

## City of Heroes Paragon City Sourcebook

### Outline

#### Faultline (Hazard Zone)

##### History

- <sup>35</sup><sub>17</sub> Faultline's Shining Past - Overbrook's Heroic Legacy
- <sup>35</sup><sub>17</sub> Shaken to Its Foundations - Faultline's attack on Overbrook
- <sup>35</sup><sub>17</sub> The Day After - Overbrook during the Rikti War

##### Neighborhoods w/ prominent landmarks

- <sup>35</sup><sub>17</sub> Subduction
- <sup>35</sup><sub>17</sub> Downfall
- <sup>35</sup><sub>17</sub> Precipice
- <sup>35</sup><sub>17</sub> Dark Canyons
- <sup>35</sup><sub>17</sub> Aftershock
- <sup>35</sup><sub>17</sub> Reservoir

##### Current status

- <sup>35</sup><sub>17</sub> An exploration of the three-way battle between the Vahlizok, the Clockworks and the mysterious plans of the Circle of Thorns, the half-rebuilt dam, and what lies beneath Faultline in the deepest of Canyons.

##### Adventure seeds

- <sup>35</sup><sub>17</sub> *The Fault is Not Yours* - some remaining residents of Faultline are being threatened by mysterious messages warning them away. Is it one of the villain groups, or something more sinister still?
- <sup>35</sup><sub>17</sub> *The Wall of Storms* - The Thorns are once again planning to assault the reservoir and dam...but this time, they've allied themselves with the Clockworks. Can the heroes stop this plot before it's too late?
- <sup>35</sup><sub>17</sub> *Knights of the Past* - Though nearly destroyed in the attack on Overbrook by Faultline, the Theodore Knight building once housed some of Paragon City's mightiest supergroups. What treasures still wait inside for the intrepid hero...or what vicious weapons might fall into the hands of the villain groups there?

#### Dark Astoria (Hazard Zone)

##### History

- <sup>35</sup><sub>17</sub> Before Paragon City - Oranbega, the Orbis Spinae and the Binding of Mot
- <sup>35</sup><sub>17</sub> Haunted Astoria - Astoria after the founding of Paragon City through the 20<sup>th</sup> century
- <sup>35</sup><sub>17</sub> The Rise of Mot - the breaking of the Oranbengan seals on Mot and the fall of Astoria into darkness.

### Neighborhoods w/ prominent landmarks

- <sup>35</sup><sub>17</sub> Romero Heights
- <sup>35</sup><sub>17</sub> Barca Plaza
- <sup>35</sup><sub>17</sub> St. Elegius Medical Center
- <sup>35</sup><sub>17</sub> Toffet Terrace
- <sup>35</sup><sub>17</sub> Raimi Arcade
- <sup>35</sup><sub>17</sub> Didos View
- <sup>35</sup><sub>17</sub> Moth Cemetery

### Current status

- <sup>35</sup><sub>17</sub> The Dead Walk! - Banished Pantheon activities in Dark Astoria.
- <sup>35</sup><sub>17</sub> The Weakest Link - The Circle of Thorns wage a desperate battle against the Pantheon to keep the dread god Mot bound.
- <sup>35</sup><sub>17</sub> The Watchers at the Threshold - The Tsoo can see what may be coming not only for Astoria, but for all of Paragon City. But they're not talking...yet.

### Adventure seeds

- <sup>35</sup><sub>17</sub> *The Informant* - Some mystical event is on the horizon. After the incidents in Halloween of 2004, the magical energies around Paragon City are on the rise. Something terrible is about to happen, and a member of the Tsoo risks everything to warn the heroes.
- <sup>35</sup><sub>17</sub> *All Heroes Must Be Eaten* - With Mot's power on the rise, the Banished Pantheon decide to make a break for the security gates of Dark Astoria. There heroes are the only ones within range to respond...can they stop the wall of undead threatening to escape Dark Astoria? And what caused the sudden surge in magic allowing the Pantheon to launch a coordinated assault?
- <sup>35</sup><sub>17</sub> *The Tell-Tale Tentacle* - Heroes of a mystic bent or who are active in Dark Astoria are approached by one of the numerous spirits haunting the neighborhood. The ghost gives out little information at first, but will give the heroes information that points towards a coming battle between the Circle of Thorns and the Banished Pantheon, a mystic struggle that threatens to finally destroy the wards binding Mot into Astoria. The spirit warns that the Pantheon have at last, after over 150 years of ritual, recovered a high priest, an occultist capable of leading them in the conquest of Paragon City! But when the truth of the spirit's identity is revealed as being none other than pulp horror writer Howard Phillips Lovecraft, can the heroes trust his word? Is Lovecraft working with the Circle of Thorns? And what of the resurrected high priest, Edgar Allen Poe? Will the heroes survive this battle among titans of horror? "*Beware, heroes...beware the beating of his **hideous heart!***"

