

## Introduction

One of the more interesting aspects of City of Heroes are badges and the collecting thereof. Whether it's for bragging rights or to gather the required elements for that next accolade and the permanent bonus it grants, badges will be part of your life in Paragon City.

This list was compiled from various sources, most of which I have unfortunately lost the original links to, so I do not take credit for this for anything other than recompiling it into a more practical format. Please contact me (stalemate.v6 at gmail.com) if you recognize your work here in part and I will gladly give you credit for it. Vidiotmaps, CoH WarCry and Red Tomax' Guide to City of Heroes were also a source of information used in the compilation of this list

## Recommendations

Use the **/loc** command to find your exact coordinates on a given map. Coordinates are right/left (East/West), height or altitude, and up/down (North/South) in the format **-658, 0, 2567**.

## Badge Types:

- **Exploration**
- **History Plaques**
- **Accomplishments** (includes Task Forces, Trial Zones)
- **Achievements** (includes Villains, Special Events)
- **Accolades**
- **Mystery / Extra** (unavailable in game yet)

## EXPLORATION

<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	NAME	ZONE	AREA DESCRIPTION	COORDINATES
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<b>Ace</b>	Rikti Crash Site	600 yards east of entrance, giant statue that's in sniper blast position, on extended hand.	1359, 293, -274
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<b>Apex</b>	Faultline	Top of parking garage near subduction WP in Faultline.	278, 57, -2257
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<b>Around the Bendis</b>	Perez Park	Boathouse on south end of Everett Lake.	-874, -31, 3660
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<b>Avatar</b>	Perez Park	Find the Avatar Statue in Perez Park.	-1538, -32, 3175
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<b>Backwoodsman</b>	The Hollows	In the woods in SE corner of zone.	-2149, 42, 3328
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<b>Bird Watcher</b>	Galaxy City	87yds SE of Orion Beltway Marker on 2nd Story Ledge.	-1099, 48, -2263
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<b>Blue Shield</b>	Galaxy City	80yds E of Orion Beltway marker behind the Billboard.	-1170, 39, -2469
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<b>Brawler</b>	Galaxy City	Top of Mighty Mart 475yds NW of PP Entrance.	-1182, 64, -933
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<b>Bright Star</b>	Steel Canyon	Rooftop of University building near street	-3003, -26, 1830
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<b>Burning the Midnight Oil</b>	Crey's Folly	On Catwalk West side of 3rd Tanker from the south, 180yds NW of Crey Factories Marker.	843, 24, 1799
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<b>Cairn Warder</b>	Dark Astoria	NE corner, NE tip inside Big Rock Formation.	1026, 51, 218
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<b>Chaotician</b>	Founder's Falls	Middle of West most Tunnel 89yds SE of Gaspee Marker.	817, -21, 2400
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<b>Conjunction Junction</b>	Terra Volta	Culvert in NW corner of Cormon neighborhood.	2224, 0, -7108
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<b>Crey Fish</b>	Eden	Behind Crey Sign 26ft E of Utopia Complex Marker.	-1785, 0, 4549
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<b>Crey Havoc</b>	Independence Port	Indy Port East of the TV entrance in buildings ruins on outside edges.	-441, 2, -270
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<b>Crey Watcher</b>	Crey's Folly	233yds West of Crey Factories Marker next to sewer pit.	1079, 0, 2320
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<b>Dark Mystic</b>	Dark Astoria	309yds north of the Didos View marker on top of the cinema.	1679, 6, 2835
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<b>Dauntless</b>	Skyway City	In the Land of the Lost, near East wall.	-707, 0, -1076

