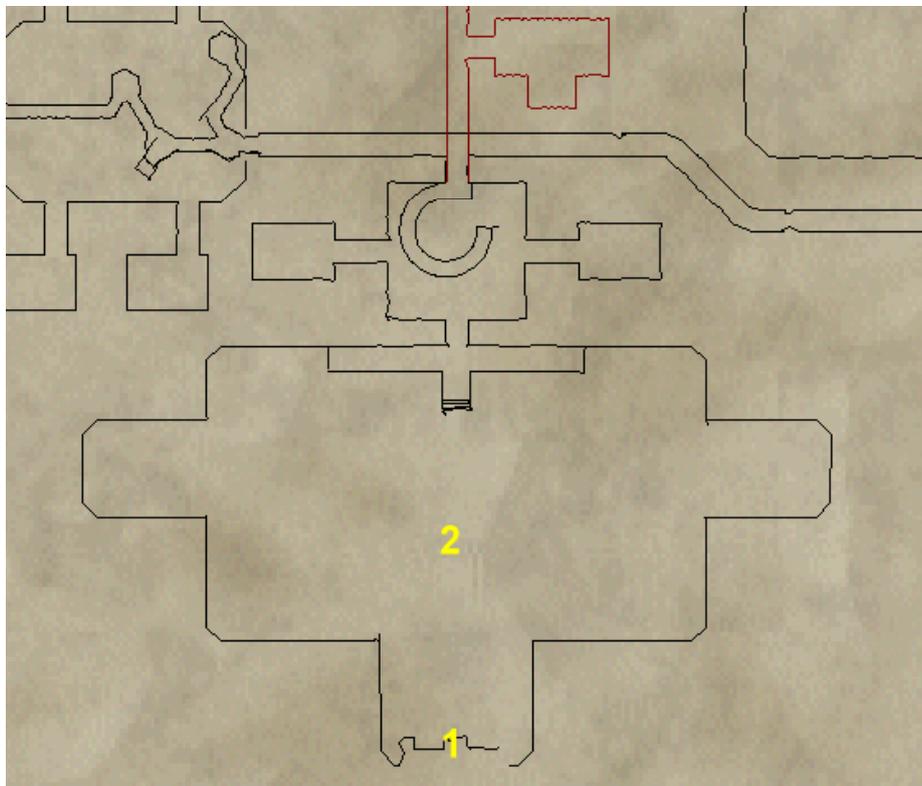


Everquest guide

Trial of Perseverance

This is a 24 man raid event obtained from Lieutenant Ekiltu Verlor in Lavastorm. The zone is entered from The Broodlands and is an instanced version of Stillmoon Temple. 2 day, 20 hour lockout on the event.

Preparation: Cold buff required



Stillmoon Temple map

- 1: Zone in from Broodlands
- 2: Osashi and the Bell

The zone will be empty except for a single Drake called Osashi standing by a small shed containing a bell. Until Osashi is approached, you can still add players to the task.

You say, 'Hail, Osashi'

Osashi says 'You have come at the goblins' behest? Very well. Perseverance is important to all, regardless of what you seek, be it wealth, knowledge, or power. This trial will show me just how committed you are to obtain your desires. When you being this trial, several goblins will wait near the gong and attempt to ring it after one minute. Do not let this happen and you shall prove yourself in this trial. Are you [ready] to begin?'

You say, 'ready'

This will cause 4x Stillmoon goblin to spawn around the bell that Osashi stands by. Osashi himself will despawn at this point. The Stillmoon goblin's are level 68, cast no spells but will occasionally enrage. All are mezzable and will summon.

What needs to be done is to mez all but one goblin that will be killed. Pull the Goblin away from the bell to kill it. Every time a Goblin is killed another will spawn in its original spawn point until you have killed the goblin from that spawn point 3 times in which case it will stay dead. So you should pick the spawn point from one compass point and keep killing that until it stays dead, then move on to the next one. You will get a message "*a Stillmoon goblin says 'Someone ring the bell! Summon help!'*" every time that you get a new goblin spawn. Just keep pulling and killing the goblins until eventually a Stillmoon warlord spawns. He spawns on the south side. His spawning is announced with the message "*a Stillmoon warlord says 'Now we gonna have some fun!'*". This is a level 75 mob, who will Wild Rampage and cast <Gelid Breath>.

Reward is 13 Radiant Crystals, 1 item of loot, 6x Goblin Warlord's Beads.

Note that you cannot loot in peace – the goblins continue spawning as they are killed until you have killed all 4 goblins 3 times.

Spell guide:

<Gelid Breath>: 1250DD, decrease effective casting level by 12, Decrease Chance to Hit by 10% with 1H Blunt. Save Vs cold -275, targeted AoE. Recast time 30 seconds. 50 Curse counters. Duration: 2 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