## Brickstown

### History

- <sup>35</sup><sub>17</sub> In the Beginning - early history of Brickstown
- <sup>35</sup><sub>17</sub> ... in Fire - the rebuilding of Brickstown after the 1918 fire
- <sup>35</sup><sub>17</sub> Shadow of the Zig - Ziggursky prison's construction and its effect on Brickstown

### Neighborhoods w/ prominent landmarks

- <sup>35</sup><sub>17</sub> The Mashu Bridge
- <sup>35</sup><sub>17</sub> The Crescent
- <sup>35</sup><sub>17</sub> Seven Gates
- <sup>35</sup><sub>17</sub> The Abyss Towers
- <sup>35</sup><sub>17</sub> The Chasm
- <sup>35</sup><sub>17</sub> Prison Power Station
- <sup>35</sup><sub>17</sub> Dark Waters
- <sup>35</sup><sub>17</sub> The Ziggurat

### Current status

Battles between the various villain groups rage nearly out of control in Brickstown. The Council finds fertile recruiting grounds among escaped prisoners, the Freakshow exploits the chaos, and the minions of Countess Crey use the other villains groups, and the heroes attempting to stop them, to test newer and deadlier equipment and to protect Crey assets.

### Adventure seeds

- <sup>35</sup><sub>17</sub> *Undertow* - Due to a Freakshow attack on the prison power station, the automated systems guarding Ziggursky fail, and riots break out. Several of the prisoners, already planning an escape, manage to lose the guards in the sewer systems beneath the Zig, and the heroes are dispatched after them by a contact. Good, old-fashioned sewer-crawling fun. Perhaps the prisoners have a super-powered leader, or one may be an important witness being forced to escape by his fellow prisoners. Worse still, evidence seems to mount pointing towards not Freak sabotage, but Crey! What are the Countess' motives for sabotaging Ziggursky?
- <sup>35</sup><sub>17</sub> *March of the Empire* - The Council is on the move! Following a successful raid on a Crey facility in Brickstown, the fascists from space are hatching a plan to unleash the prisoners of the Zig on a defenseless Paragon City! But there may be more to their plan than anyone suspects...for one of the Zig's prisoners is a high-level Warshade framed for murder by the Crey!
- <sup>35</sup><sub>17</sub> *When Our Paths Cross Next, Hero...* - The Council is charged with guarding an important Arachnos mystic who's investigating the ley lines crossing Brickstown. Why is the mystic so interested in a relatively minor confluence of energy? Why is the Council stalking Serafina, the genie who aids the heroes of Paragon City?

## Venice - “Crey’s Folly” (Hazard Zone)

### History

- <sup>35</sup><sub>17</sub> Welcome to *The Jungle* - Venice before WWII
- <sup>35</sup><sub>17</sub> Doing Our Part - Venice’s contribution to the war effort
- <sup>35</sup><sub>17</sub> Cleaning Up and Pitching In - Crey’s Folly in the 1950s through the 1990s
- <sup>35</sup><sub>17</sub> The Fall and the Folly - The Rikti Attack on the Crey laboratory, and the nature of the Mist

### Neighborhoods w/ prominent landmarks

- <sup>35</sup><sub>17</sub> Crey Factories
- <sup>35</sup><sub>17</sub> Paragon Water Works
- <sup>35</sup><sub>17</sub> The Blight
- <sup>35</sup><sub>17</sub> Tangle Town
- <sup>35</sup><sub>17</sub> Portal Industries
- <sup>35</sup><sub>17</sub> Carnival Town
- <sup>35</sup><sub>17</sub> The Circus

### Current status

Crey is desperate to recover something lost to them during the Rikti War and the subsequent invasion of villains, something relating to the Revenant Hero Project. Meanwhile, the Council uses the Folly much like they use Boomtown, as a crucible for recruits. Nemesis is equally interested in recovering Crey’s technology, as are the Rikti. The Freakshow are constantly seeking to expand Carnival Town and the circus, and the Devouring Earth are somehow thriving in the poisonous element of the Mist...

