

Nektropos Castle (recommended levels 35+)

One of the most deep and fascinating lore stories in Everquest 2 is the one that involves the Nektropos castle and the story of the Everling family. The core of the story revolves around **Lord Rikantus Everling** whom was a citizen of Freeport. His father left him a shop that dealt mainly with rare or unusual things that were cursed, supernatural or otherwise unique in nature. The shop had some tough time in the early going but became very famous and attracted a very affluent client base making the Everling's very rich. The timeframe which this all occurs seems to be in the latter half of **The Age of Enlightenment**. This age according to EverQuest lore was when the Erudite's founded the city of Erudin on the continent of Odus and the Erudite's civil war occurred. If this is the case the events all took place a very long time ago. So long that it predates the original EverQuest timeline over 800 years ago before the current EQ2 timeline. You won't find any trace of the original Everling Shop since about 300 years ago **Sir Lucan D'Lere** ordered that section of the city to be destroyed with no record of any new shop being built. Now it is not entirely clear when Rikantus lived. I could only guess about 300 years ago.



Nektropos Castle

Rikantus was married twice in his life. The first one was Alana and they had two sons, Maltus and Ollix. Maltus had a daughter named **Alexa**. This is debated since I have seen some contradictions about whether Alexa was the daughter of **Maltus** or actually **Ollix**. These players have a lot to do with the Nektropos Story line which you will find out later during the walkthrough. In Freeport a great epidemic came over the city and many citizens were struck with insanity. Both of Rikantus's sons were overcome by the epidemic so Rikantus had to lock them both up within his home for their own safety. For some reason personal servant called Plimptos whom was sworn to serve Alana as a child had freed the sons from their rooms. This unfortunately led to the deaths of both sons as a result of the insanity. Even though Rikantus could not prove that Plimptos was the culprit he began to call him Pelleas which means whelp. Rikantus according to lore had never trusted or liked **Plimptos**. Rikantus's wife Alana died shortly after from a broken heart. Now if you ask me, I am not so sure Plimptos was responsible especially if he had sworn his life to protect his beloved master Alana. More on this thought later.



Rikantus became convinced his family was under a curse that he received from one of his supernatural objects which he sells. He tried feverishly to identify the cursed objects to no avail. Dealing with these curses became his priority that led to some forbidden alliances. From one of these evil alliances came the safe haven of **Nektropos Castle**. During his travels Rikantus and his obsession to eliminate the curse he developed a relationship with **The Ebon Mask**. This is a guild of assassins which is located out of Neriak. You can to this day visit the Guild Hall of the Ebon Mask which is still located in Neriak. Because of the good relationship with the guild Rikantus was able to get permissions and help to build the ever famous Nektropos castle deep within the Nektulos Forest. The castle walls were not just built of ordinary stone. They were built to the specifications of the **Flesh Bound Tome** which called for magically-imbued black stones that were shaped by Teir'Dal masons. Rikantus had hoped to build this fortress that would both protect his family from the curse, as well as protect the world from his hoard of cursed artifacts. He also moved his family's graves to the crypts within the walls of Nektropos Castle. I will place some links in the show notes for those whom are interested in the lore so you can read up on the Flesh Bound Tome.

During the construction Rikantus met his next wife **Theeral**. Together they had six daughters, Ouch, poor guy. Their names are **Sheila, Deirdre, Crysta, Elise, Jenni and Melanie**. They had all grown to become women and had pleaded with their father to send away the family guardians that were recruited to protect them. One night the guardians returned and murdered the daughters. You will see this acted out in Nektropos Castle: the Return. Once again Rikantus blames the servant Pelleas for the deaths of his daughters. No proof can be found only the accusations of Rikantus. Never the less he was locked in his quarters and sealed in to starve to death. You will come across his room in the both Nektropos castle 1 and 2 instances. Frustrated that once again his entire family was wiped out, Rikantus was determined to retrieve his daughters' souls from the Ethernere. This is sometimes referred to as the Void, A place where souls go before moving on the next phase of their existence. Rikantus once again makes another questionable alliance this time with the Mage/Necromancer Varsoon. As one may know Varsoon was always looking for immortality so this would be a natural person that Rikantus would have seek to unlock the entrance to the Ethernere.



The problem is that somewhere along the way Varsoon withheld important information to the rituals and as a result Rikantus soul was ripped into three parts, two of these exist in Norrath. You can find one in the Evernight Cemetery in Antonica, and Antiquitor Kantus Mor'Tael is a merchant in Maj'Dul, leaving the core soul of Rikantus in the Ethernere. He is actually seen if you go talk with Antiquitor Kantus after completing the Nektropos Tribulation instance. Well enough of the Lore behind the castle and the Everling family. There is more lore you can find from the book quests in the third instance of the Castle. I guess you can say this is a

sad story with someone whom has brought much of the pain upon himself. Was Rikantus good? Was he Evil? There was one more mention of a trip Rikantus took in search of a very important item cursed artifact that his father was looking for. This led him to find and become a worshiper of the sub deity Ullkorruuk within the plane of hate. Looking slightly at that lore you will find the Ullkorruuk was once a member of Erollisi Marr's elite guard. She betrayed him and here Plane of Love to become the Lady of Betrayal. You will find an altar to her in the Chapel room within the Castle in all 3 instances. Kind of fitting for Rikantus wouldn't you say?

