



INSIDE THE REALM

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Images by:
Kewdaraya



CREATING OUR DESTINY

BY XEEREX THE WIZARD

Over the past several months, everyone in the Realm has put forth a tremendous effort. Our membership numbers show it. The overall attitude and pride of our members show. I periodically do a /who all GUILD command while in-game and am amazed that nearly every time we have 10 or more members on. Sometimes it is even higher. These numbers are a direct result of a couple of factors.

First, we have a core group of players that take EQ and the Realm very seriously. A goal of building a highly sought-after guild is first and foremost on our minds. We are willing to sacrifice the time and effort to force success.

Second, our recruiting methods have vastly improved. With 41 members including alts and probationary members we consistently average 6 to 8 members in game at a time. Before the rebirth of the Realm we had over 50 members listed and I would go days sometimes with-



out seeing another member on. Think about it this way. We decreased our role call but increased our average members in game. That means the zone shouts don't work and the selective recruiting does work.

Third, we have some new recruits that have killer attitudes. Our female contingent is just plain fun to be around. They cut up and have a good time but are serious when the action gets heated. Their battle skills are second to none, and they have helped to recruit and publicize us immensely. Plus we have several probationary members that appear to have a long and prosperous future in the Realm.

Next, our communications have

skyrocketed both in-game and out. I spend more time every day answering guild emails and the Forum than just about anything else. It has become an addiction almost.

Finally, we are constantly improving our web image. With the help of Keuvdaraya the site will only continue to improve. The new Screen Shot album is spectacular and easy to maintain. As well, Keuv's artistic talents are exceptional. The logo above this article is going to become our new symbol of pride.

It all boils down to creating our own destiny. You never get anywhere waiting for a path to show...you must make your own!

ALLIANCE OF ONE

BY XEEREX THE WIZARD

Our partnership with the Diggers continues to prosper. Recently our allies have participated in a duel event, a raid of Lower Guk, a raid of SplitPaw, and also the exciting Mist-Moore raid. We certainly appreciate the additional numbers for these events. As well, the

Gnomes have proved to be quite assistive in the events and are just fun to be around.

There are also a couple of other guilds that have expressed interest in building a rapport and possible alliance with the Realm. As details progress all

members will be informed further. This just goes to show that our popularity is gaining.

Please promote our guild at every chance. The best way to do this is simply by helping others when in need and do not require payment.

ROLES OF GROUPS: THE KEYS TO A SUCCESSFUL RAID!

BY LUWANG K`MODOKHAN, RAID LEADER, ROTA

"...the group leader...all people, regardless of role, listen to this person first and foremost!"

As "The Rock" of WWF (now WWE) used to say as a catch phrase, "Know your role...!" This too can be said for conducting a successful raid or event. In this article I am going to cover, briefly, the different roles that are assumed inside of a group during a raid.

First and foremost there is a Group Leader. This should be one who all others listen to for their role and directions on what to do and how to precede. Vote, seniority, or class of character that is played can designate the group leader. The important part to remember, however, is that all people, regardless of role, listen to this person first and foremost! The next groups will be covered in their physical locations within the group, not by importance for the following roles all have the same amount of importance.

The Tanks! The melee and damage dealers of the group, also referred to as the Meat Wall. These are the roles that will be taking the brunt of the blows from the foes. They can

include, but not limited to: Warriors, Shadow Knights, Paladins, Monks, Rangers, and Rogues. This role is not for the feint of heart for they may fall before the many blows of the foes they face. For this there is the next set of roles to combat the health and buff issues, the healers/buffers.

The Healers & Buffers are the ones that allow the Tanks to become that Meat Wall for the group. Without them, the Tanks would be turned into a bloody mess by the foes. This role can include, but not limited to: Clerics, Druids, and Shaman. Next in line formation should come the Casters.

