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You want to glide below each of the three arches. The Insight will be tucked behind the water, barely visible. You will spot it easily. You can avoid them by gliding or running by until you come to a ledge with a small ramp to the left with the Mastery Insight. Tarnished Traitor - 1 AP Exalted Purification (Exalted V) is required to summon this Tarnished Traitor located just below Tarir. The achievements are listed in chronological order. 10. Once above the Insight and glide through two additional updrafts until you can safely glide directly to the Insight. Forgotten City Arches – 3 AP, 1 Mastery [youtube= Very easy achievement obtainable with just basic gliding. On the right wall of the room you are in, you can find two bouncing mushrooms that will take you to the floor above. Doing them will grant you 10 AP and 5 Mastery points. When the octovine becomes vulnerable after all the layers of protection are removed, attack it. While gliding, you will have low visibility, however, there will be several updrafts that you can glide in to replenish stamina and boost you higher. Hidden Amphibian - 5 AP [youtube= You can find this frog named Veteran Witzel at end of the A Fungus Among Us adventure. There are two places that can be confusing. This is another scavenger hunt for 25 Exalted Masks that give you the Aurillium Node in your home instance that you can mine daily. As you near the Insight, you will be on a raised platform filled with Quetzal enemies. Defeat Vinetooth Prime You have 10 minutes to defeat Vinetooth Prime before the event fails. A human explorer bailed from the airship too early. A lower ledge broke his fall, but then the norn explorer was surrounded by Tengu scouts. You get three skills (punch, kick w/knockdown, and block). The sylvari only found a Coztic ambush. Use your #1 skill to kick the mushroom serfs into the king. Take this right turn and you will be at the waterfall. Westwatch Patch Defeat the vine crawler to recover the mirror pieces Defend Tarocheeki as he searches his stashes to find the missing mirror pieces Defend Tarocheeki as he searches his stashes to find the missing mirror pieces Defend Tarocheeki as he searches his stashes to find the missing mirror pieces Defend Tarocheeki as he searches his stashes to find the missing mirror pieces Defend Tarocheeki as he searches his stashes to find the missing mirror pieces Defend Tarocheeki as he searches his stashes to find the missing mirror pieces Defend Tarocheeki as he searches his stashes to find the missing mirror pieces Defend Tarocheeki as he searches his stashes to find the missing mirror pieces Defend Tarocheeki as he searches his stashes to find the missing mirror pieces Defend Tarocheeki as he searches his stashes to find the missing mirror pieces Defend Tarocheeki as he searches his stashes to find the missing mirror pieces Defend Tarocheeki as he searches his stashes to find the missing mirror pieces Defend Tarocheeki as he searches his stashes to find the missing mirror pieces Defend Tarocheeki as he searches his stashes to find the missing mirror pieces Defend Tarocheeki as he searches his stashes to find the missing mirror pieces Defend Tarocheeki as he searches his stashes to find the missing mirror pieces Defend Tarocheeki as he searches his stashes to find the missing mirror pieces Defend Tarocheeki as he searches his stashes to find the missing mirror pieces Defend Tarocheeki as he searches his stashes to find the missing mirror pieces Defend Tarocheeki as he searches his stashes to find the missing mirror pieces Defend Tarocheeki as he searches his stashes to find the missing mirror pieces Defend Tarocheeki as he searches his stashes to find the missing mirror pieces Defend Tarocheeki as he searches his stashes Creep: Destroy the Mordrem breachers, and secure Southwatch Vinetooth Hunter- 1 AP, 1 Mastery For this achievement you will need to defeat the legendary Vinetooth Prime, which only spawns after the 3 pylons at Eastwatch Outpost are activated. Go to the Westwatch Waypoint during the Octovine phase of the meta event. The bidding starts at 100 Aurillium and goes down by 10 Aurillium every couple of seconds. There are several events in powering up each outpost but I believe you just need to complete one qualifying event at each outpost to receive credit for the achievement. You need to do the three events in North/West/South that power up the outposts and precedes the Pylon events. Droppin' Bombs - 1 AP, 1 Mastery Participate in the assault on the eastern octovine during the Battle in Tarir. This challenge is easier with less people as you have more shots at kicking the mushrooms. Go to the Northwatch Waypoint during the Octovine phase of the meta event. Adventure Achievements Coming soon This achievement may take a few maps to complete depending how good the other players are. The left path has a chain of 3 mushrooms with very little jumping while the right path has