<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	NAME	ZONE	AREA DESCRIPTION	COORDINATES
			<b>Destined for Valhalla</b>	Boomtown	531 yds east of powderkeg marker, on top of the meeting point where one building leans on another.	-4097, 351, 2471
			<b>Doc Whedon</b>	Perez Park	Find the Dock in Perez Park, south of the lake.	-2083, -31, 2853
			<b>Ensorcelled</b>	Croatoa	76 yds North of Sunset Ridge marker, up in the tree.	1018, 159, -1090
			<b>Faultless Mystic</b>	Faultline	Follow crevice north from precipice waypoint and take first east.	-845, -407, -715
			<b>Foggy</b>	Founder's Falls	106yds South of the Gaspee in Founders beside Fountain.	969, 0, 2621
			<b>Freedom</b>	Atlas Park	Next to the flag on top of Paragon City Hall.	124, 121, -640
			<b>Gangland Fury</b>	The Hollows	187 yards South of Four Seasons waypoint and 96 yards East of a Tunnels entrance.	728, -11, -3517
			<b>Geologist</b>	The Hollows	80 yards NE of Grendel's Gulch waypoint, in middle of ruined building.	-748, -539, -1647
			<b>Grim Wanderer</b>	Croatoa	73 yds ESE of The Grim Vale marker.	762, 48, -2440
			<b>Head of the Hydra</b>	Abandoned Sewers	Underneath the Hydra in the Abandoned Sewer trial room.	NA
			<b>Healing Node</b>	Skyway City	SW Land of the Lost by Pillar.	1578, -84, -677
			<b>Heart of the Hamidon</b>	The Hive	Reach the middle of Hamidon (in the middle of the Hive).	-2, -338,-2181
			<b>Hero Corps Insider</b>	Atlas Park	At contact Peter Wong.	286, 16, -881
			<b>Hero Corps Recruit</b>	Steel Canyon	Contact on SE corner of Hospital in SC.	-1765, 16, 1362
			<b>Inmate</b>	Brickstown	Front door of Ziggurat prison.	-1725, 24, 1153
			<b>Justice Avenger</b>	Perez Park	Fountain in SW corner of Perez.	-1033, 1, 3977
			<b>Keen Sighted</b>	King's Row	On platform on powerline tower in KR.	-2176, 97, 1142
			<b>Land Locked</b>	Galaxy City	At Water Door in SE corner of Galaxy.	-2036, -43, 1002
			<b>Meltdown</b>	Terra Volta	On top of Reactor One, inside the ring.	1120, 722, -3079
			<b>Minotaur</b>	Talos Island	Stone block between steps at feet of Talos Statue.	1698, 16, 7700
			<b>Multidimensional</b>	Hydra Dimension	Defeat all Hydra in Tina Macintyre mission	NA
			<b>Mystic</b>	Brickstown	328yds E of Crey's Folly Entrance on circular catwalk.	-592, 32, 1379
			<b>Mystic King</b>	King's Row	Rooftop 250 yds from Gish Waypoint.	-375, 71, 245
			<b>Nature Lover</b>	Talos Island	.53mi S of Skyway Entrance East side of large rock, few feet north of grass mound.	2671, 124, 9117
			<b>Nervous Dreck</b>	Terra Volta	Center West of TV by wall.	4456, 0, -6124
			<b>Newsman</b>	Faultline	In front of building in SW corner.	1125, -27, 1296
			<b>Nimble Mynx</b>	Steel Canyon	On roof of first building west of Boomtown gate. (~150 yards).	-2427, 48, -3406
			<b>Parapsychologist</b>	The Hollows	In the middle of open area, about 300 yards NW of Eastgate Heights waypoint.	705, 378, 885
			<b>Patriot</b>	Atlas Park	In City Hall, next to the Supergroup registration desk.	151, -768, -674
			<b>Phalanxer</b>	Boomtown	233 yards NE of Boomtown entrance, by a steampipe.	-2002, -15, 5181
			<b>Portal Parter</b>	Peregrine Island	Next to utility tower 830 yards southwest of Ferry.	3045, 0, 1288
			<b>Purifier</b>	Skyway City	Basketball court in NE corner of Skyway City.	-1087, -16, -7613
			<b>Regal</b>	Boomtown	In the center divider of a tunnel.	-450, 42, 2173
			<b>Sea Dog</b>	Striga Isle	480 yards South of Port Noble waypoint, on the edge of the dock.	-470, 0, 1021
			<b>Secret Admirer</b>	Steel Canyon	Light pole in front of building, 370 yards west of the Yellow line tram.	-3438, 0, 2535

<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	NAME	ZONE	AREA DESCRIPTION	COORDINATES
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Seeker of Monsters	The Hollows	On the side of the crater 214 yards SW of Grendel's Gulch waypoint.	20, -344, -1279
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Seeker of the Unknown	Dark Astoria	175 yards west of Moth Cemetary waypoint, inside the crypt in the trench.	1868, -80, 1354
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Shrouded	Black Shroud	Complete a Portal Corporation Mission to defeat the Praetorian villain Nightstar.	NA
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Silent Sentinel	Atlas Park	203 yards NE from the hospital on the north face of the building, on a ledge.	-608, 70, -1888
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Smokey	King's Row	NE corner of Royal Refinery.	-3042, -42, -1357
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Solace	Skyway City	300 yards NE of Kings Rown entrance, north of highway.	2263, -84, -3367
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Spiritual	Croatoa	300 yds NE to NNE of The Misty Wood marker.	-2669, 11, 1102
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Summoned	King's Row	SW corner.	-941, -42, 2977
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Super Spy	Striga Isle	By large doors on the shoreline.	-6656, -14, -2457
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Tank	Galaxy City	On the hand of the Tank statue.	-1178, 73, -586
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Territorial	Perez Park	Center of Perez, the bridge in the path maze. Follow the lanterns.	-2016, -56, 1585
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Time Bandit	The Hive	400 SE of the NW corner. The start of the road heading north into the rundown structures.	1742, 1, -3823
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Top Dog	Atlas Park	On top of Atlas' globe.	134, 314, -340
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Undammed	Faultline	At the base of the dam, just out of the water.	77, -858, 1686
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Undefeated	Atlas Park	Billboard near Steel Canyon tunnel entrance.	633, 85, -2328
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Unspoiled	Eden	Base of waterfall 106 yards south of Cascades waypoint.	2481, 34, 2352
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Upgraded	King's Row	Helipad on roof 400 yards SW of Gish waypoint.	-494, 101, 766
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Valorous	Independence Port	Top of Southernmost arch on Valor Bridge.	945, 609, -1151
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Vigorous	Independence Port	Top of large warehouse in Crey Cove.	-1618, 80, -1872
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Vision of Despair	Boomtown	470 yards east of Grenadier Village.	-754, 0, -594
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Vulcanologist	Striga Isle	46 yards Southwest of Council Base waypoint on the lip of the volcano crater.	-5348, 874, -794
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Whitecap	Talos Island	Top of tanker, 640 yards east of Ithaca Isle.	-5612, 80, 1855

## HISTORY PLAQUES

<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	NAME	ZONE	AREA DESCRIPTION	COORDINATES
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Academic	Peregrine Island	159 yards NW of the Cutlass Isle marker facing west behind a pillar.	-1900, 0, -7229
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Rikti Crash Site	560 yards north east of the center of the Rikti ship. It's on a piece of ground sloping steeply up to the West, on the northwest corner of a broken building.	2012, 126, -7051
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Abandoned Sewers	Enter sewers in Boomtown, take the door immediately to your right to enter the Abandoned Sewer network. Go East towards Steel Canyon. Plaque is on wall at junction point connecting Boomtown, Steel Canyon and Underworld sectors. On the wall is a sign saying "Drainage Arm 8 Steel Canyon". Below and to the left is the plaque.	465, -576, -1558

