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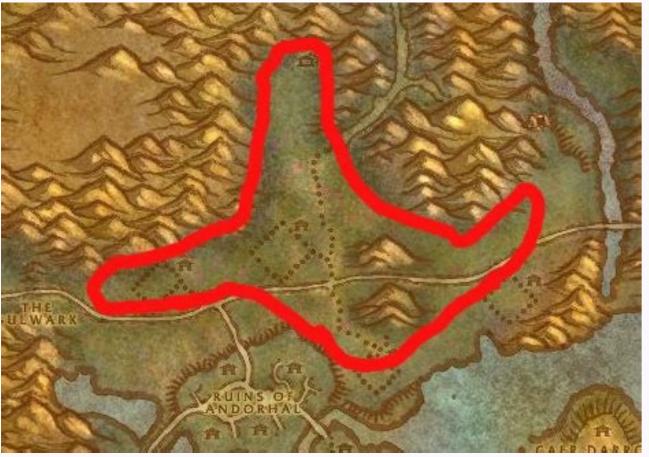
Next

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 encumberance, 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 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/quard/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 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 this spell does not make Shadowed Men visible. (Research from Velishouls Tome pages 43 & 44, or can be purchased from the Gypsies in Oasis of Marr.) Buffs-Solo - This is getting easy to figure out now. That way you can manageably keep the buffs on people without having to hold up the pulling of the group while they wait for you to get mana, 80 mana for a 45 minute duration, Find your blue mobs unless Charm-Soloing-and even then I suggest blues, but you can manage white/yellow), pull it with Tashan, as per usual. *grin* And thus my guide has come not to an end, but to pause. If there's no combat, renew Clarity first, as the haste is just wasted duration when not fighting. Your pet can't hit it very well on the run, and you will find yourself running full-tilt just trying to keep up with the mob. (I was calling him Mr. Quiet Guy at this point.) Tashan pull, Languid Pace, and your Quickened pet proceeds to just wail on the thing while you lob in Sanity Warps. Everyone med up and I'll hold it." The tanks ask how long you can hold it while they heal up, and you notice with Clarity you've already meditated almost twice the mana Enthrall used. Now the first thing I need to do is find something to make my pet, preferably close to something I wish to fight with it. Stun-Locking can be used to make sure your pet wins the fight when it's close, but I recommend against that because Charm breaking right after you stun can make regaining control very difficult. The mob will die, and very quickly. Bind Sight - Utility spell that we get called weird for using. Color Shift will be required to stun for recharming now. This spell is a welcome addition to our easily resisted nukes we carry in our spellbooks. Kamikaze-Soloing blossoms with three tanks you'll be casting Languid too often, and a quick stun lock will totally stop damage for 10 seconds at the same mana usage, which will be more effective than Languid Pace. Carries the KoS to guards. Not quite 170, but I'm too anxious to wait--and honestly 164 is a damned good CHA for this level--should be good enough for now. I'll be covering the uses of mezzing throughout 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 your self 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 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 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, 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 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 I have added it to 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 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 (Feckless 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

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all the time if you might get hit. As the weakest damage-output class in the game, you really have to squeeze every last point of damage from your mana. Pendril's Animation - Your first pet spell. Let's look at the new tools available. I see a blue crocodile nearby, as well as a yellow deepwater caiman. Mesmerize, Enthrall, and Mesmerization do not
stack, and you must let one expire before putting on another. This same technique will get you into the brownie city in Lesser Faedark for your Thicken and Crystalize Mana spells later. Toss Chaotic Feedback followed by Choke then another chaotic Feedback followed by Choke then another chaotic Feedback for your Thicken and Crystalize Mana spells later. Toss Chaotic Feedback followed by Choke then another chaotic Feedback for your Thicken and Crystalize Mana spells later. Toss Chaotic Feedback for your Thicken and Crystalize Mana spells later.
single pull. Tepid Deeds uses 100 mana, while stun-locking for two "rounds" uses 120 mana. Using this method, whenever I had the mana to take something on, my pet had the health too. It looks like Root, except that it informs you the target is spinning. I've never messed with this spell yet, as the 2.5 second casting time makes it less useful when I
need it--while trying to escape a mob. Outside of that... Your INT and CHA will start at 100 with a balanced point-split, so you won't be terribly disadvantaged. This helps do something during the recast delay of your nuke, and still lands the Choke early in the fight. The mob will then take one swing at Muadan, then the lock re-establishes, for another
350. I stand to face one pissed off gator heading my way that quite frankly can slaughter me (if Root breaks then it's two gators). Root - Amazing spell, still using it at 30th level. First off, let me talk about Quicken. If dropping blues quickly, just get your pet in and fear them, maybe nuke once. It surrounds anyone triggering it with mana flashes, and
you have a constant mana flash around yourself as well while the spell is going. 1 - Sanity Warp (when the fight ends I need something to finish with), 2 - Choke (this helps ensure my pet wins), 3 - Color Flux (for helping regain control), 4 - Root (for helping regain control), 4 - Root (for helping regain control), 5 - Mesmerize/Enthrall (I use the short-mez myself here), 6 - Charm
(important to mem this one), 7 - Tashan (gotta kill that MR), 8 - Swap Slot (usually Invisibility here). I stand and cast Sanity Warp, which obliterates the DW Caiman for 95 damage (I threw Tashan on there right away you notice), and watch the experience gain hit the screen. (You may notice, I'm not a big fan of Whirl--I prefer mana efficiency.)
Reverse-Kite-Partner - This applies to Reverse-Kiting with Necromancers and Druids. Color Flux, Color Shift, Sanity Warp. Mez-pulling takes on a new facet with the addition of Memory Blur to your spell list, and here's how it goes: You should do just about all of the pulling for the group in all honesty. This increases to 28% haste at 52nd level,
+30AGI and +9AC at 50th. When I'm fighting a mob that can't be stunned, Color Shift is replaced with Tepid Deeds and I switch to Kamikaze-Root. The damage is 43 to 48 (increases gradually) for 45 mana. Mana regeneration to the best of my research is like this: When standing, each "tic" you receive 1 mana. 7 mana/tic standing, 9 mana/tic sitting
and at 29th (maxxed Meditation) you get back 20 mana/tic! 70 mana and a 27 minute duration. I recommend just layering the AE mez on until there's only one mob. Quickness - We got Languid Pace to start off the attack speed debuff line, and now you have Quickness - We got Languid Pace to start off the attack speed debuff line, and now you have Quickness - We got Languid Pace to start off the attack speed debuff line, and now you have Quickness - We got Languid Pace to start off the attack speed debuff line. I can't emphasize just how powerful this is.
If you have time, Tashani it. More importantly, this cheap debuff gives the message, "looks stupid." -15WIS -15INT at 29th, -20WIS -20INT cap at 48th. Clerics and Shamans have a better AC buff than this by now, but when they aren't around this does nicely. It wipes the agg list of your target, and is unresistable on mobs 30th level and down. Toggle
to your pet with F1, then use /assist to target what the pet is fighting. You have reached 29th level, and if requests for Breeze weren't enough to drive you to /roleplay, I'm sure Clarity will do the trick. A total stun-lock is capable at this level now, but rather expensive mana-wise. I'm letting you know how to fight, what tools you should get used to
fighting with, and giving you fair warning as to what to expect when you use them.. While grouped, keep Strengthen on all the members that will be meleeing, and Haze on the ones who are taking the main damage. (The actual formula EQ uses for this is somewhat of a mystery, but with a pet swinging 40 times per minute normally, Quickness will
give 12 extra attacks in that time period! 30% attack speed increase is literally a 23% decrease in attack delay, changing from 3.0 seconds to 2.3 seconds.) Only has a duration of 11 minutes, but it's well worth the cast on your pet or tanks, and will become vital to every group. If you toss an enchanter nuke on the mob, they all have weak stuns with
them, which break the effect. However--during a single pull where you would like your pet to be doing extra damage, or you're on the last mob of a series and need the extra damage the shiny guy puts out, Root the mob. Take a hit, then drop Languid Pace on it. While a full debuff spread is quite impressive by the numbers, this pure STR debuff will do
little to nothing to impact a fight. Researched from Tasarin's Grimoire Left & Right page 24. Useful if you spend a good amount of time underwater. The recast delay on the spell with Velishouls Tome pages 75 & 76, or buy at Shaman guild. Your cap for 8th
level is 45 in Evocation, and I reached that cap before proceeding. Make the first mob no longer your pet on purpose (making it ultra-aggro to you) and kill it. Now if you truly landed the spell perfectly, the stun will go out to a 10 second duration, meaning that Color Flux is just becoming available as the stun lifts. Rune II - Upgrade to Rune I,
obviously, targetted HP buffer, stops up to 71 damage at 24th, capping at 118 damage by 30th. In order to make him dual wield, just hand him any one handed object that isn't restricted to primary hand (like a spear) and he'll start using it. I usually just plod along after the mob dropping Chase the Moon when it fades, and toward the end of the fight
just nuke it to finish (when it would be a waste to fear again). Color Flux is also useful just letting you and Mr. Kamikaze land some unanswered damage on the mob--an extra swing from you can drop Enfeeble, and there is an effect on the damage,
but it's not drastic, and rarely worth the mana. Our best debuff line we get (mentioned further down) will achieve the same effect as our current debuff spread with only one spell, as opposed to two or three casts, higher chance of aggroing the mob, and not landing all of them till the fight is half-over anyway. This animation will hit for a max of 8
damage, and this is will always /con as a level 1 pet. See below for notes on researching. Combined with your pet and nukes, you really advance in your soloing ability with this spell. Necromancer's Fear isn't as good as Chase the Moon (they pass our ability in the Ninth Circle, and we catch up in the Tenth again), and the Clinging Darkness series of
movement impeding isn't as effective as Snare. After a bit of research, I've compiled the damage you can expect from your pets. At 40 mana, this 1.5 second casting time stuns a larger area (25 foot diameter) of mobs for 6 seconds, for 40 mana, this 1.5 second casting time stuns a larger area (25 foot diameter) of mobs for 6 seconds, for 40 mana, this 1.5 second casting time stuns a larger area (25 foot diameter) of mobs for 6 seconds, for 40 mana, this 1.5 second casting time stuns a larger area (25 foot diameter) of mobs for 6 seconds, for 40 mana, this 1.5 second casting time stuns a larger area (25 foot diameter) of mobs for 6 seconds, for 40 mana, this 1.5 second casting time stuns a larger area (25 foot diameter) of mobs for 6 seconds, for 40 mana, this 1.5 second casting time stuns a larger area (25 foot diameter) of mobs for 6 seconds, for 40 mana, this 1.5 second casting time stuns a larger area (25 foot diameter) of mobs for 6 seconds, for 40 mana, this 1.5 second casting time stuns a larger area (25 foot diameter) of mobs for 6 seconds, for 6 seconds, for 6 seconds, for 6 seconds, for 6 seconds area (25 foot diameter) of mobs for 6 seconds area (25 foot diameter) of mobs for 6 seconds area (25 foot diameter) of mobs for 6 seconds area (25 foot diameter) of mobs for 6 seconds area (25 foot diameter) of mobs for 6 seconds area (25 foot diameter) of mobs for 6 seconds area (25 foot diameter) of mobs for 6 seconds area (25 foot diameter) of mobs for 6 seconds area (25 foot diameter) of mobs for 6 seconds area (25 foot diameter) of mobs for 6 seconds area (25 foot diameter) of mobs for 6 seconds area (25 foot diameter) of mobs for 6 seconds area (25 foot diameter) of mobs for 6 seconds area (25 foot diameter) of mobs for 6 seconds area (25 foot diameter) of mobs for 6 seconds area (25 foot diameter) of mobs for 6 seconds area (25 foot diameter) of mobs for 6 seconds area (25 foot diameter) of mobs for 6 seconds area (25 foot diameter) of mobs for 6 seconds area (25 foot diameter) of mobs for 6 seconds area
if you don't want to sit around having a fizzle-fest. Many times I used this spell over Alacrity, especially when the groups were very tank-heavy, and Alacrity was proving just just be too much mana. When resisted is often considered hostile. There is some upheaval about this among enchanters, but I must admit, allowing enchanters a non-aggro
version of this could very well make them broken. Used to allow one to pull from two mobs without bringing both. Charm-solo - Okay, you've patiently waited all this time because of my recommendations, but enough is enough, and you want to try charm-solo - Okay, you've patiently waited all this time because of my recommendations, but enough is enough, and you want to try charm-solo - Okay, you've patiently waited all this time because of my recommendations, but enough is enough is enough.
