

GHOSTLANDS



Area	WP	Action	<input checked="" type="checkbox"/> Detail	Achieve	Notes
Zone-wide		battle	<input type="checkbox"/> Win a pet battle	<i>World Pet Mauler</i>	
Thalassain Pass	47 78	explore	<input type="checkbox"/>	<i>World Explorer</i>	
		catch	<input type="checkbox"/> Maggot	<i>World Safari</i>	all along the Dead Scar
		slay	<input type="checkbox"/> Maggot	<i>Pest Control</i>	
		catch	<input type="checkbox"/> Larva	<i>World Safari</i>	[zone exclusive!] often as a secondary pet to Maggots and Spirit Crabs
Deatholme	33 80	explore	<input type="checkbox"/>	<i>World Explorer</i>	
Windrunner Spire	13 55	explore	<input type="checkbox"/>	<i>World Explorer</i>	
Windrunner Village	19 43	explore	<input type="checkbox"/>	<i>World Explorer</i>	
		catch	<input type="checkbox"/> Spirit Crab	<i>World Safari</i>	[zone exclusive!] on the coast between Windrunner & Goldenmist
Bleeding Ziggurat	34 47	explore	<input type="checkbox"/>	<i>World Explorer</i>	
Howling Ziggurat	40 49	explore	<input type="checkbox"/>	<i>World Explorer</i>	
Sanctum of the Moon	33 35	explore	<input type="checkbox"/>	<i>World Explorer</i>	
Goldenmist Village	26 15	explore	<input type="checkbox"/>	<i>World Explorer</i>	
Tranquillien	46 33	explore	<input type="checkbox"/>	<i>World Explorer</i>	
Sanctum of the Sun	55 48	explore	<input type="checkbox"/>	<i>World Explorer</i>	
Zeb'Nowa	65 61	explore	<input type="checkbox"/>	<i>World Explorer</i>	
Amani Pass	76 64	explore	<input type="checkbox"/>	<i>World Explorer</i>	
Farstrider Enclave	72 31	explore	<input type="checkbox"/>	<i>World Explorer</i>	
Dawnstar Spire	79 21	explore	<input type="checkbox"/>	<i>World Explorer</i>	
Suncrown Village	61 12	explore	<input type="checkbox"/>	<i>World Explorer</i>	
Elrendar Crossing	48 13	explore	<input type="checkbox"/>	<i>World Explorer</i>	

