

Project 1999 Howling Stones Soloing Guide

By Mgellan & Taciturn, OMNI, P99 Server

This Guide is intended for players like myself that struggle to find the big blocks of time required to group productively and would like to solo a character to max level. Howling Stones (Charasis) is a great place to do levels 56-60 on a Shaman, Necro or Enchanter but you need someone to “show you the ropes” or you will die a LOT before you figure things out. This guide will help you get started. It

I note that the entrance is primarily an experience camp, little loot drops aside from some 50-55 spells. The experience at 56 is excellent, a little under .5% per mob. This of course starts to dry up when you ding 59, so this guide is split into an entrance guide for 56-59 section, and a Wings guide for 59-60. I note there’s still decent XP in the entrance at 59 so you could grind out 60 there as well. But hey, where’s the challenge in that?

Getting Keyed to Howling Stones

Obviously, you need to be keyed to get into HS. The key quest is detailed [here](#). If you’re 55+ you should have no trouble with the key quest, although Xalgoz can be challenging solo. If you can bring a friend (or hopefully someone is already there so you can take over the camp when they get a tooth.) I invis past the spiders, then pop an IVU pot to get down to Xalgoz’s church. Pop a pet, let it tank mobs while you root rot. I just buy the Prod although you can certainly camp it. Handing in the key can be a challenge sometimes - the tunnel is halfway up the wall just before the iksar camp in the tunnel to TT from SoNH. Make sure you don’t hand your stuff to Dugroz’s pet!

For shamans, other than the key I strongly suggest having your Epic and be 56 with Paralyzing Earth (PE) before you attempt HS. A *Jaundiced Bone Bracer* (JBB) is nice too to speed things along a bit especially if the Epic splurt is one tick too short and your mob is sitting at less than 5% health!

For all classes of utmost importance is a *Leatherfoot Raiders Skullcap* (gate WC) since if you need to vamoose out of HS, you need to NOW and gate usually doesn’t cut it. Obviously you need it in an inventory slot you can readily click on, there’s not much point digging through your bags when you need an instant escape!

Level 56-59 Solo Entrance Mobs



Entrance to Howling Stones area

Howling Stones is a zone with 4 wings running off an entrance area with locked doors to the N,S,E, and W. The key to the N door drops off Bottomless Feasters/Devourers in the entrance area while other keys drop in the wings. The first two tasks for the solo Shaman are to 1. Zone in without dying and 2. clear the entrance mobs.

Entry into the zone is from a ruined castle in the chasm in Overthere. Pause on the brink, buff the the max including lev, invis, head into the ruins past green scorp - these which will gang up on you and kill you if not invis with recent green aggro changes. If you can, get an IVU (pot or someone to cast) and an invis (double invis) if you can and you will be able avoid any aggro at the entrance. The zone in is a globe at the bottom of a ramp - turn right after you enter the castle then the second left for the ramp. Click on the globe with your key.

Once you zone in, you will get a few different things at the entrance:

1. Nothing - someone has killed them all, lucky you! Someone already camping entrance, sucks to be you. Park in the safe spot (N stairs 3rd stair up) and camp so you don't have to break in next time or do a wing. The zone is often empty outside prime time but there's often a Shaman, Enchanter, or Necro camping the entrance or basement.

2. Two mobs randomly chosen from:

- a) Bottomless Devourers/Feasters - These guys don't see invis and drop the key to the N Wing. Root and rot.
- b) Bile Golems - See invis but aren't too tough. Root and rot.
- c) Sepulchre Skeletons - These guys are nasty with a 400+ hp harm touch if you let them touch you. They probably will on entry, suck it up buttercup.

All of these mobs can hit pretty hard (up to 100+ doubles) but if you are quick you can root them and they're cake. If not, hat out, recover, and try again. If you're unlucky enough to get two skellies you can still break in, assuming you were buffed in the first place! In fact I assume I'll get two skellies so I'm never surprised. It's a bit of a juggle on zone in since you need to stick your key back in inventory and locate the mobs, but use of F8 and tab will help you. Make a button with /hidecorpse all since there's lots of keycorpses lying around and an in a panic you can sometimes die trying to root a corpse :) Zone in, hit I for inv, click key on auto-inventory spot, I then F8 to target first mob.

