

Everquest guide

Dreadspire Keep

Entered via the NE corner of the Hive at the top of the last hive on the living bridges. Beware the pathing named who sees invisible.

Trash mobs

Aid to the Seneschal casts <Claw Swipe>

Deep Orc battlecaster casts <Burning Sand>, <Shock of Steel>, <Wrath of the Elements>

Deep Orc brute casts <Orc Bash>, <Orcish Bulwark>

Drachnid manslayer casts <Puncture>

Drachnid ritualist casts <Draught of Ice>, <Elnerick's Entombment of Ice>, <Invert Gravity>, <Shock of Magic>, <Telaka>, <Wildmagic Strike>

Shadowmane warrior casts <Claw Swipe>, <Feral Gouge>

Shambling zombie casts <Harm Touch>

Twitching bonewalker casts <Bleak Promise>

Underling casts <Mala>, <Wrath of the Elements>

Trash summary

| Name | Level | Max hit | Enrage? | Flurry? | Rampage? | Wild Rampage? | Caster? | Mezzable? |
|------------------------|-------|---------|---------|---------|----------|---------------|---------|-----------|
| aid to the Seneschal | 70 | 1200 | No | Yes | No | No | Yes | |
| chirurgion | 72 | 1336 | No | No | No | No | No | |
| Deep Orc battlecaster | 73 | 1085 | No | No | No | No | Yes | |
| Deep Orc brute | 73 | 1405 | No | No | No | No | Yes | Yes |
| Deep Orc diviner | 73 | 990 | No | No | No | No | No | Yes |
| drachnid backslicer | 73 | 1256 | No | No | No | No | No | |
| drachnid manslayer | 73 | 1405 | No | No | No | No | Yes | |
| drachnid ritualist | 73 | 1405 | No | No | No | No | Yes | Yes |
| Gaelic the Small | | 1139 | No | No | No | No | No | Yes |
| gargoyle | 72 | 1348 | No | No | No | No | No | Yes |
| orcish manservant | 72 | 1274 | No | No | No | No | No | Yes |
| reanimated elemental | | 1212 | No | No | No | No | No | Yes |
| reanimated firewielder | 73 | 1649 | No | No | No | No | No | |
| servant | 72 | 1171 | No | No | No | No | No | |
| shadowmane hopeful | 72 | 1188 | No | No | No | No | No | Yes |
| shadowmane rogue | 73 | 901 | No | No | No | No | No | |
| shadowmane warrior | 73 | 1285 | No | No | No | No | Yes | |
| shambling zombie | 73 | 1637 | No | No | No | No | Yes | Yes |
| twitching bonewalker | 73 | 1427 | No | No | No | No | Yes | Yes |
| underling | 72 | 855 | No | No | No | No | Yes | |

Spell Guide:

<Bleak Promise>: 1205DD. Resist disease -50, PBAoE. Recast time 45 secs

<Burning Sand>: 980HP DD. Resist fire. Single target. Recast time 2.25 secs

<Claw Swipe>: Stun (4 secs), unknown DD. Unknown resist. Single target. Recast time 45 secs

<Draught of Ice>: 793DD. Resist cold -10. Single target. Recast time 2.25 secs

<Elnerick's Entombment of Ice>: 375DD, root. Resist cold -10. Single target. Duration 4 ticks. Recast time 2.25 secs

<Feral Gouge>: 975HP DD, 275HP/tick DoT. Resist magic -75. Single target. Duration 4 ticks. Recast time 60 secs

<Harm Touch>: 751HP DD. Resist magic. Single target. Recast time 72 mins

<Invert Gravity>: 400HP DD, toss up. Resist magic. Targeted AoE. Recast time 12 secs

<Mala>: Reduce cold, magic, poison & fire resists by 35. Unresistable. Single target. Recast time 10 secs

<Orc Bash>: 1210HP DD, stun (5 secs). Resist magic. Single target. Recast time 30 secs

<Orcish Bulwark>: Buff: Increase stats by unknown amount, damage shield (unknown amount), increase movement by 30%. Duration 30 mins. Recast time 30 mins

<Puncture>: 1430DD. Resist poison -100, PBAoE. Recast time 60 secs

<Shock of Magic>: 2400-3000HP DD (random). Resist magic. Single target. Recast time 2.25 secs

