<http://wiki.guildwars2.com/wiki/Chest#Bonus_chest>

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## Tequalt

* *Risen are attacking Chokevine Gorge.*
  + [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Defend Chokevine Gorge before Risen overrun it](http://wiki.guildwars2.com/wiki/Defend_Chokevine_Gorge_before_Risen_overrun_it) (64)
* *Krait are attacking the United Arcanist Lab.*
  + [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Defend the supply of energy from krait](http://wiki.guildwars2.com/wiki/Defend_the_supply_of_energy_from_krait) (65)
* *Quaggans from Brooloonu need protection.*
  + [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Escort the quaggans to Quaztocel](http://wiki.guildwars2.com/wiki/Escort_the_quaggans_to_Quaztocel) (64)
* *Tequatl is attacking!*
  + [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Group Event] [Defeat Tequatl the Sunless](http://wiki.guildwars2.com/wiki/Defeat_Tequatl_the_Sunless) (65)
* *The shore is calm.*

## Asolador

* *Vigil and Sentinel forces are working to contain the threats posed by Kralkatorrik's minions.*
* *An assault is being planned against the Shatterer. Heavily armed Sentinels are marching toward the Vigil's forward camp while the Vigil collects resources for siege weaponry.*
  + [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Escort the Sentinel squad to the Vigil camp in Lowland Burns](http://wiki.guildwars2.com/wiki/Escort_the_Sentinel_squad_to_the_Vigil_camp_in_Lowland_Burns) (49)
  + [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Collect siege weapon pieces for Crusader Blackhorn](http://wiki.guildwars2.com/wiki/Collect_siege_weapon_pieces_for_Crusader_Blackhorn) (47)
* *An assault is being planned against the Shatterer. The Vigil has begun to collect resources for siege weaponry.*
* *An assault is being planned against the Shatterer. The Vigil is bringing supplies to their forward camp in Lowland Burns.*
* *Vigil and Sentinel forces have united in Lowland Burns. Ominous winds are blowing.*
* *The Shatterer has landed! Destroy it!*
  + [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Group Event] [Slay the Shatterer](http://wiki.guildwars2.com/wiki/Slay_the_Shatterer) (50)
* *The Shatterer has been defeated! Vigil and Sentinel forces will continue working to contain the threats posed by Kralkatorrik's minions.*

## Taidha Covington

* *The Lionguard are preparing to attack Laughing Gull Island and Taidha Covington.*
  + [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Defend Lionguard supplies from the Inquest assault](http://wiki.guildwars2.com/wiki/Defend_Lionguard_supplies_from_the_Inquest_assault) (49)
* *The Lionguard have a ship waiting to bombard Covington Keep, but they must destroy the defenses to Port Noble first.*
  + [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Eliminate the cannons at the northern defensive tower](http://wiki.guildwars2.com/wiki/Eliminate_the_cannons_at_the_northern_defensive_tower) (49)
  + [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Capture Taidha Covington's southern defensive tower](http://wiki.guildwars2.com/wiki/Capture_Taidha_Covington%27s_southern_defensive_tower) (49)
* *The Lionguard are pouring their resources into knocking down the gate to Covington Keep.*
  + [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Defend the galleon and help it destroy Taidha's gate](http://wiki.guildwars2.com/wiki/Defend_the_galleon_and_help_it_destroy_Taidha%27s_gate) (50)
* *Taidha Covington is inside her keep, making her last stand against the Lionguard.*
  + [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Group Event] [Kill Admiral Taidha Covington](http://wiki.guildwars2.com/wiki/Kill_Admiral_Taidha_Covington) (50)
* *Taidha Covington has been defeated, and Laughing Gull Island is controlled by the Lionguard.*

## Centauro

* [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Group Event] [Keep the Modniir invaders from retaking Kingsgate](http://wiki.guildwars2.com/wiki/Keep_the_Modniir_invaders_from_retaking_Kingsgate) (43)

 *The Seraph control Kingsgate Camp, but the centaur leader is rallying his forces for a last stand!*

* [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Group Event] [Defeat Ulgoth the Modniir and his minions](http://wiki.guildwars2.com/wiki/Defeat_Ulgoth_the_Modniir_and_his_minions) (43)

## Behemot

* *The swamp lies dormant.*
* *Underworld forces have been spotted outside the swamp.*
  + [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Drive back Underworld creatures by destroying portals in the Heartwoods](http://wiki.guildwars2.com/wiki/Drive_back_Underworld_creatures_by_destroying_portals_in_the_Heartwoods) (10)
  + [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Drive back Underworld creatures by destroying portals in the monastery](http://wiki.guildwars2.com/wiki/Drive_back_Underworld_creatures_by_destroying_portals_in_the_monastery) (11)
  + [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Drive back Underworld creatures by destroying portals in Taminn Foothills](http://wiki.guildwars2.com/wiki/Drive_back_Underworld_creatures_by_destroying_portals_in_Taminn_Foothills) (14)
* *There is a disturbance in the heart of Godslost Swamp.*
  + [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Group Event] [Drive back Underworld creatures by destroying portals in the swamp](http://wiki.guildwars2.com/wiki/Drive_back_Underworld_creatures_by_destroying_portals_in_the_swamp) (15)
* *The beast has been awakened!*
  + [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Group Event] [Defeat the shadow behemoth](http://wiki.guildwars2.com/wiki/Defeat_the_shadow_behemoth) (15)

## Gusano

* *Shadows grow long in the heart of the swamp. Something terrible is coming. Check in at Falias Thorp.*
* *Shadows grow long in the heart of the swamp. Help Gamarien find the source of the darkness.*
  + [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Protect Gamarien as he scouts Wychmire Swamp](http://wiki.guildwars2.com/wiki/Protect_Gamarien_as_he_scouts_Wychmire_Swamp) (14)
* *Dark and terrible creatures have emerged in Wychmire Swamp. Stem the tide!*
  + [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Destroy the blighted growth](http://wiki.guildwars2.com/wiki/Destroy_the_blighted_growth) (15)
  + [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Kill the giant blighted grub](http://wiki.guildwars2.com/wiki/Kill_the_giant_blighted_grub) (15)
* *The outskirts of the swamp have been cleared, but the heart of the swamp is still overrun.*
  + [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Destroy the avatars of blight](http://wiki.guildwars2.com/wiki/Destroy_the_avatars_of_blight) (15)
* *A great wurm has awoken in the heart of Wychmire Swamp. Defeat it to restore balance!*
  + [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Group Event] [Defeat the great jungle wurm](http://wiki.guildwars2.com/wiki/Defeat_the_great_jungle_wurm) (15)
* *The forces of darkness have been driven back. An uneasy calm has fallen over the swamp.*