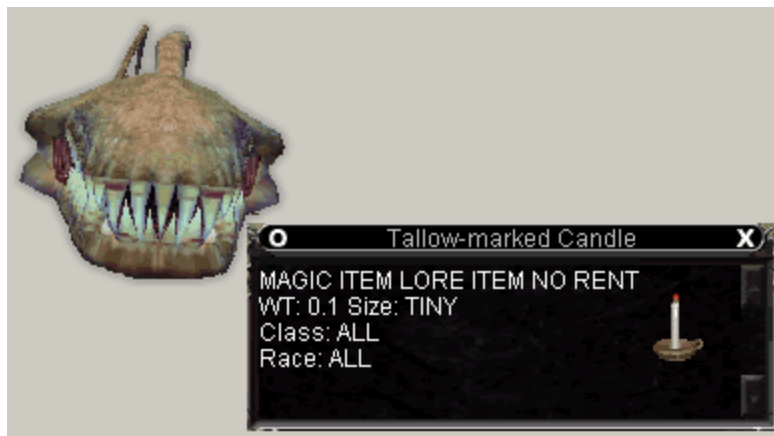
Just make sure that you DO NOT engage or root anything within the East portion of the entrance area (Danger Zone)! There is a wanderer in the east wing that will show up for 10 secs every 60 secs, and stand right at the top of the stairs. If there is anything being engaged within the red area on the map (the E stairs and the area in front of them) this mob will aggro, and the two pyre golems on the east door will join him for the party. Depending on the mob you'll be dotted and dying very quickly, and summoned as well. Watch the East Side always - the east steps are an illusion also to top things off! Keep an eye on the mob, and if it aggroes try to gate, if it's interrupted you need to hit your hat. I've died of DOTs in WC a few times after aggroing the wanderer for no XP loss, better than nothing!

Once the entrance mobs are dead, you can park on the third step on the N side stairs and not aggro the golems or the entrance mobs when they pop 20m from the time they died. Keep a timer. Now we can pull the S, N, W and E side Pyre Golems at your leisure. You should have lots of time to pull the golems four at a time before the entrance mobs repop using just your Epic DOT. You may need to hurry things along with other DOTs or JBBs. Keeping 4 mobs in play is good practice for what comes next.

To pull the S golems, just move up to the edge of the sunken area on the N side and PE one of the golems by the S door. You should time this so the E side wanderer has headed back into the E side for 30 secs to ensure that your pull doesn't run into the Danger Zone and aggro the roamer - you can position the unrooted mob precisely by standing next to the stairs and letting him get to you. Root the runner, Epic DOT, and then run up to the one still standing by the door and DOT it as well. I renew PE every time I reDOT the mob or it'll break at an inconvenient time. If you're nervous, slow them as well but mana will become scarce. Any damage (ie JBB) may break root, but in many cases you can get away with burning the mob down without breaking root. Next, pull the N golems the same way from in front of the S stairs.

