

Logos Elements (sorted by Zone)

| # | Logos | Rgn | Zone | /loc Coordinates | | | Location notes | Quest | xp | Credits | Req. | Diff |
|-----------------------------|----------------|------------|-------------|---------------------------|------------|------------|--|-----------|---------|---------|------|------|
| | | | | x | z | y | | | | | | |
| Concordia Bootcamp | | | | Logos: 1 | | | | | | | | |
| | Power | Con | Boot | 390 | | 65 | Luna Cavern, Bootcamp | Vance | | 0 | | S |
| Concordia Wilderness | | | | Logos: 22 | | | | | | | | |
| | | | | Map (y) = /loc (y) | | | | | | | | |
| | Area | Con | Wild | 360 | 210 | 620 | Pinhole Falls Caverns | Langerman | 3000 | 600 | #1 | S+ |
| | Around | Con | Wild | 15 | 70 | -15 | Centre of Crater Lake Research, just follow mission | Standley | 18000/3 | 1500/3 | | S+ |
| | Attack | Con | Wild | 40 | 190 | -335 | Outdoors | Langerman | 4000 | 800 | | S |
| | Chaos | Con | Wild | 15 | 70 | -15 | Centre of Crater Lake Research, just follow mission | Standley | 18000/3 | 1500/3 | | S+ |
| | Communi-cation | Con | Wild | -180 | 0 | -110 | Pravus Research, just northeast of hospital! | Standley | 22000/3 | 3000/3 | | S+ |
| | Control | Con | Wild | -185 | 55 | 120 | Pravus Research, left up the path at frontlines camp | Standley | 22000/3 | 3000/3 | | S+ |
| | Damage | Con | Wild | 400 | 245 | 435 | Small cave in Lower Elo Creek | Langerman | 3000 | 600 | #1 | S |
| | Enemy ** | Con | Wild | -435 | 125 | -620 | Wilderness south of Imperial Valley | Standley | 4000 | 600 | | S |
| 1 | Enhance | Con | Wild | 830 | 590 | 955 | Alia Caverns, Concordia Wilderness | Langerman | 2500 | 500 | | S |
| | Feeling | Con | Wild | -200 | 10 | 430 | Caves of Donn Spirit Cave | Standley | 20000/3 | 3750/3 | | G |
| | <i>Future</i> | <i>Con</i> | <i>Wild</i> | <i>350</i> | | <i>255</i> | <i>Guardian Prominence instance</i> | - | - | - | | |
| | Heal | Con | Wild | 170 | 0 | 370 | Caves of Donn - farthest point in | Standley | 20000/3 | 3750/3 | | G |
| | Here | Con | Wild | -975 | 285 | 740 | Dagda's Urn. key: mind, power | Standley | 4500 | 900 | Y | S |
| | Machine | Con | Wild | -55 | 40 | -330 | Pravus Research, SW Fortification, Frontlines | Standley | 22000/3 | 3000/3 | | S+ |
| | Mind | Con | Wild | 105 | 215 | 110 | Memory Tree Hill beside Tree | Langerman | 4000 | 1500 | | S |
| | Movement | Con | Wild | 0 | 90 | 115 | Crater Lake Research, at base of hills | Standley | 18000/3 | 1500/3 | | S+ |
| | Power (again) | Con | Wild | 490 | 290 | 320 | Benefactor Ridge (if not done in Bootcamp) | Langerman | 2500 | 500 | #1 | S |
| | Projectile | Con | Wild | 185 | 175 | 255 | Lower Elo Creek | Langerman | 3500 | 1500 | | S |
| | Self | Con | Wild | | 160 | -105 | North shore of Lake Cormon | Standley | 4000 | 1500 | | S |
| | Target | Con | Wild | -905 | 190 | -645 | Enigma Caverns | Standley | 4500 | 900 | | S |
| | Time | Con | Wild | 795 | 310 | 70 | Concorde Wilderness, near tunnel to Divide | Langerman | 3000 | 600 | #1 | S |