## Elemental Fuego

 *Chaotic material levels are preventing substantial clean-up efforts.*

* [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Destroy the chaotic materials created by the reactor meltdown](http://wiki.guildwars2.com/wiki/Destroy_the_chaotic_materials_created_by_the_reactor_meltdown) (14)

 *Rooba is outside the eastern entrance, preparing to enter the reactor's remains.*

 *Rooba and the C.L.E.A.N. 5000 are attempting to cleanse the reactor.*

* [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Escort the C.L.E.A.N. 5000 golem while it absorbs clouds of chaos magic](http://wiki.guildwars2.com/wiki/Escort_the_C.L.E.A.N._5000_golem_while_it_absorbs_clouds_of_chaos_magic) (14)
* [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Defend the C.L.E.A.N. 5000 golem](http://wiki.guildwars2.com/wiki/Defend_the_C.L.E.A.N._5000_golem) (15)
* Success:
  + *Clean-up efforts have failed. There's a fire elemental on the loose.*
    - Group: [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Destroy the fire elemental created from chaotic energy fusing with the C.L.E.A.N. 5000's energy core](http://wiki.guildwars2.com/wiki/Destroy_the_fire_elemental_created_from_chaotic_energy_fusing_with_the_C.L.E.A.N._5000%27s_energy_core) (15)

## \* Megadestroyer

* *The volcano lies silent.*
* *The volcano is active. Destroyers are attacking the asura lab, and Inquest forces are harnessing Destroyer essence.*
* *The volcano is active. Destroyers are attacking the asura lab, and the Inquest have sent a Destroyer-infused golem to destroy the sylvari camp.*
* *The volcano is active. The Inquest have sent a Destroyer-infused golem to destroy the sylvari camp.*
  + [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Stop the Inquest's destroyer-essence collectors by destroying their power cores](http://wiki.guildwars2.com/wiki/Stop_the_Inquest%27s_destroyer-essence_collectors_by_destroying_their_power_cores) (64)
  + [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Defend the Advanced Arcanomics lab](http://wiki.guildwars2.com/wiki/Defend_the_Advanced_Arcanomics_lab) (64)
  + [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Group Event] [Stop the rampaging Inquest golem](http://wiki.guildwars2.com/wiki/Stop_the_rampaging_Inquest_golem) (65)
* *The volcano is active. Destroyers have overrun the lower tunnels.*
  + [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Slay destroyers, and close their fissures on the volcano's north side](http://wiki.guildwars2.com/wiki/Slay_destroyers,_and_close_their_fissures_on_the_volcano%27s_north_side) (65)
  + [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Eliminate destroyer forces in the volcano's southeast cavern](http://wiki.guildwars2.com/wiki/Eliminate_destroyer_forces_in_the_volcano%27s_southeast_cavern) (65)
  + [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Eliminate destroyer forces on the volcano's south side](http://wiki.guildwars2.com/wiki/Eliminate_destroyer_forces_on_the_volcano%27s_south_side) (65)
* *The volcano is becoming unstable. The path to the central chamber has been cleared. Asura volcano specialists are attempting to calm the volcano.*
  + [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Group Event] [Protect the asura and their technology while they quell the unstable volcano](http://wiki.guildwars2.com/wiki/Protect_the_asura_and_their_technology_while_they_quell_the_unstable_volcano) (66)
* *The volcano is erupting. A massive Destroyer has emerged from the central core.*
  + [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Group Event] [Kill the megadestroyer before it blows everyone up](http://wiki.guildwars2.com/wiki/Kill_the_megadestroyer_before_it_blows_everyone_up) (66)

## Golem

* Disable the containers before they release their toxins
* Defeat the Inquest's Golem Mark II

## Arah

 *The Pact are strategizing at Meddler's Summit.*

 *The Pact are moving towards Shank Anchorage.*

* [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Get Warmaster Chan to Shank Anchorage before the troops' morale breaks](http://wiki.guildwars2.com/wiki/Get_Warmaster_Chan_to_Shank_Anchorage_before_the_troops%27_morale_breaks) (80)

 *The Pact are preparing to establish a forward base.*

 *Shank Anchorage is under Orrian assault.*

* [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Group Event] [Hold the Pact position at Shank Anchorage against Risen attack](http://wiki.guildwars2.com/wiki/Hold_the_Pact_position_at_Shank_Anchorage_against_Risen_attack) (80)

 *The Pact are preparing for the assault on Arah.*

* [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Collect scrap metal to help Ballistician Dexa build her siege weapon](http://wiki.guildwars2.com/wiki/Collect_scrap_metal_to_help_Ballistician_Dexa_build_her_siege_weapon) (80)
* [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Help Crusader Angaria signal reinforcements for the assault on Arah](http://wiki.guildwars2.com/wiki/Help_Crusader_Angaria_signal_reinforcements_for_the_assault_on_Arah) (80)
* [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Escort Scholar Didi to the signal flare site to summon her golem prototype for the assault on Arah](http://wiki.guildwars2.com/wiki/Escort_Scholar_Didi_to_the_signal_flare_site_to_summon_her_golem_prototype_for_the_assault_on_Arah) (80)

 *The Promenade steps are under assault by the Pact.*

* [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Group Event] [Help the Pact seize the steps of the Promenade of the Gods](http://wiki.guildwars2.com/wiki/Help_the_Pact_seize_the_steps_of_the_Promenade_of_the_Gods) (80)

 *The Pact is attempting to capture the Promenade hall.*

* [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Group Event] [Help the Pact capture the hall of the Promenade of the Gods](http://wiki.guildwars2.com/wiki/Help_the_Pact_capture_the_hall_of_the_Promenade_of_the_Gods) (80)

 *A high Orrian wizard is defending the Gates of Arah.*

* [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Group Event] [Defeat the Risen High Wizard and secure the Promenade of the Gods](http://wiki.guildwars2.com/wiki/Defeat_the_Risen_High_Wizard_and_secure_the_Promenade_of_the_Gods) (80)

