

Newly Expanded and Enhanced
EverQuest Infinite Platinum Guide

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EVERQUEST INFINITE PLATINUM GUIDE, METHOD ONE – For Low Levels

General (in Freeport)

The following method describes how you can make from 50-75 platinum per hour in EverQuest. I am going to guide you through this process step-by-step. When you are finished, you will essentially have an EverQuest "money press", your own EQ ATM to make platinum withdrawals from any time you want!!! This method can be used by anyone and involves a simple trade skill. You will be buying all of your supplies from merchants, and selling everything back to the same merchants. Any character can be used, though charisma and wisdom effect your plat earning potential. Wisdom effects your failure rate in any trade skill, and charisma effects how much you can buy and sell for. This will be discussed in detail below.

The first decision that needs to be made is: are you going to use an existing character for making plat, or create a new one? This will largely depend on the characters you already have. Whatever character you use, the character needs to be able to get their charisma to 135 without spending too much platinum. Charisma requirements will be LOWER for characters that have good faction with the merchants involved in this method. The 135 charisma requirement assumes "apprehensive" faction. The charisma requirement will likely be considerably less with "indifferent" or better faction with the merchants you'll be buying and selling with. Here are the charisma items with the most "bang for the buck":

- Crude Stein: 15 charisma, about 30 plat or so depending on server
- Cat Eye Bracelet: 7 charisma, should be 22 plat (double cost to make)

With a Crude Stein and two Cat Eye Bracelets, you will be able to raise your charisma by 29 points for only 74 plat. Here are some other items that are more expensive:

- Silver Star Ruby Veil: 5 charisma, 5 dexterity, 135 plat (double cost to make)
- Platinum Star Ruby Veil: 9 charisma, 9 dexterity, 350 plat (double cost to make)
- Electrum Star Ruby Ring: 7 Charisma, 5 dexterity, 140 plat (double cost to make)

If one were to buy all of these, they could raise their charisma an additional 19-23 points. However, this comes at an expense of 415-630 plat. I would not spend this; instead, I would create a new character designed for the express purpose of making platinum. I suggest reading through this entire guide at least once before making this decision however.

If you decide to create a new character for the express purpose of making platinum, a High Elf Enchanter is without a doubt the only choice. Placing all points into charisma, the High Elf Enchanter begins with a base charisma of 115. This is enough by itself to

make good money with this method. And, all you need is a Crude Stein and one Cat Eye Bracelet to raise your charisma to 137, which will give you the best prices you can get when buying from and selling to merchants. These two items are only around 50 plat total, and you can buy them after you've already made 50 plat from the method! Another reason I would STRONGLY recommend a High Elf Enchanter is that they start with a base wisdom of 95. Putting your remaining 5 points into wisdom nets you 100. Wisdom dramatically affects failure rates, and therefore your plat earning potential. I tried this with both a human character with 85 wisdom, and a High Elf Enchanter with 100 wisdom, and it cost far less to do it with the High Elf Enchanter, and I made a lot more plat as well once I was finished. Whatever character you decide to use, it should be one that can get their charisma up to 135 and wisdom up to 100 with minimal expense. High Elf Enchanters fit the bill perfectly.

Now, I am going to guide you step-by-step through this procedure. I am writing it assuming that you are starting from scratch with a High Elf Enchanter. If you decide to use an already existing character with high charisma, you can simply skip over the parts referencing the new character. It is also written with the new player in mind, so experienced players may be able to skim over parts. Still, I recommend everyone read this entire method at least once before beginning. It would be a shame to make a costly, time consuming mistake that could have been avoided by reading this guide thoroughly. Let's begin!

- 1) Create a High Elf Enchanter, and put ALL of your points into charisma. There will be 5 points left over. Put these into **Wisdom**, as this will help too. The need for wisdom will be explained in detail later. NOTE: If you plan on using this enchanter as a "real" character, I would put all of your points into intelligence instead, and the remaining 5 into charisma. I have researched this subject, and the general consensus is that intelligence is much more important than charisma for enchanters. Some even believe that charisma is of minimal importance, at least when compared to intelligence. Even putting only 5 points into charisma, you will still be able to raise your charisma to 135 fairly easily.
- 2) Although you CAN do this at level 1, it is highly risky and due to dying and corpse retrieval time I would not recommend it. Instead, get the enchanter up to level four. At level four, enchanters get invisibility or "invis" as it is most often called. Invis will keep you alive. Although you can get others to cast invis and SoW on you as a level one character, it can and does wear off at the wrong time, and you want to be able to invis yourself at a moments notice. So get up to level four. It doesn't take long 😊. Getting to level four is easy simply by killing bats, wasp drones, decaying skeletons, etc. Make sure to get your pet spell ASAP. If you won't be able to give this enchanter platinum off of another character, then I suggest you focus on decaying skeletons as much as possible. These drop bone chips, which can be sold for 3 plat per stack of 20 to other players. Simply /auction them off when you have a stack. Some generous high level necros will pay a hardworking newbie 5 plat per stack even. If they don't sell, don't wait around and don't worry about it. You'll be going to Freeport once you hit level 4, and you can sell them in East Commons. Also, decaying skeletons drop weapons sometimes, and once in awhile a cracked staff worth over a plat. Orc pawns with weapons are good too. Any time you see a decaying skeleton or an orc pawn with a staff, take it out immediately since the

cracked staff is worth so much. If you reach level four killing every decaying skeleton you see, you should be able to make all the plat you need to make this work. Don't spend too much time hunting for decaying skeletons though. Fight and level as quickly as possible. Just pay attention and kill every decaying skeleton you see.

- 3) Once you hit level four, it's time to go to Freeport. Get your level four pet, invisibility and gate spells before leaving. You will definitely want to get a SoW (Spirit of Wolf) so that you can get there faster and safer. Most druids will be glad to do it for a plat or two, or free to a low-level character with no money. SoW will not only get you there faster, but it will allow you to outrun most enemies should your invisibility wear off and something agros on you. Keep yourself invisible while on your way to Freeport. If you can get someone to teleport you to West Commons or North Ro, that will save you some time but it isn't necessary. I recommend printing out some maps for all zones you will be traveling through if you aren't familiar with them. [EQAtlas](#) has good maps, as do many other sites. Briefly, to get to Freeport go from Greater Faydark to Butcherblock Mountains. The zone entrance to Butcherblock is at neg 1500, pos 2400. Once inside Butcherblock, you need to get to the docks. Run along the path, and at the only crossroads in the zone, steer to your right. Follow this path all the way to the docks. You will run by the Dwarf city of Kaladim. Once at the docks, you need to catch the big ship to Freeport. This ship docks at the main docks on the right. This ship will take you into Ocean of Tears, and then into East Freeport. Once in East Freeport, get off the ship and go into the Port Authority building. You need to bind here. You can get a bind by shouting that you need one. At your level, a plat or so will suffice for a bind, and most high level characters will do it for you for free. You might have to go to the gate to get a bind, but try to get one inside the port authority if at all possible. After you've gotten a bind, look at your map, and find your way to Trader's Holiday. Go into Trader's Holiday and buy a spit, which is for baking. Now, look at your map again and go to the west Freeport zone. Once you zone into West Freeport, look at your map and go to the Monk Guild, called the Ashen House. Buy seven backpacks from the vendor inside. If you can't afford seven backpacks, go sell your bone chips at the tunnel in East Commons (neg 1000, pos 825) and come back. Or, to be honest, you can work with less backpacks, it will simply require more trips. You'll be making money soon enough anyway right here in Freeport, and can buy more backpacks later if necessary. Now, take a look at your map and make your way to the West Gate. It is by the Freeport Militia House.
- 4) Now that you've bound in Freeport and you have your spit, you're ready to start working on your money machine. Stay invis when not in Freeport. Go outside the gate and run out of Freeport until you zone into East Commons. Run up the path, and do not turn anywhere. The first inn you come to, stop and go into the farthest building where a merchant named Parthar is at. The location is neg 110, pos 235. Buy enough frosting (1 silver each) from Parthar to fill up all of your backpacks but one. Leave one empty. Remember that you can now purchase stacks by holding your shift key when you press the "buy" button. Now you need to return to Freeport. Go to the caster's guild called "The Academy of Arcane Sciences." The first merchant on the second level, Lysa Truegreen, sells batwings. Buy enough batwings to fill up your remaining backpack, but leave one slot empty. If you're using

