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## Everquest p99 druid leveling guide

It is intended for people who play Old-School Everquest, not the modern free-to-play version. This means either a progress server with Daybreak or the oh-so-shady subsoil of Project 1999 . I'm playing on Project 1999. I play solo. The two characters in this guide are an Iksar necromancer (the traditional screw y'all, I'm solo solution) and a Welf Druid (experimenting with charm kiting). What writeups.org, it's an encyclopedia about fictional characters – especially superhero comics, but also video game characters. You should explore it a bit, it's cool. From time to time I throw in a little video game guide because I have to take breaks from the huge amount of work to keep this great site going. And these are often video game breaks. Advertisement Iksar Necromancers Notes, Level 1-8 Level 1-4 Only Facetank Without Pet or Anything, with a Low-Mana Spell (The Outflow of Life) to pull more safely. Reasons : The Iksar AC bonus at this stage is very significant. They regenerate life faster than mana, so preserve mana. It will go faster without a pet on Project 1999 given the pet xp drain. Could also keep up their defensive ability while it's easy. The Life Drain keeps downtime low and works on your casting skills. You want to kill skeletons (for bone chips, as well as weapons and shield for sale) and scorpions (for their pliers for a quest). There is a fabric armor vendor outside Cabilis (ruined building left when leaving the city), and the warlord for the scorpion toweiss is in the other building. A skeleton with a shield means 1pp from the seller of the shield, which are two backpacks of just one Level 1 mob that does not run. Obvs, don't forget to train a point in Meditate at level 4. And lift your sense heading and use your feed from level 1 level 5-6 spinning mini dungeon. After leaving Cabilis on the left on the grass, past two destroyed columns, look for a stone entrance on the side of a small, sharp hill (still on the grassy, wooded strip). Pull carefully, you have a pet up, but not too close. This stain will give you a lot of silk, a magic dagger with a tiny DoT and a neck element with tiny resistors. That's really good for these levels. Recast weak pets, they are flush in a zone with bone bits and you have stored them. For levels 5 to 7, arm your pet with one of these damage 8 jagged swords from decaying skeletons, it will help a whole lot. One-level differences mean a lot in Everquest, and that applies to your pet. A pet at the highest level makes everything faster and easier when solo. Display level 7-8 pulling from the ramps at the southern end of the Pit. Bone ties are choice targets for her plentiful silk. Level 7 is a drag with a lot of time that you sit on the tail while Mana regent. And you should only engage with 90% mana because you expand so much on a so-so pull (say, multiple resistors). With the new pet and the first Lich Line Spell, it gets much better at level 8. I usually mostly aggro kiting, Darkness snare/DoT, disease DoT, poison DoT, pet set to no-taunt serve as an additional DoT, punished in circles for most of the fight then melee towards the end. I'm nearing the end for the same reasons as before – stop the defense, save the mana because life travels fast, and because I don't talk as much damage thanks to Iksar AC. On P99 it could also help to beat the DPS of the pet for the double experience. Wooden Elf Druid Notes, Level 1-8 Level 1-3 First, Spam Sense Heading via your preferred method after receiving the first points from your guild master. Greater Faydark is way, much easier, to navigate with a good Sense Heading ability. Have a map of Kelethin at hand. Run around with skin like Wood and focus on wasp drones. Their loot stacks neatly, and they can drop poison bags that sell for 3 gold. This will quickly buy you the backpacks you need. Decaying skeletons, as always, are also a good target for bone pieces, fabric armor, and rusty weapons (including, if you're lucky, a Scimitar to practice your 1HS and/or 2HB weapon). There is a quest in the Ranger Hall with orc hatchets from orc farmers, but there are not too many of them in my experience. Don't buy armor at this stage, you'll see why at level 7th level 4 pack all your gear at the bench to run naked, and buy the necessary level 1 and 5 dunder spells (including Flame Lick and Gate). Now we cross GFay and Butcherblock to take the boat, because we move to West Freeport. Be careful in Butcherblock – on the trail between the first