



## **Striga Isle**

**Cryptic Studios, Inc.**

## **Revision 3.1**

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# 1 Revision History

Rev #	Date	Who	Description
1	July 22, 2004	T. Foss	Initial Version
1.2	July 26, 2004	T. Foss	Continued working on it
1.3	July 31, 2004	T. Foss	Adding changes from feedback, added missions
1.4	August 4, 2004	T. Foss	Expanded upon the asset list, with descriptions
1.5	August 6, 2004	T. Foss	Made changes after kick off meeting
1.6	August 10, 2004	T. Foss	Made changes to section 4 after volcano kickoff, changing assets and added missions
1.7	August 11, 2004	Sean Fish	Edit pass
1.8	August 12, 2004	T. Foss	Final edit pass before kick off- maps added
1.9	August 24, 2004	T. Foss	Updated map, added new neighborhoods and stuff
2	August 27, 2004	Jane Kalmes	Updated list of missions, changed Ernesto Hess and Lars Hansen to Task Force Contacts
2.1	August 31, 2004	T. Foss	Continued working on neighborhoods, changed virtea on ice to a crate
2.2	Sept. 10, 2004	Jane Kalmes	Updated list of missions, added Signature hero and Trainer
2.3	Sept. 16, 2004	Jane Kalmes	Updated list of tasks again. Added section 3.8, Content Gating, and Section 5, Technical Requests
2.4	Sept. 16, 2004	Jane Kalmes	Changed name of Signature hero
3	Sept. 23 2004	T. Foss	Updated Factory missions, updated volcano missions, took out Ferry and added cargo ship for transport, grayed out transport trucks and missions regarding them. Updated radar dish locations, and other minor updating tweaks .
3.1	September 29, 2004	T. Foss	Updated neighborhoods 3.6.2: grayed out more assets that will not be showing up in this rev: Added names for specific mission doors in 5.1

## 2 Table of Contents

1 Revision History.....	2
2 Table of Contents.....	3
3 Striga Isle.....	4
3.1 Design Goal.....	4
3.2 Success Criteria.....	4
3.3 Risks.....	4
3.4 Assets.....	4
Pathing systems for villains; spawns will be able to move in a formation from one location to another, with a leader follower set up ( mark K. has already built this function, I believe).....	6
Vehicles- vehicles as enemy spawns, that move on set paths.....	6
We will need a lower level version of these to fit the Players levels ( 20- 29).....	6
We will need lower level versions of these to fit with the players levels (20-29). In addition, the new Eclipse should have a 75% change of changing into a war wolf.....	6
3.5 Overview.....	8
3.6 Zone Layout.....	8
3.7 Gameplay flow.....	9
3.8 Content Gating.....	10
3.9 Neighborhoods .....	11
12	
3.10 Port Noble .....	12
3.11 The Maw D- 3.....	16
3.12 Bonny Morass D-5.....	17
The Council has been experimenting with advancing augmentations to the Night wolves Lycanthropes and Vampyri troops of the old 5th column. Their Idea of more is better is once again put into play, and the Inner council and has forced the lycanthropy process on the 5th column Nightwolves, and has turned these new units of Eclipse soldiers loose in the Morass for training. ....	18
Deep in the caves cut into the small volcano more experiments personally supervised by Nosferatu has created a lesser level but more virulent Vampyri troop. The reborn troops are now called Equinox. ....	18
Pantheon Zombies roam the grave yard and air strip. Patrols of new Council will periodically be moving down the dirt roads to and from the Port and the base. ....	18
3.13 The Bog D-5.....	21
3.14 The Wolf's Throat D-8 .....	22
4 Mount Richardson – Council Training base – D10.....	24
4.1 Council Secret volcano base D-10.....	25
5 Technical Requests.....	29
5.1 Door naming systems.....	29

## 3 Striga Isle

### 3.1 Design Goal

Other than giving a great game play experience, this zone will provide the following:

- Create an environment which will drive the story arc of the assimilation of the 5<sup>th</sup> Column into the Council, in order for the game to be launched in Europe.
- Use existing terrain sets for creation of the zone, with minimal tweaking, to create a new flavor environment that has high visual impact
- Add to the range of zones that will target our largest player base, stature levels 4-5.
- Introduce a broader range of task missions with the use of new tech coming on line

### 3.2 Success Criteria

- Creating shiny new looks out of old tile pieces
- Design and Art teams work closely to keep to schedules
- Have a good balance of game play for the single player on the front end, yet insure that team work is needed to finish tasks in the zone
- Creating a more linear, immersive environment that helps drive the story arc
- Keep an open ended story that allows for “sequels” within same story arc
- Introduce a new villain group, the Council, and tie them into the latest prestige archetype: the Kheldian.

### 3.3 Risks

- Terrain will look redundant
- The zone takes too long to build
- Reuse of 5<sup>th</sup> column troops is not convincing
- Linear story driven zone is too confusing to players
- Asset requests require too much art time, taking away from other zones scheduled to be built
- New tech needed for zone events does not come on line
- The location on the city map linking to steel canyon may cause S.C. map to be altered

### 3.4 Assets

Assets are broken into the following groups:

#### Terrain Features (new assets)

- Concrete and or metal bridge. A 4 lane bridge- possibly using the one from King's row.
- Giant robot, approx 60-100feet tall- the size of the larger hero statues
- Tall “fortress” wall - with room on the top for patrols of villains- use assets from Rikti crash site
- Fortress entrance gate - perhaps a scaled down version of the zone gate doors?
- Fortress towers
- Bunkers, destructible
- Volcano texture for mountain terrain pieces- take the Storm palace textures and bring them to a dark umber hue

## Striga Isle

- Added detail on cargo ships, with mission doors, exterior
- Cargo ship interiors- hold - This will be a warehouse interior, re lit to a rusty color- basically a long rectangle. The “quarters” portion might be office
- Cargo ship interiors- crew quarters (use office or Terra Volta, different doors)
- Mission specific rooms
  - Giant Mega Mek man launching chamber in center of volcano
    - Top and bottom sectioned off versions with windows, to attach to other rooms ( IE, looking out from the control room at the head of the robot)
  - Secret base control room- see (4.2.1) for more details
  - Interior of radar jamming devise operations room
  - Mek man factory interior

### Library pieces (New, world objects)

- Port Noble signage
- Cargo ship doors for entering and exiting missions
- Fortress walls- concrete castle type walls, 30 feet high, 15 feet wide with a ramparts and catwalk where a spawn def can fit. ( perhaps use the walls from Rikti crash site, doubled up)
- Grave yard head stones, crypts- use from Dark Astoria
- Check point guard boxes- small “ checkpoint Charlie” guardhouses from which villains will spawn
- Dock side crates , large and small
- Docket of files (pick up)
- Blast doors- scaled down versions of the zone doors
- Levers to open blast doors inside missions (sewers levers)
- Secret anti radar and satellite blocking building- a medium sized one or two story square flat building, with 5<sup>th</sup> column turbines on top, and a metal tower with blinking light, which can be found in King’s Row
- Barracks – Quonset huts, or low brick buildings exterior. Warehouse or brick interior. Will need tables, chairs and beds. Not sure if we have beds yet as a library piece
- Bunkers – reuse Rikti crash site military stuff
- Machinery for Mek man robot factory- conveyor belts moving in and out of large square “machines. Possible reuse from other warehouse pieces
- Mek- Men parts- Arms legs, heads, torsos; all taken from the existing model.