| | Trap | Con | Wild | -300 | 40 | 315 | Caves of Donn in first cavern | Standley | 20000/3 | 3750/3 | | S+ |
| Concordia Divide | | | | Logos: 18 | | | | | | | | |
| | | | | Map (y) = /loc (y) | | | | | | | | |
| | Asleep | Con | Div | -750 | 175 | 820 | outdoors, road N from waypoint | - | - | - | | S |
| | Awake | Con | Div | -135 | 50 | 540 | Basement of Foreas Base | - | - | - | | S- |
| | Backward | Con | Div | 290 | 100 | -490 | outdoors, heavily guarded, fast respawns | Noonan | 8000 | 1600 | L12 | S+ |
| | Defend | Con | Div | 105 | 140 | 705 | outdoors, west from road | Noonan | 6500 | 1350 | | S |
| | Enlighten | Con | Div | 625 | 80 | 0 | outdoors, Concordia Divide. Approach from North | - | - | - | | S+ |
| | Friend | Con | Div | -760 | 145 | 365 | at the end of a main road sw of Nidu Dav | Brice | 6000 | 1200 | | S+ |
| | Give | Con | Div | <i>700</i> | <i>85</i> | <i>65</i> | take an army if <15 | Noonan | 7500 | 1500 | | S++ |
| | Increase | Con | Div | -960 | 125 | -610 | outdoors, straight down road from Purgas W. gate | Noonan | 16000 | 2400 | L12 | S |
| | Life | Con | Div | -762 | 180 | 525 | can be seen from Brice's tower, looking southward | Brice | 6000 | 1200 | | S |
| | Negative | Con | Div | 185 | 120 | 150 | hilltop east of trenches | Noonan | 7000 | 1400 | | S |
| | Now | Con | Div | 505 | 90 | 765 | outdoors, Concordia Divide | - | - | - | | S |
| | Speed | Con | Div | 140 | 140 | 410 | | - | - | - | | S |
| | Star | Con | Div | 0 | 45 | 780 | at Wormhole, NW Foreas Base | - | - | - | | S- |
| | Summon | Con | Div | <i>765</i> | <i>160</i> | <i>495</i> | key: friend, star, life, enlighten, here | Noonan | 7500 | 1500 | Y | S |
| | Those | Con | Div | 25 | -35 | -50 | Minos Caverns | - | - | - | | |
| | Transform | Con | Div | -480 | 140 | 580 | in village of Nidu Dav | Brice | 6000 | 1200 | | S- |
| | Victory | Con | Div | <i>-790</i> | <i>115</i> | <i>550</i> | Keys: attack, power, enchance, transform, enemy | - | - | - | Y | S |
| | War | Con | Div | 375 | 90 | 675 | key: increase, attack, area, damage, here | - | - | - | Y | S |

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|-----------------------------|------------|-------------|-------------|------------------|--------------|--|-------------------------|-------|------|---------|------|------|
| | | | | x | z | y | | | | | | |
| Concordia Palisades | | | | | | | | | | | | |
| Logos: 13 | | | | | | | Map (y) = /loc (y) | | | | | |
| Ground | Con | Pal | 245 | 145 | 780 | outdoors | Arizpe | 9000 | 1800 | | | S- |
| Have | Con | Pal | 25 | 165 | -735 | cave east of Fort Dew | - | - | - | | | S+ |
| Honor | Con | Pal | -310 | 140 | 85 | open area west of road | - | - | - | | | S |
| Knowledge | Con | Pal | -220 | 170 | 930 | keys: transform, man, life | - | - | - | | Y | S |
| Man | Con | Pal | -55 | 110 | -10 | cavern behind Hightower falls; keys: life, control, power | - | - | - | | Y | S+ |