## Grenth

Initial events

* *The Pact are preparing an assault on the Temple of Grenth from north of Harbinger Torch.*
* *The Pact are moving on to Death's Gaze Torch.*
  + [Help the Pact strike team make their way to Death's Gaze Torch](http://wiki.guildwars2.com/index.php?title=Help_the_Pact_strike_team_make_their_way_to_Death%27s_Gaze_Torch&action=edit&redlink=1) *(Unknown event)*
* *The Pact have stopped to build a support weapon before continuing to Death's Gaze Torch.*
* *The Pact[*[sic](http://en.wikipedia.org/wiki/sic)*] building defensive measurements[*[sic](http://en.wikipedia.org/wiki/sic)*] to continue their assault on the Temple of Grenth.*
  + [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Protect Tactician Footi as she sets up her cannon](http://wiki.guildwars2.com/wiki/Protect_Tactician_Footi_as_she_sets_up_her_cannon) (80)
* *The lightning cannon is fully operational.*
* *The Pact are attempting to secure the lighthouse.*
  + [](http://wiki.guildwars2.com/wiki/Dynamic_event)[See Keeper Jonez Deadrun safely to Death's Gaze Torch](http://wiki.guildwars2.com/wiki/See_Keeper_Jonez_Deadrun_safely_to_Death%27s_Gaze_Torch) (80)
* *The Pact have arrived at Death's Gaze Torch.*
* *The Pact are attempting to secure the lighthouse.*
  + [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Secure Death's Gaze Torch while Explorer Ambrose completes his ritual](http://wiki.guildwars2.com/wiki/Secure_Death%27s_Gaze_Torch_while_Explorer_Ambrose_completes_his_ritual) (80)
* *Death's Gaze Torch has been secured.*

Escort Keeper Jonez Deadrun events

* *The Pact are moving towards the Temple of Grenth.*
  + [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Ensure that Keeper Jonez Deadrun reaches the Cathedral of Silence](http://wiki.guildwars2.com/wiki/Ensure_that_Keeper_Jonez_Deadrun_reaches_the_Cathedral_of_Silence) (80)
* *The Pact have arrived at the Cathedral of Silence.*
* *The Pact are attacking the Temple of Grenth.*
  + [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Group Event] [Protect Keeper Jonez Deadrun and destroy the Champion Risen Priest of Grenth](http://wiki.guildwars2.com/wiki/Protect_Keeper_Jonez_Deadrun_and_destroy_the_Champion_Risen_Priest_of_Grenth) (80)
* *The Risen priest of Grenth has been defeated.*
* *The Pact are trying to cleanse the Temple of Grenth.*
  + [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Group Event] [Cover Keeper Jonez Deadrun as he performs the cleansing ritual](http://wiki.guildwars2.com/wiki/Cover_Keeper_Jonez_Deadrun_as_he_performs_the_cleansing_ritual) (80)
* *The Pact are in control of the Temple of Grenth.*

Upon failure of the escort events

* *The Pact are temporarily focusing on maintaining defenses at Death's Gaze Torch.*
* *The Pact are defending the Lightning Cannon from attacking Orrians.*
  + [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Defend the Pact lightning cannon](http://wiki.guildwars2.com/wiki/Defend_the_Pact_lightning_cannon) (80)
    - Success:
      * After several minutes, the event chain continues with escorting Keeper Jonez Deadrun to the Temple of Grenth.
    - Failure:
      * The event chain restarts to the initial events in several minutes.

Defend-only event after Temple of Grenth is cleansed

* [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Stop the Risen Priest of Grenth from retaking the Cathedral of Silence](http://wiki.guildwars2.com/wiki/Stop_the_Risen_Priest_of_Grenth_from_retaking_the_Cathedral_of_Silence) (80)

## Melandru

Order of Temple of Melandru events

* *The Pact are preparing to attack the Temple of Melandru.*
* [*Gavbeorn's Landing*](http://wiki.guildwars2.com/index.php?title=Gavbeorn%27s_Landing&action=edit&redlink=1) *is occupied by Orrians.*
  + [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Reclaim Gavbeorn's Landing from the Risen](http://wiki.guildwars2.com/index.php?title=Reclaim_Gavbeorn%27s_Landing_from_the_Risen&action=edit&redlink=1) (80)
* *The Pact are building up strength at Gavbeorn's Landing.*
  + [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Defend Gavbeorn's Landing from invading Risen.](http://wiki.guildwars2.com/index.php?title=Defend_Gavbeorn%27s_Landing_from_invading_Risen.&action=edit&redlink=1) (80)
* *The Pact are moving to light the first ship beacon.*
  + [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Escort Magister Izzmek to the site of the first signal beacon](http://wiki.guildwars2.com/wiki/Escort_Magister_Izzmek_to_the_site_of_the_first_signal_beacon) (80)
* *The first beacon is active.*
* *The Pact are moving to light the second ship beaon[*[sic](http://en.wikipedia.org/wiki/sic)*].*
  + [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Escort Magister Izzmek to the site of the second signal beacon.](http://wiki.guildwars2.com/index.php?title=Escort_Magister_Izzmek_to_the_site_of_the_second_signal_beacon.&action=edit&redlink=1) (80)
* *The second beacon is active.*
* *The Pact are protecting the ship landing zone.*
  + [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Defend the beacon until Pact reinforcements can arrive.](http://wiki.guildwars2.com/index.php?title=Defend_the_beacon_until_Pact_reinforcements_can_arrive.&action=edit&redlink=1) (80)
* *The ship landing zone is secure.*
* *The Pact are moving on to the Temple of Melandru.*
  + [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Escort the Pact forces to the Temple of Melandru](http://wiki.guildwars2.com/index.php?title=Escort_the_Pact_forces_to_the_Temple_of_Melandru&action=edit&redlink=1) (80)
* *The Pact are attacking the Temple of Melandru.*
  + [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Group Event] [Destroy the Risen Priest of Melandru](http://wiki.guildwars2.com/wiki/Destroy_the_Risen_Priest_of_Melandru) (80)
* *The Pact are cleansing the Temple of Melandru.*
  + [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Group Event] [Defend the Pact interrupter device while it charges to cleanse the temple](http://wiki.guildwars2.com/wiki/Defend_the_Pact_interrupter_device_while_it_charges_to_cleanse_the_temple) (80)
* *The Temple of Melandru has been cleansed.*

