

Everquest guide

Emperor Draygun

Entered via the bridge across from the centre island in the Ruins of Illsalin. The entering greeting is:

A powerful spirit is drawn into your own and you immediately recognize it as a shade of Draygun the Emperor. His dim essence causes a change in the Curse of Blood that you bear. Your blood burns. Your muscles and bones begin to ache. Your mind screams, but years of hard-won experience with the arcane enable you to silence it. Somehow you sense that Draygun also bore the Curse of Blood and in a brief moment you sense an even greater, darker presence that eludes you.

If you have done any of the missions in the arc, and have any Curse of Blood AAs, on entering the zone and for the duration that you remain you will get hit with the zone wide AoE, <Draygun's Touch>. At the first level, this does 10HP/tick DoT and 5mana/tick mana drain.

First task is to clear a way directly forward to the end room. Beware the pit trap at the bottom of the entrance ramp – make sure that everyone has levitation of some form. Pull all the initial rooms mobs to the top of the ramp and kill them. Then move the raid to outside the door of Emperor Draygun's room and pull the trash in Emperor Draygun's room there. Once complete, move just inside the door for final preparation.

Trash summary

Name	Level	Max hit	Enrage?	Flurry?	Rampage?	Wild Rampage?	Caster?
Illsalin soldier	75	1993	Yes	No	No	No	Yes
Illsalin war chaplain	75	2033	Yes	No	No	No	Yes
Illsalin war mage	75	1771	Yes	No	No	No	Yes

Illsalin soldier casts <Seizure of Thought>

Illsalin war chaplain casts <Hollow's Healing Touch>, <Shiliskin Smite>

Illsalin war mage casts <Chaos Immolation>, <Elnerick's Entombment of Ice>, <Gate>, <Greater Immobilize>, <Grim Aura>, <Grip of Mori>, <Infectious Cloud>, <Insidious Retrogression>, <Mala>, <Manaskin>, <Plague>, <Pyrocruur>, <Shock of Fiery Blades>, <Shock of Magic>, <Shock of Steel>, <Torbas' Venom Blast>, <Wildmagic Strike>, <Wrath of the Elements>

Spell Guide:

<Chaos Immolation>: 1158-2317DD (random). Resist fire –50. 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

<Gate>: Return to bind point

<Greater Immobilize>: Root. Resist magic –30. Single target. Duration 1 minute. Recast time 3 secs

<Grim Aura>: Buff: Increase ATK by 10. Self only, Duration 27 mins. Recast time 2.25 secs

<Grip of Mori>: Decrease STR by 65 and AC by 36; 196HP/tick DoT. Resist disease –50. Single target. Duration 1 min. Recast time 2.25 sec. 18 disease counter cure.

<Hollow's Healing Touch>: Buff: 11075HP heal. Single target. Recast time 2 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

<Insidious Retrogression>: 575HP DD, decrease movement by 60%, decrease STR and ATK by 25. Resist disease. Single target. Duration 1.6 mins. Recast time 12 secs

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

<Manaskin>: Buff: 591 damage absorb, increase mana by 1/tick. Self only. Duration 2 hours. Recast time 2.25 secs

<Plague>: 60HP DD, 79HP/tick DoT. Resist disease. Single target. Recast time 2.25 secs. 9 disease counter cure.

<Pyrocruur>: 166HP/tick DoT. Resist fire –100. Single target. Duration 8 ticks. Recast time 2.25 secs

<Seizure of Thought>: Stun (5 sec). Resist prismatic (average) –200. Targeted AoE. Recast time 30 secs

<Shock of Fiery Blades>: 1294HP DD. Save fire. Single target. Recast time 2.25 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

<Shiliskin Smite>: 1299HP DD. Save poison –100. Single target. Recast time 2.25 secs

<Torbas' Venom Blast>: 688HP DD. Save poison. Single target. Recast time 2.25 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

Emperor Draygun, the Lich King (Raid)

Standing at the back of the room is Emperor Draygun, the Lich King. He will aggro if approached, so prepare upstairs on the balcony which is safe. The basic objective is to kill him while dealing with the lost souls that spawn. This will probably be a 30 minute fight, so mana will be at a premium and having the casters avoid the Curse of the Lich spell that Draygun casts is a must.

It is suggested that the raid sets up on the left wall of the room so that Draygun can be pulled up the right hand ramp and tanked in the left corner of the door alcove (as you are looking into the room). If the healers are placed to the left on the wall they can be in range of the main tank to heal, but out of range of the Curse of the Lich spell. Melee will get hit by this and will require Remove Greater Curse to be cured. Ranged DPS will be able to stand on the edge of the balcony and avoid the AoE which is both short range and entirely line of sight based.

