

Everquest guide

Theater of Blood

Watch out for the bats as they cast silence.

Ancient sentinel cast <Stone Face>
 Bellowing banshee cast <Chimes of Rage>
 Bloodbonded archimage cast <Blood Drinker's Torment>
 Bloodbonded elemental cast <Blood Drinker's Torment>
 Bloodbonded firestarter cast <Vampiric Curse>
 Bloodbonded spellslinger cast <Vampiric Curse>
 Bloodstorm dervish cast <Bloodstorm>
 Carnivorous plant cast <Rolling Vines>, <Thorny Vines>
 Cursed willow cast <Creeping Oak>, <Direbranch Touch>
 Erratic bat cast <Screech of Pain>
 Gothic watcher cast <Stone Face>
 Moaning banshee cast <Banshee Soothing>
 Nightmare cast <Nightmare's Embrace>
 Rapacious plant cast <Rolling Vines>, <Thorny Vines>
 Screeching bat cast <Screech of Pain>
 Screaming banshee cast <Chimes of Rage>
 Shaded steed casts <Nightmare's Embrace>
 Shadowmane feralist cast <Brood of Blood>
 Truefaith coercer cast <Charmed Bite>
 Truefaith deathcaster cast <Maiden's Bite>
 Truefaith deathdealer cast <Maiden's Bite>
 Truefaith enticer cast <Charmed Bite>
 Twisted steed cast <Deadbone Trample>
 Vicious shadowmane cast <Brood of Blood>
 Wandering steed cast <Deadbone Trample>
 Wailing banshee cast <Banshee Soothing>
 Wretched willow cast <Creeping Oak>, <Direbranch Touch>

Trash summary

Name	Level	Max hit	Enrage?	Flurry?	Rampage?	Wild Rampage?	Caster?	Stunable?	Charmable?	Mezzable?
ancient sentinel	74-75	1966	No	No	No	No	Yes			Yes
bellowing banshee	74-75	2029	No	No	No	No	Yes			Yes
bloodbonded archimage	74-75	2065	No	No	No	No	Yes			Yes
bloodbonded elemental	73	1736	No	No	No	No	Yes			Yes
bloodbonded firestarter	73	1843	No	No	No	No	Yes			Yes
bloodbonded spellslinger	74-75	1872	No	No	No	No	Yes			Yes
bloodstorm dervish	74-75	1551	No	No	No	No	Yes			Yes
carnivorous plant	73	1999	No	No	No	No	Yes			Yes
cursed willow	73	1962	No	No	No	No	Yes			Yes
erratic bat	73	1946	No	No	No	No	Yes			Yes
gothic watcher	73	1843	No	No	No	No	Yes			Yes
moaning banshee	73	1752	No	No	No	No	Yes			Yes
nightmare	73	1752	No	No	No	No	Yes			Yes
rapacious plant	74-75	2271	No	No	No	No	Yes			Yes
screaming banshee	73	1888	No	No	No	No	Yes			Yes
screeching bat	74-75	2091	No	No	No	No	Yes			Yes
shaded steed	74-75	1957	No	No	No	No	Yes			Yes
shadowmane feralist	73	1616	No	No	No	No	Yes			Yes
Truefaith coercer	73	1876	No	No	No	No	Yes			Yes
Truefaith deathcaster	74-75	1893	No	No	No	No	Yes			Yes
Truefaith deathdealer	73	1892	No	No	No	No	Yes			Yes
Truefaith enticer	74-75	1897	No	No	No	No	Yes			Yes
twisted steed	73	1909	No	No	No	No	Yes			Yes
vicious shadowmane	74-75	1631	No	No	No	No	Yes			Yes
wailing banshee	74-75	1966	No	No	No	No	Yes			Yes
wandering steed	74-75	1927	No	No	No	No	Yes			Yes
wretched willow	74-75	2030	No	No	No	No	Yes			Yes

Spell Guide:

- <Banshee Soothing>: 30K HP self only heal. Recast time 40 seconds.
 <Blood Drinker's Torment>: 1250HP DD, 1250HP & 500mana/tick DoT, 5% movement slow. Resist magic -400. PB AoE. Duration 3 ticks. Recast time 45 seconds.
 <Brood of Blood>: Summons 3 pets for 60 seconds. Recast time 60 seconds.
 <Bloodstorm>: Shadowstep. Resist magic -400. Single target. Recast time 50 seconds.
 <Charmed Bite>: Mesmerize. Resist disease -400. Targeted AoE. Duration 2 ticks. Recast time 90 seconds.
 <Chimes of Rage>: Decrease attack speed by 60%, decrease ATK by 300, increase melee mitigation by 300%, decrease stats by 200. Resist magic -350. NPC hatelist. Duration 5 ticks. Recast time 100 seconds.
 <Creeping Oak>: 610HP DD, 375HP/tick DoT, root. PB AoE. Resist magic -300. Duration 4 ticks. Recast time 60 seconds.
 <Deadbone Trample>: Stun 0.5 secs, 1000HP/tick DoT. Resist disease -1000. Single target. Duration 5 ticks. Recast time 90 secs.
 <Direbranch Touch>: 1263HP DD, 663HP/tick DoT, root. Targeted AoE. Resist magic -350. Duration 3 ticks. Recast time 55 seconds.
 <Maiden's Bite>: 850HP DD, Stun 4 secs. Prismatic (average) save -400. PB AoE. Recast time 20 seconds.
 <Nightmare's Embrace>: 263HP/tick DoT. PB AoE. Resist disease -400. Duration 1 minute. Recast time 120 seconds. 27 curse counter cure.
 <Rolling Vines>: 688HP DD, 688HP/tick DoT, fear. Target unknown. Resist magic -350. Duration 1 tick. Recast time 55 seconds.
 <Screech of Pain>: 1138HP DD, silence. Resist disease -350. PB AoE. Duration 2 ticks. Recast time 45 seconds.
 <Stone Face>: 1115HP DD, stun 2 secs. Resist magic -400. PB AoE. Recast time 20 secs.
 <Thorny Vines>: 550HP DD, root. Resist magic -200. Targeted AoE. Duration 4 ticks. Recast time 50 secs.
 <Vampiric Curse>: 1650HP DD, 1650HP/tick DoT, decrease stats by 150. Resist magic -600. PB AoE. Duration 3 ticks. Recast time 35 secs.

Belinda Baleheart (Minor named)

Belinda Baleheart casts <Charmed Bite>

Mob summary

Name	Level	Max hit	Enrage?	Flurry?	Rampage?	Wild Rampage?	Caster?	Stunable?	Charmable?	Mezzable?
Belinda Baleheart	76	759	Yes				Yes			

Spell Guide:

- <Charmed Bite>: Mesmerize. Resist disease -400. Targeted AoE. Duration 2 ticks. Recast time 90 seconds.

Gnarlibramble (Raid)

Found to the north of zone in. He is permanently rooted. He has a damage shield, but don't bother dispelling it as he will immediately recast it.

As the fight progresses, adds spawn (Minions, Rootlings, Sproutkin and Thralls). These spawn at the end of the valley and then move towards Gnarlibramble. If they reach Gnarlibramble, he absorbs them and heals by 10% so the objective is to prevent this from happening. They move relatively slowly and can be kited around the outside of the valley. Don't have the kilters run too fast or the adds will end up pathing too close to Gnarlibramble. All the adds can be pushed away by enchanters using directed banishment.

Gnarlibramble casts <Gnarlibramble's Hate>, <Gnarlibramble's Insipid Ditty>, <Gnarlibramble's Thorns>
Gnarlibrambles Thrall casts <Dire Notes>

Mob summary

Name	Level	Max hit	Enrage?	Flurry?	Rampage?	Wild Rampage?	Caster?	Stunable?	Charmable?	Mezzable?
Gnarlibramble	80	4196	Yes	No	No	No	Yes			
Gnarlibrambles Minion	72	1587	No	No	No	No	No	Maybe...		No
Gnarlibrambles Rootling	69	1400	No	No	No	No	No			
Gnarlibrambles Sproutkin	72	1137	No	No	No	No	No			Maybe...
Gnarlibrambles Thrall	72	1587	No	No	No	No	Yes			

Spell Guide:

<Dire Notes>: Stun 3 secs, spin, 1200HP DD. Resist fire -400. Directional. Recast time 40 secs.

<Gnarlibramble's Hate>: 5000HP DD, Feign Death. Resist magic -350. PB AoE. Recast time 45 secs.

<Gnarlibramble's Insipid Ditty>: decrease mana by 200/tick, decrease stats by 100, decrease attack speed by 50%, decrease movement by 40%. Resist poison -350. PB AoE. Duration 3 ticks. Recast time 60 seconds.

<Gnarlibramble's Thorns>: Buff: Increase damage shield by 40. Self only. Duration 50 minutes. Recast time 40 secs.

Lilia, the Rancid (Minor named)

Lilia, the Rancid casts <Banshee Soothing>

Mob summary

Name	Level	Max hit	Enrage?	Flurry?	Rampage?	Wild Rampage?	Caster?	Stunable?	Charmable?	Mezzable?
Lilia, the Rancid	76	3362	Yes	No	No	No	Yes			No

Spell Guide:

<Banshee Soothing>: 30K HP self only heal. Recast time 40 secs.