Defend-only event after Temple of Melandru is cleansed

* *The Pact are trying to hold the Temple of Melandru.*
  + [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Group Event] [Defend the Pact interruptor from Risen attacks](http://wiki.guildwars2.com/wiki/Defend_the_Pact_interruptor_from_Risen_attacks) (80)

## Jinx Isle Marchor’s Leap

* *An Order of Whispers strike team has crash-landed on the northeastern tip of the island.*
* *The strike team must destroy the base's defense cannons to infiltrate the facility.*
  + [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Escort the elite Whispers strike team to the secret Inquest base entrance](http://wiki.guildwars2.com/wiki/Escort_the_elite_Whispers_strike_team_to_the_secret_Inquest_base_entrance) (79)
* *The Whispers strike team is trying to crack open the door to the base.*
  + [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Defend Technical Agent Frazz until he is able to open the door to the base](http://wiki.guildwars2.com/wiki/Defend_Technical_Agent_Frazz_until_he_is_able_to_open_the_door_to_the_base) (79)
* *With its defenses destroyed, the base is vulnerable to Risen sea life.*
* *The strike team has infiltrated the golem fabrication factory. Agent Frazz is attempting to crack the security codes to gain control of the facility.*
  + [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Collect encryption crystals from defeated Inquest and bring them to Technical Agent Frazz](http://wiki.guildwars2.com/wiki/Collect_encryption_crystals_from_defeated_Inquest_and_bring_them_to_Technical_Agent_Frazz) (79)
* *The strike team has control of the base. They must now fully secure and repower it without activating any experiments.*
  + [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Bring parts to the golem fabricators to build repair golems for the base turrets](http://wiki.guildwars2.com/wiki/Bring_parts_to_the_golem_fabricators_to_build_repair_golems_for_the_base_turrets) (79)
  + [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Keep the power conduits active until power is fully restored](http://wiki.guildwars2.com/wiki/Keep_the_power_conduits_active_until_power_is_fully_restored) (79)
  + [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Destroy the power generators before the Inquest can complete their experiment](http://wiki.guildwars2.com/wiki/Destroy_the_power_generators_before_the_Inquest_can_complete_their_experiment) (79)
* *The experiment lab has been completely destroyed. Some allied forces were saved and have joined the fight!*
* *The monstrous Inquest experiment has been put down.*
* *The Whispers strike team is in the central chamber preparing to secure the Inquest gate.*
* *The Whispers strike team is battling the Mark V defense golem.*
  + [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Group Event] [Destroy the Mark II golem defending the Inquest gate](http://wiki.guildwars2.com/wiki/Destroy_the_Mark_II_golem_defending_the_Inquest_gate) (79)
* *The Whispers strike team has secured the Inquest gate. Once it is configured, they will use it to escape.*
* *The base's self destruct sequence has been activated. Escape Bauxite Alchemicals through the Inquest gate.*
* *The facility's destruction is imminent. All remaining personnel will be forcibly evacuated.*
* *The base is sealed up tight. Nothing is getting in or out.*

## Catedral Eternal Radiance

* *Capture and deactivate the three seals of Lyssa to disable the shield around the altar.*
* *The Temple's power has been interrupted.*
  + [Stop the Inquest from draining the energy containment device](http://wiki.guildwars2.com/index.php?title=Stop_the_Inquest_from_draining_the_energy_containment_device&action=edit&redlink=1) *(Unknown event)*
  + [Protect the Pact golems until they charge the neutralizer device](http://wiki.guildwars2.com/index.php?title=Protect_the_Pact_golems_until_they_charge_the_neutralizer_device&action=edit&redlink=1) *(Unknown event)*
  + [Defeat the Risen forces before they construct fortifications around the Seal of Union](http://wiki.guildwars2.com/index.php?title=Defeat_the_Risen_forces_before_they_construct_fortifications_around_the_Seal_of_Union&action=edit&redlink=1) *(Unknown event)*
  + [Destroy the Risen fortifications to capture the Seal of Union](http://wiki.guildwars2.com/index.php?title=Destroy_the_Risen_fortifications_to_capture_the_Seal_of_Union&action=edit&redlink=1) *(Unknown event)*
  + [Defend the Seal of Lyss until the Pact cannon is online](http://wiki.guildwars2.com/index.php?title=Defend_the_Seal_of_Lyss_until_the_Pact_cannon_is_online&action=edit&redlink=1) *(Unknown event)*
  + [Destroy the Risen fortifications and capture the Seal of Union](http://wiki.guildwars2.com/index.php?title=Destroy_the_Risen_fortifications_and_capture_the_Seal_of_Union&action=edit&redlink=1) *(Unknown event)*
  + [Drive off the dragon minions](http://wiki.guildwars2.com/index.php?title=Drive_off_the_dragon_minions&action=edit&redlink=1) *(Unknown event)*
  + [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Group Event] [Kill the Corrupted High Priestess](http://wiki.guildwars2.com/wiki/Kill_the_Corrupted_High_Priestess) (78)

## Catedral Zefiros

* *An Orrian scholar is needed at the Altar of Tempests to investigate a strange statue.*
  + [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Group Event] [Escort Historian Vermoth to the Altar of Tempests](http://wiki.guildwars2.com/wiki/Escort_Historian_Vermoth_to_the_Altar_of_Tempests) (79)
* *The seal on the statue of Dwayna must be broken.*
  + [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Group Event] [Defeat the Risen Priestess of Dwayna](http://wiki.guildwars2.com/wiki/Defeat_the_Risen_Priestess_of_Dwayna) (79)
* *Only Malchor the sculptor can break the protection around the strange Dwayna statue at the Altar of Tempests.*
  + [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Drive Malchor to the Altar of Tempests](http://wiki.guildwars2.com/wiki/Drive_Malchor_to_the_Altar_of_Tempests) (79)
* *The seal on the statue of Dwayna must be broken.*
  + [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Group Event] [Defeat the possessed statue of Dwayna](http://wiki.guildwars2.com/wiki/Defeat_the_possessed_statue_of_Dwayna) (79)
* *The Pact has control of Dwayna's cathedral, and Zhaitan's control over Dwayna statues throughout Orr has been disabled.*
  + [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Group Event] [Protect the Cathedral of Zephyrs](http://wiki.guildwars2.com/wiki/Protect_the_Cathedral_of_Zephyrs) (79)