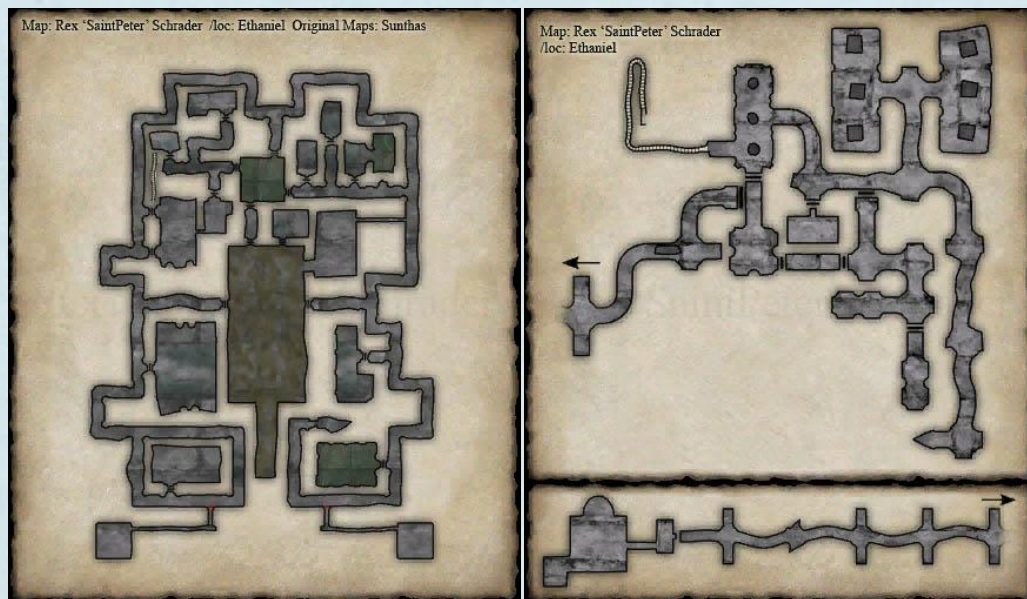


Varsoon

Background

There are 4 instances to Nektropos Castle. Three of these zones are adventuring zones and one for the Craftsmen Tradeskill Epic. Let's talk first about the original version of the zone aimed at characters of levels 31-37. It's highly recommended that your tank is at least level 35 or better unless of course they are mentoring. The Nektropos Castle is home to 10 discovery locations, 23 quests, 28 named mobs, one Epic mob, 2 Lore and Legend Books and 4 Heritage Quests that involve this zone which are **War and Wardrobe**, **Hadden's Earring (30)**, **Restoring Ghoulbane (35)**, **A Missing Mask (37)**. The shiny's that are in this instance are the Conjuration, Glowing and Pristine Shards Collections items found all through the zone.

Before we start the walkthrough just keep in mind it is not easy to describe the layout. I recommend downloading the excellent map created by [Brasse](#) and follow along. The castle is laid out like this. There are two main floors with ramparts as well as a basement, so all in all 4 levels. There is a courtyard in the center on the first floor. To the left and right are doors that lead to the interior of the castle. To the North are two doors. The one on the left leads to a broken stair well and the one on the right leads to the Forge. Also off to the northeast of the courtyard is the Stable. The passageways wind and twist around the outside of the courtyard and contain several rooms. Some are locked and can be unlocked by completing various quests that I will mention as we progress thru the zone.



Maps from EQ2 maps

The upper level is made up of the six bedrooms of the Everling's Daughters as well as other bedrooms and the Quarters of Lord Everling, the Library and the Formal Dining Hall. The Everling's Daughters rooms make up the six towers along the outside walls of the castle, two in the north, two in the middle and two in the south corners. You cannot get to all of the rooms via the second floor unless you completed the quest **Visions of Hatred** which give access to the Balcony so you will occasionally need to head up to the third level and use the ramps that connect the towers to access some of the other rooms. You will also have to start the main quest line The Everling Locket just to access the second floor, more on that in a second.

The basement is a twisting and turning bunch of rooms with various hidden access panels. This makes it kind of confusing to travel down there. Also here you will find the Son's and first wife's tombs as well as traps and nasty mobs. Eventually you will make your way down a long passageway full of traps that will end up in the Laboratory where Maltus Everling is working. He is the core goal in this instance and the key to at least three heritage quests. This Maltus is not the son of Rikantus. It's not clear exactly who he is other than a possible distant Everling relative or even a person that is possessed by the Maltus spirit.

Walkthrough

Let's start the walkthrough. When you first enter the castle you should receive two quests the **Visions of Hatred (Don't Forget to inspect the key)** and **The Fleshbound Tome Speaks Again**. The first quest **Visions of Hatred** is not required to progress through the castle any longer but is very useful to complete and grants access to the upstairs balcony. This quest will have you kill 4 *Everling Manservant's (31-31 ^^)* until a key drops. Then you will need to examine the key to complete the quest and have access to the balcony later on in the zone. In front of you will be an open Court Yard with *Eldonlon Watchdog's* in the center and *Obsidian Gargoyle's* along the walls. To the left when you enter the courtyard you can pick up a quest called **Trinkets of the Dead** from *Master Eldin Necrosis*. He asks you to retrieve a personal item for him that was stolen by the ghosts in Nektropos. Simple just kill ghosts until you get an update. Update This



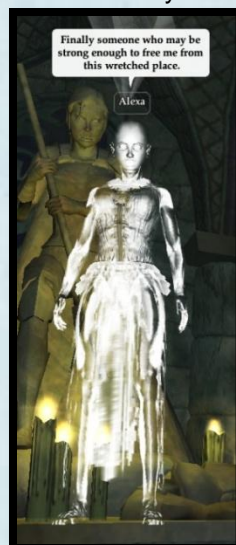
Billy

The Next quest I recommend you do is the **Boar's Head Quest** to gain access to the Barracks which in turn will lead you to the **Red Marble Quest**. You need to head through the doors on the middle right. At the end of the hallway turn right and head south passing the Jail which is the first door on the right. Continue on to the second door on the right where the Chapel is. Depending on whether or not any of the members in your group that are on the Missing Mask Quest you may see Billy here. If so you will need to kill him along with any of the *Priestess of Ulkoruuk*. This will then spawn the *Inquisitor of Ulkoruuk 30▲▲▲*. Kill him to finally spawn the Ghost of *Alexa*. You will go through a story where Alexa informs you that Elise had a basement with a secret entrance constructed below her room to allow her to come and go about the castle without her father knowing. The architect whom constructed this room wanted to inform Rikantus but did



Inquisitor of Ulkoruuk (30) ▲▲▲

not have the opportunity before he was forced to leave the castle. He hid a note in the parlor or the game room for him to find. *Alexa* pleads with you to aid her and release her soul. She claims that if you can find this note it will allow you to gain access to the main basement where her soul can be released and she will provide access to the many treasure that Rikantus has stashed away in a secret chamber.