and second guard posts there is a nasty goblin who roams brutally. There is also an aquagoblin that occasionally enters the harbour. IIRC there is a Bard Mail Quest between Kaladim and Freeport that you might as well do, but I couldn't remember it in time. Oh, and keep Spamming Sense Heading. That's a bit of travel, why? We want a fire beetle eye. At this stage you are a subpar melee dilettante and have very few spells of actual use. Flame Lick is one, but you need a fire beetle eye. Flame Lick will increase your throwing skills, make fights easier with the small DoT, facilitate battles with the AC debuff that compensates for your mediocre melee skills, is a great pulling tool and gives you something to do beyond attacking the car. The Freeport Freshman's Yard is a simple, safe zone with tons of mobs (including the increasingly popular skeletons), good visibility, nearby and easy to find traders (I burst with the wooden fairy Lass between the entrance and the North Freeport Zone). The OrcsFarmers in the are an opportunity to do factional work, and they drop axes for a quest. Store them in your bank. Be careful. They are still tied to GFay. While the chances of dying at level 4 in West Freeport are extremely low, you still want to be careful. Learn your spells at level 5. One option is to get a SoW from a high-ranking person, pack all your orc axes and make a delivery in West Commonlands to guard Vallon. that the is really good at this level. But you want at least one SoW and maybe a protective buff because you're only Level 5 and you're still tied in Gfay. A lion (which for unfathomable reasons is aggro to druids) could really destroy your day. Level 5-6 goal home. Now we work orc hill solo. Find Guard Fayfear at the Orkiift, walk up the hill from it until you have a good view of the base of the Orc Hill. This is your new base. You will withdraw everything to this place. It is both away from roaming, and close enough to the guards when you screw. So tagmit with Flame Lick, run back to your place, fight there. At level 5, the spinning spines running around are still blue and a simple kill that brings silk. They soon turn green, so might as well kill them before they do it. Apart from these guys : Just pull orcs that con blue. You're just a subpar melee dilettante with a few pieces of fabric armor, a small armor buffalo and a small DoT. No one is impressed. Not even white drawbacks. Harmony allows you to split clusters of 2 or 3 relatively securely. That is a great advantage. If you are the only working orc mound, feel free to pull the white and yellow Ork Spawns to the guards at the lift to clear the room and have a chance at blue respawns. Keep every single Crushbone belt like the most valuable treasure Stay unencumbered so you can stay in front of your trains and quickly cross the space where it could be Roamer. There is a dealer just up the elevator. Don't forget that Oracle stolins throw flashes that will dazzle you. That could easily destroy a pull-to-guards-to-clear-spawns-move, so leave white and yellow oracles alone. When you fight a blue oracle, stop, turn roughly towards the enemy, attack auto-attack, measure by sound whether you are facing the enemy. Wait for the dazzling effect to lift and revalue. Add to that, of course, be rooted, but your roots at this level don't last too long, so don't get fat. That's that we're moving to a slightly remote place. Level 7 You are a bad melee type. They have not meditated. Your spells aren't too impressive, except harmony as you're solo. Life is bad. Level 7 will be a slog. So, screw that. Pack all your Crushbone belts, run to Kaladim, take a left one after you go in, then a left in the Warrior Guild, find your good buddy canloe in the back and enter the belt in 2 by 2. See level 7 away from the great experience, cover yourself in the pieces of shredded armor he throws at you for free , watch your faction go up to Amiable with Kaladim types. Level 8 A point to the precious, precious to start. The Orc Hill guys start to greenout, but you should also pull and kill the green to spawn a chance for Blues and for more crushbone belts for the latter. In addition, on Project 1999 there are still some greens still experience (I don't think there was the light blue Con at that time). Soloing Orc Hill gets a bit tired, but at least with Meditate the downtime is a lot In the worst case, towards the end of Level 8, you could turn on a different belt (as long as your melee skills are up to the cap). cap).

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