## Striga Isle

- training facilities, officers' barracks- Exteriors only  
Reused brick and metal buildings, with signs on them, and sandbags out front.
- Shooting range- This is just an open space, with some targets (old hero statues?) at the end, possibly walled with concrete; the concrete can have blast mark. Sand bags mark the firing line
- Radio towers jamming devices- these are tall metal towers with blinking lights on top of concrete buildings. I believe we have these types of towers being used in Independence port.
- A large "man sized" crate that can be used for the East gate bay mission

### Touch task objects/pickups

- Destructible computer console

### New Tech

- Pathing systems for villains; spawns will be able to move in a formation from one location to another, with a leader follower set up ( mark K. has already built this function, I believe)
- Vehicles- vehicles as enemy spawns, that move on set paths

### Villains

Many of the villains on Striga Isle are troops absorbed from the 5<sup>th</sup> column and are now in the Council with new uniforms and titles, collectively known as **the Inner and Outer Bands**.

#### The Outer bands

- **Nebula** -This band of the Council is comprised of former 5<sup>th</sup> Column Fog/Nebel Soldiers.
- **Penumbra**-This band of the Council is comprised of former 5<sup>th</sup> Column Nacht/Night Soldiers.
- **Vortex**-This band of the Council is comprised of former 5<sup>th</sup> Column Raserei /Fury Soldiers.

#### The Inner Bands.

- **Zenith**-This band of the Council is comprised of former 5<sup>th</sup> Column Mek men and Hoverbots.
- **Equinox**-This band of the Council is comprised of former 5<sup>th</sup> Column Vampyri.
  - We will need a lower level version of these to fit the Players levels ( 20- 29)
- **Eclipse**-This band of the Council is comprised of former 5<sup>th</sup> Column Nightwolves. These will be a hybrid set to levels appropriate to the players, and will "change" more often than before.
  - We will need lower level versions of these to fit with the players levels (20-29). In addition, the new Eclipse should have a 75% change of changing into a war wolf.

# Striga Isle

## Additional

- Turrets that animate and shoot, which can be targeted and destroyed
- The Family
- Warriors, feuding with the Family
- Sky Raiders – a most piratical set of lubbers
- Pantheon zombies, WWII looking
- Insect swarms – for around swampy areas
- Military covered trucks, moving, and destructible- New and exciting tech- Under Villains. The idea is that you kill the vehicle, and the crew ( more Villains) bail out
- Transformation capsules- coffin sized metal capsules/chambers with pipes and tubes connecting them to larger machines, which will spawn penumbra soldiers. Destructible
- Lava- the same used in Caverns of Transcendence, used to flood mission trays in parts of zone
- Coralax- the new Virtea might be used as a precursor to EGB-

## NPC's and contacts

- Long Jack, dock worker
- Stephanie Peebles, Aid worker in the Port Noble district
- Tobias Hansen, brother to Lars
- Lars Hansen, brother to Tobias
- Ernesto Hess
- Sea gulls- Reuse of model; Can be used as carrier pigeons... or not

## Special effects

- Smoke and ash from the volcano- or rather the pipes at the top that make the volcano look like it is active on top
- Heat distortion from volcano
- Lava and effects
- Destroyed vehicles effect
- Destroyed bunkers effect
- Night sky with a full moon
- Rocket blast from council escape pod
- Area effect electric field from anti robot grenades- a ring of electricity that looks like clockwork guns
- Bubbling swamp for Bonny Morass

## Striga Isle

- lasers!!! ( use Tyrant's laser eyes effect)
- low lying fog for crypts under Mausoleums
  - use LowLying fog, Ghost Green Fog, FogGhostCorner
  - these are found in Game\effects\world\nature
- Sparks from welding machines
- Computer read out screens- glow
- Dust from wheels of moving vehicles
- Black smoke from smoke stacks
- Blowing leaves

### 3.5 Overview

Sitting 6 miles off the coast north east of East gate bay in international waters, Striga Isle is the location of the infamous Port Noble, a haven for assorted cutthroats and grey market traders. The “Isle” is actually two islands closely spaced together, Separated by a deep ravine, with the larger of the two growing into a massive volcano. This looming landmark houses the primary western base for the Council.

### 3.6 Zone Layout

#### 3.6.1 New methods of travel- cargo ships

Cargo ships depart from Talos island daily, heading out to ports unknown, often stopping at Striga isle to drop off grey market goods. These vessels give an opportunity for players of appropriate levels to gain passage onto such cargo ships.