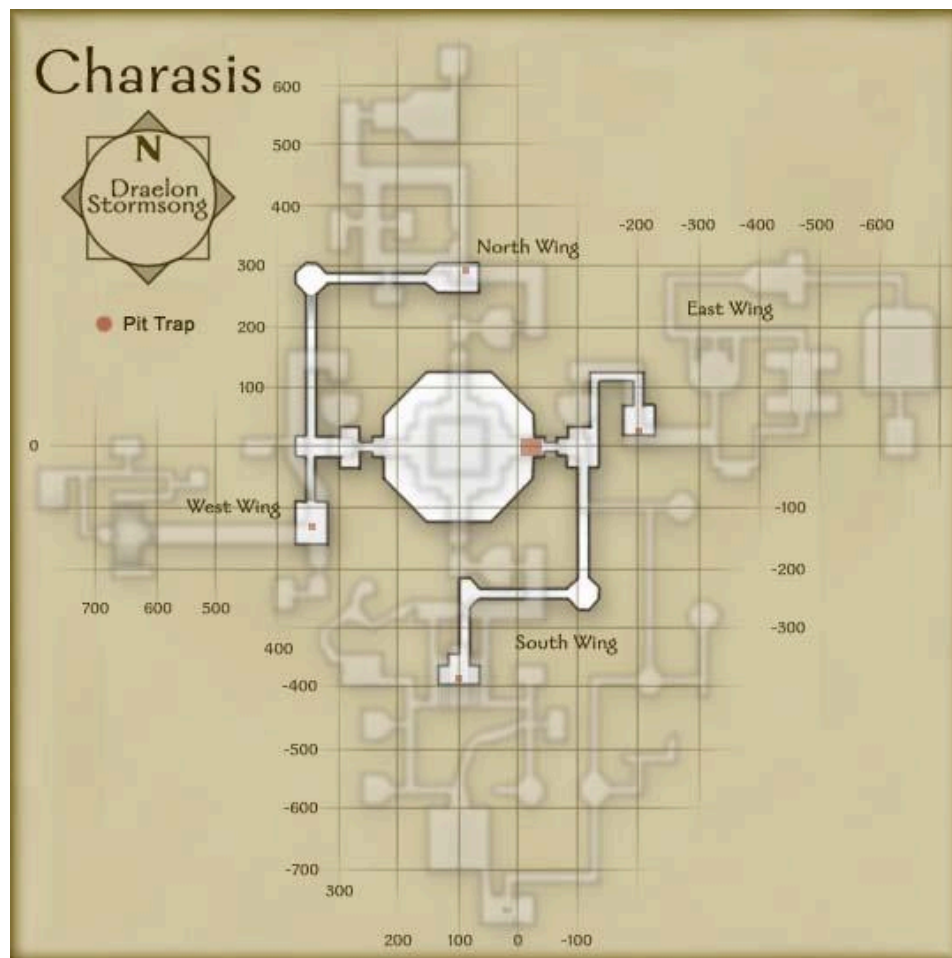
Pull the W golems by standing on the pole (lev required) at the foot of the N stairs so you have line of sight on the W golem and pull with PE (Taciturn's edit: You can also stand at the top stair with your back to the post in the north-east section of the entrance. This avoid the need for levitate and is still safe from the east pather). The golems are pretty easy if you don't let them hit you, no resists. Loot sucks tho, a few coins, crap armor, and perhaps a spell but this is for XP not loot. I usually keep Lev up all the time in this zone since it's helpful to be able to get high enough to get Line of sight on the mobs. If you manage to miss the pole and start floating down to the basement, pop an IVU before you aggro anything and you can usually run to the porter in the middle of the basement and port back up to the entrance (Taciturn's 2 cents: There might be living mobs in the basement. If you fall off near north, you can probably make a B-line for the safe hill [it glows]. If not, try to land someplace that doesn't have a pather).

Finally, stand in front of the W stairs, wait for the W wanderer to path away for 30 secs, then **slow (not root!)** one of the Golems. Switch to the other one and PE, it will stick near the middle of the entrance, so now you can root the other one at your convenience while it stands impotently waiting for another chance to swing at you.



Once you have the N key (a tallow candle off a Feaster) you can proceed inside the N wing. XP is pretty good into 59 at the entrance, so once you get used to the way the zone works you might want to just grind out to 60 there. You still may end up hating out from time to time but rarely, and you should never die with a charged hat unless you suck. Practice and suck less.

Taciturn's section on the basement (enchanter point of view)



Aside from the entrance, the basement can provide its own resource of experience and reward. To get there, run toward north, and jump from the right side. Float down from the north stairs to the glowing hill against the wall (don't worry. There are plenty of corpses to find the right place). This is a "safe" area. You can press your back against the wall and dodge aggro from even the closest pather. Speaking of, there are 4 in the basement (real quick: The blanket statement here is that all mobs can be either living or undead within a certain range, so you won't get Helot skeletons or elemental bones, but you can get spermatozoids, pyre golems, goos or undead up to Oblations and Greater war bones.) Two roamers go out of the side wings and up to the center pile and back again, and two circle the center pile in opposing directions. The top of the platform has one mob that roams over the top, and he seems to be able to aggro down the platform but he is restrained to pathing around so you'll have plenty of time to handle him if he aggroes. The side paths are the outlets of the carpet traps in the various wings.