just one mushroom with more jumping. Head to the west gate from inside the Tarir city and take the portals. Head to the Eastwatch waypoint and then glide west towards inner Tarir. To access the adventure, you need to complete the City of Hope chapter in Act 2 and then drop down below Tarir to access the adventure, you need to complete the City of Hope chapter in Act 2 and then glide west towards inner Tarir. To access the adventure, you need to complete the City of Hope chapter in Act 2 and then glide west towards inner Tarir. challenge phase that occurs 15 minutes before the Octovine phase of the meta event, participate at Northwatch, Eastwatch, Southwatch or Westwatch challenge winner - 1 AP For this achievement you have to place first at the challenge in each of the four outposts. Saving the City of Gold - 27 AP You will need to successfully complete the Octovine phase of the meta event 100 times. Glide through that opening and you will a ledge with the golden chicken. Ba-Boom- 3 AP Participate in the assault on southern octovine during the Battle in Tarir. The Fallen Priory Explorer is just east of the Exalted portals. The ground will continue to slope upwards until it comes to an end at an updraft. Southwatch Challenge where you race alongside to here directly from the waypoint. Rather than taking the bouncing mushroom, continue along the path until you come to a fork, with one portion of the path leading to the right. The box can be opened daily after. This corpse is just below the platform with the Exalted portals. The Insight can be found at the bottom of this cavern, but you will need to have the Itzel Poison Lore mastery to avoid being poisoned while communing. take a left towards the great hall and you will see some bouncing mushroms on your right. w 4. Use your #2 skill to jump up in the air to glide and your #1 skill explode on top of the octovine to remove the layers of protection. Once you reach the end, take a right and you will find this little frog hiding in a ledge you can climb up. These events occur immediately after the meta event cycle restarts but will stall until players complete them. Burnisher Quarry Insight. Once in this upper area, all you need to do is head east through the room until you reach the Insight. If you need to do is head east through the room until you reach the Insight. Once in this upper area, all you need to do is head east through the room until you reach the Insight. counterclockwise (east -> north -> west -> south). Eastwatch Bluff Insight This Insight This Insight is just a short trek away from the Eastwatch Waypoint. Go east from the Waypoint, head west to the narrow pathway with trees above. This is a work in progress with Adventure achievements coming later.[toc] Meta Event Achievements These achievements are only doable at certain stages of the meta event. If you need to pin a mushroom down so you can aim your kick, use the #3 skill. Strongboxes - 10 AP, 5 Mastery See the guide here. An explorer tried to find his way south and down from the canopy. It is only accessible via Ley Line gliding or mesmer port if someone completed it and is willing to port you up. Her sacrifice won't be forgotten. Most people tend to pick the right path as it is faster if you are good at jumping. Retrieve a bomb and then use the glider to drop the bomb on top of the octovine when it is covered by layers of protection (you will need updraft mastery for this). This guy is on the ledge where all the exalted portals are, you can either take the bouncing mushroom if you have that mastery or climb up. 2. You get the achievement at end of Sanctum Scramble adventure. Eastwatch Challenge: Last One Standing Wins. Mushroom Power - 3 AP Participate in the assault on the western octovine during the Battle in Tarir. If you are at #6, just waypoint to reach this one fast. There are a couple routes you can take but ideally you want to have the bouncing mushroom mastery to make it faster. 5. With these drafts, you can glide around and take a right turn and land on the small ledge holding the Mastery Insight. You will see named Mushroom King Tyranus roaming around. No gliding or jumping needed. Your goal is to be the last one to survive the arena until the time limit runs out by killing other players. You get the title The Golden Child if you complete this achievement. From this location, you will see a tree trunk in the direction of the Insight, you will also start from the Southwatch Waypoint, heading east. This map consists of Tarir, the Forgotten City and contains eight different Mastery Insights that you can obtain. From the Wanderer's Waypoint, head southeast until you come to a bouncing mushroom. Mordrem Begone - 3 AP Participate in the assault on the northern octovine during the Battle in Tarir. Jump off the ledge going southeast, and glide above the trees. In this tunnel, you can either defeat the enemies that stand in your way or run by until you come to a giant cavern room. Glide on to the