| Planet | Con | Pal | 415 | 110 | 380 | S. Lake Elinor islands | - | - | - | | | S |
| <i>These</i> | <i>Con</i> | <i>Pal</i> | <i>-200</i> | <i>180</i> | <i>-180</i> | <i>Eloh Vale instance</i> | <i>(thanks Mike D.)</i> | | | | | S+ |
| Through | Con | Pal | -405 | 165 | 635 | right above waypoint | - | - | - | | | S- |
| Today | Con | Pal | -525 | 190 | -40 | outdoors near Eloh Temples | - | - | - | | | S- |
| Tomorrow | Con | Pal | 837 | 150 | -325 | outdoors east of Staging Ground | - | - | - | | | S+ |
| True | Con | Pal | -425 | 145 | -415 | Island near Horsetail Falls | - | - | - | | | S |
| Yours | Con | Pal | 685 | 160 | -800 | side tunnel outside Treebark Camp | | | | | | S++ |
| Valverde Plateau | | | | | | | | | | | | |
| | | | | | | | Map (y) = /loc (y) +200 | | | | | |
| Before | Val | Plat | -595 | 410 | 160 | top of waterfall on South side | ? | | | | | S |
| Choice | Val | Plat | -435 | 405 | 540 | hilltop just NW of Northwest CP | ? | | | | | S- |
| East | Val | Plat | 75 | 340 | 170 | Logos Obelisk | | | | | | |
| Eloh | Val | Plat | -290 | 310 | -700 | beneath waterfall at river level | ? | | | | | S- |
| Empower | Val | Plat | -450 | 380 | 725 | Mox cave: the, choice, not, yours | | | | | | S |
| If | Val | Plat | 90 | 320 | 150 | just below Trinity Bridge Waypoint | | | | | | |
| Only | Val | Plat | 625 | 440 | -660 | cave south of Septic Bog | ? | | | | | S |
| Past | Val | Plat | -260 | 310 | -760 | cave under Martyr's Canyon | | | | | | |
| Strong | Val | Plat | -455 | 275 | 120 | cave - enter from river (below) or Velon Das ruins (above) | ? | | | | | |
| The | Val | Plat | 375 | 365 | 600 | New Vellon Village | - | - | - | | | S- |
| Vortex | Val | Plat | -120 | 405 | -395 | Eloh, empower, only, the, strong | Ridout | | | | | |
| West | Val | Plat | | | | Logos Obelisk | | | | | | |
| Valverde Pools | | | | | | | | | | | | |
| | | | | | | | Map (y) = /loc (y) +200 | | | | | |
| <i>Distance</i> | <i>Val</i> | <i>Pool</i> | <i>40</i> | | <i>120</i> | <i>Lamna Armory instance</i> | | | | | | |
| <i>Far</i> | <i>Val</i> | <i>Pool</i> | <i>35</i> | | <i>-155</i> | <i>Turpis Refinery instance</i> | | | | | | |
| How | Val | Pool | -445 | 885 | 690 | turn right at the Retread Caves portal | ? | | | | | S |
| In | Val | Pool | -885 | 940 | 530 | just outside Snake Pit camp | ? | | | | | S- |
| Nothing | Val | Pool | 90 | 840 | 380 | | ? | | | | | S |
| Permit | Val | Pool | 260 | 725 | 70 | key: if, you, give, choice | ? | | | | | S |
| Question | Val | Pool | -445 | 885 | 690 | turn R. at the Retread Caves portal (key: knowledge, will be, yours) | ? | | | | | S |
| What | Val | Pool | 895 | ? | 180 | | | | | | | S |
| When | Val | Pool | 15 | 685 | -495 | | | | | | | S |
| Where | Val | Pool | -665 | | -395 | | | | | | | S |
| You | Val | Pool | -85 | 865 | 465 | right behind Retread Camp | ? | | | | | S- |
| Valverde Marshes | | | | | | | | | | | | |
| | | | | | | | Map (y) = /loc (y) +175 | | | | | |