they would be hitting the tanks--or even the casters--which is much more damage prevented than Languid Pace would have done. When the DOTs will do close to full damage. I choose not to. This animation will Bash, Kick, and Double Attack almost every round. When charm
broke, what if Root broke? This spells a lot, even three or four times during battle, but I still don't like it.) Group buffing will be a little different; you need Breeze and Sympathetic Aura up at all times, and you should find the time to drop
Shielding. [Note: Verified, you can roam around Befallen non-aggro to nearly every mob in the dungeon.] Invigor - Stamina regen, short duration. Minor Illusion - Turns you into an immobile copy of the nearest inanimate object. and maybe some mage. You don't have to Mesmerize first. 4 seconds + 6 seconds + 6 seconds. (Which is curious because
further upgrades to not affect AC of the target.) Quite honestly, debuffing (even -70 STR at the 8th Circle) has very minimal effect on mobs. If you have a one handed weapon that hits like this, sell it for a lot of money. They know it's a piece of shit, they just aren't going to do anything about it.] Cloud - Upgrade in the Haze series. +20HP +6AC +7MR
at level 8, capping at +30HP +9AC +10MR by level 18 (when you will have a replacement spell, go figure). If you insist on trying it now, you'll just have to skip ahead and find a work-around to not having Mesmerization, which I feel is critical to be successful. The reason you need to discover the range well is because it's possible to catch yourself in
the AE. Your pet should have Strengthen, Cloud, Quicken. Therefore, it becomes more feasible just to use nukes if you want to contribute to damage tanks take is drastically reduced, while you calmly meditate in preperation for renewing Alacrity. You'll
have trouble getting druids to just DOT mobs, but if you can, you can drop yellow/reds without too much trouble, and only using half your mana each. I finally decided to delete Bromm after 13 levels, because I could not get into Neriak, even with Illusion: Dark Elf and Alliance. Erudite - The highest base Intelligence of the 'chanter races. I stayed a
tree for an hour in Mistmoore Castle one night while watching one train after another just trot by me, killing the poor bastard next to me who's invisibility to Kamikaze-Solo, by crossing it with a technique known as Root-Kiting. Told you... Other times it holds for 5
seconds. As I said earlier, Charm-Solo changes very little. Human - The basic race. There are very few mobs your pet can take without you nuking a fair amount still, but if you think your pet has done more damage than you during the fight, when it's getting low (leave time to cast) toss Memory Blur on the mob, then Chaotic Feedback. See you in the
next Circle! Welcome to 12th level. Wizards only have like five major spells they ever need to research, and the rest are typically AE nukes that they will have better versions of by the time to let the party switch to the mob your pet is on while you mez the one they were fighting.
Should you choose to perform crowd control in groups, solo kamikaze-style, kite (or reverse) with a steady partner, or truly show nerves of steel with daring charm-solos, you have seen the evenues lain before the enchanter, and gotten a feel for the spell lines required for each, as well as learned to manage your eight spell slots well. The other one
charges, the group fights it. This spell is less used than the illusion of your own race. Reclaim Energy - Used to unsummon your pet, and recover about 25% of the pet's casting cost in mana. If you drop Color Flux, as soon as it hits start casting Mesmerize; it will notify you about not having recovered repeatedly, but this ensures you start the mez as
soon as possible. Mana regen and haste must remain on all applicable group members. 100 mana cost, 3.5 second casting time, and that horrid 8 second recast delay still. Not going to get Charm off while getting beaten on--or what if Color Flux on gets one of them stunned? You can also just stand back and keep Whirling over and over, but this really still.
isn't mana efficient at all. Dyn's Dizzying Draught - This spell is Whirl Till You Hurl with some debuffing combined. That means that to get say... Don't remember seeing any runes--wizard.) Mages only have to research pets. Illusion: Gnome - Shortest race in the game--usually goofy looking--gives infravision. As soon as Shift lands I just fire off Sanity
Warp. A bad enchanter leaves a horrible taste upon the group that they long remember. Back of the book spell here. It takes 1 second to cast and stuns the mob for 4 seconds. Haze - First of the targetted AC buff line. Your pet isn't getting hit. During the 2nd Circle, it's still better than nothing. Cast repeatedly to train Divination to max. Over the
course of 36 minutes, you will receive 360HP. For 80 mana you grant a 30% attack speed increase to one group member for 11 minutes. At a glance we have: Alliance - Increases your faction with the target's faction category. I immediately start mashing my Charm button. By tossing WTYH onto a mob while your pet is attacking, you can Color Flux
the mob when the Whirl breaks, then re-Whirl it. If you're counting on WTYH to hold a mob for more than about 4-6 seconds, you're going to be disappointed-as the mob gets a save to escape the effect every time it is damaged. You should always have this buff on in combat. Breeze gives you 20 mana per minute, for 27 minutes, all at the bargain
price of 35 mana. That leaves three more slots open, which is beautiful. Strip Enchantment - Upgrade to Cancel Magic. when you are ready to let the pet take over the fight again, drop Color Flux (because you should be really good at timing the spell between attacks now), then take a step back while the spells ungrey, and drop Root as soon as you
can. 115 mana for an 11 minute duration. As you shouldn't really see any melee action at this point, I wouldn't bother Strengthening yourself. Ultravision - Targetted buff, grants the target Ultravision. If you blind a mob before fearing it, this will cause it to run erratically sometimes, but not slow it down any. The reason you don't Haze them all is
mana-management... Or, you just re-mez to start the clock over again. When you hit 6 tics, stand up and re-mez, then drop down and start watching. Counting the un-greying of your spells I'd say it leaves about 2 seconds to cast a spell afterwards. If you Flux/Root, your pet is getting hit the entire time you're nuking. As long as you've always got mana,
everyone will love you when there's an extra pop that charges right into a mez. That's all there is to it. You'll be strong, have good stamina, and basically no stat that's "lacking". Research spell with Velishouls Tome pages 108 & 109 (faded). Honestly, most necros don't need a partner at this level though, and they are the only ones that can slow the
mob's movement. It makes your spells hit better and last longer. You first find two mobs to make fight each other. Now let's look at your tactics. Soon you will have a longer casting time charm spell, and then Color Shift will be mandatory. Illusion: Earth Elemental - Raises your STR 10 and makes you Kill on Sight to most guards (all elemental forms
do). The Seventh Circle is an awesome transition. I keep Enthrall, Memory Blur, and Quicken usually. Maybe one of these days this whole series will seem useful to me, but it's yet to happen so far, that's next on the list, you mean wizards have to fight everything like this, yeesh. Your pet can pretty much destroy level 1 and 2 mobs when you're 4th
level. A new type of levelling is viable now, Charm-Soloing. Drains stamina bar slowly and expires when slowly and expires whe
pulling with shallow breath and meleeing them. You have to find the mana to re-enthrall that puppy at least two more times, and the only way to do this is meditate and watch those mana-tics, 6 seconds a tic. Reverse-Kiting blues is a joke with a partner, as you and your pet could handle that easily; however, if you can find a steady supply of blues, you
will see about the same xp because of low down-time. Color Flux - Drops an AE stun in the area immediately around you (melee range) which lasts 4 seconds. No more risking KoS with Illusion: Dark Elf, has a duration of 36 minutes. I sit down and meditate again, noticing that my pet is going to lose this battle without some help though it will be very
close. If there are three mobs it gets tougher but still isn't hard if your group cooperates. Drop your DOT (Suffocating Sphere) on the mob if you like, though later on you're going to get out of this habit, then watch the fight a sec. The mana cost may look disturbing, but the sheer number of attacks this grants makes it all worth it. The only other spell
that might see use is Whirl Till You Hurl, but as I've stated, it often breaks too easily from any stun effect. Fear - The first of our Fear line. Suffocate is extremely mana efficient, especially combined with your pet. Targetted debuff for -24STR -24AGI -12AC (though dropping AGI below 75 incurs a massive AC penalty). But at the Fourth Circle, you
obtain your primary debuff line that you'll be using from now on... (Like our nuke or our DD/DOT/Debuff first landing.) See Invisible - Allows you to see invisible mobs. High Elf - The most commonly picked enchanter race. Hey... Only to fiddle with orc camps when I was 29th and testing if high CHA helped. I'm still targetted on my pet because I make
it a point to always target my pet for just this occurence. Even at level 24th, you pet (taking 2 swings every "tic" and kicking and bashing constantly) goes from 40 attacks to 50 attacks. Mesmerize - The first of the Mez line, arguably what makes the enchanter the most powerful group member around. Group-Tactics - In the group, you take on a whole
new role: Stun-Lock. Rune I - This is a targetted damage absorber. Memory Blur - What an amazing spell this is. as it's going to be your most profound damage assistance. Kamikaze-Solo - The traditional Kamikaze-Solo still entails taking your Quickened pet, pulling a mob with Tashani (always blue, less downtime, easier fight, great experience), take a
shot to put the pet in, drop Languid Pace, Sanity Warp, tank till you take a decent hit, then Flux/Root and back out, then Sanity Warp till Root breaks, re-Flux/re-Root, and continue till the mob dies. Our nukes are very aggrovating to mobs, and will later be known as "Mega-taunts". The first spell you toss on any mob now should be one of two--this will
apply till you delete your character. That's it. Also purchased in Shaman Guilds. What if the second Charm resisted? When you fear it, there is a good chance that you will aggro additional mobs as it runs by them, cause a train to come back to you. As the
stun breaks, my reaquired pet receives a healthy dose of "/pet attack %t" (remember to retarget the NPC first). This animation also gains the ability to Kick, and double attacks just about every round. (If not indifferent they see you.) Has random duration, but if holds over 10 seconds it should last awhile, with a 20 minute max duration. Reverse-Kite-
Partner - Chaos Flux replaces Sanity Warp, and you should keep Alacrity on your pet. I recommend you dump all five points into your weapon skill--and suggest One-Handed Blunt as soon as you can get one. Max damage of 5, lowers STR & AGI by 5. Major Shielding - Upgrade to our self-only buff. Lob in another Warp... With a 2.5 second casting time,
you can squeeze the spell in before the stun breaks if you just take a step back while the spells ungrey. I've listed what pages are needed for each research spell, as well as what wisdom-based caster gets the same spell lists too. Take a hit to put your pet
in (I was calling him "the shiny guy" at this point in my career), then back out. Below 150 is suicide, and below 170 is difficult at best. It will always hit for 8 maximum. But-it can be an extremely useful escape spell. However, pets follow the slightly faster mob with ease, and the Darkness line is a DOT. Every single pull, land Tashan on the mob,
followed by Suffocating Sphere. Nice idea!] I keep my pet targetted at the time, only checking the NPC every so often to see how the fight is going, and if I need to nuke it or the pet is going to win. So typically you either have to group to fight the bigger mobs that drop your pages, or else you go to a zone with that type of mob and auction. Not to fear
because the cleric just rooted it for you so you can drop Enthrall on it and get back to medding. Master these powers wisely, and you will be hailed as a master-enchanter. (They get Snare at 9th level, their Third Rank.) Now to complete 8 through 11th, you can solo like this, but I recommend finding an orc camp and sticking with it. When grouped,
plan on keeping Breeze on all casters at all times, and Quicken on the tanks, this mana load may seem prohibitive, but it's the most effects are the enchanter's realm of mastery, and you should start getting used to throwing out short duration, high casting cost haste spells repeatedly.
