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Everquest classic enchanter guide



Everquest classic enchanter leveling guide.

That's worth it. You aren't ever meleeing anymore, but it doesn't hurt to have 10 STR to help with encumbrance, and you already memmed it to put on your pet, too. Add to that infravision, having every wood elf druid you meet rubbing your bald little head, and charming a giant to follow you around, and you'll see why Xornn uses Illusion: Gnome all the time! Dark Elf - Dark elves have high Intelligence, second only to Erudites, just above the gnomes. Now you keep the other two mezzed. It's hard to discipline yourself to keep Mist and Shielding on yourself at all times, but when that resisting mob rushes you after a mez gone bad, you won't regret having taken the time. However, I'm going to save it for last. Clarity - You've worked long and hard, and you deserve this one. You just won't blow anyone away, either. Increases mana regeneration by 2 mana/tic. I've got 24 seconds till I re-mez or they pull it. You're getting to the point that you should /con your pets to make sure you have a good one--Reclaim Energy will actually see some use here. Mesmerization - This is the big-dog. The pet is a nice helper, and can give you a breather if you're having trouble landing a spell in between attacks. Okay, the first, and most boring thing you need to do is raise your Evocation. Cuts mob attack speed by 32% at level 24, capping at 50% by 60th. With most fights at this level lasting 20 seconds, you will have to cast Whirl Till You Hurl a minimum of twice, for 110 mana. I press the hotkey for "pet guard here" and it tells me about guarding with its life, and I proceed to get a long way from the mob before stopping. There is another use to reverse-kiting blues now though, besides being absurdly safe, and good xp in a blue-heavy area; weapon skill raises. When you turn into a human again, you will very likely be dubious. he's a real wimp, just a damage factory. The second reason is that most Charisma items do not have an armor class raise attached. Gate - Simple teleport self to bind point spell. Note that having AE Mez doesn't mean the party should depend on it; it means that you can take 3 to 5 mob pulls. I Color Flux and mash the Root key to lock it back up. During dungeon-crawls, if the puller brings in 4 mobs, after they arrive and swarm around the tank, I target the tank, then fire off Mesmerization, and watch four " has been mesmerized." messages scroll up, followed by one yellow indication of mez breaking. Now I'm just pointing out the upgrades to those tools and letting you know which are good, and which are lemons. My pet has Strengthen, Obscure, and either Alacrity or Augmentation. We don't have enough mana to screw around with resists, and Tashan drastically helps lower resists. During soloing, that Rune will often last two or three fights, and your loot off one mob will usually cover the cost of the gem. Has no recast time, unlike Fear, and resists less, holds longer, and any necromancer to see it in action suddenly likes reverse-kiting with enchanters! You will use this spell for a long time to come, especially when partnered with a druid/necro/ranger. (Debuffs are fine.) Can be cast over itself to renew the duration. Consider this: Stunning for 10 seconds, with just my pet and Muadan, the 30th paladin I travel with usually. Muadan will inflict about 200 damage over that ten seconds, and my pet will do about 150 (this doesn't include Augmentation, an attack speed buff that lasts 30 minutes). If mana is tight, Mist can fade, but Shielding is a must. Always stand on the opposite side as your pet in a fight, because he'll hit more solidly from behind. First, and most obvious, is a "finisher" nuke when the mob is almost dead, but just won't quite die. Reverse-Kite-SOLO - Would you like to hear about this? If the Root breaks you renew it, and you keep this up till the mob is history. You immobilize the mob so it can't move, then either nuke or DOT it until it's dead. Mez one and two charge. Not worth using till about the 5th Circle, when your pet will cost 85 mana. Sometimes requires multiple castings. The end result is that you have a highly effective, mana efficient method to drop steady blues. Sanity Warp - We finally get our upgrade to Chaotic Feedback! This spell starts off at 88 damage for 75 mana, and finishes at 95 damage by 23rd level. I still suggest not bothering with it outside of dueling situations (which still I don't recommend it unless you just want to humiliate someone). If you see that a fight in unwinnable, and your pet is