

Everquest guide

Dreadspire Keep: Demi-Plane of Blood

Entered via the Dreadspire Keep. Click the right rand of the 2 statues as you look into the zone.
There is a 4.5 day lockout on all the raid mobs.

There is a zone wide AoE which triggers every 6 seconds. This is countered by a quest involving a drop from a Tier 1 boss mob that will give you permanent resistance to the AoE. There are 4 counters to completely mitigate the AoE. The AoE is actually 2 debuffs, <Aura of Crimson Mists> and <Mire of Crimson Mists>. You start out with rank I of debuff with no blockers and the effect deduces by 25% with each blocker that you obtain.

As you kill mobs in the zone, there is a chance for the augment mobs to spawn. There will be an emote when these spawn. They spawn in order Maggotmiser, Swirling Bloodspirit (?), Ur-Gorloch. You should kill until Maggotmiser before starting the sisters event as if he spawns during the event it will cause trouble.

Zone AoE Guide:

<Aura of Crimson Mists I>: Decrease endurance by 10/tick, decrease mana by 20/tick, decrease disease and poison resist by 200, decrease stats by 200, decrease ATK by 300. Unresistable. Duration 10 minutes.

<Mire of Crimson Mists I>: Decrease movement by 30%. Unresistable. Duration 10 minutes.

Points to note on the trash:

Skeleton types need damage shield dispelled.

Unstable zombies cast <Shower of Gore> on death, so make sure that you don't kill these in the middle of the raid.

Ascendant of blood come linked with 4x spiritlinked familiar. Kill the Ascendant of blood first and the familiars are then trivial to kill (1 HP?)

To get through the laboratory, you need to pull and kill 3x blood-drenched bonewalker's. They don't actually die but fall to the ground as a pile of bones which deactivate for 30 seconds. So you need to pull them out of the room and kill them simultaneously. Ideally pull them and 'kill' them in a place where you do not need the raid to go to again so that the laboratory then becomes safe. Then the raid runs past the blood-drenched bonewalker's with no delay.

Ascendant of blood cast <Bloodlick>, <Curse of Darkness>, <Dreadful Allure>, <Waking Dream>

Ascended resident cast <Bloodlick>, <Blood Infusion>, <Curse of Darkness>, <Dreadful Allure>, <Waking Dream>

Barbed bone bonewalker cast <Bleak Promise>

Blood-drenched bonewalker cast <Foul Chant>

Brutish manservant cast <Orc Bash>, <Orc Frenzy>, <Orcish Bulwark>

Dark dancer cast <Bloodlick>, <Dreadful Allure>, <Waking Dream>

Dark drachnid cast <Cloud of Viscous Venom>, <Sticky Netting>, <Vile Web>, <Woven Ire>

Deep Orc guard cast <Orc Bash>, <Orc Frenzy>, <Orcish Bulwark>

Distorted watcher cast <Gargoyle Swipe>, <Spreading Stone>

Frothing shadowmane cast <Clan Aura>, <Lycanthropic Fury>, <Raking of the Werewolf>, <Werewolf Howl>, <Wild Claw>

Maggot-ridden zombie cast <Dark Maggots>

Screecher bat cast <Bloodlick>, <Vampire Bat Screech>

Shadowmane masticator cast <Claw Swipe>, <Feral Gouge>

Skeletal sleepwatcher cast <Bleak Promise>, <Foul Chant>

Unstable zombie cast <Bleak Promise>, <Foul Chant>

Vampiric bat cast <Blood Infusion>, <Bloodlick>, <Vampire Bat Screech>

Trash summary

Name	Level	Max hit	Enrage?	Flurry?	Rampage?	Wild Rampage?	Caster?	Stunable?	Mezzable?
ascendant of blood	74	1441	No	No	No	No	Yes	Yes	Yes
ascended resident	73	1395	No	No	No	No	Yes	Yes	No
barbed bone bonewalker	74	1431	No	No	No	No	Yes	No	Yes
batling	1	6	No	No	No	No	No	Yes	Yes
blood-drenched bonewalker	74	1387	No	No	No	No	Yes	No	No