It's just not worth the time, the mana, or the spell slots taken up to memorize them all. I don't use Enthrall all the time, only when I know I need the mob to sit still for awhile. From this point on, rather than telling you what and where you should fight, or what spells to pick up, I'm going to only explain the changes to our various levelling strategies. In
a group, blowing mana this frivilously is out of the question. Where you start is up to you, it really doesn't matter. Listless Power - Upgrade to Disempower. You are only five levels from Clarity. Duration finishes after about 12 seconds. Plus wizard nukes can get just absurd! Finding a necromancer that wants a reverse-kiting partner is much more
likely at this level, and finding a level 9 druid to reverse kite with is easy too. But I was really excited when I heard the rumor, too. At 8th level this is actually a decent ratio, but the recast delay is horrid at 8 seconds, and you had better get used to it. Keeps the mob from moving--overwrites movement hindering spells like Snare or Clinging Darkness,
and takes priority over Fear. Strategy and tactics with pets will be discussed later. Illusion: Skeleton - Turns you into a skeleton (doesn't show your name) and you have no special vision. Without further ado, let's examine this Circle's additions. In fact, handing an enchanter pet 2 gnoll hide lariats (proc Stun) is pretty much hilarious. The ones I'll
mention: preventing a killsteal (Memblur - Nuke), getting the mob off your healer (Memblur - tanks re-acquire agg), saving people from a mob chasing them (memblur period), stopping a fight you want out of, such as when your pet dies (Mez
Memblur). Clarify Mana - How's this for cool? [Update: This spell line is a piece of dung, and Verant isn't going to fix it. It would take 57 tics for them to regen to full mana, or 45 tics with Breeze buffed. Illusion: Wood Elf - Shortest elf in the game--looks naked because they can't be enchanters--infravision. Do not believe that you can chain-stun
without ever giving the mob a swing, though. You must find two page "halves" that go together (like page 23 left & right of Tasarin's Grimoire) or two consectutive number "whole" pages (example page 8 & 9 of Velishoul's Tome). However, in solo situations I often keep this spell buffed, as mana for a rune comes back a lot faster than HP. As
always, I leave it to my students to recognize the proper time to chain-nuke. Pretty simple, really. He'll stun lock mobs for you. For now, just hand him any weapon. Not terribly useful to you quite yet, this spell will become second-nature for you to regain control of a fight in the future. After two weeks and three deaths in Kunark, I only obtained 2 of
the 4 quest components before breaking down and purchasing the spell. My only goal with this guide was to spread the frustrations I've had along the way. Combined with the proper race combination, you can go pretty much anywhere, and even complete most quests--even ones not
intended for your race/class! Berzerker Strength - +20STR 30HP Shield -15AGI at 20th, increasing to +25STR by 30th, and 50HP Shield at 60th. Oftentimes, I actually re-establish the lock before the mob's "attack tic" occurs (as apparently your tic for when to swing runs even when stunned), making for a seamless stun. That's what this things
fighting looks like now. Lasts for up to 18 seconds, and has some limited applications, which I'll discuss. If you open up with Mez, you follow with Tashan. Feedback - Targetted Damage Shield. While the ease you dispatch mobs with is amazing, when things go wrong it can go really wrong. Second thing that can happen is you get a new spell!
Congratulations! Get to scribing! Now you can still combine the spell (with more pages) for practice, and you don't have to worry about failing! OR, you fail to combine them, and lose the pages. If you insist on a religion be warned of this chance. If you think I'm kidding, try these methods without it. As a rogue, he actually does more damage to the
creatures back consistently. This single spell drastically reduces the damage the tanks are taking, and they will notice, trust me. 5. Reverse-Kite-Partner - I won't mention Kite-Solo anymore, because anytime your partner can snare you should Reverse-Kite. An example would be a dark elf trying to slip into a human city he's KoS to. All extra mobs must
remain controlled until ready to be killed. I use this spell in chasm areas, deserts, and crossing large bodies of water. Chaos Flux - Upgrade to Sanity Warp, 143 damage at 24th, capping at 150 by 28th. But I only used a bubble of mana getting them landed, and nuking once, so this might have promise in the future. You must land Tashan always. Also
makes you Dubious in many places, such as Runnyeye (not to the Evil Eyes, however). Useful when keeping your party invisible, and also on PvP servers. As stated previously, even landing a full debuff spread in the higher levels only drops the damage your party takes by up to 35% or so. When Kamikaze-Rooting (vs mobs that I can't stun, like giant
class), I use Augmentation. Then, make your decision. Spins target for up to 12 seconds (same duration, same save method meaning it breaks instantly when being fought in melee), -9AC -50Mana -30AGI at 29th, -15AC -50AGI at 29th, -15AC
expensive--however as long as you get 16 or better (fairly common) you should be alright. The biggest thing about Reverse-Kite method is that I don't recommend blue mobs anymore--yellow to red is my advice. Second, the aggre you build from stunning won't matter, as it continues staying aggre to the tanks. Crystallize Mana - Used to make... Just
have been AE Mezzing three mobs, and you want to switch to Enthrall them. Enchant: Electrum - Turns an electrum bar into and enchanted one for use with Jewelcrafting. 2nd Circle Lvel 4-7 At level 4 you have reached the Second
difference is whether to stun-root-nuke or stun-root-nuke or stun-root-nuke or stun-stun-nuke. I wouldn't drop it on the equivalent of just casting Languid Pace, if that, and one of the debuff spread always resists. Reverse-Kite-Partner
Clarity makes it to where you can usually meditate back the mana used to Chase the Moon before the duration expires. Regardless of what path you choose to advance in, you have to play with. I'm stuck dealing with a very aggro
hit the attacker takes 11 points of damage. Serpent Sight - Gives your target Infravision (finally allowing Erudite enchanters to stop using illusions to see), and often cheers that monk in the group up. Really getting impressive now, and you should always have it buffed, 50 mana to cast and a 36 minute duration. [Note: Again, this is no longer true--if
Gnome using only Alliance. I'll update you as I advance. If a single mob, pull with Tashan to kill magic resist right away, and let the tanks intercept it on the charge. Suffocating Sphere is your upgrade to Shallow Breath, and will give you a better damage:mana ratio, and Tashan will greatly reduce the charge of spells resisting. Chaos Flux replaces
Sanity Warp, but other than that it's the same tactics as the first. Tashani pull, then get your pet behind the mob, and Color Flux, then Color Flux, then Color Flux, then Color Flux to ungrey. This translates to a 3 second attack tic becoming 3.72 seconds! In other words, a mob that would take 20 swings at your
pet in 60 seconds will now take only 16 swings! That means with one cast, 20% of the mob's damage is stopped. Decent passive damage spell, which is very useful to throw on your pet when soloing (the damage is stopped. Decent passive damage spell, which is very useful to throw on your pet when soloing (the damage is stopped. Decent passive damage spell, which is very useful to throw on your pet when soloing (the damage is stopped. Decent passive damage in a great way to add some damage in a group if you have some spare mana. I calmly wait
for them to approach. Always /con your pets, and try to re-summon till you get the best one possible. It's a real power-trip. Dropping double-yellow mobs with two bubbles of mana is basically mind-blowing, and double-blues can be great xp still. Curse of the Simple Mind - Targetted INT and WIS debuff. Beware the mindset you will encounter that this power-trip. Dropping double-yellow mobs with two bubbles of mana is basically mind-blowing, and double-blues can be great xp still.
