

Everquest guide

Anguish, the Fallen Palace

Entered via the NW corner of Wall of Slaughter. If you click in with a full group you get the group instance, if you click in with a 24 person raid you get a raid instance.

Administrator Charial

Administrator Charial will cast <Axe of the Muramite>, <Blade of the Muramite> and <Flail of the Muramite>.

Mob summary

Name	Level	Max hit	Enrage?	Flurry?	Rampage?	Wild Rampage?	Caster?
Administrator Charial	75	2835	Yes	Yes	No	No	Yes

Spell Guide:

<Axe of the Muramite>: Decrease endurance by 100, decrease endurance by 50/tick. Resist magic -300. PB AoE.

Duration 6 ticks. Recast time 30 secs.

<Blade of the Muramite>: 500HP DD, 100HP/tick. Resist poison -300. PB AoE. Duration 6 ticks. Recast time 30 secs.
27 curse counter cure.

<Flail of the Muramite>: Decrease mana 60/tick. Resist magic -300. PB AoE. Duration 6 ticks. Recast time 30 secs.

Arch Magus Vangl (Raid)

Tactic: Click on the centre of the rune on the doorway at the top of the stairs to enter Arch Magus Vangl area. You will not aggro Arch Magus Vangl who will be inside and to the right. Raid moves just around the left corner and waits there. Tank Arch Magus Vangl where you zone into the room. Languished convert adds pop and when they do the main raid should burn these down and then go back onto Arch Magus Vangl. The first add pops after about 10 seconds and then a new one spawns every 65 seconds. Watch for <Mark of Death> which will be cast once a minute and make sure that it is cured promptly.

Arch Magus Vangl begins to cast a spell. <Mark of Death>

You have been marked for death.

You feel the cold grip of death looming over you.

Arch Magus Vangl will cast <Cazic Touch>, <Feedback Dispersion>, <Gaze of Anguish>, <Mark of Death> and <Touch of Anguish>

Mob summary

Name	Level	Max hit	Enrage?	Flurry?	Rampage?	Wild Rampage?	Caster?
Arch Magus Vangl	80	2800	Yes	Yes	No	No	Yes
a languished convert	80	3722	No	No	No	No	No

Spell Guide:

<Cazic Touch>: 10,000HP DD, single target. Unresistable. Recast time 30 secs.

<Feedback Dispersion> : 3500HP DD, 1000 Endurance. Decrease HP by 300, mana by 350 and Endurance by 200/tick.

Resist prismatic (average) -400. Target all on hatelist. Duration 5 ticks. Recast time 30 secs.

45 Curse counter cure

<Gaze of Anguish>: 4000HP DD. Decrease HP by 300 and mana by 250/tick. Resist Cold -475. Target all on NPC hatelist.

Duration 5 ticks. Recast time 45 secs. 30 Curse counter cure.

<Mark of Death>: Decrease stats by 10. Kills you if not cured by the time it runs out. Target all on hatelist. Unresistable.

Duration 1 minute. Recast time 1 minute. 14 disease counter cure.

<Touch of Anguish>: Decrease spell damage by 30%, movement by 90% and damage modifiers by 30%. Resist cold -475.

Target all on hatelist. Duration 5 ticks. Recast time 45 secs. 30 poison counter cure.

Damlin Linging Charge

Damlin Linging Charge will cast <Axe of the Muramite>, <Blade of the Muramite> and <Flail of the Muramite>.

Mob summary

Name	Level	Max hit	Enrage?	Flurry?	Rampage?	Wild Rampage?	Caster?
Damlin Linging Charge	75	3770	Yes	Yes	No	No	Yes

Spell Guide:

<Axe of the Muramite>: Decrease endurance by 100, decrease endurance by 50/tick. Resist magic -300. PB AoE.
Duration 6 ticks. Recast time 30 secs.

<Blade of the Muramite>: 500HP DD, 100HP/tick. Resist poison -300. PB AoE. Duration 6 ticks. Recast time 30 secs.
27 curse counter cure.

<Flail of the Muramite>: Decrease mana 60/tick. Resist magic -300. PB AoE. Duration 6 ticks. Recast time 30 secs.

First Lieutenant Minas

First Lieutenant Minas will cast <Axe of the Muramite>, <Blade of the Muramite> and <Flail of the Muramite>.

Mob summary

Name	Level	Max hit	Enrage?	Flurry?	Rampage?	Wild Rampage?	Caster?
First Lieutenant Minas	75	3800	Yes	Yes	No	No	Yes

Spell Guide:

<Axe of the Muramite>: Decrease endurance by 100, decrease endurance by 50/tick. Resist magic -300. PB AoE.
Duration 6 ticks. Recast time 30 secs.