brutish manservant	74	1896	No	No	No	No	Yes	Yes	Yes
dark dancer	74	1768	Yes				Yes		No
dark drachnid	74	1896	Yes	No	No	No	Yes	Yes	No
Deep Orc guard	74	1862	No	No	No	No	Yes	Yes	Yes
distorted watcher	74	1854*	No	No	No	No	Yes	Yes	Yes
frothing shadowmane	74	1705**	Yes	No	No	No	Yes	Yes	No
Gaelic	72	1141	No	No	No	No	No	Yes	Yes
maggot-ridden zombie	74	1103	No	No	No	No	Yes	No	
pile of rotting bones	72	1180	No	No	No	No	No	No	Yes
rampaging bonewalker	73	1411	No	No	No	No	No	No	Yes
screacher bat	74	3225	No	No	No	No	Yes	Yes	Yes
shadowmane masticator	73	1251	No	No	No	No	Yes	Yes	Yes
skeletal sleepwatcher	72	1354	No	No	No	No	Yes		Yes
spiritleech bonewalker	74	1317	No	No	No	No	No		Yes
spiritlinked familiar	70	1578	No	No	No	No	No		Yes
unstable zombie	74	1661	No	No	No	No	No	No	Yes
vampiric bat	73	1402	No	No	No	No	Yes		Yes
watchful gargoyle	72	1133	No	No	No	No	No	Yes	

* can backstab for 3913

** can backstab for 2141

Spell Guide:

<Bleak Promise>: 1025HP DD. Resist disease -50. PB AoE. Recast time 45 secs.

<Blood Infusion>: Buff: Increase spell damage by 10%, increase 1HBlunt damage by 10%, increase all stats and resists by 300, increase attack speed by 40%, increase movement by 30%. Self only. Duration 1 min. Recast 30 mins.

<Bloodlick>: 1580HP DD, Stun 8 sec. Resist disease -500. Single target. Recast 30 secs.

<Clan Aura>: Buff: Increase AC by 90, Damage shield by 30. Self only. Duration 20 mins. Recast time 5 mins.

<Claw Swipe>: 1150DD, 4 sec stun. Resist? Single target. Recast time 45 secs.

<Cloud of Viscous Venom>: 2500HP DD, 1000HP/tick. Resist poison -450. PB AoE. Duration 5 ticks. Recast time 60 secs. 36 poison counters

<Curse of Darkness>: 1080HP DD, 880HP/tck. Chromatic (lowest) save -1000. PB AoE. Duration 5 ticks. Recast 60 secs.

<Dark Maggots>: 8500HP DD. Resist disease -500. Directional (back of mob). Recast time 15 secs.

<Dreadful Allure>: Mesmerize. Resist Magic -500. Single target. Recast time 60 secs.

<Feral Gouge>: 980HP DD, 280HP/tick DoT. Save magic -75. Single target. Duration 7 ticks. Recast time 60 secs.

<Foul Chant>: Buff: Increase attack speed by 60% and movement by 30%. Self only. Duration 30 mins. Recast time 30 mins.

<Gargoyle Swipe>: 880HP DD, 230HP/tick DoT, reduce movement by 60%, Save magic, PB AoE. Duration 8 ticks. Recast time 30 secs.

<Lycanthropic Fury>: Charm. Resist disease -450. Duration 90 secs. Recast time 45 secs. Also buffs attack speed by 60% and heals 1000HP/tick. 63 curse counters.

<Orc Bash>: 1215HP DD, 5 sec stun. Resist magic. Single target. Recast time 30 secs.

<Orc Frenzy>: 1025HP DD, Stun 10 sec. Resist magic. PB AoE. Recast time 60 secs.

<Orcish Bulwark>: Buff: Increase stats by 200, movement by 30% and damage shield by 100. Self only. Duration 30 mins. Recast time 30 mins.

<Raking of the Werewolf>: 880HP DD, 580 HP & mana/tick, 380 endurance/tick. Resist disease -300. PB AoE. Duration 2 ticks. Recast time 90 secs. 18 curse counters.

<Shower of Gore>: 12,000HP DD. Chromatic (lowest) resist -500. PB AoE. Recast time 30 secs.

<Spreading Stone>: Illusion gargoyle, 32,000 DD after 22 secs if not cured. Resist magic –1000. Single target. Recast time 45 seconds. 16 curse counters.

<Sticky Netting>: Decrease spell haste by 35%, decrease movement by 85%. Chromatic (lowest) save –450. PB AoE. Duration 5 ticks. Recast time 60 secs.

<Vampire Bat Screech>: Spinstun. Resist magic –450. Single target. Recast 25 secs.

