

# Everquest guide

## Volkara

This is a 42 man raid event obtained from Lieutenant Ekiltu Verlor in Lavastorm. The zone is entered from The Broodlands and is an instanced version of Lavaspinner's Lair. 2 day, 20 hour lockout on the event.

**Preparation:** Buff poison resist



## Lavaspinner's Lair map

- 1: Zone in from Broodlands
- 2: Room to fight Volkara
- 3: Volkara's spawn spot

The zone will be empty except for Volkara. Until Volkara is approached, you can still add players to the task.

The event goes like this: Volkara is engaged and tanked. She will Rampage and cast <Volkara's Bite>. When her life reaches 80%, 60%, 40%, 20% and 10% she will lay four eggs. The signal for this is:

*Volkara stamps its legs causing eggs to fall from the ceiling.*

At this point everyone must attack and kill the eggs. If you take too long the eggs will hatch and 4 un-mezzable Magma Spiderling will spawn. These flurry. The warning trigger that spiderlings have spawned is:

*Egg Sack bursts open releasing spiders.*

The time allowed to kill the eggs decreases as Volkara is killed. These are the known times for the eggs to hatch:

80% - ?? seconds

60% - ?? seconds

40% - 30 seconds

20% - 30 seconds

10% - 20 seconds

When Volkara is defeated you get the message:

*Volkara's corpse stumbles and falls to the ground.*

*With Volkara dead, her plans to build an army of arachnids has been thwarted. Norrathians can rest a little easier.*

Reward is 8 Radiant Crystals, 2 items of loot, 9x Lava Spider Spinners.

## Spell guide:

<Volkara's Bite>: 2000HP DD, Decrease HP by 200/tick, Decrease Mana and Endurance by 100/tick. PB AoE, save Poison -300. Recast time 60 secs. 25 poison counters to cure, duration 5 minutes.

**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