The first encounter of Alexa



Boar Head

Now it's time to leave the Chapel to pick up the **Boar's Head Quest** that is found by taking a right turn when you leave the Chapel and continue south and make right turns until you come to a dead end where the passageway has collapsed. There you will find a Boar head mounted above the door. Interact with the head and you will receive a Black Marble and offers you the quest. There are little clues that tell you what to do next. This will come into play when you reach the other side of the Castle. For now just head back past the Chapel and continue north till you come across the second door on you left. This is the Jail and here you will have a clickable quest. Go over to the corner of the Jail and click on the Iron Madden. This gives you **The**

Last Request. This is a simple

quest the will require you to kill two Everling Manservant's found later in the zone. Exit the Jail and turn left continue north and turn left again when you arrived at the passage. Head west along the passage till you come back to the courtyard.



Iron Madden gives you The Last Request quest.

Now let's continue across the courtyard watching for repops and enter the door opposite of the one you exited. Take the passageway till you reach the end where you will have to fight a Patchwork Soldier. From here turn left and head south again. This time we are on the e Southwest side of the castle. Continue south passing up the first door on your left. Continue making right turns till you come across the Game Room. The map will also be helpful here. While in the Game Room you will have to kill some mobs. The room has a pool table, a chess table, and a dart board. One of these will be selectable and will give you a note that will tell you to check the lightning fixtures for a secret lever. This will unlock the secret door for access to the second floor. Ok this is where most players that have already done the Castle before will just exit out of the game room and make their way through the secret door and start killing all the Everling sisters. If this is your first time through the Castle then there are more things to do on the first floor. For those whom want to do all the quests it's now time to head back north along the west side of the castle until you come to The Dining room.

This is located in the Northwest side of the zone. In here there will be a bunch of linked mobs so be careful. Once the room is cleared you will see another Boar head similar to the first one. You will need to click on it and you will then have an option to place the black marble into this boar head. This will update and complete the **Boar's Head Quest** and also give you a virtual key to unlock the Barracks which was located to the southwest just north of the Game Room. Before we head back to the game room there are a few quest you should pick up in the north part of the zone. In the next room off of the Dining Room and in the Kitchen may be the named mob *Spectral Chef* - 32▲▲ Heroic.



The Dining Room and the second Boar Head

Leave the Kitchen and head north till you come to a pantry. On a table there will be a bowl of a Bubbling Green Soup. Examine it to receive the **A Bad Broth quest**. This is a simple kill quest involving 8 *Everling Sentinels*. These are found in the towers on the 3rd floor, generally two per tower. Now it gets hard to describe how to get to the next quest and the Lore and Legend book for Ghosts. Head out of the pantry until the passageway ends and take a left. Head east till you enter a room with a broken stair case. There will be to

mobs in here dispose of them and continue east through the opposite door. While heading east pass up the first door on your left and take the second hall way that will lead to a room where there will be two *Everling Manservant's* you will need for the **Visions of Hatred Quest**. Here you will find the Ghost Lore and Legend book in the Red Locker. Leave the room and head south and turn left. Enter the next room on your left. This is the Servants Quarters. In this room will be some more *Everling Manservant's* as well which should complete the Visions of Hatred Quest opening the Balcony. In this room you will see a wall that appears to have been blown open from the inside of the adjacent room. This is *Pelleas (30)* ▲▲▲ room and he will be in this room along with some tome based mobs. In here you may also find the starter quest for **A Portrait of Destiny** by examining the painting on the wall. Another quest you can get is by clicking on the book on Pelleas's bed. This gives **The Demise of Gascot** quest which will have you talk to a NPC in the Jail.



The Red Marble Quest

Before we head up to the second floor where the fun begins we need to head back to the courtyard, Take the door on the west wall and head towards the Game Room again in the south. This time take the first door on the left and enter. This will be the Barracks and there will numerous linked mobs as well as the named mob *Spectral Dark Lord (32)* ▲▲▲. Kill them and then look for a small red chest located in the corner of the room. You will have an option to search through the contents till you receive a red marble. This begins **The Red Marble Quest** that will give you access to the Library. Head back over to the place south of the chapel where you got the first marble. There you will place the red one into the Boor

Heads eyes. This will give you the key to the Library and will also spawn the *Swine fiend (34)* ▲▲▲ just down the hall.