ZUL'AMAN



Boss	Meta	<input checked="" type="checkbox"/> Detail	Achievement	Notes
ZUL'AMAN				
Akil'zon - Halazzi	<input type="checkbox"/>	Save all four prisoners before they are sacrificed	<i>Bear-ly Made It</i>	<ul style="list-style-type: none"> kill Akil'zon, Nalorakk, Jan'ali & Halazzi before the timer runs out the first two bosses add up to 10 mins each to the timer Nalorakk hits reasonably hard even on ilvl 450 plate a group of 2 or more 90s should find this easy water-walking across the lake helps
Halazzi	<input type="checkbox"/>	Amani Battle Bear	<i>... Need more Saddles</i>	100% from Kasha's Bag gained by completing <i>Bear-ly Made It</i>
	<input type="checkbox"/>	Defeat Halazzi without killing any of his totems	<i>Tunnel Vision</i>	<ul style="list-style-type: none"> careful of your aoe/damage shields at 90 LoSing around the columns can be helpful in smaller/undergeared groups
Daakara	<input type="checkbox"/>	Defeat Daakara	<i>Heroic: Zul'Aman</i>	
	<input type="checkbox"/>	Defeat Daakara without any player leaving the rectangular turquoise stonework inscribed on the floor in the center of his area.	<i>Ring Out!</i>	<ul style="list-style-type: none"> best method: burn, baby, burn! watch for Sweeping Winds during Eagle phase, the tornados will pick you up and sweep you out of the stonework if not avoided
Central Lake	<input type="checkbox"/>	Un-hex all of the potential hex victims:	<i>Hex Mix</i>	<ul style="list-style-type: none"> use Amani Hex Sticks that drop throughout the zone on Forest Frogs best drop rate from Amani'shi Wind Walkers, Protectors & Scouts 30-37% achievement credit is given to the party no matter who uses the stick Hex Sticks can be bought & sold on the AH
	<input type="checkbox"/>	Melissa	<i>Hex Mix</i>	
	<input type="checkbox"/>	Tyllan	<i>Hex Mix</i>	
	<input type="checkbox"/>	Arinoth	<i>Hex Mix</i>	
	<input type="checkbox"/>	Relissa	<i>Hex Mix</i>	
	<input type="checkbox"/>	Rosa	<i>Hex Mix</i>	
	<input type="checkbox"/>	Lenzo	<i>Hex Mix</i>	
	<input type="checkbox"/>	Harald	<i>Hex Mix</i>	
	<input type="checkbox"/>	Kaldrick	<i>Hex Mix</i>	
	<input type="checkbox"/>	Micah	<i>Hex Mix</i>	
	<input type="checkbox"/>	Eulinda	<i>Hex Mix</i>	
	<input type="checkbox"/>	Mawago	<i>Hex Mix</i>	
	<input type="checkbox"/>	Melasong	<i>Hex Mix</i>	
	<input type="checkbox"/>	Mojo	<i>That's a Lot of Pet Food</i>	chance to drop from Forest Frogs when using Amani Hex Sticks

EVERSONG WOODS



Area	WP	Action	<input checked="" type="checkbox"/> Detail	Achieve	Notes
Zone-wide		battle	<input type="checkbox"/> Win a pet battle	<i>World Pet Mauler</i>	
		catch	<input type="checkbox"/> Ruby Sapling	<i>World Safari</i>	[zone exclusive!]
Runestone Falithas	44 85	explore	<input type="checkbox"/>	<i>World Explorer</i>	
The Scorched Grove	36 86	explore	<input type="checkbox"/>	<i>World Explorer</i>	
Runestone Shan'dor	55 84	explore	<input type="checkbox"/>	<i>World Explorer</i>	
Zeb'Watha	62 80	explore	<input type="checkbox"/>	<i>World Explorer</i>	
Tor'Watha	72 75	explore	<input type="checkbox"/>	<i>World Explorer</i>	
Lake Elrendar	66 74	explore	<input type="checkbox"/>	<i>World Explorer</i>	
Elrendar Falls	64 70	explore	<input type="checkbox"/>	<i>World Explorer</i>	
The Living Wood	59 72	explore	<input type="checkbox"/>	<i>World Explorer</i>	
Farstrider Retreat	60 62	explore	<input type="checkbox"/>	<i>World Explorer</i>	
Thuron's Livery	65 53	explore	<input type="checkbox"/>	<i>World Explorer</i>	
Duskwither Grounds	68 47	explore	<input type="checkbox"/>	<i>World Explorer</i>	
Azurebreeze Coast	72 45	explore	<input type="checkbox"/>	<i>World Explorer</i>	
Stillwhisper Pond	54 55	explore	<input type="checkbox"/>	<i>World Explorer</i>	
East Sanctum	53 70	explore	<input type="checkbox"/>	<i>World Explorer</i>	
Fairbreeze Village	44 71	explore	<input type="checkbox"/>	<i>World Explorer</i>	
Saltheril's Haven	38 73	explore	<input type="checkbox"/>	<i>World Explorer</i>	
Goldenbough Pass	33 78	explore	<input type="checkbox"/>	<i>World Explorer</i>	
Golden Strand	23 75	explore	<input type="checkbox"/>	<i>World Explorer</i>	
Sunsail Anchorage	32 70	explore	<input type="checkbox"/>	<i>World Explorer</i>	
Tranquil Shore	27 59	explore	<input type="checkbox"/>	<i>World Explorer</i>	
West Sanctum	35 58	explore	<input type="checkbox"/>	<i>World Explorer</i>	
North Sanctum	44 53	explore	<input type="checkbox"/>	<i>World Explorer</i>	
Ruins of Silvermoon	44 41	explore	<input type="checkbox"/>	<i>World Explorer</i>	
Sunstrider Isle	34 23	explore	<input type="checkbox"/>	<i>World Explorer</i>	

