

<1>Peregrine Island

Since the founding of Paragon City, Peregrine Island has played an important role in the area. From its beginnings as a pirate haven to its current incarnation as resort community and home to the Portal Corporation's headquarters, Peregrine and the Cutlass Islands have left their mark.

Due to the presence of Portal Corporation and the high-powered heroes drawn to explore the worlds beyond the Gate, some of Paragon City's most powerful criminals have set up shop here. Thankfully, the danger to the mainland is limited by the mighty Atlantic, but there always looms the possibility of a successful villain attack on Portal itself.

<2>History

<3>Hoist High the Jolly Roger — Pirates and Privateers in Peregrine

Two decades after Rutger Willem raised the first homes in the village of Founders Falls, the uninhabited land off the coast of Talos became home to a notorious pirate prince: Captain Giotto Hamlet, nicknamed the Peregrine. Within the span of a few years, Captain Giotto controlled a good deal of New England's shipping from his fortress on the island that bore his name.

Captain Giotto's reign of terror would last until 1718, when a British armada hunted down the pirate and bombarded Peregrine Island, destroying the pirate town that had sprung up on the coast. The citizens of Founders Falls took pity on the eldest son and aged wife of the pirate prince, saving them a trip to the gallows. It was a kindness that would be repaid in days to come. . .

During the burning of the ships <i>HMS Gaspee</i> and <i>HMS Liberty</i> by rebellious citizens of Paragon City in 1772, Guy Kirby, grandson of the infamous Captain Giotto, took part. And when Rhode Island declared independence from the British in 1776, Kirby, having grown prosperous from the same shipping his grandfather once preyed upon, donned the mantle of the Peregrine. As the Peregrine, he led an American privateer fleet from the coast and the Cutlass Isles to battle British villainy. To avoid reprisals from the British, the leaders of Paragon City never officially acknowledged the existence of this new Peregrine. . . but no one in Paragon City would forget the dashing swashbuckler's fight for freedom, nor his tragic end at the hands of British treachery in 1778.

<3>The Peregrine Strikes! — Peregrine Island and the Cutlass Isles Join the Fight

The Kirby family was thought to have faded into the mists of history, until the outset of the Second World War. Geoffrey Thorpe, a distant descendant, was studying at the University of Technology in Vienna when the 5th Column struck Paragon City for the first time. An amateur genealogist, Thorpe had discovered his family's long-lost past and, at last, had the opportunity to act upon it. Following the bearings hidden in the ship's log

of the second Peregrine, Thorpe discovered the long-disused fortress of his ancestor. . . and from there, put his knowledge of engineering to work. In secret, Thorpe created a submersible carrier and a small fleet of cutting-edge aircraft. From his island fortress, the Peregrine emerged to battle tyranny once again. Gathering a motley band of adventurers, inventors and daredevil pilots from across the globe, the Peregrine and his men struck at the Axis war machine, almost single-handedly protecting America's East Coast from fascists and saboteurs during the worst years of the war. The Peregrine's scientists also lent their aid during an ill-fated Navy experiment in invisibility that took place on the main island in 1943.

Thorpe and his mercenary air force shifted their focus to the Pacific in late 1944, and it was there that the destiny of the Peregrine caught up with him. While protecting a Marine convoy headed for Iwo Jima, Thorpe intervened in a battle between Captain Volcano and the Lord of Frosts before it could capsize the small fleet. Sadly, the Peregrine's super-science aircraft was no match for the awesome energies of Volcano and his nemesis. The Peregrine plunged into the waters of the Pacific Ocean, trapped in the wreckage of his amazing plane. His body was never recovered. Eclipsed by the post-war rise of the heroes and villains, his name has been forgotten by all but the most avid students of heroic history. But the Marines still remember the hero's sacrifice that saved a battalion of their own, and a small monument to the Peregrine can be found at the Corps' headquarters in Quantico, Virginia.

<3>Shadowed Seas — Peregrine through the 1950s to the 1970s

In the years following the war, the prosperity enjoyed by much of Paragon City seemed to elude Peregrine Island. There was little interest in serious development of the island, though it remained a popular resort community. Even that suffered in the early 1970s, the tragic result of attacks by what is today believed to be a gigantic Great White shark. While the creature was destroyed by Peregrine Island's sheriff and a local oceanographer, the shadow it cast remained until Portal Corporation moved their headquarters to its shore in the 21st century.