Mad Mary-Anne (Raid)

Found on the bridge outside of Deathknell. Straight melee, be careful not to aggro the gargoyles behind her – pull her when she paths away from them.

Mad Mary-Anne casts <Blinding Memories>, <Chanting Flames>, <Chanting Plague>, <Chanting Venom>, <Chanting Winds>

Mob summary

Name	Level	Max hit	Enrage?	Flurry?	Rampage?	Wild Rampage?	Caster?	Stunable?	Charmable?	Mezzable?
Mad Mary-Anne	80	5800	Yes	No	No	No	Yes			

Spell Guide:

<Blinding Memories>: Decrease spell haste by 60%, decrease ATK by 235, 2 slot debuff. Prismatic (average) resist -350. NPC hatelist. Duration 2 minutes. Recast time 48 secs.

<Chanting Flames>: 5500HP DD, 1000HP/tick DoT, decrease fire resist by 250. Resist fire -450. NPC hatelist. Duration 3 minutes. Recast time 45 secs. 36 disease counter cure.

<Chanting Plague>: 4500HP DD, 1000HP/tick DoT, decrease disease resist by 200. Resist disease -450. NPC hatelist. Duration 3 minutes. Recast time 45 secs. 36 disease counter cure.

<Chanting Venom>: 4500HP DD, blindness, decrease poison resist by 300. Resist poison -450. NPC hatelist. Duration 3 ticks. Recast time 45 secs. 36 poison counter cure.

<Chanting Winds>: 7000HP DD, decrease cold resist by 300. Resist cold -450. NPC hatelist. Recast time 45 secs.

Maestro Tan`lor (Raid)

Maestro Tan`lor starts as indifferent – you need to go through a dialogue with him to start the event. Start by planning to avoid Maestro Tan`lor's AoE by tanking him in one corner of the stage and placing the non-melee on the other. Once Maestro Tan`lor is engaged. Two Enraged Theater Aficionado's will spawn and come down from the spectators area each time that the Maestro loses 10% of his health and will need to be intercepted and killed. Kill Maestro Tan`lor slowly, stopping to kill the adds as they spawn. The Enraged Theater Aficionado's will split into two spirits when killed.

When standing around before starting the event, Maestro Tan`lor will say:

'When the chaos licks at our eyes and sets our brains on fire do we not dream of eclectic pain? When the soaring moments transpose us with ourselves and we sweep down from the heights to visit damnation upon the fair and foul alike, stirring passion of a forgotten light in darkness breaking shatters like a globe of crystal upon a wave of blood.

Blazing Spirit cast <Burning Raindrops>, various WIZ spells

Enraged Theater Aficionado cast <Numbing Wail>, Various SHD & WIZ spells

Maestro Tan`lor casts <Tanlor's Haunting Melody>

Screeching Spirit cast <Whispers of Death>, various SHD spells

Sobbing Spirit cast <Blinding Memories>

Wailing Spirit cast <Binding Melody>

Trash summary

Name	Level	Max hit	Enrage?	Flurry?	Rampage?	Wild Rampage?	Caster?	Stunable?	Charmable?	Mezzable?
Blazing Spirit	72	1256	No	No	No	No	Yes	No	No	No
Enraged Theater Aficionado	72	1369	Yes	No	No	No	Yes	No	No	Yes
Maestro Tan`lor	80	4244	Yes	No	No	No	Yes	No	No	No
Screeching Spirit	72	1282	Yes	No	No	No	Yes	No	No	Yes
Sobbing Spirit	72	1297	Yes	No	No	No	Yes	No	No	No
Wailing Spirit	72	1279	No	No	No	No	Yes	No	No	Yes

Spell Guide:

<Binding Melody>: 500HP/tick DoT, decrease movement by 40%. Save magic -400. PB AoE. Duration 15 minutes. Recast time 60 seconds. 24 Curse counters to cure.

<Blinding Memories>: Decrease spell haste by 60%, decrease ATK by 235, Cancel magic x2. Prismatic (average) save -350. NPC hatelist. Duration 2 minutes. Recast time 48 seconds.

<Burning Raindrops>: 1100HP DD. Resist fire -500. Targeted AoE. Recast time 30 seconds.

<Numbing Wail>: Stun 3 secs. Resist magic -400. PB AoE. Recast time 14 seconds.