Players can see the ship location via the map. Once on the ship at the stern where the crew tower is located heroes will find a door into the ship. On each side of the door heroes will encounter two bruisers that will work exactly like swat teams do for players entering a hazard zone, checking the stature level of the hero to see if passage is viable.

Players enter the door and get a load from Talos to Striga like a normal map load zone, coming out on a cargo ship in the Port Noble neighborhood of Striga Isle.

#### 3.6.2 Island overview

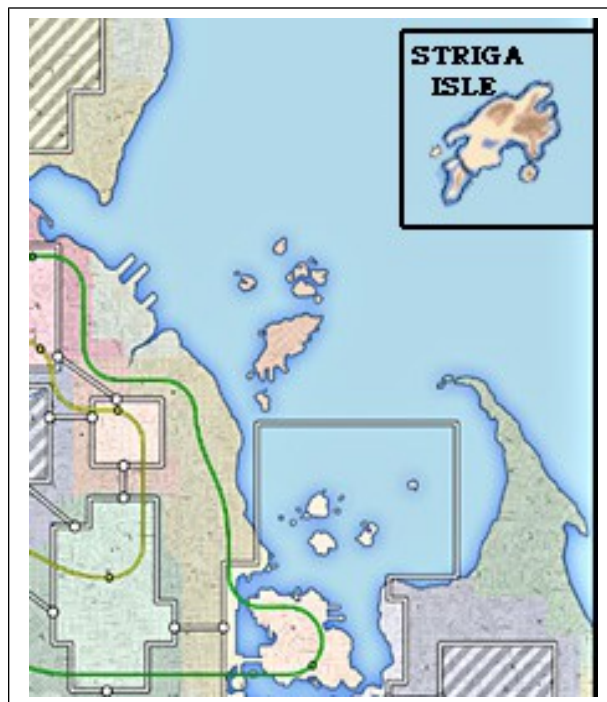
Striga Isle is a hazard zone, and is composed of 3 different environmental features, which break into the 6 “neighborhoods”.



## Striga Isle

Striga Isle is an L shaped group of two islands, approximately twice the footprint in size as Peregrine Island. The smaller of the two islands is covered by Port Noble, a ramshackle and sprawling trading port for grey market merchandise and folk. The north boarder of Port Noble stops at a great ravine that separates the islands, no doubt caused by the still active volcano. There is a newly constructed concrete and metal bridge crossing the ravine, or “the Maw” as the locals call it, which has heavily guarded check point on both sides.

Crossing over a bridge brings players to Bonny Morass, covered with woods which are broken up by graveyards and bordered by the Bog, a nasty strip of swamps. This wild area of the island is the no man’s land between the port and the military complex of the Council. Below the swamps runs the Council’s tunnel named the wolf’s throat- where they can march troops across the island and onto cargo ships undetected. The Council’s base is built at the foot of Mount Richardson, the immense smoldering volcano on the northeast that dominates all of Striga Isle. Nestled deep inside the volcano is the secret base of the Council.



### 3.7 Gameplay flow

Striga Isle will utilize a more linear format from neighborhood to neighborhood, to help create an episodic story arc. Many of the missions/tasks given to players involve the environment and will reuse terrain objects and features that to this point were only background objects, such as the cargo ships, in very specific and immersive ways.

Contacts will be set up in 3 of the 4 neighborhoods from which to get missions. Added to this new expansion will be zone specific events which will periodically occur. These events will draw players into an immersion factor of the zone, whether they choose to participate, or just watch the events taking place. An example of a zone specific event in Port Noble would be the new council troops marching down the streets in formation, pressing the local men into their services, and taking them away back to their base.

For the players that choose to not immediately take on any missions from contacts, and just explore the island, Striga Isle has plenty to offer in encounter spawns. Obvious changes in terrain will be an excellent visual tell on when they have entered different “neighborhoods, as will the villains types that are found.