The Casters are the Masters of Mana! They usually do not use physical weapons to fight in a group, unless they have the ability to summon a pet, which usually is not used when in a group. Instead they use their mastery over mana to cast destructive spells of force and might to eliminate all whom try and stand against them. This is

usually called upon when the mob is down to about one quarter health, in my humble experience.

One more role shared by that of the Wizard and Druid is that of the Evac'cer. This is one of the most important roles of the group, besides that of the group leader. This role should be set up before any group starts a raid. If things go bad, as they sometimes will, this person will have to have a reserve of mana ready to get everyone out of the dungeon/raid area as fast as possible. Ensure your Evac'cer knows who they are so that they will have the mana ready for just such an emergency.

This is usually the order of roles in most groups that I will lead. Some group leaders may put the casters in the middle and have the healers/buffers at the end so that the casters are protected from both sides, but I like to have a "safety" area for my casters.

EVERQUESTING

BY LUWANG K`MODOKHAN

As I write this, I know of only a few quests that members of the guild are on. So if you are currently working on a quest, please send the details to luwang@guildrealm.com so that I may include it here...

Motokok is still taking orders for personally engraved Steins of Moggok. If you would like one of these:

Then please contact Motokok, or Desuka to add your name to the list!

Aeleric is currently working on

his Lambent Bard Quest Gear. He now has the gauntlets, greaves, and helm (thanks goes out to Meg for the gaunts and greaves). So if you have any lambent stones please hang onto them for Aeleric. Also, he is trying to get to Lower Guk to get a basalt carapace off a basalt gargoyle and the ROG/BRD only DE illusion mask, just like the one Skylaur has.

Branesmack is working on his final Iksar Trooper's Pike Quest, the Manslayer! This is a long detailed one. But once he has

that he will then be one step closer to a full Trooper in the ranks of the Iksar Warriors. Then he will have but one more thing to accomplish, the Trooper Scale Breastplate!

Of course the infamous Jboots quest is still a continuing battle of patience vs sunburn, as several of us bake underneath the hot sun in South Ro. We have finally figured out how to make the AC spawn though. Ready?! KILL EVERYTHING THAT MOVES in the desert!!! It doesn't matter the time, the date, the way the sun looks in

the sky...just kill everything and sooner or later that SOB will spawn. WOOT!

Also, be ready. Our first Guild Sanctioned Quest is about to commence. There will be a post under the News section as to when it will start and what the reward is. If you have any ideas on rewards for finishing the quest, send them to luwang@guildrealm.com. I will consult with my fellow officers as to the final reward and what the quest will entail.

SINGING SONGS AND MAKING MERRY: THE ART OF A BARD!

AS TOLD BY AELERIC BATTLESINGER
SINGER OF LEGENDS FOR ROTA

Bards. The name conjures up a person with musical instruments, playing for the people and royalty. Entertaining all folks far and wide. But in the land of Norrath, the Bard is the "Jack of all trades; master of none". Their songs are magically enhanced to give either the group or the bard enhancing effects, such as running fast, haste, increasing resistance, etc. Now, the difference between a good bard and a bad bard is whether he knows what songs to play when grouped and when solo.

When grouped the bard should not be singing just solo enhancement songs. The bard should be alternating between group buffs, and DD or DOT against the mob. If there is no enchanter present, the bard can sing an AOE Mezz song. It only works on up to four mobs, but it is better to only have to beat on one mob while the others are parked in a holding pattern.

Also, within the Bard's reach is something everyone holds dear...Jboots...or at least something close to it. The bard can

sing a sow-like effect song (group enhancing), and with a percussion instrument, can even run faster than a druid or shaman sow. Oh, did I mention that the bard doesn't have to stop to start his song? It is not instantaneous, but it can be sung on the run! Ta-Da!!! Jboots!!! (Sorta).



Also a bard tradition known as "twisting" comes into play when considering the abilities of a good bard. "Twisting" is when the bard combines different songs together to give the effect of all songs being played at once. I myself have only been

able to combine 3 songs successfully, and 4 songs very rarely.