<Vile Web>:

<Waking Dream>: Charm. Save magic –400. Single target. Duration 1 minute. Recast time 1 minute. Adds a proc “Visions of war” to target: 500HP DD, 500 mana drain, 8 sec stun (save magic).

<Werewolf Howl>: 500HP DD, decrease ATK by 200, decrease movement by 50%. Prismatic (average) save –450. PB AoE. Duration 5 ticks. Recast time 60 secs.

<Wild Claw>:

<Woven Ire>: 379HP DD, 279HP/tick. Resist disease –1000. Single target. Duration 2.5 mins. Recast time 10 mins. Procs Woven Ire trigger: 1079HP DD, 1079 mana drain, 879 endurance drain, root. Unresistable. Recast time 60 secs.

Devlin Rochester (Raid)

[Sat Jan 26 05:36:24 2008] Tatonya tells ecommand:6, 'his effects change based on the weapons he uses'
 [Sat Jan 26 05:36:37 2008] Tatonya tells ecommand:6, '* Shield + Axe = AE rampage * Shield + Sceptre = 'corrupted vial' emotes * Two Daggers = Flurries * Whip = Emotes requiring you to take off weapons, duck, etc.'
 [Sat Jan 26 05:37:09 2008] Tatonya tells ecommand:6, 'when he has a shield on do NOT cast on him until nukerss can brake it, theres a special sequence of spells they have to do to crack it'

Find Devlin Rochester`s remains. You need to talk to them to start this event. Say, 'I dare disturb you' to Devlin Rochester`s remains.

The preserved remains of Devlin shudder and suddenly stand upright. His previously pallid and waxy skin regains its color. You can almost hear his heart beating again as the remains return to life! The voice from the breeze speaks again, 'Heed my warning and leave this place at once, Runenblastem. I've no control over my actions! I will slay you all.

He will then path around the room and generate Emotes:

Devlin Rochester retrieves armaments from the rack!

Devlin lobs a glass vial exactly where Soandso is standing!
 10 seconds later will cast <Corrupted Water Smash>, retreat into corridor to avoid

Devlin Rochester says 'Arggh! Soandso shattered my shield!'
 Safe to nuke for 50 seconds

Devlin's whip snaps around your weapon and he prepares to brace himself. You should remove your weapon.
 9 seconds later will be hit with <Tug of the Whip> unless you have unequipped your weapon

Devlin Rochester frowns and discards his weaponry, 'You have been lucky thus far. Leave this place at once before it becomes your tomb!'
 15 seconds later AoE goes off (but what? Causes drunk effect). Accompanied by the message “Devlin Rochester retrieves armaments from the rack!”?

During fight he will cast either <Corrupted Water> or <Twenty Lashes> about every 30 seconds. He seems to cast this multiple times such that 20% of the raid gets hit with each outburst.

As the event progresses, various undead will spawn outside of the room and assist Devlin. Some can be mezzed (?), some (unstable deathwalker) charmed and some (unstable deathwalker) rooted. The others need to be off-tanked and ideally prevented from entering the room. You don` t actually end up killing Devlin Rochester. Once his HP are reduced to zero, a non-KOS Devlin Rochester`s Spirit spawns in his place:

Runenblastem says, 'Hail, Devlin Rochester`s Spirit'
 Devlin Rochester`s Spirit nods respectfully, 'In retrospect, my quest to face the Master was doomed the moment I elected to enter the Demi-Plane of Blood alone. No one man, no matter how courageous, could possibly brave this place by himself. Perhaps your raiding party will have greater success, Runenblastem? Someone must continue my work. Is there a ranger, warrior, cleric, or paladin among you that could [assist] in destroying the Master once and for all?'
 Runenblastem says, 'assist'

Devlin Rochester`s Spirit presents you with a glowing glass of liquid. 'Runenblastem, I'm counting on you to continue my quest to eliminate the Master. You should find this vial of consecrated water helpful. It is particularly effective against certain undead or vampires. Please accept it. Perhaps you can succeed where my skill and bravery have failed.'

Clerics and Paladins should go through the dialogue to receive a Vial of Blessed Water which is used in later events.

Unstable deathwalkers cast <Shower of Gore> on death, so make sure that you don't kill these in the middle of the raid.

