

Everquest guide

Inktu'Ta, The Unmasked Chapel

This is an instanced zone entered from Qvic. You need to take the tunnels to Aganetti the Keeper. In the tunnels you will find Trusik's. These mobs are dark blue to a level 70 and can be mezzed.

These are the different Trusiks encountered:

Chanter - Shaman type, casts <Annul Magic> , <Malo>

Coercer - Enchanter type, casts <Boltran's Agacerie> , <Greater Fetter> , <Madness of Ikkibi> , <Recant Magic> , <Swift like the Wind> , <Wind of Tashanian>

Dancer - Bard type? , casts nothing

Naturalist - Druid type, casts <Breath of Karana> , <Dustdevil> , <Engorging Roots> , <Ice> , <Nature's Touch> , <Sylvan Embers> , <Wildfire>

Ritualist - Wizard type, casts <Burning Sand> , <Draught of Fire> , <Draught of Ice> , <Elnerick's Entombment of Ice> , <Invert Gravity> , <Manastorm> , <Shock of Magic> , <Shock of Steel> , <Telaka> , <Wrath of the Elements>



Qvic map

1: Zone in from Natimbi

2: Aganetti the Keeper

3: Inktu'Ta zone line

To spawn the instance, talk to Aganetti the Keeper:

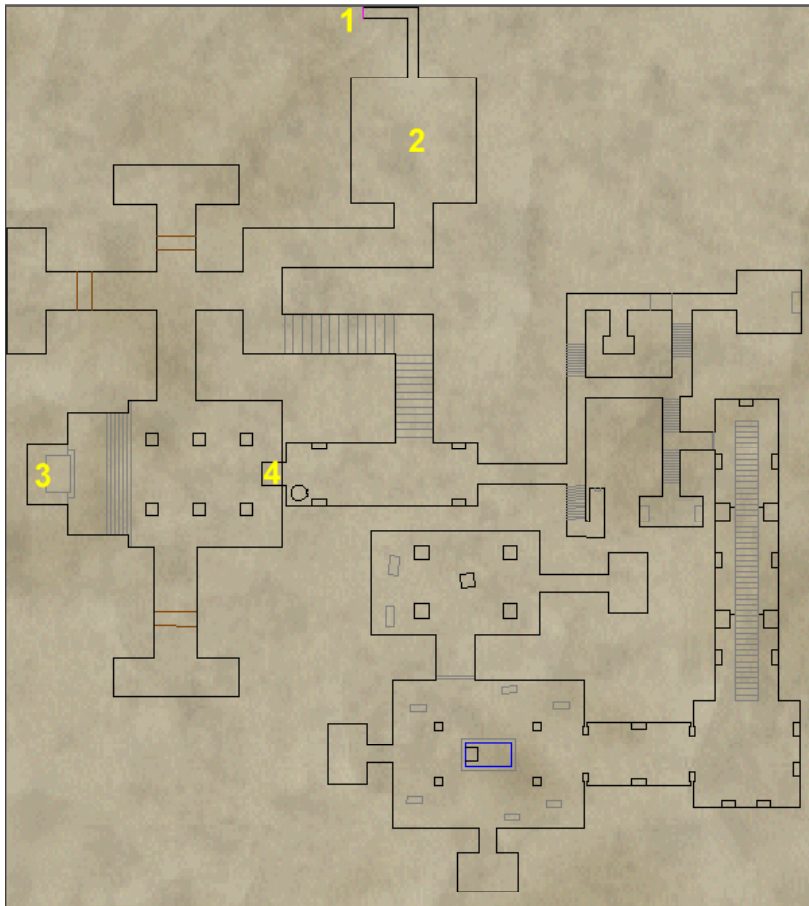
Runenblastem says, 'Hail, Aganetti the Keeper'

Aganetti the Keeper gestures to the end of the cavernous hallway. 'Beyond that corner lies the entrance to the forgotten chapel of Inktu'ta. The force of the blast from the portal's implosion tore a hole in the mountain, revealing the way to this place. Some things should remain unknown. Inktu'ta should have stayed buried forever. Believe me Human, only a fool would disturb the halls of this cursed chapel. Will you [heed my warning] or do you wish to [continue]?'

Runenblastem says, 'continue'

Aganetti the Keeper says 'Very well! If you will not heed my warning, then you have chosen to suffer the consequences. I grant you entrance to Inktu'ta.'

This will create a 54 man raid instance.



Inktu'Ta map

- 1: Zone in from Qvic
- 2: Jomica the Unforgivens room
- 3: Camp spot
- 4: Pit trap
- 5: Stonemite traps

Jomica the Unforgivens room. This is a safe room to buff up and prepare in. There are a number of onyx protectors around the edge of the room who are not KoS, and Jomica the Unforgiven. It is reported that if you pull mobs into the room past Jomica the Unforgiven, that the onyx protectors will attack (and they cannot be killed apparently). Buff up and prepare here. Because the mobs that you will be fighting cast prismatic spells with save -350 , you should buff maximum resists and have bards play resist songs. When ready, move to the east wall of the corridor.

The first phase of this event is to fight through the corridor to xxx.

Stonemite traps. There are lots of traps here. When strung, they drop around 6 Stonemites at a time. Individually they are not dangerous (light blue / dark blue con), but they are not mezzable and their numbers can quickly overwhelm.

Casters in Inktu'Ta

blighted exile casts <Clinging Stone>, <Taelosian Vengeance>
 cursed exile casts <Clinging Mud>, <Rock Storm>
 deathprophet casts <Clinging Stone>, <Taelosian Vengeance>
 doomsayer casts <Geotension>
 dying exile casts <Geostrike>, <Stone Animation>
 lingering doomchanter casts <Clinging Mud>, <Rock Storm>
 Mimezpo the Oracle casts <Rock Storm>
 prophet of destruction casts <Geostrike>, <Stone Animation>
 shambling exile casts <Geotension>
 Usher of Kelekdrix casts <Dark Inferno>, <Sleetstorm>, <Temple Avalanche>
 Watcher of Kelekdrix casts <Dark Inferno>, <Sleetstorm>, <Temple Avalanche>

Spell guide:

<Clinging Mud>: Single target snare for 3.9 minutes, Prismatic (average) save -350 .
 <Clinging Stone>: Single target mez for 48 secs, Prismatic (average) save -350 . Possible level limit of 55!
 <Dark Inferno>: Point Blank AoE direct damage of 2000 and DoT of 300 for 60 seconds, save Vs fire -350
 <Geostrike>: Single target direct damage for 1070, Prismatic (average) save -350 .
 <Geotension>: Single target root for 48 secs, Prismatic (average) save -350 .
 <Rock Storm>: Single target direct damage for 2000, Prismatic (average) save -350 .

<Sleetstorm>: Point Blank AoE direct damage of 1500. Decreases attack speed and spell haste by 30% for 7 minutes. Also prevents combat skills from being used. Save Vs cold -350, 20 disease counters.
<Stone Animation>: Summons 3 golem pets that last for 30 seconds
<Taelosian Vengeance>: Single target slow for 6.5 minutes, Prismatic (average) save -350. 16 disease counters
<Temple Avalanche>: Single target direct damage for 4000, chromatic (lowest) save -150.

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