ledge and you will get the achievement automatically. Westwatch Prime spawns immediately after the 3rd Pylon is activated so you may want to hold off on activating the Eastwatch pylons until all the other Outposts are finished and there is sufficient people to kill Vinetooth Prime. No Mask Left Behind - 25 AP See the guide here. However keep in mind that the actual puzzle requires Ley Line Gliding so even if you will need someone with Ley Line to port you up to the end. To get to these Mastery Insights, you do not need a mount. One level below #7. During this consume process his breakbars are active. Just go west a tad from #7 and drop down. You need to break Vinetooth Prime's breakbars before he finish the consume or he will gain a stack of Soul Consumption that makes him deal more damage per stack. Run into the gas cloud to turn into a mushroom bomber and then make your way to the octovine. You get 6 rounds of challenges in North/West/South but usually only 3 rounds in east (unless the map has defeated the Legendary Vinetooth Prime, which is a fairly rare occurrence). Jawatl Grounds Insight The Jawatl Grounds I waypoint past a bunch of Coztic frogs. Starting from here, follow the path south. Powered Up - 3 AP Participate in powering up each of the outposts around Auric Basin. Here, you should see an updraft that you can jump into. You can find her just north of the waypoint. This is basically a battle royale type of challenge. Go east from the waypoint, it is on a ledge with a bouncing mushroom nearby. I have noted them below incase you can't watch the video for whatever reason. Crowd control abilities are very important for this fight. Glide towards the direction of the Insight, pass through the water, and you will be in a small opening where you can now commune with the final Mastery Insight in Auric Basin. There is a small hole behind one of the wall structures that holds the torches so be sure to check behind those as some people like to hide there until the timer expires. Luminate's Throne Insight Starting from the Westwatch Waypoint again, head through the western gate of Tarir. 7. Masks of the Fallen Insight This Insight is a bit far from any Waypoint and involves a lot of gliding to reach. This will prevent you from hitting the tree above. It is basically the identical route as the Sanctum Scramble adventure. East lane is usually the easiest, with south usually taking the longest. He is invisible unless you have the mastery and he will not attack you. 9. To get here, start from the Northwatch Waypoint, located at the top of the map. If you have Aurillium to spend and need this achievement, just do this one here. These are masteries that unlock as you play through the story, gaining experience and Mastery points. Echoes of a male charr explorer fighting a large colony of vampire beasts filled the canopy the other night This Fallen Priory Explorer can be found near a tree root on a platform with a mushroom pad nearby. Getting to these Insights just requires a bit of gliding and the use of bouncing mushrooms, as well as the Itzel Poison Lore mastery. Heading east, the explorer was cornered by a jaquar. The best way is to use the HoT map timer to figure out when the Octovine phase occurs, taxi to a good map via the LFG tool a few minutes before that. A Sylvari historian got trapped along the northern cliffside of Tarnished Treetop. He is a champion that requires 2+ players to defeat and is usually done after the Octovine event as someone will usually activate it on the way to the chests. On your way here, you will pass two pylons; once you are at the second one, you can hop on a bouncing mushroom and up to the ledge with the Insight. If you run out of stamina, you can take a quick break on any of the branches below. To get to the start of the jumping puzzle, you will need to use bouncing mushrooms at the indicated position on the map. Once through the gate, take a left turn and go southwest. Eastwatch does not have a powering up phase so it goes into the pylon events right away after the meta resets. Northwatch Descent Collect sediment from the fallen Exalted for Arcanist Mariette Protect Burnisher Kengo as she activates the mirrors around the Northwatch Descent Collect sediment from the fallen Exalted for Arcanist Mariette Protect Burnisher Kengo as she activates the mirrors around the Northwatch Descent Collect sediment from the fallen Exalted for Arcanist Mariette Protect Burnisher Kengo as she activates the mirrors around the Northwatch Descent Collect sediment from the fallen Exalted for Arcanist Mariette Protect Burnisher Kengo as she activates the mirrors around the Northwatch Descent Collect sediment from the fallen Exalted for Arcanist Mariette Protect Burnisher Kengo as she activates the mirrors around the Northwatch Descent Collect sediment from the fallen Exalted for Arcanist Mariette Protect Burnisher Kengo as she activates the mirrors around the Northwatch Descent Collect sediment from the fallen