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Alumnus	Atlas Park	Wall Mounted 514 yards SSW of Hyperion Way marker, mounted on a wall facing East. Near the South edge of zone.	-640, 18, 943
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Croatoa	166 yards ENE of Sunset Ridge marker.	541, 0, -1095
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Croatoa	477 yards SW of The Misty Wood marker, behind throne.	-1305, 0, 2982
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Croatoa	84 yards East of Hospital.	-1033, 32, 2136
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Croatoa	57 yards West and a tiny bit South of War Witch.	132, -32, -788

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Authority	Independence Port	179 yards south of Valor Bridge marker (on left side of bridge if traveling south from marker).	907, 98, -4178
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Independence Port	430 yards west of the Kings Row entrance, near the water on a raised overpass.	-1036, 32, -2443
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Talos Island	By Talos's foot (at the Talos statue).	1777, 19, 7846
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Dark Astoria	183 yards SE of Toffet Terrace marker, to the left of the bottom of a short stairwell. The marker faces east.	3409.3, 42, 3035
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Terra Volta	300 yards East of Terra Volta Reactor. Go the 300 yards and you'll be at a ledge, go to the NE corner and drop, it is at the base of the ledge facing east.	348, 188, -3603

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Digger	Atlas Park	Middle of bridge in Prometheus Park	1158, 43, -775
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		The Hollows	In alley near East wall 660 yards NE of Grendel's Gulch waypoint.	2250, 0, -2363
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		The Hollows	200 yards South of Cherry Hills waypoint by a tree.	1354, 5, -3064
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		The Hollows	On platform overlooking Glowing Rings near Skyway gate On a platform near the Skyway gate.	875, 64, 3346
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		The Hollows	Next to a building 570 yards south of the Cherry Hills waypoint.	1609, 0, -1946

<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	NAME	ZONE	AREA DESCRIPTION	COORDINATES
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Disciple	Steel Canyon	In grass next to Wyatt Anderson (contact) or 420 yards North/Northwest of Bronze Way marker in grass in front of a large building.	-4023, -80, -278
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Skyway City	440 yards south of the tram in plain sight on a road beneath the highway.	737, -126, -3747
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Boomtown	388 yards SW of the Cannonade dot (on the corner of a raised road).	-1905, 127, 756
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Boomtown	318 yards South (and a tiny bit east) of Powderkeg marker. The plaque faces east.	-2653, 0, 3055
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Boomtown	543 yds NNw of the Fuse marker. Partially buried.	-680, 272, 3118
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Faultline	Just north (175 yards) of the Reservoir marker (to the left of the destroyed information kiosk if you are traveling north from the Reservoir marker).	137, -867, 1019
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Faultline	It is 510 yds due north of Reservoir marker, down at bottom of a canyon on a pedestal next to a birck wall.	76, -611, -14

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Expert	Atlas Park	100 yards West of Sewer Entrance (south side of statue's base)	632, 0, 961
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Galaxy City	Approximately 240 yards West of Freedom Court point. Plaque is on a pedestal, in a park, right under the tram tacks.	1161, 32, -714
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Galaxy City	146 yards SE of the Nebula District marker. It is on the wall by the dumpster.	414, 1, 890
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Perez Park	Go to the Bettis Hills marker and follow the river south for 263 yards. Plaque is on the east shore.	-1278, -34, 938

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Ghost Hunter	Talos Island	Next to Striga Isle ferry by telephone pole.	1776, 32, 5172
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Striga Isle	On the west end of the island .66 miles southeast of Bonny Morass waypoint.	-3386, 84, 1001
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Striga Isle	West side of building on island 706 yards North of Port Noble waypoint.	-270, 96, -2516
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Striga Isle	On southeast corner of building, 640 yars South of Bonny Morass waypoint.	-2667, 0, -414
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Striga Isle	On the side of crypt by the pond, about 140 yards East of Bonny Morass waypoint.	-2535, -31, -2113

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Historian	Independence Port	On the tip of a South Eastern peninsula from the Terra Volta island. This plaque is about celebrating the founding of the Council, so I think it is in this group, but it also mentions Freedom Phalanx. Finding the last plaque will probably clear this all up.	-1079, 3, 2316
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Talos Island	225 yards east of tram.	1531, 160, 7553
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Dark Astoria	Mid-north area of map, using loc is probably fastest, but nearest marker is Moth Cemetary, the plaque is 461 yards NW of the marker.	2498, 87, 489
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Terra Volta	155 yards East of the Rogers Industries markers on the south side of the road (on your right if traveling from the marker).	2877, 96, -3977
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Terra Volta	712 yards SE of entrance. Use the coordinates here. It is very hard to see but sits on a stone next to a large generator in the middle of a pattern of large generators. The plaque faces south.	-637, 0, -6186

<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	NAME	ZONE	AREA DESCRIPTION	COORDINATES
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Intellectual	Atlas Park	N.W. of Argosy Industrial point. Near a bus-stop.	2547, 0, -1177
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Galaxy City	~450 yards north/northwest of Constellation Row marker. Marker is on north side of the road next to a telephone pole facing south (towards the street).	-521, 1 -491
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		King's Row	266 yards NE of King Garment Marker, just north of the cranes.	628,-42, 970
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		King's Row	Next to the tram, at the sewer entrance where the citizens run in silly circles.	-1365, -42, 688
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Perez Park	Plaque on the north wall of the Bail Bond shop. The bondsman's office is immediately to your left from the GC entrance.	227, 0, 1640
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		King's Row	333 yards NW of the Gish marker. Hidden between a building and a concrete wall.	-56, -42, -1082

