

Everquest guide

Reflections of Silver

This is a 54 man raid event obtained from Captain Areha Burina in Lavastorm. The zone is entered from The Broodlands and is an instanced version of Stillmoon Ascent. For preparation, you need to buff cold resists and prepared to resist any spell that you cast.



Stillmoon Ascent map

- 1: Zone in from Broodlands
- 2: Setup point
- 3: Rikkukin

The zone will be empty except for Rikkukin the Defender. Setup opposite him and when ready pull to the centre of the room. He has a number of effects, all of which are zone wide so there is no point trying to hide. He also has a buff that reflects 33% of spells. Casters need to be aware of this and prepared to resist their own spells if necessary.

There are emotes for the following effects that Rikkukin uses. If you follow the message and move away from the area being attacked, you will avoid the effect entirely. The time between the emote and the effect being used appears to decrease as the fight progresses. Rikkukin will use one of these effects every 30 seconds.

Rikkukin pulls his right arm back, preparing to cut a swathe through his opponents with razor sharp claws.

10-14 seconds later

Rikkukin the Defender begins to cast a spell. <Clawed Swipe>

Rikkukin claws at those on his right flank.

Rikkukin pulls his left arm back, preparing to cut a swathe through his opponents with razor sharp claws.

11 Seconds later

Rikkukin (Frozen Aura) begins to cast a spell. <Clawed Swipe>

Rikkukin claws at those on his left flank.

Rikkukin rears back and fills his lungs, preparing to exhale a cone of ice.

11 Seconds later

Rikkukin the Defender begins to cast a spell. <Rikkukin's Cone of Cold>

Rikkukin exhales a cone of deadly ice.

Rikkukin twirls his tail, preparing to swat away those foolish enough to take up position behind him.

9-12 seconds later

Rikkukin the Defender begins to cast a spell. <Tail Sweep>

Rikkukin swats at those behind him with his tail.

In addition to the above, there are a number of other effects that Rikkukin will use independently. One Emotes:

Rikkukin's skin seals over with a caustic sheet of malleable ice. The protection will soon make him impervious to melee and magical attacks.

When this happens his name changes to "Rikkukin (Frozen Aura)" and will become impervious to attack. It is reported that all spells are reflected in this state. This will last for about 90 seconds during which time he will heal. While not in the Frozen Aura state, every 45 seconds he will cast <Crystal Chill Vapors>. Once every 60 seconds regardless of form he will cast <Crystal Chill Fog>. Both <Crystal Chill Vapors> and <Crystal Chill Fog> are avoidable if fighting at range.

The other effect Emotes:

Rikkukin twists his body so that the ambient light starts to reflect from his silvery scales.

9-12 Seconds later

Rikkukin the Defender begins to cast a spell. <Blinding Light>

This is a blindness and can be avoided by turning to face away from Rikkukin. Of course, turning away can make it difficult to avoid some of the other effects when you cannot see what is going on.

On his death you get the message:

The platinum dragon unleashes a terrible roar as he is cut down. He calls out for his mate, Kessdona, as his body twitches one last time.

Rikkukin was inconsolable and a dangerous adversary of Norrath's Keepers. His death could not be avoided.

Reward is 6 Radiant Crystals, 3 items of loot.

Spell guide:

<Blinding Light>: Blindness. Zone wide, save Vs Magic –1000. Recast time 30 secs, duration 3 ticks.

<Clawed Swipe>: 5000HP DD. Zone wide, save Vs Cold –500. Recast time 30 secs.

<Crystal Chill Fog>: 1250HP DD, 750HP/tick DoT. PB AoE, save Vs Cold –475. Recast time 60 secs, duration 6 ticks

<Crystal Chill Vapors>: 1250HP DD, 750HP/tick DoT, 0.5 sec stun. PB AoE, save Vs Cold –475. Recast time 60 secs, duration 6 ticks

<Rikkukin's Cone of Cold>: 5000HP DD. Zone wide, save Vs Cold –500. Recast time 30 secs.

<Sheen of Platinum Scales>: Increase Chance to Reflect Spell by 33%. Buff. 50 Poison counters, duration 10 minutes.

<Tail Sweep>: 7000HP DD. Zone wide, save Vs Magic –500. 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