| Ancestor | Val | Mar | 560 | 220 | 0 | swarming with Bane | | | | | | S++ |
| <i>Civilization</i> | <i>Val</i> | <i>Mar</i> | <i>-30</i> | | <i>20</i> | <i>P'reo Das instance</i> | | | | | | |
| Cloud | Val | Mar | -75 | | -725 | in east end of Retread City | | | | | | S- |
| Confront | Val | Mar | -340 | 220 | 675 | edge of zone | | | | | | S- |
| <i>Disperse</i> | <i>Val</i> | <i>Apr</i> | <i>-30</i> | | <i>400</i> | <i>P'reo Das instance</i> | | | | | | |
| <i>Evil</i> | <i>Val</i> | <i>Mar</i> | <i>550</i> | <i>235</i> | <i>-680</i> | | | | | | | |
| <i>Fear</i> | <i>Val</i> | <i>Mar</i> | <i>-85</i> | <i>220</i> | <i>-560</i> | | | | | | | |
| Good | Val | Mar | -500 | 230 | -690 | climb just north of waterfall | | | | | | S- |
| <i>Logos</i> | <i>Val</i> | <i>Mar</i> | <i>610</i> | | <i>-350</i> | <i>Logos Research Facility instance</i> | | | | | | |
| May | Val | Mar | 655 | 220 | 700 | in cavern left of Preo Das portal | | | | | | S |
| Meet | Val | Mar | -500 | 215 | -790 | narrow gap in rocks into cave | | | | | | S- |
| Opposite | Val | Mar | 300 | 220 | -35 | | | | | | | S+ |
| Rain | Val | Mar | -440 | 225 | -320 | West of Research Point | | | | | | S |
| Valverde Howling Maw | | | | | | | | | | | | |
| <i>Child</i> | <i>Val</i> | <i>Maw</i> | <i>-</i> | | <i>550</i> | | | | | | | |
| <i>East</i> | <i>Val</i> | <i>Maw</i> | <i>-220</i> | | <i>630</i> | | | | | | | |
| <i>Everyones</i> | <i>Val</i> | <i>Maw</i> | <i>250</i> | | <i>-470</i> | | | | | | | |
| <i>Father</i> | <i>Val</i> | <i>Maw</i> | <i>320</i> | | <i>-1140</i> | | | | | | | |
| <i>Few</i> | <i>Val</i> | <i>Maw</i> | <i>-465</i> | | <i>-500</i> | | | | | | | |
| <i>Mother</i> | <i>Val</i> | <i>Maw</i> | <i>870</i> | | <i>410</i> | | | | | | | |

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|---|-------------|------|------|------------------|-----|-------|---------------------------------------|--------|---------|---------|------|------|
| | | | | x | z | y | | | | | | |
| | North | Val | Maw | -905 | | -90 | | | | | | |
| | People | Val | Maw | 55 | | -520 | | | | | | |
| | South | Val | Maw | 630 | | -515 | | | | | | |
| | Take | Val | Maw | - | | 160 | | | | | | |
| | That | Val | Maw | -970 | 235 | -1100 | | | | | | |
| | West | Val | Maw | 665 | | -805 | | | | | | |
| Valverde Descent | | | | | | | | | | | | |
| | Coming | Val | Desc | -360 | | -65 | | | | | | |
| | Open | Val | Desc | 550 | | -250 | Outpost Inferno instance | | | | | |
| | Others | Val | Desc | 600 | | -100 | | | | | | |
| | Phi | Val | Desc | 25 | | 570 | | | | | | |
| | Signs | Val | Desc | 385 | | 320 | | | | | | |
| | There | Val | Desc | 300 | | 610 | | | | | | |
| | Winter | Val | Desc | -655 | | 185 | | | | | | |
| Torden Plains Logos: 10 | | | | | | | | | | | | |
| | Add | Tor | Plai | 170 | 455 | 740 | inside Infensus Garrison | Repp | 11000 | 2200 | L20 | G |
| | Container | Tor | Plai | -850 | 420 | -465 | | Repp | 11000 | 2200 | L20 | S++ |