<Tanlor's Haunting Melody>: Decrease spell haste by 30%, 2000HP/Tick DoT, decrease attack speed by 40%. Prismatic (average) save -4000. PB AoE. Duration 4 ticks. Recast time 45 seconds.

<Whispers of Death>: Lure (6), 230HP/Tick DoT, 1500 mana drain. Resist disease -500. PB AoE. Duration 30 minutes. Recast time 60 seconds. 9 curse counter cure.

Painscreecher (Minor named)

Painscreecher casts <Screech of Pain>

Mob summary

Name	Level	Max hit	Enrage?	Flurry?	Rampage?	Wild Rampage?	Caster?	Stunable?	Charmable?	Mezzable?
Painscreecher	76	2982								

Spell Guide:

<Screech of Pain>: 1138HP DD, silence. Resist disease -350. PB AoE. Duration 2 ticks. Recast time 45 seconds.

Shatterstyr (Minor named)

Shatterstyr casts <Gargoyle Swipe>, <Stone Face>

Mob summary

Name	Level	Max hit	Enrage?	Flurry?	Rampage?	Wild Rampage?	Caster?	Stunable?	Charmable?	Mezzable?
Shatterstyr	76	3307					Yes			

Spell Guide:

<Gargoyle Swipe>: 1000HP DD. Resist magic -1000. PB AoE. Recast time 60 secs.

<Stone Face>: 1115HP DD, stun 2 secs. Resist magic -400. PB AoE. Recast time 20 secs.

Soulwail (Minor named)

Soulwail casts <Chimes of Rage>

Mob summary

Name	Level	Max hit	Enrage?	Flurry?	Rampage?	Wild Rampage?	Caster?	Stunable?	Charmable?	Mezzable?
Soulwail	76	3210	Yes	No	No	No	Yes			No

Spell Guide:

<Chimes of Rage>: Decrease attack speed by 60%, decrease ATK by 300, increase melee mitigation by 300%, decrease stats by 200. Resist magic -350. NPC hatelist. Duration 5 ticks. Recast time 100 seconds.

The Festering (Minor named)

The Festering casts ???

Mob summary

Name	Level	Max hit	Enrage?	Flurry?	Rampage?	Wild Rampage?	Caster?	Stunable?	Charmable?	Mezzable?
The Festering	76	2412					Yes			

Spell Guide:

<???>:

Valik the Cruel (Raid)

Found on the island in the north east corner of the zone. Straight melee, but this is all about high DPS as his damage output increases substantially as the fight progresses. The frequency at which he rampages will also increase throughout the fight. He is permanently rooted where he is on the cliff top. Every 30 seconds that the fight goes on for, Valik the Cruel gets stronger, indicated by the emote:

Valik the Cruel gets stronger as the battle continues.

Casts Gargoyle Swipe that has a knockback effect and supposedly will dispel levitation. This will result in falling damage and possibly death as Valik is at the top of a high cliff. Levitation may be dispelled when you get aggro. After 2.5 minutes his DPS was at a critical level and we started seriously losing people. Max hit at this point was 6039. After 5 minutes it was 18650.

Valik the Cruel casts <Gargoyle Swipe>

Mob summary

Name	Level	Max hit	Enrage?	Flurry?	Rampage?	Wild Rampage?	Caster?	Stunable?	Charmable?	Mezzable?
Valik the Cruel	80	Varies	Yes	No	Yes	No	Yes	No		No

Spell Guide:

<Gargoyle Swipe>: 1000HP DD. Resist magic -1000. PB AoE. Recast time 60 secs.

Damage output

Time	Max hit
1-30 secs	2286
31-60 secs	3627
61-90 secs	3262
91-120 secs	5964
121-150 secs	4914
151-180 secs	5659
181-210 secs	7160
211-240 secs	7075
241-270 secs	8379
271-300 secs	7848
301-330 secs	11300
331-360 secs	19000

Vasella Fireblood (Raid)

Tactic: Use RGC to cure Blood of Fire and burn quickly because of the AoEs. Use MGB cures to combat Screeching Flames.

Vasella Fireblood casts <Blood of Fire>, <Screeching Flames>

Mob summary

Name	Level	Max hit	Enrage?	Flurry?	Rampage?	Wild Rampage?	Caster?	Stunable?	Charmable?	Mezzable?
Vasella Fireblood	80	4991								

Spell Guide:

<Blood of Fire>: Decrease movement by 10%, decrease attack speed by 80%, 3000HP DD. Unresistable. PB AoE.

Duration 3 minutes. Recast time 60 seconds.

<Screeching Flames>: 7500HP DD. Resist fire -450. NPC hatelist. Recast time 30 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