is what your purpose in a group is--it's just a perk. Later on, as you start maxxing your melee skill before using all your practices, drop a few into Sense Heading to get it going better. Doing a 38% slow debuff means that a mob swinging 40 times a minute will swing14 times now on a 4.14 second attack delay. This is because their average of INT and
CHA is the highest. Root doesn't cause aggro after it first lands. Drop Color Flux, and when the spells become available to cast, you have around 2 seconds to cast. This mob Double Attacks, Dual Wields, Bashes, and Kicks. If the bashing patch has been added, Whirl Till You Hurl could be a valuable addition. You buy the Tome of Enchantment, and you
carry it around with you when you want to research spells. Enchant: Silver - Turns one silver bar into an enchanted silver bar. Tashani to pull, Tepid Deeds replaces Sanity Warp. It's a side-effect of the stun. Bind Affinity - Sets new bind point for target group member. Gnome - Impressive
Intelligence, weak Charisma, but again it balances out well enough. If you want a condensed list, Caster's Realm has a lot of Research info, including quests you can do to train your research. This spell is what defines the enchanters for enchanters
Here however, I'm just going to explain how stun-locking is accomplished. 1 minute and 48 seconds, so Suffocate doesn't see a lot of use still do full damage, but most fights will not last 1 minute and 48 seconds, so Suffocate doesn't see a lot of use still
Many of them will see large use for quite some time to come. Compared to other Seventh Circle nukers, Enchanters are beginning to fall behind in the mana:damage ratio still, but especially in the damage:second department, as casting this spell repeatedly yields another 150 point bomb 11.5 seconds after the first lands. The area of effect is much
larger than Color Flux, and you must learn how far is safe... If you're near the area of effect, you also hear a constant spell noise. One thing you need to learn now; if you're near the area of effect, you also hear a constant spell noise. One thing you need to learn now; if you're near the area of effect, you also hear a constant spell noise. One thing you need to learn now; if you're near the area of effect, you also hear a constant spell noise.
you hit the following Circle (assuming Research stays capped). The second use is for a "filler" effect between recast delays. Now, once your group is fighting a mob, there are only two spells you should consider throwing: Tashan, followed by Languid Pace. Firstly, many believe that high CHA has a profound impact on charm durations, stun-locking,
fear durations, and mezzing. You Tashani, they Snare, you take a hit, then Chase the Moon. Most fights last 1 minute tops, which is about 150 damage. If you can stay calm in the face of certain death and regain control of your foes, you're ready to charm-solo. Faction is a huge issue for dark elf enchanters, who truly utilize the
power of all our illusions. First 3 levels First Circle Once in the game, complete your newbie quest, and spend your first 5 skill points. (So a Rooted & Feared mob will behave as if rooted till it breaks, then run away.) Root costs 30 mana, last up to 48 seconds, and takes 2 seconds to cast (0.5 seconds faster than Mez). I recommend taking whichever
class you find the most appealing through roleplay. Requiring 3 Tiny Daggers again, the last of the "axe" series can be expected to have maximum damage outputs of 14 to 22, depending on its level. Honestly, you haven't needed this guide since the Sixth Circle. And really, this is it. When Solo, you should carry Breeze, Sympathetic Aura, Cloud,
Shielding up. Your nearly undamaged pet can finish off the mob with ease, and if you don't think you've outraced Mr. Kamikaze, just Sanity Warp again. Combined with the 20 mana and 4 second stun of Color Flux, you can basically stun a mob for 10 seconds using only 60 mana. Try to stagger your buffing, say dropping Quicken on the tanks, next
Breezing everyone, then after the next pull dropping Strengthen or Mist around if needed. Hitting for an average of 13 an attack, that's 130 damage per minute of combat, that will last two or three fights. I'll waste no time with social bantery. Effects cap at -35STR -35AGI -18AC at 50th. Illusion: Dwarf - You're short, have infravision, and have face
hair, regardless of gender. (Research spell with Tasarins Grimoire Page 390 left & right.) Tepid Deeds - Upgrade to Languid Pace. Invisibility vs Undead - Very powerful spell, though I only use it to traverse across Kithicor Forest. Gaining control. Just nuke it if it looks close. Take the tools you have been given, and move to your next major level of
upgrades in the Seventh Circle! Welcome, Disciples, to the Seventh Circle! Welcome, Disciples, to the Seventh Circle and AGI buff (AGI aids Dodge skill and AC)
Your pet always attacks at 26 delay, even if you hand him a 17 delay weapon. I keep Clarity, Sympathetic Aura, Augmentation, Obscure, and Major Shielding on myself when soloing. Necromancers are famous for this technique, and with someone to slow the mob's movement, you can help create the scenario. The area is pretty large, and you need to
just experiment to figure it out. The remaining spells don't really matter as to order of purchase, save Minor Illusion, to allow you to be indifferent with all merchants when selling price. I drop Root on him, and it resists. Always. At higher levels, enchanters start steering toward
AC/HP/Mana items, and many INT items carry those stats, especially AC. I'm ready to cast Color Flux, but if I try to time it to land as they arrive, I might not get them in the effect, then I'm waiting for the recast delay. Rather than firing off a full-strength blast, it is often more advantageous to just fire in a downgrade nuke to take that last little sliver
of health out. Here is the first part of the Guide: The first choice you must make is your Race. Usefull utility spell. Calm - Upgrade in the Lull series. If you time it right, you can even sit again before the next tic. Feckless Might - Upgrade in the Lull series. If you time it right, you can even sit again before the next tic. Feckless Might - Upgrade in the Lull series. If you time it right, you can even sit again before the next tic.
Oggok now... Needs a 5 gold Bloodstone for component, only use occasionally when buffing newbies, or dropping on the puller. Stun-Locking as long as you can. The target is totally helpless while under the effect of Whirl Till You Hurl
and it is arguably an extremely powerful debuff. There is a whole new solo-ability based on this, which I'll cover later on. Basically, the only change to Kamikaze-Solo is the use of Tashani over Tashan, and the ability to Stun-Lock in a jam, which will apply for the rest of your career. If they can drop the pull quickly, just let the mez break in 24 seconds
and they fight it next. Well done. 6. Whirl Till You Hurl - This is a massive stun-locking the equivalent of an uber-nuke. Buffing-Solo - You should have Breeze/Sympathetic Aura/Cloud/Major Shielding (Strengthen
optional), and Mr. Kamikaze should have Strengthen/Cloud/Alacrity. The effects of the clarity line are most visible when not meditating obviously, as Meditate truly dwarfs the mana regen of Breeze. Let me explain in the simplest terms what the goal of charm soloing is: Find a mob that you probably can't kill with your pet. They don't tank well--and
can never be commanded. Shouldn't make it priorty to get though. I cast it once and awhile, but more of a utility spell. +10 STR for 10 mana by 6th level, and the only STR buff you'll have for a long time. Target group member becomes invisible. They will drop off certain mobs from the level of the spell and about five levels up. Mez one and the second
will charge. Feel free to send me feedback, comments, criticisms--my e-mail is in the eugee@cyberjunkie.com. You will not be able to recast the spell for 8 seconds after it lifts the stun off, so don't rely on it to keep a mob stunned. Grouping to be very popular camps now, and your services are going to be very popular camps now, and your services are going to be very popular camps now, and your services are going to be very popular camps now.
become much more sought after. Hits for decent damage with low delay, but has weak HP. You now have access to all the tools of our craft, and I'm going to show you how to use them to maximum effectiveness. They also have the lowest STR of all the tools of our craft, and I'm going to show you how to use them to maximum effectiveness. They also have the lowest STR of all the tools of our craft, and I'm going to show you how to use them to maximum effectiveness.
Faction changes with some undead, and I hear you can walk around Befallen safely. Charm-Solo - Beguile just allows you to charm bigger and badder mobs now. (I always have Color Flux memmed, however, in case something else attacks me.) Recently, I began combining them slightly, by dropping Tashani to pull, Flux/Shift/Root
then Flux/Shift/Nuke repeatedly. You can even back out of a fight for a moment, but don't let the quiet guy tank very long... Whirl Till You Hurl can be used reliably to fill in this 1 second the mob is unstunned, but doubles the mana cost of stun locking, and typically isn't worth it. You should have some really good CHA gear by now, and if not start
getting it. Languid Pace increases the mob's attack delay by 18% at level 12, capping at 30% by level 60, though by level 23 (the last level before the upgrade spell) you can expect a 24% increase to attack delay. You don't need to open with Tashan at 4th level, however. This is because I have seen a wizard do over 610 damage to a mob with 4 nukes
while I plinked the mob with 150 damage and a split-second stun (from Chaos Flux), and when Root broke the mob charged me! The stun on this nuke is instantaneous, but it will interrupt casting every time. If it should actually die for some reason, it will have severely crippled the other mob for you to finish it off. You need a Cat's Eye Agate to fuel
this spell, and quite frankly mobs do 55 damage in two swings at this level. Instead, you should just nuke during the fight. With a spell like Quicken that has a a short duration, just get used to how many pulls it lasts, and have them send you a /tell when time to renew if you haven't caught it, or keep an egg timer or something nearby set to 10 minutes
start rebuffing in that last minute--this saves spam on the party, and makes you look really good too, since they never see anyone asking for buff renewals. No, I take that first hit, then drop the Flux and watch them stun. Our nukes will always be slow and poky to recover, and all the other casters will get more and more efficient with their mana. I
never had this spell not buffed on me once I got it. At this point, you will be using the same spells I use in the Eighth Circle. "Forever," you answer. The idea is that you nuke the mob out before your pet dies. 150 mana to cast this spell, and it has a 35 second recast delay. Reverse-Kite-Partner - Replace Fear with Chase the Moon, and upgrade to
Sanity Warp for the nuke. Raises Magic Resistance +20. It's also extremely hazardous. Necros have to research pets and a few dots, a lot of which shadow knight guilds have. Sometimes you'll see reference to "faded" pages. For 50 mana, it holds the mob for 48 seconds. At 30th, I refuse to not have this spell memorized. Bear in mind that the aggree.
from stun-locking will make your pet unable to taunt the mob off you in all likelihood, but it will keep your pet alive, and you have to take one shot every ten seconds. I'm 16th level, just got all my CHA gear on, and have 164 CHA now. If you don't run with /roleplay on, expect a lot of requests for it. I know of no other use for this spell, and it's difficult
getting the spell from Lesser Faedark at the Brownie city. Very often, this is unavoidable, but that's your own risk you must take upon yourself if you so choose. It's a targetted stun that lasts for 24 seconds, so long as the target takes no damage. Honestly you will rarely nuke in group situations, except to stop runners, but you have another spell
better for that. As you will just literally be walking through the blue mobs right now, just pulling with Suffocating Sphere is sufficient, or even just running up and whacking them. If you don't open up your attack with Mez, you'll open up with Tashan. into the Sixth Circle... Okay, enough of this, on to the strategies, the most familiar ones first:
Kamikaze-Solo - The animation just keeps doing more and more damage. Obscure - Upgrade to Cloud. Landing mez on a pissed off mob is possible, especially with Color Flux--but what if it resists that? Youre pet is wailing on the mob from behind. It takes a lot of nuking your pet to get there, but it's worth it when you never fizzle this mana hog.
