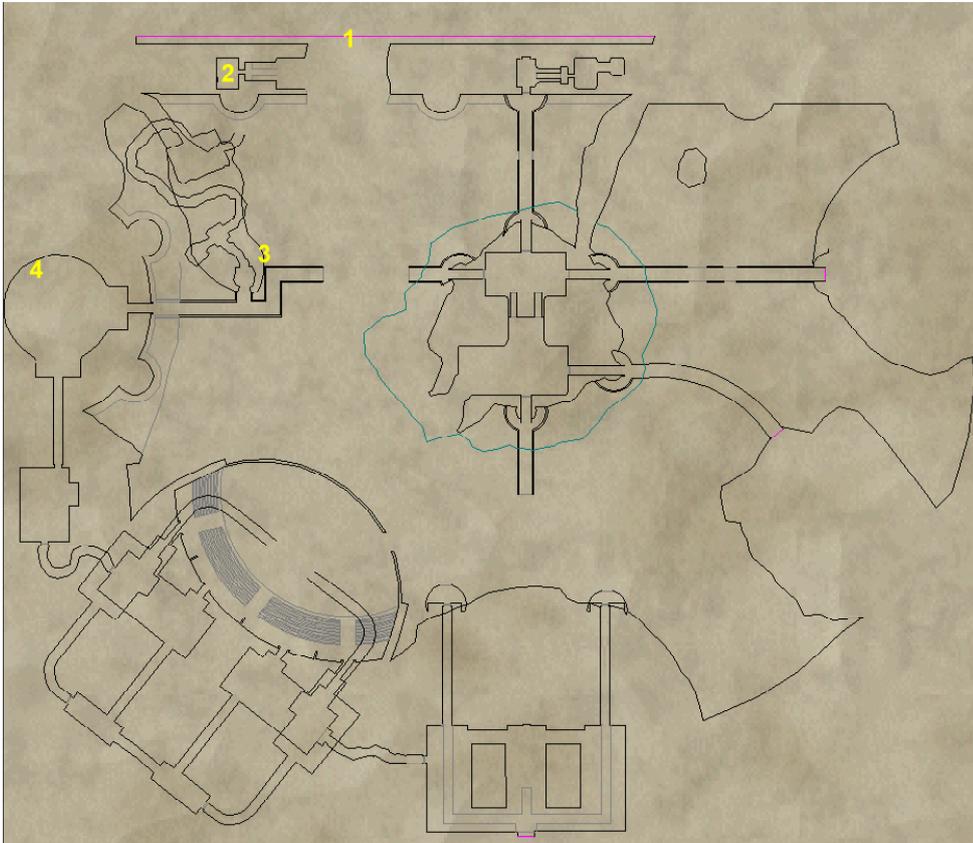# Everquest guide

Ruins of Illsalin

This zone is entered from The Undershore.

Ruins of Illsalin map

1: Zone in from Undershore
2: Safe room
3: Climb here to get to Ritesmaster Verok
4: Ritesmaster Verok

Raid event: Ritesmaster Verok

Best place for the raid to form up is the safe room. As preparation, every pet class should have a pet up and ready, and if they have the right suspend AA's have a spare one buffed and suspended. This includes enchanters and druids. Make sure that they all have a pet kit. Buffs required are Guard of Druzzil and levitation of some form. Once the raid has arrived and buffed, the raid should all cast invisibility and make their way to the place to climb to the bridge, 3. Many of the mobs that will be fought count as undead apparently.

Get everyone on to the bridge. There is a couple of deep orcs in the room to the right before the collapsed part of the bridge. It is best to pull and kill those before the raid aggros them. Then you need a monk to pull the mobs from Ritesmaster Verok's chamber. These will be white and yellow cons to a level 70. Finally once the room is clear except for Ritesmaster Verok it is safe for the raid to move up into his room.

While the room looks like it is covered with water, there is a circular central area with water that you can drop into and swim in which can be tricky to escape from with levitation on. When everyone is ready, Ritesmaster Verok should be engaged. Pin him to the wall, but it is important to keep him roughly where he stands. He is tethered, and if he leases back he will go to full health. The Ritesmaster Verok event must be done in phases. During all phases, he will cast <Dire Scream> and <Panicked Spirit>. Beware the 5 second stun on this as it may cause the main tank to lose aggro. <Panicked Spirit> is a little buggy, and people may find that they get warped to the zone line. If this is the case, they should make their way to the safe room if the doors to the event are closed and wait there.

The first phase is to engage and tank him. Nuking is allowed, but no DoTs. At this stage, it is a straightforward fight. When he gets to about 94%, you will get this message:

"The room begins to tremble as you see the doors closing behind you."

This means that the doors of the room will close and stay this way until he is dead. 8 seconds later, there is another message:

"You look upward as an unfamiliar smell fills the now sealed room."

This means that 6 eggs have now spawned at the top of the rafters on the outside wall. Every pet needs to be sent to kill the eggs. It is impossible for anything other than pets to kill the eggs, and even then they will have trouble getting up to the ledge. Spells will not land on the eggs. Ritesmaster Verok can still be tanked, but he must be taken down slowly. If he reaches 85%, any remaining eggs will hatch and spawn an enraged spiderling. Enraged spiderlings cannot be mezzed. DoTs are still not allowed at this stage.

Once all eggs are down, then nuke, DoT, melee Ritesmaster Verok down. At this stage he will start to rampage. About 12 seconds after the last egg has been killed, you get the message:

Ritesmaster Verok grows increasingly fraught with anger as the battle ensues. 'Infidels, I will tear you apart.'

Infrequently at first, but becoming more frequent <Hurl of Rathkan> is cast in the room. Initially this will be just annoying and probably won't bother casters too much, but will severely disrupt melees. You will also eventually start getting room respawns.

Known drops when killed:
- Verok's Insignia of Havoc, 2x Glowing Shadowspine Rune
- Verok's Torque of Divinity, 2x Glowing Shadowspine Rune
- Verok's Sprig of Condolence, 2x Glowing Shadowspine Rune
- Verok's Sprig of Condolence, 2x Glowing Shadowspine Rune
- Verok's Torque of Divinity, 2x Glowing Shadowspine Rune
- Verok's Sprig of Condolence, 2x Glowing Shadowspine Rune

Spell guide:
<Dire Scream>: 1395DD, 5 second stun. Save Vs magic –80, single target. Recast time 45 seconds.
<Panicked Spirit>: 919DD, 12 sec fear, chromatic (lowest) save, PB AoE, Recast time 2 minutes.
<Hurl of Rathkan>: 100DD, shadowstep into rafters, unresistable, single target

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