a High Elf Enchanter as I recommend, while you're here go to one of the guildmasters and put **ALL** of your practice points into **BAKING**. Another place to buy batwings is in East Commons, but I definitely prefer the safety of Freeport. To get to the batwing merchant in East Commons, run across the East Commons zone, almost into West Commons. You need to go to Katha Firespinner, an Erudite merchant at pos 250, pos 4750. Katha Firespinner sells batwings for 1 silver each, depending on your faction. Buy enough batwings to fill up your remaining backpack, but leave one slot empty.

- 5) Have a seat - you're about to start baking! :) If you've decided to buy batwings in East Commons, roaming bears, orc pawns, etc will likely attack you. You can either try to stay invis, or summon your level four pet and sit there with him guarding you. The only thing that ever attacked me was orc pawns and bears, and neither one is a match for you and your pet. If you decide to sit there invis and it wears off, and you get attacked by a bear, summon your pet *immediately* because there is no way you will take a bear without your pet. With your pet it's easy though. OK - back to business. Sit down and open a backpack that is full of frosting. Swap batwings with frosting so that the backpack has four stacks of each. Make them staggered, so there is a stack of batwings on top of a stack of frosting. Now, open up your spit. Line these two up so you can move frosting and batwings into the spit as fast as possible. Press your CNTRL key on your keyboard and keep it pressed, so you only take one batwing and one frosting at a time. Place one of each into the spit and click "combine." If you are successful, you will have made a sweet treat called a "batwing crunchie." These turn trivial at 45, so keep making them until they are trivial. Buy batwings as needed. Sell the batwing crunchies back to the merchant as needed. Once you hit 45, you can sell all of your remaining supplies back to the same merchant for what you paid for them, or very close to it.
- 6) Head back to Parthar, where you bought your frosting. Fill up all of your backpacks but one with Jugs of Sauce. These are less than one silver each, depending on your charisma. Now, gate back into East Freeport. Head to the Port Authority if you are not already there. Buy five stacks of fresh fish or so, leaving yourself with three free slots. Now, have a seat and combine one fish and one sauce, like you did for the batwing crunchies. This creates "fish fillets." These will turn trivial at 82. Keep making these until they go trivial, buying more fish as needed. Once you hit 82, you can sell your remaining sauce to the merchants in the Port Authority or just use it up baking fish fillets and sell them. (Special note: you can continue to make Fish Fillets for a bit to make enough extra money to fund the next step.)
- 7) It's time to head back to wherever you bought batwings and fill up on batwings again. This time, leave two empty slots in your last backpack, and fill the rest with batwings. Gate back to the Port Authority.
- 8) Once you're back at the Port Authority, buy more fish. Buy one stack, leaving yourself one empty slot in your backpack. Now, combine one fish with one batwing. This makes "fish rolls". Not a profitable item, but they will take your skill all the way up to 135. Continue to make fish rolls until 135, buying more fish as needed.

- 9) After your skill is maxed out at 135, sell off your remaining batwings to the merchants in the Port Authority. You now need to buy whatever gear is necessary to bring your charisma up to 135. The charisma items are listed at the beginning of this guide. I experimented with various charisma levels with a High Elf Enchanter for this purpose, and the cutoff seemed to be 135. Any higher than 135, and I did not receive any better prices when buying or selling from the merchants we will ultimately deal with. As soon as you can afford the necessary items, head to the tunnel in East Commons which is at neg 1000, pos 825 and buy them. Find a jeweler while you're there to make you any charisma items you need that a jeweler can make. Don't leave until your charisma is 135 or better. Remember, better than 135 won't help you any. It is extremely inexpensive to get your charisma to 135 if you're using the recommended High Elf Enchanter.
- 10) Okay, now if you have your baking skill at 135 and your charisma at 135, and at least 5 platinum or so, it's time to make platinum. Remember the fish fillets? Well, they went trivial at 82 ~ you are now a master baker with skill 135. Go back and make fish fillets (fish, jug of sauces). You will make approximately 102% profit! One stack of Jug of Sauces costs 2gp, 1sp and one stack of Fish costs 5gp, 3sp; together they yield 1pp, 5gp, 2sp (or 7gp, 6sp each) which works out to a 102% profit EACH STACK!

Once you get fast at making pickled gator, you should be able to make at least 50 plat per hour, and if get **really** fast, you can make 75+ plat per hour. Try to work on your speed until you have a rhythm down and are comfortable doing it. Line your backpack and spit up just right, so you can put in the ingredients quickly and then drop finished product onto your auto-equip area. Here are some additional tips:

1. Remember that you can select an entire stack of items by holding down shift (for selling, buying, moving) and you can select just one from a stack by holding down control.
2. If you have trouble locating any baking supplies, you can find the locations for frosting, fish, batwings, etc at this link. www.eqtraders.com/location/baking.htm.
3. Sometimes vendors say they are busy - this usually means they've been attacked. Sometimes vendors are missing - this usually means they've been killed. ☺ These glitches are usually fixed with the next spawn.

Using Method One in Halas

Baking fish in Halas. One of the more frustrating aspects of creating platinum through the baking fish fillets method is having to run around zoning to buy the ingredients. Believe me when I tell you that I spent dozens of hours researching the best place to bake back in early April when I first wrote this guide.

In Halas, you don't have to zone. Everything is within reach:

You can buy your Jug of Sauces from Sissia in McDaniels (360, -328).

You can buy your spit from Jil McDaniel in McDaniels (328, -288).

The oven is located just outside McDaniels (292, -294).

You can buy fish from Quillon O’Zinn in The Bonny Mermaid (-16, 58).

Other than already noted, there are several great bonuses to baking in Halas, there are also three negatives that should be considered. Lets take a look at some pros and cons:

Pros

- Everything is in one small zone.
- You are in a distant zone without a lot of other people.
- Other players often sell mammoth meat to the merchants that you can purchase to make mammoth steaks – the largest profit margin in the game! (Mammoth meat, spices, jug of sauce – makes 5!)
- You can also loot mammoth meat of discarded corpses in the next zone, Everfrost.
- Everfrost is probably the very best zone from solo powerleveling from 1 to 26! (See my powerleveling guide for more info.)
- Permafrost is a great place to farm items for more platinum! (See my unlimited platinum guide for more info.)