<3>A Wave of Opportunity — Portal Corporation Comes to Peregrine

Portal Corporation moved their main headquarters to Peregrine Island following the Devouring Earth's attack on their Woodvale headquarters, ushering a new age of prosperity. . . and villainy. Portal did not disclose their reasons for choosing the relatively isolated Peregrine Island, but some suspect that Portal discovered a weakness in the barriers of space-time there, perhaps caused by the ill-fated Peregrine Experiment in 1943. Smaller Portal facilities in the Cutlass Isles were overrun, but not before scientists discovered a mysterious, long-dead species of monster buried beneath the surface. Today, Peregrine Island and the Cutlass represent a return to Paragon City's sea heritage, and provide both heroes and villains all the possibilities of Earth. . . and beyond.

<2>Neighborhoods

<3>Bayside Docks

Home to a small but growing number of shipping concerns, the Bayside Docks suffer from theft and acts of terror perpetrated by the villains that haunt its alleyways and warehouses. Several villain organizations, from the Nemesis to the Malta Group, Devouring Earth, Carnival of Shadows and the alien Rikti, can be found here. Even the most powerful heroes are advised to be cautious, lest they take an unplanned trip to the Aquarius Medical Center in Curry Cove.

<3>Curry Cove

Situated near the Bayside Docks, Curry Cove suffers many of the Docks' maladies, including a serious villain problem. Thankfully, most opponents in this area leave the citizens well enough alone, as they are engaged in their own private schemes and petty wars for territory, wealth and power.

The Aquarius Medical Center is situated in Curry Cove, and serves as the zone's primary emergency hospital, the headquarters for the Coast Guard's Search and Rescue operation, and Winthrop University's oceanography branch. In the basement of the Aquarius Medical Center, visitors can see a recreation of the gigantic Great White shark that menaced the island in the 1970s. Outside, tourists often take pictures of a large abstract sculpture donated to the island by the estate of Geoffrey Thorpe.

<3>Nelson Borough

The Nelson Tower, Peregrine's center for business and commerce, dominates this neighborhood. Named after the famous admiral, the Tower houses the Peregrine Shipping Concern, the island's Chamber of Commerce. The minions of Nemesis, the Carnival of Shadows and the Malta Group can often be spied outside the Tower, but none of the villains realizes the treasure that lies beneath their very feet. Accessible only from hidden doors within the Nelson Tower, the sub-basements of the building lead to a maze of passageways that eventually deliver the intrepid explorer to the lair of Geoffrey Thorpe, the third Peregrine. Though the equipment within suffers from rust and time, Thorpe's innovative designs could inspire heroes or villains to heights undreamt of.

<3>Poseidon Square

The once-peaceful Poseidon Square has become an arena of terror for the citizens of Peregrine Island. Following the Rikti War, agents of Nemesis have virtually occupied the Square, openly practicing maneuvers and 'fighting crime' within its boundaries. That their battles disrupt the lives of the island's people or often lead to massive property damage is of little concern to Nemesis' troops, as they wage war against their rivals among the Carnival of Shadows and Malta Group. Heroes should be exceedingly

cautious in this neighborhood, as ‘rogue’ Crey agents armed with powerful sniper rifles lurk on the rooftops, seeking targets.

<3>Mera Heights

Named for the seagoing heroine Mera, an ally of the World War 2 Peregrine, the Heights contain several high-rise apartment buildings that house the majority of Peregrine Island’s inhabitants. Citizens don’t venture out after dark, however; at night, the perpetual gang war between the Nemesis, Malta Group and Carnival of Shadows spills over from Poseidon Square.

<3>Cutlass Isles

Located off the coast of Peregrine Island to the north, the Cutlass Isles were once Paragon City’s first line of defense against pirates and privateers during the reign of Guy Kirby, the second Peregrine, and as a forward listening post during World War II. Today, only the brave or foolhardy venture there — the Cutlass Isles, like Tempest Quay to the west, are home to monsters.