### Adventure seeds

- <sup>35</sup><sub>17</sub> *Devoured in the Mist* - the time has come to retake Crey’s Folly! A growing environmentalist movement is campaigning for heroes to help them clean up Crey’s Folly...but what is the group’s connection to the Devouring Earth, and are their motives as pure as they claim or simply a cover for something darker?
- <sup>35</sup><sub>17</sub> *Welcome to the Terrordome* - Following a defeat at the hands of the Freakshow, the heroes find themselves captured! To escape, they must face several Freakshow captains in the Terrordome. Two men enter, one man leaves...or do they? Alternately, the Terrordome is becoming the latest sport among the underground fighting circuit in Paragon City, and the heroes must infiltrate it to discover the source of new bionics the Freaks are bringing to bear on the streets...
- <sup>35</sup><sub>17</sub> *The Things From Another World* - the Rikti have recovered some of Crey’s lost Revenant Hero technology and are using their master of biomechanics to create Rikti duplicates of heroes, down to creating false personalities to hide the infiltrators from psychics. The heroes find themselves trapped in an abandoned facility with another group...any one of whom could be a Rikti in disguise. Who can they trust...can they even trust themselves?

## Founders Falls

### History

- <sup>35</sup><sub>17</sub> The Founding of the Falls - the original settlers and their battles with piracy
- <sup>35</sup><sub>17</sub> Growing Prosperity - the growth of the Falls during the 19<sup>th</sup> and 20<sup>th</sup> century
- <sup>35</sup><sub>17</sub> A Narrow Escape - The Falls spared during the Rikti Invasion

### Neighborhoods w/ prominent landmarks

- <sup>35</sup><sub>17</sub> Williams Square
- <sup>35</sup><sub>17</sub> Louis Forest
- <sup>35</sup><sub>17</sub> Liberty Town
- <sup>35</sup><sub>17</sub> Hutchinson Park
- <sup>35</sup><sub>17</sub> The Red River
- <sup>35</sup><sub>17</sub> Blackstone Hills
- <sup>35</sup><sub>17</sub> The Gaspee

Current status - Founders Falls is still one of the most prosperous and oldest neighborhoods in Paragon City, but it's being laid siege to by several villain groups, all of them vying to control the zone and its well-to-do citizens. The Council try to drum up funding and recruits, the Circle of Thorns kidnap prominent citizens to infest with Oranbengan spirits, the Countess Crey holds a residence and a small army of operatives here, the Nemesis has its roots in the aristocratic neighborhood. The Rikti operate here for reasons of their own - perhaps the Falls' proximity to the abandoned Utopia Complex in Woodvale/Eden gives them an opportunity to return home? Meanwhile the Devouring Earth seek to conquer Founders Falls as they conquered Woodvale/Eden...

### Adventure seeds

- <sup>35</sup><sub>17</sub> *Excavation* - Activities of the circle of Thorns has been down in the Falls lately, much to the relief of its residents. But the Thorns are far from idle - somewhere in the Louis Forest, the Thorns have begun working to excavate an ancient artifact left behind by the Romans who brought Mot to Oranbega. Can the heroes discover the artifact before the Thorns? What does it mean to the mystic villains?
- <sup>35</sup><sub>17</sub> *Mood Indigo* - Indigo has come under the watchful eye of the Council, minions of Arachnos. Will the heroes be able to protect the operative? What secret does she hold that could devastate the ranks of the Council?
- <sup>35</sup><sub>17</sub> *The Earth Divides* - A new faction of the Devouring Earth seems to have cropped up in the Falls, one that has supposedly split from the Hamidon. They offer to protect the Falls and guard against further encroachment of the Devouring Earth. Can these eco-guardians be trusted?
- <sup>35</sup><sub>17</sub> *Let's You and Him Fight* - the heroes have run into a lucky streak while operating in the Falls. One of their contacts has been giving them solid leads on several important villain operations, and while the battles against evil have been difficult, pushing the heroes to the limits of endurance, they have so far won the day. But an investigative hero discovers that their trusted contact is, in fact, a Nemesis agent in disguise! Can the heroes rescue their real friend? And what is the Prince of Automatons' ultimate plan for misleading the heroes?