Blood-drenched bonewalker cast <Foul Chant>

Devlin Rochester will cast <Corrupted Water>, <Corrupted Water Smash>, <Shield Reflect>, <Shield Smash>, <Tug of the Whip>, <Twenty Lashes>, <Whip Choke>

Unstable deathwalker cast <Foul Chant>

Mob summary

Name	Level	Max hit	Enrage?	Flurry?	Rampage?	Wild Rampage?	Caster?	Stunable?	Mezzable?
blood-drenched bonewalker	74	1438					Yes		
Devlin Rochester	80	4637	Yes	Yes	Yes		Yes		
unstable deathwalker	73	2104					Yes		

Spell Guide:

<Corrupted Water>: 2500HP DD; decrease HP by 750, mana by 50 and endurance by 25/tick. Resist fire -500. Single target. Duration 6 ticks. Recast time 30 secs.

<Corrupted Water Smash>: 12,000HP DD; decrease HP by 750, mana by 50 and endurance by 25/tick. Resist fire -500. PB AoE. Duration 6 ticks. Recast time 30 secs.

<Foul Chant>: Buff: Increase attack speed by 60% and movement by 30%. Self only. Duration 30 mins. Recast time 30 mins.

<Shield Reflect>: Buff: Increase chance to reflect spell by 33%. Self only. Duration 10 mins, recast time 30 secs.

<Shield Smash>: 4567HP DD. Resist chromatic (lowest) -500. Directional. Recast time 30 secs.

<Tug of the Whip>: 10,000HP DD, feign death. Save magic -1000. Single target. Recast time 30 secs.

<Twenty Lashes>: 5000HP DD. Resist magic -500. Single target. Recast time 30 secs.

<Whip Choke>: 1500HP DD; 6000HP/tick DoT. Resist chromatic (lowest) -500. Single target. Duration 5 ticks. Recast time 30 secs.

Hatchet the Torturer (Raid)

Tactic: Click through to Hatchets area but stay on the raised platform by the entrance. Clear the room of the trash first. Engage Hatchet. About 2 minutes after Hatchet is engaged and every 2 minutes thereafter a trap spawns in the room. The trap looks like a mantrap. The arrival of the trap is indicated by the emote:

You hear the screech of rusted metal grinding against rusted metal, punctuated by a sharp *click*. A device has been activated.

Beware there is a false trap on the south side which does nothing. When a trap is activated, Hatchet should be pulled onto the trap. If he gets trapped successfully (by clicking the trap), you get the emote:

Hatchet the Torturer roars in frustration and agony as the trap snaps down on his leg! He buckles and collapses.

While Hatchet is trapped he lies on the ground and is inactive but can be damaged. He will remain in this state for 26 seconds. When the trap is activated (regardless of success in trapping Hatchet) this causes some enraged and tortured spirits to spawn. He breaks free with this emote:

Hatchet the Torturer breaks free from the trap.

Hatchet can be trapped 4 times and then the traps stop spawning. Every time that he is trapped he can be damaged an additional 20%. Initially therefore he can be taken no lower than 80% health when he will then need to be trapped in order to take him to 60%. If traps are activated but fail to catch Hatchet, a PB AoE effect, <Rusting Clamp>, is triggered. Avoid this by staying clear of the trap. It may be that if there is more than one trap set then one is a false trap that can only trap players.

All the while this happens there will be emotes from Hatchet that need to be obeyed in order to avoid some very unpleasant effects. Make voice triggers for these:

Hatchet lifts his axe high, preparing to bring it down upon you. You should hide between his legs.

You need to get between Hatchets legs within 10 seconds.

By darting between Hatchet's hooves, he has no way to strike you. – You avoided the effect

??? – You get hit with ??

Hatchet levels his axe at your upper body and prepares to swing. You should duck.

You need to duck

Hatchet's axe passes harmlessly overhead. – You avoided the effect

??? = you get hit with ??

Hatchet hefts a weighted throwing axe in his offhand and readies to throw it in your direction. You should get as far away as possible.

You need to get as far away as possible within 10 seconds

You outdistance the reach of the throwing axe, and it clatters to the floor harmlessly. – You avoided the effect

??? – You get hit with ??

Hatchet the Torturer levels his horns at Soandso and prepares to charge!

Keep running for 12 seconds. At the end of the 6 second charge Hatchet will cast <Minotaur Gore> so make sure that he is run somewhere safe and that you are out of range.

??? – You avoided the effect

Hatchet the Torturer slams into his target, goring them with his massive horns! – you get hit by <Minotaur Gore>

As the fight progresses, some adds will spawn in the iron maidens on the walls. There only seems to be 2 spawned at any one time. Enraged spirits can be charmed with Dyn`leth's Whispers, tortured spirits can be mezzed.