The largest island in the Cutlass Isles is the site where Dr. Mnemonic and the Freedom Phalanx devised their antidote to the Nemesis nerve toxin released by the villain after World War II. Another island holds a defunct Portal station, now overrun with vicious Rikti Monkeys. The station still contains a most unusual discovery — an unidentified species of kaiju, or giant monster, whose skeleton was uncovered during the initial Portal excavations.

<3>Tempest Quay

Tempest Quay, named after the incredible storms that plague the island, is now home to another source of trouble — the gigantic abominations of the Devouring Earth. Thankfully trapped on the island, the monsters could pose a serious threat to Peregrine Island, or even the mainland, if they could cross the intervening ocean. . .

During World War II, Tempest Quay was home to a top-secret Navy base notorious among conspiracy theorists for the so-called ‘Peregrine experiment’, in which a United States battleship was allegedly rendered invisible by super-technology. The ship disappeared entirely; its ultimate fate remains a mystery to this day.

<3>Portal Court

One of the most famous addresses on Earth and elsewhere, One Portal Court is the headquarters for Portal Corporation. Founded by Dr. Daniel Webb, Portal Corporation houses its main portal generators here. From this building, scientists and heroes engage in the research and exploration of other worlds.

The outwardly-friendly facility is a marvel of modern and futuristic security. Pristine white walls rival those of Zigursky Prison, and hidden state-of-the-art weapons systems stand ready to repulse attacks by any but the most powerful villains. Beneath the surface, Portal has unwittingly taken over part of the hidden complex abandoned by the Peregrine's men after the hero's death in the Pacific. Structures intended to withstand bombardment by aircraft and battleship cannons house a trio of portal generators, massive toroids often traversed by heroes in their pursuit of justice across space and time.

<2>Adventure Seeds

<3>And Now I Think We Shall Run

On the Cutlass Isles, the Devouring Earth's monsters have finally recovered enough DNA from the monster Portal discovered to begin growing a new, deadlier species. Can the heroes foil this new horror before it attacks the island. . . and Portal?

<3>Something Wicked This Way Comes

After a long series of truly outstanding battles against the forces of evil, one of their friends invites them to a soiree hosted by Paragon City's most infamous party girl, Vanessa De Vore. De Vore is, of course, manipulating the friend. She has decided to pursue a new experiment in debauchery — to lure one or more heroes down the path of decadence. She hopes that the sins of a hero will sustain her now as the sins of the ordinary did in long-ago Venice. And when she can feed no more, then she can consume a soul tarnished by sin and seasoned with the despair of the fallen righteous. Can the heroes resist the lure of life in the fast lane?

<3>Battle of the Sexists

The Prince of Automatons has temporarily turned his eye away from conquest... to love. Nemesis' minions perform a series of stunning public exploits, all with the end of impressing the mistress of the Carnival of Shadows, Vanessa De Vore. . . but what is Nemesis' real plan? Is the Prince truly in love, or is he simply out to prove who is truly the better half of the species?

<3>The Star Chamber

The Malta Group, a shadowy organization of former cold warriors and espionage operatives, has targeted the heroes for 'recruitment' into a battle against the Devouring Earth. Of course, while the goals may seem noble, the Group's motivations are not...

<3>The Maltan Candidate

Several political activist groups use the media to accuse the heroes of disrupting their protests against a charismatic new mayoral candidate, a former hero wounded in the Rikti War. The heroes deny this. . . but when video footage of their activities is aired, they must

seek out the truth behind the matter. Investigation reveals that the Malta Group captured them during the Rikti War and subjected them to a mind-control regimen, making them sleeper agents in the hero community! Can the heroes fight off the Malta Group's control and unravel the mystery before Malta elects itself a mayor for the new millennium?

<3>The Peregrine Experiment

The Navy vessel DD00, thought destroyed during an experiment off the coast of Tempest Quay, returns, over half a century later, in the midst of one of the island's incredible storms. Badly-damaged by a Devouring Earth attack, the vessel requires assistance to limp to port. The crew of the ship claim no memory of their time away, and are eased back into Paragon City society. Shortly afterward, nearly two hundred new heroes and villains appear in Paragon City. Where did the DD00 go when it vanished, and what power is responsible for the abilities of the 'Returners'?