| | Crush | Tor | Plai | -105 | 375 | -650 | Eloh Crash Site at edge of zone | - | - | - | - | S+ |
| | Lightning | Tor | Plai | -625 | 465 | 335 | best approach from SE | Repp | 11000 | 2200 | L20 | S+ |
| | Looking | Tor | Plai | -535 | 430 | -210 | best approach from East | Repp | 11000 | 2200 | L20 | S |
| | Or | Tor | Plai | 910 | 390 | 40 | edge of zone, south of lava flow | - | - | - | - | S |
| | Repair | Tor | Plai | 375 | 420 | -420 | | Repp | 11000 | 2200 | L20 | S |
| | Was | Tor | Plai | -95 | 430 | 130 | | - | - | - | - | S |
| | Was Not | Tor | Plai | 1080 | 450 | 605 | outdoors, easily found | - | - | - | - | S |
| | Weak | Tor | Plai | 590 | 445 | 230 | outdoors, easily found | - | - | - | - | S |
| Torden Incline Logos: 9 | | | | | | | | | | | | |
| | Create | Tor | Inc | 690 | 260 | -25 | group of 3, easily found | Sage | 12000 | 2400 | - | S |
| | Clarity | Tor | Inc | 990 | 280 | 305 | Key: it, is, not, time | Sage | 54000/2 | 5200/2 | Y | S |
| | Death | Tor | Inc | 990 | 280 | 305 | Key: it, is, not, time | Sage | 54000/2 | 5200/2 | Y | S |
| | Hide | Tor | Inc | 690 | 260 | -70 | group of 3, easily found | Sage | 12500 | 2500 | - | S+ |
| | Is | Tor | Inc | 895 | 270 | 220 | outdoors, easily found | - | - | - | - | S+ |
| | It | Tor | Inc | 210 | 330 | 580 | outdoors, easily found | - | - | - | - | S |
| | Near | Tor | Inc | -580 | 245 | -470 | behind Pax Research Camp | Sage | 12500 | 2500 | - | S |
| | Not | Tor | Inc | -905 | 295 | -10 | outdoors, easily found | - | - | - | - | S |
| | Teleport | Tor | Inc | 695 | 255 | -80 | group of 3, easily found | Sage | 12500 | 2500 | - | S |
| Torden Mires Logos: 11 Map (y) = /loc (y) +225 | | | | | | | | | | | | |
| | Destruction | Tor | Mire | -330 | 220 | 185 | outdoors, hard to reach | Maddox | 15500 | 2800 | L26 | S |
| | Effect | Tor | Mire | 90 | 215 | 320 | outdoors | Maddox | 15500 | 2800 | L26 | S |
| | Location | Tor | Mire | -720 | 255 | 535 | N. end of underground tunnels | Maddox | 15500 | 2800 | L26 | S++ |
| | Many | Tor | Mire | -315 | 240 | -200 | within Bane fortifications | Maddox | 15500 | 2800 | L26 | S |
| | Neph | Tor | Mire | 285 | | 360 | <i>Bane Fluxite Mines</i> | - | - | - | - | |
| | Of | Tor | Mire | 30 | 235 | 665 | wide open SW of Fort Condor | - | - | - | - | S |
| | On | Tor | Mire | 435 | 260 | 25 | climb hill from road to the South | - | - | - | - | S |
| | Return | Tor | Mire | -180 | 205 | 85 | Orsa Garrison, undefended | Maddox | 15500 | 2800 | L26 | S |
| | Spirit | Tor | Mire | -105 | 270 | -400 | run S. from Checkpoint 17 Waypt. | Maddox | 15500 | 2800 | L26 | S |
| | Will Be | Tor | Mire | -335 | 245 | -305 | outdoors | - | - | - | - | S |
| | Will Not | Tor | Mire | -405 | 215 | -655 | follow trail east from Baylor Base | - | - | - | - | S |
| Torden Abyss | | | | | | | | | | | | |
| | Believe | Tor | Aby | -510 | | 225 | | | | | | |
| | Fire | Tor | Aby | 90 | 535 | -415 | | | | | | |
| | Growth | Tor | Aby | -315 | | 440 | | | | | | |
