"
- If **Yes** is selected, the character is deleted. The last entered character is then selected. If the last entered character was the one deleted, no characters are selected and the deleted character remains in the 3D window. (Lantern: Another character will be selected).
- If **No** is selected, the window is closed.
- The window auto closes if a decision has not been made within 10 seconds.
- While the window is showing, other buttons can still be clicked. The action of the clicked button is performed and the window is closed (unless the button clicked is the delete button).

Quit

- Hitting the **Quit** button closes the application. It does not return the player to the server select screen and does not have a confirm window.

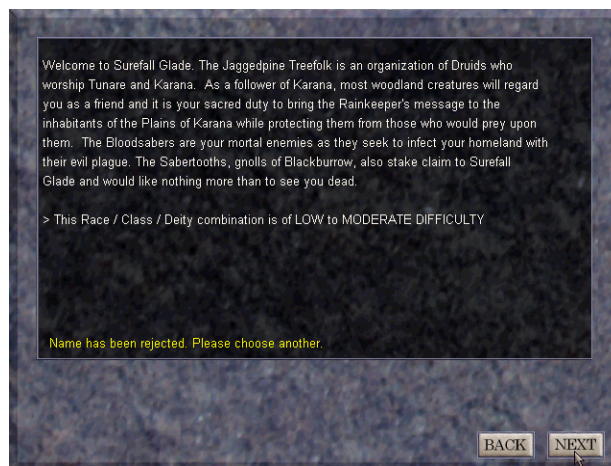
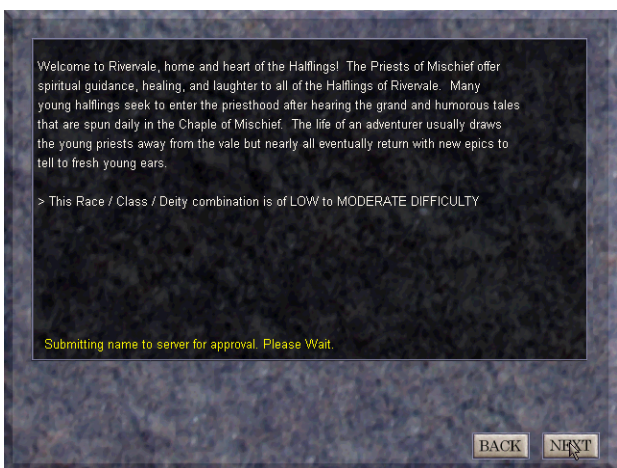
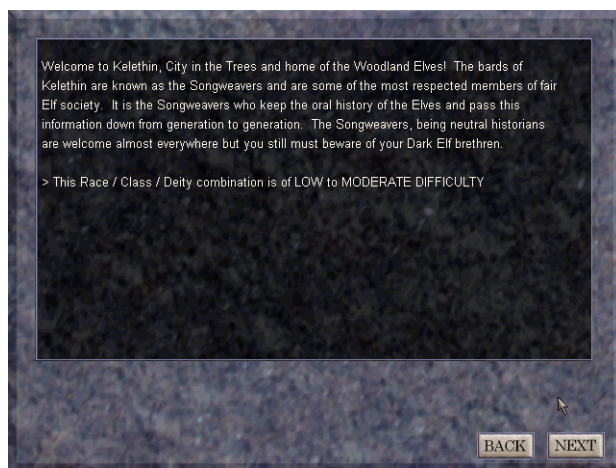
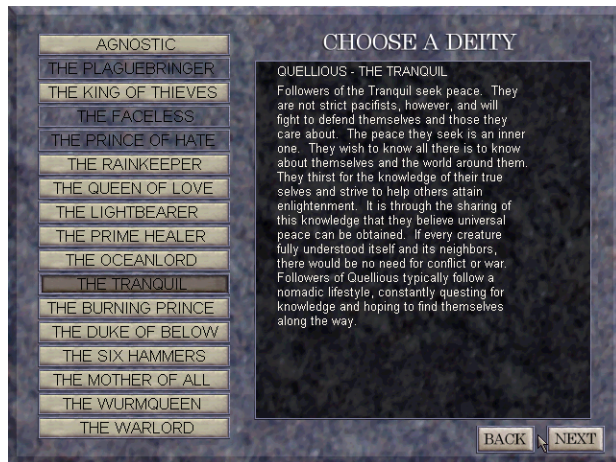
3D Character Preview

- A 3D render of your selected character is shown on the right side of the screen.
- The camera rotates counter-clockwise around the player. This speed does not factor in frame time so higher frame rates result in faster camera rotation. (Lantern: The rotation will be independent of framerate)
- The distance and height of the camera is dependent on the race/gender of the selected character.
- Selected character's class and level are shown in text on the bottom of the preview window.
- The character preview shows equipment the character has equipped.
- Idle animations are played (with a selection for each class). When going to face selection, the animations stop from playing, but any that are currently playing will finish.
- The zone 'load' is shown and depending on the alignment of the race/class/deity, they are either in the light or dark area.
- When no characters exist or there is no "last character", it defaults to human male on the light side with the default face.
- If no character exists, and going back shows that same last selected race/class.
- If character exists, and we exit character select, the combo that was last selected is shown.

Character Create

Character creation consists of 4 pages of customization. The first page contains the race, class, name, face and stat point allocation. The second page lists the deities available to your race/class combination. The third page allows the starting city to be selected based on your race/class/deity combination. The final screen is a summary of the character you are creating and a difficulty estimation. Clicking next on this final screen creates the character and returns to the character select. Pressing the ESC key returns you to the character select regardless of which creation screen you were on.





Race Selection

- There are 13 races to choose from. In order, they are Barbarian, Dark Elf, Dwarf, Erudite, Gnome, Half Elf, Halfling, High Elf, Human, Iksar, Ogre, Troll, Wood Elf. Iksar is the only race which can be disabled and has the graphics for the disabled state (if Kunark is not enabled).

- Clicking on a new race updates the available classes. If the previous class is still available for the new race, it is selected. If not, it will select Warrior. If Warrior is not available, Cleric is selected.
- Clicking on a new race resets the point allocations, even if the class is not changed.
- Clicking repeatedly on the same race randomizes the face.
- For the character select theme, each race has a unique set of MIDI tracks (instruments) that are played for the character select music. It updates as you click through them.

Class Selection

- There are 14 classes to choose from. In order, they are Bard, Cleric, Druid, Enchanter, Magician, Monk, Necromancer, Paladin, Ranger, Rogue, Shadowknight, Shaman, Warrior and Wizard.
- Clicking on the same class resets the point allocation. (Lantern: Points will not be reset.)

Name

- Players are able to set their names.
- When the screen is first open, the text “type character name here___” is in the text field. If **any** button on the keyboard is pressed, it is cleared. If something is typed and then erased, it does not reshown this message.
- The name field always has focus. Any input will go into this field. Backspace removes characters.
- A name must contain between 4 and 15 characters, inclusive of these values.
- If the name goes over 15 characters, no more characters are entered.
- Names must only contain letters. The first letter is always capitalized.
- Players are able to auto generate names based on their race/gender.

