

Everquest guide

Icefall Glacier

Avalanche

Head east from zone in to the passageway in the east zone wall behind the polar bears. Go down to the bottom of the ramp and then up the ice wall to the open area with the frost goblins. Clear this area, leaving the trapped Wraithguard in the far camp. Gather the raid together and talk to the trapped Wraithguard to start the event:

You say, 'Hail, a trapped Wraithguard'

a trapped Wraithguard says 'Please you must help me! I was scouting for the Wraithguard when I was captured by one of the creations of the vile Shade King. For the longest time we thought we were [safe] from the shades during the bright hours of the day. But it seems those days are over.'

You say, 'safe'

a trapped Wraithguard says 'Yes, until these ice golems began emerging from the crypts the shades had no influence during the day time. It appears though the Shade King has managed to create these golems and imbue them with his will. This current one is the largest one I've yet seen. It appears to be holding me as bait to lure more of my brethren into a trap. You must [help] me and help prevent the death of my kin!'

You say, 'help'

a trapped Wraithguard says 'Hurry and free me before the golem realizes what is happening!'

As you look around, some of the goblins in the immediate vicinity preparing to defend their home have fled to escape the fury of Avalanche.

Avalanche shouts, 'Haha! You are foolish to stay here and challenge me. If you do care to save your friend, it will cost you your life.'

At this point some people at random in the raid get given "Torch of the Wraithguard". About 10 torches get handed out. Item lore for the torch says "Create a warm aura of fire on those cold winter nights". The trapped wraithguard respawns as an enraged Wraithguard, and 3 Shard of ice spawn to the west and will rush towards the raid. The object is to prevent the trapped wraithguard from being killed by the waves of mobs. He will fight the adds as they appear (and hits for about 2500). However, if you have to mem-blur him he will no longer assist and you will lose his DPS.

Some of the campfires can be lit. By right clicking the Torch of the Wraithguard from inventory while standing on a campfire, you get:

You ignite a campfire with a brilliant magical aura around it, capable of melting almost anything.

You ignite the nearby campfire.

If you fight the mobs close enough to a lit campfire you get an emote "mob is immolated by flame". The fire going out is indicated by "The nearby golem begins to melt as the blazing fire extinguishes itself.". If the fire is already lit and you try and light it, the click has no effect but you don't waste the torch.

Spawn summary:

3 shard of ice (initial wave) that will aggro the Wraithguard spawning to the West.

3 shard of ice (second wave) spawn to the west. These explode on death with <Disrupting Blast>. 5 second warning (or it may be at 20% health?) of this with "shard of ice beams an icy glare at Drogba as Avalanche signals the command for it to destroy itself."

2 block of ice (third wave). When killed these split into 2 shard of ice each. They too will explode on death like the second wave.

Finally, Avalanche will pop. His spawn is indicated by:

An enormous monstrosity rises up from beneath the icy surface of the lake.

When he is down to 55-60% health (or maybe a fixed time after spawn?), 2 whirling blizzard will spawn (not snareable and summon). Do not kill the whirling blizzard, they will despawn when Avalanche is killed. The spawn is indicated by:

Avalanche's voice echoes through the glacial ice, 'You have entertained me quite long enough, time to rend the flesh from your bones with freezing winds unlike anything you have seen!'

If the enraged Wraithguard is killed, the event mobs despawn and the original goblins in the area repop. This indicates that this has occurred:

Avalanche shouts, 'Aha! Down to the icy depths you go, Wraithguard! Watching you place your fate in the hands of puny, helpless comrades was most certainly a wise decision.'

Avalanche casts <Cold Feet>, <Ice Avalanche>

Shard of ice casts <Disrupting Blast>

Mob summary

Name	Level	Max hit	Enrage?	Flurry?	Rampage?	Wild Rampage?	Caster?	Stunable?	Charmable?	Mezzable?
Avalanche	81	6410			Yes		Yes			
block of ice		5835	No	No	No	No	No			
enraged Wraithguard		1894		No	No	No	No			No
Shard of ice (wave 1)		5901	No	No	No	No	No	No		Yes
Shard of ice (wave 2)		6566	No	No	No	No	Yes			Yes
Shard of ice (wave 3)		6600								
whirling blizzard		3766		Yes	No	No	No			No

Spell Guide:

<Cold Feet>: 600HP/tick DoT. Unresistable. Directional. Duration 5 ticks. Recast time 45 seconds.

<Disrupting Blast>: 8000HP DD, 5 sec stun. Prismatic (average) -100. PB AoE. Recast time 30 seconds.

<Ice Avalanche>: 4000HP DD, knockback. Save cold -400. PB AoE. Recast time 20 seconds.

Chief Urgak

Head east from zone in to the passageway in the east zone wall behind the polar bears. Go down to the bottom of the ramp and then do a U-turn to the right at the bottom to find a wounded kobold. If you hail the wounded kobold when the raid is not close by it says:

a wounded kobold says 'Yes. . .closer. All of you need to come closer to me.'

If everyone is close enough, it says:

a wounded kobold whimpers softly. You can barely make out its plea. '[Help]. . .me. Please come. . .closer. . .to me. I need all. . .of you to come. . .closer to me. . .'

Say help to start the event:

You say, 'help'
The Bait suddenly jumps up with its fangs bared. It's an ambush!

22 Kobolds (10 ambushers, 8 archers, 4 shaman) spawn around the foot of the ramp. Whoever hailed the wounded kobold will have aggro even though they will be furthest from the mobs that spawn. They will immediately aggro, including The Bait (which is the wounded kobold respawned). The archers and shaman are permanently rooted and will cast on the raid, but the ambushers will rush in. Avoid damaging the shaman and archers until you need to as they will summon. After 3 mins 45 secs The Bait will despawn and Chief Urgak will spawn. This is indicated by:

The Bait says 'Uh oh! Me outta here!'

When you attempt to leave the area where the event occurs, you get hit with <kobold entrapment>.

Kobold archer cast <Drifting Death>, <Dustdevil>, <Enveloping Roots>, <Frozen Wind>, <Immolate>, <Invoke Lightning>, <Kobold Trueshot>, <Sylvan Burn>, <Sylvan Light>

Kobold shaman cast <Blast of Venom>, <Envenomed Bolt>, <Ice Strike>, <Infectious Cloud>, <Malis>, <Pox of Bertoxxulous>, <Torrent of Poison>

Chief Urgak cast <Envenomed Bolt>, <Malis>, <Pox of Bertoxxulous>, <Torrent of Poison>

Mob summary

Name	Level	Max hit	Enrage?	Flurry?	Rampage?	Wild Rampage?	Caster?	Stunable?	Charmable?	Mezzable?
kobold ambusher	74	1618	No	No	No	No	No	Yes		Yes
kobold archer		1728	No	No	No	No	Yes		No	Some
kobold shaman		1206	No	No	No	No	Yes		No	No
Chief Urgak	80	2441	Yes	Yes	Yes	Yes	Yes			No
The Bait		610	No	No	No	No	No	Yes		Yes

Spell Guide:

<Kobold Entrapment>: Decrease movement by 85%, 1K/tick DoT. Unresistable. Single target. Duration 6 ticks. Recast time 2.25 seconds.

<Kobold Trueshot>: 500HP DD. Unresistable. Single target. Recast time 15 seconds.

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