They are also good fighters, being able to dual wield weapons, and wears decent armor. The Bard can sense traps, pick locks, and sneak & hide, so they can become invaluable during CR's and dungeon raids as well. The Bard now has a sustenance song, which covers the effects of having no food or water. So if a group is on a raid and forgets to get food/water, the bard can sing his song and everyone feels refreshed.

All in all, the bard is not just an entertainer, but also a very useful member of the group. He/she can cover almost any role required of them, plus some bards can solo well, and even some more have learned the secrets to Pling others using their bard songs.

"...the bard combines different songs together to give the effect of all songs..."

"I prefer that the images be no larger than 100K and have dimensions no larger than 450 x 450 pixels."

SENDING IMAGES FOR THE WEBSITE

BY XEEREX WISESPELL

Many of you have inquired about sending screen shots for the website. Now I'll assume that you have limited knowledge of software and graphics for this lesson.

First, your screen shots are saved in your EQ directory on your hard as .bmp images. They will be numbered sequentially depending on how many images you have. You will need to locate them.

Second, you will need to have some type of imaging software.

You get MSPaint free with Windows. Although it is very limited, it can get them web-ready. Open the .bmp image in whatever software that you have available. You are going to need to save the image as a .gif file type.

Third, you are going to need to know the size restrictions for our website. I prefer that the images be no larger than 100K and have dimensions no larger than 450 x 450 pixels. This allows for relatively fast viewing even on a dial-up connection. Also, the frames and page siz-

ing that I use requires and certain range of picture dimensions.

What imaging software do I use? Mostly, I use Macromedia FireWorks 4.0; however, sometimes I use Adobe Photoshop 6.0.

Next Raid Event: Unrest

By Luwang Komodo Khan, Raid Leader, RotA

Thank you all for the great turnout for the MM Raid. Even though we were over ran by those evil scum, we will come back stronger and more prepared next time. To do this I have made plans and am preparing to lead our forces of RotA and Diggers against their evil cousins in UNREST!

Unrest will be our next raid event. From what I understand reading the Historical Legends of RotA, Unrest was the place of the first raid RotA ever did. It is time that RotA returns to ensure that the residents and general meanies of Unrest do not forget our name. It shall die

on their lips as a curse, while we rid the lands of Norrath of their vile presence!

The raid will take place, tentatively, on Friday, the 21st of June. The time will be at 9pm EST / 8pm CST. It is requested that all participants be at the zone in point between Dagnors Cauldron and Unrest, on the DC side to set up groups and such. To help alleviate some of the time to group up, when you get there and see others of your class, please sit beside them. The groupings will be the same as MM; Healers & Buffers (Clerics/Druids/Shaman), Casters

(Magicians/Wizards/Enchanters/Necros), Tanks (Warriors, Shadow Knights, Rangers, Rogues, and Monks). Please review www.eqatlas.com for zone information, mob types, and maps. Note the entrance and exit points for the Manor, secret tunnel, and zone line. Please look at what is dropped by the mobs, and what you would like to roll on. That way you will know ahead of time what you want to roll on and what you don't.

For any questions, please email me at luwang@guildrealm.com, or post on the forum under Raid News. Thank you, and I look forward to seeing as much, if not

"...preparing to lead our forces of RotA and Diggers against their evil cousins in UNREST!"

>>> ! INCOMING ! <<<

Wait! Don't run and grab your sword.

I mean that in a good way! We now seem to be getting a major cult following throughout the lands of Norrath! The High level guilds, as well as low levels are all buzzing about the Realm of the Apocalypse.

This is a very good thing! With this much exposure, we are also getting more recruits than ever before in a single time! I have yet to meet everyone, though from the guild chats and forum posts I know that I will like all of you (some as friends and some as BBQ...heheheh just kidding).