about to drop, you can throw this spell in an effort to accomplish two things: one, your pet might actually finish it, which is always nice, or two--while it runs for up to 18 seconds, you can be running the opposite direction, almost assuring you reach the zone edge/guard/people to /yell to. In PvP this may see more use... You gain several tools to make fights easier now, however. Maybe I've just never learned to use them correctly, but it seems every time I throw this spell, the results are completely random. I suggest keeping Invisibility up all the time even when using illusions if you are worried about linkdeath. Strategies and changes to those strategies are listed below, but first let me start with an analysis of stun-locks. Continue killing blues and whites till you finish off this spell rank, and mobs such as Fire Beetles are wonderful for their loot. If you can do all this buffing, keep crowd control mezzing in order, and find the time to drop Languid Pace once and awhile, the groups will beg you to stay when you decide to go. after that Illusions will remedy the problem, although it can be annoying recasting them repeatedly. Get CHA gear and get your CHA to 170+. [Note: This has apparently changed! DOT damage is now considered assigned damage to you! This is a good thing, and makes DOTs feasible for outracing your pet finally!] The Third Circle is an extremely important level for you, as it's when you truly begin learning to group. Illusion: Air Elemental - Grants Levitate, needing no Bat Wing. Then you kill your pet for full experience. Research spell with Tasarins Grimoire page 30 left & right. Augmentation or Alacrity on all the tanks. Buffing-Group - You need Breeze/Sympathetic Aura/Major Shielding, Breeze on all casters, and Strengthen/Cloud passed out to tanks that need it. Upgrade to Color Flux, as well as key piece of one of the last techniques the enchanter must learn, stun-locking. Casting See Invisible on your pet will not keep him alive if you go invisible, and much safer, really. Lesser Shielding - Self-only buff. You've probably noticed that these Circles have become short and sweet facts and recommendations, as opposed to long and drawn out explanations from this guide. As always, I suggest soloing steady blue mobs to avoid not only downtime now, but death. Mesmerization is the first research spell you have to research. Enchanters make the group fight faster, safer, better, and against odds that would normally flatten the party. Illusion: Erudite - Turns you into the tall, dark-skinned High Men. At 7 mana, this is the cheapest Alteration available--cast it on yourself or your pet repeatedly to max your Alteration. I haven't tested it with stunning and fearing yet... Languid Pace - This is the greatest debuff line we get--Tashan line excepted--as it slows the target's attack speed down. Shielding - The next in the line of self only buffs all pure casters get, +46HP +12AC +12MR at 16th, capping at +50HP by 20th, and +14AC by 21st level. Unfortunately, the enchanter pet will always have terrible hit points, so you have to help him out a lot. If you want your pet to nothing but piercing, you must hand him two daggers. Strips up to 4 buffs off your target, either a mob or group member. I'd like to take a moment to thank the supporters of this guide to enchanting. I quickly mez the crocodile and then drop Tashan on it. They have a weak Charisma as well (only Human and High Elf start with 100+ CHA without devoting most of your points to the attribute. Sacrificing a little of your life for the team is what having a pet is all about. If the fights are actually lasting awhile, Tepid Deeds it, or if it's the last mob of a series, Stun-Lock it. 2. I've received many e-mails thanking me for the changes to readers' ability to play them enjoyably now--which makes me very happy. Regardless of which method appeals to you the most, you have learned enough at this point to make your own choices as to which methods will carry you on... Choke - The next in our line of DD/DOT/Debuffs. Levitate - Another very handy utility spell, requires a Bat Wing for spell regent. 