So, pull Draygun and start killing him. However, at 85%, 60% and 35% he will split and a live version of him (without the Lich King title) will spawn at the back of the room where Emperor Draygun, the Lich King was pulled from. Raid discipline at these points is vital. The instant that he splits, all forms of DPS on him should stop. This includes damage shields, ripostes, etc. Any damage done to him in this state cause massive healing to him. So as his health approaches a split point, the DPS should be tapered off. This also means that under no circumstances should any DoTs be used until his health is below 35% and the live version has despawned, which will be after about 80 seconds. However, while in this state any healing done to him by level 70 or lower spells will actually cause him great harm (complete heal has no effect). This healing has to be done by clerics, shamen and druids only. Other classes such as paladins will actually cause great healing.

Emotes for the correct sort of healing (which cause damage) are:

Emperor Draygun's lifeforce returns for a moment, as he feels pain.
Emperor Draygun's lifeforce returns for a moment, as he feels enormous pain.

Emotes for the wrong class healing are

Emperor Draygun absorbs the magical energies of the spell.

Once the live Emperor Draygun despawns, return to killing Emperor Draygun, the Lich King in the conventional way. Emperor Draygun, the Lich King will only ever split the 3 times. So you get 3 opportunities of 80 seconds length to heal Emperor Draygun, the Lich King. The messages that occur when he splits are:

At 85%

Emperor Draygun seems to split right before your eyes!
Emperor Draygun says 'My beautiful city. . .what has happened here? Is all of this due to my spell from Shadowspine?'
Emperor Draygun, the Lich King says 'No, Shadowspine saved us. Shadowspine shall keep our city safe!'

20 seconds later

Emperor Draygun says 'Adventurers, normally I would slay you for even entering my fair city, but I see your efforts against this evil. Please, I must have your help to heal this corruption and restore health to my people.'

At 60%

Emperor Draygun seems to split right before your eyes again!
Emperor Draygun says 'Where are all the others now? I smell death all around me. Shadowspine is to blame for this!'
Emperor Draygun, the Lich King says 'Fool! You are weak. It was I that commanded your weak mind to cast that spell. Now everything is as my Master has wanted. My need for you is no longer valid.'

20 seconds later

Emperor Draygun says 'Your priests must take the initiative! While I am here Draygun has a weakness they might exploit. Hurry before all is lost!'

At 35%

Emperor Draygun seems to split right before your eyes again!
Emperor Draygun says 'Please release the hold Shadowspine has on me. Defeat this lich and free my people! It is weakest against your priest's strongest of magics. May you end the madness that has taken over my city.'

Now, you also have to handle lost souls that spawn. They spawn at the back of the room from Shadow Spine, a named book. You will get adds exactly 1 min 30 seconds after pulling Emperor Draygun, the Lich King and then exactly every 2 min 30 sec after that. You will get 4 or 5 lost souls spawn at a time, within a few seconds of each other. They move very slowly, more slowly than if they were snared by a long way. Once they spawn, they will start to move towards Emperor

Draygun, the Lich King. If they are not stopped, Emperor Draygun, the Lich King will absorb them making him more powerful. They don't actually have to reach Draygun, just 20 secs or so of movement towards him is sufficient. They can be mezzed to prevent movement. Emperor Draygun, the Lich King will start to Wild Rampage after he has eaten the first lost soul, and his max hit goes up to 4600. He will also start to flurry more often. As he eats more lost souls, his power increases further (increased max hit, increased chance to flurry and wild rampage). With 5 lost souls consumed, his max hit is at least 6047. When Draygun eats a lost soul, you get the following message:

Emperor Draygun absorbs the power of the shadow into himself, growing in strength.

So summary is main raid DPS is on Draygun, but pull all but the minimum off to handle the lost souls just before they pop. Once a batch of lost souls is killed, raid goes back on Draygun. For the 80 secs when he has split, all DPS on Draygun stops and healing is done instead.

Emperor Draygun, the Lich King will cast <Curse of the Lich>, <Draygun's Touch> all through the event, even when the live version is also up.

When you kill Emperor Draygun, the Lich King you will get a new Affliction of Blood AA and the following message:

Draygun dies, but from his foul corpse is released a powerful curse. It's a curse you have already felt, one that you feel even now. His curse joins yours and brings with it a portion of his corrupt soul. He whispers to you but you can not understand his words. You do know that you will grow weaker as your curse grows stronger. But you also know that this is more than a curse, it is a path to power. If you can follow this path you may be able to seize that power, though it is the power of darkness and blood.

Mob summary

Name	Level	Max hit	Enrage?	Flurry?	Rampage?	Wild Rampage?	Caster?
Emperor Draygun, the Lich King	80	4200	No	Yes	No	Yes	Yes
lost soul	73	1832	No	No	No	No	No

Spell Guide:

<Curse of the Lich>: 2000HP DD; 500HP/tick, 250 mana/tick and 50 endurance/tick DoT. Resist magic -1000. PB AoE. Recast time 150 secs. 45 curse counter cure.

<Draygun's Touch>: 5000HP DD. Resist prismatic (average) -350. Single target. Recast time 30 secs

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