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Just Said No to Superadine	Steel Canyon	Crimson Fist statue, just north of IP entrance, plaque right beside statue.	-1766 0, -1277
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Steel Canyon	650 yards North of Perez Park exit. The plaque faces north on a building next to a parking lot.	-2179 0, 751
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Skyway City	~159 yds north of the tram on the eastern highway. The plaque is facing north.	508, 85, -5516
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Boomtown	175 yards west of Grenadier Village Marker. Plaque will be on your left.	1144, 0, -145
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Faultline	On the east side of a building on the far east side (next to wall) of the map from the Downfall marker. Plaque meshes in as it faces south, so best to go due east to the wall from downfall and track it by heading north from there along the wall.	-904, 17, -1980

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Pupil	Atlas Park	Northwest from City Hall, on the grounds.	511, 1 -1151
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Galaxy City	Approximately 50 yards South of Equinox Point. Plaque is on a pedestal just east of kneeling statue in reflective pool.	-752, 0 -1543
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		King's Row	Follow road from Galaxy exit 640 yards south, then on West side jump down to find it on the east-facing side of a building.	525, 0.3, -430
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		King's Row	Corner of building between Police HQ and Hospital. Go north from front of hospital, where road goes west, go east behind the building, pedestal with plaque is at the far corner.	-401, 0, 1755
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Perez Park	Pedestal 319 yards SW of Perez Park marker, along the SW bank of the river.	-1170, 32, 2249

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Researcher	Independence Port	Go to the SE corner of the map, then head west along that road while looking to your right. It is at the first gated opening in plain sight.	-1627.5, 0 .2, 5256.3
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Talos Island	118 yds east of New Corinth marker.	1145, 225, 5688
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Talos Island	Near Ithaca Island dot.	-3680, 129, 1517
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Dark Astoria	530 yards north of Romero Heights marker against the northern boundary marker.	5218, 0, 135
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Dark Astoria	335 yards north of Dark Astoria Entrance on concrete divider between large buildings on the east side of the road. The plaque faces south.	5890, 0, 1547
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Terra Volta	492 yards south west of entrance. In line with the eastern edge of Coroman Manufacturing zone. South Side of building to the left of door.	2088, 0, -6055

<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	NAME	ZONE	AREA DESCRIPTION	COORDINATES
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Savant	Founder's Falls	211 yards north of the Hutchinson Park marker. Right next to a bridge that is just west of Penny Preston.	4245, 0, 3685
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Crey's Folly	162 yards North of the Carnival Town marker.	7226, 32, -550
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Crey's Folly	239 yds. north and a bit east of The Blight Marker. It's a freestanding pedestal on the corner of a turn in the road.	2569.5, 0.0, 2680.1
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Eden	107 yards NE of Pit marker. The plaque faces SE on a sloped bit of concrete squares pavement.	-2815, -26, 2968
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Eden	Pretty high up on a wall 148 yds West of the Utopia Complex marker.	-1317, 0, 4487

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Scholar	Steel Canyon	In the grass patch by Yellow Line. Go to tram's back support and look to your right as you go north. It is next to a patch of grass.	4154, 0, 2067
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Skyway City	Approx 160 yards west of Talos entrance, In a rest stop type area under a Crey Biotech billboard. In middle floor on wall next to restrooms and ATM.	-1467, 16, -2346
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Skyway City	250 yards west of the Land of the Lost marker on concrete embankment on the North side of a road (at the end of a slight decline in the road).	1397, -116, -1145
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Boomtown	195 yards East of The Fuse map marker. If you go east from the Fuse Marker, go over the tunnel, and it is facing east as soon as you drop down.	-1672, 0, 4724
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Faultline	North side of slanted building that is 394 yards North of Reservoir marker.	-24, -575, 352

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Scholastic	Founder's Falls	217 yards west of Gaspee marker - on the east-facing wall of a riverbank (with a dock attached).	1721, -16, 2401
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Brickstown	East face of a building that is 430 yards south of the Green Line.	-229, 0, -370
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Brickstown	A pedestal just north of the SE corner of Ziggurat fence.	-3463, 0, 2067

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Student	Atlas Park	Plaque is mounted on the inside of the east wall of small park just south of Hyperion Way dot.	-1145, -16, -172
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Atlas Park	It's North and a tiny bit east of the Downside marker. Go north on the road from the Downside marker, make the first right and look for it on a grassy knoll just passed the building with a yellow canopy.	1325, 4, 416
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Galaxy City	Approximately 130 yards SW of Perez Park entrance and 80 yards SE of Gemini Park point. Plaque is on the west side of a pillar under a hanging light.	-1785, 0, 499
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Perez Park	West of Skyway entrance, north of the small Talos statue inside the park.	-1523, 0, 3958
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Perez Park	On the inside park wall, north of the Atlas entrance.	-2633, 0, 378