The East Wing

As mentioned earlier there is one pather that roams in and out of each wing. It can be pulled away and handled without aggroing anything if you time it right. Inside the first room there are three mobs which can be calmed and pulled separately. Take care though, as to the right of the room, through the door there are two roamers in the hallway heading towards the north wing pit trap on the map. These can be aggroed through the door and added to whatever you're fighting. As an enchanter, the way I usually handle this is to gnome illusion and sit near the wall to make sure the pather isn't nearby, then pull and kill separately. Inside the hall itself, it's pretty easy. Two groups of two static mobs all the way to the end, then turn around and come back.

The West Wing

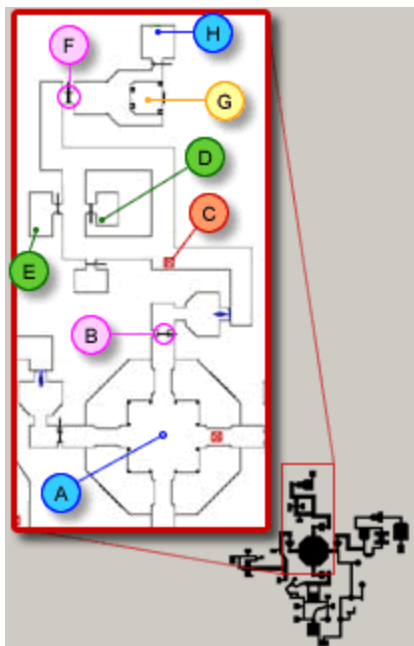
This wing is actually easier than the East, as the mobs are all in twos and separated enough to pull and kill in pairs. The only thing to watch is right inside there is a pather that goes from the first pit room into the hall, then back. He could be pulled with the first group but it's easy to just wait it out.

A Note on loot

It is true there isn't much in these two areas in the way of loot. Occasional gems, spells, and cash. Lots of research pages if that is your fancy. The skellies can drop Rotbone Bracelets, which go for about 24 plat to a merchant. What I usually say is: If you can do the basement, you can do North which has the benefit of better possible loot. And street cred but you can't spend that!

Level 59-60 Soloing The Wings

The North Wing

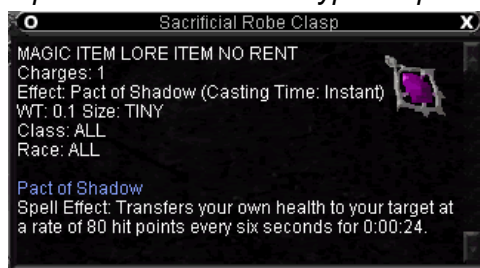


A. Zone in point.

B. The entrance to the North Wing. The key to open this door is the Tallow-marked Candle, which drops from bottomless devourers and bottomless feasters around the zone in or on the lower level.

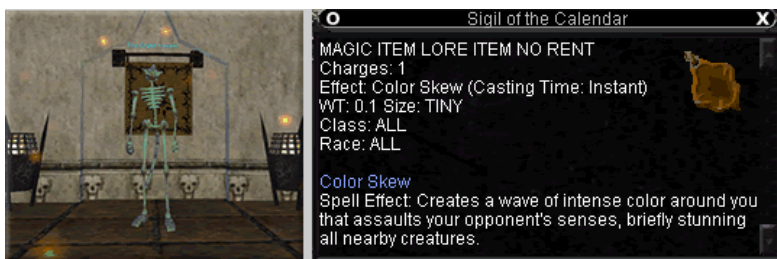
C. A false floor that makes you fall to the lower level. Easily avoidable.

D. Location of the ground spawn, Sacrificial Clasp. You'll need this to open the door to the Crypt Keeper.



E. Future Location of the ground spawn for Dismembered Finger, it'll be used later to make the Hand of Glory master key to the zone. Not currently in game.

G. The Crypt Keeper's spawn point. If he's not up when you get there kill the placeholder. Kill the Keeper and loot Sigil of the Calendar which is the key for the west wing.



H. Teleport back to Zone in (point A). Use this after getting the Sigil of the Calendar from the Crypt Keeper. Watch for the entry mobs! /ooc if there's someone there soloing.

