

Everquest guide

Direwind Cliffs

Pyre Lord Narseekin

Found just past the gate guardians. Clear the area of trash. Adds spawn every 45 seconds or so indicated by

“Pyre Lord Narseekin Raises invokes a dark incantation and summons another golem from the blight pyre.”

Blight Pyre Golem casts <Blight Pyre Panic>

Pyre Lord Narseekin casts <Invocation of the Blight Pyre>

Mob summary

Name	Level	Max hit	Enrage?	Flurry?	Rampage?	Wild Rampage?	Caster?	Stunable?	Charmable?	Mezzable?
Blight Pyre Golem	77-79	3367	Yes	Yes	Yes	No	Yes			
Pyre Lord Narseekin	80	5339				Yes	Yes			

Spell Guide:

< Invocation of the Blight Pyre >: Decrease spell haste and attack speed by 60%, decrease AC by 450, 1500HP DD, 500HP/Tick DoT. Resist fire -500. PB AoE. Duration 1 minute. Recast time 6 secs.

<Blight Pyre Panic>: Fear (up to level 70). Resist magic -500. PB AoE? Duration 1 tick. Recast time 3 secs.

Severan the Direwind Caller

Engage Severan the Direwind Caller within his circle of stones – He has insane regeneration when outside the stones. Strategy is to engage Severan, deal with adds when they pop, engage Severan, etc. while staying between the stones. Severan himself is undead.

When Severan the Direwind is first engaged, a Direwind Gust will spawn and assist.

“Direwind Gust spins towards its foe.” Signals that a Direwind gust has spawned.

During the event more Direwind Gust – the number and frequency seeming to increase as the event progresses. They can be stunned easily by Enchanters AoE stun. The 4 totems will also randomly cast a spell about once every 20 seconds against a named target.

Severan calls upon the power of the Blightwind Totem and directs it toward Soandso!

The totem attacks cycle through in the order Deathwind, Hatewind, Stormwind, Blightwind

Deathwind Totem casts <Deathwind Breeze>

Hatewind Totem casts <Hatewind Gale>

Stormwind Totem casts <Stormwind Lightning>

Blightwind Totem casts <Plaguewind Gust>

Mob summary

Name	Level	Max hit	Enrage?	Flurry?	Rampage?	Wild Rampage?	Caster?	Stunable?	Charmable?	Mezzable?
Direwind Gust	76	2561	No	No	No	No	No	Yes		No?
Severan the Direwind Caller	80	3107		No	No	No	No			

Spell Guide:

<Deathwind Breeze>: 5000HP DD, reduce all resists by 3000. No resist. Single target. Duration 3 minutes. Recast time 2.25 secs. 8 corruption counter cure.

<Hatewind Gale>: 1000HP DD, unknown effect. No resist. Single target. Duration 3 minutes. Recast time 2.25 secs. 8 corruption counter cure.

<Plaguewind Gust>: Decrease movement by 20%, decrease endurance by 100/tick, reduce HP and mana by 1000/tick. No resist. Single target. Duration 3 minutes. Recast time 2.25 secs. 8 corruption counter cure.

<Stormwind Lightning>: 5000HP DD, 1000HP/tick DoT. Resist magic -500. Single target. Duration 3 minutes. Recast time 2.25 secs. 8 corruption counter cure.

Wintersting the Black Oak

Found at the end of the valley. Pull and kill the roots, then Wintersting himself. Beware the silence and wild rampage.

Roots of the Black Oak casts <Serpent's Venom>, <Wintersting's Thorns>

Wintersting the Black Oak casts <Curse of Frozen Roots>, <Wintersting's Thorns>

Mob summary

Name	Level	Max hit	Enrage?	Flurry?	Rampage?	Wild Rampage?	Caster?	Stunable?	Charmable?	Mezzable?
Roots of the Black Oak	76	1296	No	No	No	No	Yes			Yes
Wintersting the Black Oak	80		Yes	Yes	Yes	Yes	Yes			

Spell Guide:

<Curse of Frozen Roots>: Silence, root, decrease attack speed by 50%, 1000HP/tick DoT, illusion shrub. Resist magic -500. Multi-single target (effectively AoE). Duration 4 ticks. Recast time 0 secs. 50 curse counter cure.

<Serpent's Venom>: 500HP DD, 500HP/tick DoT. Resist cold -150. Single target. Duration 6 ticks. Recast time 8 secs. 27 poison counter cure.

<Wintersting's Thorns>: Buff: 200point damage shield. Self only. Recast time 2.25 secs. Duration 15 minutes.

About the author:

I played Everquest for 5 years or so on the Fennin Ro server. I played Runengetum (a ranger) and more recently Runenblastem (an enchanter). During that time I raided with Elitists and with TNF (Truly Naughty Friends). With TNF I had a more active role helping with and occasionally leading the raids. This is one of a number of guides that I wrote or was work in progress when I finished playing the game. Given that both raid teams folded at or around the time that I stopped playing in November 2008 and that over a year has passed, I feel it time to put the information that I collected into the public domain.

See <http://www.runen.co.uk/Everquest/index.htm> for other original Everquest material by John Culver