## **“Eden” - Woodvale (Hazard/Trial Zone)**

### History

- <sup>35</sup><sub>17</sub> A Green and Pleasant Land - General History of Woodvale
- <sup>35</sup><sub>17</sub> A Haven for Troubled Times - the refugee effort in Woodvale during the Rikti War
- <sup>35</sup><sub>17</sub> Utopia Lost - The rise of Hamidon and the Devouring Earth and their attack on Portal Corporation's former headquarters.

### Neighborhoods w/ prominent landmarks

- <sup>35</sup><sub>17</sub> Arcadia
- <sup>35</sup><sub>17</sub> The Pit
- <sup>35</sup><sub>17</sub> The Utopia Complex
- <sup>35</sup><sub>17</sub> Aveda Towers
- <sup>35</sup><sub>17</sub> The Serpentine
- <sup>35</sup><sub>17</sub> The Cascades
- <sup>35</sup><sub>17</sub> The Hive

Current status - Eden is a battleground - Crey continues its efforts to secure the former Portal facilities for its own reasons, while Nemesis battles Crey for control of the Utopia Complex. Meanwhile, the Devouring Earth continue to mutate and transform Eden with the unwilling aid of the Woodsman.

### Adventure seeds

- <sup>35</sup><sub>17</sub> *The Eden Trial* - The Woodsman contacts the heroes during one of their forays into Eden, and offers them the opportunity to best the Hamidon and beat back the Devouring Earth...and they must, for several heroes have fallen into Hamidon's grasp and must be rescued before they become the next generation of The Devoured!
- <sup>35</sup><sub>17</sub> *And the Earth Abides* - Hamidon and the Devouring Earth have grown strangely quiescent in recent weeks. The monsters loosed in places like Founders Falls and the Cutlass Isles have become rooted in the ground, inactive. The Hamidon, deep beneath the Hive, is extending its tendrils outwards, beneath the ocean and into the sewer network. Worse still, it has devoured several Paragon Protectors and has become aware of the Revenant Heroes program, a potentially unlimited source of power! Can the heroes thwart the Hamidon's plans before it invades the central Crey facility elsewhere in the city or, worse still, reactivates some of the abandoned Portal technology and spreads to another world?
- <sup>35</sup><sub>17</sub> *Who Mourns the Hamidon?* - Tanya Tyler, a member of the radical Earth Liberation Front cell that helped Hamidon's rise to power, has now been targeted by the Hamidon itself for a very special purpose - transformation into a Matriarch, a Devouring Earth creature capable of breeding! Can the heroes save Tanya from

Hamidon's attentions...and after exposure to the mind-altering chemicals of the Devouring Earth, does she *want* to be saved?

## Peregrine Island

### History

- <sup>35</sup><sub>17</sub> Hoist High the Jolly Roger - history of Peregrine Island from the founding of Paragon City until the 19<sup>th</sup> century; history of piracy in the Cutlass Isles
- <sup>35</sup><sub>17</sub> Master and Commander - early 20<sup>th</sup> century efforts against piracy by US Navy; Peregrine Island becomes part of the WWII war effort
- <sup>35</sup><sub>17</sub> The Peregrine Experiment - as a major Naval facility in WWII, Peregrine also hosted an experiment in dimensional travel and invisibility...an experiment that failed utterly but had far-reaching consequences down the line...
- <sup>35</sup><sub>17</sub> Opportunity Opens - after years as a defunct Navy testing facility, Portal Corporation moves their main headquarters to Peregrine Island, ushering a new age of prosperity...and villainy. Portal facilities in the Cutlass Isles are overrun, but not before scientists discover a mysterious monster species, long dead, buried beneath the surface...