Ability Points

- Players can spend between 20-30 ability points, determined by their class.
- No more than 25 points can be allocated into any single stat.
- Certain stats are highlighted in green, reflecting their importance to that selected class.
- If not all ability points are spent and the player clicks “Next”, a message in yellow appears at the bottom of the screen: “You must spend all of your ability points before continuing.” This text stays until the name message appears or until the user has clicked “Next” to go to the deity selection screen.

Gender

- Two genders are available: Male and Female.
- Clicking on a different gender, switches to that gender for the selected race.
- Clicking repeatedly on the same gender randomizes the face.
- No points are reset when clicking on these gender buttons.

Face

- Face customization is possible by clicking on the Face button at the top of the screen.
- Once in the face mode, the button text says “Body”, arrows appear on each side, and the camera switches to a static zoomed mode.
- Clicking on the arrows cycle through the 8 available faces for each race/gender combination. The face selection index wraps.
- The player can press on the Body button to return to the zoomed out rotating camera.

Deity Selection

- Players can choose from a list of deities that are available for their race/class combination.
- Each deity has a name and a god associated with it. For example, The Faceless is the deity and Cazic-Thule is the god of that deity.
- 17 deities are available in total. In order, they are: Agnostic, The Plaguebringer (Bertoxxulous), King of Thieves (Bristlebane), The Faceless (Cazic-Thule), The Prince of Hate (Innoruuk), The Rainkeeper (Karana), The Queen of Love (Erollisi Marr), The Lightbearer (Mithaniel Marr), The Prime Healer (Rodcet Nife), The Oceanlord (Prexus), The Tranquil (Quellios), The Burning Prince (Solusek Ro), The Duke of Below (Brell Serilis), The Six Hammers (The Tribunal), The Mother of All (Tunare), The Wurmqueen (Veeshan), and The Warlord (Rallo Zek).
- The selected deity can influence your character's affiliation with the light or dark side, but players cannot see this unless they are on the character select or the first page of the character creation.
- When a deity is selected, lore about the god is displayed on the right side of the screen.
- The default selected deity is always the first available in the list. This is set each time a new race or class is set. This is true even if you change between classes with the same available deity.
- A full list of valid deities for each race/class combination can be found below.

Starting City Selection

- A map of Norrath is displayed with an indicator for each starting city. Each indicator consists of a star icon and the city name. Any of the cities can be clicked on and the color of these indicators changes based on if the city is a valid selection and whether or not it is selected. If the city is red, the city is not currently selected and is invalid. If the city is blue, it is also not selected, but is valid. If the city is yellow, it is selected.
- A text box at the bottom updates when a city is clicked. The top line lists the name of the selected city and the race that lives there. For example, Halas says “HALAS - CITY OF THE BARBARIANS”. Text below indicates the validity of your selection. It either says “Y
- The valid cities are based on your race/class/deity. For most characters, there is only one starting location.
- For some classes and deities, starting in Qeynos will actually start the player in Surefall Glade.
- For some classes and deities, starting in Erudin will actually start the player in Paineel.

- A full listing of all race/class/deity combinations and their valid starting cities can be found below.
- Clicking Next advances to the Summary Screen. If next is clicked and the selected city is invalid, yellow text at the bottom of the screen appears reading “Choose a valid starting city.” This text is cleared when going to another page.
- Clicking Back returns to the deity selection.

Summary Screen

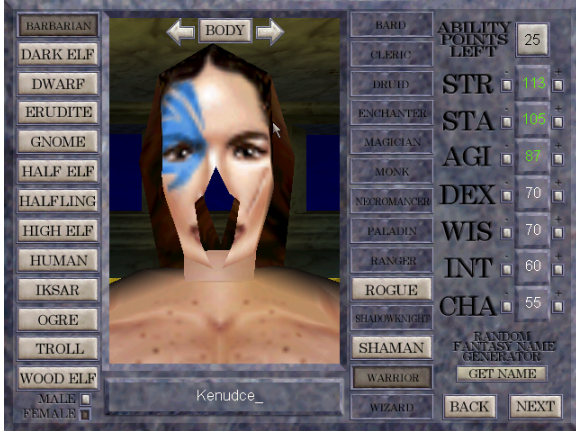
- Players are presented with a summary about the character they are creating. It includes a description of the starting area and ...
- When clicking Back, the player is returned to the starting location screen.
- When clicking Next, the request to create the character is sent to the server with the yellow text “Submitting name to server for approval. Please Wait.”
- If the server approves the creation, the text goes away for a frame and then transfers back to the Character Select screen. The new character will not be immediately visible and will auto-select the character after 2 seconds.
- If the server rejects the name, yellow text appears on the screen “Name has been rejected. Please choose another.” The screen is locked (even though buttons can be pressed). After 3 seconds, it returns to the first character select screen. The name is left as it was.

Bugs (to fix)

- Clicking on a character button does not visually depress the button as it does when clicking on a ‘Create New Character’ button.
- Clicking down on a race/class button does not visually depress the button as it does with stat allocation, deities, gender, face, and ‘Get Name’ buttons.

Clicking on a character/race/gender multiple times reloads the model and resets the animation.

Some race/gender faces/bodies are hit by the camera near plane





Body/Face Camera Zoom Distance - eqgame.exe+2B6FA4

Race	Male - Body	Female - Body	Male - Face	Female - Face
Barbarian	6	6	1.5	1.3
Dark Elf	6	6	1.5	1.3
Dwarf	6	6	2.5	1.5
Erudite	6	6	1.5	1.5
Gnome	6	6	2.5	1.5
Half Elf	6	6	1.5	1.3
Halfling	6	6	2.5	1.5
High Elf	6	6	1.5	1.5
Human	6	6	1.5	1.3

Iksar	7	7	2.5	2.5
Ogre	7	7	4	4
Troll	7	7	4	3
Wood Elf	6	6	1.5	1.3

Camera rotation: eqgame.exe+2B6FA4+4
Camera offset from face? eqgame.exe+2B6FA4+8

Height: 1.874999881

FOV: body 90 face 70 (69)

Client Data

Information about the various deities, and starting cities, can be found below. This data has been gathered from the client.

Deity Combinations

Below are the available deities for each race/class combination

Human

Bard - Agnostic, Bristlebane, Karana, Erollisi Marr, Mithaniel Marr, Rodcet Nife, Prexus, Quellios, Solusek Ro, Brell Serilis, The Tribunal, Tunare, Veeshan, Rallos Zek

Cleric - Bertoxxulos, Innoruk, Karana, Erollisi Marr, Mithaniel Marr, Rodcet Nife

Druid - Karana, Tunare

Enchanter - Agnostic, Bertoxxulous, Innoruuk, Karana, Erollisi Marr, Mithaniel Marr, Rodcet Nife

Magician - Agnostic, Bertoxxulous, Innoruuk, Karana, Erollisi Marr, Mithaniel Marr, Rodcet Nife

Monk - Agnostic, Quellios

Necromancer - Bertoxxulous, Innoruuk

Paladin - Karana, Erollisi Marr, Mithaniel Marr, Rodcet Nife

Ranger - Karana, Tunare

Rogue - Agnostic, Bertoxxulous, Bristlebane, Innoruuk, Karana, Erollisi Marr, Rodcet Nife