<Blade of the Muramite>: 500HP DD, 100HP/tick. Resist poison -300. PB AoE. Duration 6 ticks. Recast time 30 secs.
27 curse counter cure.

<Flail of the Muramite>: Decrease mana 60/tick. Resist magic -300. PB AoE. Duration 6 ticks. Recast time 30 secs.

Grenlok the Converter

Grenlok the Converter will cast <Axe of the Muramite>, <Blade of the Muramite> and <Flail of the Muramite>.

Mob summary

Name	Level	Max hit	Enrage?	Flurry?	Rampage?	Wild Rampage?	Caster?
Grenlok the Converter	75	3800	Yes	Yes	No	No	Yes

Spell Guide:

<Axe of the Muramite>: Decrease endurance by 100, decrease endurance by 50/tick. Resist magic -300. PB AoE.
Duration 6 ticks. Recast time 30 secs.

<Blade of the Muramite>: 500HP DD, 100HP/tick. Resist poison -300. PB AoE. Duration 6 ticks. Recast time 30 secs.
27 curse counter cure.

<Flail of the Muramite>: Decrease mana 60/tick. Resist magic -300. PB AoE. Duration 6 ticks. Recast time 30 secs.

Jelvan (Raid)

Tactic: Keep the raid upstairs and pull and clear the whole area. This means pulling both from downstairs and the balcony area where the chest will subsequently spawn. Only once the whole area is clear should the raid go downstairs. Talking to Jelvan on the balcony starts the event. Mobs will spawn just outside the south, east and west rooms. Suggest that the puller for each mob stand in the doorway of the room that the mob will be fought in, and that the puller be on rampage.

To tackle this event, the raid should be split into three. One group should take Tantho the Tormentor and tank it in the east most room, one group should take Tanthi the Tormentor and tank it in the west most room and the rest of the raid should take Tanthu the Tormentor and tank it in the southern room. Once Tanthu the Tormentor is dead, those groups that were fighting him should split evenly to fight the remaining 2 mobs. Tanthi and Tantho should be DPS'ed evenly such that their HPs are reduced at a matching rate. Because spell effects are hate list based, people shouldn't wander between the mobs as they will otherwise end up being cast on by all the tormentors. This will also happen if the 2 remaining tormentors get badly out of sync – their hate lists will get shared. Nature of the AoEs means that this is a good event to use infusion on.

Jelvan will cast <Blessing of Jelvan> on the tank with aggro on each tormentor if the tormentor's health is well matched (within 5%)

Tanthi the Tormentor is west and will cast <Wail of Anguish>. He is very magic resistant.

Tantho the Tormentor is east and will cast <Touch of Anguish>

Tanthu the Tormentor will cast <Gaze of Anguish>, <Relinquish Spirit>, <Torment of Body> and <Void of Suppression>

Mob summary

Name	Level	Max hit	Enrage?	Flurry?	Rampage?	Wild Rampage?	Caster?
Tanthi the Tormentor	75	2494	No	No	Yes	No	No
Tantho the Tormentor	75	2512	Yes	No	Yes	No	Yes
Tanthu the Tormentor	75	2700	Yes	No	Yes	No	Yes

Spell Guide:

<Blessing of Jelvan>: Buff: Mitigate melee damage by 30%, 5000 total. Single target. Duration 2 ticks.

<Gaze of Anguish>: 4000HP DD, decrease HP by 300 and mana by 250/tick. Resist cold -475. Target all on hatelist.

Duration 5 ticks. Recast time 45 seconds. 30 disease counter cure.

<Relinquish Spirit>: Decrease spell haste by 100%, decrease ATK by 300, decrease stats by 100. Resist chromatic (lowest) -375. Target all on hatelist. Duration 5 ticks. Recast time 30 seconds. 24 curse counter cure.

<Torment of Body>: 3000HP DD, decrease HP by 300/tick, decrease accuracy by 25%, decrease effective casting level by 100. Resist prismatic (average) -475. Target all on hatelist. Duration 1 minute. Recast time 60 seconds. 24 curse counter cure.

<Touch of Anguish>: Decrease spell damage by 30%, decrease movement by 90%, decrease skills damage modifier by 30%. Resist cold -475. Target all on hatelist. Duration 5 ticks. Recast time 45 seconds. 30 poison counter cure.

<Void of Suppression>: Silence. Resist prismatic (average) -325. Target all on hatelist. Duration 3 ticks. Recast time 60 seconds. 24 disease counter cure.