Notes:

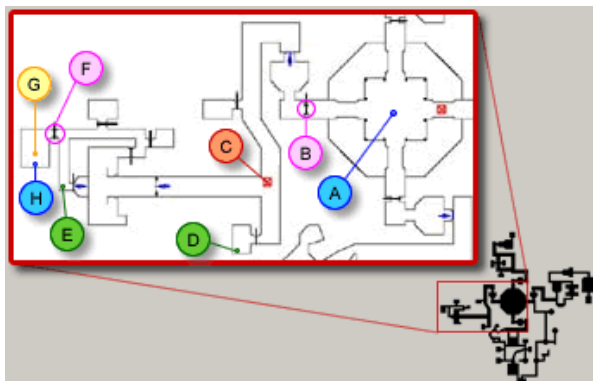
- Shaman Notes - The first set of 4 mobs can be pulled using the Kamikaze Puppy technique - send Fido (lvl 55 pet) in to soak up HTs (likely 1600+ hp!) while you root the mobs, Root rot. Make sure MR is up in case you get an undead oblation that'll cast on you while it rots. **(Taciturn's chanter corner of love: I generally calm the four, and kill them in pairs. It's better to drag the fight out to the platform, as when calm wears off they will add and make your life a bit more complicated).**

- IVU through the one way painting, it's probably skellies on the other side. Do the single at the top of the ramp first. **(Taciturn: You can shrink/gnome illusion to look through the wall. Use the /tar command and cast calm through the wall as it doesn't require line of sight. Another method is using bind sight and then calming that way. Either way, be prepared for trains with calm failures. The alternative is, yea. If they're all undead, just IVU up. No reason to make this complicated).**
- Park near the bottom of the ramp (watch for the pit trap C on the left side) and pull the roamers around the hallway.
- Another suicide Fido can help with breaking rooms - this is challenging. Torpor up (if you've got it!), send the puppy in to eat the HTs, then AOE slow the room and you should be able to root at your leisure. The Named in the room (if up) summons so make sure you do no damage til the rest of the mobs are dead or you'll have to melee him while keeping the rest of the mobs rooted and rotting which is no fun at all! Once the room is broken farm away!

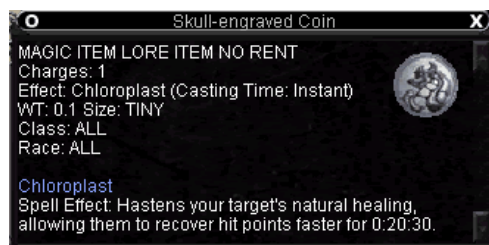
The Loot

Back in the day, one could make some money in this wing, but anymore it's not very lucrative. The exception to this is the Adamantite Club, which can go for 3500 platinum. Otherwise, You could get lucky on a spell drop from the Golem Master, but that's a little too unreliable for some. When it comes to killing the named, the best practice I've had is to charm a pet, and give him a torch and haste. Pull the named, and slow with your strongest spell. From there, monitor the fight and tweak as required. Haste may not even be needed, and that's ok because hasting a pet makes me more nervous than calming mobs!

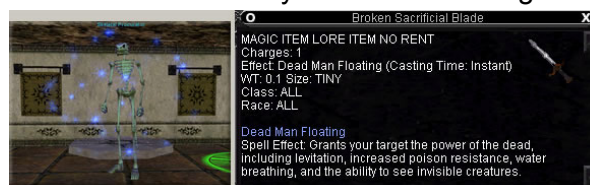
The West Wing



- A. Zone in point.
- B. The entrance to the West Wing..
- C. A false floor that makes you fall to the lower level. Easily avoidable.
- D. Location of the ground spawn, Skull-engraved Coin. You'll need this to open the door to the Skeletal Procurator.



- E. Future Location of the ground spawn for Dismembered Thumb for Hand of Glory.
- F. Locked door, which is opened by the Skull-engraved Coin (ground spawn marked D on map).
- G. The Skeletal Procurator's spawn point. If he's not up when you get there kill the placeholder. Kill it and loot Broken Sacrificial Blade which is the key for the south wing.