Shadowknight - Bertoxxulous, Innoruuk

Warrior - Agnostic, Bertoxxulous, Innoruuk, Karana, Erollisi Marr, Mithaniel Marr, Rodcet Nife, Rallos Zek

Barbarian

Rogue - Agnostic, Bristlebane, The Tribunal

Shaman - The Tribunal

Warrior - Agnostic, The Tribunal, Rallos Zek

Dark Elf

Cleric - Innoruuk

Enchanter - Agnostic, Innoruuk

Magician - Agnostic, Innoruuk

Necromancer - Innoruuk

Rogue - Agnostic, Bristlebane, Innoruuk

Shadowknight - Innoruuk

Warrior - Agnostic, Innoruuk, Rallos Zek

Wizard - Agnostic, Innoruuk, Solusek Ro

Dwarf

Cleric - Brell Serilis

Paladin - Brell Serilis

Rogue - Agnostic, Bristlebane, Brell Serilis

Warrior - Agnostic, Brell Serilis

Erudite

Cleric - Cazic-Thule, Prexus, Quellios

Enchanter - Agnostic, Prexus, Quellios

Magician - Agnostic, Prexus, Quellios

Necromancer - Cazic-Thule

Paladin - Prexus, Quellios

Shadowknight - Cazic-Thule

Wizard - Agnostic, Prexus, Quellios, Solusek Ro

Gnome

Cleric - Bertoxxulous, Bristlebane, Brell Serilis

Enchanter - Agnostic, Bertoxxulous, Brell Serilis

Magician - Agnostic, Bertoxxulous, Brell Serilis

Necromancer - Bertoxxulos

Rogue - Agnostic, Bertoxxulos, Bristlebane, Brell Serilis

Warrior - Agnostic, Bertoxxulos, Brell Serilis, Rallos Zek

Wizard - Agnostic, Bertoxxulos, Sokusek Ro, Brell Serilis

Half Elf

Bard - Agnostic, Bristlebane, Karana, Erollisi Marr, Mithaniel Marr, Rodcet Nife, Prexus, Quellios, Solusek Ro, Brell Serilis, The Tribunal, Tunare, Veeshan, Rallos Zek

Druid - Karana, Tunare

Paladin - Karana, Erollisi Marr, Mithaniel Marr, Rodcet Nife, Tunare

Ranger - Karana, Tunare

Rogue - Agnostic, Bertoxxulos, Bristlebane, Karana, Erollisi Marr, Rodcet Nife, Tunare

Warrior - Agnostic, Bertoxxulos, Innoruuk, Karana, Erollisi Marr, Mithaniel Marr, Rodcet Nife, Prexus, The Tribunal, Tunare, Rallos Zek

Halfling

Cleric - Bristlebane

Druid - Tunare

Rogue - Agnostic, Bristlebane, Brell Serilis

Warrior - Agnostic, Brell Serilis, Rallos Zek

High Elf

Cleric - Tunare

Enchanter - Agnostic, Karana, Erollisi Marr, Mithaniel Marr, Tunare

Magician - Agnostic, Karana, Erollisi Marr, Mithaniel Marr, Tunare

Paladin - Tunare

Wizard - Agnostic, Karana, Erollisi Marr, Mithaniel Marr, Solusek Ro, Tunare

Iksar

Monk - Cazic-Thule

Necromancer - Cazic-Thule

Shadowknight - Cazic-Thule

Shaman - Cazic-Thule

Warrior - Cazic-Thule

Ogre

Shaman - Rallos Zek

Shadowknight - Cazic-Thule, Rallos Zek

Warrior - Agnostic, Cazic-Thule, Rallos Zek

Troll

Shadowknight - Cazic-Thule, Innoruuk

Shaman - Cazic-Thule, Innoruuk

Warrior - Agnostic, Cazic-Thule, Innoruuk, Rallos Zek

Wood Elf

Bard - Agnostic, Bristlebane, Karana, Erollisi Marr, Mithaniel Marr, Rodcet Nife, Prexus, Solusek Ro, Brell Serilis, The Tribunal, Tunare, Veeshan, Rallos Zek

Druid - Tunare

Ranger - Tunare

Rogue - Agnostic, Bristlebane, Karana, Tunare

Warrior - Agnostic, Karana, Tunare, Rallos Zek

Character Alignment

Characters are associated with a light or dark alignment. This alignment is reflected in the environment the character is displayed in the character select. Both environments are contained within the zone with the shortname 'load'. The rule determining the alignment is as follows: if the character is a dark race (Dark Elf, Iksar, Ogre or Troll), a dark class (Necromancer or Shadowknight) or a dark deity (Bertoxxulous, Cazic-Thule or Innoruuk), they are considered to have a dark alignment. In all other cases, they are considered light.

Deity Lore

The character create deity selection screen has lore about each.

AGNOSTIC

Agnostics will not commit to a belief in the existence or non-existence of any deity.

BERTOXXULOUS - THE PLAGUEBRINGER

Followers of Bertoxxulous believe the only truth on Norrath is that everything dies. They view the decay of flesh as a thing of ultimate beauty. The subtle purples of a fresh bruise, the almost iridescent yellow/green of an infested pustule, are but a few of the things that His followers relish. It is not surprising that many of His followers pursue the dark art of necromancy, for to them nothing is more desirable than to be surrounded by beings who, even in undeath, continue to rot and decay. Do not take this to mean that His followers are suicidal or seek a quick death. To the contrary, they wish to live long, painful lives, spreading their dark, diseased stain across all Norrath.

BRISTLEBANE - KING OF THIEVES

Followers of Bristlebane believe in having fun at the expense of nearly all else. Bards, rogues, jesters, gamblers, and gypsies are all typical followers. They are almost always very charming, clever, and witty: traits all His followers should strive to possess. Mischief in all its forms is encouraged. Practical jokes are performed as if they were the highest rituals. Very few of His followers are outright wicked in their desires, but it is best to keep at least one eye on your purse if they are about. And never let one deal you a hand of King's Court.

CAZIC-THULE - THE FACELESS

Followers of Cazic-Thule fear their Lord and believe that only by causing terror in others will they be spared His vengeful wrath. They strive to beat down and suppress all hope. Fear rules their lives and through fear they rule the lives of others. Pain, misery, violence, torture, and living sacrifice are the tools of a Cazicite. Many lizardman tribes are devout followers, but His number of humanoid patrons grows daily, a cold shadow slowly engulfing the bright spots of Norrath in a twisted nightmare of horror and pain.

INNORUUK - THE PRINCE OF HATE

Followers of Innoruuk include nearly the entire dark elven race, who regard Him as their 'Father'. They believe that Hate is a creative force, or rather 'THE' creative force in the universe. Creativity is born of destruction. Love and kindness are tools for those too ignorant to know what they want or too cowardly to do what is necessary to obtain their ends. It is only through the total disdain of one's enemies that one can gain true power over them. Pity and mercy have no power when confronted with contempt and viciousness. It is the honest belief of His followers that if they were to hate strong enough, they could destroy all of Norrath.