Below is a listing of the new recruits. If you see them in

game, give them warm welcome into our fellowship of RotA!

- Skylaur, The Rogue
- Arithelion, The Enchanter
- Tigerbreath Fiercebite, The Ranger
- Zулnick, The Warrior
- Ryyudo Icefist, The Monk
- Woljin, The Druid

Also, I believe that Lycanthia is working on a cleric that goes by the name of Hexxen. I believe she almost has him charmed.



ASK UNCLE MONKEY

BY LUWANG K'MODO KHAN

LET LUWANG SHARE HIS WISDOM AND WIT ON ANY TOPIC YOU CAN THINK OF.
(A TAKE OFF OF DEAR: MENNIX, BUT SO WHAT!)

Here at last we are entering into springtime, love is in the air, frolicking is occurring all throughout Norrath. And in Cabilis, where Uncle Monkey lives, the smell of BBQ sweetens the air with it's wondrous aroma...

Mexlpix writes:

"Dear Uncle Monkey, I hope that you can help. Alas, I am a gnome who has fallen in love with a halfling. We have even gone so far as to start preparations for the wedding, but this is the problem. I want the wedding among the splendid pleasures of the Gnomish Chapel, with the bells and whistles, while my hairy-toes buttercup wants the wedding to take place in the fields of Misty Thicket. We have decided to let

you choose the place for us. We need an unbiased opinion. Thank you so very much."

Well, Mexlpix. Let me think. Where to have your wedding. I know. I have the perfect spot for you! I will donate my backyard for it. There is plenty of room (on the grill) for you, your family, her, her family and all your friends (/em drools). I can have some of my friends come over (my fellow lksars) and help prepare (baste) the meal (that being you) and serve you (to all of our friends as lunch). This way you don't have to worry about a thing (because your dead). I will take care of all the arrangements.

Another of our readers, Bashskull, the Ogre writes:

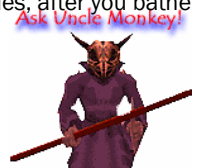
Unkl Munky,

I no not why halfers and nomes all run from mee when I come around. I just want to be friends with them. I wash when water fall from sky, and I make sure my butt not stinky tu bad. Bah! Plees answur. I needs help soon. I want friends, seeing as how I ate my last wun about 5 days gone by. Now I lonely.

Skullbash, first off please stand down wind from me (whew). Okay. There might be a good reason for you not having friends, besides you eating them. First, try not to keep scratching your arse all the time. Whether you're checking to see if it is "stinky" or just to scratch an itch, try and hold back.

Second of all, TAKE A BATH...B-A-T-H!!! Use a great invention of the gnomes, if you can refrain from eating them, called soap. It is a lovely invention that will remove even the toughest of dirt from the body. For you, get at least 10 barrels full for your bath.

Next, to solve your problem of eating your friends, just keep friends with fellow Ogres. That way you can still eat Halflings and Gnomes! And if you want, I am having a BBQ very soon with plenty of food (read previous mail above). You're welcome to come over and enjoy the festivities, after you bathe that is.



WIZZY OR NOT?

BY XEEREX WISESPELL

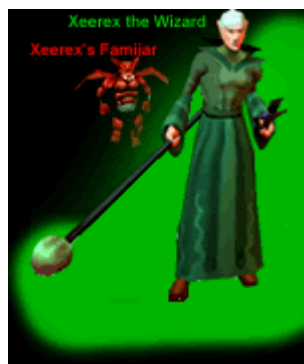
The more that I play my wizard the more I enjoy it. Sure there are times that are frustrating. After all my melee skills are atrocious, and my hit points are nearly as bad as my melee. However, I have learned that EverQuest® is about balance distributed across the various classes and races.

Think about this. If a wizard had the melee skills of a monk and the hit points of a warrior, he would be virtually indestructible. There would be no challenge to the game.