SILVERMOON CITY

Silvermoon City	57 41	explore	<input type="checkbox"/>	<i>World Explorer</i>	outside the city gates gives credit
		slay	<input type="checkbox"/> 5 Horde players	<i>Wrath of the Alliance</i>	
	54 20	slay	<input type="checkbox"/> Lor'themar Theron	<i>For the Alliance!</i>	
		battle	<input type="checkbox"/> Rabbit	<i>Big City Pet Brawler</i>	

TIRISFAL GLADES

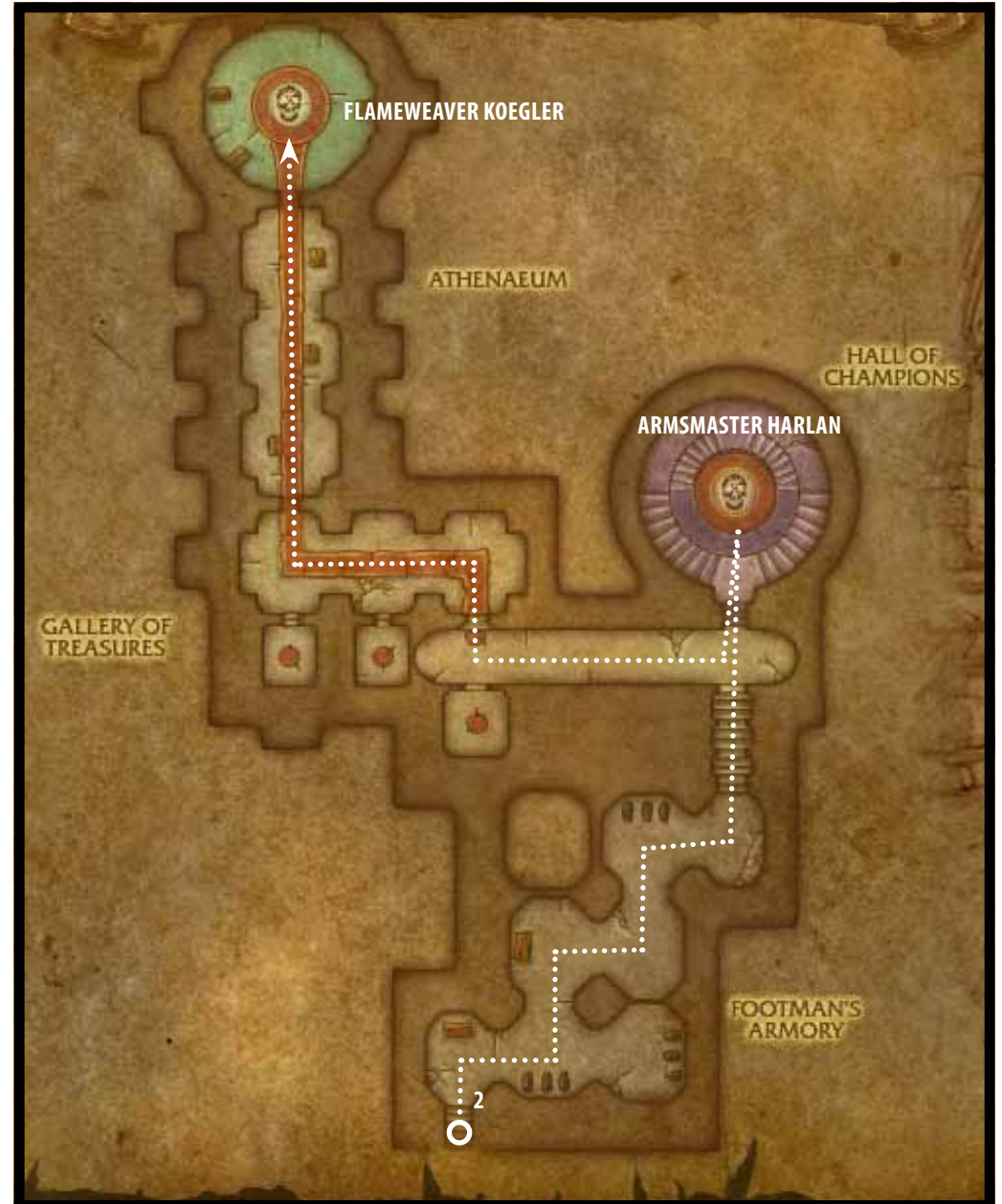
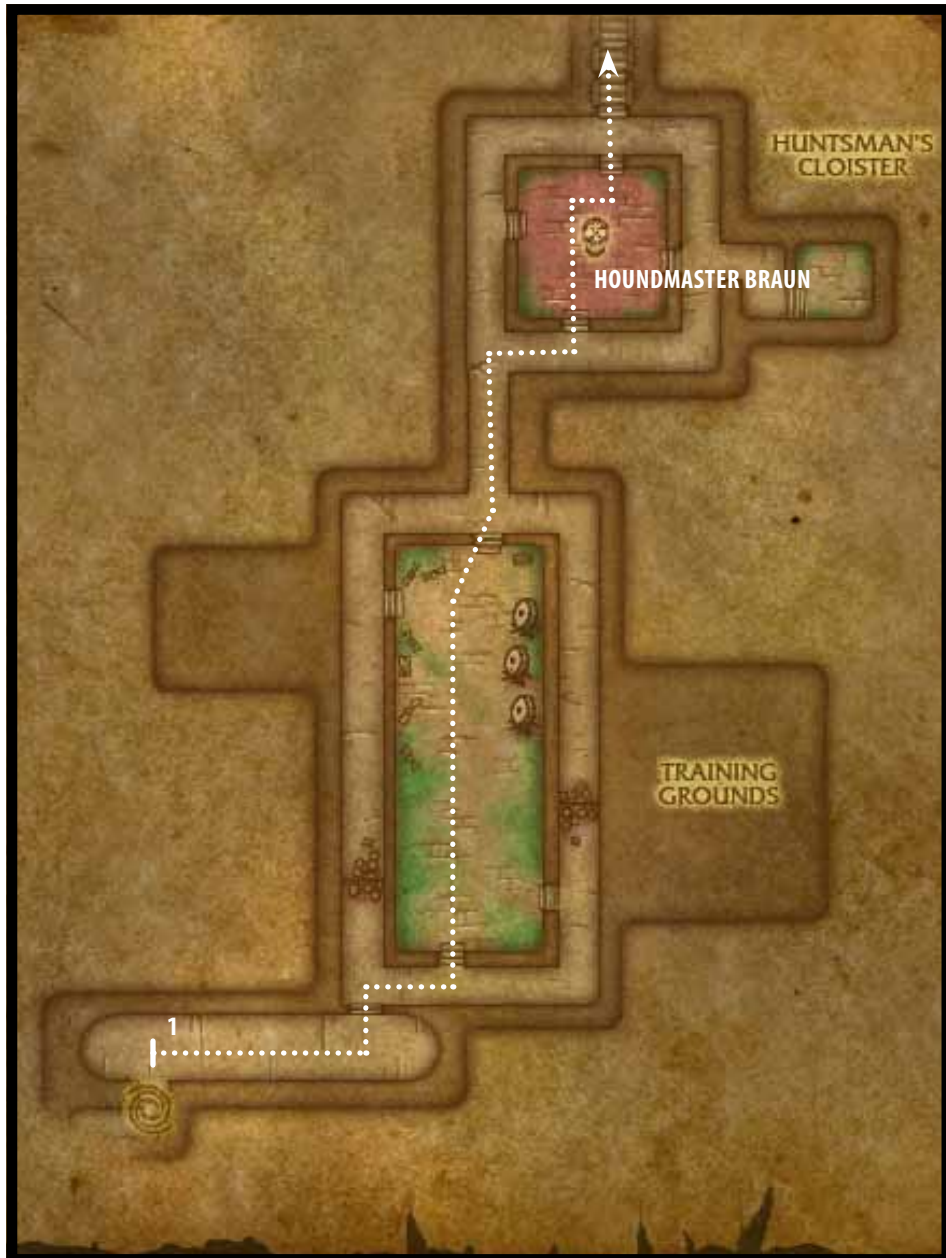