Hatchet the Torturer will cast <Decapitating Chop>, <Minotaur Gore>, <Sturdy Stance>, <Wide Swing>

Mob summary

Name	Level	Max hit	Enrage?	Flurry?	Rampage?	Wild Rampage?	Caster?	Stunable?	Mezzable?
enraged spirit	72	1758	No	No	No	No	No		No
Hatchet the Torturer	80	6500	Yes	No	Yes	Yes	Yes		No
tortured spirit	72	1715	No	No	No	No	No		Yes

Spell Guide:

<Decapitating Chop>: 50K HP DD, Feign death. Single target. Save magic –1000. Recast time 60 secs.

<Rusting Clamp>: 6KHP DD, 2K HP/tick DoT, root. Chromatic (lowest) resist –500. PB AoE. Duration 8 ticks. Recast time 60 secs.

<Sturdy Stance>: Buff: Increase ATK by 100, STA by 100, all resists by 200. Self only. Duration 30 minutes. Recast time 30 minutes.

<Minotaur Gore>: 50K HP DD, Feign death. Save magic –1000. PB AoE. Recast time 60 secs.

<Wide Swing>: 980HP DD. Save magic. PB AoE. Recast time 60 secs.

Maggotmiser

Will spawn on the announcement “Maggotmiser shouts, 'For the love of Tserrina . . . I'm trying to rest here. Who or WHAT is responsible for the commotion? More guests of the Master, no doubt. If you had a dispute to settle with one of the residents here, you'd think you could bother them without picking a fight with every other, single, solitary resident of the Keep.”

Maggotmiser will cast <Dark Maggots>, <Foul Chant>

Mob summary

Name	Level	Max hit	Enrage?	Flurry?	Rampage?	Wild Rampage?	Caster?	Stunable?	Mezzable?
Maggotmiser	80	6600	Yes	No	No	No	Yes	No	No

Spell Guide:

<Dark Maggots>: 8500HP DD. Resist disease –500. Directional (back of mob). Recast time 15 secs.

<Foul Chant>: Buff: Increase attack speed by 60% and movement by 30%. Self only. Duration 30 mins. Recast time 30 mins.

Sanguimanus the Redfang

Kill all the screecher bats in the tower, and then you get the announcement that Sanguimanus the Redfang has spawned. I will spawn at one of the windows on the staircase.

An ear-piercing screech reverberates throughout the surreal cavernous Demi-Plane of Blood, announcing the arrival of Redfang.

Once Sanguimanus the Redfang has spawned, he will remain up for exactly 4 minutes.

Sanguimanus the Redfang beats his wings feverishly and disappears.

He will then despawn for exactly one minute to be replaced with 10 voracious bats before respawning again. This 5 minute cycle will then repeat. However, on subsequent cycles more voracious bats spawn: 14 on wave 2.

Voracious bats can be rooted, blooddrinker bat cannot. Voracious bats are killed by being rooted ("a voracious bat squeaks in horror as it is rooted helplessly to the ground."). Everyone who can root should. Most effective methods of doing this is with Druids AoE root and Enchanters Beguiler's Banishment AA.

Sanguimanus the Redfang reportedly takes extra damage from blunt weapons, and will AoE a lifetap if he is pushed around. Keep him pointed away from the casters to avoid the silence.

Once Sanguimanus the Redfang is killed, or the event times out, the blooddrinker bats will despawn. The event times out after 1 minute if Sanguimanus the Redfang is not re-engaged after he spawns.

Sanguimanus the Redfang will cast <Flapping of Wings>, <Siphon of Vitae>, <Sonic Screech>

Mob summary

Name	Level	Max hit	Enrage?	Flurry?	Rampage?	Wild Rampage?	Caster?	Stunable?	Mezzable?
blooddrinker bat	72	2963*	No	No	No	No	No	No	No
Sanguimanus the Redfang	76	4938	Yes	No	Yes	No	Yes		
voracious bat	65	1106**	No	Yes	No	No	No	No	Yes

* can backstab for 4054

** can backstab for 3448

Spell Guide:

<Flapping of Wings>: Cancel magic (4) x4. PB AoE. Recast time 30 secs.

<Siphon of Vitae>: 5500HP DD. Chromatic (lowest) resist -500. Single target. Recast time 30 secs.

