

Everquest guide

Uqua, The Ocean God Chantry

This is an instanced zone entered from Yxtta. You need to take the northern Yxtta entrance from Kod'Taz. The zone in area is safe to form up and buff at. You will need to fight your way to the entrance of Uqua.



Yxtta map

- 1: Zone in from Kod'Taz
- 2: Zone in to Uqua

To spawn the instance, talk to Jerimo Jiao at $-784, +1250$:

Runenblastem says, 'Hail, Jerimo Jiao'

Jerimo Jiao says 'Beware traveler for behind me lies the way to an ancient temple long since forgotten about. It is within this temple that the trusik have begun a ritual similar to the one that brought the menacing beings known as Muramites. While it may appear to be nothing what you see behind me is a complex illusion placed here by those inside to trick travelers like you. But after losing my life and that of the one I loved to the invading army I am bound here to help those who wish to stop the trusik from damning us again. If you are truly a brave adventurer then just tell me you are [ready] and I will tell you how to get through the facade behind me.'

Runenblastem says, 'ready'

Jerimo Jiao says 'Place your hands on one of the altars behind me and the way will be revealed. Be wary for you are about to encounter some of the most vicious trusik known. If for any reason you wish to return, place your hands on the golem within the temple.'

This will create a 54 man raid instance. You have 6 hours from when you get the mission to complete it before being booted. To enter the instance, click on the statue. Any buffing should be done before the instance is created and entered.

When you zone in, you get the message:

As your eyes adjust to the shadows, a dark aura surrounds your body and invades your mind. The taint of Trushar permeates the halls of this temple and its touch is maddening, affecting your ability to concentrate, and wracking your body with pain as your muscles constrict involuntarily.

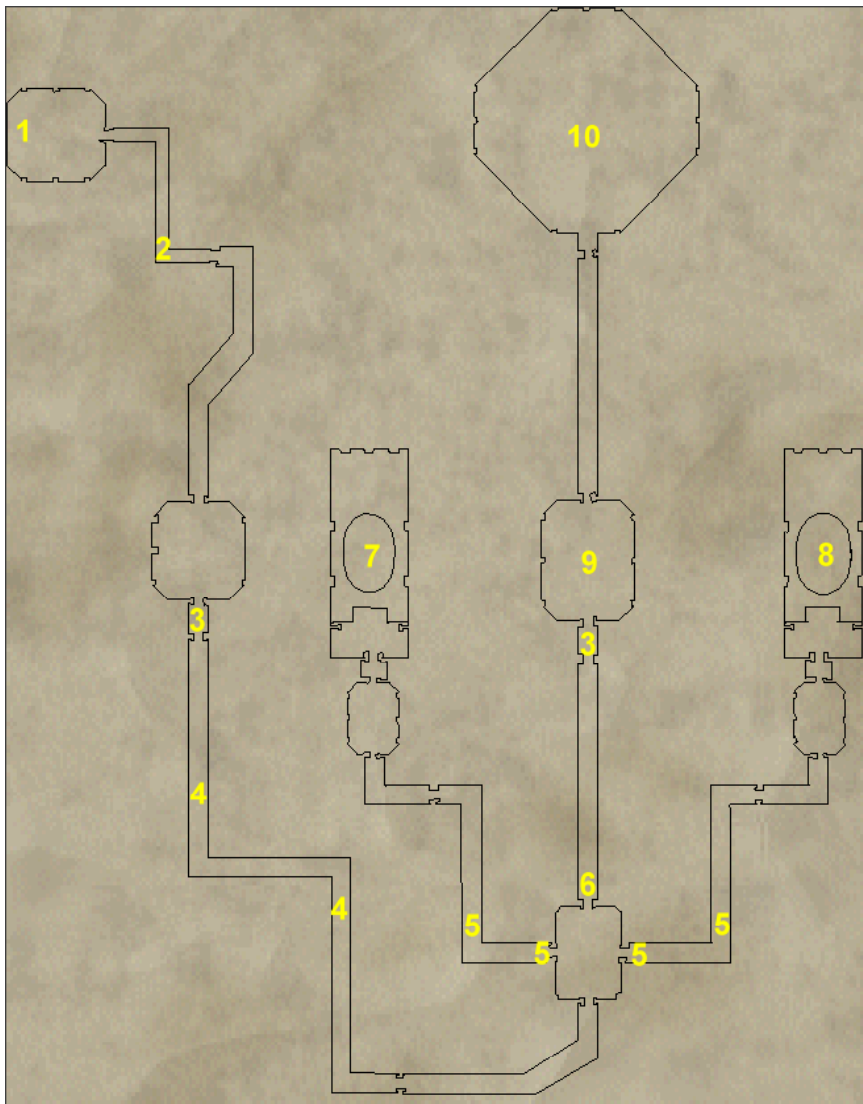
What this means that every 90 seconds you are hit with a zone wide debuff called Aura of Destruction. It substantially reduce all your stats such as STA, INT and WIS. The only way to resist this is to equip a blocker that drop from the mobs in the zone. The bad news is that if you die, the blocker that you might have looted disappears and you will have to loot a new one.

Club of Destructive Protection – for CLR DRU SHM

Sphere of Destructive Protection – for PAL RNG SHD BRD BST

Blade of Destructive Protection – for WAR MNK ROG BER

Wand of Destructive Protection – for NEC WIZ MAG ENC



Uqua map

- 1: Zone in from Yxtta
- 2: Trap, 4 mobs
- 3: Gas Chamber
- 4: Trap, 5 mobs
- 5: Trap, 3 mobs
- 6: Trap, 6 mobs
- 7: Tqiv Araxt the Enraged
- 8: Tqiv Qukret the Furious
- 9: Spectre room
- 10: Vrex Barxt Qurat

There are static spawn mobs, and there are traps. Static spawns once killed stay dead. Traps, once triggered and all their mobs killed remain dormant. However, if all the mobs from a trap are not killed and the trap resets, then the mobs associated with those traps seem to reset as well.