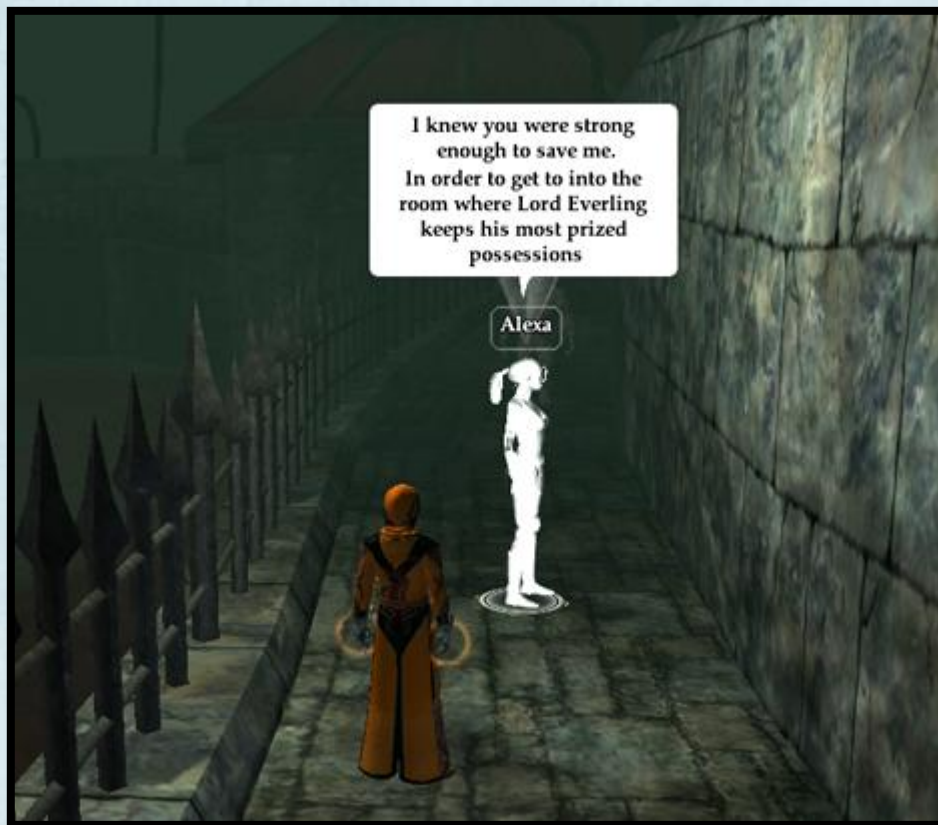
On your way back to the courtyard, stop in the Jail to get an update for **The Demise of Gascot** by speaking to Gascot. He is actually called *A Jailed Skeleton* in a cell in the jail. He asks you to slay 5-6 *Thexian Guards* to bring him satisfaction. You can find these mobs back in the Dining Room in the Northwest. After which you will need return to him and he will reward you with the Key to a Breadbox. You can then head to the Breadbox (+34.88, -0.02, -53.32) and examine it to collect your reward. As you can see you can bounce around from one side of the zone to the next to complete all of the quests. The good thing is that you will have to visit this zone a few times for different Heritage quests in case you don't finish all of them the first time in.

Swine fiend (34)
▲▲▲

You should know the zone a little by now so you will need to make your way back to the opposite side of the zone to the far southwest. You need to find the hallway just outside the Game Room where you will see a light fixture on the wall that should be click able. This will open a hidden door that will lead to the secret basement under Elise's' Bedroom that Alexa had mentioned earlier. In this room there will be some *Chest Mimics*. Clear the room and click on the red locket along the wall to receive **The Locked Medallion Closet** quest. This quest will update by killing three mobs I will make note of as we come across them.

Secret Door to 2nd floor

Now it's time to head up into the Elise's bedroom where you will find *Elise's Handmaiden (33)* ▲, *Sheila's Handmaiden - (33)* ▲ along with a couple of Patchworks Solders linked to each handmaiden. You may want to take on linked encounter at a time and pull them down into the stairway or you may get overwhelmed. Once you kill them for some nice AA you will want to inspect and read Elise's Diary located on the dresser next to the bed. By reading the book you have just spawned Elise which is not here within the room. You will see here shortly on the Ramparts. Now unless you have someone in your group who has done **The Everling Lockets** quest you will not be able to open any of the bedroom doors to gain access to the hallways of the second floor. You will have to make your way up to the third floor of the tower. Here and in most of these towers you will have two linked *Everling Sentinels*. These are needed for the **A Bad Broth Quest** you picked up earlier. This where you need to be careful if you do not have someone in the group who has completed the Locket quest. If you do not go north you run the risk of killing one of the Everling sisters before your receive the Quest. If this happens you will be locked out of the castle for 18 hours and you will have to call out since you will not be able to unlock the second floor to gain access to the final Boss Mob. So you will want to go east out of the tower where you will once again meet Alexia.



Alexa will tell you that in order to get to the room where Lord Everling keeps his most prized possessions and you will need to find six lockets. She goes on to tell you that Everling gave these lockets to each of his six daughters and that you must find them and kill them in order for the door to be opened. Once you finish the dialog with Alexa she will give you **The Everling Lockets** quest. Head back to the west and then go north out of the tower. Continue north into the west tower. Dispose of the 2 *Everling Sentinels*. Go down the stairs and you will need to click on the dresser and there will be an option to break it. Doing this will spawn *Sheila Everling (35)* ▲▲▲. Kill her for the first locket update.

This is only door that is not lock and will allow you access to the second floor corridors. If you have completed the quest that unlock the Library and balcony you could do some other quests here but I suggest you follow this guide if this is your first time here and do not head into the second floor just yet. With that out of the way go back up the stairs and continue north and take the rampart to the right that heads east. Here you will find *Elise Everling (35)* ▲▲▲. Kill her for your second locket update.



Head back west and then go north into the North tower. Again kill the *Everling Sentinels* and head down into Crysta's Bedroom. Here you will find *Crysta's Handmaiden (33)* ▲▲▲ and *a patchwork soldier (33)* ▲▲▲ under the stairs. They are not linked so take each out separately. Be careful to avoid getting near the bed or you will have 3 linked Dolls of Nyth. Once the room is cleared of all the mobs have the tank approach the bed. This spawns a bunch of linked Dolls of Nyth if they have not already spawned. Kill them then click on the bed once again. You will find a book and reading explains that Crysta enjoyed playing in Melanie's room quite a bit. This triggers Crysta and Melanie. They will both be found in the Northeast tower or Melanie's room and not in this room.