KARANA - THE RAINKEEPER

Followers of Karana believe in the absolute power of storms. They worship the life giving power of the rain and respect the destructive force of a sandstorm or hurricane. The followers of Karana are rural humanoids - farmers, ranchers, hunters, and the like. They will often offer shelter from the elements to strangers. Many Karana followers live a nomadic lifestyle, traveling where the winds take them. They are humble, generous people who value strength and honesty and brook no disrespect of Karana and His work for they know it is only through His wisdom and kindness that all of Norrath is not consumed in an eternal tempest.

EROLLISI MARR - THE QUEEN OF LOVE

Followers of Erollisi Marr cling to the belief that love conquers all. It should be pointed out that while love is a generally peaceful concept, Erollisi's worshippers are not pacifists. They would like to live in a world where everyone loves everyone else and violence does not exist but they are not naive enough to think that Norrath is that world. They have passionate loves of people, places, and ideals, and are more than willing to fight and die to preserve those things. The dream of every follower of Erollisi is to die in selfless defense of someone or something they love. Many paladins hear the true calling of their hearts and follow Erollisi Marr.

MITHANIEL MARR - THE LIGHTBEARER

Followers of Mithaniel Marr believe that valor is what separates civilized beings from beasts. His followers live by a strict moral code that prizes truth, honor, and charity. They are champions of the downtrodden and the most noble of warriors. His followers strive to rid Norrath of all things dark and evil, often sacrificing themselves in this never ending quest. They will not rest until the day when all of Norrath is cleansed in Mithaniel's light. They take themselves and their duty very seriously, and have little patience for mischief or mayhem. Many paladins are devout servants of Mithaniel Marr.

RODCET NIFE - THE PRIME HEALER

Followers of Rodcet Nife take an oath to fight disease and death until one or the other finally claims them. They are very generous and humble, asking little more from their beneficiaries than that they pass on the kindness to others. They are not content to deal with the effects of disease and death after they occur and vigorously seek to destroy the source of these evils. Healers and mystics are typical followers, but many noble rangers and paladins also have taken the Nife Oath. They believe that through faith in the Prime Healer, the wounded heart of the universe shall one day be mended, and death's dark shadow will never be seen again.

PREXUS - THE OCEANLORD

Followers of the Oceanlord believe true power lies in the vast depths of Norrath's oceans. They believe that eons ago, life first formed in the murky depths and that one day, the oceans shall rise again to embrace the faithful and consume those who are unworthy. The Oceanlord's servants tend to live and work near, on, or beneath large bodies of water. They seek to spread the word of Prexus to all who will hear and defend the oceans and seas of Norrath against any who will cause them harm. Many sailors and fishermen are followers of Prexus.

QUELLIOUS - THE TRANQUIL

Followers of the Tranquil seek peace. They are not strict pacifists, however, and will fight to defend themselves and those they care about. The peace they seek is an inner one. They wish to know all there is to know about themselves and the world around them. They thirst for the knowledge of their true selves and strive to help others attain enlightenment. It is through the sharing of this knowledge that they believe universal peace can be obtained. If every creature fully understood itself and its neighbors, there would be no need for conflict or war. Followers of Quellious typically follow a nomadic lifestyle, constantly questing for knowledge and hoping to find themselves along the way.

SOLUSEK RO - THE BURNING PRINCE

Followers of Solusek Ro believe in the raw and unbridled power of fire. Fire birthed the world and in fire shall it be consumed. True aggressive action is the only way for one to obtain what is desired. Power is gained by superior force. Followers of Ro have little fear. They are bold and brash and say what they mean and do what they say. Social graces are something they neither possess nor desire. They demand the respect of their peers and more often than not, earn it as well. Those who seek true elemental power follow Solusek Ro, and thus many wizards turn to His burning embrace.

BRELL SERILIS - THE DUKE OF BELOW

Followers of Brell Serilis believe that the surface world is a waste of space. They find true happiness in the caves, caverns, and tunnels that perforate the belly of Norrath. But this is one of the few points that all the followers of Brell Serilis can agree upon. There are many different factions who all worship Brell. The Runny Eye goblin clan claims that He is their father, much to the disgust of the dwarves of Kaladim, who know that the dwarves are the true children of Serilis. The vicious gnolls of Paw disagree entirely, for was it not Brell who sculpted them out of the sacred Clay of Cosgrove? Followers of Brell Serilis can be found, in one form or another, nearly anywhere you enter the Underfoot of Norrath.

THE TRIBUNAL - THE SIX HAMMERS

Followers of the Tribunal seek one thing above all else: justice. While some claim to express this desire by pursuing careers as guards or magistrates, true believers in the Tribunal do not recognize the rights of any court on Norrath and enforce the Tribunal's sense of ultimate justice on the rest of the population. Retribution, vengeance, and punishment are sacred duties. Followers of the Tribunal are methodical, patient and just. They must be so, for it is their belief that if they punish an innocent, the Tribunal will pass judgement against them, and doom them to an eternity of endless torment.

TUNARE - THE MOTHER OF ALL

Followers of Tunare believe that we are all Tunare's children. The children of Tunare seek to help Norrath, which they believe to be a living and breathing being, to blossom and grow. Followers believe that the world of Norrath gave birth to Tunare and from her all life has sprung forth. Thus, by worshipping and protecting the land, followers are paying homage and respect to the Mother of their Mother, who in turn protects and provides for them. Followers of Tunare will fight to the death to protect nature in all its forms. Many druids, rangers, and a great many elves follow the ways of Tunare.

VEESHAN - THE WURMQUEEN

Non-dragon followers of Veeshan believe that dragonkind is superior to all other forms of life. They swear allegiance to the Mother of Dragons and often sacrifice themselves or their loved ones to one of Her children. In return for this undying devotion, Veeshan is very protective and generous to her loyal followers. Many humanoids have gained great riches and ancient knowledge through servitude to the wurms, but these gifts came with a high price...knowing that one is less than cattle to the dragons, and that they can take your messy life whenever it suits them. To most followers of Veeshan, however, serving a deity is its own reward.

RALLOS ZEK - THE WARLORD

Followers of Rallos Zek believe in the survival of the strong and extinction of the weak. The heat of battle is the only place enlightenment can be gained. The universe was formed by conflict and in conflict it will end. The victors will feast upon the remains of the fallen. No respect or regard is given to the dead, for if they were worthy, their hearts would still pump blood through their veins and not upon the soil of Norrath. Followers of Rallos Zek are almost exclusively warrior.

Starting Cities

Below is a list of all available starting cities for each race/class/deity combination. The validity of .