<Shock of Steel>: 1193HP DD. Resist magic. Single target. Recast time 2.25 secs

<Telaka>: 990HP DD, stun (8 secs). Resist magic -10. Single target. Recast time 18 secs

<Wildmagic Strike>: approx 8K DD. Save prismatic (average) -1000. Single target. Recast time 2.25 secs

<Wrath of the Elements>: 350HP DD, 132HP/tick DoT. Resist magic. Single target. Duration 5 ticks. Recast time 2.25 secs

Notable NPCs

| Name | Level | Max hit | Enrage? | Flurry? | Rampage? | Wild Rampage? | Caster? |
|-----------------------|-------|---------|---------|---------|----------|---------------|---------|
| Keleborn Redwave | 76 | 3876 | Yes | Yes | No | No | Yes |
| Shiliskin Functionary | 72 | 1091 | No | No | No | No | Yes |

Keleborn Redwave cast <Barrier of Hatred>, <Dark Venom Spray>, <Siphon of Vitae>, <Swift Limbs>

Shiliskin Functionary cast <Infectious Cloud>

Spell Guide:

<Barrier of Hatred>: Buff: Increase damage shield by 225, ATK by 175, AC by 135, damage absorb 1800. Self only.

Duration 40 mins. Recast time 7 mins

<Dark Venom Spray>: 1074HP DD. Resist poison -150. Targeted AoE. Recast time 3 mins

<Infectious Cloud>: 20HP DD, 5HP/tick DoT. Resist disease. Targeted AoE. Duration 2.1 mins. Recast time 2.25 secs.

1 disease counter cure

<Siphon of Vitae>: 5500HP DD. Resist chromatic (lowest) -500. Single target. Recast time 30 secs

<Swift Limbs>: Buff: Increase attack speed by 60%, ATK by 875, AGI & DEX by 175, AC by unknown amount.

Self only. Duration 30 mins. Recast time 1 min

Master Vule the Silent Tear (Raid)

Master Vule is an event. You can only have 24 people on his aggro list. If you get more than that get aggro, the person at the top of the aggro list will get banished, which should be the main tank.

There is also a ring of 12 Gargoyles, "a twisted statue". When one of these turns red (or turns from read?) then the lever in the centre of the room needs to be clicked or one of those people on Vules aggro list will have <Gargoyle Glance> cast on them. It is easiest to click the lever from the side. You need a team to do this as whoever pulls the level will be fatigued and unable to successfully pull it again for a few minutes. Best have 2 groups assigned to this task. On a successful pull you get the message "Using all of your strength, you pull the lever and a beam of artificial moonlight surges forth!" and the ground shakes. The timing of when you need to pull the level is variable, but is of the order 30 seconds.

Master Vule the Silent Tear will cast <Bloodlick>, <Curse of Darkness>, <Dreadful Allure>, <Vampire Bat Lifetap>. He also summons.

Mob summary

| Name | Level | Max hit | Enrage? | Flurry? | Rampage? | Wild Rampage? | Caster? |
|-----------------------------|-------|---------|---------|---------|----------|---------------|---------|
| Master Vule the Silent Tear | 80 | 1979 | Yes | No | Yes | Yes | Yes |

Spell Guide:

<Bloodlick>: 1575HP DD, stun (8 secs). Resist disease -500. Single target. Recast time 30 secs

<Curse of Darkness>: 1075HP DD, 876HP//tick DoT. Resist chromatic (lowest) -1000. PB AoE. Duration 5 ticks. Recast time 60 secs

<Dreadful Allure>: Mesmerize, 1% mem blur. Resist magic -500. Single target. Duration 6 ticks. Recast time 60 secs

<Vampire Bat Lifetap>: 3750HP DD. Resist magic -500. Single target. Recast time 45 secs

One-Hundred Eyes

One-Hundred Eyes will cast <Woven Ire>

Mob summary

| Name | Level | Max hit | Enrage? | Flurry? | Rampage? | Wild Rampage? | Caster? |
|------------------|-------|---------|---------|---------|----------|---------------|---------|
| One-Hundred Eyes | 74 | 1896 | No | No | No | No | Yes |

Spell Guide:

<Woven Ire>: 374DD, 274HP/tick DoT. Resist disease -1000. Single target. Duration 2.5 minutes. There is also an unresistable trigger component that additionally reduces HP and mana by 1074, endurance by 874 and root. Recast time 10 mins

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