## Striga Isle

The last neighborhood, the secret Council base, will be a set up similarly to missions, with doors leading into the secret base built into the volcano. Similar to previous zones, this final neighborhood will be increasingly difficult, and will bring players into a trial room, where they will encounter and attempt to bring down the final boss.

### 3.8 Content Gating

Striga Isle will be the first zone to feature Content Gating by Origin. Much of the mission content produced for this zone will be available exclusively to Technology and Natural heroes. Nevertheless, each player will be able to play through some of the content for each Contact.

#### 3.8.1 Gating Story Arcs

Each Striga Contact will have

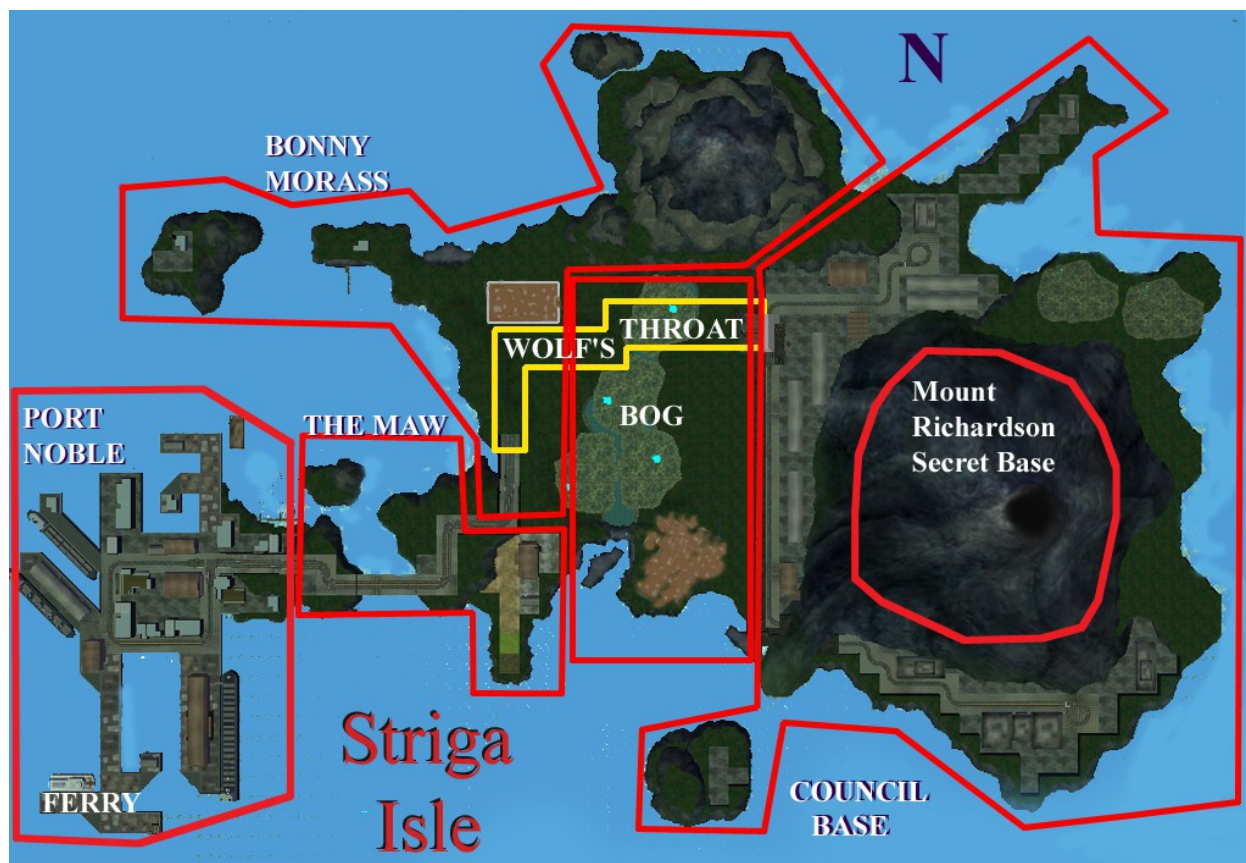
- an ungated Introductory Task,
- a 4- or 5-mission Story Arc that is exclusive to Technology and Natural heroes,
- an ungated 1- or 2-mission Story Arc that wraps up the Contact's story.