Cons

- No vendor selling Batwings! This is bad for two reasons, first it will take a little longer to raise your baking skill because you lose a step, and second it will be more difficult to become a master baker as you also lose the last step. Now, these are not absolutely necessary steps, but they do help.
- Zone is so very far from everything.

If you want to be a barbarian, I think you can happily completely live your life here without having to travel to all the way to Freeport for baking. I would keep my ears open to someone porting to commons; you could master your baking and then come back ~ it would be worth it I think.

Using Method One in Velious

I know what you are thinking: “Why in the world would I want to use a low level platinum method in Velious?” It is a high end zone. There is NO NEWBIE CITY. Why would you raise 50-75pp and hour in Velious when you could just use Khalador’s Guide to Uber Platinum to make more than 1000pp an hour here? (Khalador’s Guides are available at Powerleveling.com.)

Well, the answer is that back in May of 2001, Verant nerfed the baking process so that fish made little or no profit. They have since changed it back some. Thanks to the quick email from a user named Chuck (thanks Chuck!) we have updated the guide. I am leaving this information here so that if you ever need it, it is available to you.

To make platinum in Velious by baking, follow all the steps in the general guide to get your baking to level 135 and your charisma to 135. Then, follow this guide:

If you have your baking skill at 135 and your charisma at 135, and at least 5 platinum or so, it's time to leave for your final destination, which is Thurgadin. Before leaving, I highly recommend banking ALL of your gear, except for enough plat for your port. Thurgadin is the Ice Dwarf (Coldain) City in the Great Divide of Velious. If you know how to get there, you can skip this step and just go to Thurgadin now. If not, I will explain how to get there.

First of all, I strongly suggest you get a teleport to get you as close to Thurgadin as possible. This used to mean porting to the Iceclad Ocean zone; however it is now possible to port directly to the Great Divide. Keep in mind that Velious ports are more expensive in general because they are higher level ports. For all the money you will be making though, you won't have to worry about it. Most druids and wizards will be happy to port you for 20-30 plat, and anytime I've really needed one fast, 50 plat has gotten it right away. Whatever you pay, make sure you have at least 15 plat left over. Before you port, make sure you get a SoW and are invisible. Throughout the entire journey, you want to be very cautious of everything around you to avoid being attacked if your invis wears off.

Porting to Great Divide: If you are ported directly to the Great Divide, you will arrive at the Dragon Portal (-3750, 3650). You need to go east to the frozen river (you'll see it, it looks awesome!), then head north following the river. The Thurgadin entrance is at pos 50, pos 150. The zone entrance is directly through the waterfall. Zone on in.

Porting to Iceclad: Once you arrive in Iceclad, the first thing you will want to do is head to neg 4400, pos 9200. This is the bridge that will lead you to the next zone, which is Eastern Wastes. Be careful, as there are two ice giants guarding the entrance of this bridge. If you're invis, you're fine. If not, you can go around them. Run all the way over this bridge and you will zone into Eastern Wastes. Once in Eastern Wastes, you can go one of two ways: a) You can run directly to the zone into the Great Divide, which is neg 1700, pos 5500. This is faster, but riskier. b) You can run along the zone wall and avoid trouble for the most part. Simply follow the zone border to the right once you enter Eastern Wastes. Eventually, you will come to the Great Divide zone entrance. Whichever method you choose, zone into the Great Divide. Once you have entered Great Divide, follow the zone border to the right. This will take you to Thurgadin rather quickly, thankfully. The Thurgadin entrance is at pos 50, pos 150. The zone entrance is directly through the waterfall. Zone on in.

If you can't get a port to Velious for some reason, you'll need to go there by boat. Head to East Freeport (same zone as the Port Authority) and run out the gate and outside Freeport. Keep going and you'll zone into North Ro. Once inside North Ro, run to the

left and you'll come to the ocean. Run up the shore and you'll come to a dock with Frankel the Pirate. The location is 800, neg 850. A shuttle will pick you up here and take you to Iceclad Ocean. First, you'll come to a small island. Run across this island and you'll see a big dock. A ship will pick you up here and take you to your final destination, which will be another island. Run to the left along the shore of this island until you come to an ice bridge, location pos 4770, pos 2180. Go across this ice bridge. You will come to another island; run to the left and up the shore on this island as well until you come to another ice bridge, location pos 585, pos 2450. Go across this ice bridge. Now, you are at the main island and need to follow the directions above as if you had ported to Thurgadin. This means running to the main bridge which will zone you into Eastern Wastes, which is at neg 1700, pos 5500. Be cautious of the ice giants guarding the bridge, which you can go around if you're not invis. Now, you can continue on to Thurgadin as if you had ported. Whew!

IMPORTANT! PLEASE NOTE: There is one very good reason you might consider going on foot, and that is to get 10 slot toolboxes from a Gnome Pirate Merchant in Iceclad Ocean. If you do port to Iceclad, you can backtrack to the Gnome Merchants. The merchant you want is Adinel Jailbar, and he is at pos 4536, pos 1286. This location is close to where you zone in from North Ro. Deluxe toolboxes are about 2 platinum each, and well worth it. Buy enough to fill up your inventory and of course sell your backpacks to Adinel. These 10 slot toolboxes present another money making opportunity if you get bored baking. Try buying them and reselling them in East Commons, or whatever zone most of the commerce takes place at on your server. Try selling them at the Freeport or Kelethin bank too. Considering that high level players will buy 10 slot backpacks to use for bank storage at 70-100+ platinum each, this presents an equally useable and much more economical alternative. Selling them for 20 plat each would be a nice profit, and should be easily doable.

Now that you're inside Thurgadin, you need to go to the bank and get your gear and buy some supplies. After entering Thurgadin, you'll run straight through some gates and arrive at the main strip, where all the shops are. Go left, and you'll see the Thurgadin Exchange on your right. After getting your gear, go to Perkins, one of the merchants. Buy jugs of sauce and vinegar, enough to fill up $\frac{3}{4}$ or so of your inventory. Now, head on out of the bank and go back the way you came, and continue until you see Mordin's Meats on the left. Go inside and fill up your remaining slots with gator meat, leaving a couple empty slots. Now, arrange your backpacks / toolboxes in such a way that you can most quickly transfer one vinegar, sauce, and gator meat into your spit. Remember that keeping CTRL pressed selects only one at a time, which is what you want. Combine these 3 items to produce "pickled gator." This item will produce nearly a 100% profit, and should be good for between 50-75 platinum per hour. Now, your platinum factory is in place, and you can continue to make pickled gator and as much platinum as you need! ☺

Using Method One in Luclin

Okay, it is Saturday morning, 12/15/01. Remember that when you see other websites claim to have the "original" Luclin Plat Guide! ☺ I have spent many hours searching this information.

