

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