

# Everquest guide

## The Elddar Forest

### Lugnah the Arcane

Lugnah the Arcane is in an orc camp in the NE corner of the zone. Use monks to clear the camp of the other orcs before engaging. As Lugnah is killed, raging elementals spawn 3 at a time in the camp and come to his assistance. The spawn rate seems to be determined by his health rather than time so the tactic is to DPS Lugnah until the elementals spawn, kill the elementals, then get back onto Lugnah. Elemental spawns are indicated by

Lugnah calls upon the spirits of the fire for aid.

Lugnah will summon elementals 6? times in total. There are spawns at 80%, 55% and 25%

Lugnah the Arcane casts <Disease Swarm> and <Soulthef>

#### Mob summary

Name	Level	Max hit	Enrage?	Flurry?	Rampage?	Wild Rampage?	Caster?	Stunable?	Charmable?	Mezzable?
A raging elemental	72	2100	No	No	No	No	No	Yes	?	Yes
Lugnah the Arcane	74	2900	Yes	No	No	No	Yes	?	?	?

#### Spell Guide:

<Disease Swarm>: 2000HP DD, reduce ATK by 150. Chromatic (lowest) resist -350. PB AoE. Duration 12 seconds.

Recast time 80 seconds. 24 disease counter cure.

<Soulthef>: 3000HP DD. Chromatic (lowest) resist -350. PB AoE. Recast time 20 seconds.

### Vertekin the Soothsayer

Vertekin the Soothsayer is on the west side of the zone down the northernmost of 2 connected canyons in the zone wall. He is surrounded by giants that will need to be cleared first. When aggroed, he will spawn 6 spirit wolves. Placement seems to be all important as after the initial spirit wolves spawn, more will continue to spawn at Vertekin's spawn point.

Tanks should be set up in a hollow tree that is some way ahead from the canyon. If Vertekin is tanked here, it seems to be out of aggro range of the spirit wolves that will spawn and there will be few if any adds other than the wolves that get pulled with him. There should be a crowd control group placed between the log and the canyon to intercept adds. The spirit wolves can be mezzed by the chanters and then punted away with directed banishment to a point where they will no longer aggro. Healers should be placed by the side of the log and as far away as possible to counter the silence that Vertekin casts. Be sure to clear the area around the log of giants before starting the event.

Vertekin the Soothsayer casts <Call of the Ancients> and <Frost Thunder>

#### Mob summary

Name	Level	Max hit	Enrage?	Flurry?	Rampage?	Wild Rampage?	Caster?	Stunable?	Charmable?	Mezzable?
a spirit wolf	74	3350	No	Yes	No	No	No	?	?	Yes
Vertekin the Soothsayer	80	4492	No	No	Yes	No	Yes	?	?	?

#### Spell Guide:

<Call of the Ancients>: 1500HP DD, silence. Chromatic (lowest) resist -350. PB AoE. Duration 12 seconds. Recast time 70 seconds.

<Frost Thunder>: 3000HP DD, reduce movement by 40%. Resist cold -425. PB AoE. Duration 12 seconds. Recast time 15 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