Some important notes about the Luclin Unlimited Platinum Guide:

- If you are Vah Shir, you can start off right away becoming a master baker by making batwing crunchies in Shar Vahl. Buy batwings from Alchemist Hikal (building at -284, -368) and frosting from either Cook Yalkiin (castle, 460, -163) or Supply Master Guresh (451, 118). There are 5 ovens in Shar Vahl: (-476, 1), (-139, 433), (-201, -178), and 2 ovens at (382, 29).
- If you are not Vah Shir, you are going to need to travel to the Nexus. The portals in Norrath launch every 15 minutes, see eqatlas.com for all the locations.
- Once you land in Luclin (at the Nexus), there are many places you can go – this is the transportation hub of the moon. The Shadow Haven portal is East – the farthest one back.
- If you are Vah Shir, you will need to travel to Shadow Haven. Don't worry I have provided complete, step-by-step instructions and I have completed the trip several times myself at level 1.
- In order to trade in Shadow Haven, you'll need to complete a faction quest. It can be a little tricky, but I have provided a complete, step-by-step walkthrough for you.
- If you haven't gotten your baking to 46 yet, you can do it here in Shadow Haven.
- At this point, you have a choice, you can continue on to making pickled gator in Shadow Haven or you can get a port to Commons and master your baking skill (up to 135 with fish) and return.
- There is fish available for purchase in Shadow Haven from Hintol Balkortak (-453, 1391). He sells Cavern mackerel for 4sp, 2cp each, but I was unable to find a recipe that worked with it. If you find any better method, please let me know and I'll update the guide and give you credit.

Traveling to Shadow Haven from Shar Vahl:

This is a simple enough journey. Remember to get your maps from www.eqatlas.com before attempting as it will make it so much simpler. You will need someone to cast invisibility on you or an escort for Paludial Caverns if you are still a low level – this is a widely traveled route and I have never had a problem getting an invis and a sow.

In Shar Vahl, Take the south gate into Shadeweaver's Thicket.

In Shadeweaver's Thicket, take the road you see to the crossroads (west). At the crossroads, go right (north) and follow this road all the way to the cavern entrance (1900, -1900). Go into the cavern and follow it until there is another opening on your left. Take this cavern on your left (you'll be going south) until you come across another cavern on your right. Take this cavern on your right (you'll be going northwest). This cavern will come to a "Y" branch. Go right and you will zone into the Paludial Caverns.

In the Paludial Caverns you are going to need an invis or an escort. Follow the path until you come to a large cavern with water. You want to cross right straight through and the path will pick back up exactly on the other side (north). Follow the trail until you come to a branch on your left – keep going passed this opening. Once you have passed this opening, you just need to follow the wall on your left. Stay on this wall and it will lead you directly to the Shadow Haven zone.

Trading in Shadow Haven:

While researching this guide, I found that you can not trade in Shadow Haven without good faction. So I researched, completed, and then documented the following quest which will raise your Shadow Haven faction very quickly.

Here is a free guide for you that I wrote about this quest:

Amulet of the Haven Quest



While researching a new Luclin Platinum Guide I came across a merchant I needed to talk to in New Haven. Unfortunately, this dirty little Havenitte would have nothing to do with me. I was pretty angry. The masses are demanding an update, I said ~ but the dirty merchant was unhappy with my race. ☹

Therefore, I decided to research the best ways to raise faction and found the Amulet of New Haven quest. This 2cha, 1AC amulet has a faction modifier. Also, you get loads of faction just running the quest. Some extremely evil folks have run the quest, and then run the quest again with the amulet on just to get more faction!

I have run this quest easily enough at level 8 ~ and I have spoken to folks at lower levels running the quest with invisibility!

You will want copies of the New Haven, Bazaar, and Echo Caverns maps off of www.eqatlas.com/atlas.html. With these maps, you will never get lost and this quest can be done in a few minutes.

Part One - Trade Commissioner Henry

Okay, first you need to find Trade Commissioner Henry. Trade Commissioner Henry is at -300, 400 ~ near the warrior trainer.

You say, 'Hail, Trade Commissioner Henry'

Trade Commissioner Henry says 'Hello there, traveler. I don't believe that I have seen you around these parts before- then again, I could have and simply forgotten since there have been so many new faces around here. However, if you are a newcomer to Shadowhaven, please make sure that you [register for trading] in the Haven.

Registering with the Traders of the Haven will legitimize you in the eyes of local merchants and customers.

You say, 'I will register for trading'

Trade Commissioner Henry says 'It's great that you are interested (your name), you will surely be glad you did. I have some simple deliveries that I need completed if you wish to be a registered trader in Shadowhaven.

You say, 'What deliveries?'

Trade Commissioner Henry says 'The deliveries are simple enough, I just need you to bring some letters to some merchants of the Haven that are currently working in other locations. Will you [deliver these letters]?'

You say, 'I will deliver these letters'

Trade Commissioner Henry says 'I surely do appreciate the help, (your name)- clearly you understand the value of solid relations with the locals. First, I will need you to take this newsletter to Sateal. He is currently on assignment in the Bazaar and has been out of the loop on the happenings of Shadowhaven because of his heavy workload. Bring this to him and then return to me with his sales report. I look forward to seeing you soon.

Okay, so you get this letter and you are off to the Bazaar! The Bazaar entrance is at 300, 800.

Part Two – Sateal

Sateal is in the Bazaar stand in clear sight at location -680, -30. It is extremely close to the New Haven zone.

You give Sateal the letter and...

Sateal Deirosap says 'Ah great, I have been meaning to go and pick one of these up from the Trade Commissioner but I have been very busy with my work. I'm sure Henry has been waiting for my sales report so here it is. Please return it to him for me if you could and thanks again!

You gain experience, but no faction at this point.

He also gives you the sales report to take back to Trade Commissioner Henry.

Part Three – Back to Trade Commissioner Henry

So, you jog back to Trade Commissioner Henry and turn in the sales report:

Trade Commissioner Henry says 'Great to see you back so soon (your name), you looked like a dependable person from the start. The next thing I need you to do is a bit more dangerous, but by the looks of you I doubt it will be a problem. Go to the Shadowhaven outpost in Fungusgrove and give Thar this book. Thar is a great merchant but I have seen his sales steadily declining, so I figured this book full of selling tips will help him regain his confidence and help him produce the kinds of numbers I know he is capable of. If his economy report is ready please, bring that back to me when you return.

You gain experience, but still no faction yet.

Trade Commissioner Henry gives you a Book of Sales Secrets.

Part Four – Thar in Fungus Grove

Okay, there is a secret entrance to the Echo Caverns in Shadow Haven near the Rogue Guild. Head to the door near the rogue guild (near the water) at 240, -1611. Go through the door and go to the extreme Northwest corner of the room (303, 1675) and walk through the invisible door. Keep going through the second invisible door (302, 1727) and you will find yourself in a cave. Follow the path and zone into Echo Caverns (1150, 1000).

Avoid the extremely slow moving plants (easy enough even at level 8) and work your way to the water (875, 335). Remember to use the maps! Keep going to west until you zone into fungus grove.

Now there is no map (as of when I write this) for fungus grove, but that is okay because you aren't going very far and it is in a straight line!

Okay, now maybe you've heard that this is an uber zone (it is) and that you shouldn't come here until level 55+ (you shouldn't), but you are following one of Padrino's Famous Guides! Have no fear. ...well, yes, that and the small detail that the town is at the entrance to the zone and is safe. 😊

Follow the path directly to the town. Thar Anton will be on your left at -1323, 854.

Give Thar Anton the book and:

Thar Anton says 'I see you have brought a book from the Commissioner. Well I'm not much for reading but I will surely try anything that may increase my sales. Anyways I'm sure you aren't that interested in how bad my sales are and would like to be on your way so here you go.

Your faction standing with Traders of the Haven got better.
Your faction standing with House of Fordel got better.
Your faction standing with House of Midst got better.
Your faction standing with House of Stout got better.

You also gain experience.

Thar Anton gives you his Economy Report.