Barbarian

All start in Halas

Dark Elf

All start in Neriak

Dwarf

All start in Kaladim

Erudite

All start in Erudin (Erudin + Paineel)

Gnome

All start in Ak'Anon

Half Elf

Bard

Agnostic, King of Thieves, Oceanlord, The Tranquil, Burning Prince, Duke of Below, Six Hammers, Mother of All, Wurmqueen, Warlord - Qeynos, Freeport, Kelethin

Rainkeeper, Prime Healer, - Qeynos

Queen of Love, Lightbearer - Freeport

Druid

Rainkeeper - Qeynos
Mother of All - Qeynos, Kelethin

Paladin

Rainkeeper, Prime Healer - Qeynos
Queen of Love, Lightbearer - Freeport
Mother of All - Felwithe

Ranger

Rainkeeper - Qeynos
Mother of All - Qeynos, Kelethin

Rogue

Agnostic, King of Thieves - Qeynos, Freeport, Kelethin
Plaguebringer, Rainkeeper, Prime Healer - Qeynos
Queen of Love - Freeport
Mother of All - Kelethin

Warrior

Agnostic, Oceanlord, Six Hammers, Warlord - Qeynos, Freeport, Kelethin
Plaguebringer, Rainkeeper, Prime Healer - Qeynos
Prince of Hate, Queen of Love, Lightbearer - Freeport
Mother of All - Kelethin

Halfling - All start in Rivervale

High Elf - All start in Felwithe

Human

Bard

Agnostic, Oceanlord, Tranquil, Burning Prince, Duke of Below, Six Hammers, Mother of all, Wurmqueen, Warlord - Qeynos, Freeport
Rainkeeper, Prime Healer - Qeynos
Queen of Love, Lightbearer - Freeport

Cleric

Plaguebringer, Rainkeeper, Prime Healer - Qeynos
Prince of Hate, Queen of Love, Lightbearer - Freeport

Druid

Rainkeeper, Mother of All - Qeynos

Enchanter

Agnostic - Qeynos and Freeport
Plaguebringer, Rainkeeper*, Prime Healer* - Qeynos
Prince of Hate, Queen of Love*, Lightbearer* - Freeport

- Spawn in the Agnostic location

Magician

Agnostic - Qeynos and Freeport
Plaguebringer, Rainkeeper, Prime Healer - Qeynos
Prince of Hate, Queen of Love, Lightbearer - Freeport

Monk

Agnostic - Qeynos
The Tranquil - Freeport

Necromancer

Plaguebringer - Qeynos
Prince of Hate - Freeport

Paladin

Rainkeeper, Prime Healer - Qeynos
Queen of Love, Lightbearer - Freeport

Ranger

Rainkeeper, Mother of All - Qeynos

Rogue

Agnostic, King of Thieves - Freeport and Qeynos
Plaguebringer, Rainkeeper, Queen of Love, Prime Healer - Qeynos
Prince of Hate - Freeport

Shadowknight

Plaguebringer - Qeynos
Prince of Hate - Freeport

Warrior

Agnostic, Warlord - Freeport and Qeynos
Plaguebringer, Rainkeeper, Prime Healer - Qeynos
Prince of Hate, Queen of Love, Lightbearer - Freeport

Wizard

Agnostic, Burning Prince - Freeport and Qeynos
Plaguebringer, Rainkeeper, Prime Healer - Qeynos
Prince of Hate, Queen of Love, Lightbearer - Freeport

Iksar - All start in Cabilis

Ogre - All start in Oggok

Troll - All start in Grobb

Wood Elf - All start in Kelethin

HALAS - CITY OF THE BARBARIANS

Music

Music is contained within the opener4.xmi file. It contains two midi tracks. The first is the EQ theme which plays while loading to the character select menu. The second track is actually three separate tracks combined into a single track (intro, loop, and outro). It starts with the intro into the character select screen. After the intro finishes playing, the main character theme loop plays. When entering the world,

the character select outro music plays while the character loads into the game. For some reason, the outro music does not always trigger correctly.

The character select loop is dynamic in that different permutations of the 15 midi tracks in the file will be enabled to create unique variations representing each of the different races. It's important to note (and a bit disappointing) that these instrumentation variations only play during character creation, and not if we don't enter the create character screen. (Lantern: Race music will play regardless). Once we do enter the create character screen, the race that is randomly selected will start that music. If we click back, the instrument tracks stay the same.

Below are instrument track names and combinations enabled for each race. This data was deciphered by Maestrobob.

- 1 - Piano - Melody 1
- 2 - Strings - Ostinato
- 3 - Strings - Ostinato
- 4 - Strings - Melody 2
- 5 - Strings - Melody 2
- 6 - Tuba - Bass
- 7 - English Horn - Melody 1
- 8 - Trumpet - Melody 3
- 9 - Trombone - Melody 3
- 10 - Percussion
- 11 - French Horn - Ostinato
- 12 - Tuba - Melody 1
- 13 - Pizz - Counter 1
- 14 - French Horn - Counter 2
- 15 - Flute - Counter 3

Barbarian

2 3 6 8 9 10 11 13 14

Dark Elf

6 7 10 11 14

Dwarf

4 5 10 11 13 15

Erudite

1 4 5 6 8 11

Gnome

1 10 11 15

Half Elf

2 3 6 7 9 11

Halfling

1 2 3 6 15

High Elf

2 3 4 5 10 13 14

Human

1 6 11

Iksar (Same as Human)

1 6 11 (Lantern: We use 2 3 6 8 9 10 14 for a unique permutation. Thanks Maestrobob!)

Ogre

11 12 13

Troll

2 3 4 5 10 12

Wood Elf

1 2 3 7 11 13

Summaries

Barbarian

Rogue

Welcome to Halas, the snowy northern home of the Barbarians! The Rogues of the White Rose are a bit of a paradox. They operate this guild of rogues under a charter that, legend has it, was penned by a mysterious Seventh member of the Tribunal. It is their duty to uphold Justice by robbing from only those who have gained their wealth through trickery, deception, theft and murder. They then distribute the property to its rightful owner. Of course if the rightful owner can not be located or falls victim to a horrible accident then the property goes into the guild's coffers. The White Rose has had many conflicts with rogues across Antonica and are not welcome amongst them.

This Race / Class / Deity combination is of LOW to MODERATE DIFFICULTY

Shaman

Welcome to Halas, the snowy northern home of the Barbarians! The Shamans of Justice are loyal to the ideals of The Tribunal, Lords of Justice. As a shaman you are expected to maintain a strict order of conduct and demand that all of your companions do the same. If they do not it is your right and responsibility to pass judgement upon them on behalf of the Six Hammers. The Shamans have had many conflicts with various rogue guilds all across Antonica ,yet turn a blind eye to the Rogues of the White Rose for they too serve the will of the Tribunal.

This Race / Class / Deity combination is of MODERATE DIFFICULTY

Warrior

Welcome to Halas, the snowy northern home of the Barbarians! The Wolves of the North, as Barbarian warriors are called, are strong, noble and fierce. They fear nothing and rarely flee from battle for to do so brings dishonor. The Wolves protect the city of Halas from all who would dare assail its walls. Many Wolves seek the glory and wealth that the life of an adventurer can bring.

This Race / Class / Deity combination is of LOW DIFFICULTY

Dark Elf

Cleric

Welcome to Neriak! Dark and damp, Neriak is home to the sons and daughters of Innoruuk, the Teir'Dal. As a devoted Priest of Innoruuk, you are a well respected member of dark elven society. While you hold a place of respect and honor in dark elf society, the inferior races in their eternal jealousy, will attempt to kill you on sight in most cases. If you must travel into foreign cities be sure you do so under cover of night and travel underground if possible. Sow your seeds of hatred far and wide and bridge the Ocean of Tears with fair elf corpses.