## Baltazhar

The event begins with this status in the zone:

*Leaders at the Pact rally point are awaiting reinforcements from the central, northern, and southern invasions before the assault on Temple of Balthazar can begin.*

Once the event is ready to progress, this status appears:

*Pact forces have begun preparing for the assault on the Temple of Balthazar*

At this point, three distinct Pact invasion paths open up to complete and can be progressed simultaneously:

Escort the northern invasion Pact squad to the Pact rally point at Triumph Plaza. Begins at Royal Forum Waypoint

* [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Group Event] [Defend the subs at Royal Forum waypoint](http://wiki.guildwars2.com/index.php?title=Defend_the_subs_at_Royal_Forum_waypoint&action=edit&redlink=1)
  + [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Group Event] [Conquer Brassburn Torch, south-west of Royal Forum waypoint](http://wiki.guildwars2.com/index.php?title=Conquer_Brassburn_Torch,_south-west_of_Royal_Forum_waypoint&action=edit&redlink=1)
    - [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Group Event] [Escort the northern invasion Pact squad to the Pact rally point at Triumph Plaza](http://wiki.guildwars2.com/wiki/Escort_the_northern_invasion_Pact_squad_to_the_Pact_rally_point_at_Triumph_Plaza). (75)

Escort the central invasion Pact squad to the Pact rally point at Triumph Plaza. Begins at [Armada Harbor](http://wiki.guildwars2.com/wiki/Armada_Harbor) in [Fort Trinity](http://wiki.guildwars2.com/wiki/Fort_Trinity).

* [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Group Event] [Destroy the Risen krait harpoons before the Pact are forced to turn back.](http://wiki.guildwars2.com/index.php?title=Destroy_the_Risen_krait_harpoons_before_the_Pact_are_forced_to_turn_back.&action=edit&redlink=1) (75)
  + [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Group Event] [Defend Stygian Deeps from the Risen krait.](http://wiki.guildwars2.com/index.php?title=Defend_Stygian_Deeps_from_the_Risen_krait.&action=edit&redlink=1) (75)
    - [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Group Event] [Destroy Risen minefield for the assault vessels before the Risen regroup.](http://wiki.guildwars2.com/index.php?title=Destroy_Risen_minefield_for_the_assault_vessels_before_the_Risen_regroup.&action=edit&redlink=1) (75)
      * [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Group Event] [Drive the Risen from Conquest Marina.](http://wiki.guildwars2.com/index.php?title=Drive_the_Risen_from_Conquest_Marina.&action=edit&redlink=1) (75)
        + [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Escort the central invasion Pact squad to the Pact rally point at Triumph Plaza](http://wiki.guildwars2.com/wiki/Escort_the_central_invasion_Pact_squad_to_the_Pact_rally_point_at_Triumph_Plaza)

Escort the southern invasion Pact squad to the Pact rally point at Triumph Plaza. Begins at [Fort Trinity](http://wiki.guildwars2.com/wiki/Fort_Trinity).

* [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Group Event] [Protect the Pact Siege Team as it sets up trebuchets](http://wiki.guildwars2.com/wiki/Protect_the_Pact_Siege_Team_as_it_sets_up_trebuchets) (75)
  + [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Group Event] [Defend the Pact trebuchets from the undead](http://wiki.guildwars2.com/wiki/Defend_the_Pact_trebuchets_from_the_undead) (75)
    - [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Group Event] [Defend Agent Carver as she attempts to capture Izz-al-Din Sarayi](http://wiki.guildwars2.com/wiki/Defend_Agent_Carver_as_she_attempts_to_capture_Izz-al-Din_Sarayi) (75)
      * [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Group Event] [Defend Agent Carver from Risen attackers](http://wiki.guildwars2.com/wiki/Defend_Agent_Carver_from_Risen_attackers) (75)
        + [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Group Event] [Escort the weapons transport to Lasciate Gate on Orr](http://wiki.guildwars2.com/wiki/Escort_the_weapons_transport_to_Lasciate_Gate_on_Orr) (75)

[](http://wiki.guildwars2.com/wiki/Dynamic_event)[Group Event] [Use Pact weaponry from the weapons transport to break through the Lasciate Gate](http://wiki.guildwars2.com/index.php?title=Use_Pact_weaponry_from_the_weapons_transport_to_break_through_the_Lasciate_Gate&action=edit&redlink=1) (75)

[](http://wiki.guildwars2.com/wiki/Dynamic_event)[Group Event] [Defend the Lone Post from the Risen hordes](http://wiki.guildwars2.com/wiki/Defend_the_Lone_Post_from_the_Risen_hordes) (75)

[](http://wiki.guildwars2.com/wiki/Dynamic_event)[Group Event] [Escort the southern invasion Pact squad to the Pact rally point at Triumph Plaza](http://wiki.guildwars2.com/wiki/Escort_the_southern_invasion_Pact_squad_to_the_Pact_rally_point_at_Triumph_Plaza)

**If at any point one of the quests in any of the chains fail, wait a moment and a Defend-type event will trigger. Defend the point from the Risen and the next step in the chain will restart. If you fail to defend, the Pact will be pushed back up the chain until the event fails.**

The status at [Triumph Plaza](http://wiki.guildwars2.com/wiki/Triumph_Plaza) will be one of the following, which will indicate which paths have been completed and which paths need to be completed:

* *Reinforcements from the northern invasion have arrived at the Pact rally point. Pact forces are awaiting additional reinforcements from the southern invasion.*
* *Reinforcements from the central invasion have arrived at the Pact rally point. Pact forces are awaiting additional reinforcements from the northern invasion.*
* *Reinforcements from the central and northern invasions have arrived at the Pact rally point. Pact forces are awaiting additional reinforcements from the southern invasion.*
* *Reinforcements from the northern and southern invasion have arrived at the Pact rally point. Pact forces are awaiting additional reinforcements from the central invasion.*

### The Assault on the Temple of Balthazar

The final event chain can be started when at least one of the invasion forces reaches [Triumph Plaza](http://wiki.guildwars2.com/wiki/Triumph_Plaza). **For each invasion force (North, Central, South) that reaches Rally point, the Pact's morale increases by 33%.**