Part Five – Back to Trade Commissioner Henry

Okay, so head straight back to Trade Commissioner Henry. Just be wary of the slow moving plants – they are not clickable, but they will smack you around a bit.

Give Trade Commissioner Henry the report and:

Trade Commissioner Henry says 'Excellent work (your name), I knew that you were someone that I could trust to get the job done. The trader's union of Shadowhaven will hear of your solid work ethic. Perhaps a courier job is in your future, I couldn't have expected anyone to make these deliveries as fast as you did! Please take this amulet as a symbol of your dedication to Shadowhaven's booming economy. While wearing this you are sure to get all the greatest deals from the merchants of the Haven both here and in the bazaar. It was a pleasure meeting you and thanks for all of your help.

Your faction standing with Traders of the Haven got better.
Your faction standing with House of Fordel got better.
Your faction standing with House of Midst got better.
Your faction standing with House of Stout got better.

You also gain experience.

Trade Commissioner Henry gives you the Amulet of the Haven.

Okay, now you may wish to run the quest again as it will be much faster the second time around, but this will raise your faction very easily so that you can become an ally with the merchants! 😊

With one run, I went from dubious to amiable!

Okay, now I am going to run the quest again and time myself. I'll tell you know exactly how long it took and what new stature I get in faction (if any). It is now 12:52 A.M. ~ I'll be right back...

01:05 A.M. – so the quest took me 13 minutes to do. Although, I am still amiable, I did get more faction and experience. I also have a sow zoning time – it requires you to zone 6 times.

If you can, bind next to Trade Commissioner Henry and use gate. This will cut your time in half!

Pickled Gator in Shadow Haven:

Gator Meat/Spit from Nicoela (144, 101) and Jugs of Sauce/Vinegar from Akeral (204, -23). These 2 merchants are VERY close to each other.

There are also three ovens: (262, 1085) and (-462, 260) and in the Lost Turnip (-341, 1627).

PLEASE NOTE: At one time, it was possible with this method to make 150 platinum per hour or MORE by baking a different item. This item was “smoked shark”, but unfortunately shark meat was removed from merchants in the game after the May 30, 2001 patch. If ANYONE should come across a merchant ANYWHERE that sells shark meat, please e-mail us at platinum@powerleveling.com immediately! We will make necessary changes to the guide and send everyone an update for free. Also, if anyone should have any ideas for improving the effectiveness of this method, don't hesitate to e-mail us at the same address! You may think of something that has not yet occurred to us. Suggestions for improvements are ALWAYS welcome!

PVP Method with Smoked Shark:

I have not confirmed this information because I do NOT have a PVP character; however, I figured it could not possibly hurt to include the possibility...

I received this information from Frank (thanks, Frank):

“I'm emailing you because I stumbled onto something last night...I play on vallon zek pvp server and there were 2 merchants that had a seemingly endless supply of shark meat. One was in north qeynos and the other in south qeynos, I don't remember their names but they're both pretty close to the zone lines to both qeynos zones.”

Ok, so, if any one could please confirm or deny this information, we would all greatly appreciate it. Smoked Shark makes around 150pp an hour at level 1! I've written a brief guide to making smoked shark and a brief guide to making a smoker:

Guide to Becoming a Master Potter:

Put as many points into the skill as you can. Then find a pottery wheel and a pottery vendor (www.eqtraders.com is a great resource). Only make the products on the wheel – firing costs more money than it is worth, trust me.

First, make medium jars at the pottery wheel until it goes trivial at 36. (medium jars equal a medium block of clay, jar sketch, and flask of water)

At this point, you could actually attempt your smoker, which is trivial at 82 – or you can keep going a little farther.

Second, make medium bowls at the pottery wheel until it goes trivial at 122. Obviously, if you just want to make the smoker, you can stop around 60 and get the smoker – but why not master the skill? It is always cool to master a skill! 😊 (You are a master at skill 100.)

To make the smoker, combine a large block of clay, a smoker sketch, and a flask of water on the pottery wheel – then take your product and combine it with 2 high quality firing sheets in the kiln.

Guide to Making Smoked Shark:

Ok, first, put your smoker in your spit (or oven) and leave it in there. You will not have to keep moving it in and out and it won't be destroyed if you fail.

Second, combine shark meat and spices in your spit (or oven) with the smoker to make 2 smoked shark.

Special Note: Check and see if combining shark meat and batwings to make shark rolls is a higher profit... It may be possible to make even more platinum an hour than the 150pp making smoked shark.

Well, for all you PVP players, I sure hope this proves beneficial – and please let me know what you find by emailing me at padrino@powerleveling.com.

A WORD ON WISDOM

No matter how high your skill in a particular trade, you will still fail a certain percent of the time, even on the most trivial of items once in awhile. It is often debated how important wisdom is in failure rates for trade skills. Many argue that it isn't important

when something is very trivial. Smoked Shark goes trivial around 85 or 95, and our skill is at 135, so if this is true then wisdom should not make any difference. Back in the “gold old days” when you could still make smoked shark, I did an experiment to see just how important or unimportant it was. First, I made a full load of smoked shark with my base wisdom of 85 on my level four Human Enchanter. Then, I brought one of my other characters over and equipped the chanter with a ton of wisdom gear. I cast brilliance on him as well, so his wisdom was VERY high, as was his intelligence. Then, I created another load of smoked shark. I was stunned by the results. It was obvious when I was doing the second load that I was seeing dramatically fewer failures. In the end, the first load left me with five backpacks, one stack, and eight pieces of smoked shark. The second load left me with a whopping six full backpacks, two stacks and eight pieces of shark. This equates to a difference of over 15 platinum! **The wisdom clearly made an enormous difference.** I would guess that high wisdom could get you an additional 20 plat per hour. However, for the most part, wisdom gear is EXPENSIVE, costing hundreds and even thousands of plat for meaningful increases. My wisdom in the second trial was probably increased by sixty. That is nowhere near practical, and the additional 20 plat per hour is not worth it. Reasonably priced wisdom gear will likely not make a noticeable difference, either. So, I suggest you leave your wisdom where it is. If you created the recommended High Elf Enchanter, your wisdom of 100 should be fine. For master jewelers though, it makes sense to jack the wisdom through the roof, since they work with blue diamonds that sell for 4K on some servers. Would hate to fail on one of those! :)

I did this entire procedure with two characters in another experiment. One character had 85 wisdom, and the other was a High Elf Enchanter I created for the express purpose of making platinum. This chanter had the recommended 135 charisma, 100 wisdom. Not only did it cost a lot less to get the High Elf's skill to 135 due to far fewer failures, but once I began making smoked shark, he also had far fewer failures. This translates into a lot more plat per hour. I would say that the High Elf Enchanter with 100 wisdom failed only about as much as the other character decked out in wisdom gear! Perhaps there is some magic cutoff around 100, where additional wisdom doesn't gain you much? Whatever it is, I can tell you that the difference between 85 wisdom and 100 wisdom was enormous. The difference between 100 wisdom and 130 wisdom was basically non-existent however. A High Elf Enchanter can get 115 charisma and 100 wisdom as base numbers, so clearly they are the way to go. Whatever character you decide to use, be sure they can get at least 135 charisma and 100 wisdom.

With the recommended High Elf Enchanter, I would estimate that 100 wisdom will gain you an additional 5 platinum per hour over a character with 85 wisdom when making pickled gator. This comes at absolutely no expense, since the Enchanter's base wisdom is 100.

