

A Guide To 0-250 Hero Points for your Elite Specilization

This is really just a guide on how to get the hero points quickly. This is a guide meant for players, such as myself, that have 2-9 characters they want to unlock the Elite Specilization for.

Verdant Brink Hero Challenges (<https://www.youtube.com/watch?v=uyvOVIP-7ro>)



Start: Shipwreck Peak Waypoint

- 1) Go north to Jaka Itzel Waypoint follow the path shown to the top plateau area, drop off and get the hero challenge.
- 2) Glide from the 1st Hero Challenge down, following path, when you reach the edge, drop down until you see the "cage" area.
- 3) Waypoint back to Shipwreck Peak Waypoint, glide down, follow the path, there will be a bouncing mushroom, take it up, and continue to the Hero Point.
- 4) From the 3rd Hero Challenge, head to the Pact Encampment Waypoint, from there, glide to the 4th hero point, you can drop down and glide into the spot where the hero point is, or you can take the Wallow down.
- 5) Waypoint back to Pact Encampment Waypoint, glide from the Waypoint to the Hero Challenge on the map, drop down, commune with the hero challenge.

6) Waypoint back to Pact Encampment Waypoint, follow the path shown to Faren's Flyer Waypoint, spiral up the hill the waypoint is on, jump onto the vine toward the hero point labeled on the map.

7) From Hero Challenge #6, glide down, should see a fallen tree, drop down to the branch sticking out, from there jump through the hole in the tree trunk, drop down onto the commune point.

8) Waypoint to Faren's Flyer Waypoint, climb back up to the top, there will be a vine at the top that goes towards the hero point, glide from it to the platform the hero challenge is on.

9) From Hero Challenge #8, glide to the Treacherous Path Waypoint, then go to the hero point nearby (may require you to stop and recover your glider to make it to the waypoint)

10) Follow the path from Hero Challenge #9, midway up the stairs there is a Bouncing Mushroom, you can use it to reduce the time taken to get to the top, from there, run toward the hero point, there will be another Bouncing Mushroom, take it up, then go to the right, you should see some Jungle Spiders, from there climb the tree, to the edge of the cliff, drop off and glide into where the hero point is.

11) This hero point is most easily reached during the Night phase of Verdant Brink, you want to go to the Pact Encampment Waypoint, go to the Chopper, then run across the platform toward the hero challenge, there will be a Updraft that is just past the platform in the direction of the hero challenge. (NOTE: this hero challenge is a Vampire, if you get too close, he will siphon health from you, your minions, or illusions, so avoid summons, or melee.)

Auric Basin Hero Challenges (<https://youtu.be/EYWUDXIDMZI>)



- 1) Start at Wanderer's Waypoint, glide down to the ground floor, fight the Mushroom King, pretty easy fight, does a basic attack, an attack that fires projectiles that pull you in, and a leap, that easily evaded, if you dodge, when the red circle appears.
- 2) Continue from Hero Point #1, pick up the bacon, count 5 ticks of damage, use the heal, and use it on recharge until you receive the hero point.
- 3) Continue from Hero Point #2, grab the Westwatch Waypoint, and continue south, until you reach the Bouncing Mushrooms shown by the green circle dot on the map, take the 3 mushrooms up to the Quetzals, from there you will need to Ley Glide across, or have a mesmer friend that can, and have them portal you.
- 4) Continue from Hero Point #3, grab the Southwatch Waypoint, as the Champion Acolyte of Balthazar that is normally there, is a tough fight, and is recommended to have a group, or a thief Shadow's Refuge. Keep in mind, around 50% health, the Champion will raise his sword into the air, at that point, you want to take the Bouncing Mushrooms in the area up to the ledges, when the fire goes away, wait a few seconds before jumping back down, the actual effect takes longer than the visual effects to go away.
- 5) Waypoint back to Wanderer's Waypoint, if you have Wallows but no Ley Gliding, head south to the Wallow the path is drawn to, then continue following the drawn path to the hero point, if you have Ley Gliding, you can simply run east (grab the Northwatch Waypoint on your way) toward where the wallow takes you to, and there is a Ley Gliding point that takes you to the same area.
- 6) Either Waypoint back to the Wanderer's Waypoint and head towards the Northwatch Waypoint, or if you used Lay Gliding for the previous Hero Point, just use the Northwatch Waypoint, run Southeast, fight the Champion Arrowhead.
- 7) Head Southwest to the Northern entrance of Tarir, from there, glide Southeast to the nearby Hero Point in the Northeastern corner of Tarir, its a simple commune, from there go to the Forgotten City Waypoint in the center of Tarir.
- 8) This Hero Point can only be reached when the Auric Basin meta event has been completed, properly. When this happens, it should be fairly easy to reach, just jump down the hole near the waypoint, and follow the fairly clear path, also if you just completed the map event, everyone else should be heading down there to grab some chests.
- 9) Starting from the Forgotten City Waypoint, exit through the Eastern Gate, head North, following the path drawn on the map, into a cave (there should be a Vinetooth, that when you approach, it disappears), take the Bouncing Mushroom to the other side of the cave, exit the cave, and grab the Eastwatch Waypoint, then go back towards the cave you just exited, you should see some mushrooms attached to the wall, climb them up, and head to the Hero Point, fight the Champion Quetzal, and his 2 guards.
- 10) From hero point #8, head south, you should go through the Weeping Glade, there you should see a Bouncing Mushroom on the far side of the glade, take it up, then follow the path to the right, into a cave, where a Priory Explorer should be, walk in, you should see a group of Mordrem Bombers, get rid of them, then summon the Champion Vinetooth,

I've never had trouble fighting this Champion with 1-2 players to help, just dont stand too close together, cause evidently the Vinetooths "punish close grouped players".