This Race / Class / Deity combination is of HIGH DIFFICULTY

Enchanter, Magician, Wizard

Welcome to Neriak! Dark and damp, Neriak is home to the sons and daughters of Innoruuk, the Teir'Dal. In spite of the fact that you have turned your back upon the one true art of necromancy you are still tolerated within the walls of Neriak. As one of The Spurned, you have a slightly better chance of being accepted by non-Teir'Dal, especially among the Arcane Scientists, but this will require much work on your part and will insure that you are hunted and killed by your own people should you return to Neriak.

This Race / Class / Deity combination is of HIGH DIFFICULTY

Necromancer

Welcome to Neriak! Dark and damp, Neriak is home to the sons and daughters of Innoruuk, the Teir'Dal. As a practitioner of the dark art of necromancy, you are a respected and feared member of dark elf society. You are allied with an organization of shadowknights and necromancers loyal to Queen Cristanos Thex known only as The Dead. You believe that necromancy and the power of Innoruuk are the only true magiks and look down upon those who practice other arcane sciences. While you hold a place of respect and honor in dark elf society, the inferior races in their eternal jealousy, will attempt to kill you on sight in most cases. If you must travel into foreign cities be sure you do so under cover of night and travel underground if possible. Sow your seeds of hatred far and wide and bridge the Ocean of Tears with fair elf corpses.

This Race / Class / Deity combination is of HIGH DIFFICULTY

Rogue

Welcome to Neriak! Dark and damp, Neriak is home to the sons and daughters of Innoruuk, the Teir'Dal. As a rogue you are expected to join the ranks of the Ebon Mask. It is forbidden for dark elf thieves to prey upon their own. Many non-Teir'Dal cities have given their guards orders to attack dark elves on sight. If you must travel into foreign cities be sure you do so under cover of night and travel underground if possible.

This Race / Class / Deity combination is of MODERATE to HIGH DIFFICULTY

Shadowknight

Welcome to Neriak! Dark and damp, Neriak is home to the sons and daughters of Innoruuk, the Teir'Dal. As a practitioner of the dark art of necromancy, you are a respected and feared member of dark elf society. You are allied with an organization of shadowknights and necromancers loyal to Queen Cristanos Thex known only as The Dead. You believe that necromancy and the power of Innoruuk are the only true magiks and look down upon those who practice other arcane sciences. While you hold a place of respect and honor in dark elf society, the inferior races in their eternal jealousy, will attempt to kill you on sight in most cases. If you must travel into foreign cities be sure you do so under cover of night and travel underground if possible. Sow your seeds of hatred far and wide and bridge the Ocean of Tears with fair elf corpses.

This Race / Class / Deity combination is of HIGH DIFFICULTY

Warrior

Welcome to Neriak! Dark and damp, Neriak is home to the sons and daughters of Innoruuk, the Teir'Dal. As a warrior you are expected to join the Indigo Brotherhood, a guild of fierce Teir'Dal who support King Naythox Thex unwaveringly. While you hold a place of respect and honor in dark elf society, the inferior races in their eternal jealousy, will attempt to kill you on sight in most cases. If you must travel into foreign cities be sure you do so under cover of night and travel underground if possible.

This Race / Class / Deity combination is of MODERATE DIFFICULTY

Dwarf

Cleric

Welcome to Kaladim, The Forge of Norrath! As a loyal Cleric of Underfoot it is your duty to tend to the health and well being of all of the sons and daughters of Kaladim wherever their adventurous hearts may take them, even into the homelands of our most hated of enemies, the ogres of Oggok.

This Race / Class / Deity combination is of LOW DIFFICULTY

Paladin

Welcome to Kaladim, The Forge of Norrath! As a loyal Paladin of Underfoot it is your unending crusade to rid Norrath of evil in all its forms, especially the Greenblood Knights of Oggok. You follow a strict code of honor and loyalty and should never flee from a battle while your comrades fight on, for to do so makes you no better than a cowardly Teir'Dal.

This Race / Class / Deity combination is of LOW to MODERATE DIFFICULTY

Rogue

Welcome to Kaladim, The Forge of Norrath! The rogues of Miners Guild 628 secretly operate the Mines of Kaladim. From this base, rogues are dispatched all over Norrath in search of silver, gold, and gems. While most of Kaladim suspect the guild exists, most look the other way because the 'miners' rarely rob other dwarves.

This Race / Class / Deity combination is of LOW DIFFICULTY

Warrior

Welcome to Kaladim, The Forge of Norrath! The dwarven warriors of the Stormguard are stout and proud and willingly give their lives to protect Kaladim. King Kazon Stormhammer demands and receives their undying loyalty. It is expected for all dwarven warriors to adventure and bring glory to Kaladim through valiant battle with our mortal enemies, the ogres of Oggok.

This Race / Class / Deity combination is of LOW DIFFICULTY

Erudite

Cleric - The Faceless

Subjects held in thrall by fear of your god, Cazic-Thule, provide the door through which you seek the Dark Truth. The screams of fear emanating from the Tabernacle act as a soothing balm to your senses. Dedicated to Cazic-Thule you walk unafraid where others quake in fear. Paineel is your home and your only truly safe haven. Whereas your fellow seekers who have not dedicated their lives to Cazic-Thule

must sneak like rats through most of Norrath, you stride boldly. However, caution should always be taken as your deeds may very well cause those who once tolerated you to become enemies.

This Race/Class/Deity combination is of HIGH DIFFICULTY

Cleric - The Oceanlord

Welcome to Erudin, city of high men and knowledge! As a loyal Priest of Prexus it is your duty to look after the health and well being of all Erudites wherever their quest for knowledge and power may take them, especially when their journeys take them across vast seas or oceans. While their ignorant and savage ways sicken you, humans seem to bear you little to no ill will. The Teir'Dal and their brutish underlings seem violently jealous of your superior intellect and spirituality. Also always be on guard against the Heretics, traitors to Erudin and worshippers of Cazic-Thule, who practice the forbidden art of necromancy.

This Race / Class / Deity combination is of LOW DIFFICULTY

Cleric - The Tranquil

Welcome to Erudin, city of high men and knowledge! As a loyal Priest of Quellious you are a voice of reason and tolerance in the xenophobic Erudite society. In place of contempt you feel pity for the less evolved races. You find it cute that the Ashen Order seeks the favor of The Tranquil when they are simply incapable of appreciating it. If only the other races would just accept their proper place all these seemingly endless conflicts might cease. Also always be on guard against the Heretics, traitors to Erudin and worshippers of Cazic-Thule, who practice the forbidden art of necromancy.

This Race / Class / Deity combination is of LOW DIFFICULTY

Enchanter

Welcome to Erudin, city of high men and knowledge! As a member of the Craftkeepers you are a respected member of Erudite society, whether you spend your time doing research to expand the Erudin City Library's collection or seeking the knowledge that only travel and danger can bring. While their ignorant and savage ways sicken you, humans seem to bear you little to no ill will. The Teir'Dal and their brutish underlings seem violently jealous of your superior intellect and mastery of things arcane. Through great magiks you are able to enhance and protect yourself and your allies while cursing or beguiling your foes. Also always be on guard against the Heretics, traitors to Erudin and worshippers of Cazic-Thule, who practice the forbidden art of necromancy.