| | Imbalance | Tor | Aby | 510 | 565 | -190 | | | | | | |
| | Jump | Tor | Aby | -400 | | 320 | | | | | | |
| | Poison | Tor | Aby | -315 | 550 | -135 | | | | | | |
| Ligo Crucible | | | | | | | | | | | | |
| | Because | Ligo | Cru | 785 | 150 | 170 | | | | | | |
| | Blind | Ligo | Cru | -270 | 180 | 230 | | | | | | |
| | But | Ligo | Cru | 55 | | 150 | | | | | | |
| | Empty | Ligo | Cru | 785 | 170 | 760 | <i>*also reported in Ashen Desert</i> | | | | | |
| | Everyone | Ligo | Cru | -290 | | 0 | | | | | | |
| | Love | Ligo | Cru | 600 | 180 | -235 | | | | | | |
| | Pickup | Ligo | Cru | 780 | | 760 | | | | | | |
| | Plant | Ligo | Cru | -255 | | 580 | | | | | | |

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|---|------------|------|------|------------------|-----|------|---------------------------------|-------|----|---------|------|------|
| | | | | x | z | y | | | | | | |
| | Seeds | Ligo | Cru | -740 | 295 | 390 | | | | | | |
| | Submit | Ligo | Cru | 30 | | 0 | | | | | | |
| | Weave | Ligo | Cru | 480 | 165 | 200 | | | | | | |
| Ligo Thunderhead | | | | | | | | | | | | |
| | Bomb | Ligo | Thu | -330 | 0 | 60 | Quasso Station instance | | | | | |
| | Hold | Ligo | Thu | 800 | 380 | -810 | | | | | | |
| | Ice | Ligo | Thu | -845 | 390 | -190 | | | | | | |
| | Journey | Ligo | Thu | -585 | 430 | -400 | | | | | | |
| | Night | Ligo | Thu | 425 | 295 | 60 | | | | | | |
| | Place | Ligo | Thu | 840 | 375 | -75 | | | | | | |
| | Rebirth | Ligo | Thu | -360 | 425 | 480 | | | | | | |
| | Together | Ligo | Thu | -150 | | 400 | | | | | | |
| | Which | Ligo | Thu | 290 | 405 | 390 | | | | | | |
| Ligo Ashen Desert | | | | | | | | | | | | |
| | And | Ligo | Ash | -575 | | 610 | | | | | | |
| | At | Ligo | Ash | -345 | 335 | 700 | | | | | | |
| | Dominate | Ligo | Ash | -115 | | -600 | Bane Conscript Facility | | | | | |
| | Empty | Ligo | Ash | 625 | 335 | -35 | *also reported in Ligo Crucible | | | | | |
| | Lost | Ligo | Ash | -100 | 335 | 25 | | | | | | |
| | Ours | Ligo | Ash | -210 | 300 | 500 | | | | | | |
| Other - such as logos elements in NCsoft's Logos dictionary, which have not been found | | | | | | | | | | | | |
| | After | | | | | | | | | | | |
| | Alone | | | | | | | | | | | |
| | Begin | | | | | | | | | | | |
| | Below | | | | | | | | | | | |
| | Cosmos | | | | | | | | | | | |
| | Discover | | | | | | | | | | | |
| | Dislike | | | | | | | | | | | |
| | Flower | | | | | | | | | | | |
| | Force | | | | | | | | | | | |
| | Going | | | | | | | | | | | |
| | Grow | | | | | | | | | | | |
| | Hand | | | | | | | | | | | |
| | Home | | | | | | | | | | | |
| | Language | | | | | | | | | | | |
| | Learn | | | | | | | | | | | |
| | Left | | | | | | | | | | | |
| | Might Have | | | | | | | | | | | |
| | Most/Many | | | | | | | | | | | |
| | None | | | | | | | | | | | |
| | Right | | | | | | | | | | | |
| | Secret | | | | | | | | | | | |
| | Some | | | | | | | | | | | |
| | To / For | | | | | | | | | | | |
| | Water | | | | | | | | | | | |