<Wail of Anguish>: Stun (10 sec). Resist disease -475. Target all on hatelist. Recast time 45 seconds.

Keldovan the Harrier (Raid)

Tactic: There are 4 pits, with Keldovan the Harrier down a passage to the right. One group needs to be assigned the pit group and will be stationed in the pit closest to zone in on the right. Keldovan the Harrier needs to be pulled and tanked in the near right corner as you enter the building, closest to the pit that has been assigned a group. On pull, a pit mob of some description will spawn in every pit. Only worry about the one pit that has been assigned to a group. Kill 6 pit mobs in that pit (another spawns as soon as the first is dead). Most of the raid should assist the pit group at this time and not be on Keldovan the Harrier. There are emotes showing the progress:

“Keldovan the Harrier reels in pain as his protection from magic wavers.” – after the second hound is killed

“Keldovan the Harrier howls as his protection from slow dwindles.” – after the third hound is killed

“Keldovan the Harrier appears less able to sense those around him.” – after the fourth hound is killed

“Keldovan the Harrier shakes as he loses some of his ability to focus his attacks.” – after the fifth hound is killed

As soon as 6 hounds are dead, the entire raid bar the assigned pit group should attack Keldovan the Harrier. Once Keldovan the Harrier is dead no further pit mobs will spawn and all 4 pits should be cleaned up.

Keldovan the Harrier will cast <Packmaster's Curse> and <Touch of Anguish>

Mob summary

Name	Level	Max hit	Enrage?	Flurry?	Rampage?	Wild Rampage?	Caster?
Keldovan the Harrier	80	3380	Yes	Yes	No	No	Yes
Frenzied Pit Fiend	70	1736	No	No	Yes	No	No
Raging Pit Hound	70	1945	No	Yes	No	No	No

Spell Guide:

<Packmaster's Curse> : 800HP DD, decrease spell damage by 20%, decrease AC by 180, 100HP/tick damage, decrease healing effectiveness by 80%. Resist chromatic (lowest) –350. Target all on Hatelist. Duration 3 minutes. Recast time 30 secs. 16 curse counter cure.

<Touch of Anguish>: Decrease spell damage by 30%, decrease movement by 90%, decrease skills damage modifier by 30%. Resist cold–475. Target all on hatelist. Duration 5 ticks. Recast time 45 seconds. 30 poison counter cure.

Overlord Mata Muram (Raid)

Overlord Mata Muram can only be reached once Arch Magus Vangl has been killed. Getting aggro on Overlord Mata Muram starts the event, and at this time 2x Coerced Lieutenant spawn. If a monk triggers and feign dead, then the Coerced Lieutenants can be pre-targeted by the enchanters and charmed when the main tank pulls Overlord Mata Muram. They span to the east and west of OMM.

The Coerced Lieutenant can hit Overlord Mata Muram (and Frenzied Lashers) for up to 4200 a blow if used against him, which they certainly should. Even though they are charmed pets, they seem to hit Overlord Mata Muram for more than they would hit a player character. Note that Overlord Mata Muram will mem blur pets so you have to repeatedly tell them to attack.

There are adds throughout the fight, Frenzied Lashers. These spawn 5 at a time. The emote "You hear a buzzing in the distance." Gives 6-12 seconds notice that these are about to spawn. The first 5 adds spawn approx 75 secs after the event is started, then 70 secs, 55 secs, Frenzied Lasher can backstab. They have low HP so can be easily killed.

Overlord Mata Muram will cast <Gaze of Anguish>, <Mata Muram's Gaze>, <Relinquish Spirit>, <Torment of Body>, <Void of Suppression>, <Wail of Anguish>. He will also rampage very frequently, around once every 3 seconds. The key effect that he uses is <Mata Muram's Gaze>. If this is not reflected, the recourse effect that buffs him increases his damage output significantly (seen to hit a tank for 3x 6594 in one round). This effect lasts somewhere around 12-18 seconds. The recourse increases his spell damage by 100%, damage modifier by 100% and minimum damage modifier by 400%.

The trigger to use your mask to reflect his gaze is
Mata Muram fixes his gaze on one of your companions.
You then have 10 seconds to click your mask.

If the spell is successfully reflected, you will get the message
Overlord Mata Muram's spell has been reflected by <PC name>.
Overlord Mata Muram fixes his gaze on <PC name>.

5 seconds later you get the message

Mata Muram grows weak as he is afflicted with his own magic.

He will then turn and walk back to his platform and you have 30 seconds to DPS him. After 15 seconds you get the message

Mata Muram roars in anger, 'You dare use my own magic against me!'