This Race / Class / Deity combination is of LOW to MODERATE DIFFICULTY

Magician

Welcome to Erudin, city of high men and knowledge! As a member of the Gatecallers you are a respected member of Erudite society, whether you spend your time doing research to expand the Erudin City Library's collection or seeking the knowledge that only travel and danger can bring. While their

ignorant and savage ways sicken you, humans seem to bear you little to no ill will. The Teir'Dal and their brutish underlings seem violently jealous of your superior intellect and mastery of things arcane. Through great magiks you are able to summon forth extra-planar beings to do your bidding. Also always be on guard against the Heretics, traitors to Erudin and worshippers of Cazic-Thule, who practice the forbidden art of necromancy.

This Race / Class / Deity combination is of LOW to MODERATE DIFFICULTY

Necromancer

By your misguided Erudite brethren you have been labeled 'Heretic' for practicing necromancy. Their ignorance of the Dark Truth, which you pursue, has made you the monster in the tales with which they frighten their misbehaving children. Nevertheless you and your fellow Seekers continue to employ necromantic art to expand your knowledge of the Dark Truth. Paineel is your home and only safe haven. Even Antonica offers no shelter, as the humans in Qeynos have sided against you, fearing the power Cazic-Thule has granted you, and force you to sneak like a rat through their sewers or be slain.

This Race/Class/Deity combination is of HIGH DIFFICULTY

Paladin - The Oceanlord

Welcome to Erudin, city of high men and knowledge! As a Deepwater Knight, loyal paladins of Prexus, it is your duty to look after the defense and protection of all Erudites wherever their quests for knowledge and power may take them, especially when their journeys take them across vast seas or oceans. While their ignorant and savage ways sicken you, humans seem to bear you little to no ill will. The Teir'Dal and their brutish underlings seem violently jealous of your superior intellect and spirituality. Also always be on guard against the Heretics, traitors to Erudin and worshippers of Cazic-Thule, who practice the forbidden art of necromancy.

This Race / Class / Deity combination is of LOW DIFFICULTY

Paladin - The Tranquil

Welcome to Erudin, city of high men and knowledge! As a Peacekeeper, loyal paladins of Quellious, you are charged with the protection and defense of all Erudites from all external and internal forces. If only the other races would just accept their proper place all these seemingly endless conflicts might cease. Also always be on guard against the Heretics, traitors to Erudin and worshippers of Cazic-Thule, who practice the forbidden art of necromancy.

This Race / Class / Deity combination is of LOW to MODERATE DIFFICULTY

Shadowknight

Yours is the sword which cleaves the dark asunder. While other Seekers use either their faith in Cazic-Thule or their necromantic powers to reveal the Dark Truth, you prefer a more forceful approach. Insights into the Dark Truth can often be found in the dying eyes of your foes. Paineel is your home and

only safe haven. Even Antonica offers no shelter, as the humans in Qeynos have sided against you, fearing the power Cazic-Thule has granted you, and force you to sneak like a rat through their sewers or be slain.

This Race/Class/Deity combination is of HIGH DIFFICULTY

Wizard

As a member of the Crimson Hands you are a respected member of Erudite society, whether you spend your time doing research to expand the Erudin City Library's collection or seeking the knowledge that only travel and danger can bring. While their ignorant and savage ways sicken you, humans seem to bear you little to no ill will. The Teir'Dal and their brutish underlings seem violently jealous of your superior intellect and mastery of things arcane. Through great magiks you are able to channel raw energy from the Planes of Power and Discord into spells of great destructive force. Also always be on guard against the Heretics, traitors to Erudin and worshippers of Cazic-Thule, who practice the forbidden art of necromancy.

This Race / Class / Deity combination is of LOW to MODERATE DIFFICULTY

Gnome

Cleric - The Plaguebringer

Welcome to Ak'Anon, the mysterious, magical, mechanical home of the Gnomes! As one of the few gnomes to hear the call of the Plaguebringer you must worship in secret and keep your true dark desires from your fellow gnomes, especially the Eldrich Collective and Deep Muses, or else they will banish you from the workshops of Ak'Anon. There are several gnomes who also believe in the power of Bertoxxulous and form a group known as the Dark Reflection. As a loyal Priest of the Plaguebringer you are greatly feared and respected by other members of the Dark Reflection. If you must travel into foreign cities be sure you do so under cover of night and travel underground if possible.

This Race / Class / Deity combination is of MODERATE to HIGH DIFFICULTY

Cleric - The King of Thieves & The Duke of Below

Welcome to Ak'Anon, the mysterious, magical, mechanical home of the Gnomes! The clerics of Ak'Anon are a strange breed. Along with the gnomish rogues they operate the Abbey of Deep Musing, a temple devoted to both Brell Seralis and Fizzlethorp Bristlebane. The Deep Muses look at life as a fun and challenging puzzle to be solved through experiences and adventures. Danger and mystery are your way of life. Traveling gnomes are generally treated quite well by most civilized foreigners. You must beware though of dark forces at work within your homeland. Several gnomes have embraced the dark ways of the Plaguebringer and they seek to destroy the Ak'Anon of your birth.

This Race / Class / Deity combination is of LOW DIFFICULTY

Enchanter - The Plaguebringer

Welcome to Ak'Anon, the mysterious, magical, mechanical home of the Gnomes! As one of the few gnomes to hear the call of the Plaguebringer you must worship in secret and keep your true dark desires from your fellow gnomes, especially the Eldrich Collective, or else they will banish you from the workshops of Ak'Anon. There are several gnomes who also believe in the power of Bertoxxulous and form a group known as the Dark Reflection. Through great magiks you are able to enhance and protect yourself and your allies while cursing or beguiling your foes. If you must travel into foreign cities be sure you do so under cover of night and travel underground if possible.

This Race / Class / Deity combination is of MODERATE to HIGH DIFFICULTY

Enchanter - Agnostic & The Duke of Below

Welcome to Ak'Anon, the mysterious, magical, mechanical home of the Gnomes! As a member of the Eldrich Collective you spend most of your time and considerable power blazing new trails in magical research and experimentation. Through great magiks you are able to enhance and protect yourself and your allies while cursing or beguiling your foes. While the Eldrich Collective is a shining example of the gnomish thirst for knowledge, there also exists group of gnomes who lurk in the shadows and who's experiments have delved into depths of necromancy. Beware of the Dark Reflection.

This Race / Class / Deity combination is of MODERATE DIFFICULTY

Magician - Agnostic & The Duke of Below

Welcome to Ak'Anon, the mysterious, magical, mechanical home of the Gnomes! As a member of the Eldrich Collective you spend most of your time and considerable power blazing new trails in magical research and experimentation. Through great magiks you are able to summon forth extra-planar beings to do your bidding. While the Eldrich Collective is a shining example of the gnomish thirst for knowledge, there also exists group of gnomes who lurk in the shadows and who's experiments have delved into depths of necromancy. Beware of the Dark Reflection.

This Race / Class / Deity combination is of MODERATE DIFFICULTY

Magician - The Plaguebringer

Welcome to Ak'Anon, the mysterious, magical, mechanical home of the Gnomes! As one of the few gnomes to hear the call of the Plaguebringer you must worship in secret and keep your true dark desires from your fellow gnomes, especially the Eldrich Collective, or else they will banish you from the workshops of Ak'Anon. There are several gnomes who also believe in the power of Bertoxxulous and form a group known as the Dark Reflection. Through great magiks you are able to summon forth extra-planar beings to do your bidding. If you must travel into foreign cities be sure you do so under cover of night and travel underground if possible.