<Sonic Screech>: 1500HP DD, 1K HP/tick DoT, silence. Magic resist -500. Directional (front). Duration 4 ticks. Recast time 30 secs

Sisters (Raid)

The sisters are Althea, Brenda and Christine. You need to talk to them to incriminate them somehow. Mez 6x vampiric bat for the duration of the event (they depop at the end if the event is successful), kill all the trash around the sisters and then start the dialogue with them.

When you are successful, you get the following:

Althea shouts, 'Master, oh Master! There is dissension among your coven. My own sisters, who I trusted implicitly, have been conspiring against me. There is a mountain of proof and witnesses!'

An ominous voice booms, 'Very well, Althea. Since it pleases you so much, your fellow Sisters will be bound and banished.'

Brenda and Christine's screams are cut short as they are exiled from the Demi-Plane of Blood.

If you fail, you get the following:

Althea pouts, 'I knew these mortals would fail. They didn't put in the efforts to help me.'

Brenda screams, 'Who would? Anyone can see you're naught but a backstabbing strumpet!'

Christine whines, 'This isn't the end of it, Sisters. I know what you've been up to and the Master will eventually know, too. The next time you won't be so lucky.'

Swirling Bloodspirit

Will spawn on the announcement “A rush of wind blows through the Demi-Plane of Blood, announcing the presence of the Swirling Bloodspirit.” Emote.

Swirling Bloodspirit will cast <Orc Frenzy>

Mob summary

Name	Level	Max hit	Enrage?	Flurry?	Rampage?	Wild Rampage?	Caster?	Stunable?	Mezzable?
Swirling Bloodspirit	80	5800	Yes	Yes	No	No	Yes		

Spell Guide:

<Orc Frenzy>: 1025HP DD, Stun 10 sec. Resist magic. PB AoE. Recast time 60 secs.

Ur-Gorloch

Will spawn on the announcement “Ur-Gorloch shouts, 'You cause trouble for Master. Ur-Gorloch smash!'”

Straight melee mob.

Mob summary

Name	Level	Max hit	Enrage?	Flurry?	Rampage?	Wild Rampage?	Caster?	Stunable?	Mezzable?
Ur-Gorloch		6825	Yes	No	Yes	No	No		

Zi-Thuuli of the Granite Claw (Raid)

Each time that Zi-Thuuli of the Granite Claw spawns he does so with the emote “Zi-Thuuli growls in a booming voice, 'Caught by surprise, mortals?'”, accompanied by a ground shake.

The first time that he spawns he depops at 55% with the emote “Zi-Thuuli growls in a booming voice, 'Your show of force is impressive, fleshy ones. The Master was right about you. We will meet again, very soon.'”

The second time that he spawns he depops at 50% with the emote “Zi-Thuuli growls in a booming voice, 'Once again the mortals put up an admirable fight. This bodes well. The Master himself may even wish to meet you.'”

The third time that he spawns he depops at 45% with the emote “Zi-Thuuli growls in a booming voice, 'Perhaps next time Graniteclaw will catch you off guard. One way or another, the next time we cross paths will be the last.' “

The Forth (and last time) he can be killed.

You need to kill 3 - 10 trash mobs (Batlings don't count) to get him to respawn each time.

A chest spawns on his death with his loot. Be sure to use a rogue to disarm any trap before opening.

<Spreading Stone> although single target is cast on 17 (a third of the raid) at a time (3rd and 4th spawns) while only 8 (a sixth of the raid) on the first spawn.

Zi-Thuuli of the Granite Claw will cast <Immobilizing Stone>, <Spreading Stone>, <Stone Throw>, <Wings of the Gargoyle>

Mob summary

Name	Level	Max hit	Enrage?	Flurry?	Rampage?	Wild Rampage?	Caster?	Stunable?	Mezzable?
Zi-Thuuli of the Granite Claw	80	5993	Yes	No	Yes	No	Yes	No	No

Spell Guide:

<Immobilizing Stone>: 1000HP DD, 6 sec stun, feign death. Resist disease -500. Single target. Recast time 18 secs.

<Spreading Stone>: Illusion gargoyle, 32,000 DD after 22 secs if not cured. Resist magic -1000. Single target. Recast time 45 seconds. 16 curse counters.

<Stone Throw>: 980HP DD, 2 sec stun. Resist cold -100. PB AoE. Recast time 45 secs.

<Wings of the Gargoyle>: 5500HP DD. Chromatic (lowest) resist -450. PB AoE. Recast time 30 secs. This has a large range.

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