



Children of Praetoria

A Complete Path

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Preface

I've followed Redlynne's *Loyalist <-> Resistance ... switching alignments EVERY TIME for Praetorians* forum post (<https://forums.homecomingservers.com/topic/1797-loyalist-resistance-switching-alignments-every-time-for-praetorians/>) lots of times. It helped me to enjoy the full Praetoria storyline in multiple characters, and I wouldn't be able to write this guide with their original work.

But I wanted to do add to that. I didn't want only the path through Praetoria, but also have all Praetorian content in a single place for easy reference. So, in order to expand Redlynne's work, I added First Ward and Night Ward content, always listing the expected level range for the contacts, as this is important: once you outlevel a contact, your only option to do that particular arc is using Ouroboros.

Note that if you even set your difficulty to -1/x1, you *will outlevel* the contacts in a zone, so it's important to pause your XP gains at certain thresholds. In order to make that easier for you, I suggest creating this following macro:

➤ `/macro_image "DayJob_XPBoost" "XP Toggle" "option_toggle noxp"`

That macro will toggle your XP gains on and off, as needed. Make good use of that.



Part 1: Tutorial

The reason to do the Tutorial in Praetoria is twofold: first, it allows you to get a badge that, otherwise, you'd only get when you go to Ouroboros; second, it allows you to pledge your alliance to a faction, making you an agent of that faction (and getting different goals when you are undercover).

Talk to Officer Flint, talk to Reese, go into the underground passage and talk to the Clockwork, cross the door, clear the room full of hostiles, then exhaust Rothstein's dialogue (he lies on the top of a structure in the center of the room). This will give you the *Avid Reader* badge.

At the end of the zone you'll be able to make your first moral choice, making you an agent of one of the two factions. After that you'll be ready to meet Praetor White in Nova Praetoria.



Part 2: Praetoria proper

If you chose **Resistance**:

Nova Praetoria

Pause your XP gain at level 9.

- Praetor White
- Resistance Crusader (Ricochet > Splice > Jack Hammer) -> Choose Loyalist
- Loyalist Power (Deputy Assistant of Information > Warrant > Reese) -> Choose Resistance
- Resistance Warden (Robert Flores > Tunnel Rat > Doctor Arvin) -> Choose Loyalist
- Loyalist Responsibility (Chief Interrogator Washington > Cleopatra) -> Choose RESISTANCE

Imperial City

Unpause your XP gain.

Pause your XP gain once you reach level 14.

- Resistance Crusader (Hatchet > Beholder > Vagabond > Wardog) -> Choose Loyalist
- Loyalist Power (Mr. G > Transmuter > Tami Baker > Praetor Sinclair) -> Choose Resistance
- Resistance Warden (Jessica Flores > Luke Larson > Doctor Steffard > Seer 1381) -> Choose Loyalist
- Loyalist Responsibility (Interrogator Kang > Alec Parson > Investigator Whitworth > Chance McKnight) -> Choose RESISTANCE

Neutropolis

Unpause your XP gain.

Pause your XP gain once you reach level 19.

- Resistance Warden (Aaron Walker > Penelope Yin > Dark Watcher) -> Choose Loyalist
- Loyalist Responsibility (Ivy > Praetor Tilman > Anti-Matter) -> Choose Resistance
- Resistance Crusader (Crow > Helix > Calvin Scott) -> Choose Loyalist
- Loyalist Power (Dr. Hetzfeld > Bobcat > Neuron) -> Choose RESISTANCE
- Leave Praetoria: Choose Hero or Villain

If you chose **Loyalist**:

Nova Praetoria

Pause your XP gain at level 9.

- Praetor White
- Loyalist Power (Deputy Assistant of Information > Warrant > Reese) -> Choose Resistance
- Resistance Crusader (Ricochet > Splice > Jack Hammer) -> Choose Loyalist
- Resistance Warden (Robert Flores > Tunnel Rat > Doctor Arvin) -> Choose Loyalist
- Loyalist Responsibility (Chief Interrogator Washington > Cleopatra) -> Choose RESISTANCE

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- Loyalist Responsibility (Ivy > Praetor Tilman > Anti-Matter) -> Choose RESISTANCE
- Leave Praetoria: Choose Hero or Villain

Part 3: First Ward

Unpause your XP gain.

Pause your XP gain once you reach level 29.

First Ward is the continuation of the Praetorian storyline. The arc starts talking to a particular contact, depending if you are a hero or villain, provided you are in the 20-29 level range.

- Heroes can use the portal beside Mistress Eva (-728, 170, 4295) in Talos Island.
- Villains can use the portal next to Carter Mordesen (-1720, -3, 2532) in Cap au Diable.

Both will direct you to The Doorman.

First Ward contacts

- The Doorman > Nadia > Palatine > Noble Savage > Katie Douglas > Blind Makwa > Cerulean > Master Midnight > Vanessa DeVore

Part 4: Night Ward

Unpause your XP gain.

Pause your XP gain once you reach level 39.

Night Ward is the continuation of the Praetorian storyline. The arc starts talking to Mistress Maria (-2457, 83, 78) in First Ward, provided you are in the 30-39 level range.

Night Ward contacts

- Mistress Maria > Montague Castanella > Ward > Sir Bedwyr > The Magician



Part 5: Primal Earth and beyond

The Praetorian content proper is finished, but there are more you can do that's related to that. A few contacts have missions that can guide you to Praetoria again.

Provost Marchand

Unpause your XP gain.

Provost Marchand is a hero contact in Brickstown, available by phone only, provided you are in the 30-50 level range.

Mr. G

Mr. G (-185, -275, 1652) is a villain contact in the Black Mariah neighborhood of St. Martial (the door to his warehouse is 200 yards south of the Black Mariah marker at 192, -10, 51), provided you are in the 30-50 level range and have unlocked him through the Inside Information mission.

Tina Macintyre

Pause your XP gain once you reach level 44.

Tina Macintyre (-1680.5, 0, -3638.5) is a hero contact in the Portal Court neighborhood of Peregrine Island, provided you are in the 40-44 level range.

Faathim the Kind Task Force

Unpause your XP gain.

From now on you don't need to pause your XP gain any longer.

The Faathim the Kind Task Force is a hero Task Force that is part of the Shadow Shard storyline. The Task Force is started off by Faathim the Kind (-30.5, -1995, 4) in The Chantry, provided you are in the 44-50 level range.

Maria Jenkins

Maria Jenkins (-1043, 0, -2783) is a hero contact in the Poseidon Square neighborhood of Peregrine Island, provided you are in the 45-50 level range.

Apex Task Force

The Apex Task Force is a co-operative Task Force that allows heroes and villains to team together, starting with Apex (-215, 40, -2265) in the Rikti War Zone, provided you are level 50.

Tin Mage Mark II Task Force

The Tin Mage Mark II Task Force is a co-operative Task Force that allows heroes and villains to team together, starting with Tin Mage Mark II (-270.4, 39.0, -2317.5) in the Rikti War Zone, provided you are level 50.

Part 6: Incarnate Trials

The following trials are directly related to Praetoria, and require at least the Alpha Slot already unlocked (with exception of the Magisterium trial, that requires the Lore and Destiny Slots unlocked already):

- Behavioral Adjustment Facility (BAF)
- Lambda Sector (LAM)
- Keyes Island Reactor (KIR)
- The Underground (UGT)
- TPN Campus (TPN)
- Minds of Mayhem (MoM)
- Dilemma Diabolique (DD)
- Magisterium (MAG)



