

Everquest guide

Queen Sendaii's Lair

Entered via the NE corner of the Hive from the living bridges. Zone is a large circular cavern. Zone out is the white corpse lying on the ground in the NNE of the zone near the zone wall.

If you have done any of the missions in the arc, and have any Curse of Blood AAs, on entering the zone and every 60 seconds you will get hit with the zone wide AoE:

The Presence of Sendaii begins to cast a spell. <Curse of the Hivequeen>

The only targetable objects in the zone are Queen Sendaii and a glowing egg in the centre. There are also 3 other types of untargetable objects in the zone: Standard shaped eggs; White egg sacs; Black eggs sacs covered in yellow strands. Throughout the event these eggs will eventually hatch. Event summary is to defeat 3 waves of mobs and then kill Queen Sendaii.

Break the raid into 3 groups and set up around the room against the wall. That way when the first wave spawns it's not a chaotic mess. Destroying the glowing egg commences the event, as the voices will tell you every 66 seconds until you destroy the egg:

A foreign voice enters your mind, 'Break it open and set it free to awaken the Queen.'

Timeline of events is:

1. Break egg, get task update.
2. 52-57 seconds after task update get wave 1
3. 6 minutes after task update get wave 2

First wave

52-57 seconds after you destroy the glowing egg and get the task update, the first wave of 12 mobs (spiders) spawn from the standard shaped eggs. We had 7 Venomous, 4 warded and 1 enchanted drone. Venomous and enchanted drones are not mezzable, but warded drones are. When the last mob in the wave is killed you get hit with <Striking Wind>, which increases HP, mana and endurance by 6000! You have 6 minutes to clear this first wave before the second wave spawns. So tactic is to hold one warded drone mezzed until the end, rez the dead so that they get the benefit of the <Striking Wind>, and then kill the last mob.

Enchanted drones are casters (Enchanter) and cast <Colored Chaos>, <Dementing Visions>, <Greater Fetter>, <Madness of Ikkibi>, <Rapture>, <Recant Magic>, <Wind of Tashanian>.

Venomous drone are straight melee

Warded drones are casters (Wizard) and cast <Annul Magic>, <Draught of Fire>, <Draught of Ice>, <Elnerick's Entombment of Ice>, <Greater Fetter>, <Invert Gravity>, <Jyll's Zephyr of Ice>, <Shock of Magic>, <Sunstrike>, <Telaka>, <Wildmagic Strike>.

Mob summary – first wave

Name	Level	Max hit	Enrage?	Flurry?	Rampage?	Wild Rampage?	Caster?
Enchanted drone	72	2100	No	No	No	No	Yes
Venomous drone	72	2600	Yes	No	No	Yes	No
Warded drone	72	2023	No	No	No	No	Yes

Second wave

Keep the raid in the 3 groups around the wall. 6 minutes after the start of the event the second wave of 12 Drachnids will spawn from random remaining eggs with no warning. Most of the mobs will be royal defenders. Devoted acolytes and drachnid handmaidens are mezzable so should be mezzed and left for last. Again, when the last mob in the wave is killed you get hit with <Striking Wind>. You have 8 minutes to clear the second wave before the third wave starts to spawn. Same tactic as wave 1, keep one mob mezzed until the end, do any rezzes and then kill the last mob.

Devoted acolytes are casters and cast <Devouring Darkness>, <Holy Light>, <Supernal Retribution>

Drachnid adepts are casters and cast <Annul Magic>, <Atol's Spectral Shackles>, <Call of Thunder>, <Draught of Fire>, <Draught of Ice>, <Elnerick's Entombment of Ice>, <Greater Fetter>, <Invert Gravity>, <Jyll's Zephyr of Ice>, <Shock of Magic>, <Sunstrike>, <Telaka>, <Wildmagic Strike>

Drachnid handmaidens are casters and cast <Devouring Darkness>, <Holy Light>, <Supernal Retribution>

Royal defenders are casters and cast <Devouring Darkness>, <Puncture>, <Vile Web>

Royal guardians will shadowstep so should probably be first targets for elimination.

Mob summary – second wave

Name	Level	Max hit	Enrage?	Flurry?	Rampage?	Wild Rampage?	Caster?
Devoted acolyte	72	1040	No	No	No	No	Yes
Drachnid adept	72	1784	No	No	No	No	Yes
Drachnid handmaiden	72	1750	No	No	No	No	Yes
Royal defender	72	2490	Yes	No	No	No	No
Royal guardian	72	2255	No	No	No	No	Yes

Third wave

Bring the raid back together as a single entity against the wall. Then the third wave starts, Queen Sendaii will become active and start moving around the room. As she does so, she will start to hatch the remaining eggs. She spawns risen ancients. These mobs are not mezzable. She will spawn 6 risen ancients in total, about 1 per minute.