Well, I hope you enjoyed this guide and get a lot of use out of it. You should never run out of plat now! :) If you have any suggestions for improvement, see any mistakes, etc. don't hesitate to e-mail me! Happy Baking!!!! ☺

Permafrost Item Farming – For Mid Levels

This is a great zone for mid level farming. You can make pretty decent plat here. First, Get the map [here](#) – I'm not even attempting it.

Ok, are you disappointed because you can't run the cycles yet? Do you wish there was a place you could camp as low as level 25? Well, permafrost is the place for you.

Every rare mob in permafrost has a 24 minute spawn. This means every 24 minutes either the rare or its placeholder will spawn.

The easiest thing to do is break the spawns and run 2 or 3 at one time. At level 25-30, I was camping both the preacher and the archeologist (the spawn can be broken to every 12 minutes). At level 35 I added the archeologist or the king room (every 8 minutes). At level 45 I can take everything except the area around lady vox (ice giants & polar bears). At level 60 I can take vox herself (just kidding).

The Preacher drops the cold iron morning star (50-100pp) and the runed circlet (200-400pp, \$5-15). The runed circlet is technically the rare, but I got it almost half the time.

The Archeologist drops the archeologist pack (200-400pp, \$5, lore) and the dented brass mask (300-500pp).

The Alchemist drops the mammoth hide leggings (50pp) and the mammoth hide cloak (1500pp, \$10-75). The cloak is pretty rare.

The Goblin Jail Master has a long tunnel of goblins to kill before you reach him, but he drops the wooly spider silk net (not much) and the etched ivory charm (400-600pp).

The Goblin Scryer is in a room full of goblins, but once you break the spawn he is easy enough. He drops the ice crystal staff (50pp) and wolf fur slippers (400-600pp, \$5-10).

The King Room has a couple spawns and may take a friend to break first. King Thex Ka IV drops the symbol of loyalty to vox (50-100pp) and the white wolf hide cloak (1000-1500pp \$10-25). The elite goblin guards drop the icy greaves (no drop). The elite honor guards drop the silvery war axe (100pp) and the silvery two handed axe (300-500pp, \$5-15). High Priest Zaharn drops zaharn's coronet (200pp).

Avoid the ice giant diplomat/ ice goblin champion camp – the diplomat drops nothing of value and the champion drops a so-so sword worth about 200pp. They are both level 36ish and just not worth the bother.

FRONTIER MOUNTAINS RARE CYCLES – FOR HIGH LEVELS

First, to clear up a few common questions, there ARE two different cycles, and they must be triggered to work.

While researching these two cycles, I found a lot of false information. It seems that some guilds and some eBay item farmers will routinely post false information in an attempt to keep the truth of these two rare cycles to themselves. I am ashamed to admit that my guild participated in a little bit of this false information. I tell you the truth, the rare cycles were NOT created for a few uber guilds alone.

I am facing the wrath of a few select item farmers and a couple high level guilds by writing this guide, but I am tired of people thinking they own these cycles because they have a level 55 character in an uber guild.

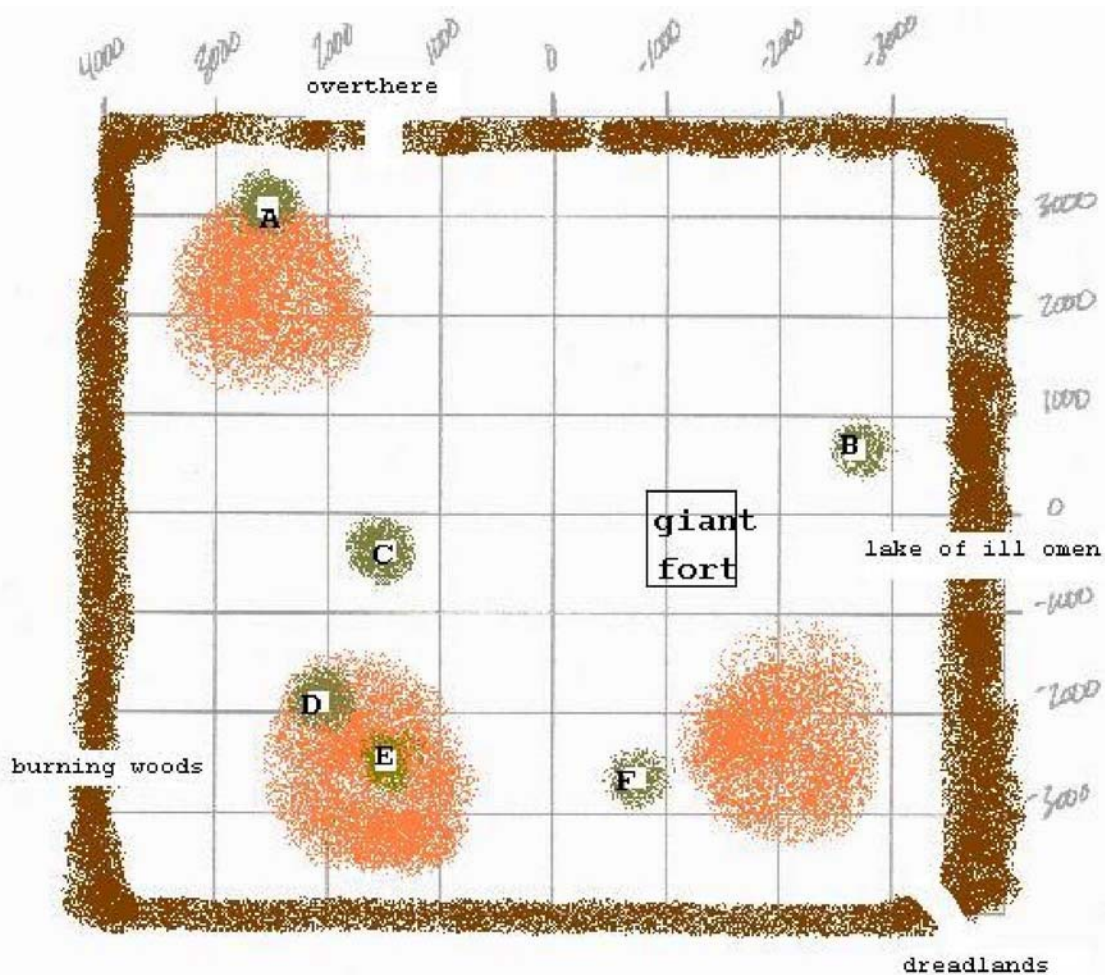
This guide contains:

- 1. Pre-requisites**
- 2. Map**
- 3. Cycle One**
- 4. Cycle Two**
- 5. Hints**
- 6. Other Rare Mobs**
- 7. Permafrost Item Camping (good for mid-levels)**

A few pre-requisites:

1. For the Frontier Mountains cycles, you must have a tracker unless you are using a program like [showeq](#).
2. You really want at least a level 45+ character to attempt this solo, or a group if you don't have a character that is at least level 45. (I run these cycles solo with my level 49 druid.)
3. You have to have a decent map of Frontier Mountains or have the zone memorized. I have included the map I made, but www.eqatlas.com/atlas.html has a better one.

I created this map to make it easier to visualize these cycles. I am no artist, but this should still be a very helpful tool. Please realize that mobs can wander, agro, or be trained out of the highlighted areas below, but this should be accurate 90% of the time.