- 11) Exit the cave where you fought the Vinetooth for Hero Point #9, follow the path that continues South past the Weeping Glade, it should curve east, follow it to the Chak Hollow Waypoint, from there head towards the hero point, you should see a Bouncing Mushroom, or you can climb the tree trunk on the opposite side of the Bouncing Mushroom, you'll fight a Champion Chakk Blitzzer, which is fairly difficult compared to all of the hero points in the map, aside from the Champion Acolyte of Balthazar.

Tangled Depths Hero Points (<https://youtu.be/Bei3LECDa4I>)

At this point, I usually have roughly 19 of the 25 hero points I need (some of the other maps have a few hero points that cant be easily reached without meta events/ley gliding so i usually miss 2-3), so I usually on grab a few from Tangled Depths, but I will cover all of them.



fairly large bush on it, next to a enormous tree, climb the rock, get onto the bush, and glide to the slope on the tree, that leads into a hole in the tree, get into the hole, on the other side of the hole, there is an updraft RIGHT outside the hole, so jump, hold spacebar, and run forward, from there, use the updrafts to navigate your way across the area, to the Hero Point.

- 2) From Hero Point #1, glide down, there is a valley area, follow this northeast towards the Order of Whispers Outpost Point of Interest, you should see a drop off that will double back under the path going south, follow this til you can follow the path to the right, you should see the Hero Point there, it is a Champion Troll, you can solo him, but 1-2 others are recommended.
- 3) Waypoint back to Order of Whispers Waypoint, head towards the Cave Entrance on the map, when you enter the cave, stay to the right, follow the path to where you see what looks like a spider web, jump over the rocks there, follow the path up, and follow that to the cliff edge, glide off, and go get the Teku Nuhoch Waypoint, then head back out, there is a path that leads up to the hero point, kill the surrounding enemies, then summon the Champion, his attacks are fairly easy to evade, but it is recommended to have 1-2 other players because the surrounding enemies will likely respawn.
- 4) From Hero Point #3, glide off the cliff, to the back side of the Teku Nuhoch village, you should see some Bouncing Mushrooms in the distance, take them up, from there, follow the path, kill the mushrooms along the way, some of the groups of mushrooms have to be killed to unlock the gates to continue, take it slow, these mushrooms can easily overwhelm you. At the hero point you will fight a group of 5 mushrooms, 2 veterans, a king and a queen, then 3 adds, take it slow, then commune with the hero point, grab the chest, and read the steps for the next hero point.
- 5) Continue through the cave you're in for Hero Point #4, when you get outside, keep running to the cliff edge, your goal is to get to the tunnel that runs south of Teku Nuhoch (the Northern Confluence Tunnel), head to the Ley-Line Confluence Waypoint, from there, head north up the Rata Novus Lane, when you can, split to the right, get to the Rata Novus Waypoint, get into the water nearby, there will be a "Surface Data Entry", there is a tunnel entrance right next to it, go down, grab the Exalted Beacon, then swim north, follow the underwater path, when you reach the end, swim up, get into the large room, complete the little mini jumping puzzle, glide off the wall into the room, then commune with the Hero Point. (Hero Point #11 can be done while in Rata Novus, if the event chain has been completed)
- 6) (Requires Poison Lore) Start from Rata Novus Waypoint, get into the water nearby, swim down into the same tunnel system as Hero Point #5, but go the opposite direction, should be fairly easy to follow the path to the Hero Point, you will end up swimming up, and exiting the water, when you exit the water, you will soon need Itzel Poison Lore.
- 7) Get back to the water you exited to reach Hero Point #6, and head directly south, path will zig-zag, but continue south, the hero point will have a few normal Jellyfish nearby, avoid them, or kill them if needed.
- 8) From Hero Point #7, keep swimming west, until you reach the end of the path, swim up, get out of the water, take the first updraft up, then glide into the large room, toward the

Dragon's Passage Waypoint, get the waypoint, then climb up, take the updraft, and get to the Hero Point, it will be a Mordrem Champion, so 1-2 players could help.

- 9) From Hero Point #8, head east down the Ogre Lane, to the next hero point, it will be a Champion Chakk, kill it, again 1-2 players helps.
- 10) From Hero Point #9, you want to go north into Deeproot Sink, spiral up the inside of the tree (I'm guessing thats what it is...?) work your way to the Ogre Camp Waypoint, from there, follow the river back towards Deeproot Sink, toward the vista, from there, take the Updraft up to the ledge to the right, from there take the bouncing mushroom up, then take the next 2 updrafts to the east, slightly below the ledge the mushroom took you to, then glide to the hero point, a Champion and 2 adds will spawn, 1-2 players to help is recommended.
- 11) This hero point is easiest if Rata Novus events have been completed, and the security systems are offline, start at the waypoint, follow the path east, then south, into where there are security turrets, lasers from the ceiling, follow it into the lab, go to the stairs to the left when you enter the lab, from there, turn around, there should be a hole in the wall, glide to it, follow the path down, to the Hero Point, this hero point spawns a Champion Mushroom Queen, she hits pretty hard, so bring range, and a few friends, or be prepared to dodge, and move the Queen out of her nasty Mushroom acid stuff.