5 gold becomes pretty trivial fast, and this spell will see a little use, but not much. Getting to be very good at shelling out fast damage. Mobs at 8 to 11th are getting to be too strong for you to melee anymore, so your pet is stuck doing all the work now. Spell regent is 1 Fish Scale. You're here to see the spell upgrades I spoke of--behold: Alacrity - Upgrade to Quicken, 34% increase to attack speed at 24th, capping at 40% by 36th. With Augmentation or Alacrity, this pet is just amazing. Use /con to tell if mobs can see you. Completing the First Circle is fairly simple. Oh, you'll have difficulty finding pairs of level 30-32 mobs, too--but pairs of blues are pretty good experience still, and much safer, really. Lesser Shielding - Self-only buff. You've probably noticed that these Circles have become short and sweet facts and recommendations, as opposed to long and drawn out explanations from earlier. Now toss on that nuke. The Ultimate Enchanters Guide I have an enchanter as my secondary character. I wanted to get some idea on how I can play an enchanter most effectively. I can across a post that led me to this guide. I am so impressed, that I have added it to the guild web site. I included the first part of the guide here. If you are an enchanter and are interested, visit the site and you wont be sorry. Now it will do one or two of three things: Give you a skill raise in Research. The Fifth Circle not only completes your line of spells, but leaves you holding many key upgrades which you will come to live and die by: Breeze - That's right, patient ones, the first in the Clarity line, added when Ruins of Kunark was released. (Infravision) Illusion: Troll - Troll form gains regeneration and infravision. Two amazing things will happen; first, you will watch the tanks rip through the mob without taking any damage. The secret to uber-soloing. This helps keep a fast-swinging mob from breaking out of the stun-lock as easily, and also makes switching to Root-Kamikaze very easy. A look at the new spells: Augmentation - This is a targetted melee buff. I really don't feel we have the ability to charm solo until the Fifth Circle, when you have our entire spell-line available. If for some reason my pet should die and I want out of the fight, I mez, sit down and memorize Memory Blur. All the rest of the damage is "un-named" and counts as from nobody. More successful with high CHA. Offers +9 AC to target at level 20, capping at +11AC by 25th. From the Fifth Circle on, it's pretty much only upgrades to your current arsenal. I usually do, but you and the druid will keep it agged easily, and your pet will still follow swinging. At the higher Circles, the chance to aggro a 27th level mob that the paladin is fighting involves using 100 to 200 mana in nukes, and the mob will not leave you alone after that without more casting, time to rejoice! This will allow you to complete the Stein of Moggok quest now (covered later) as a decent source of income, as well as grant you access to the Neriak Library in Neriak--Third Gate, and gives you ultravision! Disclaimer--All illusions break instantly if you go linkdead. You'll still be using "DD/DOT/Debuff" a lot, as you have no nuke yet. Tashan - Always always always kill the magic resistance of the mob. It will forget all about being mezzed, and the party can take their time pulling it. This is one of the illusions only found in Erudin. If you drop a full de-buff on a mob (Fleckless Might, Listless Power, and Suffocate), then Chase the Moon, it will behave as if Snared! This is not true. You're going to still level fairly quickly, save for the 7th level, when you are using a very substandard pet and substandard spells to fight mobs. Supposedly, around the Eleventh Circle we can actually debuff enough to duplicate snare. If two mobs fight (one as your pet) and you nuke the enemy once, your pet should win the fight, though almost dead. Fights at this level are just starting to take 30 seconds, so this spell will do usually still do it's full effect. Mist - Upgrade to our targetted AC buff--gives +6AC at level 12, capping at +8AC by 16th. Perfect targets. Many tanks will request this spell also, as the stamina regen is getting critical as the haste buffs drains that yellow bar. The first two increase my solo ability, and the last three raise my AC and/or HP higher. Requires 1 Tiny Dagger as a spell component, and your pet is a rogue. Optionally, keep Rune I up on yourself

[illegible]

Intelligence, and the remaining 5 into Charisma, Strength or Agility (Agility especially for Eridules). Velishous's Tome page 108 (the first faded page you have to research for a spell), to pair up with 109 for Feedback, you must find a "Faded Velishous's Tome page" and put it into your Tome and press combine (all by itself) which may give you a skill raise. This gives you a skill raise. Researching the 12 spells, when Kamari's Tome page 108 (the first faded page you have to research for a spell), to pair up with 109 for Feedback, you must find a "Faded Velishous's Tome page" and put it into your Tome and press combine (all by itself) which may give you a skill raise.