LEGEND:

(Basic spawning points for SE, SW, & NE corners are in orange.)

- A. Temple of Droga
- B. Burynai Mine
- C. Iksar Guards
- D. Burynai Mine
- E. Bind Spot
- F. Mines of Nurga

Cycle One

The cycles (both) are triggered. This means that you must kill the first mob to trigger the second, then kill the second mob to trigger the third, etc. If you miss a mob, the cycle freezes until that mob is killed. This can be VERY frustrating if you do not know which mob to kill.

The mobs spawn in roughly three corners of the zone (highlighted in orange on the map): Southeast, Southwest, and Northwest. Many people will tell you that the cycle starts in the Southeast corner – they are right 33% of the time. Actually, the cycle begins for you depending on which mob was killed last. The cycle moves SE > SW > NW > SE > SW > NW. Therefore, if the last mob of the cycle to be killed was in the NW

corner, then the trigger spawns the next mob in the SE corner; or if the last spawn was SW then the next is NW; or if SE the next will be SW; etc. The trigger moves in a circle so you just have to find the current mob from the cycle and kill it to begin...

SE CORNER = Goblins

First, you want to look for a rare goblin and kill him. If there is no rare Goblin, then you want to look for the placeholder, which is "a" goblin raider. Once you have killed the rare/ph, you want to then move to the SW corner.

Some of the rares for this corner and their drops: (pp is estimate only and will depend on your server; cash values are from past auctions on PlayerAuctions.com)

- Blutigin – Medicine Totem (4000-5000pp, \$36-100)
- Drake Tamer – Scale Hide Whip (700pp)
- Goblin Chieftain – Chieftain's Headdress (200-400pp)
- Goblin Dustscreyer – Dustscreyer's Crystal Ball (1000-2000pp, \$10-30)
- Goblin Herb Collector – Goblin Juntah Harvester (200pp)
- Goblin Trailblazer – Goblin Trailblazer's Knife (400pp)
- Wandering Stone Healer – Goblin Soul Caller (1000pp, \$15-20)

SW CORNER = Giants

First, you want to look for a rare giant and kill him. If there is no rare giant, then look for the placeholder, which is a mountain giant hillock. Once you have killed the rare/ph, you want to then move on to the NW corner.

Some of the rares for this corner and their drops: (estimate)

- Goblinstomper – Sarnak Hide Leggings (400pp)
- Gromlock – Gromlock's Basher (500pp)
- Krenlek – Scullhelm of Krenlek (500pp)
- Overseer Miklek – Gem Encrusted Circlet (500pp)

NW CORNER = Burynai

First, you want to look for a rare burynai and kill him. If there is no rare burynai, then look for a burynai miner. Once you have killed the rare/ph, you want to then move back to the SE corner and start again.

Some of the rares for this corner and their drops: (estimate)

- Burynai Grand Cenobite – Belt of the Cenobite (2000pp, \$15-45)
- Dustback – Dusty Breastplate (1000pp, \$10-20)
- Eboneyes – Ebon Razor (600-800pp, \$5-15)
- Gemeye – Gem Finder (200pp)
- Stone Grinder – Stone Thunder (100pp)

Cycle Two

This cycle follows the exact same pattern, but it has an undefined placeholder in the SW corner. This can be extremely frustrating, but the loot from this cycle is considerable. The cycle works exactly as above only SE = Brutes, SW = random, NW = Sarnaks.

Rare Brutes include:

- Boogoog – Cracked Branch (400pp)
- Diseased Brute – Rotwood Club (200pp)
- Joojooga – Gauntlets of Brute Strength (600pp)
- Mangy Brute – Intact Brutling Choppers (quest item)

Rare Sarnaks include:

- Bloodscale the Vicious – Blood Splattered Veil (2000pp)
- Clazxiss – Windetched Staff (1000pp)
- Slithinis – Slithinis's Shield (200pp)
- Varithyx – Sleeves of the Ancient (NO DROP – 16ac 3str 8cha)

I have been told that there is no SW spawn at all, but I think there is. I have been told that this cycle occasionally skips the SW spawn – and this may be possible. I have been told that the goblin coward, miner bordakn, burynai squad leader, and others may be part of the SW trigger...

My advice (and what I do is this), run the cycle and kill every mob you see around the SW corner area. I have kept this cycle going for hours - sometimes it did appear to skip the SW corner - and other times it appeared frozen for awhile (which was ok because I just ran the first cycle).

HINTS:

- Do not announce you are running the cycles because people will just sit and wait for you to trigger Blutgigin or the rare sarnaks and they will KS (kill steal) you. Believe me, I know.
- Bind in between the SW & SE zones and gate to save time.
- Accept the fact that occasionally you will be KS'ed – just move on.
- The values in this guide are just approximates.
- I run the cycles solo with a level 49 druid. I have seen low-40 druids run the cycle too, but some I think they couldn't kill. If you use a group, you get less loot.
- If you get bored, stop. Never risk burnout – it isn't worth it.
- Almost all the items are lore – so create some mules and park them near your bind spot.
- Everyone you tell immediately becomes competition.
- **Run the cycles at off-hours.**

- If someone claims to be “camping the cycle” – they may just be waiting for rares to spawn. I have seen entire guilds do this.
- If someone really is running the cycle, do the other cycle or join them – you share loot, but you also go faster. I can complete both of the cycles in less than 5 minutes.
- Rares and their drops are random – sometimes I got several drops in one turn – other times it took me awhile to get a drop – but I average about 10 items an hour. Sometimes I made 2000pp in an hour and sometimes I made 10,000pp – it just depends. Last night I got the Medicine Totem twice and sold them for over 10k.
- Mobs and drops (and even cycles) can be changed by Verant. **Please use this as a guide and keep us informed of any changes or additional information you find.**

Other Rare Mobs:

There are some rare spawns that are not involved with the cycles. For instance, Snaorf and Eldrak Howlingbear are quest characters. There is no benefit to killing these as they don't drop anything.

You can find bestiary lists for this zone at these two sites: [Everlore](#) and [Alakazam's](#).

Go to the next page for our newest high level guide that includes an amazing 3000-4000pp an hour method in Shadows of Luclin!!

Method Four, High Level Characters in Shadows of Luclin

Hollowshade Moor is adjacent Shar Vahl and Paludal Caverns. EQ Atlas has this zone rated for levels 10-30 ~ however, there are at least 8 key high level mobs that drop uber loot.

You can get a map of this zone free from www.egatlas.com - <http://www.egatlas.com/luclin/hollowshademoomap.html>.

You will need the map – trust me.

You will want to be level 45+ or bring a group.

You will NOT need a tracker to use this guide. However, bringing a tracker or parking a tracking mule in the zone can only help.

The following will be a list of the 8 known rare mobs as well as their drops:

Curfang

A named Sonic Wolf. Probably about level 35-40 – he really wasn't much more difficult than the other Sonic Wolves. The place holder is an ordinary Sonic Wolf. Follow the trail to the second bridge and face back towards Shar Vahl; Curfang or the PH will stroll into view and sit at loc (622.01, -1633.82) for a few moments before jogging back to your right. He spawns between the two rivers and I have even had him spawn twice at once.