Head back up the tower and head east till you get the northeast tower. Take care of any *Sentinels* and make your way down into Melanie's Bedroom. Here you will find *Melanie Everling (34)* ▲▲ and *Crysta Everling (34)* ▲▲▲. They are both linked and are standing next to the bed. There is a *patchwork soldier (33)* ▲▲▲ under the stair so try not to agro him till after the sisters are killed or get him out of the way first to make your life easier.



Head up to the ramparts once again and continue south till you get to the east tower. Take care of the *Sentinels* and make your way down into Jenni's bedroom. You will find *Jenni's Handmaiden (33)* ▲▲▲ roaming around. Try to bring her up the stairs to kill her. Be careful with your AoE's or Blue spells because there is another *Patchwork Soldier (33)* ▲▲▲ under the stairs. After disposing of Jenni's Handmaiden you will find *Jenni Everling (34)* ▲▲▲ along with linked pet. During the fight another mob will spawn Jenni's Teacher. Kill her for some AA and another locket.





Head back up and to the south and enter the southeast tower. On your way down an Epic X2 *Archfiend Izzoroth (40)* ▲▲▲ will spawn. Just run past him ASAP. He is rooted and will not run after you. If someone has a pet and starts to defend you will need to yell for help to break the encounter. Head on down stairs where you will have to fight 3 *patchwork solders* linked. Be careful not to AoE here as well. There are 3 other patchwork solders that stand near the hallway. Also *Deirdre Everling (34)* ▲▲▲ is here so this can become a wipe real quick.

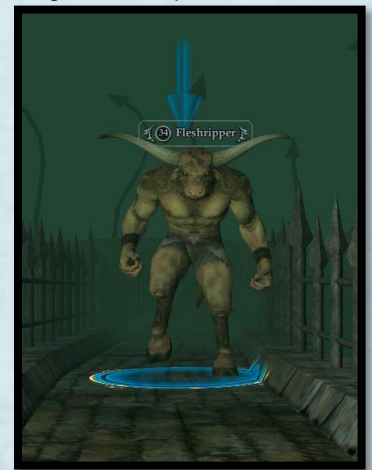
Once you kill Deirdre you will once again talk with Alexa. She is please you have recovered the six lockets. The bad news is she has discovered that another locket is required to access his secret chamber. Everling also gave one of his sons Ollix a locket as well. The good news is Alexa knows where Ollix's resting place is where the locket was buried with him. She will unlock all of the second floor bedroom doors so you can now travel freely. If you have done the all important quests from earlier you will now have all of the doors unlocked with the exception of one room. You will still have to gain access to Lord Everling's Bed Chamber where there is a passageway behind the bookshelves that leads to the castles lower levels. That's all the help she gives you.





At this point I recommend you head back up into Deidre's room and enter the hallways on the second floor. When you leave her room and take a left and the first door on the right. If you completed the Red Marble quest you will have access to this room. In this room you will find several linked tome mobs. In addition to the tomes you will also have the named Librarian which updates **The Locked Medallion Closet** quest. Look for a stack of books located on the floor here. You will have to click on the books four times in order to pick up the four quests. You will receive **The Secrets Within** quest which will require you to kill Dolls of Nyth and finally the doll controller named mob *Marionette of Nyth* found in the basement. Once again this quest will have

you bouncing around the castle to complete Lord Everling's Bedroom. The second quest you get from this pile is **The Fate of Fleshripper**. This quest can become bugged. If you do not finish this quest within 30 minutes the final mob The Fleshripper will despawn and you will need to delete this quest from you journal and try it again. The first thing you must do is find the rest of the book. This can be found in the man servant room at located on the first floor next the room you found Pelleas. Then you need to head up to the ramparts where you found Elise in the middle section of the ramparts. This is where you will find The Fleshripper. The third quest you get from this stack of books is **The Aroma of the Undead**. This is another quest that will take you to the wine cellar and all the way back to the stables, kitchen and courtyard. This is a quest that will unlikely get done this first time in the zone unless you can convince your group to work on it. There is another pile of books give you a quest called **The Charm of the Brotherhood**. All you need here is to kill **Patchwork Soldiers** until you get the quest item. This is a rare update and you will not be notified when you do not find a quest update



Next you will want to look to the northeast wall of books. You should be able highlight the wall as you will need to click the wall to open the doors to the secret study. Here will find the Lore and Legend book for the Fairies. Also found here is another quest called **A Crystalline Vision** that requires you to click on the Crystal statue which resembles the statue you click on to receive the Call to Guild Hall ability. This quest only needs you to kill 2 Everling Caretakers. There is a room with 3 nearby plus you need them for another quest you picked up earlier.



Finally you can now head back out of the library and take a left. Continue past Deidre's Room and enter the first room on the left. In here you will find the 3 Everling Caretakers. This will complete two quests, **The Last Request** and **a Crystalline Vision**. Leave this room and turn left while continuing north till you reach the end of the hallway. Here you will not be able to access the northern part of the castle which I will discuss shortly. Now turn left and head into the room after you kill a **Patchwork Captain** to update your **The Locked Medallion Closet** quest. Enter the room to find a bunch of Nyth Dolls which you need for the Bad Dolly quest you just picked up as well as **The Secrets Within** quest.