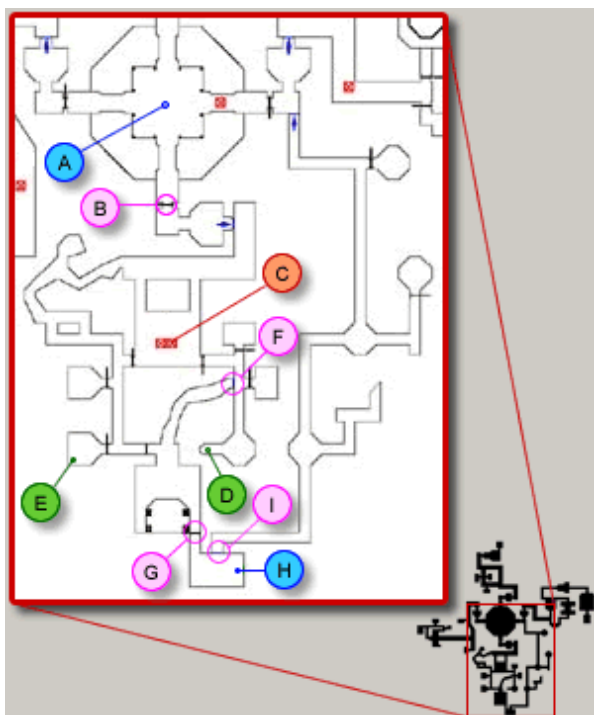


- H. Teleport back to Zone in (point A). Use this after getting the Broken Sacrificial Blade from the Skeletal Procurator.

Notes:

To come.

The South Wing

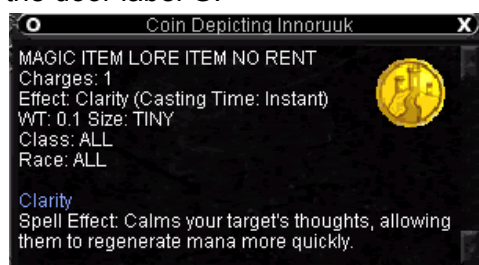


A. Zone in point.

B. The entrance to the South Wing. The key to open this door is the Broken Sacrificial Blade.

C. A false floor that makes you fall to the lower level. Easily avoidable.

D. Location of the ground spawn, Coin Depicting Innoruuk. You'll need this to open the door label G.



E. Future location of the ground spawn for Mutilated Forearm for Hand of Glory.

F. A walk thru wall.

G. Locked door, which is opened by the Coin Depicting Innoruuk (ground spawn marked D on map).

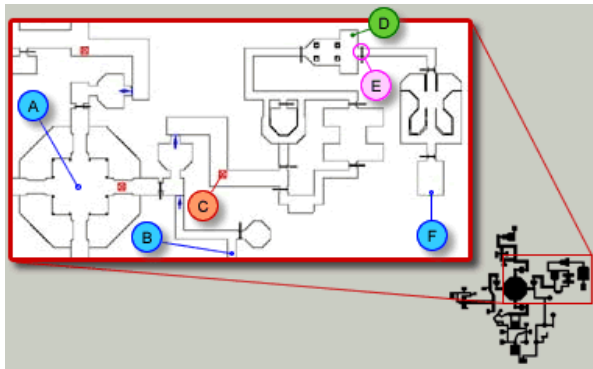
H. Is a zone out. Don't use it, instead go thru the wall (label I) to the east wing.

I. A walk thru wall that leads to the east wing.

Notes:

To come.