## ACCOMPLISHMENTS

✓	✓	✓	NAME	EFFECT	REQUIREMENTS
			Agent	n/a	<b>Level 45-50 Praetorian Mission</b> Contact: Maria Jenkins (Peregrine Island) <i>You've got to get to Peregrine Island and wipe out Marauder's cell.</i>
			Bodyguard	n/a	<b>Level 45-50 Malta Mission</b> Contact: Crimson (Peregrine Island) <i>Rescuing Traditionalist Rikti C'Kelkeh.</i>
			Corrupter	n/a	<b>Level 30-34 Circle of Thorns Mission</b> Contact: Neil Kendrick (Brickstown) or Tina Chung (Founders' Falls) <i>You've got to rescue the O'Gaffney law firm from the Circle of Thorns!</i>
			Emancipator	n/a	<b>Level 40-44 Clockwork King Mission</b> Contact: Tina MacIntyre (Peregrine Island) <i>We've detected a very strong psychic signal there, and we want to make sure it doesn't pose a threat.</i>
			Frontline	n/a	<b>Level 35-39 Circle of Thorns Mission</b> Contact: Cadao Kestrel (Founders' Falls) <i>You've got to stop the Circle of Thorns from contacting an alternate world!</i>
			Meteorologist	n/a	<b>Level 40-44 Nemesis Mission</b> Contact: Maxwell Christopher (Founders' Falls) <i>I think it might be a good idea to find out why Nemesis is worried about the weather.</i>
			Mystical Savior	n/a	<b>Level 25-29 Banished Pantheon Mission</b> Contact: Miriam Bloechl (Talos Island) or Laura Brunetti (Independence Port) <i>Someone has to track down the Pantheon and rescue those mystics.</i>
			Negotiator	n/a	<b>Level 5-9 Clockwork Mission</b> Contact: Tony Kord(Atlas Park) or Maurice Feldon(Galaxy City) <i>You have to get the Clockwork out of that warehouse before the Skulls get involved.</i>
			Plague Stopper	n/a	<b>Level 15-19 Vahzilok Mission</b> Contact: Olivia Chung (Steel Canyon), Dr. Ann-Marie Engles (Skyway City), Juliana Nehring(Skyway City), Pavel Garnier (Skyway City) <i>You need to find and destroy the containers the Vahzilok are using to store the disease.</i>
			Pwnz	n/a	<b>Level 20-24 Freakshow Mission</b> Contact: Lt. Col. Hugh McDougal (Talos Island) <i>Will you retrieve the stolen weapons from the Freakshow?</i>
			Redeemer	n/a	<b>Level 25-29 Warrior Mission</b> Contact: Laurie Pennington (Independence Port) or Ashwin Lannister (Independence Port) <i>Go talk with Alexander and do whatever you can to bring him into protective custody.</i>
			Spelunker	n/a	<b>Level 9-14 Circle of Thorns Mission</b> Contact: Dr. Trevor Seaborn(steel canyon), Hugo Redding(steel canyon), Haley Philips(skyway city) <i>Can you rescue Cassandra from the Circle of Thorns?</i>
			Spirit Warrior	n/a	<b>Level 20-24 Banished Pantheon/Circle of Thorns Mission</b> Contact: Andrea Mitchell (Talos Island) or Dr. Cheng (Independence Port) <i>Are you willing to face the vision and stop both of these groups of mystic madmen?</i>
			The Doctor's Ally	n/a	<b>Level 35-39 Crey Mission</b> Contact: Gordon Stacy (Brickstown) <i>I was hoping you could put on your investigation cap and check this one out for me.</i>
			War Wall Defender	n/a	<b>Level 30-34 Rikti Mission</b> Contact: Phillipa Meroux (Founders' Falls) <i>You've got to rescue the engineers and prevent the Rikti from destroying the force fields that protect the city.</i>



## Task Forces & Trials (Accomplishments)

<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	NAME	LEVELS	REQUIREMENTS
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Burkholder's Bane	25-30	Complete the Ernesto Hess Task Force: The MegaMech Cometh
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Cabalist	25-35	Complete Katie Hannon's Task Force (Red Caps)
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Charmer	38-42	Complete the Hydra trial.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Citadel's Assistant	25-30	Complete Citadel's Task Force: Citadel's Children
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Destroyer of Strength	40-50	Complete Sarah Moore's Task Force: Legend of Ruladak
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Honorary Peacebringer	23-28	Complete the Moonfire Task Force: The Kheldian War
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Liberator	39-41	Complete the Prisoners of Eden Trial.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Manticore's Associate	30-35	Complete Manticore's Task Force : Following Countess Crey
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Numina's Compatriot	35-38	Complete Numina's Task Force : Soul of the Woodsman
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Portal Smasher	40-44	Complete Dr. Quaterfield's Task Force: Explorers and Exploiters
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Positron's Ally	10-15	Complete Positron's Task Force : Rule of Three
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Protector of Kindness	44-50	Complete Justin Augustine's Task Force: Saga of Faathim
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Sister Psyche's Comrade	20-25	Complete Sister Psyche's Task Force :Clamor and Destruction
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Slayer of Madness	44-50	Complete Faathim the Kind's Task Force: Saga of Lanaru
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Synapse's Cohort	15-20	Complete Synapse's Task Force : The Fall of the Clockwork King
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Transcendant	12-15	Complete the Cavern of Transcendance (Hollows) Trial.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Transmogrified	24-33 34-43 44-50	Complete the Terra Volta trial.