Area	WP	Action	<input checked="" type="checkbox"/> Detail	Achieve	Notes
Zone-wide		battle	<input type="checkbox"/> Win a pet battle	<i>World Pet Mauler</i>	
The Bulwark	83 70	explore	<input type="checkbox"/>	<i>World Explorer</i>	
		catch	<input type="checkbox"/> Lost of Lordaeron	<i>World Safari</i>	[zone-exclusive!] found zone-wide in Tirisfal and Undercity
Balnir Farmstead	75 60	explore	<input type="checkbox"/>	<i>World Explorer</i>	
Crusader Outpost	79 55	explore	<input type="checkbox"/>	<i>World Explorer</i>	
Venomweb Vale	86 46	explore	<input type="checkbox"/>	<i>World Explorer</i>	
		fish	<input type="checkbox"/> Raw Slitherskin Mackerel	<i>The Oceanographer</i>	coastal, open water
Brightwater Lake	68 46	explore	<input type="checkbox"/>	<i>World Explorer</i>	
		fish	<input type="checkbox"/> Sickly Looking Fish	<i>The Limnologist</i>	inland, open water
Brill	61 51	explore	<input type="checkbox"/>	<i>World Explorer</i>	
Cold Hearth Manor	53 57	explore	<input type="checkbox"/>	<i>World Explorer</i>	
Nightmare Vale	45 66	explore	<input type="checkbox"/>	<i>World Explorer</i>	
Deathknell	32 64	explore	<input type="checkbox"/>	<i>World Explorer</i>	
Solliden Farmstead	38 49	explore	<input type="checkbox"/>	<i>World Explorer</i>	
Calston Estate	44 53	explore	<input type="checkbox"/>	<i>World Explorer</i>	
Agamand Mills	46 33	explore	<input type="checkbox"/>	<i>World Explorer</i>	
Garren's Haunt	58 36	explore	<input type="checkbox"/>	<i>World Explorer</i>	
Scarlet Monastery Entrance	83 32	explore	<input type="checkbox"/>	<i>World Explorer</i>	
Scarlet Watch Post	79 27	explore	<input type="checkbox"/>		