East Wing



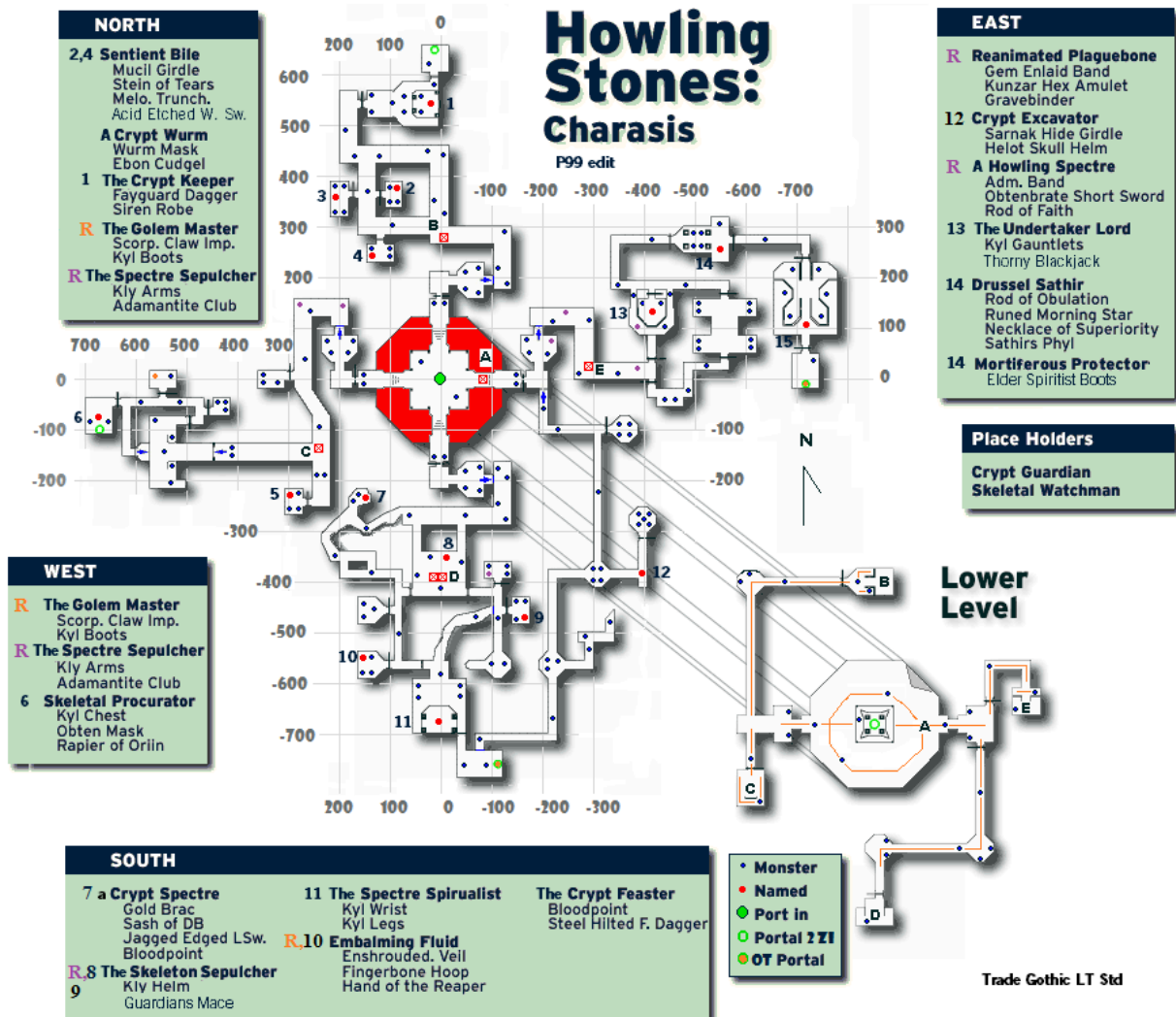
- A. Zone in point.
- B. The hidden path that lead from the south wing.
- C. A false floor that makes you fall to the lower level. Easily avoidable.
- D. Future location of the ground spawn for Blood Encrusted Glove for Hand of Glory.
- E. Not sure what key is needed for this door?
- F. Zone out

* Please note there is a alternative route to the east wing, which involves levitating from the pots at either the north or south wing entrances to the east wing. For the sake of this guide we're not taking that route.

Notes:

To come.

Howling Stones - Map with Mob/Loot Listing



Credits:

As always, there are many information sources on the Internet for these Guides so I can't take any credit for a lot of this information - I collect and collate and provide personal observations!

The core of the second part was obtained from a document from the old RPG-Expert site (long gone) named "*The Many Keys of Charasis*" which can be retrieved [here](#). No author is mentioned so if anyone knows who did this let me know!

Mob map updated by Malbadon for P99 thx!