rushing you, and you must remain calm, because two things are happening right now: 1. Cancel Magic - As mentioned before, this is your first upgrade to Taper Enchantment. Color Shift is 1.5 second cast for 6 seconds of stun. At 29th level all enchanters can cast this spell, but will be renewing it every 30 minutes--there's something to be said for
natural, inborn ability to see. [Note: A more experienced charm soloer pointed out using "/assist %T" on a hotkey to target the enemy mob. When you run out of mana, kill it, and scroll back to see how many cycles of stunning you had, and how mana swings the mob took. (Flux/Root/Sanity Warp vs Flux/Shift/Sanity Warp) You still keep Root
memorized, and if you decide you've taken too much damage for one fight, then just Root the mob and step out. My presentation style will change now, with less hand-holding explanations, more commentation on spell upgrades, and tactics broke into sections with summaries of changes to previous usage. After the buffing guidelines above, you have
two real jobs: First, you must do crowd control, of course. Mobs cross elevation slower than levitating people, so actually useful to flee in hilly areas. 1. Group Tactics - I've covered all of your roles in group--AE Mez is the huge change to the battle plan. Enchanters do basically the same thing, except we have a pet to help out too. Also the lowest
casting cast Abjuration spell you get, tied with Tashan, both of which can be repeatedly cast to train your Abjuration. However, on a single-mob fight, when it's safe to (you learn quickly when Color Shift will aggro mobs not in the fight, when it's safe to (you learn quickly when it's safe to (you learn quickly when the mob, then step in and begin to stun-lock. Total mana? I
bought the spell from a very high level enchanter, and honestly until you reach the Ninth or Tenth Circle, you have little chance of getting this spell. Not an overly impressive Charisma, but it works, considering how much Intelligence they have to make up for it. Charming a mob and then looking for something to attack with it is just increasing the
chance for the charm to break right in the middle of the fight, which gets you killed. You can do some amazing things with mez, and this is the time to expirement, when a mistake won't necessarily get the party killed. With a 24 seconds of that. Many
times I didn't even know more than one person in the group. When Kamikaze-Soloing now, here is the technique I advise: You should have Strengthen/Haze/Lesser Shielding up, while pet has Strengthen/Haze/Lesser S
Tasarin's Grimoire Left & Right page 23. Then you either Tashani/Tepid Deeds (which has an amazing impact on the fight), or if a single mob stun-lock when mana is surplused. By raising INT as much as possible, you can reach the goal of 200 INT and 200 CHA quicker and cheaper by getting a head-start on the difficult stat. Pray that the first mob
stays your pet long enough to kill the second mob. Let me take a moment to explain why DOTs are going to see little use in the future. Viola--an enchanter is born. Druids and Rangers gain Harmony, an area-effect non-aggro version of Lull. Illusion: High Elf - As I'm a high elf, I was accused of being weird for buying this one. You can bind yourself
there and practiced holding the lock on him. [Note: Obviously I passed this rank long ago, but I leave this here for nostalgia.] Xornn Mier'noen, Apprentice of the Eighth Circle Back to Main Page Your pet has a serious advantage already. Crowd Control, Stun-Locking, and even Chase the Moon are CHA based, and Beguile is going to start seeing some
group usage by now if you haven't started already. Color Flux/Root is a wonderful tool to get the mob attacking your pet do more than its already impressive damage output, Kamikaze-Solo doesn't see much change. Typically the mob will get one swing, then the stun lands again. (After more checking,
I've found this spell less useful. First I found a Deathfist Pawn and cast Tashani to pull him. Wrong. Allows you to stay above most water, and you drop slowly rather than plummet from cliffs. You must research this one folks. But a great enchanter leaves something rich that they will never forget. Whirl Till You Hurl serves better as a last ditch spell to
keep a mob stunned when the tanks are hurting bad, though a good nuke will probably just finish the fight anyway. Nearly all enchanters give credit that it does help, especially in charming scenarios. Uleen's Animation I've done the most research with. Max level able to charm now is 35. Tashan - Single target unresistable magic
resistance debuff. Juli's Animation - Summons new animation. If you can, resummon till you get the 20 to 22 hitter--it will make a huge difference in not only the damage per hit, but the higher level pet hits more. But some enchanters keep it memmed in their "swap slot" (usually the eighth slot, where you mem your different buffs for casting, and
be in range of you (spell does not require LoS). As it's approaching I mash my social for "/pet attack %t" and my crocodile intercepts to do battle. However, at this rank, with -69STR and -39AGI, it's not enough to affect the movement of a Giant Spider, Willowisp, or Orc Centurion, which I tried it on. At 182, I'm semi-comfortable with Charm-Solo, and I was a special for "/pet attack %t" and my crocodile intercepts to do battle.
still prefer Kamikaze-Solo. Otherwise, meditate--no one ever complains when another mob pops in on a near dead group, you Enthrall it, and say, "Well, I've still got 50% mana. Put both of these into your Tome and press "COMBINE". Before preparing to level, you should do the following: If solo, you should have Breeze, Mist, and Shielding up, and
yourself is very embarrasing. With a group that has three tanks, keeping Quickness on all of them, swinging 2.5 times every 2.5 seconds (180 attacks per minute, 60 per tank) will result in 54 extra attacks! With a mana cost of 80, for 240 mana every 11 minutes you've just added a 4th tank to the group that never needs healing! That's indirect damage
at its best. You can also buy this in any Shaman guild. It makes something for some obscure armor quest I was once told, but I honestly never cared to check. If you insist on trying it without all the required tools, skip ahead and read it. Hitting 200 INT/CHA is still quite easy to do by the time our Charisma and Intelligence buffs come into play, and
leaves plenty of space for that precious AC/HP/Mana gear later on. If you are partnered with a tank, actually keep this spell memmed to renew their staminar bar during long fights. Make a chart of the max damage they inflict for their level, and you won't regret it. In situations where you don't have several mobs to mez, you drop that Languid Pace
and meditate, because you need to always be raising your mana back up. It just keeps getting better from here on out. Does exactly what it says, must target group member. You will ding quickly. (Little hint... As I turn invisible the severely wounded former-pet (since Invis broke Charm) is rushing me. When you drop Suffocating Sphere on a mob, it
will do 18 damage over the course of 12 seconds, so it's worth dropping onto a mob. At 4th level, you might not open with Tashan, but I'll discuss that later. Re-Gaining control. My research has proven to me that CHA has a profound impact on charming, without a doubt. Enchanters must research 3 to 4 spells a level, but at least 2 are available to
wisdom casters (who don't have research). If you wish to drop Enstill, followed by a DOT, then this might be worth using... With a short duration of three minutes or when the HP Shield is used up, plus the AGI decrease effectively lowering the target's AC by 5, Strengthen is really just a better spell, especially when you can cast Strengthen 5 times for
only 5 more mana than this spell. If they are only fighting one mob, it's because of you in all likelihood, so they won't complain if you don't jump in there. Remember that 3 seconds you have to cast after the spells ungrey? I've never seen a mob take two without charging unless I let my pet really tear it up before nuking (meaning pet probably won't jump in there.
survive the fight). (Probably been watching its master's melee tactic--take it on the chin.) Casting a Sanity Warp during the recast allows you to do some positive damage, shortening the fight, and keeping your pet alive. I quickly drop Choke onto the deepwater, which will help my pet win, followed by Root--then I start medding, and use hotkeys for
"Target Nearest NPC" and F1 pressed twice to target my pet. Demand that the healer keep you at full health all the time, and anyone able to Root/Snare/Stun is responsible for helping you gain control of stray mobs. I've never used this spell seriously. You can usually drop three or four blue mobs in a row without pausing if you just meditate during
the fearing. You are out for a lovely day of Kamikaze-Solo. Color Flux at this point is a utility spell. Shalee's Animation - Axe and shield still, needs 2 Tiny Daggers to cast it. Going to Oasis and auctioning "/auc WTB Tasarin's Left & Right 26" will get you a lot of help in getting the pages, as crocodiles drop enchanter research materials. Your next spell
 should be Tashan, of course. Sisna's Animation - Meet your latest damage factory. However, there are serious penalties from this spell. balanced stats. These are listed in the order of importance. Our DOT to do full effect, it is r
efficient than nuking-such as a Snare-Kite or Reverse-Kite situation with a druid-but if the DOT will not expire before the mob dies, don't bother wasting your mana on DOTs when a nuke will be just as mana-efficient. This spell doesn't seem to affect mobs that are dubious or greater, and Illusion: Human may only take you from Scowls to
Threatening. I like having all the spells. The great thing about Charm-Solo is that it's the same method at level 12 as it is at 44th level. Eye of Confusion - Blinds your target for up to 18 seconds. You spot a lion that you feel needs killed, and drop into battle mode. If you think they should last through linkdeath--like they used to--then file a /feedback in
game requesting that they fix it so they don't drop with linkdeath. But if you get a faded Velishoul's, it's either page 108 (level 29 Feedback) or page 16 (level 24 Invigorate--cleric spell). Color Shift replaces Color Flux (since Flux doesn't give enough time to re-charm the mob). Research spell with Tasarins Grimoire page 375 left & right, or obtain at
Cleric Guild. Color Flux has a 1 second cast for a 4 second stun. 2 Tiny Daggers required, hits harder now, has some more HP's, still no tank. Debuffing has its place in the enchanting way--Player vs Player. Tashan pull, Mr. Kamikaze step in, Languid Pace, and you chuck in a Chaos Flux. wait till Fifth Circle. Illusion: Water Elemental - Grants Enduring
Breath, needing no Fish Scale. To be fair though I only tried about four items.. I've explained the secret to getting them with Alliance-Minor Illusion. The next spell you should pick up is Strengthen, because you need to buff you and your pet with anything you can get. I like Fearing because it walks slow instead of running slow. Just over two bubbles
used, one bubble of life lost, and half-xp for a yellow mob plus full xp for the even. In PvP, lead off with this spell to kill SoW and most other buffs anyone will have. This will remove mezzes, so be careful with it. Sanity Warp takes 3 seconds to cast. Sagar's Animation - Upgrade to our animation, a scimitar and shield now. NPC mobs hit much harder,
have more hitpoints, and basically outweigh all PC pets in every way. Not bad. KoS to guards. Watching the hits will reveal it's still slashing and piercing. For the most part, you'll be medding a lot, dropping Tashan and DOT on every mob, and nuking the bigger mobs to help finish them. Group-Tactics - Remember the two roles you have? Endure
Magic - As you encounter more and more spell-casting mobs you are going to fall in love with this targetted buff. The other thing to bear in mind, especially when trying to outrace your pet, is that a DOT only counts as your damage for the first hit. Very powerful spell. I hate this spell-actually, I hate this series. The idea of Memory Blur and Nuking to
outrace your pet doesn't interest me, as the little damage factory can often outrace you before the long casting time of the nuke finishes. Another thicken mana spell that I have no idea what it's used for. All mobs receive Tashani, and either Tepid Deeds or Stun-Lock, when you have surplus mana. I await you in the Eighth Circle... But attack slow
should have priority. That means you saved 72 seconds of your regen time for a bubble of mana! When in a group, shaving 12 seconds of your regen time for a bubble of mana is a huge impact, especially when you need mana to re-mez! Chase the Moon - Super-fear. (Mr. Ginsu was thusly named the first time I handed him 2 daggers.) Buffs-Group - Clarity
on all the casters. By the way, if you aren't used to the pattern by now, this animation requires 2 Tiny Daggers to cast. (Was discovered accidentally at an orc camp.) Soothe - The upgrade to calm. Stun-Locking causes a very large amount of aggre in the mob (stuns do this), and I will discuss this in each tactic area stun-locks are used. The target
makes a save to break the effect every 6 seconds, or every time a direct damage spell effect lands on it. However, I don't mean to write this spell off. it's too much of a load to keep them all buffed. Remember, DOTs don't outrace pets. DD increases to 65 by 60th, and debuff to -20STR -20AGI by 38th. it's funny to cast Illusion: High Elf when someone is the spell off.
