**Necrotic Wake**

1. Bountiful Harvest – 2nd Boss

Get the Curio from the bushes opposite of boss entrance. Get Mob it spawns low before pulling boss. After pulling make sure mob dies near the boss. After add wave Boss casts Final Harvest and should gain the Final Harvest Buff. He heals to full and keeps healing himself. Outdps the heal and kill boss.

2. Surgeons Supplies – 3rd Boss

Aim Meat Hook into the 2 Spar Parts barrels in the room. Kill Boss after breaking the barrels. Maintain strong damage on the Abominations

3. Ready for Raiding – Last Boss

Don’t take any unnecessary damage or effects.

**Spires of Ascension**

1. Goliath Offline – 3rd Boss

There are 4 robots in the bosses big room. Drop the Ordnance debuff on them (1 at a time). When boss recharges he will activate the Robot, Kill the add before it runs out of energy(30 seconds). Add is untauntable but cc’able. Repeat 3 times

2. ExSPEARiential – Last Boss

There are blue swirlies in the sky when the Kyrians fighting above die. A player jumps off the edge and get’s flung up in the sky. Going into a blue swirly gets you a spear to throw. Do it 5 times. They hurt boss so dps slow until done. Be Careful not to be killed by the bomb while flying

3. I Can See My House From Here – After Last Boss

After the last boss orbs will spawn in the dungeon. 1 directly in front of platform. 3 (left, middle and right) in sky mid dungeon; final one is at the start of dungeon. Timer starts the moment you click the flight buff which auto throws you through closest orb. Orb has 3 minute respawn. Method: send 1 player to the orb at start of dungeon and wait near it. 2:30 later send the 3 people to get mid orbs. Final player goes through orb when other 4 have touched their orb.

**Mists of Tirna Scythe**

1. Hooked on Hydroponics – First Boss

(Requires a Night Fae) Get a seed from the shroom eating area and have the 1st boss drop Tears of the Forest on it. Hydra spawns, kill before boss.

2. Someone Could Trip on these! – Whole Dungeon

6 toys hidden in dungeon. Personal Achieve. Locations:

The First Toy is the Super Happy Fun Ball, located at 52.5, 30.0

The Second Toy is the Creepy Doll, located at 63.5, 47.5

The Third Toy is the Bed Time Stories, located at 57.0, 42.0

The Fourth Toy is the Drum, located at 49.5, 29.0

The Fifth Toy is the Pan Flute, located at 58.5, 34.0

The Sixth Toy is the Harp, located at 69.0, 43.0

(locations from Wowhead)

3. Hunger for Knowledge – Last Boss

Drag a Spinemaw Gorger into the middle of the last boss room. It will eat the cocoon (do not stun it, wont eat again). Kill it then kill boss. Gorger is in the final trash pack before boss.

**Da Other Side**

1. Couples Therapy – Millhouse

Use the boss abilities on each other. Stun line on Millhouse and Shadowfury on Millie. Don’t kill Millhouse before they swap!

2. Highly Communicable – All Bosses

Defeat all bosses with Hakkars Corrupted Blood on at least 1 player in 1 run. Clear all the dungeon trash; then get the buff and move between the bosses. Do not use the port back in the Nightfae area as the debuff will drop as you port. Can use multi person mount to move faster around the dungeon.

3. Thinking With…

Collect the 5 orbs above the boss in the Nightfae area using the knockup. Can do it either in 1 go or 1 at a time, doesn’t matter.

**Plaguefall**

1. Riding With My Slimes – All Bosses

Standing in the sludge and gaining 10 stacks transforms you into a Plaguefallen. Have to kill all the bosses with this transformation. Sludge is near first 3 bosses. Sludge near last boss doesn’t work. Clear her trash and go back to get buff. Have 2 minutes to defeat final boss. Currently Voodoo Shuffle Troll Racial causes you to lose the transformation early.

2. Full Gores Meal – First Boss

There are slime food in the pool around boss 1. Drag him into them so he eats them. Only 1 food visible at a time. Just take time and manage the slime mechanic.

3. Going Viral – Second Boss

Have to turn all the boss Cauldrons Purple. Start on lower right. On the table is a purple bottle. Click it and gain an action button. Use it on the Cauldron. The most recent Cauldron poisoned will spawn a new bottle to poison the next one. Players who throw are debuffed so it needs 4 players. You have 60 seconds to poison all cauldrons and 10 seconds to use the vial after picking it up. One all are purple, you have infinite time. Pull boss. Each time he leaps and spawns a slime it is a new purple slime. Must kill 2 for achieve, 2 leaps required.

**Theatre of Pain**

1. Three Choose One – First Boss

Defeat the 1st boss with a different last boss killed each time. Just reset the dungeon to get all 3 done in 1 trip.

2. Fresh Meat! – Chain Boss

There are two hunks of meat in boss room, tank needs to have him cast tenderizing smash on both. Then kill boss.

3. Royal Rumble – Last Boss

After boss reaches 50% Ghostly Contenders in the audience will become targetable. Do /challenge on 2 of them, kill, beat boss.

**Sanguine Depths**

1. I only Have Eyes for You – Extra Boss

There are 2 gems in the dungeon. 1 early on and 1 in the room before the last boss. Both gems need to be given the Stone Goliath Duruka the Unbreakable to make him hostile. We kill him. Don’t pickup gems until clearing to last boss. They have 10 min time limit after being picked up so clear dungeon first.

2. Residue Evil – 3rd Boss

In the prison cells are Forlorn Captives. Use the boss spawned add to create a pool of Residue that kills the captives in the prison cells. It makes a larger pool above 80 energy or when it explodes. Clear all trash on the prison ring before trying.

3. Kaal-ed Shot – Last Boss – Hardest Achieve to do

Before Gauntlet pick up Lantern so you gain Shadow Ball buff. This does a lot of damage so multiple runs probably required. Dying loses the buff. During the last wait for the boss to do Gloom Squall on right side of platform. Stand on left side to get knocked over the gap and drop the Shadow Ball into the lantern. This sucks, so gl.

To make it easier use these macros

/focus [@mouseover]

Map “Interact with Mouseover] in keybinds to mousewheel

Focus the lantern before pulling last boss. Spam mousewheel over focus frame while you are being knocked.

**Halls of Atonement**

1. Picking up the Pieces – First Boss

Clear all the trash and drag first boss to every location where his shards were (the guys you kill to spawn the boss). He will pulse with red to let you know that you have reached the right spot. Doesn’t matter where you killed the shards, he just has to get to the spawn platforms.

2. Breaking Bad – Second Boss

Gather 18 Undying Stonefiends in 1 place. Shatter them in a single Shattering Leap from the boss. Remember they keep respawning so try and keep them all in 1 place. He spawns 6 at a time. Best to use 4 waves in case some are outside of the leap. Kill boss after shattering 18.

3. Nobody Puts Denathrius in the Corner – Last Boss

Get boss to 40% so he uses his final Chamberlains Chorus. Then players must bait Telekinetic Toss into corners of the room. Track the achieve to ensure they are in the correct position. Achieve will turn white when correct, red when not. Once 3 statues are in corners; boss must die before they move. Boss always uses the closest statue to throw so the party should move in order to control which statues he throws.

Credit to Wowhead for info: https://www.wowhead.com/achievement=14322/glory-of-the-shadowlands-hero