Magic, Mutant, and Science heroes will be skipped over the middle arc entirely. The Contact's final task will assign enough Contact Points to advance any player to Confidant status, regardless of whether he or she has played the middle Story Arc. Thus, each player will be able to play through every Contact, though Technology and Natural heroes will have far more content offered to them.

#### 3.8.2 Gating Task Forces

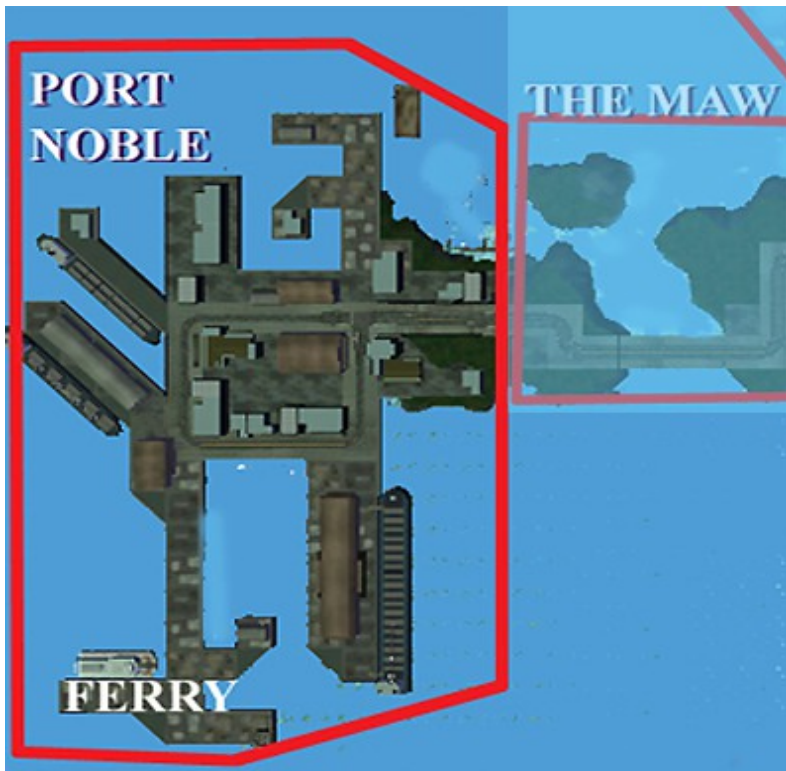
Striga Isle features two Task Forces. One of these is completely ungated, as are most Task Forces in the game. However, the final Task Force is an integral part of Striga Isle's story, and is available only after the Task Force leader has reached confidant status with Lars Hansen, the last Contact on Striga Isle.

## Striga Isle



### 3.9 Neighborhoods

This zone connects to Talos Island, via the ferry service. Players will enter and leave the zone from the ferry on the wharf located on the Southwest tip of Port Noble.



### 3.10 Port Noble

During the war of 1812, Port Noble was one of the most important sea based fortresses and safe ports for Yankee shipping and men of war. After the war of independence, the island was mostly abandoned with the cove near the old fort used by ships to weather storms, till the great Iron Age, when an industrial ship factory and port was built. During prohibition the Family took over the port and turned it into a great smuggling base, until they were ousted by the military in 1942.

The military pulled out after the World War II, and Port Noble was quickly back to its own ways of being a smuggler's den, and a haven for grey market merchandise. There is a small portion of the port which consists of honest merchants, folks trying to eek out a living, but these locals are becoming less and less, as the ferry transports that bring vital supplies to the island seem to be showing up empty.