trying to figure out what race you really are. It also makes any caster in your group more effective. Now at level 20 to 33, this will not be needed often, mainly because Color Flux, Color Shift and Chaos Flux are a perfect match, as the pet not getting hit is great. However, levels 24, 29, and 34 all have a faded page in their list of needed pages. +69HP,
+17AC, +14MR at 24th, +75HP at 30th, +18AC at 28th. At the time of this writing, I am now an Apprentice of the Eighth Circle (30th), so I will be speaking much more personally about the spells at this level, rather than from memory. That said, weapons which have a proc effect (like the Magician's Sword of Runes) will proc when used by your pet,
and quite frequently, actually. The attack speed increase is 10% less, but includes a large AC raise which I want to spend any skill points at all--but I recommend at least blowing them for your first 4 levels when you really need the skills.
Mezzing one mob to pull the one next to it is called Mez-Pulling, and a very common tactic in camp groups. Otherwise the pet gets half the xp--but it's better than no xp at all because you can't kill the mob. If there were two mobs at an orc camp and I wanted only one at this level, I just mez one, but about a small room is the radius. By standing on the
mob, it will swing at you (rooted mobs swing at the closest target, almost always). but I think I've cast it once, ever. Benevolence - Upgrade to Alliance. [Whoops! I was wrong on this call! I did not realize that Druids are a VERY viable option right now, as the two of you dropping yellow mobs is great, safe experience!] Still,
if you can find one, you make a great team, since the necromancer slows it, you fear it, and you both kill the mob. With Quicken it brings tears to your eyes. I've never actually cast the spell. If you wish to become adept at stun-locking, I'll tell you how I did. You can't land spells on mobs more than six levels above you, so shoot for 2-3 levels above. Fear
is a spell I will cover now, that has some limited application right now. (Research raises very fast, 2 in 3 combines raise usually till you cap for your level.) Still, it gets so hard to find the pages you need, most chanters get the skill capped by their late 20's and then just dump points into Research each level to keep it maxxed. Not terribly useful, though
is often dropped in a duel on people, for it does affect their mana pools. I've made mention of chain-nuking previously, and it's usually necessary in the next spell rank--but it can have serious application at this level, too. Blue mobs leave very little downtime, which is why they are optimal. Pretty much guaranteed to nail 2 buffs without fail every cast.
On the last page of my spellbook, and it's never worked on any Lore item I cast it on. As soon as the mez lands they back up (causing the non-mezzed one to follow) and begin fighting. For some reason, your pet classifies as undead too, because he commits suicide when you cast this. DD for 34 damage, followed by DOT effect of 11 damage per tick for
18 tics (108 seconds), plus a debuff of -15STR -15AGI all for 100 mana at 29th level. Well, it's really simple, and extremely frustrating. After that's taken care of, your second goal is to make sure people are buffed. So the only time you Mez when solo is to either hold the mob still for debuffing before you fight (which I don't think you should bother
with), or to stop a fight you want out of after the pet dies. So the damage and some good debuffing, as AGI decreases lower AC of targets the duration in 36 seconds, netting 80 damage and some good debuffing, as AGI decreases lower AC of targets. Targetted AC Buff. Consider how small a change this is from normal Kamikaze-Solo; you're replacing
Root with Color Shift. When you get good there is one attack round before Flux lands again. For 90 mana (10 more than Quicken), you get an attack speed increase of 22%, +19 AGI, +6 AC (not counting the AGI raise), and Stamina regeneration. The buff lasts for 27 minutes, and is basically Clarity for melee-types. Pull mobs with Tashan, drop
Suffocating Sphere on them, and melee till it dies. Taper Enchantment - Targetted reduces the duration of top enchantment/buff on target. Chaotic Feedback - Our first DD (direct damage)/stun spell. Later on this spell will become amazing to you. Get used to casting it on everyone and everything. Encumberance won't affect a levitating person as
badly, either--but it's not a massive aid. Looks cute, and I like it in Rivervale so I don't have to duck to get in doors. You make the call... In most cases, blurring will not be necessary yet, as you're not fighting rough enough stuff to worry about needing to re-mez. Each bubble of mana I have as High Apprentice of the Eighth Circle represents around
175 mana. You will learn a lot of valuable things about interacting with the other classes here, and discovering the strengths and weaknesses of the other races and classes. Cast a spell that makes the same mob your pet for a random duraton. This is an aggro spell, so nearby mobs will attack if they normally assist in fights. Replenishes 6 mana per
tic, which is just amazing. Besides... The big dog. But you don't want to take a pounding... Enstill - Upgrade to Root, 60 mana, lasts up to 96 seconds, and allows the mob a save every 6 seconds still. A Word or #### on Chain-Nuking From level 16 on, the enchanter has a primary nuke (Sanity Warp) as well as a secondary "fall-back" nuke (Chaotic
Feedback) which have some applications. This is also the last Circle you before you must begin the task of Research, so enjoy the following spells... This spell is a heavy-duty taunt, especially compared to most classes' primary nuke. Or you can Root for 30 mana, take an attack that often misses anyway, and your pet is in. Every 36 seconds allows you
time to recast on a resist, or to let the party know you're about to need some serious assitance. So I at 39th the 34th spells are trivial for me to combine now. *grin* For your soloing career at this point, I recomment casting Strengthen/Haze/Minor Shielding on yourself, and Strengthen/Haze on your pet. I've explained the usefulness of debuffs already,
and believe me I've tried both ways... When I was 19th level, I had groups volunteering to pay for teleports if I would come group with them. So instead you use Minor Illusion to become amiable. Weaken - First of the Weaken line, targetted debuff--lowers STR of target by 15 max at 10th level. I cannot
compliment this spell enough--learn to love it, because this spell is going to see a lot of use in the future. Balanced - And this is where I fall. At this point, your still going to be best off using your pet to solo blue mobs, maybe the occasional white. A word on Research: Okay, you just dropped a point into Research. I could do this with two yellows in my
sleep. I'm running around Oasis, ready to try my hand at charm-solo now. Before too long it will be suicide to melee with any intentions of taking damage, as becomes true for all casters. This is just with a paladin and my pet--I hope you can see the amazing power of stun-locking. Strengthen - Targetted STR buff. The most universally accepted faction,
though this really shouldn't be an issue for the enchanter. You're back to using only 1 Tiny Dagger, and during my testing I saw maximum damages of 16 to 26. By this point you have probably caught onto something-the method you use to advance further in your enchanting career changes very little now. You need 13 seconds for it to be a total stun-
lock, as after Color Flux ungreys (12 seconds of stun later), you still have the 1 second casting time. It evens the mana load on the two of you (since a necro is able to fear the mob already), and will speed how fast the experience comes. You have come very close to obtaining all of your spell lines now. However, I often found that my primary debuff
was a much better investment as at this point, and I'll cover that later. This spell is magic based, and a resist really blows because of the recast delay alone. However, you will not be outracing your pet, which is why I avoided this technique for so long. (Called a mez-pull.) Your party has 24 seconds to kill the mob. Group-Tactics - Your role in groups is
clearly defined in this point. My new pet comes free, and I tell it to "/pet guard here" and pull the deepwater caiman with Tashan. (Cast it on yourself once.) Enchant: Gold - Turn a gold bar into an enchanted one for Jewelcrafting. Meanwhile you hear some sickening crunching noises coming from the direction of your pet, who is doing its best to show
off it's lack of defensive tactics. Will see little use as by the time you need something to remove enchantments, you'll have two upgrades. Just for those of you who aren't math wizards, if charm breaks during the fight, that's two very aggro mobs rushing you. Now what? I memorize Enthrall, Tashani, Chaos Flux, Color Flux, Color Shift, Root, Tepid
Deeds, and the eighth slot is my "swap slot". While 7th will be a challenge to reckon, you will eventually reach the Third Circle, I promise. Suffocating Sphere - Upgrade to Shallow Breath. I can't stress this enough. Root-Kiting is what wizards and shamans do. You want to have a massive CHA for doing crowd control in groups, as mezzing four mobs at
once leaves you very likely to get a resist on one, which means you have a pissed off mob trying to show you how much he appreciates you trying to stun him. Researched from Tasarin's Grimoire Left & Right page 26. (That's the mob the tank is fighting.) The rest of the mobs politely sit still for 24 seconds, at which point I re-mez them before it breaks
and calmly return to meditating. (Though you shouldn't have long fights with stun-locking. This spell sits near the back of my spellbook. In the future it's the only reliable way to tell your pet's level. Without help, it will never be a tank.) I've seen maximum hits of 8 damage for a 3rd level pet, up to 12 damage for a 5th level. If you just keep Clarity and
Augmentation on the group, they'll love you. After that, everyone in the fight. Just Chaos Flux if doing indirect help isn't keeping you happy. Hoard your money for those fourth level spells, because you're going to need several of them... You'll blow half your
mana or more to debuff a mob with a full spread, then struggle to outrace your pet with the rest. This saves me a lot of researched spells to give to other chanters. If they are going to take awhile, then just Memory Blur the mezzed mob and make sure everyone is out of aggro
range. Attack another mob that you can't kill with your pet. Mezzing is slightly impacted by it, as my mezzing resists are always lower with high charisma, but only barely lower, so much that I had to cast it 100 times and keep track of the resists to be able to tell. Save all money you make for your first spell purchase, Pendril's Animation. More on
Stun-Locking later, as a good enchanter is prepared to stun-lock during all group combats. Languid Pace needs to find their way onto whichever mob is being fought when it will stun your target for up to 12 seconds. You will
very likely end up finding a partner by the time you finish 7th, and I recommend looking for a wizard (who will be equally frustrated at Root holding poorly, which Tashan helps with). -9MR (Magic Resistance) at level 4, capping at -13MR at 10th level. 15 points into Intelligence, 15 points into Charisma. Nullify Magic - Cancel Magic upgrade. More on
this when appropriate.. Your pet equals not only a damage factory, but consider it an unresistable DOT that costs you the life needed to get it fighting. Rather than just standing there, after Color Shift finishes, you've got 6 seconds before Color Flux will be available to cast. Intelligence and Charisma are your primary stats, and while High Elves will