It's not going to write a guide on where to level and what to fight, when to sell your loot, or such as that. Once you are able to summon a pet, continue to melee, and your pet will act as a free "doby" since he'll just walk away on the mob. Now you will see the animation hitting for 12 to 16 damage at most, bashing, just getting in the occasional double attack--and its hits are considered magical! Truly our pets start turning into damage machines at this Circle. Kamikaze-Solo (soloing with your pet, who always makes fights to the death) is still probably the most viable avenue to you right now, though Reverse-Kiting is available with a necromancer partner. My spells are all ready to go, and I've buffed Breeze, Mist and Shielding buffed on myself. Now I've mentioned stun-locking too so far, and let me explain when you do and don't use it. Truly amazing damage machine now. But more on that later. It centers on the area you cast it (even if you move) and continues to notify you of any an all movement in that area. When you reach higher levels there may be some practicality to this. Tashani, Color Flux, Color Shift, Sanity Warp, and Root. Any other stun will overwrite it, effectively breaking it. Gnomes have a few things going for them--they have a great hunting area with Steamfont Mountains, a great city to explore, being the shortest race in the game makes it feel like you're running really fast even without Spirit of Wolf, and you get Tinker. To summarize, Charm-Soloing involves one of three stages: 1. This makes it most likely be surpassed by another AC buffer (such as Cleric or Shaman) and let them fill this role when they can--otherwise Cloud goes on anyone who is supposed to be taking damage. While -13MR isn't much, bear in mind that when a spell like Root is cast, the mob makes a save based as its MR + 25 (spell data reveals this), and this could be MR + 12. Mesmerize at this level is going to be mostly a quick spell for beating a retreat. If you can wait just a split-second, then cast Color Shift, then you land the six second stun right as the Flux wears off, leaving the mob stunned long enough to get your next upgrade. You're good. The next upgrade is Vampirism. Sure, it's not a bad thing, but it's not a good thing either. Vampirism has a 2% chance to drain mana from your victim, but it also drains mana from you. So, unless you're willing to take a hit every time you use it, it's not a very useful spell. However, you receive the next upgrade at 44th, so at 43rd this spell is increasing the attack delay of the mob by 42%. Many times, the first nuke won't be enough to make the mob charge, so just wait for that ungodly react, and toss another one. Getting beaten again, after hand-puncturing, I am able to restrict a mob to a maximum of one "attack tick" every ten seconds, for 60 mana every round of stunning. If you cast Color Flux on a whirling mob, the Whirl breaks, and the mob is free four seconds later when Flux expires. In this technique, your pet hits from more from behind, and you keep anyone from taking damage. If you want to drop Enfeeble on the mobs, it will have a slight affect on the damage you take, but it's really not that apparent when you take so little from blue mobs anyway. Charm sometimes holds for 5 minutes. Useful when fighting mobs with damage shields, or removing Charm from one of your party members. The second weapon will add an extra attack to the "round" when it "procs", basically guaranteeing 2 swings per round (since it has double attack and dual wield now), and often getting it 3 swings now. Illusion: Iskarr - This spell is obtained through a long and difficult quest in Kunark. All crowd control must be performed first. Research spell with Velishous Tome page 67 & 68. It will stun pretty commonly, but the higher your CHA the more successful it will be. The nukes assure that you outrage your pet, while the stun-lock keeps your pet healthy. However, that's way down the line when you can afford stuff like that to just give to your pet. Outside of that there is no real change to this technique. The mobs you will be facing don't really hit hard enough to do serious damage at this point, either--at least not so much that you need to be afraid to get out of the fight. You can actually pull a mob out of the fight, and you can actually kill a mob. This is a big deal. You can actually pull a mob out of the fight, and you can actually kill a mob. This is a big deal. You can actually pull a mob out of the fight, and you can actually kill a mob. This is a big deal.

