Everquest guide

Razorthorn, Tower of Sullon Zek

Lockout timer on boss mobs here is 5 days exactly.

Raging beholder cast <Complex Gravity>, <Curse of Darkness> Raging lupine hunter cast <Withering Destruction> Raging spirit cast <Withering Destruction> Raging werewolf destroyer cast <Curse of Misfortune>, <Raking of the Werewolf> Raging werewolf vindicator cast <Curse of Misfortune>

Trash summary

| Name | Level | Max | Enrage? | Flurry? | Rampage? | Wild | Caster? | Stunable? | Charmable? | Mezzable? |
|----------------------|-------|------|---------|---------|----------|----------|---------|-----------|------------|-----------|
| | | hit | | | | Rampage? | | | | |
| raging beholder | 72 | 4600 | Yes | No | No | Yes | Yes | No | | No |
| raging lupine hunter | 72 | 2193 | Yes | No | Yes | No | Yes | No | | Yes |
| raging spirit | 72 | 1800 | Yes | No | Yes | No | Yes | No | | Yes |
| raging werewolf | 72 | 3800 | Yes | Yes | No | No | Yes | | | No |
| destroyer | | | | | | | | | | |
| raging werewolf | 72 | 3390 | Yes | Yes | No | No | Yes | No | | No |
| vindicator | | | | | | | | | | |

Spell Guide:

<Complex Gravity>: Decrease movement by 65%, decrease mana by 35/tick, decrease HP by 150/tick, decrease STR by 100. Resist magic -450. NPC hatelist. Duration 1.5 minutes. Recast time 35 secs. 75 Curse counter cure.

<Curse of Darkness>: 1080HP DD, 880HP/tick DoT. Resist chromatic (lowest) -1000. PB AoE. Duration 5 ticks. Recast time 60 secs.

<Curse of Misfortune>: Increase Spell Resist Rate by 100%, Limit: Resist (Magic allowed), Decrease 1H Slashing Damage Modifier by 50%, Increase 1H Slashing Minimum Damage Modifier by 50%, Decrease 2H Slashing Damage Modifier by 50%, Decrease Movement by 1%, Decrease 7 Cap by 200, Increase 1H Blunt Minimum Damage Modifier by 50%. Resist magic -1000. PB AoE. Duration 5 ticks. Recast time 30 secs. 10 Curse counter cure.

<Raking of the Werewolf>: 880HP DD, 580HP & Mana DoT, 380 Endurance/tick drain. Resist disease -300. PB AoE. Duration 2 ticks. Recast time 90 secs. 18 curse counter cure.

<Withering Destruction>: 2000HP DD, decrease HP, endurance & mana by 300/tick. Resist disease -400. Single target. Duration 1 minute. Recast time 30 secs. 36 disease counter cure.

Ghost, Guardian of Razorthorn (Raid)

Ghost appears to have a large damage shield (225)

Ghost will spawn adds at 90%, 75%, 60%, 45%, 30%, 15%.

Wave 1 is 4x raging werewolf destroyer, 2x raging werewolf vindicator. They can be charmed.

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Wave 1 is 4x raging werewolf destroyer, 2x raging werewolf vindicator. They can be mezzed

Wave 1 is 4x raging werewolf destroyer, 2x raging werewolf vindicator. They can be stunned (with considerable difficulty)

Ghost, Guardian of Razorthorn casts <Ghost's Vengeance>

Mob summary

| Name | Level | Max | Enrage? | Flurry? | Rampage? | Wild | Caster? | Stunable? | Charmable? | Mezzable? |
|--------------------|-------|------|---------|---------|----------|----------|---------|-----------|------------|-----------|
| | | hit | | | | Rampage? | | | | |
| Ghost, Guardian of | 80 | 4500 | Yes | Yes | No | No | Yes | | | |
| Razorthorn | | | | | | | | | | |
| raging werewolf | 72 | 3800 | Yes | Yes | No | No | No | See above | See above | See above |
| destroyer | | | | | | | | | | |
| raging werewolf | 72 | 2700 | Yes | Yes | No | Yes | Yes | See above | See above | See above |
| vindicator | | | | | | | | | | |

Spell Guide:

<Ghost's Vengeance>: 1000HP/tick DoT, increase damage absorb by 10000. Chromatic (lowest) resist -525. Single target. Duration 1 minute. Recast time 0 secs. On fade (after 1 minute or when 10K damage absorbed), triggers Ghost's Vengeance Doom

<Ghost's Vengeance Doom>:

You have taken 750 damage from Ghost's Vengeance Doom

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