### Neighborhoods w/ prominent landmarks

- <sup>35</sup><sub>17</sub> Bayside Docks
- <sup>35</sup><sub>17</sub> Curry Cove
- <sup>35</sup><sub>17</sub> Nelson Borough
- <sup>35</sup><sub>17</sub> Poseidon Square
- <sup>35</sup><sub>17</sub> Mera Heights
- <sup>35</sup><sub>17</sub> Cutlass Isles
- <sup>35</sup><sub>17</sub> Tempest Quay
- <sup>35</sup><sub>17</sub> Portal Court

Current status - Due to the influence of Portal Corporation and the influx of high-powered heroes needed to explore the worlds beyond the Gate, some of Paragon City's most powerful criminals have set up shop in this portion of the city. Thankfully, their threats are limited by the mighty Atlantic itself, but there always looms the possibility of a successful villain attack on Portal itself.

### Adventure seeds

- <sup>35</sup><sub>17</sub> *And Now I Think We Shall Run* - Offshore 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 attack the island...and Portal?

- <sup>35</sup><sub>17</sub> *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 or loved one and seeks a new pleasure and experiment in debauchery - to lure the heroes down the path of decadence and, ultimately, consume their souls steeped in ultimate sin. Can the heroes resist the lure of life in the fast lane?
- <sup>35</sup><sub>17</sub> *Battle of the Sexists* - the Prince of Automatons has turned his eye temporarily away from conquest and to love. A series of stunning public exploits are carried out by Nemesis' minions as a means 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?
- <sup>35</sup><sub>17</sub> *The Star Chamber* - The Malta Group, a shadowy organization of former cold warriors and espionage operatives, has targeted the heroes for 'recruitment', and a battle against the Malta Group's enemies the Devouring Earth. Of course, while the goals may seem noble, the Group's motivations are not..
- <sup>35</sup><sub>17</sub> *The Maltese Candidate* - Several members of political activist groups come forward in the media, accusing the heroes of disrupting their protests against a charismatic new mayoral candidate who is also a former hero wounded in the Rikti War. The heroes deny this, of course...but when video footage of their activities is aired, they must seek out the truth behind the matter - 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 of the Candidate before Malta elects itself a mayor for the new millennium?

## Rikti Crash Site

### History

- <sup>35</sup><sub>17</sub> Voshkie Heights - before the Rikti War, Voshkie Heights served as Paragon City's equivalent of Wall Street, and a major financial hub on the East Coast and for the world, specializing in venture capital and experimental technologies...
- <sup>35</sup><sub>17</sub> Nearly leveled by the third Rikti attack ship felled by Statesman, the Rikti Crash Site is a vivid reminder of the horrors of the Rikti War...



### Neighborhoods w/ prominent landmarks

- <sup>35</sup><sub>17</sub> The DMZ
- <sup>35</sup><sub>17</sub> The Bulge
- <sup>35</sup><sub>17</sub> Pork Chop Hill
- <sup>35</sup><sub>17</sub> Little Round Top
- <sup>35</sup><sub>17</sub> Bloody Lane
- <sup>35</sup><sub>17</sub> Point du Hoc
- <sup>35</sup><sub>17</sub> Sunken Road

Current status - Once a prosperous financial district, a grim war is waged between the military, the Rikti and various villain factions for control of the massive Rikti craft that dominates the center of the neighborhood. The military maintain a readied super weapon aimed at the craft, in case it is repaired by the desperate Rikti to once again become flight worthy.

### Adventure seeds

- <sup>35</sup><sub>17</sub> *The Thin Caped Line* - As a service to the city, the heroes are asked to penetrate deep into Rikti-held territory and recover a patrol cut off from retreat by the Rikti. Unbeknownst to the military, the patrol may already be dead, replaced by Rikti infiltrators intent on smuggling technology to their brethren on the outside...
- <sup>35</sup><sub>17</sub> *The Big Red Hero One* - Another group of heroes battling the Rikti return with a terrible story - deep within the bowels of the Rikti mothership, they've seen Hero One! Can their story possibly be true? Has Hero One been held as a prisoner of the Rikti since the war? If so, it would seem the Rikti have a functioning portal device aboard their ship...which, if true, is enough to incite a race for the valuable technology by every villain warring in the zone! Even if the story isn't true...what *did* the heroes really see out there?
- <sup>35</sup><sub>17</sub> *Kelly's Heroes* - for heroes of a more mercenary bent, there's rumors of a large cache of gold bouillon buried in a subbasement deep within the war zone. Of course, the villains have also heard of it, and such a cache would go a long way to financing their operations...can the heroes recover the gold, or at least prevent the villains from doing so? And how will they get the bouillon past Major Flagg and through the gate without being caught?