And after a further 15 seconds

Mata Muram shakes off the effects of his affliction.

Overlord Mata Muram says 'So. You are the mighty god killers. I am not surprised you managed to make it this far. I did expect there to be more of you, do you really think so little of me? I have destroyed [worlds] where animals roam with power that would cause your gods to tremble.'

At this point he seems to mem wipe, so pets need to be off and tanks re-establish aggro.

If the spell was not reflected, you will get the message

Overlord Mata Muram fixes his gaze on <PC name>. For about the next 15 seconds or so his damage output is about doubled and he will not path back towards the platform.

Once you get OMM down to 30%, friendly Riftseekers arrive who make OMM go back to the platform and then the entire raid will get ported to Tures room. The Coerced Lieutenant will despawn at their appearance.

Vyishe shouts, 'Come! They have weakened him. Now is our chance to strike.'

5 seconds later

Tendrils of energy shoot from the fingertips of the Riftseekers, turning Mata Muram's magic inward.

Anishy shouts, 'Now fools. Strike while we hold him, we cannot hold this seal for long.'

55 seconds later still

Mata Muram breaks free of his bonds, killing the Riftseekers with the magic. 'You dare betray me! When I am done with them I shall see that all of your kind meet the same fate.'

The world shifts around you as the riftseeker's are consumed by their magic.

Run back to OMMs room. Be quick as he will heal while you do this. The Coerced Lieutenant will respawn in their original positions within a minute of re-engaging.

The key to the win is people clicking their masks promptly at the right time and re-establishing aggro correctly when he mem wipes.

Once you kill Overlord Mata Muram you get the message

The walls of Anguish tremble, you can feel the world shaking your bones. For a brief moment you think you see a smile flash across Mata Muram's face, and as the last breath escapes his lungs you hear a faint voice, "There are worlds other than these..."

Those in Wall of Slaughter get the message

The world trembles around you. All of Discord seems to howl in pain, in the distance you hear dragorn shouting for their freedom from Mata Muram's terror.'

Overlord Mata Muram casts <Gaze of Anguish>, <Mark of Death>, <Mata Muram's Gaze>, <Relinquish Spirit>, <Torment of Body>, <Touch of Anguish>, <Void of Suppression>, <Wail of Anguish>

Mob summary

Name	Level	Max hit	Enrage?	Flurry?	Rampage?	Wild Rampage?	Caster?
Coerced Lieutenant	64	3300	No	No	No	No	No
Frenzied Lasher	69	693*	No	No	No	No	No
Overlord Mata Muram	80	3900	Yes	No	Yes	No	Yes

* Backstab also, max hit 1979

Spell Guide:

- <Gaze of Anguish>: 4000HP DD, decrease HP by 300 and mana by 250/tick. Resist cold -475. Target all on hatelist. Duration 5 ticks. Recast time 45 seconds. 30 disease counter cure.
- <Mark of Death>: Decrease stats by 10. Kills you if not cured by the time it runs out. Target all on hatelist. Unresistable. Duration 1 minute. Recast time 1 minute. 14 disease counter cure.
- <Mata Muram's Gaze>: Decrease spell haste & attack speed by 90%, decrease stats by 300, 4000HP DD. Resist magic -600. Single target. Duration 5 ticks. Recast time 45 seconds.
- <Relinquish Spirit>: Decrease spell haste by 100%, decrease ATK by 300, decrease stats by 100. Resist chromatic (lowest) -375. Target all on hatelist. Duration 5 ticks. Recast time 30 seconds. 24 curse counter cure.
- <Torment of Body>: 3000HP DD, decrease HP by 300/tick, decrease accuracy by 25%, decrease effective casting level by 100. Resist prismatic (average) -475. Target all on hatelist. Duration 1 minute. Recast time 60 seconds. 24 curse counter cure.
- <Touch of Anguish>: Decrease movement by 90%, Decrease All Skills Damage Modifier by 30%. Resist cold -475. Target all on hatelist. Duration 5 ticks. Recast time 45 secs. 30 poison counter cure.
- <Void of Suppression>: Silence. Resist prismatic (average) -325. Target all on hatelist. Duration 3 ticks. Recast time 60 seconds. 24 disease counter cure.
- <Wail of Anguish>: Stun (10 sec). Resist disease -475. Target all on hatelist. Recast time 45 seconds.