Now leave this room and head back to the Library in the south. Take the west door which leads to the balcony. Hope you finished the Visions of Hatred quest or this door will be locked. Here you will find some Thexian Diplomats that should complete your **Locked Medallion Closet** quest. Make your way north till you get to the central double doors. Be careful in here this is the broken stairwell and you could fall down and will have to work your way back up through a bunch of repops. You are now in the north part of the second floor. When you exit the stairwell you have a hallway that leads to the left and right. The room on the left or west of the castle is locked and you will need to find a key. The good news here is that the room to the right or east is open able has three Everling Manservant's that you will need to kill to update the Everling Locket's quest. You now need to head out of the room and back to the west to enter the room that was previously locked. This is the Quarters of Lord Everling. In this room you will need to read the book that is open on a pedestal. When you finish reading this book **Guard Captain Ga'vin (34)** ▲▲▲ will storm into the room. Kill him to update the Locket Quest. You will now be able to interact with the urn that sits next to the bed and the bookcase on the wall. You need to right click and select the use key option. This unlocks the secret door behind the bookcase. When you open the bookcase you will have to face two link **Tinmizer's Ominous Contraption** mobs from the void.

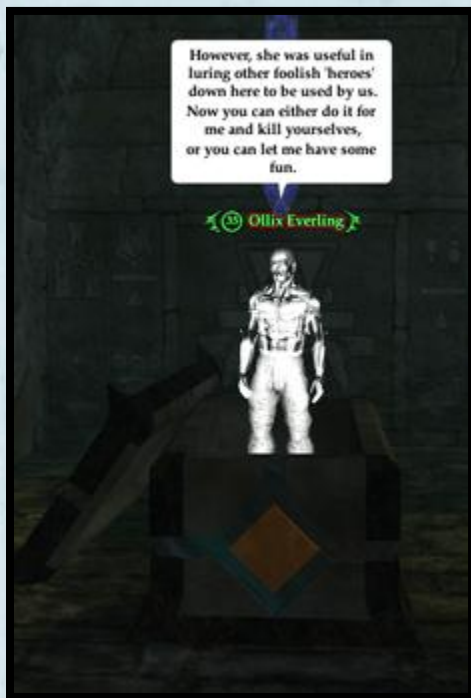


Now it's time to make your way down to the basement by taking the stairs. On your way down you will come across a Patchwork Solder. Kill him and reach the bottom of the stairs. You will then be faced with a selectable wall. Click on it and it will swing open. Don't let the group run into this room just yet you could have a bunch a Heroic Rats all over you. As you enter the room which is called the Wine Cellar, you will see Heroic Rats roaming. Try to kill them all off without pulling the whole room. Also it is important that no one clicks on the wine racks until the room is cleared since they can spawn more adds. You do need to search the Wine Racks if you are working on **The Aroma of the Undead**. Again you probably won't convince the group to go back up into the castle to finish this quest. I recommend you finish this the next time you come here and you will come back.

Head east out of the wine cellar till you come across another passageway. Take this passageway to the east as far as you can go. Turn right and head south where you will come across two names insects, **Anobiidae (35)** ▲▲▲ and **Xestobium (35)** ▲▲▲. These mobs hit real hard and can sometimes wipe the group so do not underestimate them. After you dispose of the two mobs head south till you meet up with **Alexa** once again. She will inform you that you will need to find the secret study which has a scroll with all the secret passageways mapped on it. Head back north and turn left. This time you want to make a right to head into a hall way that will have two storage rooms on each side, one to the west and east. Within these rooms you will see many crates and as you enter those tons of linked Dolls of Nyth will spawn. This is where you will update much of the quests that require the Dolls. In one of these rooms you should also find the **Marionette of Nyth (35)** ▲▲ which is also require for one of your quests. The west room will



have one crate that is selectable and will give you the quest starter for the Heritage Quest **The Missing Mask** which will lead you once again to the castle later down the road. Also for those who may be on the War and Wardrobe Quest you will find a note located on one of the crates. This should update and progress the quest.



Go south till you come to the hallway again and take a right or head west till you reach the end. Here you will see a sconce or lamp on the wall that is selectable. Click and a secret door will open to the south. Enter this room and dispose of the Tome Fiends. You will then need to click on the scroll on the desk. This now has unlocked the secret doors to the entire basement. Leave the hidden library by clicking on the candlestick in the corner by the desk to open the doors again. Take a right and look for a hidden but highlight able block along the south wall. Click it to open the block and enter the room. From here head south and turn left and then right at the end of the hall. Make your way south till you come to a selectable wall. No need to go through this wall since all that lies behind it is more beetles. You will see on opening to the west or right. Here you will see Alexia standing in an open coffin. This time she informs you that you that she has deceived you and that her father will be very pleased with her since she has brought more adventurers to provide body parts for his patchwork guardians. She then becomes agro to you and you must defeat her. Once you defeat Alexia the ghost of her uncle Ollix will spawn and start to script on how he used or possessed the spirit of Alexia to lure you here. After he tells you how much he will enjoy rip you apart he becomes agro and you must kill him. Doing so gives you the final locket and completes **the Locket quest**. You are now ready to make your way to find the Laboratory and kill lord Everling.

Head back into the hallway and turn left to begin heading north. Hang a left with the hallway and head all the way to the wall. The wall should be clickable and you will want to click it to open. Enter a small room and again click the wall in front of you to the west. You will now be in a tomb room with two coffins. Do not click on them you will spawn some undead. You will see candlestick on the floor and you will need to click on it to open a small block on the west wall. Enter this secret door and you will once again be in a small room. On the wall there will be a candle you will need to click. The animation that is supposed to open the wall to the west does not always work. Just head west and you should pass through the wall. This brings you to a very long west bound passageway. This passageway is lined with a few traps so don't run all the way to the end or you could get overwhelmed by mobs and wipe. You will pass doors on your left and right as you make your way down the passageway. At different doors you will have several linked patchwork fleshrippers that will auto attack even if they are grey con. There are three sets of mobs as you progress to the west with one set of Nyth Dolls for those who need to finish the quests that require them. Along the way you will also have to dispose of some Discombulated Gores as well. Once you reach the door at the end of the passageway you should be able to open it if you completed the Locket Quest. Open the door but before you walk in you will notice a named Patchwork called **The Juggernaut (35) ▲▲▲**. Before you kill him have the group run to the right and on the table there will be a book. This book offers the quest which requires you to kill Juggernaut.