This Race / Class / Deity combination is of MODERATE to HIGH DIFFICULTY

Necromancer

Welcome to Ak'Anon, the mysterious, magical, mechanical home of the Gnomes! As one of the few gnomes to hear the call of the Plaguebringer you must worship in secret and keep your true dark desires from your fellow gnomes, especially the Eldrich Collective, or else they will banish you from the workshops of Ak'Anon. There are several gnomes who also believe in the power of Bertoxxulous and form a group known as the Dark Reflection. You are feared even within your conclave for you seek to master the dark art of death, necromancy. If you must travel into foreign cities be sure you do so under cover of night and travel underground if possible.

This Race / Class / Deity combination is of HIGH DIFFICULTY

Rogue - Agnostic, King of Thieves, The Duke of Below

Welcome to Ak'Anon, the mysterious, magical, mechanical home of the Gnomes! The rogues of Ak'Anon are a strange breed. Along with the gnomish clerics they operate the Abbey of Deep Musing, a temple devoted to both Brell Seralis and Fizzlethorp Bristlebane. The Deep Muses look at life as a fun and challenging puzzle to be solved through experiences and adventures. Danger and mystery are your way of life. Traveling gnomes are generally treated quite well by most civilized foreigners. You must beware though of dark forces at work within your homeland. Several gnomes have embraced the dark ways of the Plaguebringer and they seek to destroy the Ak'Anon of your birth.

This Race / Class / Deity combination is of LOW DIFFICULTY

Rogue - Plaguebringer

Welcome to Ak'Anon, the mysterious, magical, mechanical home of the Gnomes! As one of the few gnomes to hear the call of the Plaguebringer you must worship in secret and keep your true dark desires from your fellow gnomes, especially the Eldrich Collective and Deep Muses, or else they will banish you from the workshops of Ak'Anon. There are several gnomes who also believe in the power of Bertoxxulous and form a group known as the Dark Reflection. As a loyal rogue of the Plaguebringer most often are called upon to use your powers of stealth to spy on and eliminate possible threats to our dark secret. If you must travel into foreign cities be sure you do so under cover of night and travel underground if possible.

This Race / Class / Deity combination is of MODERATE DIFFICULTY

Warrior - Agnostic, etc.

Welcome to Ak'Anon, the mysterious, magical, mechanical home of the Gnomes! As one of the Gemchoppers you are a valued citizen of Ak'Anon. While most of the day to day guard duties are handled by the Clockworks, the Gemchoppers provide additional security and protection to Ak'Anon. Many gnomish warriors also seek out the life of an adventurer but all return to Ak'Anon and the Gemchoppers to pass on their knowledge and experience to the next generation of proud young gnomes. Traveling gnomes are generally treated quite well by most civilized foreigners. You must beware

though of dark forces at work within your homeland. Several gnomes have embraced the dark ways of the Plaguebringer and they seek to destroy the Ak'Anon of your birth.

This Race / Class / Deity combination is of LOW DIFFICULTY

Warrior - Plaguebringer

Welcome to Ak'Anon, the mysterious, magical, mechanical home of the Gnomes! As one of the few gnomes to hear the call of the Plaguebringer you must worship in secret and keep your true dark desires from your fellow gnomes, especially the Eldrich Collective and Deep Muses, or else they will banish you from the workshops of Ak'Anon. There are several gnomes who also believe in the power of Bertoxxulous and form a group known as the Dark Reflection. As a loyal warrior of the Plaguebringer you often asked to place your life on the line for the greater glory of the Plaguebringer and are expected to do so willingly. If you must travel into foreign cities be sure you do so under cover of night and travel underground if possible.

This Race / Class / Deity combination is of MODERATE DIFFICULTY

Troll

Shadowknight

Welcome to Grobb, home of the most vicious race on all of Norrath, the Trolls! The Shadowknights of Nightkeep are perhaps the most organized of the Trollish guilds. They are organized and methodical in their viciousness. They fight an unending war against the Greenblood Knights of Oggok who they view as simpletons that are delicious when served with a side order of Froglok legs. Trolls are brutal and unpredictable and tend to eat whatever or whoever they feel like at the moment including each other. This being the case, most other humanoids will tend to attack you first and ask questions never.

This Race / Class / Deity combination is of HIGH DIFFICULTY

Shaman

Welcome to Grobb, home of the most vicious race on all of Norrath, the Trolls! The life of a Troll shaman is dangerous indeed. Serving both Innoruuk and Cazic-Thule, the Dark Ones, as the shamans call themselves, are more sadistic and evil than the darkest of Dark Elves. They take great pride in the torture of their victims before they devour them. This being the case, most other humanoids will tend to attack you first and ask questions never.

This Race / Class / Deity combination is of MODERATE to HIGH DIFFICULTY

Warrior

Welcome to Grobb, home of the most vicious race on all of Norrath, the Trolls! The life of a Troll warrior is dangerous indeed. They have a loosely unified guild that is known as Da Bashers but they almost seem as likely to attack someone within their own guild as they do a sworn enemy. Trolls are brutal and

unpredictable and tend to eat whatever or whoever they feel like at the moment including each other. This being the case, most other humanoids will tend to attack you first and ask questions never.

This Race / Class / Deity combination is of MODERATE DIFFICULTY

Ogre

Shadowknight

Welcome to Oggok, mountain home of the Ogres! The Greenblood Knights are said to have been established by the Ogre hero Murdunk himself. The Greenbloods are fiercely loyal to each other and to Clurg, but they merely tolerate the Craknek Warriors who they view as inferior. Mostly fighting alone they lead daring assaults upon their enemies, even so far as mounting an ill fated expedition to Kaladim itself. Beware when travelling, because Ogres have a habit of eating most other humanoids, you will be welcome in very few places and attacked on site in most.

This Race / Class / Deity combination is of HIGH DIFFICULTY

Shaman

Welcome to Oggok, mountain home of the Ogres! The Shamans of War are reclusive and mysterious to other Ogres. They perform elaborate rituals and offerings for nearly every occasion. Shamans of War fight and pray side by side with the Craknek Warriors on many campaigns of conquest especially when pitted against the Trollish shamans called the Dark Ones. Beware when travelling, because Ogres have a habit of eating most other humanoids, you will be welcome in very few places and attacked on site in most.

This Race / Class / Deity combination is of MODERATE DIFFICULTY

Warrior

Welcome to Oggok, mountain home of the Ogres! An ogre warrior is second to none when it comes down to brute strength and they take great pride in that. They also take pride in how many Dwarf Pickles they can scarf down in a minute. The Craknek Warriors are the oldest guild in Oggok and are constantly at war with Da Bashers of Grobb as well as the Stormguard of Kaladim. Members of Da Bashers are often recruited by Clurg to be one of his Bouncers, who are the only policing force in Oggok. Beware when travelling, because Ogres have a habit of eating most other humanoids, you will be welcome in very few places and attacked on site in most.

This Race / Class / Deity combination is of MODERATE DIFFICULTY

To be continued...