

Everquest guide to Matriarch Shyra

The Lodge of the Fang

This is an instanced zone entered from Stoneroot Falls. You need to take the door at the back of the Drachnid area. Beware that there are a few Drachnid there that can see invisible.



The Lodge of the Fang

- 1: Zone in from Stoneroot Falls
- 2: Safe(ish) area
- 3: Matriarch Shyra
- 4: Spot to kill Matriarch Shyra

To spawn the instance, talk to Nightmoon who is in the northwest of Undershore. This will create a 54 man raid instance, "Matriarch Shyra". Replay timer is 4 days, 20 hours.

Zone into the zone and fight your way to the rough-hewn tunnel area, 2. This is the right hand passage from the zone in. You will be killing various Shadowmane who will be dark blue, white and yellow cons to a level 70. These mobs will respawn if you stay in an area too long. The safe place has only a single spawn point in its area, making it the best place for the raid to recover from a failed attempt on Matriarch Shyra. The mobs look like they can cast some pretty nasty buffs on themselves, so dispelling these is to be recommended.

Clear out the room outside Matriarch Shyra's. Matriarch Shyra stands in her room flanked by two Enforcer's of Shyra. If these are pulled into the raid, you will surely die (check out their <Wrath of the Mother> spell). To pull her out without aggroing the two Enforcer's of Shyra you must use an earth or fire elemental pet buffed as much as possible to single pull her. Everyone except the tank who is to engage should stand out of the room. The healers just outside the doorway near the safe area, everyone else at the safe area. The tank should engage and pin Matriarch Shyra in the corner marked, and when a single pull has been verified call the raid to the room to join battle. Healers can remain where they are just outside the room. Note that this is likely to be a long fight (10 minutes when I did it), so enchanters should be prepared to mez and respawns. Maximum hit from Matriarch Shyra seen was 3964 (on a silk wearer), averages 1500 – 1800/hit on plate but with some peaks into 3K. Matriarch Shyra and her guards are tethered, and the tether reaches just outside the rooms into the corridor. The safe area is safe from her tether range.

When Matriarch Shyra is killed, you get the message:

"You something very sinister enter you. It feels warm and slow, purposeful and immense. You know that you have just gained some sort of curse because of the death of Shyra. You know that the thing you have just taken possession of is a curse, evil and frightening, but you also know that it might hold a promise of great power. You have gained the ability "Curse of Blood" at a cost of 0 ability points."

Known drops when killed:

- Bazu Stone, Hallowed Bloodclaw of Shadows, Dreadful Chain Arms of Corruption, 2x Greater Shadowspine Rune
- Bazu Stone, Jade Water Beach Sandals, Tainted Undershore Rock, 2x Greater Shadowspine Rune
- Bazu Stone, Jade Water Beach Sandals, Hallowed Bloodclaw of Shadows, 2x Greater Shadowspine Rune

Casters in The Lodge of the Fang

Elite Shadowmane guard casts <Clan Aura>

Enforcer of Shyra casts <Wrath of the Mother>

Follower of Shyra casts <Annul Magic>, <Clan Comfort>, <Gate>, <Gift of Darkness>, <Malo>, <Pox of Bertoxxulous>, <Wild Claw>, <Wurine Ferocity>

Matriarch Shyra casts <Piercing Fangs> and <Silence of the Great Wuria>

Lodge of the Fang member casts <Clan Comfort>, <Inner Fire>, <Swift like the Wind>

Protector of Shyra casts <Shyra's Protection>

Shyra's Shadow casts <Blood of the Shadowmane> Note: This is a zone wide debuff for anyone who has any of the Curse of the Blood AAs.

Spell guide:

<Annul Magic>: 2 slot buff debuff

<Blood of the Shadowmane>: Single target debuff: Decrease Str Cap by up to 125 and Decrease Movement by up to 50%. Duration 15 minutes, unresistable.

<Clan Aura>: Buff: Increase AC by 90, Damage shield by 30. Self only. Duration 20 mins, recast time 5 mins.

<Clan Comfort>: Buff: Increase Hitpoints by 12000

<Gate>: Teleport to bind spot

<Gift of Darkness>: Buff: Increase all resists by 300

<Inner Fire>: Buff: Increase HP and AC by 10

<Malo>: Debuff: Reduce cold, fire, poison and disease resists by 45

<Piercing Fangs>: 4000DD, 1 sec stun, Save Vs Magic -1000, recast time 30 secs

<Pox of Bertoxxulous>: DoT: 90HP DD, 170 damage/tick for 1.4 minutes. Save Vs disease, 9 disease counters.

<Shyra's Protection>: 500DD, Feign Death. Save Vs magic -1000

<Silence of the Great Wuria>: 18 sec silence. Affects all on hatelist. Prismatic (average) save, recast time 60 secs

<Swift like the Wind>: Buff: 60% haste

<Wild Claw>: 970DD, 970 mana drain, 3 sec stun. Point blank AoE effect. Save Vs magic -100.

<Wrath of the Mother>: 1000DD, 1000 damage/tick, 100 mana drain/tick. Lasts 15 minutes. Targets all on hate list. Save Vs cold -350. 64 curse counters.

<Wurine Ferocity>: Buff: 50% haste, +200 ATK, +100 dex, +100 Agi.

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