It's time to kill Maltus Everling. When you walk up to him he will start talking. As soon as he starts ranting, the tank should turn around and go back up to the group and stand at the top of the ramp watching. Everling will walk over to the generator and start it up. This will be when he will become agro and auto attack. This is pretty much a spank and tank encounter. All you have to do is kill Everling and his two friends. You will also notice these sparkling flying orbs that shock you from time to time. They are actually healing you. So if you are having any group members that are taking too much damage and your healer is having issues healing you seek out these and they will give you some health. All in all you should not need them these days as this is a simple encounter. Once you have killed Everling you have completed the zone. You may also have updated some of your heritage quests here as well. For those on the Missing Mask quest you will find a chest in the corner of the room to the west where a portal appears. This will update that quest as well. You can then do what you want in the zone or use the portal to zone out which takes you to the front of the castle and gives you the Putting Maltena to Rest quest which in turn will unlock the **Nektropos Castle: The Return** instance. Congratulations! Look for some follow up guides to the other Nektropos Castle instances in the future.



References

Discovery Locations

- ★ Captain's Study
- ★ The Chapel
- ★ Crysta's Bedroom
- ★ Deirdre's Bedroom
- ★ Elise's Bedroom
- ★ The Game Room
- ★ Jenni's Bedroom
- ★ The Library
- ★ Melanie's Bedroom
- ★ Sheila's Bedroom

Instances

- ★ The Return (aka Nek2) level 50-55
- ★ Tribulation (aka Nek3) level 70
- ★ Nektropos Castle: Craftsman Errands

Quest Lines

- ★ The Fleshbound Tome Speaks Again
 - Visit the following locations in Nektropos Castle:
 - Blacksmith Forge
 - Chapel
 - Servants trap / Pelleas' Quarters
 - Game Room
 - Everling's Dining Room - second floor
 - Library
 - Prince's Bedroom - northeast corner of second floor
 - Lord Everling's Bedroom
 - Hidden Study in the Basement
 - Lord Everling's Lab
- ★ A Missing Mask
 - You must be level 31+. At least one person in the group needs to have completed The Everling Lockets quest to gain access to the basement.
 - At least one person in the group needs to have completed The Boar's Head and The Red Marble quests to gain access to the Library.
 - Get "a tiny note" by clicking a crate in the basement of Nektropos Castle. Quest starts by examining the note.
- ★ The Demise of Gascot (30)
 - Pelleas' room
- ★ The Locked Medallion Closet (30)
 - below Elise's Bedroom
- ★ The Charm of the Brotherhood (30)
 - Click on a pile of books near the secret entrance to the library
 - Slay patchwork soldiers roaming throughout the castle until you find the charm.
- ★ The Aroma of the Undead (30)
 - Examine a pile of books near the secret entrance to the Library
 - Find the ingredients for the recipe:
 - Fermented elixir - Search the wine racks in the cellar just under the Captain's Study. You may have to visit the place more than once to get the update. Two swine from the stables. After obtaining these items you need to go to the kitchen on the main floor and use the stove. This will spawn five or six ravenous undead dreadguards in the courtyard. Kill them.
- ★ A Bad Broth (31)
 - Examine a Bubbling Green Soup on a table
 - Kill 8 Everling sentinels in the Nektropos Castle
- ★ The Last Request (31)
 - Click the iron maiden in the jail
 - Slay two Everling manservant's , same room as Ghost L&L. Slay two Everling caretakers
- ★ The Fate of Fleshripper (35)
 - Click on a pile of books near the secret entrance to the library
 - Read the whole book near the secret entrance to the library to start the quest. Find the remaining portion of the book in the manservant room.
 - Note: This step is unnecessary. Find and kill the minotaur Fleshripper (Monster) on the ramparts next to where Elsie Everling spawns.
 - Note: He despawns 30 minutes after reading the first book.

