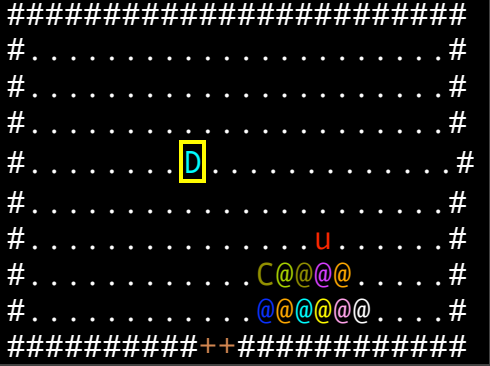
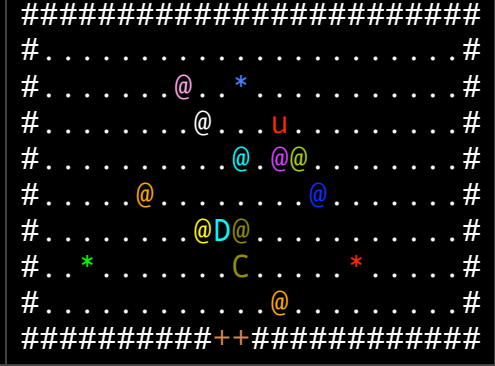
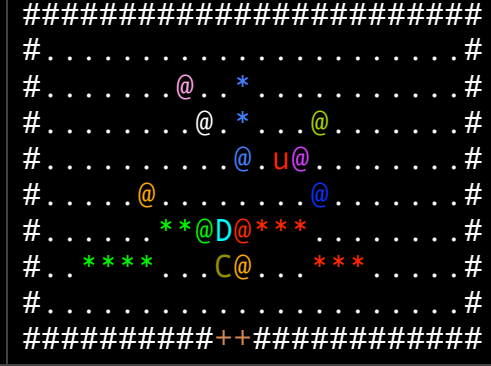


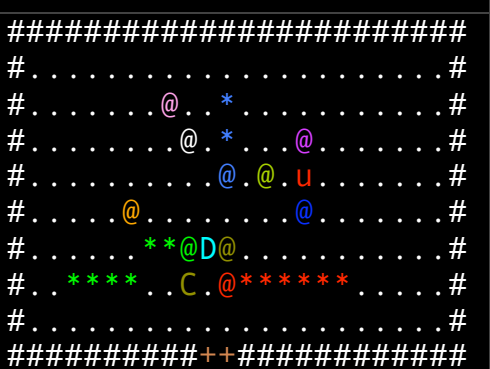
•This is Netherspite, a gigantic demon-dragon who has taken up residence in Medivh's attic



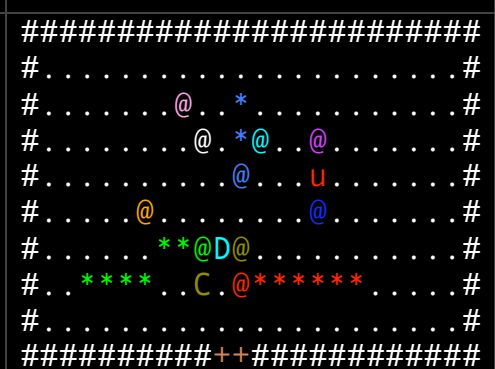
•He happens to be addicted to nether energies he summons out of three portals (you think I'm joking? The game says this)



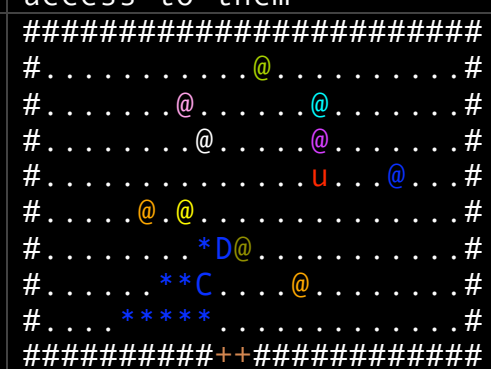
•If you allow him access to these energies he will wipe you harder than Hogger at Northshire. Your only hope is to block his access to them



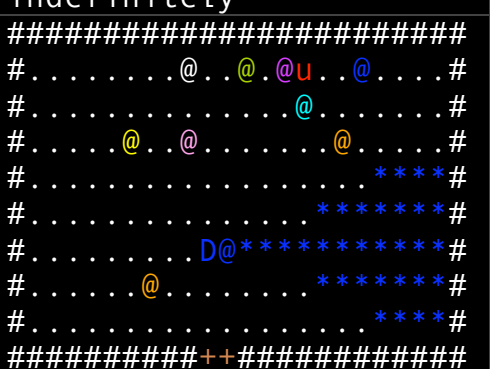
•The problem is you suffer withdrawl when you stop using them, but you can't stay in them indefinitely



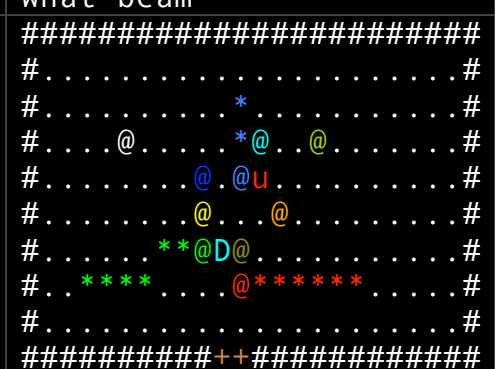
•Netherspite isn't really about your gear so much as it's about juggling who goes in what beam



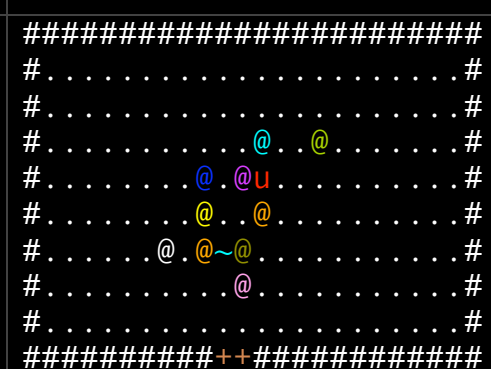
•He also periodically gets banished and netherbreaths all over the place



•It's recommended that most of the raid flee like rabbits from this, leaving a sacrificial tank and healer behind



•You need two entirely different sets of people for beams because the withdrawl lasts only two minutes (unlike heroin)



•Once you finally down him the portals go away. It's a shame, they would sure make that Prince Malchezzar fight easier