- Curfang Ring – 4STR, 4INT (no drop)
- Curfang's Heart – range – 6AC, 3STR, 5STA, 5SD, 5SM (no drop)
- Curfang's Torment – 12/31 pierce (lore)

Dirtchomp

A named Hopperclaw. I spawned him by just killing all hopperclaws in zone. He spawns in about the middle of the zone. He may have an exact PH, but I don't have that information at this time. ☺

- Dirtchomp's Leg – 4/25 1hs, 3STR, -15SD (no drop, quest?)
- Dirtchomp's Tail – 7/27 1hs, 7DEX, effect: Rock Mites (rare)

Gorehorn

This was the mob that created this guide. I wasn't really searching for the high-level plat guide (although I am always keeping my eyes opened) – I was researching the Beastlord Claw Quest Guide when this damn bug attacked my druid and nearly killed me. Kill beetles between Paludal Caverns and the Grimling Camp to spawn him, I have

seen him near the caverns and near the merchant camp outside Shar Vahl. He has nearly complete magic resist and 2000hp.

- Gorehorn's Mask – 6AC, 3STR, 4STA
- Gore Covered Horn – 6/23 pierce, 25hp, 25mana (rare)

Grimling Chieftain

This clown spawns in the Grimling Village and has bodyguards. You can break the spawn down or you can levitate to the hill to the left away from the chief and harmony the bodyguards. He spawns at -2800, -600 and his spawn time is exactly 20 minutes.

- Ceremonial Smudge Stick – range – 3AC, 3WIS, 30mana, 10SM, 10SP, 10 SF
- Tons of random drops (weapons, bowls, etc)

Growlik

A named Sonic Wolf. He spawns in the Sonic Wolf cave – his placeholder is a Sonic Packleader. Spawns at 527.92, -2824.86. The spawn time is about 16 minutes.

- Elder Wolf Jawbone – 11/29 1hs, 2STR, 2DEX, 2STA, 2SM, 2SF, 2SC
- Growlik Shoulder pads – 10AC, 4STR, 4WIS, 4INT, 30HP (rare)

Prince of the Owlbears

This guy didn't spawn in the caves, but was wandering outside, near the owlbear caves.

- Owlbear Feathered Circlet – 3AC, 3STR, 3STA, 3WIS, 3INT, 3SD, 3SP, 15HP, 15mana, +3% meditation (no drop, large races only)

Skrietat'Cha

A named owlbear that cons about level 32-34, but is actually harder. He spawns in the Owlbear caves at 3000, 2000. His placeholder is a regular owlbear and the spawn time is about 16 minutes. I have experienced him spawning about half the time. I have heard that he is already frequently camped, but I have never had any competition myself. There is also Skrietat'Chu.

- Urmiir Sword of Beast Slaying - 8/24 1hs (quest?)

- Black Feathered Circlet – 5AC, 2WIS, 2INT, 20mana
- Owlbear Claw Earring – 3AC, 3DEX, 2WIS, 2INT, 10HP
- Elder Owlbear Beak – 7/23 pierce, 4AC, 3STR, 2DEX, 2AGI, 2STA
- Owlbear Eye – range item – 2AC, 4WIS, 4INT, 20mana

Skrietat'Chu

A named owlbear that cons about level 32-34, but is actually harder. He spawns in the Owlbear caves at 3500, 2000. His placeholder is a regular owlbear and the spawn time is about 16 minutes. I have experienced him spawning about half the time. I have heard that he is already frequently camped, but I have never had any competition myself. There is also Skrietat'Cha.

- Urmiir Sword of Beast Slaying - 8/24 1hs (quest?)
- Black Feathered Circlet – 5AC, 2WIS, 2INT, 20mana
- Owlbear Claw Earring – 3AC, 3DEX, 2WIS, 2INT, 10HP
- Elder Owlbear Beak – 7/23 pierce, 4AC, 3STR, 2DEX, 2AGI, 2STA
- Owlbear Eye – range item – 2AC, 4WIS, 4INT, 20mana

You can also get perfect owlbear hides that are used in a quest for a 85% weight reducing backpack.

What I do:

Okay, I zone in from Shar Vahl and I head south down the path. I pass the merchant camp and immediately turn northeast until I pick up the path to the Owlbear caves. I follow the path northwest to the owlbear caves and I head on in.

I follow the cave until it breaks off to the left. I take this turn and go into the large room and kill Skrietat'Cha/placeholder behind the boulder. Then I go out to the main path and continue to the far back and kill Skrietat'Chu/placeholder. (If you don't yet know exactly which owlbear is the ph, clear the room.)

Then I leave the owlbear cave and head back southeast along the path until I come to the crossroad. I go left and cross the first bridge. Then I turn left off the path and kill every sonic wolf between the 2 rivers. There are usually 3 or 4 and one of them will be Curfang or his placeholder.

Then I go back to the path and continue south over the second bridge. Then I leave the path and continue to go southeast to the Sonic Wolves Cave. Growlik or the Sonic Packleader will be in the far back to the right.

Then I come out the cave and head north to the second bridge. I go under the bridge to the river and turn left (east) and follow the river to the water. I just keep

going east to the grimling village. The Grimling Chieftain spawns at -2800, -600. I kill him by nuking him.

Then I head back to the owlbear caves. I get back to the caves before the owlbears re-pop – about 15 minutes. It is very easy to run the entire cycle 4 times an hour (you can only get the chief 3 times) for 19 chances for rare loot an hour.

What I did:

Last night I ran the cycle exactly like what I described above. This is what I experienced in just over 1 hour:

1. Skrietat'Cha Placeholder.
2. Skrietat'Chu – dropped Elder Owlbear Eye
3. Curfang Placeholder
4. Sonic Packleader
5. Grimling Chieftain – dropped Rune Smudged Great Staff (junk)
6. Skrietat'Cha – dropped Owlbear Earring
7. Skrietat'Chu – dropped Black Feathered Circlet
8. Curfang – dropped Curfang's Torment
9. Curfang (popped again) – dropped Curfang's Torment
10. Sonic Packleader
11. Grimling Chieftain – dropped Ceremonial Smudging Stick
12. Skrietat'Cha Placeholder
13. Skrietat'Chu Placeholder
14. Curfang Placeholder
15. Growlik – dropped Elder Wolf Jawbone
16. Grimling Cheiftain – dropped nothing
17. Skrietat'Cha Placeholder
18. Skrietat'Chu – dropped Elder Owlbear Eye
19. Curfang – dropped Curfang's Torment
20. Sonic Packleader

How much plat I made:

With 20 chances, I got 9 pieces of great loot. The following is the exact list of what I sold everything for:

1. 6,500pp – Ceremonial Smudging Stick
2. 4,000pp – Elder Owlbear Eye

3. 3,000pp – Elder Owlbear Eye
4. 700pp – Elder Wolf Jawbone
5. 525pp – Curfang’s Torment
6. 500pp – Owlbear Earring
7. 400pp – Curfang’s Torment
8. 400pp – Curfang’s Torment
9. 200pp – Black Feathered Circlet

That’s almost 16,000pp I made in just over 1 hour! Now I admit, that is a really lucky run. The ceremonial smudging stick drops about 1:20 and the owlbear eyes about 1:10 for me ~ so I don’t want you to expect to get 3 of these an hour.

However, running this guide as I have described should easily net you 3,000pp an hour minimum.

Well, that’s my plat guide! ☺ I hope you have enjoyed reading it. If you have any questions, please e-mail me at padrino@powerleveling.com

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