- ★ A Crystalline Vision (33)
 - Inspect a crystalline statue in the secret room within the library
 - Slay 2 Everling caretakers in Nektropos Castle.
- ★ A Cauldron's Calling (34)
 - Examine desk on 2nd floor
 - Examine cauldron in the Library's back room
 - Kill four dolls of Nyth
 - ★ - Crysta's Bedroom
 - ★ - Maltus' bedroom
 - ★ - basement storage rooms
 - ★ - or the hallway outside Everling's laboratory
 - Examine cauldron again.
- ★ Bad Dolly! (34)
 - given at -43, 13, -39
 - Kill 15 dolls of Nyth
- ★ The Secrets Within (35)
 - Examine a pile of books in the library
 - Kill dolls of Nyth.
 - The dolls can be found in multiple places throughout the castle.
 - There are only 30 dolls in the castle and they do not respawn, so make sure you don't kill them before you need them.
 - Kill the doll controller, the Marionette of Nyth
 - Find the lock that the Twin Snakes Key opens, which is located in the Captain's study
- ★ Fair Warnings Ignored (35)
 - Book on table at just inside the Lab
 - The Juggernaut will attack you as soon as you enter the room - do not kill him until you have read the book.
 - Slay The Juggernaut.
- ★ A Portrait of Destiny (30)
 - Enter Nektropos Castle and find the room of Pelleas.
 - Examine the family portrait on the table against the wall near the bed. If the portrait isn't there, wait for a personal attendant to enter the room and place it there.
 - Enter Crysta's Bedroom in the northwest tower and examine the painting that matches the one in Pelleas' room. This will start the quest in your journal.
 - Search for clues about the six daughters in the painting:
 - Paintbrush -- Examine the canvas on the easel in Crysta's Bedroom.
 - Heart -- Examine the large mirror on the wall in Sheila's Bedroom.
 - Wrench -- Examine the broken container next to the dresser in Melanie's Bedroom.
 - Leash -- Examine the leash on the wall in Jenni's Bedroom.
 - Flower -- Examine the shovel leaning against the wall in the basement of Deirdre's Bedroom.
 - Sword -- Return to the courtyard and examine the doll on the floor near Master Eldin Necrosis to update Elise's clue.
 - Find the other five dolls of the Everling sisters in Nektulos Forest:
 - Crysta's rag doll is in Camp Leeot to the west of N'Mar's Ascent (135, 65, -1472).
 - Shiela's rag doll is in the Citadel of Gul'thex, third floor, top of tower (700, 23, -708). Deidre's rag doll is at Behemoth Pond (-212, 6, -282).
 - Jenni's rag doll is in the western bear cave (-1381, 29, -701).
 - Melanie's rag doll is near the entrance to The Obelisk of Lost Souls (-86, 92, -2226).
 - (If you have completed The Everling Locket, skip to the next step.) Return to the castle and make your way to Alexa's spawn point in the basement (-20, -14, 7) and hail her
 - Her conversation has nothing to do with the quest, but will allow you access to Everling's research laboratory. Enter Everling's research laboratory in the basement by examining the sconce on the wall (-8, -14, -18).
 - Examine the six circles on the floor to place the six dolls of the Everling sisters. Harvest The Idol of Everling that appears on the floor in the center of the circles.
 - If you have trouble harvesting the idol, try crouching and harvesting in first-person view or standing behind the idol with your back to the wall. If you cannot click it in time, do not panic - the dolls and idol will despawn, but you can replace them and try again.

Heritage Quests

- ★ War and Wardrobe (30) - starts in Butcherblock Mountains
- ★ Hadden's Earring (30) - starts in The Thundering Steppes
- ★ Restoring Ghoulbane (35) - starts in North Qeynos
- ★ A Missing Mask (37) - starts and ends in this zone

Access Quests

- ★ Balcony doors: Visions of Hatred
- ★ Barracks: The Boar's Head
- ★ Library: The Red Marble
- ★ The Everling Lockets

Lore and Legends

- ★ Fairy (inside the secret room of the library)
- ★ Ghost (On the first floor in a room where the Manservant's spawn is the red armoire)

Named Mobs (28 named mobs)

- ★ Alexa - 35▲▲▲ Heroic (Ollix Everling's crypt)
- ★ Anobiidae - 35▲▲▲ Heroic (Basement of the castle)
- ★ Archfiend Ivariai - 35 (Automatically spawns at the entrance to the library Missing Mask)
- ★ Billy - 33▲▲▲ (Many locations for Missing Mask)
- ★ Crysta Everling - 34▲▲▲ Heroic (Melanie's Room)
- ★ Crysta's Handmaiden - 33▲▲▲ Heroic (Crysta's Bedroom)
- ★ Deirdre Everling - 34▲▲▲ Heroic (The basement below her bedroom)
- ★ Elise Everling - 35▲▲▲ Heroic (The Roof top walkway)
- ★ Elise's Handmaiden - 33▲ Heroic (Elise's Bedroom)
- ★ Guard Captain Ga'vin - 34▲▲▲ Heroic
- ★ Inquisitor of Ulkorruuk - 30▲▲▲ Heroic (The Chapel)
- ★ Jenni Everling - 34▲▲▲ Heroic (Jenni's Room)
- ★ Jenni's Handmaiden - 33▲▲▲ Heroic (Jenni's Bedroom)
- ★ The Juggernaut - 35▲▲▲ Heroic (Just before reaching Maltus Everling)
- ★ Maltus Everling - 36▲▲▲ Heroic (Secret laboratory at the very bottom of the castle)
- ★ Marionette of Nyth - 35▲▲▲ Heroic (The Secrets Within)
- ★ Melanie Everling - 34▲▲▲ Heroic (Melanie's Room)
- ★ Mucus Abomination - 32▲▲▲ Heroic (Main floor, storage rooms behind kitchen)
- ★ Ollix Everling - 35▲▲▲ Heroic (at his crypt)
- ★ Pelleas - 30▲▲▲ Heroic (Main floor, a room in the back hallway)
- ★ Sheila Everling - 35▲▲▲ Heroic (Sheila's Room)
- ★ Sheila's Handmaiden - 33▲ Heroic (Elise's Bedroom)
- ★ Spectral Chef - 32▲▲▲ Heroic (Main floor, kitchen)
- ★ Spectral Dark Lord - 32▲▲▲ Heroic (Main floor, barracks room off the west hall)
- ★ Swine Lord - 32▲▲▲ Heroic (Main floor, in the stables Missing Mask Quest)
- ★ Swine fiend - 34▲▲▲ Heroic (Spawns after you place the Red marble)
- ★ Tinmizer's Ominous contraption - 33▲▲▲ Heroic (Behind the bookcase in the Captain's Study)
 - This pair spawns only when the sword stand is used to open the bookcase. Clicking the bookcases themselves to open the passage does not spawn them.
- ★ Xestoblum - 35▲▲▲ Heroic (Basement)

Epic Mobs

- ★ Archfiend Izzoroth - 40▲▲▲ Epic x2 (Deirdre's Room)

References: EQ2i, Ten Ton Hammer, Allakhazam, MMOQuests

<http://www.adventurejournal.net/maps.asp>

http://eq2.allakhazam.com/wiki/The_Everling_Family