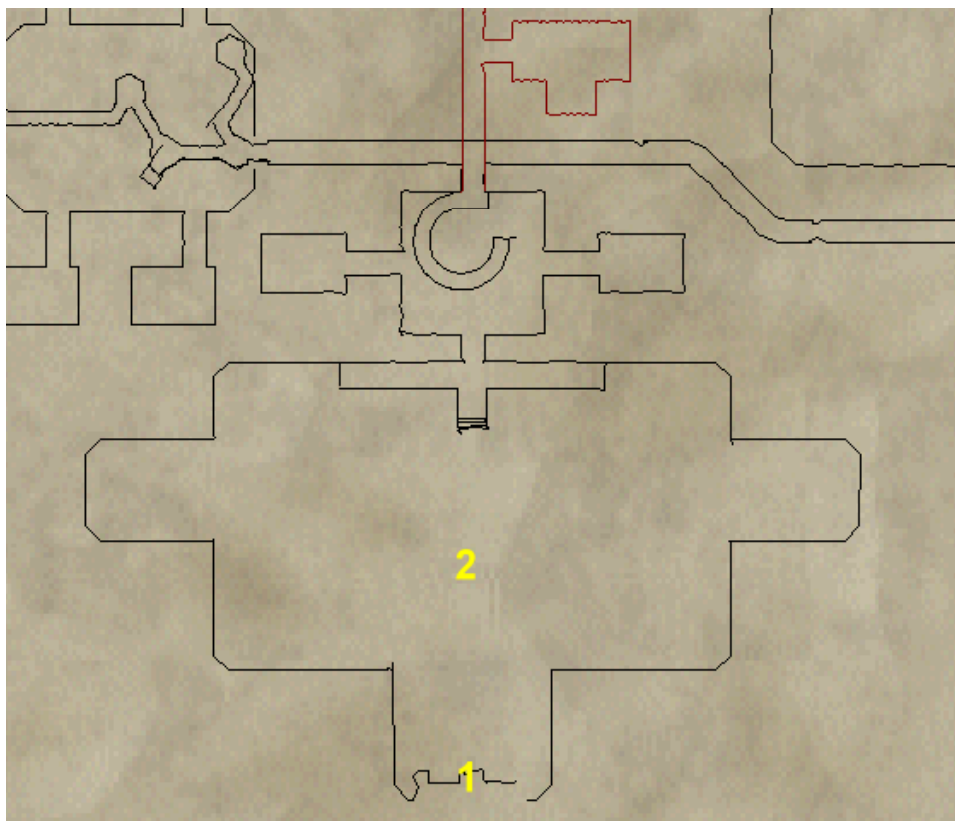


Everquest guide

Goblin Dojo

This is a 24 man raid event obtained from Lieutenant Ekiltu Verlor in Lavastorm. The zone is entered from The Broodlands and is an instanced version of Thundercrest Isles. 2 day, 20 hour lockout on the event.

Preparation: full resist buffs are required (various prismatic / chromatic effects used). Bards should supplement with poison, cold and magic resists if possible.



Thundercrest Isles map

1: Zone in from Broodlands

The zone will be empty except for a single Goblin called Storm Reach Sensei standing at the top of some stairs. Until you go up the stairs and through the doors, you can still add players to the task.

You say, 'Hail, Storm Reach Sensei'

Storm Reach Sensei says 'Welcome to the Storm Reach Dojo. I am pleased that you have taken up our humble challenge. As soon as you are ready, bring at least eighteen of your fellows into the dojo and we shall begin. Be aware that this is a contest to the death. Do not enter the dojo unless you are prepared to pay that price.'

When you follow and enter the room, the task will become locked. Each wave will form up along the wall opposite the entrance door before they attack. You have one minute on entering the room and the dialogue starting before the first wave attacks.

The Storm Reach Sensei says, 'Good, you have decided to meet the challenge. I will not bore you with unworthy tales of our training methods or our meager accomplishments, certainly your own deeds far outshine our own. We are but meager servants to the Storm Mistress, Yar`Lir, and are of little consequence. We have been asked to test you and, certainly, ourselves in a battle to the death. The residents of this place are away at tasks beyond those such as we, and for a short while we have this room to ourselves. We must finish our contest before they return, and so there is little time for pleasantries.'

The Storm Reach Sensei says, 'A winner will be declared if they are the only combatants alive in this room. Your first challenge will be to defeat the Disciples of The Five Elements. Certainly they will be easily defeated by such mighty beings, but it is within their hearts to try. Your battle will begin in one minute. Prepare yourselves.'

In a clear, ringing voice, The Disciple of Metal says, 'Please forgive my poor humor, but I am very eager to test your mettle.'

The Disciple of Earth rumbles, 'When we have defeated you, I shall see that your corpses rot in the soil as is proper.'

The Disciple of Fire shouts, 'I make no apologies. I shall burn your hearts out!'

The Disciple of Water says, 'Ah, yes. You must forgive Fire, for he cares little for pleasantries. It is part of his charm. You most certainly will be worthy opponents. I am honored to face you.'

The Disciple of Wood says, 'May our efforts here earn favor with those that watch over us all.'

Disciples of Metal, Wood, Fire, Water and Earth will attack. Fire, Water and Earth are mezzable and should be mezzed.

Kill in order:

Disciple of Metal will flurry.

Disciple of Wood seems to have no abilities.

Disciple of Fire will Rampage

Disciple of Water casts <Mists of Enlightenment>

Disciple of Earth seems to have no abilities.