Start by pulling to the entrance room. Use a pet to pull first to avoid setting off the first trap. There are 5 Trusik's to kill first before triggering the trap. You know when you trigger the trap as you get a zone wide emote "A voice rings out, echoing among the dusty halls, 'Trespassers have found a way into the temple! Stop them before they get any further!'". Kill the 4 mobs from the trap, and then a further 8 mobs from the corridor and room followed by a mini-boss called Spectral Trushar Worshipper. Once the trap has been triggered, you can use a monk to pull. The Spectral Trushar Worshipper will drop 3x Gemless Pristine Loop that is used in a quest together with a drop from the Cragbeast Queen in Natimbi.

Once this room has been cleared, move the raid up to it. The next room is known as a gas chamber and it is vital that there are no AFKs when the raid moves into this room. No one should enter the gas chamber until the whole raid does so.

Blah, blah, blah

Standing outside Vrex Barxt Qurat's room is Preshna the Lost:

Runenblastem says, 'Hail, Preshna the Lost'

Preshna the Lost says 'The ritual of destruction has begun. Tiv Barxt Qurat has completed the transfer of destructive energy from the Altar of Destruction into the Guardian of Destruction and it must be destroyed if there is any chance of disrupting his plans. Be wary of Barxt -- he is powerful and tricky. If he sees things are not going his way, he will use many different tactics to destroy you. When you are [ready] to enter, tell me so, and I will remove the seal. However, once you enter, I am afraid the only way out will be through death or victory.'

Runenblastem says, 'ready'

Preshna the Lost says 'The seal has been removed. Good luck to you.'

As soon as you enter the room, you get the message:

“Within the large chamber lies a massive stone guardian and many trusik. As they wave their arms and chant, you hear a raspy voice near the large altar in the center of the room. 'You have disrupted the ritual of destruction. Your interference is an annoyance to the great Trushar and it is his will that you be dealt with. Defilers, witness what happens when the destructive forces of Trushar are combined with my geomantic knowledge. Rise, Guardian of Destruction! Come to life and destroy those who would defile this temple!’”

You will see a large Golem, “Guardian of Destruction” immediately flop to the floor. Even though it appears death, it will attack anyone who goes close to it. As long as you don't aggro it, you are free to set up in the room in your own time. However, every 60 seconds while you are in the room you will get a message:

“I can feel the energy from the guardian course through my soul! More! Give me more, I say! Trushar, give me the power to destroy these creatures and send them and the others back from where they came!
Altar of Destruction begins to cast a spell.”

This will cast a nasty mana eating debuff on one person in the room, so there is good reason to get on with the task and engage the Guardian of Destruction as soon as possible. The Guardian of Destruction has a lot of HP, but does not hit terribly hard. You can put your whole raid in the Guardian of Destruction initially. The Guardian of Destruction is reported to proc mem blur, so be careful with aggro. When the Guardian of Destruction has been reduced to 70% health, Vrex Barxt Qurat will become active. So, once you are approaching this point you need to position your best tank ready to engage Vrex Barxt Qurat who will be your main challenge. Once Vrex Barxt Qurat is active (he is on a stage in the middle of the room), you will get the message:

“Realizing that his avatar of destruction is fighting a losing battle, Barxt enters the fray. At the same time, you hear the shuffle of feet in the hallway leading to the entrance of the chamber and an ominous sound from behind the door indicates that it has been locked. You have been sealed in and have no choice but to deal with this madman. Barxt yells, 'You will die here this day whether it be by my hands or this massive construct. Trushar's will shall be done. Your corpses shall rot here. This chamber shall become your eternal grave!’”

I believe that this also means that if your raid wipes, that no one can zone in to continue the mission. Most of your healers will need to be assigned to keep the tank on Vrex Barxt Qurat alive as he hits hard and fast. Vrex Barxt Qurat will of course rampage. You need to apply enough melee on Vrex Barxt Qurat to keep him occupied while your main DPS is on the Guardian of Destruction kill him as soon as possible. Only then can you switch the raid focus to Vrex Barxt Qurat.

Three minutes after Vrex Barxt Qurat has activated, there is a message:

“Completing their chant of power, some of the trusik collapse to the floor. A destructive spirit appears in their place.”

Now 12 ghosts “anchorite of destruction's and destructive channeler's” become active and Vrex Barxt Qurat becomes inactive (although he will regenerate slowly). These are dark blue cons to a level 70 and can be mezzed but not rooted. The raid now needs to kill these ghosts, kiting as necessary. Kill all but one ghost.

Allegedly the ghosts become targetable when third summoner drops

Casters in Uqua

disciple of destruction casts <Annul Magic>, <Shield of the Magi>, <Shock of Steel>, <Wrath of the Elements>

destructive channeler casts <Creeping Fury>, <Rampaging Force>, <StoicSP>

trusik ritualist casts <Annul Magic>, <Draught of Fire>, <Draught of Ice>, <Elnerrick's Entombment of Ice>, <Rock Storm>, <Shock of Magic>, <Telaka>

trusik stalker casts <Dustdevil>, <Engorging Roots>, <Entrapping Roots>, <Geotension>, <Ice>, <Nature's Touch>, <Rock Storm>, <Scoriae>, <Upheaval>, <Wildfire>

trusik summoner casts <Annul Magic>, <Burning Sand>, <Maelstrom of Electricity>, <Mala>, <Shock of Steel>, <Wrath of the Elements>

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