UNDERCITY

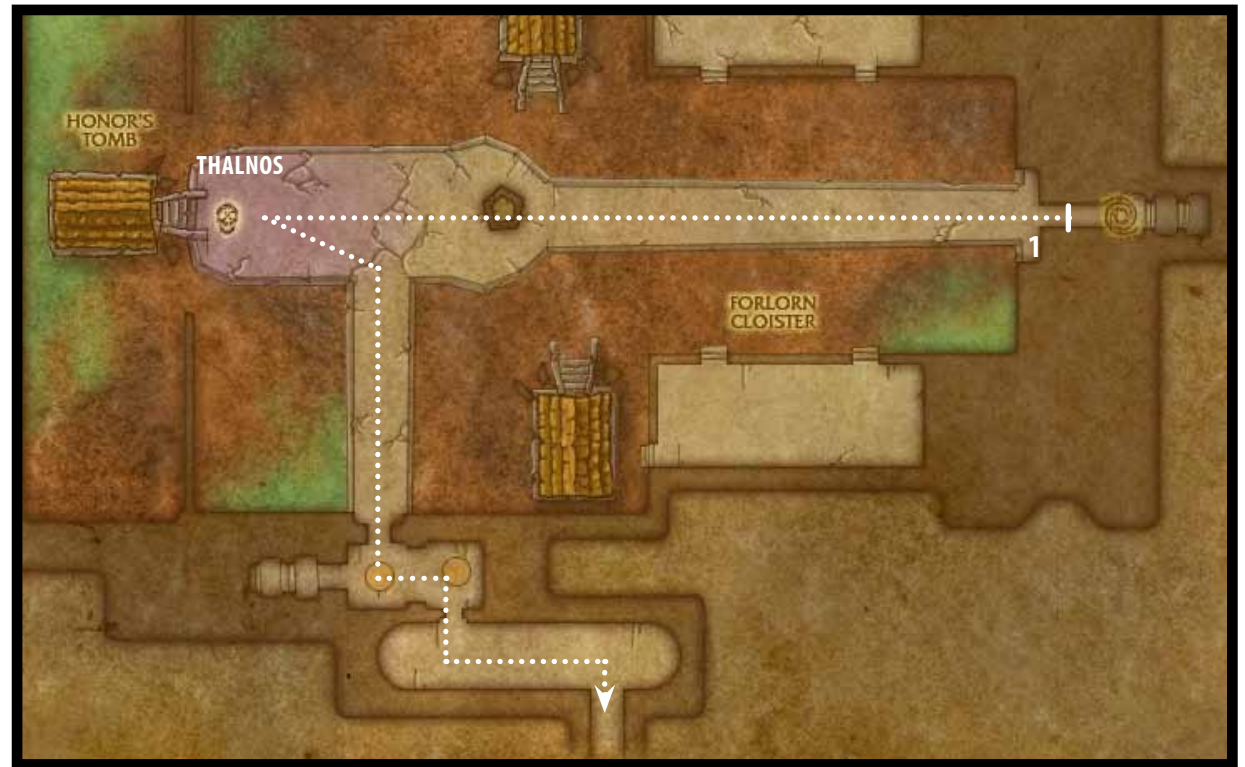
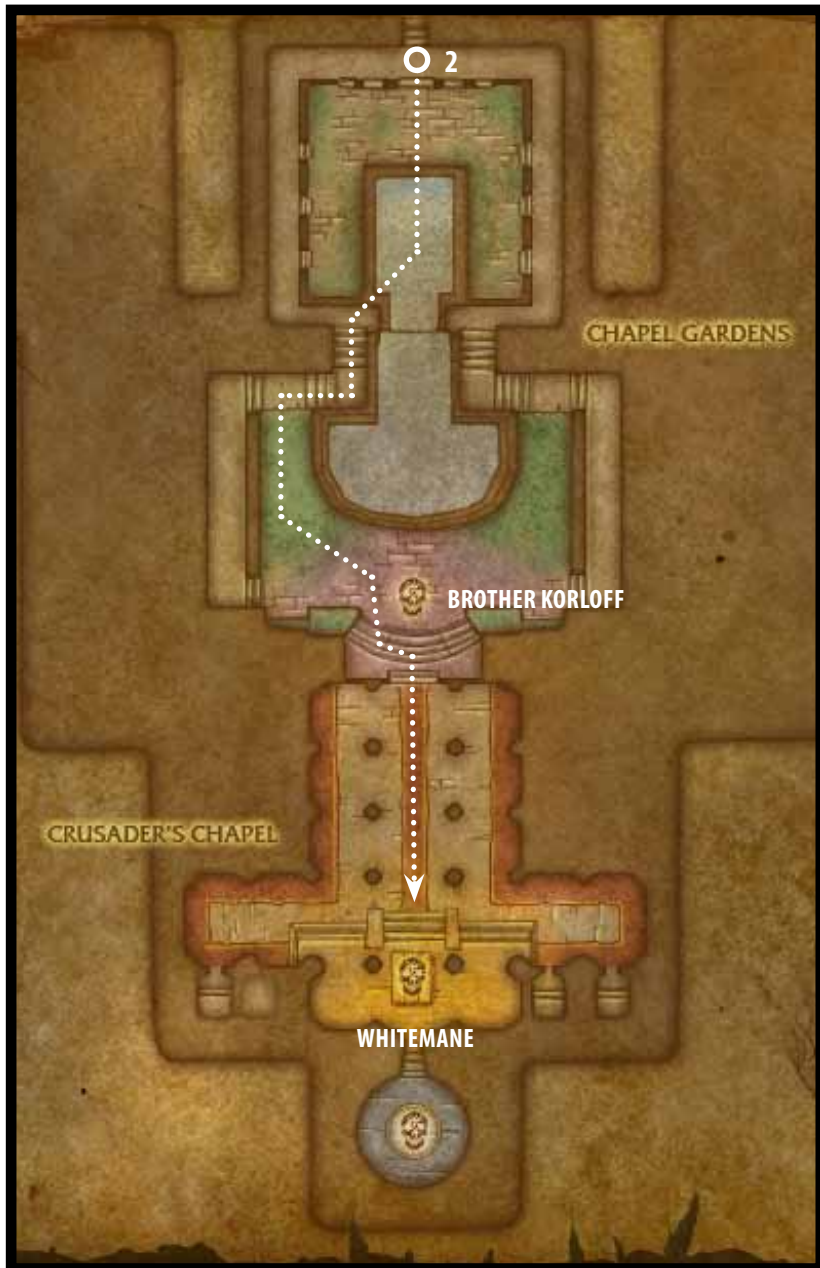
Ruins of Lordaeron	62 69	explore	<input type="checkbox"/>	<i>World Explorer</i>	flying above the Ruins gives credit
Undercity		catch	<input type="checkbox"/> Undercity Rat	<i>Big City Pet Brawler</i> <i>World Safari</i>	[zone-exclusive!] spawns are shared with the abundant Roaches and Maggots also found in Undercity and aren't found anywhere else. If you're not lucky enough to find one quickly, Happy Rezzing!
		slay	<input type="checkbox"/> 5 Horde players	<i>Wrath of the Alliance</i>	
		slay	<input type="checkbox"/> Lady Sylvanas Windrunner	<i>For the Alliance!</i>	