* *Pact forces have begun their assault on the Temple of Balthazar. They march towards the Altar of Betrayal.*
  + [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Group Event] [Help the Pact reach the Altar of Betrayal before their morale is depleted](http://wiki.guildwars2.com/wiki/Help_the_Pact_reach_the_Altar_of_Betrayal_before_their_morale_is_depleted) (75)
* *Pact forces have reached the Altar of Betrayal. They're fighting to seize control of the temple from the Risen.*
  + [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Group Event] [Seize the Altar of Betrayal before Pact morale can be broken](http://wiki.guildwars2.com/wiki/Seize_the_Altar_of_Betrayal_before_Pact_morale_can_be_broken) (75)
* *The Pact has claimed the Altar of Betrayal from the Risen. A powerful Risen Priest of Balthazar stands in their way.*
  + [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Group Event] [Defeat the Risen Priest of Balthazar before it can summon a horde of Risen](http://wiki.guildwars2.com/wiki/Defeat_the_Risen_Priest_of_Balthazar_before_it_can_summon_a_horde_of_Risen) (75)
* *The Risen Priest of Balthazar has been defeated! The flow of corruption to the statues of Balthazar has been disabled. The Pact holds the Temple of Balthazar but remains alert.*

After gaining the temple, it remains friendly for several hours (2-4 hours estimated) after which an event spawns to defend it. If successful, it will remain open for about one more hour after which a much more difficult defend event triggers - with victory conditions such that failure is essentially certain.

## Comisario draga

 *The dredge and the Priory are competing for the center camps.*

* [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Stop the dredge from recapturing Firebase Molek](http://wiki.guildwars2.com/wiki/Stop_the_dredge_from_recapturing_Firebase_Molek) (48)
* [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Regain control of Firebase Molek](http://wiki.guildwars2.com/wiki/Regain_control_of_Firebase_Molek) (48)

 *The dredge hold the center camps and are advancing on Mantelet Refuge.*

* [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Drive the dredge out of Fridgardr Lodge](http://wiki.guildwars2.com/wiki/Drive_the_dredge_out_of_Fridgardr_Lodge) (48)

 *The dredge have been pushed back to* [*Tribulation Rift*](http://wiki.guildwars2.com/wiki/Tribulation_Rift)*.*

* [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Defeat the dredge commissar](http://wiki.guildwars2.com/wiki/Defeat_the_dredge_commissar_%28Dredgehaunt_Cliffs%29) (50)

## Jormag

 *A Claw of Jormag bombarded this area with corruption, and icebrood are spreading from the dragon crystals left in its wake.*

* [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Destroy the dragon crystal on the road to Slough of Despond](http://wiki.guildwars2.com/wiki/Destroy_the_dragon_crystal_on_the_road_to_Slough_of_Despond) (80)
* [Destroy the dragon crystal at Elder's Vale](http://wiki.guildwars2.com/index.php?title=Destroy_the_dragon_crystal_at_Elder%27s_Vale&action=edit&redlink=1) *(Unknown event)*
* [Destroy the dragon crystal near the Pact siege wall](http://wiki.guildwars2.com/index.php?title=Destroy_the_dragon_crystal_near_the_Pact_siege_wall&action=edit&redlink=1) *(Unknown event)*
* [Destroy the dragon crystal at the Pact flak cannons](http://wiki.guildwars2.com/index.php?title=Destroy_the_dragon_crystal_at_the_Pact_flak_cannons&action=edit&redlink=1) *(Unknown event)*

 *A Claw of Jormag bombarded this area with corruption. The Pact is rallying against the spreading icebrood and last dragon crystal.*

* [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Group Event] [Lure out the Claws of Jormag by destroying the final dragon crystal](http://wiki.guildwars2.com/wiki/Lure_out_the_Claws_of_Jormag_by_destroying_the_final_dragon_crystal) (80)

 *By stopping its corruptive crystals, the Pact has lured a Claw of Jormag from the sky. Now, everyone must rally to defeat the beast.*

* [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Group Event] [Defeat the Claw of Jormag](http://wiki.guildwars2.com/wiki/Defeat_the_Claw_of_Jormag) (80)

## Chaman

* *The Maw is quiet.*
* *Nearby grawl have grown unusually aggressive and are now assaulting Krennakk's Homestead.*
  + [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Protect Tor the Tall's supplies from the grawl](http://wiki.guildwars2.com/wiki/Protect_Tor_the_Tall%27s_supplies_from_the_grawl) (10)
* *Scholar Brogun waits at Krennakk's Homestead for help investigating the aggressive grawl near the Maw.*
* *Scholar Brogun is headed to the Maw to investigate the grawl.*
  + [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Protect Scholar Brogun as he investigates the grawl tribe](http://wiki.guildwars2.com/wiki/Protect_Scholar_Brogun_as_he_investigates_the_grawl_tribe) (10)
* *The grawl are worshiping a dragon totem. It must be destroyed.*
  + [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Destroy the dragon totem](http://wiki.guildwars2.com/wiki/Destroy_the_dragon_totem) (10)
* *The Sons of Svanir are summoning something in the Maw.* Svanir summoning ritual completes in: 15:00
  + [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Defeat the shaman's elite guard](http://wiki.guildwars2.com/wiki/Defeat_the_shaman%27s_elite_guard) (10)
  + [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Defeat the Svanir shamans spreading the dragon's corruption](http://wiki.guildwars2.com/wiki/Defeat_the_Svanir_shamans_spreading_the_dragon%27s_corruption) (10)
  + [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Destroy the corrupted portals summoning creatures from the mists](http://wiki.guildwars2.com/wiki/Destroy_the_corrupted_portals_summoning_creatures_from_the_mists) (10)
* *A powerful Svanir shaman is menacing the Maw.*
  + [](http://wiki.guildwars2.com/wiki/Dynamic_event)[Group Event] [Kill the Svanir shaman chief to break his control over the ice elemental](http://wiki.guildwars2.com/wiki/Kill_the_Svanir_shaman_chief_to_break_his_control_over_the_ice_elemental) (10)
* *The Svanir shaman chief has been driven from the Maw.*