Any one in the Port will tell you faster than anchors drop- that they never travel past the Maw if they can help it, as there are monsters on the island, and the dead walk the swamps and old grave yards. It wasn't much of a problem till the Council Troops built the bridge and road running through it from their base to the port- now all sorts of vile creatures are about, and often get into town. That is why the guard points are set up at the bridgeheads.

The entire land portion of Port Noble is approximately 4 city blocks wide and 7 city blocks long, with 1500 foot docks sticking out at angles from the sides. A single road leads north up the hillock to a bridge built over the Maw and over into Bonny Morass.

#### 3.10.1 The docks and the town D-1

- Villain Spawns: Levels 20- 22

## Striga Isle

- Council ( aka 5<sup>th</sup> column)
  - Nebel Elite Rifle
  - Nebel Grenade
  - Nebel Fire
  - Nebel Ubervmenschen( all types)
  - Mek men
- the Family( all types)
- Warriors( all types)
- **Universal Contact:** - Stephanie Peebles, found near the Mermaid Tavern
  - Stephanie Peebles is an old staple of Port Noble, and is too tough to be knocked around by any one. After completing the tasks she gives the players, Stephanie will open up a new contact in the same neighborhood.
  - **New contact-** Long Jack, dock worker

### Tasks-

- Introductory Task: snipers on the roof of buildings near the maw are causing havoc. Hunt down 3 of them. *Ungated.*
- Save the scientists from being shanghaied on ship (above decks) *Available only to Tech/Nat heroes.*
  - This mission will take place inside the cargo ship in the raised crew quarters section. Effectively this will be an indoor mission.
  - Dr. Francois, a well known robotics engineer has been captured and put onto one of the cargo ships at port- go to the ship, deal with any guards that might be on the decks; then go below deck deal with more enemy, and save the scientist
- Stop Illicit cargo on ship- large (TBD) shipments are heading to Independences port get inside the cargo hold of the tanker and destroy all crates of the illicit cargo. *Available only to Tech/Nat heroes.*
  - This mission will take place inside the cargo ship, in the hold center section of the ship. Effectively this will be an indoor mission, similar to a warehouse.
  - We will use the existing shipping crates to create the walls inside the hold, with open crates holding the illicit cargo inside.
  - The villains in this area will be put on patrols around the area, and can be triggered to paths by the player's choices.
- Researchers from the East Gate Bay Oceanic Institute have come into Striga under emergency repairs- their vessel was attacked by a type of "fish-man" while they were on a surveying assignment. They managed to take out one of the creatures and have it crated up in a small warehouse near their boat. *Available only to Tech/Nat heroes.*

## Striga Isle

- Get to the warehouse and guard the researcher's new find from marauding gangs that are trying to steal it.
- Escort researchers vehicle to their boat down on the dockyard (possibly to the ferry) - defend against the Sky Raiders, who sense a good bit of loot and want to take it out.

D.N. this mission references the new Virtea fish guy critter( now being shown as a crate due to art constraints) that will be featured in East Gate Bay zone, when it comes into being.

- Destroy waves of Mek men that are heading to the docks to be loaded onto ships ( may use this for secret base) *Available only to Tech/Nat heroes.*
  - Units of Mek men will move down the streets at various timed zone events in the game, such as night time. The villains will use the new pathing tech to get from one place to another. On top of this, event spawns of Mek men near the ships will ensure that players can fulfill the mission.
- Stop a Council assault on a known Family business *Available only to Tech/Nat heroes.*
- Recover Steph's family heirloom from the Warriors. Realize that it's actually a charm and she's actually a witch. Throughout the Striga Isle content, other contacts will send players to Stephanie to pick up Temporary Powers. *Ungated.*
- **Contact-** Long Jack, a Longshoreman- Long Jack has been here since he was a Petty officer in the war- he was grooming himself to be a hero but his body took too much damage when his ship was torpedoed, and he never recovered enough to see his dream come true; He has been watching ships getting filled to the gunwales with Council Troops and Mek men, Probably heading towards Paragon city, and figured that something needs to be done about it. He needs Heroes that can help him defend the city.
  - Jack is a bear of a man that has a robotic leg, which may be why the Mek- men don't bother with him much. He sees all that happens to venture in and out of Port Noble, so is a great source of information, as he can often get past guard points. He is always cursing the leg and the man that gave it to him.
  - When finished with the tasks, Long Jack will introduce the players to Lars Hansen in Bonny Morass