SCARLET HALLS



Boss	Meta	<input checked="" type="checkbox"/> Detail	Achievement	Notes
NORMAL				
Flameweaver Koegler		<input type="checkbox"/> Defeat Flameweaver Koegler	<i>Scarlet Halls</i>	not required for Classic Dungeonmaster
HEROIC				
Houndmaster Braun	★	<input type="checkbox"/> Defeat Houndmaster Braun without killing any hounds	<i>Humane Society</i>	<ul style="list-style-type: none"> • Don't kill any hounds from the start of the instance until Braun is dead • Throw buckets of meat at the humans with dogs following, they will kill the human then go to sleep • Throw meat to unavoidable packs of dogs • Dogs on chains will lose aggro once you're out of range but make sure they do reset and you get out of combat quickly as they will break their chains once their rage bar reaches max • Single target and burn Braun. Use cc on the dogs if you're struggling • Don't waste buckets of meat, as they don't respawn
Armsmaster Harlan	★	<input type="checkbox"/> Get a combination of 8 players and Scarlet Defenders caught up in Armsmaster Harlan's Blades of Light and then defeat Armsmaster Harlan	<i>Mosh Pit</i>	<ul style="list-style-type: none"> • Burst the boss using hero and dps cooldowns to around 30% at the entrance to the room • Ensure the two adds are tanked and stay alive • Two new adds spawn just before Blades of Light, these need to be picked up by the tank • For Blades of Light, tank and dps run to the flag on the opposite ramp and wait to get caught by Blades of Light • Healer jumps into the pit • This is a very short version of Blades of Light, pop survival cooldowns and your healer should be able to heal through it • Finish the boss before another Blades of Light -- Other Notes -- • you don't need to get all 8 adds caught in one whirlwind • DKs have reported some success with Army of the Dead • Player pets count • You don't need to be alive to get this achievement as of 5.1 but you do need to defeat Harlan
Flameweaver Koegler		<input type="checkbox"/> Defeat Flameweaver Koegler	<i>Heroic: Scarlet Halls</i>	
		<input type="checkbox"/> Complete the achievement <i>Heroic: Scarlet Halls</i>	<i>Pandaria Dungeon Hero</i>	