## Recopilatorio

|  |  |  |  |
| --- | --- | --- | --- |
| Event | Notes | Zone | Named drops |
| [World bosses](http://wiki.guildwars2.com/wiki/World_boss) | | | | |
| [Event boss (map icon).png](http://wiki.guildwars2.com/wiki/Dynamic_event)[Group Event] [Defeat the shadow behemoth](http://wiki.guildwars2.com/wiki/Defeat_the_shadow_behemoth) (15) | Pre-events will *not* start if either the [Defeat the champion rotting ancient oakheart](http://wiki.guildwars2.com/wiki/Defeat_the_champion_rotting_ancient_oakheart) or [Drive back the centaurs before they steal the monastery's ale](http://wiki.guildwars2.com/wiki/Drive_back_the_centaurs_before_they_steal_the_monastery%27s_ale) is active. | [Queensdale](http://wiki.guildwars2.com/wiki/Queensdale) | [Final Rest](http://wiki.guildwars2.com/wiki/Final_Rest), [Spirit Links](http://wiki.guildwars2.com/wiki/Spirit_Links) |  |
| [Event boss (map icon).png](http://wiki.guildwars2.com/wiki/Dynamic_event)[Group Event] [Destroy the fire elemental created from chaotic energy fusing with the C.L.E.A.N. 5000's energy core](http://wiki.guildwars2.com/wiki/Destroy_the_fire_elemental_created_from_chaotic_energy_fusing_with_the_C.L.E.A.N._5000%27s_energy_core) (15) |  | [Metrica Province](http://wiki.guildwars2.com/wiki/Metrica_Province) | [Emberspire](http://wiki.guildwars2.com/wiki/Emberspire), [Kodanroar](http://wiki.guildwars2.com/wiki/Kodanroar), [Atlatl](http://wiki.guildwars2.com/wiki/Atlatl) |  |
| [Event boss (map icon).png](http://wiki.guildwars2.com/wiki/Dynamic_event)[Group Event] [Defeat the great jungle wurm](http://wiki.guildwars2.com/wiki/Defeat_the_great_jungle_wurm) (15) |  | [Caledon Forest](http://wiki.guildwars2.com/wiki/Caledon_Forest) | [Wisteria](http://wiki.guildwars2.com/wiki/Wisteria), [Wall of Thorns](http://wiki.guildwars2.com/wiki/Wall_of_Thorns), [Peasant's Solution](http://wiki.guildwars2.com/wiki/Peasant%27s_Solution), [Soulshard](http://wiki.guildwars2.com/wiki/Soulshard) |  |
| [Event boss (map icon).png](http://wiki.guildwars2.com/wiki/Dynamic_event)[Group Event] [Slay the Shatterer](http://wiki.guildwars2.com/wiki/Slay_the_Shatterer) (50) |  | [Blazeridge Steppes](http://wiki.guildwars2.com/wiki/Blazeridge_Steppes) | [Breath of Kralkatorrik](http://wiki.guildwars2.com/wiki/Breath_of_Kralkatorrik), [Sentinel's Bane](http://wiki.guildwars2.com/wiki/Sentinel%27s_Bane) |  |
| [Event boss (map icon).png](http://wiki.guildwars2.com/wiki/Dynamic_event)[Group Event] [Defeat Tequatl the Sunless](http://wiki.guildwars2.com/wiki/Defeat_Tequatl_the_Sunless) (65) |  | [Sparkfly Fen](http://wiki.guildwars2.com/wiki/Sparkfly_Fen) | [Shard of the Deep](http://wiki.guildwars2.com/wiki/Shard_of_the_Deep), [Zhaitan's Reach](http://wiki.guildwars2.com/wiki/Zhaitan%27s_Reach) |  |
| [Defeat the Inquest's Golem Mark II, Defeat the Inquest's golem Mark II](http://wiki.guildwars2.com/wiki/Defeat_the_Inquest%27s_golem_Mark_II) (68, 68) | May have to end the preceding failed event chain first ([harvesting kelp](http://wiki.guildwars2.com/wiki/Harvest_kelp_from_the_reef_lurker_fields_so_the_Lonatl_chief_can_heal_his_tribe)) | [Mount Maelstrom](http://wiki.guildwars2.com/wiki/Mount_Maelstrom) | [Symbol of the Inquest](http://wiki.guildwars2.com/wiki/Symbol_of_the_Inquest), [Breath of Flame](http://wiki.guildwars2.com/wiki/Breath_of_Flame), [Magmaton](http://wiki.guildwars2.com/wiki/Magmaton), [Windstorm](http://wiki.guildwars2.com/wiki/Windstorm), [Coiler](http://wiki.guildwars2.com/wiki/Coiler), [Super Hyperbeam Alpha](http://wiki.guildwars2.com/wiki/Super_Hyperbeam_Alpha), [Tsunami](http://wiki.guildwars2.com/wiki/Tsunami) |  |
| [Event boss (map icon).png](http://wiki.guildwars2.com/wiki/Dynamic_event)[Group Event] [Defeat the Claw of Jormag](http://wiki.guildwars2.com/wiki/Defeat_the_Claw_of_Jormag) (80) |  | [Frostgorge Sound](http://wiki.guildwars2.com/wiki/Frostgorge_Sound) | [Deathwish](http://wiki.guildwars2.com/wiki/Deathwish), [Emberspire](http://wiki.guildwars2.com/wiki/Emberspire), [Wintersbite](http://wiki.guildwars2.com/wiki/Wintersbite) |  |
| Temples of Orr | | | | |
| [Event boss (map icon).png](http://wiki.guildwars2.com/wiki/Dynamic_event)[Group Event] [Defeat the Risen Priest of Balthazar before it can summon a horde of Risen](http://wiki.guildwars2.com/wiki/Defeat_the_Risen_Priest_of_Balthazar_before_it_can_summon_a_horde_of_Risen) (75) |  | [Straits of Devastation](http://wiki.guildwars2.com/wiki/Straits_of_Devastation) | [Balthazar's Band](http://wiki.guildwars2.com/wiki/Balthazar%27s_Band) |  |
| [Event boss (map icon).png](http://wiki.guildwars2.com/wiki/Dynamic_event)[Group Event] [Kill the Corrupted High Priestess](http://wiki.guildwars2.com/wiki/Kill_the_Corrupted_High_Priestess) (78) |  | [Malchor's Leap](http://wiki.guildwars2.com/wiki/Malchor%27s_Leap) | [All Seeing](http://wiki.guildwars2.com/wiki/All_Seeing) |  |