The Storm Reach Sensei says, 'Congratulations! You have defeated the Disciples of the Five Elements. You have proven yourself worthy to face the Four Emotions. They have mastered their emotions and from them they gain strength. Each has become a conduit for the emotions of our kind, a paradigm, if you will. Certainly you shall defeat them, for you are the champions of your people and they are slaves. We shall begin again in two minutes. Rest and consult with each other, if you have need.'

Next dialogue is 15 seconds warning before the next wave attacks:

The Master of Rage shouts, 'I hate you! I will rend you into bite-sized chunks of flesh and feed them to the puma!' Rage's face darkens with blood and flecks of spittle fly from his mouth as he pants and stares at his enemies.

The Master of Deceit smiles broadly. 'You certainly will find Rage difficult to stop. I see it boiling up inside many of you. Allow it to take over, and Rage will ruin you.'

The Master of Doubt mutters, 'I . . . You . . .' he sighs, 'I do not know what will happen next. I see the same misgiving in some of you. Could it be that you are like me? No, that seems unlikely.'

The Master of Contentment drawls, 'Ah! I am pleased to meet you all. This is a fine challenge for us, is it not? I find this sort of exercise invigorating, though rarely do I find invigoration to be a good thing.'

Masters Contentment, Doubt, Deceit and Rage will attack. Contentment and Rage are mezzable and should be mezzed. Kill in order:

Master of Doubt casts <Doubt> (at the start) and then <Mental Discord>.

Master of Deceit will shadowstep. Probably loses hate / aggro list when he does this.

Master of Rage will Rampage.

Master of Contentment seems to have no abilities.

The Storm Reach Sensei says, 'Well Done. It is rare that an opponent is able to defeat the goblin Emotions. Your next test will be greater, I fear. You must face our three Animals. These are grandmasters of our arts and have never suffered defeat against opponents outside of these grand islands of the sky. You look weary. You shall have three minutes to prepare for the next contest.'

Grandmasters Snake, Beetle and Puma will now attack after 3 minutes. Grandmaster Puma can and should be mezzed. Kill in order:

Grandmaster Snake casts <Venomed Mist>.

Grandmaster Beetle will Rampage and casts <Whirling Beetle Strike>. He will also feign dead.

Grandmaster Puma will Flurry.

The Storm Reach Sensei says, 'Amazing, simply amazing! Never before have our grandmasters been defeated by anyone other than your next opponents. Prepare yourself, for next you must face Silk and Steel. You have four minutes to prepare, use those minutes wisely.'

In a voice more fluent and soft than any you've heard a goblin use, Silk says, 'Forgive my brother. He has a keen mind but a blunt mouth. We look forward to this test of our skills. Thank you for honoring us by accepting the challenge.'

Steel and Silk will now attack. Silk is pretty much impervious to spells, so should be dealt with by melee only. Silk will cast <Corporeal Torment> and will Flurry. Steel is best killed by casters but melees can do some damage. Steel will Rampage and Enrage. Neither can be mezzed. Best tactic would be to assign 2 tanks to Steel to hold aggro and take the rampage and all other melees should be on silk. All casters should nuke and DoT Steel and ignore Silk.

After killing Silk and Steel there are about 80 seconds before Storm Reach Sensei will move forward and attack

The Storm Reach Sensei says, 'Wonderful! You have defeated all of the students of the Storm Reach Dojo! Celebrate your victory. Remember this day.'

The Storm Reach Sensei says, 'You have beaten all of my students, and have only had an advantage in numbers. Experience has taught me that such advantages usually lead to disaster caused by overconfidence or reliance on the lesser skills of others. Today you have proven that my experience is not always correct, a humbling moment.'

The Storm Reach Sensei says, 'You should return to those that sent you and tell them of your success. It will be a moment of shame for me to return to my mistress and explain the defeat of my students. I offer you my humble congratulations.'

(30 seconds until he attacks)

The Storm Reach Sensei says, 'However, our challenge is not over. You were to defeat all of the members of the Storm Reach Dojo to prove your worth. You have indeed defeated all of the students of my humble dojo, but you have not defeated the master of this insignificant school. To complete the challenge, you must defeat the school's master.'

At this point Storm Reach Sensei moves forward to attack...

The Storm Reach Sensei summons his inner strength and begins to grow larger.

And grows to about twice his original size. He will cast <Whirling Smash> and <Fist of Mastery>. <Whirling Smash> will be cast first and cause the first person with aggro to Feign dead, so be warned. He will Rampage.

Reward is 15 Radiant Crystals, 1 item of loot, 6x Meditation Stone.

Spell guide:

<Corporeal Torment>: 500HP DD, 250HP/tick DoT, root. Single target, save Vs Magic -200. Recast time 60 secs.

Duration: 2 ticks.

<Doubt>: Decrease ATK by 300, STR and CHA by 200. PB AoE, Chromatic (lowest) save -225. Recast time 60 secs. 30

Curse counters to cure, duration: 5 ticks.

<Fist of Mastery>: 500HP DD, stun (15 sec). Single target, unresistable.

<Mental Discord>: Decrease mana by 450. Single target, save Vs Poison -30.

<Mists of Enlightenment>: Decrease attack speed by 20%, decrease AC by 450, 250HP & 100 mana/tick DoT. PB AoE, save Vs cold -275. 18 Curse counters to cure, duration: 3 minutes.

<Venomed Mist>: 500HP & 50 mana/tick DoT. PB AoE, save Vs Poison -300. Recast time 60 secs, Duration: 90 secs.

<Whirling Beetle Strike>: 600DD, stun (2 sec). PB AoE, Prismatic (average) save -225.

<Whirling Smash>: 2000HP DD, Decrease Endurance and Mana by 1000, Stun (6 sec), Feign Death. Targets all on hatelist, Prismatic (average) save -350. Recast time 90 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