SCARLET MONASTERY



Boss	Meta	<input checked="" type="checkbox"/> Detail	Achievement	Notes
NORMAL				
Thalnos the Soulrender	<input type="checkbox"/>	Defeat Thalnos the Soulrender while three Empowered Zombies are alive	<i>Empowered Spiritualist</i>	can be done on Normal Mode, just wait for three zombies to spawn
Inquisitor Whitemane	<input type="checkbox"/>	Defeat High Inquisitor Whitemane	<i>Scarlet Monastery</i>	
	<input type="checkbox"/>	Complete Scarlet Monastery	<i>Classic Dungeonmaster</i>	
HEROIC				
Thalnos the Soulrender	<input type="checkbox"/>	Defeat Thalnos the Soulrender while three Empowered Zombies are alive	<i>Empowered Spiritualist</i>	<p>For those that prefer to do this on heroic:</p> <ul style="list-style-type: none"> Thalnos summons Empowered Spirits and when they reach a Fallen Crusader's corpse they become Empowered Zombies Zombies have 19.6m health and hit for an average amount on plate Lower Thalnos to about 5-10% HP and wait for three Zombies, then burn Zombies (Undead) can be slowed, kited, shackled, feared, trapped etc.. Fallen Crusader spirits will continue to spawn throughout the fight making cc difficult A group with midling gear should be able to manage this achievement
Brother Korloff	<input checked="" type="checkbox"/>	<input type="checkbox"/> Cause Brother Korloff to light six nearby training dummies on fire and then defeat him	<i>Burning Man</i>	<ul style="list-style-type: none"> There are three Training Dummies on the right and three on the left Karloff needs to use either Blazing Fists or Firestorm Kick on all six Blazing Kick: tank turns him toward the Dummies during the Kick Firestorm Kick: he jumps to a random target, so stack on the dummies and run out when he starts channelling Hold dps until all 6 Dummies are set on fire so he doesn't gain stacks of Rising Flame
Inquisitor Whitemane	<input checked="" type="checkbox"/>	<input type="checkbox"/> Allow High Inquisitor Whitemane to cast Mass Resurrection, defeat all revived Scarlet Judicators and then defeat Whitemane	<i>And Stay Dead!</i>	<ul style="list-style-type: none"> Ensure the left wing of the Cathedral is clear Proceed normally through the fight (interrupting Mass Resurrection) until Durand has died, Whitemane has appeared, Durand is resurrected and killed for the 2nd time. This prevents being stunned while killing the Judicators Let her cast Mass Resurrection A very well geared team (especially tank) can blow cooldowns and aoe the Justicars Averagely geared groups may need to kite and kill in a more controlled fashion Whitemane must be subsequently defeated
		<input type="checkbox"/> Defeat High Inquisitor Whitemane	<i>Heroic: Scarlet Monastery</i>	
		<input type="checkbox"/>		<i>Pandaria Dungeon Hero</i>