However, wizards can't melee and are somewhat easily defeated in tangible weapons combat. Wizards rely on an in-depth and intricate knowledge of the arcane sciences. Dealing massive amounts of damage in a short time is our strong suit. Mana is our friend and our

worst enemy.

As many of you know, questing for the JBoots has consumed a lot of my time lately. Interestingly, wizards are the predominate class that hunts the AC.



Why? Simply because we can deal the most damage in the shortest time compared to other classes. This is important considering the number of AC hunters and the amount of kill stealing that goes on.

Wizards are also masters of the transportation spells. As a matter of fact, we are the only class that can travel to alternate planes! Druids get the most publicity for traveling convenience at the earlier levels simply because the wizards don't get many of the popular group teleportation spells until the late 30's. Many of the wizzy spires are also remotely located and less popular. However, it is easy money when you need it. Just memorize a port and shout—almost instantly someone will take a port and pay you handsomely.

Is playing a wizard for everyone? Not if you want constant hand to hand combat and action. The answer is YES if you like awesome power and desire the need to develop strategies to succeed.

"If a wizard had the melee skills of a monk and the hit points of a warrior, he would be virtually indestructible."

The Realm of the
Apocalypse

Errollisi Marr Server
EverQuest

Email: xeerex@guildrealm.com
luwang@guildrealm.com

We're on the Web!
www.guildrealm.com

Fellowship—Brotherhood



Realm of the Apocalypse was forged out the ashes of a destroyed guild. Because of this, our basic principle is "All for One and One for All!"

Our members shall never act in a self-serving manner and will defend our fellow brothers and sisters until success or death. All members are considered equals in bias. Adherence to our hierarchal structure is only necessary for the good of the guild and not for any one member. Therefore, the structure must be followed.

There is no quest or task that is impossible. We shall always accomplish our goals with planning and foresight, and if adversity rises we shall be fluid to adapt and overcome at our will. Although our foes may be fierce and superior in number, our wisdom and strength will carry us to victory. We shall always treat others outside of our Guild with respect and compassion. Assisting others is not only the correct moral path but also a requirement of all members.

DOH! — BLUNDERING IN NORRATH

SUBMITTED BY MEMBERS OF THE REALM

SHARE YOUR TALE OF YOUR MOST RECENT DOH! EXPERIENCES.

One time as I ventured into my hometown (Oggok) I stumbled upon my warrior guild leaders and decided to practice some skills.

So as I clicked on one of the leaders I accidentally hit the 0 key on the num pad which is my auto attack button. Well you can probably guess what happened next. I was attack by not just 1 but all 3 or 4 of the guild leaders there and died in 5 seconds. I was then sent back to OT where I was bound. It really Sucked!!!

Submitted by:
Zulnick 23rd Ogre Warrior
Zulnick stupefies you for 1000 points of damage!
=====

Some honorable mentions this month are as follows:



Remember the old adage, "Never enter a knife fight with your hands"? Well, Ryyudo learned the hard way on this. It seems that him and Zulnick decided to find out who was the "tougher meat wall". As the fight progressed, Ryyudo kept loosing more and more health really fast, while it seemed that Zulnick was loosing only a little bit. Too late he realized that while Zulnick was using a weapon to destroy Ryyudo, he was only using his hand-to-hand (H2H) skill...**D-O-H!!!**

Aeleric learned that when a spell icon, let's say...oh...maybe....**LEVITATE** is about to run out, that you should seek the closeness of ground! Let's watch and learn as we observe Aeleric running high up in the sky after receiving a levitation spell cast upon him. Notice that I did say "high" right?!

Now watch as he is preoccupied with dreaming of his next piece of acquired lambent quest armor. Oops! Do you see it? The flashing icon trying to catch Aeleric's attention? **OH NO!** We watch in horror as Aeleric learns that it is not the fall that kills you but the sudden stop at the end...<you have injured yourself for 10,000 points of damage>...<Loading. Please Wait>...**D-O-H!!!**