Its impact. Illusion: Tree - Just like Minor Illusion, you get fairly neutral faction with this illusion. Shallow Breath - Targetted Damage-Over-Time (DOT)/Debuff. It varies from 20 damage max for a 21st level pet, to 28 max for a 25th level pet. Another Chaos Flux cascades into the lion, and you're sitting there waiting for that horrid 8 second recast delay to cycle. This has been fixed now, and bashing stuns no longer break the effect. The wizard is quite familiar with Root breaking, and the two of you become quite adept at letting whoever isn't being charged renew the hold. But at the Fourth Circle you obtain Choke, which takes much longer to do it's full damage. Dropping that single Languid Pace is also the equivalent of dropping Quicken on your entire group of melee members, but you will have to do this for every pull. Suffocate - Upgrade to Choke. Charisma - The second school supports raising CHA as high as possible for two reasons. Now after all your patience, I give you what I find to be our most powerful and reliable solo-technique to date: Kamikaze-Stun-Solo - That's right, take Kamikaze ability of fast, free damage from your pet, and combine it with the cheap damage prevention of Stun-Lock. When using Kamikaze-Stun, I keep Alacrity here, and swap it out for buffing. Checking mana, I've used under two bubbles so far. Now, when the stun lifts the mob will be aggro to you for sure, and your pet is tagging it in the back, which we know is always good. I know I'm free to get nailed, and there's nothing I can do about it. Now, getting pages is the hardest part. However, Breeze gives you 2 mana each of those ticks, whether you're casting, targeting, running, or casting a spell. You will easily do half the remaining health to the mob, giving you full xp for the kill. You need to do over half the damage to the mob for full xp. The attack will bring your pet into the fight, and only took 30 mana, as opposed to the large amount of nuking that might be required to clear the mob. You can actually pull a mob out of the fight, and you can actually kill a mob. This is a big deal. You can actually pull a mob out of the fight, and you can actually kill a mob. This is a big deal. You can actually pull a mob out of the fight, and you can actually kill a mob. This is a big deal.

Targetted STR Debuff -21STR at 12, capping at -25STR by 20th. I recommend the same tactic for the druid (Nuke/DOT/Nuke), then the both of you should just let your pet and the DOTs do their jobs. As the lion rushes you a quick Root and you step back. With Xorn, I combine spins I already have for training research each time I ding, and if I'm not capped in the skill when it's time to research a new spell I need, then I max it out. You've done well and truly proven your commitment to Enchanting at this point. Nuke if you're wanting to speed things, but with a decent CHA Chase the Moon will hold for ages and ages. Casting Ebbing Strength and Choke is 85 mana, and will lower the damage the mobs inflict about the same amount, after both spells have landed. Beguile - Upgrade to Charm. Invisibility - The first class to get the spell. Augmentation doesn't need renewed all the time, but isn't near the haste of Alacrity--but in tank heavy groups, you might not have the mana for Augmentation. This debuff line will make your pet amazing in solo, make your party take less damage from the very beginning of the fight, and even buy you time to cast in between mob attacks. (Actually crocodiles drop necro pages too... If you have a healer for the puller, don't bother. They are blind, but remember this is only a factor for the first 3 levels of a chanter's life... Religion should be Agnostic. Fear can also act as an escape spell though. If you're finished Color Flux/Root to get out of the fight, and resume nuking. As the fight progresses, nuke to assist your pet. Still, it's an improvement that was sorely awaited, and only wizards and mages are nuking out of our league at this point. Area Effect Mez - Bad, because you might wish to drop a Color Flux/Enthrall spell. Just to throw you off balance. If you're finished Color Flux/Root to get out of the fight, and resume nuking. As the fight progresses, nuke to assist your pet. 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