

## 1.1.1 Peregrine Island

### 1.1.1.1 Levels

Security Levels 40 - 50

### 1.1.1.2 Contacts

Stature Level 8

- Natural – Tina Macintyre
  - setpospyr -1673.41 0.00 -3630.36 -0.3108 -2.4313 0.0000

Stature Level 9

- Magic – Harvey Maylor
  - setpospyr 168.31 0.25 -3352.55 -0.4248 -2.3625 0.0000
- Technology – Unai Kemen
  - setpospyr -1509.02 0.50 -3414.31 -0.5648 -2.3665 0.0000
- Science – Crimson
  - setpospyr 2303.49 5.50 -255.51 -0.4248 -2.3625 0.0000
- All – Maria Jenkins
  - setpospyr -1048.02 -0.00 -2788.31 -0.8588 0.7547 0.0000

### 1.1.1.3 Trainers and Task Force Contacts

- None

### 1.1.1.4 Stores

- None

### 1.1.1.5 Neighborhoods and Villain Groups (Night only encounters in bold).

Neighborhood	Levels	Villain Group
Bayside Docks	41 - 43	Nemesis, Rikti, Devouring Earth, <b>Crey</b>
Curry Cove	44 - 47	Nemesis, Rikti, Devouring Earth, <b>Crey</b>
Nelson Borough	44 - 47	Nemesis, Rikti, Devouring Earth, <b>Crey</b> , CoT
Mera Heights	48 – 50	Nemesis, Rikti, Devouring Earth, <b>Crey</b> , CoT
Poseidon Square	48 – 50	Nemesis, Rikti, Devouring Earth, <b>Crey</b> , CoT
Portal Court	48 – 50	Circle of Thorns, Devouring Earth (perimeter of Portal Corp)
Cutlass Isles	48 – 50	Rikti, Devouring Earth
Tempest Quay	48 – 50	Devouring Earth
Aquarius Medical	N/A	N/A

### 1.1.1.6 Links to other zones

DESTINATION	LOCATION	SWAT	SIGN
Talos Island	N/W/E/S	N	N/A
Talos Island	South piers	N	None

#### 1.1.1.7 Mission Door Entrance Counts

office	abandoned office	warehouse	abandoned warehouse	tech	sewers	caves	5th Column	Oranbeg
10	0	13	0	13	0	4	3	3

#### 1.1.1.8 Physical Description

Large-scaled island with several smaller islands surrounding it. A large Portal Corporation facility sits on one end of the main island, and a large shipping/dockyard sits on the other. The dockyard is where players will spawn from other zones.

#### 1.1.1.9 Background Fiction

The Portal Corporation created the teleportation technology behind the Medcom patch and the police bots. They have a large research facility on an island a few miles off coast. At this center, the Portal Corp. works on its most secret projects: currently, the Portal Corp. is working on stabilizing travel between dimensions.

The island itself contains many hi tech firms, as well as some light industrial areas in order to fulfill the constant demands of the local laboratories. It's dominated by the Portal Corp. central complex, which is separated from the rest of the island by a series of fences. Several of the buildings have interiors (similar to the hospital) that house the entrances to these other dimensions (laboratory with a Stargate like entrance).

On the outskirts of the zone, there is one large island cluster that contains an abandoned facility, almost as if used for genetic experimentation. The Rikti overrun this cluster with Rikti Monkeys swarming the cluster in its entirety. These spawns have their spawn ratio increased to 90%, and their VillainRadius reduced to 25 ft, to allow for massive killtasks. On the other smaller quays, giant Devouring Earth monsters roam freely.

Instead of the War Wall, the island is surrounded by water. Volume triggers surrounding the entire zone that teleport players back to Talos Island no matter what direction they go.

#### 1.1.1.10 Spawns

Unlike the other City Zones, there are NO "street" crime spawns. This area is "safe". But, as part of player tasks and story arcs, there are ambushes.

*DN: The high level characters shouldn't be doing street crime level stuff; they've been there, done that. The Rikti Crash Site is essentially a killing field, where players can always go to find a fight.*

### 1.1.2 Rikti Crash Site

#### 1.1.2.1 Levels

Security Levels 40 to 50

#### 1.1.2.2 Physical Description

Once an urban financial and commerce center, the area was decimated by the downing of a mammoth Rikti space craft. During the protracted battle to destroy the downed ship a fort and personnel facilities were constructed at the south edge of the zone. The fort area contains a large super weapon, research buildings, and power plant. Emplacements dot the zone in the form of check points and fortifications from large skirmishes.

#### 1.1.2.3 Background Fiction

A large portion of the city that's been devastated by constant conflict with the Rikti. At one end, humanity has erected a permanent base camp to conduct operations against the alien invaders. At the other end lies a crashed Rikti saucer. The Rikti forces have dug in and are using this area as the command & control for the continuing struggle against earth.

There are many missions that involve rescuing military squads from Rikti ambushes and Rikti bases.

#### 1.1.2.4 Neighborhoods and villain groups

##### 1.1.2.5

Neighborhood	Levels	Villain Groups
The DMZ	n/a	n/a
The Bulge	40 - 43	Rikti, Devouring Earth
Little Round Top	40 - 47	Rikti, Devouring Earth, Nemesis, Crey
Pork Chop Hill	40 – 47	Rikti, Devouring Earth, Nemesis, Crey
Bloody Lane	40 – 47	Rikti, Devouring Earth, Crey
Sunken Road	44 – 50	Rikti, Devouring Earth, Crey
Point du Hoc	44 – 50	Rikti, Devouring Earth, Crey
Bloody Ridge	48 – 50	Rikti, Devouring Earth, Crey

#### 1.1.2.6 3.3.5.6 Links to other zones

DESTINATION	LOCATION	SWAT	SIGN
Crey's Folly	TBD	No	No sign.