## ACHIEVEMENTS

<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	NAME	EFFECT	REQUIREMENTS
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Adamant	n/a	Take 1,000,000 damage.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Advisor	n/a	Act as a mentor for a cumulative total of 8 hours.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Caged	n/a	Held/Slept/Stunned/Mezzed for a cumulative total of 50 hours. (TBC)
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Celebrity	n/a	Earn 1,000,000 influence.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Collector	n/a	Collect 25 badges.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Confined	n/a	Held/Slept/Stunned/Mezzed for a cumulative total of 20 hours. (TBC)
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Deathless	n/a	Suffer 50 defeats.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Defender of Truth	n/a	Reach level 30.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Doctor	n/a	Heal 1,000,000 damage.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Empath	n/a	Heal 1,000,000,000 damage
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Entangled	n/a	Held/Slept/Stunned/Mezzed for a cumulative total of 60 minutes.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Epitome	n/a	Mentor for a cumulative total of 1,296 hours.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Exalted	n/a	Suffer 500 defeats.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Explorer	n/a	Collect 50 Badges.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Guide	n/a	Mentor for a cumulative total of 48 hours.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Hero of the City	n/a	Reach level 50.

<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	NAME	EFFECT	REQUIREMENTS
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Immortal	n/a	Take 1,000,000,000 damage
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Imprisoned	n/a	Held/Slept/Stunned/Mezzed for a cumulative total of 600 minutes (10 hours).
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Indestructible	n/a	Take 500,000 damage.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Invulnerable	n/a	Take 500,000,000 damage.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Jailed	n/a	Held/Slept/Stunned/Mezzed for a cumulative total of 100 hours. (TBC)
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Justice Incarnate	n/a	Reach level 40.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Keeper of Peace	n/a	Reach level 20.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Leader	n/a	Earn 500,000,000 influence.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Medic	n/a	Heal 100,000 damage.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Medical Specialist	n/a	Heal 10,000,000 damage.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Medicine Man	n/a	Heal 50,000,000 damage.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	High Indestructible	n/a	Take 100,000,000 damage
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Paradigm	n/a	Mentor for a cumulative total of 3,888 hours.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Paragon	n/a	Mentor for a cumulative total of 144 hours.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Pathfinder	n/a	Collect 100 badges.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Popular	n/a	Earn 100,000,000 influence.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Protector of Innocents	n/a	Reach level 10.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Restrained	n/a	Held/Slept/Stunned/Mezzed for a cumulative total of 30 minutes.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Role Model	n/a	Mentor for a cumulative of 432 hours
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Sensation	n/a	Earn 5,000,000 influence.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Superstar	n/a	Earn 10,000,000 influence.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Surgeon	n/a	Heal 500,000 damage.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	The Unbroken Spirit	n/a	Pay off 1,000,000 debt.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	The Unwavering	n/a	Pay off 100,000 debt.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	The Unyielding	n/a	Pay off 500,000 debt.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Tough	n/a	Take 100,000 damage.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Tourist	n/a	Collect 10 Badges.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Trailblazer	n/a	Collect 200 badges.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Trendsetter	n/a	Earn 50,000,000 influence.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Unbreakable	n/a	Take 10,000,000 damage.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Undying	n/a	Suffer 100 defeats.

## Villains (Achievements)

<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	NAME	EFFECT	REQUIREMENTS
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Bane of Dannan	n/a	Defeat 333 Tuatha de Dannan (any kind).
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Banisher	n/a	Defeat 200 Banished Pantheon Spirits (masks).
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Believer	n/a	Defeat Sally (Croatoa lake monster).
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Bonecrusher	n/a	Defeat 50 Skulls Bone Daddies.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Cap Buster	n/a	Defeat 333 Red Caps (any kind).
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Clockstopper	n/a	Defeat Babbage in Boomtown or in the Synapse Task Force.

<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	NAME	EFFECT	REQUIREMENTS
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Corsair	n/a	Deafeat Ghosts in Croatoa (number to be determined)
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Dee Jay	n/a	Defeat about 50 Supa Trolls
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Demon Slayer	n/a	Defeat Baphomet (CoT AV).
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Devilfish	n/a	Defeat Lusca the octopus monster in Independence Port.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Dimensional Warder	n/a	Defeat all Praetorian Leaders (except Tyrant): <div> <div> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Anti-Matter  <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Battle Maiden  <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Black Swan  <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Bobcat  <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Chimera </div> <div> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Diabolique  <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Dominatrix  <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Infernal  <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Malaise  <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Marauder </div> <div> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Mother Mayhem  <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Neuron  <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Nightstar  <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Shadowhunter  <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Siege </div> </div>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Ectoplasmic	n/a	Defeat 50 Spectral Passengers. (Ghost ship in Independence Port and Talos)
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Finder	n/a	Defeat 100 Lost bosses.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Fire Chief	n/a	Defeat 100 fires or arsonist Hellions.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Firefighter	n/a	Defeat 50 fires or arsonist Hellions.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Gearsmasher	n/a	Defeat 100-200 Clockwork gears.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Giant Killer	n/a	Defeat Jack in Irons (Red Cap monster).
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Gravedigger	n/a	Defeat 100 embalmed cadavers/abominations.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Haunted	n/a	Defeat 333 Ghosts in Croatoa (any kind).
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Hellspawned	n/a	Defeat 50 Damned (Hellion bosses).
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Illusionist	n/a	Defeat 50-100 of the summoned Illusionist decoys. (Carnies).
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Infiltrator	n/a	Defeat 100-200 Crey Paragon Protectors.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Isolator	n/a	Defeat 100 Contaminated. (Outbreak only).
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Keeper of Secrets	n/a	Defeat Adamastor (Dark Astoria).
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Kill Skulls	n/a	Defeat 500 Skulls (any type).
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Knight Errant	n/a	Destroy Clockwork Paladin's construction site (King's Row)
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Legionnaire	n/a	Defeat 100 Warrior bosses.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Master of Olympus	n/a	Defeat Juggernaut Red Kronos Titan (Malta).
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Monkeywrencher	n/a	Defeat 50 Zeus Class Titans (Malta).
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Privateer	n/a	Defeat 100 Sky Raider skiffs.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Protectorate	n/a	Defeat 100 Devouring Earth emanators (trees of Life, fungi, cairns).
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Pumpkin King	n/a	Defeat Eochai (Fir Bolg monster).
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Pumpkin Master	n/a	Defeat 333 Fir Bolgs (any kind).
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Raver	n/a	Defeat about 50 Raving Trolls.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Regenerator	n/a	Defeat 100 Troll bosses (Ogres and Calibans).
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Soul Binder	n/a	Defeat 200 Circle of Thorns Mages (anything with the word "mage").
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Spectral	n/a	Deafeat Ghosts in Croatoa (number to be determined)
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Spellbinding	n/a	Defeat 333 Cabal (any kind).
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Statesman's Pal	n/a	Defeat the Praetorian Leader (Tyrant).
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Tank Buster	n/a	Defeat 100 Freakshow Tanks.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	The Silver Bullet	n/a	Defeat 100 Council Werewolves.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	The Slayer	n/a	Defeat 100 Council Vampyrs.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	The Solution	n/a	Defeat Jurassik (DE Monster).
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Tracer	n/a	Defeat 100 Tsoo Sorcerers.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Unleasher	n/a	Defeat the Kraken
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Untouchable	n/a	Defeat 100 Family bosses (Underboss and Consigliere).