Ture (Raid)

Tactic: Raid should stay at the top of the stairs and well back (against the wall opposite the top of the stairs). Trash should be cleared. Healers should be placed in the room to the left of the stairs as you look towards Ture. Pull Ture to the top of the stairs and tank in corner by healers room. Other casters & ranged DPS should stay back towards the far wall. Watch for Ture's Emotes:

"Ture roars with fury as it surveys its attackers." – Back off now, wild rampages in 6 seconds!

"Ture's eyes roll into its head as it goes into a frenzy." – Ture is about to do multiple wild rampages for 10 seconds

"Ture calms and regains its focus." – now safe to melee again

Ture will cast <Wanton Destruction>. Ture also casts one of 3 effects when he does an Emote: <Stone Breath>, <Swamp Breath> or <Thunder Breath>. These 3 effects are cast on the Emote "Ture calms and regains its focus."

Mob summary

Name	Level	Max hit	Enrage?	Flurry?	Rampage?	Wild Rampage?	Caster?
Ture	80	3600	No	Yes	Yes	Yes	Yes

Spell Guide:

<Stone Breath>: 3 sec stun, 500HP DD, 1 slot dispel. Chromatic (lowest) resist –200. Targeted AoE, recast time 12 secs.

<Swamp Breath>: 200HP DD, 300HP/tick. Resist Poison –300. Targeted AoE, recast time 12 secs. Duration 1 minute. 18 poison counter cure.

<Thunder Breath>: 1500HP DD, 2 slot dispel. Resist Magic –250. Targeted AoE, recast time 12 secs.

<Wanton Destruction>: 4000HP DD, decrease mana pool by 1000, decrease ATK by 500, decrease AC by 60, decrease mana by 500/tick, decrease HP by 100/tick. Resist magic –300. PB AoE. Duration 5 minutes. Recast time 1 minute 10 secs. 36 curse counter cure.

Vilria the Keeper

Vilria the Keeper will cast <Axe of the Muramite>, <Blade of the Muramite> and <Flail of the Muramite>.

Mob summary

Name	Level	Max hit	Enrage?	Flurry?	Rampage?	Wild Rampage?	Caster?
Vilria the Keeper	75	?	Yes	Yes	No	No	Yes

Spell Guide:

<Axe of the Muramite>: Decrease endurance by 100, decrease endurance by 50/tick. Resist magic –300. PB AoE. Duration 6 ticks. Recast time 30 secs.

<Blade of the Muramite>: 500HP DD, 100HP/tick. Resist poison –300. PB AoE. Duration 6 ticks. Recast time 30 secs. 27 curse counter cure.

<Flail of the Muramite>: Decrease mana 60/tick. Resist magic –300. PB AoE. Duration 6 ticks. Recast time 30 secs.

Warden Hanvar (Raid)

Tactic: Set up raid at the top of the stairs and clear corridor at the top.

There are 20 guards that will come in pairs. One pair will come with Warden Hanvar when he is pulled to the raid. Priority should be to kill the adds which arrive in pairs approximately every 60 seconds, then DPS Warden Hanvar. Adds should be mezzed until they are ready to be killed and should be prevented from reaching Warden Hanvar. Given that Warden Hanvars spells are hate list based, saving a group to just deal with the adds is probably a good policy.

Warden Hanvar will cast <Chains of Anguish> and <Wail of Anguish>

Mob summary

Name	Level	Max hit	Enrage?	Flurry?	Rampage?	Wild Rampage?	Caster?
Warden Hanvar	80	2660	Yes	Yes	Yes	No	Yes
an elite guard	74	767	No	Yes	No	No	No
a seasoned guard	74	895	No	Yes	Yes	No	No
a veteran guard	74	924	No	No	Yes	No	No
a weathered guard	74	926	No	No	No	No	No

Spell Guide:

<Chains of Anguish>: Decrease spell haste by 70%, movement by 90% and attack speed by 50%. Resist magic -375.

Target all on hatelist. Duration 5 ticks. Recast time 45 secs. 50 curse counter cure.

<Wail of Anguish>: Stun for 10 seconds. Resist disease -475. Target all on hatelist. Recast time 45 secs.

About the author:

I played Everquest for 5 years or so on the Fennin Ro server. I played Runengetum (a ranger) and more recently Runenblastem (an enchanter). During that time I raided with Elitists and with TNF (Truly Naughty Friends). With TNF I had a more active role helping with and occasionally leading the raids. This is one of a number of guides that I wrote or was work in progress when I finished playing the game. Given that both raid teams folded at or around the time that I stopped playing in November 2008 and that over a year has passed, I feel it time to put the information that I collected into the public domain.

See <http://www.runen.co.uk/Everquest/index.htm> for other original Everquest material by John Culver