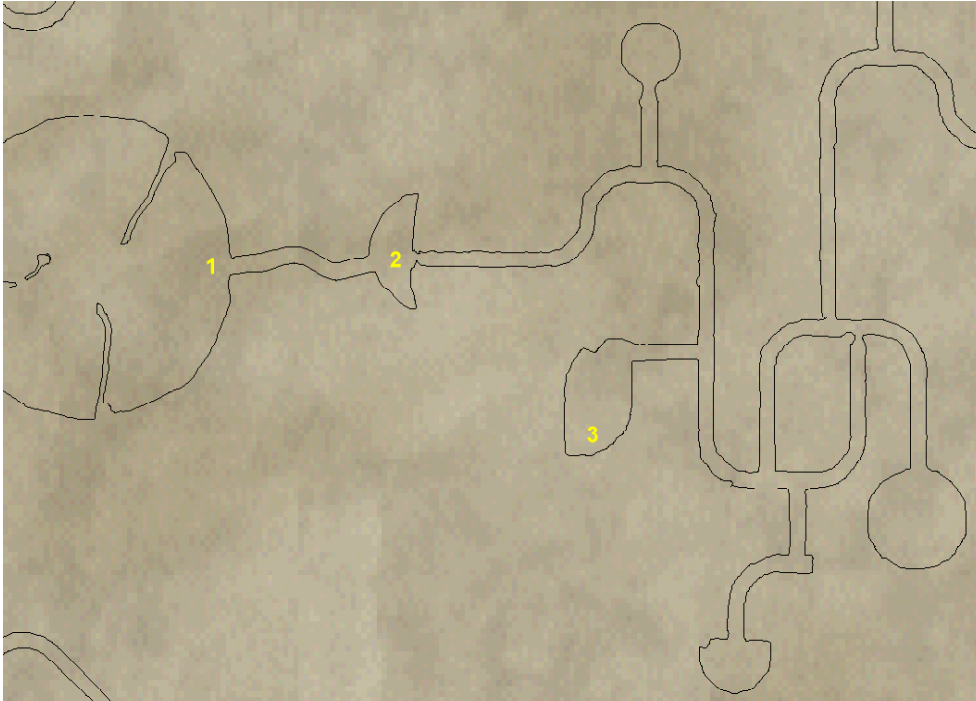


Everquest guide

The Curse of Ju`rek

This is a 24 man raid event obtained from Lieutenant Ekiltu Verlor in Lavastorm. The zone is entered from The Broodlands and is an instanced version of The Nest. 2 day, 20 hour lockout on the event.

Preparation: Use infusion of the faithful before engaging Ju`rek the Corrupted if possible, otherwise use poison and magic resists.



The Nest map

- 1: Zone in from Broodlands
- 2: Mobs guarding door
- 3: Ju`rek the Corrupted

The zone will have some drakes up as well as Ju`rek the Corrupted. Head east from zone in across the bridge and kill the drakes guarding the door. From there, it is safe to proceed to Ju`rek the Corrupted's cavern where some more drakes will need to be cleared in order to reach Ju`rek the Corrupted. Until Ju`rek the Corrupted is approached, you can still add players to the task. Spells that mobs here will cast are as follows:

Cursed guardian: <Madness of Ikkibi>, <Wind of Tashanian>.
Fallen guardian: <Draught of Ice>, <Shock of Magic>
Fallen Nestling: <Corrupted Claw>
Harsh wind: <Freezing Blast>
Ju`rek the Corrupted: <Decaying Stench>, <Ju`Ok's Cry>

When engaging Ju`rek the Corrupted the big spell to watch is <Decaying Stench>. This is cast on engagement and every 3 minutes. Being virtually unresistable, only the main tank should be exposed to this – the rest of the raid should fight at range if possible. However, it should be possible to melee for 2.5 minutes then retreat to avoid the effect. Ju`rek the Corrupted will also flurry.

Ju`rek the Corrupted will spawn 3x Harsh wind 5 times during the fight at 95%, 75%, 55%, 35% and 15% health (15 total). These don't have many HP (approx 10K) and can be mezzed. Because they cast <Freezing Blast> (snare) it is probably best to get these killed ASAP. It is reported that all the mobs in this final fight count as undead.

Ju`rek has been slain! This is wonderful news. Perhaps with time the evil that lies within may be quelled.

Reward is 18 Radiant Crystals, 1 item of loot, 6x Diseased Wing Fragments.

Note that you cannot loot in total peace – the drakes that were in the cavern will repop eventually

Spell guide:

<Corrupted Claw>: decrease all stats by circa 300? Save Vs ? –17, single target. 20 curse counters, duration 1 minute
<Decaying Stench>: 1800/tick DoT. Save Vs poison –600, PB AoE. 45 disease counters, duration 1 minute, recast time: 3 minutes.
<Draught of Ice>: 793DD. Save Vs Cold –10, single target.

<Freezing Blast>: 1000DD, decrease movement by 70%. Save Vs Magic -300, PB AoE. Duration 30 seconds.
<Ju`Ok's Cry>: 1500DD, 10 sec stun. Save Vs Poison -550, targeted AoE. Recast time 1 minute.
<Madness of Ikkibi>: 1210 DD. Save Vs Magic, single target.
<Shock of Magic>: 3000DD. Save Vs Magic +20, single target.
<Wind of Tashanian>: decrease magic resist by 40. Unresistable, targeted AoE. 1 Poison counters. Duration: 14 minutes.

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