<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	NAME	EFFECT	REQUIREMENTS
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Unveiler	n/a	Defeat 100 Fake Nemesis troops.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Visionary	n/a	Defeat 100 Rulaaru Overseers.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Volcanic	n/a	Defeat 100 Igneous bosses.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Volunteer Firefighter	n/a	Defeat 25 fires or arsonist Hellions.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Warden	n/a	Defeat 500 Prisoners.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Weatherman	n/a	Defeat 100 Outcast bosses ("Lead" in front of the name).
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Zookeeper	n/a	Defeat 1,000 Rikti monkeys.

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## Special Events (Achievements)

<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	NAME	EVENT	REQUIREMENTS
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Buster	Halloween 2004	Defeat 20 Halloween Spirits.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Dead Head	Halloween 2004	Defeat 50 Halloween zombies.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Hallow Spirit	Halloween 2004	Defeat the Fir Bolg monster Eochai.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Hunter	Halloween 2004	Defeat 20 Halloween Vampires.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Malleus	Halloween 2004	Defeat 75 Halloween Coven (Witches, Sorceresses, Crones).
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Shifter	Halloween 2004	Defeat 20 Halloween werewolves.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Cold Warrior	Winter 2005	Defeat 100 Winter spawns
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Frozen Fury	Winter 2005	Defeat Winter Lord

## ACCOLADES

✓	✓	✓	NAME	EFFECT	REQUIREMENTS
			Archmage	<p>Your research into the arcane coupled with your experience in fighting magical foes, has unlocked heretofore unknown magics within you, earning you the title of Archmage. <b>You have learned a spell of protection because of this</b></p> <p><b>Eye of the Magus</b>            +Res(All but Psionic), +DEF (All but Psionic),            -SPD, -Recharge, -ACC</p>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Mystic (Exploration) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Dark Mystic (Exploration) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Faultless Mystic (Exploration) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Mystic King (Exploration) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Banisher (Villain) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Illusionist (Villain) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Soul Binder (Villain) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Tracer (Villain)
			Awarded the Freedom Cross	<p>Repeated exposure of the energies of the Terra Volta reactor have once again affected you.</p> <p>+Special (respecification or powers)</p>	Complete the Terra Volta trial for respecification a third time.
			Celebrant	None	Logged in during 1st Anniversary celebration.
			Conspiracy Theorist	<p>You have uncovered Crey's conspiracy, one that has been choking Paragon City for years. <b>As a souvenir you have kept a Crey pistol for your own personal use.</b></p> <p><b>Crey CBX -9 Pistol</b>            Foe: Ranged, Moderate DoT(Cold), Immobilization,            -SPD, -Recharge</p>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Infiltrator (Villain) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> The Doctor's Ally (Accomplishment) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Bird Watcher (Exploration) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Crey Havoc (Exploration) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Crey Watcher (Exploration) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Crey Fish (Exploration)
			Earned the Statesman Star	<p>Again your Terra Volta experience has altered your powers in ways no one could imagine.</p> <p>+Special (respecification of powers)</p>	Complete the Terra Volta trial for respecification a second time.
			Freedom Phalanx Reserve Member	<p>You have earned a reserve membership into Paragon City's premier Super Group: Freedom Phalanx. <b>This privilege comes with the added perk of +10% HP.</b></p> <p>+MAX HP</p>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Brawler (Exploration) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Keen Sighted (Exploration) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Nimble Mynx (Exploration) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Purifier (Exploration) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Regal (Exploration) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Summoned (Exploration) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Vigorous (Exploration) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Gearsmasher (Villain) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Tank Buster (Villain) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Unveiler (Villain) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Authority (History)
			Geas of the Kind Ones	<p>You have uncovered the secrets of Croatoa and have been awarded the Geas of the Kind Ones. Like most supernatural gifts, the Geas is both a blessing and a curse. By using it you can greatly increase your recharge speed, Endurance recovery, and Accuracy for 1 minute. However, your Defense will be severely reduced.</p> <p>+Recovery, +ACC, +Recharge            -DEF</p>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Alumnus (History) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Bane of Dannan (Villains) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Believer (Villains) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Cabalist (Accomplishment) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Cap Buster (Villains) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Ensorcelled (Exploration) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Giant Killer (Villains) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Grim Wanderer (Exploration) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Haunted (Villains) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Pumpkin King (Villains) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Pumpkin Master (Villains) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Spellbinding (Villains) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Spiritual (Exploration)
			Portal Jockey	<p>Your efforts to help Portal Corporation explore the vast multiverse have earned you the title of Portal Jockey. <b>This perk comes with +5 Endurance and +5% Hit Points.</b></p> <p>+MAX END, +MAX HP</p>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Dimensional Warder <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Shrouded <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Multidimensional <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Scholastic
			Received the Stalwart Medallion	<p>Your battle in the reactor of Terra Volta altered your powers in a permanent way.</p> <p>+Special (respecification of powers)</p>	Complete the Terra Volta trial for respecification once.
			Ten Times the Victor	<p>You have impressed Mary Macomber, leader of the Cabal, by defeating her ten times. Though some members of the Cabal may still fear you, others will work as your allies. As a reward, you can now use a witch hat as a costume piece.</p> <p>+Special (witch hat)</p>	<p>Defeat Mary Macomber 10 times in the Katie Hannon TF.</p> <p>One to nine times the victor badges will appear under the Accomplishments section until completion.</p> <p>1. <input type="checkbox"/> 2. <input type="checkbox"/> 3. <input type="checkbox"/> 4. <input type="checkbox"/> 5. <input type="checkbox"/> 6. <input type="checkbox"/> 7. <input type="checkbox"/> 8. <input type="checkbox"/> 9. <input type="checkbox"/>            1. <input type="checkbox"/> 2. <input type="checkbox"/> 3. <input type="checkbox"/> 4. <input type="checkbox"/> 5. <input type="checkbox"/> 6. <input type="checkbox"/> 7. <input type="checkbox"/> 8. <input type="checkbox"/> 9. <input type="checkbox"/>            1. <input type="checkbox"/> 2. <input type="checkbox"/> 3. <input type="checkbox"/> 4. <input type="checkbox"/> 5. <input type="checkbox"/> 6. <input type="checkbox"/> 7. <input type="checkbox"/> 8. <input type="checkbox"/> 9. <input type="checkbox"/></p>