have the highest average of the two, they aren't necessarily the best class. Most spells I would cast it on (like Blind) don't last long enough to even make it worth it, or occur often enough to warrant memorizing the spell. Example: At 24th, you have Chaos Flux and Sanity Warp available for chain-nuking. Bear in mind this regeneration is 1HP per tic,
standing or sitting. Research spell with Velishouls Tome pages 8 & 9. Taking a look back, you might notice something about these spells: Eight of the twelve new spells are not only upgrades, but upgrades to spells we use commonly. Many times, just changing your race is not enough, and I chose a religion for role-play value with my first enchanter,
Bromm. If you get a "faded page of salis writ", you can bet it's the right side of salis writ page 90. Is also the cheapest Divination spell at 5 mana. Charm-Soloing, and one you will love. I also refer to this Kamikaze-Solo as "Root-Kamikaze", as you develop a new method of pet-solo in the Sixth Circle. Each
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pet spell rank, the lowest and highest max damage typically increase by 2. Needless to say, don't bother with Languid Pace in a stun-locking situation. When it comes time to spend those 30 attribute points, there are many schools of thought on the matter: Intelligence - The first school, and the most popular, is that you should put 25 points into your

Intelligence, and the remaining 5 into Charisma, Strength or Agility (Agility especially for Erudites). Velishoul's To raise, plus give you page 108 or fail. Research spell with Tasarins Grimoire page 312 left & right. When Kamikazenot 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 and its hits are considered magical! Truly our pets start turning into damage machines at this Circle. Kamikaze-Schreeze, Mist and Shielding buffed on myself. Now I've mentioned stun-locking twice so far, and let me explain with the property of the control of the Control of Schreeze, and Base Armsthe and Shielding buffed on myself.	-Stun-Soloing, I use Alacrity for maximum attack speed increase. Sometimes it aggs are able to summon a pet, continue to melee, and your pet will act as a free "dot" since olo (soloing with your pet, who always makes fights to the death) is still probably the en you do and don't use it. Truly amazing damage machine now. but more on that lat	a group of mobs, other times it resists without aggroing anything, and other times it he just wails away on the mob. Now you will see the animation hitting for 12 to 16 d most viable avenue to you right now, though Reverse-Kiting is available with a necre. It centers on the area you cast it (even if you move) and continues to notify you o	actually does it's purpose and lowers the aggro range of a mob. I'm amage at most, bashing, plus getting in the occasional double attackomancer partner. My spells are all ready to go, and I've buffed f 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 fast even without Spirit of Wolf, and you get Tinker. To summarize, Charm-Soloing involves one of three stages: 1. that when a spell like Root is cast, the mob makes a save based on it's MR + 25 (spell data reveals this), and this numble to move still. Targetted spell costs 40 mana, and honestly sees little to no use. :P) Research spell with Velis usual, though there's usually someone else to handle those buffs if your group has any size at all. Disempower - The receive the next upgrade at 44th, so at 43rd this spell is increasing the attack delay of the mob by 42%. Many times	Cloud will most likely be surpassed by another AC buffer (such as Cleric or Shaman makes it MR + 12. Mesmerize at this level is going to be mostly a quick spell for beat shoul's Tome pages 16 (faded) and 17, or obtain from Cleric guild. (Since "the shiny gais impressive debuff affects the target with -11STA -15STR -7AC at 16th level, with es, the first nuke won't be enough to make the mob charge, so just wait for that ungo	and let them fill this role when they canotherwise Cloud goes on anyone who is sung a retreat. If you can wait just a split-second, then cast Color Shift, then you land uy" won't back out of the fight, and breaks mez.) Your pet is your bodyguardnot you wish, you can begin Blur-Nuking to outrolly recast, and toss another one. Getting beaten again. After much practice, I am ab	apposed to be taking damage. While -13MR isn't much, bear in mind the six second stun right as the Flux wears off, leaving the mob ur personal tank. Strenghten and Mist will need to go around as ace the pet, but I find it's usually not worth it yet. However, you le 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 take, but it's really not that apparent when you take so little from blue mobs anyway. Charm sometimes holds for 5 it has double attack and dual wield now), and often getting it 3 swings now. Illusion: Iksar - This spell is obtained to assure that you outrace your pet, while the stun-lock keeps your pet healthy. However, that's way down the line will melecing is out of the question. With a Druid, you Tashan, they Snare, you take hit and send pet in, then choose if it's impact. Illusion: Tree - Just like Minor Illusion, you get fairly neutral faction with this illusion. Shallow Breath	5 minutes. Useful when fighting mobs with damage shields, or removing Charm from through a long and difficult quest in Kunark. All crowd control must be performed fir then you can afford stuff like that to just give to your pet. Outside of that there is no reyou wish to Fear it. First, let's look at your spells now: Lull - Lowers the aggro radius	one of your party members. The second weapon will add an extra attack to the "roust. Research spell with Velishouls Tome page 67 & 68. It will stun pretty commonly, eal change to this technique. The mobs you will be facing don't really hit hard enough of the target. While the number of full strength hits a mob inflicts will be reduced so	nd" when it "procs", basically guaranteeing 2 swings per round (since but the higher your CHA the more successful it will be. The nukes is to do serious damage at this point, eitherat least not so much that elightly, casting Choke once will shorten the fight enough to duplicate
delay to cycle. This has been fixed now, and bashing stuns no longer break the effect. The wizard is quite familiar Pace is also the equivalent of dropping Quicken on your entire group of melee members, but you will have to do the technique to date: Kamikaze-Stun-Solo - That's right, take Kamikaze ability of fast, free damage from your pet, and to you for sure, and your pet is tagging it in the back, which we know is always good. I know I'm going to get naile to the mob, giving you full xp for the kill. You need to do over half the damage to the mob for full xp. Piss. The attawill return at about the same rate your pet heals. Keeping Color Shift instead of Flux memmed will buy you an extra	his for every pull. Suffocate - Upgrade to Choke. Charisma - The second school support combine it with the cheap damage prevention of Stun-Lock. When using Kamikaze-ed, and there's nothing I can do about it. Now, getting pages is the hardest part. How ack will bring your pet into the fight, and only took 30 mana, as opposed to the large	ts raising CHA as high as possible for two reasons. Now after all your patience, I give Stun, I keep Alacrity here, and swap it out for buffing. Checking mana, I've used und ever, Breeze gives you 2 mana each of those ticks, whether your sitting, standing, reamount of nuking that might have been required otherwise. You and your pet don't to	we you what I find to be our most powerful and reliable solo- er two bubbles so far. Now, when the stun lifts the mob will be aggro unning, or casting a spell. You will easily do half the remaining health ake too much damage, you easily outrace your pet, and mana used
Targetted STR debuff -21STR at level 12, capping at -25STR by 20th. I recommend the same tactic for the druid (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 put the mobs inflict about the same amount, after both spells have landed. Beguile - Upgrade to Charm. Invisibility - The solo, make your party take less damage from the very beginning of the fight, and even buy you time to cast in between also act as an escape spell though. If you get rushed Color Flux/Root to get out of the fight, and resume nuking	Nuke/DOT/Nuke), then the both of you should just let your pet and the DOTs do their proven your commitment to Enchanting at this point. Nuke if you're wanting to speed the first class to get the spell. Augmentation doesn't need renewed all the time, but is ween mob attacks. (Actually crocodiles drop necro pages too If you have a healer fog. As the fight progresses, nuke to assist your pet. Still, it's an improvement that was	jobs. As the lion rushes you a quick Root and you step back. With Xornn, I combine things, but with a decent CHA Chase the Moon will hold for ages and ages. Castingn't near the haste of Alacritybut in tank heavy groups, you might not have the many the puller, don't bother. They are blind, but remember this is only a factor for the sorely awaited, and only wizards and mages are nuking out of our league at this possible.	spells I already have for training research each time I ding, and if I'm Ebbing Strength and Choke is 85 mana, and will lower the damage a for Augmentation. This debuff line will make your pet amazing in first 3 levels of a 'chanter's life Religion should be Agnostic. Fear nt. Area Effect Mez. During combat, you might wish to drop a Color
Flux out (if just to time throwing it between attacks). First a look at your buffs. Stunning the mob for 24 seconds is that mob becomes critical to you not dying, quickly. At the moment, 55 mana is better spent on nuking to make sur your class now, and not many make it this far, actually. Go seek knowledge and experience, young master. Illusion when you're out of mana, you just enthralled the stray mob that can kill you in ten seconds, and the group is taking. This is important for making sure Charm holds well. What if Color Flux resisted? A level 16 enchanter with 150 Int shows this is a server-side formula we aren't aware of). Dropping a nuke on the mob that will finish it will save about the stray of the str	re you outrace your pet. Used to make Enchanted Silver Jewelry. HoweverLanguid n: Human - Change from to human (w/ normal vision). The fight itself is a jokebecause g another two minutes to kill the current mob. All casters (start lvl 1 with spells class telligence has around 480 mana. 27 minute duration. I love Kamikaze-Solo, and to the	Pace doesn't aggro the mob to you, only has to be cast once, and lasts the whole fighter you don't care if your pet wins or not really. Mana management is what you're goes) get Gate. I've got an interesting load-out of spells memmed. Unfortunately, fearing a day, I still use it. well Gives target +4AC at 4th, capping at +5AC by 5th (note the start of	at. Go out and complete your trainingyou are becoming a master of ing to have to get very good at as you progress in levels, especially ng a mob that hasn't had it's movement crippled isn't very effective. Lat you may see as much as 6AC from this spell, but the spell data
