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EverQuest Infinite Platinum Guide

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EVERQUEST INFINITE PLATINUM GUIDE

METHOD ONE – For Low Levels

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.
- 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) 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. 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 means porting to the Iceclad Ocean zone. 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. 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.

1. If you can't get a port to Iceclad Ocean 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.

11) 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! ☺

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.

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 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!

GETTING A TOOTH OF THE GREAT DIVIDE

If you intend on traveling to and from Thurgadin, you want to be able to port directly to the Great Divide if you can't do so already. To be able to, you need a Tooth of the Great Divide. Getting this tooth is easy: run outside Thurgadin into the Great Divide and simply go to the teleportation circle. The tooth is lying in the center. The circle is located at neg 3750, pos 3650. Be very careful on your way there, and make sure to re-invis yourself immediately after you pick up the tooth!

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.

TRANSFERRING PLAT

Now that you have a money machine, you'll probably need to transfer plat to your other characters. If you have two computers and two accounts, you can do this easily, obviously. Or, you can pass off the plat to a friend and then log on your other character. But having a friend come to Thurgadin is not always possible. One strategy that has always worked well for me without two computers and two accounts is this: dropping what you want to swap on the ground, and then logging in the character you want to have the item to pick it up. This sounds risky, but if done properly, risk is minimal. I have done this to get spells and other items many times and never had someone pick up my items. First, you want to find somewhere that people RARELY go. Inside Thurgadin, there are many areas that are mostly "dead" that should work. Once you find your spot, drop a piece of copper or silver on the ground. Log out, and then log your other character in. Once your other character finds the copper or silver piece, you know they are both in the exact same spot. Now, you can drop whatever you need to on the spot and log in the character you want to have the item or items to pick it up. In this manner, you should be able to pass plat off to characters on the same account. Should you need to transfer plat to a character that cannot enter Thurgadin, you can always bind in Thurgadin, get a port wherever you need to go to transfer the plat, and then gate back.

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!!!! ☺

Now, it's on to learning about making BIG platinum!! ☺

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.

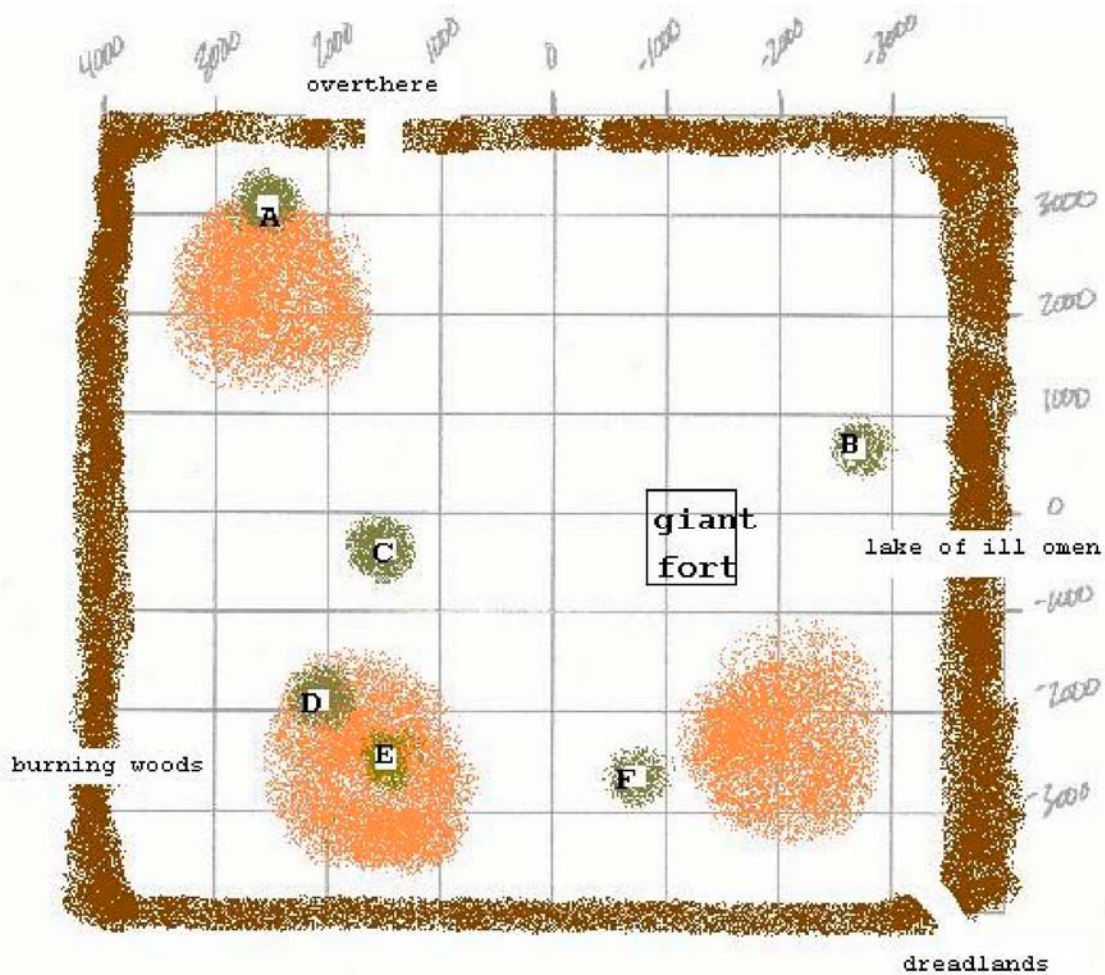
This guide contains:

- 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 Blugtigin 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](#).

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.

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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