# Black Claw Crag

Area created by Castiel

Information from Principium, Dyers, Negader, Landion, Fertain and Nokfah

**N.B don't forget to make sure autoloot is on!!!!**

Documented By Bupy on a road trip as area went live.

**Overview**; SH, solo only, hidden area, no quaff.

Where; The area is a hidden area, if you are on mush you can mapped finder bad Claw Crag, or;

* runto Earth Lord
* leave the area into the continent
* In the area of Bad Claw Crag there is a randomly moving portal called mist (similar to whirlpool for nautilus) it moves fast and jumps about.
* Enter mist to get to the staging room for the area. This portal is **SH Only.**

When;

When you enter mist you are put in a no exit room (recallable). This is to allow only one person into the zone at a time. You shouldn't have to wait long for your turn due to the damage of the area (Thanks Castiel).

Touch Crystal to move to the next area, if the area is occupied you get this message;

* “You can hear the sounds of combat off in the distance.”

When Landion and I tried we also got this message. I needs a repop. Means it’s recently been completed

* “You can't help but notice the glow from within is dimmer, almost drained.”

From the crystal room touch crystal to go into a 3x3 area.

In that area is a dragon that hits for50k HP pe r tick, don't be in that room. The dragon moves often. When it does this, the egg in the room hatches.

There is also an egg, and an inferno in some rooms. If you are in a room with an inferno, it’ll deal you 25k HP per tick, don't be in that room. The dragon breaths on rooms without the inferno.

You start in the top row, middle column, the dragon is middle middle. The dragon moves a direction. The infernos land on all row or column. If he moves west, all west rooms get the fire / inferno and the dragon returns to his perch. Hatchlings spawn after the inferno hits.

You do have time to move when the dragon moves but be quick.

Principium says that the 1st direction is clear when the dragon hits the 4th

You can't pick up the eggs.

Landion says ‘crack egg’ does something but the egg stays in the room.

When you've dodged the first 4 moves, you will be where the dragon first attacked with Agro hatchlings. Stay opposite the dragon, he goes n, you go s!

### Solved: The merry-go-round strat

Disclaimer: this strat works, but maybe there’s a better one.

Here is a video using the merry-go strategy:

<https://www.youtube.com/watch?v=nH2EzFA0fus>

**What is this place:**

Crazy-ass, fire-breathing, mama dragon chases you around a 3x3 square breathing fire at you to protect her dragon cubs. Axaldra telegraphs her next move with the following in purple text “Axaldra, the Eternal One lifts off from her perch and flies **(north**|**east|south|west)**.” This means:

* The 3 rooms in that direction will be set on fire in 3 seconds dealing 50000 damage if you are in the room when she arrives
* The room remains on fire dealing 25000 damage per tick
* The previous direction will no longer be on fire and is safe to enter i.e., only one row of rooms will be on fire at a time
* Upon arriving in the room, Axaldra heals all the whelps in the row for roughly 50%(maybe less) of their max health
* Once Axaldra’s flight pattern is established it will not change; direction has always been clockwise for me

**Win condition**:

You complete the area by killing the whelps located directly N, E, S, and W of the center. Once these four whelps are killed, you are transported to another room:

*A small ledge overlooking a pit of jagged stone*

[ Exits: none ]

A mortally wounded man has been impaled by a jagged piece of stone.

Kill this man, and you loot a 291 weapon.

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| Keywords : large jagged shard obsidian |

| Name : A jagged shard of obsidian |

| Id : 2088884470 |

| Type : Weapon Level : 291 |

| Worth : 0 Weight : 10 |

| Wearable : wield |

| Score : 400 |

| Material : metal |

| Flags : glow, hum, magic, held, nolocate, V3 |

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| Weapon Type: dagger Average Dam : 718 |

| Notes : Item has weapon special flags. |

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| Stat Mods : Strength : +10 Dexterity : +10 |

| Intelligence : +10 Constitution : +10 |

| Hit points : +150 |

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**Enough deets, here’s the strat:**

Kill *one whelp at a time* in each of the N, E, S, W directions at a time until all four are dead. Due to how fast Axaldra runs you around the map and how much the whelps get healed each cycle, I don’t see a way to burn down more than one at a time. Once the whelp is killed, choose your next direction, rinse,repeat. The key to burning down one whelp is to maximize the amount of time you spend in the room before Axaldra catches back up to you. Steps below:

1. *Axaldra, the Eternal One lifts off from her perch and flies* ***north****.*
2. Move yourself to the west room and wait for the next direction
3. *Axaldra, the Eternal One lifts off from her perch and flies* ***east****.*
4. **Count 3 seconds**, move to the north room. You know have some time before Axaldra catches up to you again. Simply attack the whelp until you see…
5. *Axaldra, the Eternal One lifts off from her perch and flies* ***west****.*You know have roughly **10 seconds**(needs confirmation) until Axaldra is in your room breathing fire. Get your last licks in and get to safety in the **east** room.
6. Go to step 1 until the **north** whelp is dead. Once dead, pick another whelp to kill and you’re on your way :)

**Tips:**

* Whelps can be dispelled. Don’t use spells until that sanc is down. After sanc is down, hammer away.
* Go full damage; max DPS. Defensive items will not help you with the flames, and the whelps don’t do enough damage to you to warrant a shield.
* Play on the safe side with timing until you’ve cleared at least one whelp. Retreats can fail and leave you with less time than you think.
* Once one whelp is cleared, you can use the free room to spellup and heal yourself if you get caught by the flames.
* Don’t be dumb like me, make sure autoloot is on when you kill the adventurer in the final room.