Charisma. This spell cannot be turned off, and lasts around 5 or 10 minutes. At one point, bashing (which stuns) all call for a Clarity at the same time a tank tells you haste is fading, always renew the haste first if in combatit's mo hand your pet makes no difference. The reason for this is that I can leave my pet closer to the mob than myself, an range of 12th-16th leveland double-attacks much more commonly now! It's strikes (and all pets from 12th on) are hidden, but fruitful to our profession, and I will see you again in the Fifth Circle! Take a moment to pat yourself on	lso overwrote this spell, meaning our pets would break the effect. I usually buff myse ore important to getting things dead. As is true of most Circles, the enchanter gains and the mob swings at my pet during the gap in the lock rather than me. While doing the magical, and combined with Quickness you will just shrivel at the damage it can punt the back now. Bear in mind that if you get in trouble and lose control of the fight, R	If before buffing the party (unless something like Quickness) so that when it starts for multitude of new spells again. Throw on the main meat-shield (the tank getting hit has I see: Your Charm has worn off. I've seen this pet hit for 12 to 20 damage nowI't out. Upon reaching the Fourth Circle, you open up the final powers of enchanting, not the mob and back out, and if the pet dies, back out of aggro range and Memory I	lashing on my screen I know it's time to refresh. [Note: If the casters the most). I can tell you now, the delay or damage of the weapon you ve been informed that the 16th level pet hits for 20, leaving a level and become truly amazing; and desired in groups! The rewards are Blur. The bottom line is coupled with mezzing, blurring, tashan, and
keeping Strengthen/Mist passed out, you're not talking practicality with mana. They just attack anything that attack 49th. I toggle-target to the pet then back to myself, and cast Invisibility (if you're a dark elf you can just click Hide Meditate level per minute. You must get control of your pet and start the fight. The crazy part is that one on one end big spell lines, and learn to fill your eight slots wisely. I can stun for 30 seconds (getting over 1000 damage on the Wolf if you have it cast on you, and makes your faction Indifferent with almost all mobs. If a DOT is only working of come in handy. Enthrall - Upgrade to Mesmerize. You'll need to keep Quicken in a spell slot most likely, as you'll be	e, by the way), then as it's casting I press Tab to switch back to my previous target (the ither of these mobs would have slaughtered me if I tried to fight them one on one with mob) and use one bubble of mana. Your real time to shine is on multiple pops. If you on the mob for half it's normal duration, it's only doing half-damage. I take Dubious more renewing it a lot. Later on you will Reclaim and resummon pets till they hit for many	the pet). Illusion: Half Elf - Change form to half elf (w/ infravision). Easy come, easy given have a superfixed in the content of them out without breaking a sweat, right? From the content of the superfixed increases, I'm guessing to 3 per tic, like HP do (since HP are obsto Indifferent with this spell, and Apprehensive to Amiable. Identify - It's suppose damage, but it's not really necessary at this level. In dungeons of undead is very used to the content of the co	o. When Meditating, you receive (Meditate / 10) per tic, or you on on I'm only telling you what is obvioususe the upgrades to your ellitic standing also). Honestly I only use it to have fun. Kills Spirit of sed to tell you stuff about Lore items. That little buffer can really eful, but for the occasional wanderer you can't keep both invis and
invis to undead up at the same time.) Maximum duration (random) of 27 minutes. I have armed you with your wear as well), and Quicken on whichever party members will be meleeing Choke has the same casting cost, and will retheir prime for the mobs you are fighting. Enduring Breath - Target needs no air for 27 minutes. You will get many might find yourself looking like a clone of every enchanter around. Then make sure to land Tashani if any spells are a mana cost of 20, while retaining the 1 second cast time. Make sure your starting Agility is 75 or you will have a rethe ability to become whatever race suits you. That hasn't changed, though it should be redefined to three jobs you	arely be on the mob for full duration, thus rarely do full damage. Be sure to drop Tasy upgrades to this spell, though it will see less and less use as you advance. Stun-Locker going to be thrown at it. "Kiting" is the practice of slowing a mob's movement and movement hindrance till you get some AGI equipment. Mircyl's Animation - Next pet.	han first. The orc camps and Kamikaze can take you all the way into 12th, and you fixing has a multitude of uses, all of which I will mention below, and it also offers almounting away from it and nuking or DOTing from a distance. Tashani - The upgrade Let me give you a little pointer firstno matter what race you choose, your experier	nd this is actually a very easy Circle to finish, as your spells are in ost a complete soloing ability by itself. Infravision is nice, though you to Tashan, giving -20MR at 20th, finishing at -23MR by level 26, and uce requirements are going to be the same, and you will quickly gain
hit full health.) Still, regen is regen, just don't expect to be blown away.) Shifting Sight - This spell is the same as I Only the tools available to you. (You might drop Strengthen on yourself too. While a magician might find this easie unlikely the stun-locking will go past two rounds (the mob will die by then) and the tanks will have taken practically Mist/Lesser Shielding, and pet should have Strengthen/Mist. Charm-Solo - Clarity gets you mana back faster for le Pace on incoming mobs, this is worth it, as you'll be doing crowd control and meditating at all times. This becomes	Bind Sight, only you have Infravision when you use it. Sentinel - For the longest time or to train with, enchanters and wizards have such easy requirements to do research, ly no damage. You should be practicing Sense Heading any time you can, because you so down-time. I'll try to find a faded page to offer a merchant soon, and see how mucks awesome in later levels as fights begin lasting for up to two minutes. I can't say that	I have seen this spell as just amazingly annoying. Minor Shielding - Self-Only buff the and you usually get a horde of pages for spells you already have, it's easier to just pure will come to love knowing which way your facing in the future. Still, the Lull-line of the horse for it, because the 16th level page sells much cheaper. Pretty much the tank a good or bad choice. Lasts up to 36 seconds, and I swear I cast this specific to the seconds.	at gives +6HP +3AC at 1st level, capping at +10HP +6AC at 5th. ractice with the live pages. When successful is a non-aggro spell. It is f spells needs the resist rate drastically lowered. You should have same drill otherwise. If you're just dropping Tashani and Languid ell more than Breeze at this level. Kilan's Animation - The next pet,
now an axe and shield! Uses only 1 Tiny Dagger again, and is actually a rather impressive pet. I prefer the latter to not sure what levels they summon asanyone want to offer thatand Bashes. You have reached the transitional Cir and have face-paint of some sort. The reasoning behind the Intelligence school is that Intelligence items are much fights. Turning invisible kills your pet, even if it's nowhere near you. This time it hits for 95, killing the mob, giving your uber-spells. Keep on at all times. More efficient that Chaotic Feedback, it has a our magic-induced stun attack receive 3 mana/tic standing, 5 mana/tic sitting, and 10.5 mana/tic meditating. Amazing. The only way damage wou	rcle now. No special vision, and only useful for faction adjustment, really. Requires the harder to get the high raises in, whereas Charisma items tend to come fairly easily. If me full experience for one nuke. Double-slash, bash-kick, double-slash, double-slash, hed, and also has a casting time of 2.75 seconds, with a recast delay of 8.0 seconds.	aree daggers. What's important to do is try to outdamage your pet, because you get Lastly, add ultravision. This time it will charge. The problem with this spelltakes to , bash-kick. I don't know the hit points of your pet, but it's never good, so don't rely Both have a re-cast delay of 12 seconds. (Bought from enchanter merchants in Firion	full xp for the mob if you do. Illusion: Barbarian - You're tall, blind, o long. You will rake in amazing experience, and have challenging on your pet to take damage for you very long. Color Shift - One of ha Vie or The Overthere strongholds.) When Breeze is buffed, you
you will quickly find your pet shines with this buff on. However you see the difference over time still. That's two m Languid Pace, the battle is really going to change. Another enchanter is easy to find too, but it can be complicated they are always in your group now. Now I'll tell you how to get through a charm-solo, planning on the charm to fai -7STR&AGI at level 12, capping at -10STR&AGI by 18th, and the DOT inflicts 12 damage every tic for 30 seconds (partit's dealing with Charm breaking. At 50 mana this may seem really expensive at this level, but I assure you it and Chaos Flux is hitting for a full 150 now. The mob will spin to face your pet again, and depending on how the fit	lobs beating on me now. When you cast this, the target mob (max level 25) becomes a getting both pets into the fight, as neither of you have Root yet. Amazing spell. Drop il. It's really not worth it to use in most cases. (In groups pets take no experience by the (60 damage). Shaman and Enchanter buffs rarely stack, and some Cleric buffs clashed the shot. What if the initial mez bounces? If there are two, Mez-Pull and let the tanks in	your pet to command. (Infravision & cool-looking) Illusion: Ogre - The Ogre cannot be Strengthen on the tanks if someone else isn't doing so, and Obscure doesn't hurt, he way.) Using the Kamikaze technique with a wizard partner is also very sound. The with ours as wellso learn what spells you need to add in those cases. True North - Stercept. Kamikaze-Solo - Other than choosing between Root- or Stun-Kamikaze, the	e stunned from the front. Kamikaze-Solo - Now that you have out at this level Clerics and Shamans not only have better buffs, but e DD hits for 18 at 12th level, capping at 20 by 16th; the Debuff is Spins you to face North. The mop-up of the fighting isn't the hard re's no change to the technique, except less downtime with Clarity,
you should start pulling with Tashan to ensure the DD/DOT/Debuff goes on for full damage. (Correction: Apparently pets will destroy mobs. Sympathetic Aura - The first of our Charisma buffs! +16CHA at 20th, +18CHA cap at 24th illusions. Often times, Tree is better when there is nothing to turn into nearby, or you want to look inconspicuous which you will actually use with the Incandescent Wandmore on that in Group-Tactics). Charm - Here it is. During raise you receive from spells is increased; I feel this is due to increasing Defense skill applifying the effectiveness of the start of the property of the start of the property of the start of the property of the	ly only one female dwarf face has a beard. This spell sees plenty of use in PvP I'm sure, and really helps boost your CHA without needing equipment, and more importantly while hiding. The reason for this is because you've now been shown basically every to get that 10 seconds, the melee damage to the mob isn't being answered (the tanks are of AC raises. Enfeeblement - Second in the Weaken line, -18STR -3AC to target at 4tl	re, but I have used it very little. Allows you to see through your target's eyes. Just let helps a great deal with charm soloing 3. The range on the spell is excellent and wi sol the enchanter has from the Sixth Circle on. You pet will maintain the aggro the won't getting hit back), which the tanks love. This and Breeze were always buffed on not capping at -20STR -3AC by 8th. the chance to save is the same, and the mob still getting hit back.	the necro cripple movement, and you cripple attack speed, your two ll often allow you to get past normally KoS (Kill on Sight) mobs with whole time, so you can follow along practicing that One-Handed Blunt ne, even when just travelling. In many cases you will notice the AC
change to Reverse-Kite with necros, except that I recommend not using it. Outside of the extremely high mana cos	st, this spell could allow a Sixth Circle enchanter to maintain a complete stun-lock wi	th easealbiet sucking up the mana a lot.	

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