When the risen ancients are killed, they split in two and you get 2x vengeful ancients that are mezzable. You also get hit with <Drachnid Drone's Shadow>. When the vengeful ancients are killed, they proc <Toxic Blast>.

When a vengeful ancient is killed, it will split into 3x enraged ancients that are mezzable.

When Sendaii, the Hive Queen stops moving, she will cast <Hive Queen Aura> that is a short-range spell. You need to keep clear of Sendaii, the Hive Queen for this reason until wave 3 has been killed.

Enraged ancient are casters and cast <Devouring Darkness>, <Spider's Curse>

Risen ancients are casters and cast <Devouring Darkness>, <Venomous Thoughts>

Vengeful ancients are casters and cast <Devouring Darkness>, <Puncture>, <Spider's Embrace>, <Vile Web>

Mob summary – second wave

Name	Level	Max hit	Enrage?	Flurry?	Rampage?	Wild Rampage?	Caster?
Enraged ancient	72	2800	Yes	No	Yes	No	Yes
Risen ancient	72	1956	No	No	No	Yes	Yes
Vengeful ancient	72	2400	No	Yes	No	No	Yes

Need disease and magic resist

phase 3 is 6 mobs, risen ancient are NON mezzable. when killed these split into 2 vengeful ancient wich are mezzable. when killed these split into 3 enraged ancients also mezzable. Vengeful and enraged cast a 2k aoe on death. mobs charm players. durring phase 3 the queen will wake but be non agro, she will path around the outside of the room. when she stops GET AWAY. a 12k short range aoe will be inc

phase 4 is the queen, at 75&PCT; the queen splits into 4, 3 are fake 1 is real, find the real one and dps assists on that the other 3 get OT. once the real queen hits 50&PCT; the fakes depop. at 25&PCT; it becomes a burn the queen down b4 the adds wipe the raid. enc will be doing the aoe thing at this time to help buy us time we should again get med time between phase 3 and 4

Unprocessed raid instructions:

[Wed Oct 10 02:11:46 2007] Xyz tells command:6, 'queen will be tanked in NE area, tanks know the spot should stop push and the KB hitting everyone'
[Wed Oct 10 02:12:00 2007] Xyz tells command:6, 'when queen goes active she will be moved to NE area'
[Wed Oct 10 02:12:22 2007] Xyz tells command:6, '75&PCT; splits into 4, find real 1 and beat on that'
[Wed Oct 10 02:12:34 2007] Xyz tells command:6, '40&PCT;ish fakes depop'
[Wed Oct 10 02:12:45 2007] Xyz tells command:6, 'queen goes back to NE area'
[Wed Oct 10 02:12:57 2007] Xyz tells command:6, 'at 25&PCT; ALLOT of adds spawn'
[Wed Oct 10 02:13:28 2007] Xyz tells command:6, 'ALL SK will load dread gaze and pallies will load woT'
[Wed Oct 10 02:13:44 2007] Abc tells fog:5, 'we got better than dreadgaze'
[Wed Oct 10 02:14:04 2007] Xyz tells fog:5, 'if theres an upgrade fine but need the AoE effect'
[Wed Oct 10 02:14:12 2007] Abc tells fog:5, 'vilify'
[Wed Oct 10 02:14:41 2007] Xyz tells command:6, 'this will pull mobs together and off queen MT/DPS'
[Wed Oct 10 02:14:54 2007] Xyz tells command:6, 'enc will then chain stun them and casters can aoe them in droves'
[Wed Oct 10 02:15:30 2007] Xyz tells command:6, 'if you get adds on you run to the SK who will be near queen. there aoe will taunt them off anyone'
[Wed Oct 10 02:16:00 2007] Xyz tells command:6, 'pallies will tag any stragelers runnign around and pull them to the sk/aoe area'
[Wed Oct 10 02:16:33 2007] Xyz tells command:6, 'dps on the queen, once she hits 25&PCT; burn everything, pack pets, discs kitchen sink whatever'
[Wed Oct 10 02:17:02 2007] Xyz tells command:6, '30&PCT; is drop all malos traps ect'
[Wed Oct 10 02:17:22 2007] Xyz tells fog:5, 'thats what i'm hoping, can nail adds and queen at same time'

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