<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	NAME	EFFECT	REQUIREMENTS
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<b>The Atlas Medallion</b>	<i>Through the might of Atlas, one of the greatest heroes of Paragon City's history, you have gained +5 to your maximum Endurance total.</i> <b>+MAX END</b>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Top Dog (Exploration) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> The Slayer (Villain) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> The Silver Bullet (Villain) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Spelunker (Achievement) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Pupil (History)
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<b>V.I.P.</b>	<b>+Special</b> (Power glide effect when sprinting, Cape of the Four Winds)	Purchase the DVD edition of City of Heroes.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<b>Vanguard Medal</b>	<i>Your efforts against the extra-dimensional invaders have been recognized, and you have received the Rikti Resistance Medal. You have found and kept a Rikti power amplifier.</i> <b>Rikti Power Amplifier</b> <b>+Special</b> (added duration to mezzing effects)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Finder (Villain) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Zookeeper (Villain) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Ace (Exploration) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Portal Parter (Exploration) <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Savant (History)

## ARENA (not yet implemented, expected)

<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	NAME	EFFECT	REQUIREMENTS
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<b>Strawweight Champion</b>	?	(Levels 1-5)
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<b>Flyweight Champion</b>	?	(Levels 6-10)
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<b>Bantamweight Champion</b>	?	(Levels 11-15)
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<b>Featherweight Champion</b>	?	(Levels 16-20)
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<b>Lightweight Champion</b>	?	(Levels 21-25)
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<b>Welterweight Champion</b>	?	(Levels 26-30)
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<b>Middleweight Champion</b>	?	(Levels 31-35)
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<b>Cruiserweight Champion</b>	?	(Levels 36-40)
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<b>Heavyweight Champion</b>	?	(Levels 41-45)
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<b>Superheavyweight Champion</b>	?	(Levels 46-50)
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<b>Deadeye</b>	?	?
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<b>Dominator</b>	?	?
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<b>Overkill</b>	?	?
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<b>Protector</b>	?	?
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<b>Survivor</b>	?	?

## EXTRAS (unaccounted for, not implemented, etc.)

<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	NAME	Type	REQUIREMENTS
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<b>Bug Hunter</b>	Achievement	Your stalwart efforts in tracking down and eradicating evil bugs have been recognized by the Paragon City authorities. Thanks to you, the City of Heroes has its pests firmly under control. Could be a gag.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<b>Corsair</b>	Achievement / Event	Possible ghost pirate event
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Firebase Zulu Security Detail	Achievement unimplemented	You have logged enough time in the Shadow Shard to be made a part of Firebase Zulu's security detail.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<b>Hero Corps Accolade</b>	Unknown, if any	Unknown.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<b>Passport</b>	Accolade	Your travels have taken you to mysterious and exotic places. You have faced many dangers, but now you have returned to the place you call home. (Possibly for "Cross Server" Trial)
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Task Force Commander	+MAX HP (rumored) unimplemented	Was intended for completing the original 6 TFs
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<b>Troll Task Force Member</b>	Achievement	You have logged enough time in the Hollows to be named an honorary member of Lt. Wincott's Trolls Task Force.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<b>Spectral</b>	Achievement / Event	Possible ghost pirate event
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Street Crime	unimplemented	Completing all villain defeat badges
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<b>Super Patriot</b>	+MAX END (rumored)	Unknown
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<b>Villain</b>	?	?