Exalted for Arcanist Mariette Protect Burnisher Kengo as she activates the mirrors around the Northwatch Descent Collect Sediment from the fallen Exalted for Arcanist Mariette Protect Burnisher Kengo as she activates the mirrors around the Northwatch Protect Burnisher Kengo as she activates the fallen Exalted for Arcanist Mariette Protect Burnisher Kengo as she activates the fallen Exalted for Arcanist Mariette Protect Burnisher Kengo as she activates the fallen Exalted for Arcanist Mariette Protect Burnisher Kengo as she activates the fallen Exalted for Arcanist Mariette Protect Burnisher Kengo as she activates the fallen Exalted for Arcanist Mariette Protect Burnisher Kengo as she activates the fallen Exalted for Arcanist Mariette Protect Burnisher Kengo as she activates the fallen Exalted for Arcanist Mariette Protect Burnisher Kengo as she activates the fallen Exalted for Arcanist Mariette Protect Burnisher guarded by some Coztic frogs. Misc Achievements See the guide here. The main thing with Vinetooth Prime is the breakbars. Once you arrive at the area where the Insight is, you can take a bouncing mushroom up to its location. The Falls Insight is, you can take a bouncing mushroom up to its location. The Falls Insight is, you can take a bouncing mushroom up to its location. upper ledge to examine the Exalted portal, the asura researcher hasn't been heard from. Completing these events will allow each of the outposts to proceed to the Pylon events. Jumping down from here, you will see a tunnel that curves to the Insight. Someone overheard the Zintl boasting about finding the remains of a female charr explorer She is in the canopy just a bit south of the hero point. Once you are in the air, drop down until you are near the circular red dotted structure below. Treetop Retriever - 10 AP [youtube= 1. Head up the ramp formed from the tree, and then curve around the inside of the tree. Go up with the bouncing mushrooms and run past the mastery insight to jump out. Highest Gear - 5 AP [youtube= This is a jumping puzzle in the golem chess cave west of the Falls near the Hero Challenge. You can fold your glider between the arches to drop your height and conserve your gliding stamina as needed. An injured norn historian held off the bonebreaker so others could escape. Climb to the center of this tree and face west back towards the Waypoint. In this guide, we are going to take a look at each of these Insights, as well as how to get to them. Invisible King - 3 AP, 1 Mastery [youtube= You will need Nuhoch Stealth Detection for this (Nuhoch Lore IV). The Golden Chicken- 3 AP [youtube= You will need bouncing mushrooms and basic gliding for this achievement. She had little chance to survive. If he keeps gaining stacks due to failed breakbars, he will deal more and more damage, causing more players to get downed and you will basically fail the event due to the timer running out. You want to participate in the burn/vulnerable phase at least once in each lane. You can glide to her directly from #2. Go up the big tree that lead you to the start of the adventure and follow the adve gliding. Jump into this updraft and immediately take a left turn. Just attack him once to get the achievement. He will jump around and then down a player. Once you are out of the portal. Auric Basin is a map located deep within the Maguuma Jungle, introduced in Guild Wars 2: Heart of Thorns. On the right side of this path, you will see a bouncing mushroom that will take you to a ledge with a connected tree. Lastgear Standing Insight This Insight can easily be reached by heading south along the path from the Westwatch Waypoint. The human never made it down from the canopy. This will take you to an area filled with Exalted Portals. Use knockbacks to push the Exalted Bomb towards the octovine and help it explode to removed 5 layers of protection. There is a little opening covered by some leaves. Deploy the turret to remove the layers of protection. From here, make your way to the Nuhoch Wallow to the northeast. Next: Guild Wars 2: Every Auric Basin Strongbox Location Ugly Sonic Has Just Made Sonic Fans Look Very Silly Jacqueline Zalace (507 Articles Published) More From Jacqueline Zalace A guide to all the achievements in Heart of Thorns Auric Basin map. Check the timer here to see which stage the meta event is on so you know which achievements you can do. Challenges are unlocked by doing the pylon event powering up each outpost. If you don't get the achievement for defeating him you may need the mastery to be eligible. 8. The path is fairly straightforward, just follow the jump pads and look for places where the next Ley Line gliding section occurs. The king teleports around and has a reflective shield up sometimes so don't kick mushrooms into him when you see it on him. If you don't get all three arches the first try, you can just do the arch you missed next time. This is a scavenger hunt for 17 tablets that grant you Herta, a Bloodstone Dust consumer.