| [Event boss (map icon).png](http://wiki.guildwars2.com/wiki/Dynamic_event)[Group Event] [Defeat the possessed statue of Dwayna](http://wiki.guildwars2.com/wiki/Defeat_the_possessed_statue_of_Dwayna) (79) |  | [Malchor's Leap](http://wiki.guildwars2.com/wiki/Malchor%27s_Leap) | [Dwayna's Embrace](http://wiki.guildwars2.com/wiki/Dwayna%27s_Embrace) |  |
| [Event shield (map icon).png](http://wiki.guildwars2.com/wiki/Dynamic_event)[Group Event] [Cover Keeper Jonez Deadrun as he performs the cleansing ritual](http://wiki.guildwars2.com/wiki/Cover_Keeper_Jonez_Deadrun_as_he_performs_the_cleansing_ritual) (80) |  | [Cursed Shore](http://wiki.guildwars2.com/wiki/Cursed_Shore) |  |  |
| [Event cog (map icon).png](http://wiki.guildwars2.com/wiki/Dynamic_event)[Group Event] [Defend the Pact interrupter device while it charges to cleanse the temple](http://wiki.guildwars2.com/wiki/Defend_the_Pact_interrupter_device_while_it_charges_to_cleanse_the_temple) (80) |  | [Cursed Shore](http://wiki.guildwars2.com/wiki/Cursed_Shore) | [Wisteria](http://wiki.guildwars2.com/wiki/Wisteria), [Mojo](http://wiki.guildwars2.com/wiki/Mojo), [Melandru's Bloom](http://wiki.guildwars2.com/wiki/Melandru%27s_Bloom), [Combustion](http://wiki.guildwars2.com/wiki/Combustion) |  |
| Event [Champions](http://wiki.guildwars2.com/wiki/Champion) | | | | |
| [Event boss (map icon).png](http://wiki.guildwars2.com/wiki/Dynamic_event)[Group Event] [Kill the Svanir shaman chief to break his control over the ice elemental](http://wiki.guildwars2.com/wiki/Kill_the_Svanir_shaman_chief_to_break_his_control_over_the_ice_elemental) (10) |  | [Wayfarer Foothills](http://wiki.guildwars2.com/wiki/Wayfarer_Foothills) | [Atlatl](http://wiki.guildwars2.com/wiki/Atlatl), [Eternal Ice](http://wiki.guildwars2.com/wiki/Eternal_Ice), [Coldsnap](http://wiki.guildwars2.com/wiki/Coldsnap), [The Ugly Stick](http://wiki.guildwars2.com/wiki/The_Ugly_Stick), [Avirdanag](http://wiki.guildwars2.com/wiki/Avirdanag), [Trident of the True Legion](http://wiki.guildwars2.com/wiki/Trident_of_the_True_Legion) |  |
| [Event swords (map icon).png](http://wiki.guildwars2.com/wiki/Dynamic_event)[Group Event] [Kill the Foulbear Chieftain and her elite guards before the ogres can rally](http://wiki.guildwars2.com/wiki/Kill_the_Foulbear_Chieftain_and_her_elite_guards_before_the_ogres_can_rally) (34) | Spotter's Waypoint is uncontested while the event runs. | [Fields of Ruin](http://wiki.guildwars2.com/wiki/Fields_of_Ruin) | [Foulbear Lucky Feathers](http://wiki.guildwars2.com/index.php?title=Foulbear_Lucky_Feathers&action=edit&redlink=1) |  |
| [Event boss (map icon).png](http://wiki.guildwars2.com/wiki/Dynamic_event)[Group Event] [Defeat Ulgoth the Modniir and his minions](http://wiki.guildwars2.com/wiki/Defeat_Ulgoth_the_Modniir_and_his_minions) (43) | Junction Camp Waypoint is uncontested while the event runs. | [Harathi Hinterlands](http://wiki.guildwars2.com/wiki/Harathi_Hinterlands) | [Oikoumene](http://wiki.guildwars2.com/wiki/Oikoumene), [Pillar of Ulgoth](http://wiki.guildwars2.com/wiki/Pillar_of_Ulgoth), [Ulgoth's Tail](http://wiki.guildwars2.com/wiki/Ulgoth%27s_Tail) |  |
| [Event boss (map icon).png](http://wiki.guildwars2.com/wiki/Dynamic_event)[Defeat the dredge commissar](http://wiki.guildwars2.com/wiki/Defeat_the_dredge_commissar_%28Dredgehaunt_Cliffs%29) (50) |  | [Dredgehaunt Cliffs](http://wiki.guildwars2.com/wiki/Dredgehaunt_Cliffs) | [Call of the Commissar](http://wiki.guildwars2.com/wiki/Call_of_the_Commissar) |  |
| [Event boss (map icon).png](http://wiki.guildwars2.com/wiki/Dynamic_event)[Group Event] [Kill Admiral Taidha Covington](http://wiki.guildwars2.com/wiki/Kill_Admiral_Taidha_Covington) (50) | The event spawns randomly and a champion may have to be killed first | [Bloodtide Coast](http://wiki.guildwars2.com/wiki/Bloodtide_Coast) |  |  |
| [Event boss (map icon).png](http://wiki.guildwars2.com/wiki/Dynamic_event)[Group Event] [Defeat the fire shaman and his minions](http://wiki.guildwars2.com/wiki/Defeat_the_fire_shaman_and_his_minions) (60) |  | [Iron Marches](http://wiki.guildwars2.com/wiki/Iron_Marches) |  |  |
| [Event boss (map icon).png](http://wiki.guildwars2.com/wiki/Dynamic_event)[Destroy the Eye of Zhaitan](http://wiki.guildwars2.com/wiki/Destroy_the_Eye_of_Zhaitan) (75) | Lots of champions in these events | [Straits of Devastation](http://wiki.guildwars2.com/wiki/Straits_of_Devastation) |  |  |
| Mini-dungeons | | | | |
| [Flame Temple Tombs](http://wiki.guildwars2.com/wiki/Flame_Temple_Tombs) |  | [Diessa Plateau](http://wiki.guildwars2.com/wiki/Diessa_Plateau) |  |  |