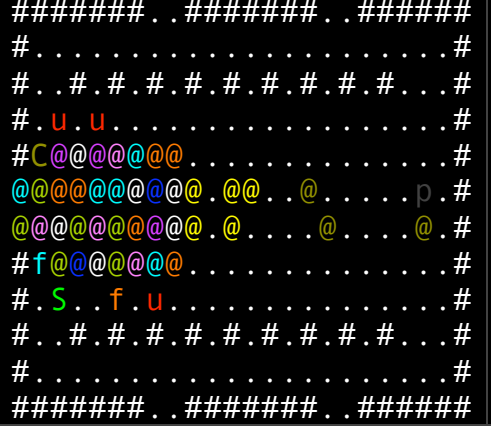
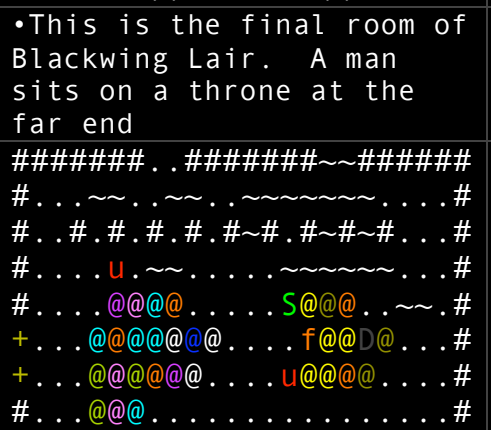


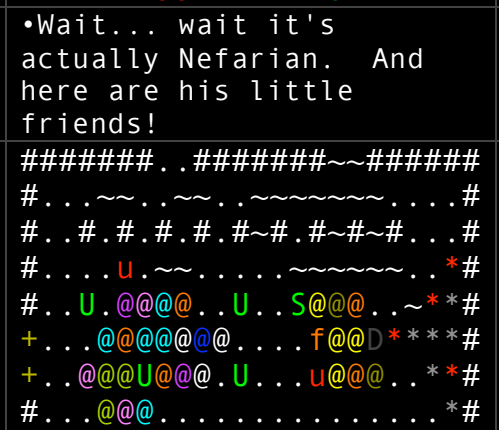
•This is the final room of Blackwing Lair. A man sits on a throne at the far end

•Wait... wait it's actually Nefarian. And here are his little friends!

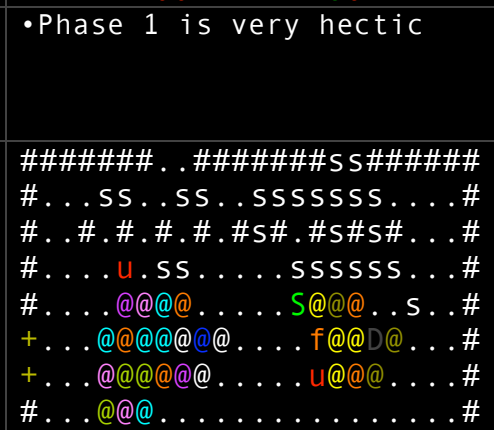
•Phase 1 is very hectic



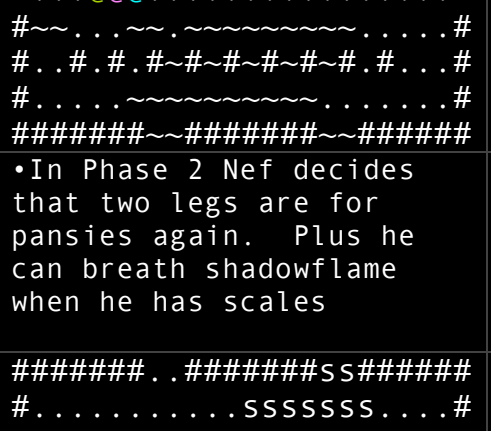
•In Phase 2 Nef decides that two legs are for pansies again. Plus he can breath shadowflame when he has scales



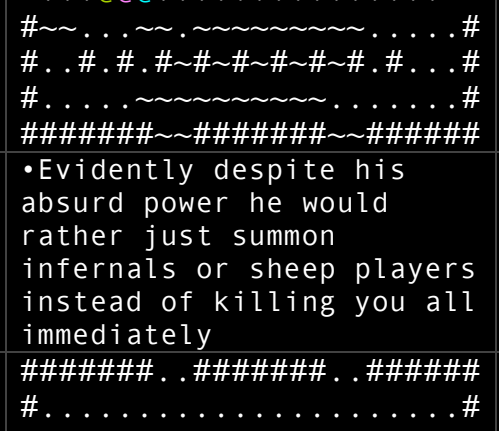
•Evidently despite his absurd power he would rather just summon infernals or sheep players instead of killing you all immediately



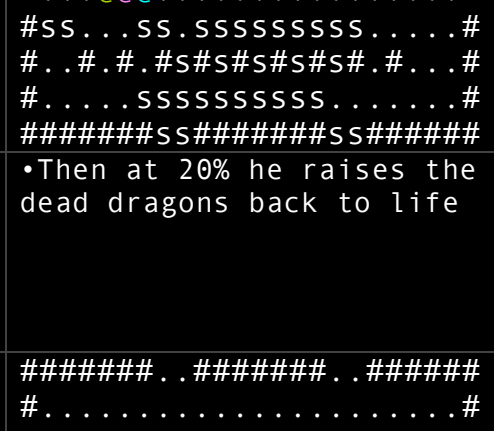
•Then at 20% he raises the dead dragons back to life



•This can get messy



•At 5% he enrages and is liable to one-shot your tank.



•If you kill him in time, he drops the red shard. Otherwise you will have to settle for a few epic items of ancient power