| | We/Us | | | | | | | | | | | |
| | Who | | | | | | | | | | | |
| | Wonder | | | | | | | | | | | |
| | Year | | | | | | | | | | | |
| | You | | | | | | | | | | | |

| Logos Elements - Quest givers | | | | | | | | | | | | |
|---|--|--|--|--|--|--|--|--|--|--|--|--|
| Specialist Vance, Denzel's Caldera, Concordia Bootcamp | | | | | | | | | | | | |
| Receptive Liaison Langerman, Alia Das, Concordia Wilderness | | | | | | | | | | | | |
| Receptive Liaison Standley, Twin Pillars, Concordia Wilderness | | | | | | | | | | | | |
| Receptive Liaison Noonan, Foreas Base, Concordia Divide | | | | | | | | | | | | |
| Receptive Liaison Brice, Northwestern Highlands, Concordia Divide | | | | | | | | | | | | |
| Specialist Clifford, Nidu Dav, Concordia Divide | | | | | | | | | | | | |
| Special Liaison Arizpe, Cumbria Research Facility, Concordia Palisades | | | | | | | | | | | | |
| Receptive Liaison Repp, Irendas Penal Colony, Torden Plains (requires Level 20) | | | | | | | | | | | | |
| Receptive Liaison Sage, Plains Post, Torden Incline (requires Level 24) | | | | | | | | | | | | |
| Receptive Liaison Maddox, Fort Haroun, Torden Mires | | | | | | | | | | | | |
| Receptive Liaison Ridout, Fort Defiance, Valverde Plains | | | | | | | | | | | | |

Legend

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|--------------|---|-----|------|------------------|---|---|----------------|-------|----|---------|------|------|
| | | | | x | z | y | | | | | | |
| | Coords are the x,z, y (note the absurd order!) coordinates displayed above the Radar after typing "/loc". x=e/w y=n/s z=altitude | | | | | | | | | | | |
| | Req.: prerequisites: Y = other logos to open portal; #x = prior quests, Lx = minimum Level before the NPC will offer the Mission; | | | | | | | | | | | |
| | Diff: Difficulty rating based loosely on the zone starting level: (S)olo, (G)roup, (+) Hard; (++) very hard (so, S++ = G) | | | | | | | | | | | |
| | <i>Coordinates in blue Italics</i> indicate an entry point (eg: cave mouth) rather than the exact location of the logos | | | | | | | | | | | |
| | <i>Grey Italics</i> indicates a logo that we have heard from an official or unofficial source, but not yet confirmed | | | | | | | | | | | |
| Notes | | | | | | | | | | | | |
| | WARNING: /loc coordinates DO NOT MATCH the [M]ap coordinates in several zones. Type: /loc and use these coords (above minimap) | | | | | | | | | | | |
| | Some logos elements on the NCsoft web site [Logos Dictionary] have been implemented with a different name eg: battle => war | | | | | | | | | | | |
| | Logos elements can be discovered and collected without the quest (if there is one) and the quest may still be offered afterward | | | | | | | | | | | |
| | please send corrections/updates to: content@giddygamer.com subject: tr logos | | | | | | | | | | | |
| | ** Enemy is slightly bugged. A second, erroneous Mission icon appears on the map at Pinhole Falls - ignore it! | | | | | | | | | | | |