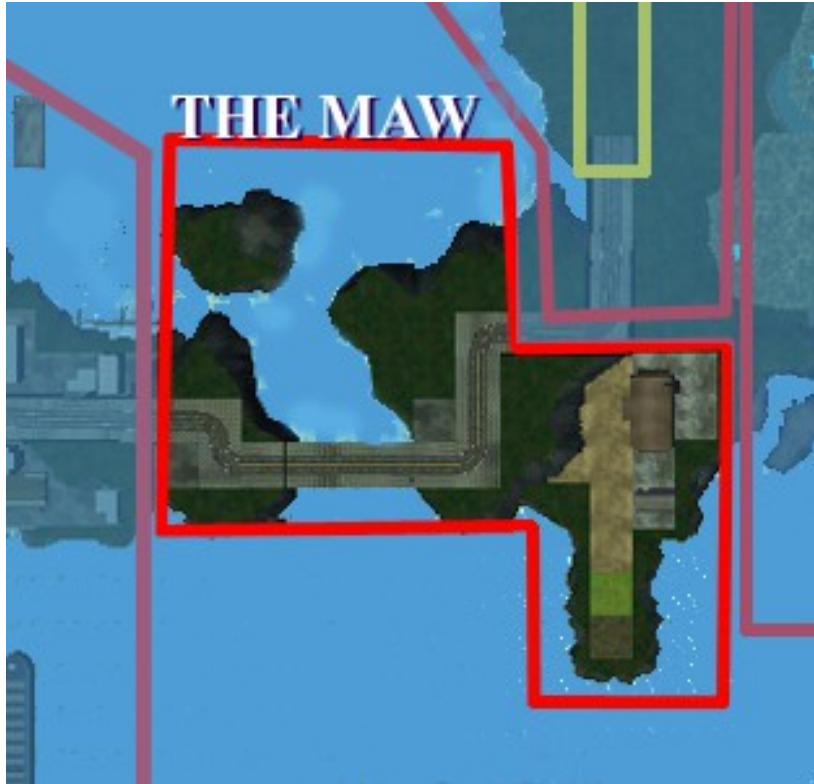
### Tasks-

- Introductory task: Take out The Family press gangs ( attack) *Ungated.*
  - A variation on the Mek men, groups of villains will spawn out of building doors, for a certain time frame, and wander the streets (pathing).
- Protect local towns folk from council press gangs (defend) *Available only to Tech/Nat heroes.*
- - The Council are testing mind bending device ray guns that are hypnotizing the locals into following them back to their fortress and used for experiments or "recruited" into new troops. Take out the press gangs.

## Striga Isle

- Players will be directed to an area where we will have named NPC's similar to contacts. Villains will spawn and come down streets and out of buildings to attack them. This can be in an enclosed building such as a warehouse.
- Take out patrols cordons at bridges- The Sky Raiders have blockades on the bridges, and are charging tolls for all who try to pass. *Available only to Tech/Nat heroes.*
  - Various villains from the Sky Raiders have control of the bridges. Take them out  
(Neighborhood kill)
- Go into the gate house and destroy the machinery that makes the bridges rise (note, the players will never see the bridge raised unless we want to use that for a zone specific event.) *Available only to Tech/Nat heroes*
- clear path to the Bog, *Available only to Tech/Nat heroes*
  - the other side of the maw is patrolled by Sky raiders hired by the Family; clear a path to the Bog  
(Neighborhood kill)
- Long Jack has found the doctor that took off his leg and replaced it – against his wishes. He wants to have a “chat” with the fellow, and put him away so he can’t do any other mischief to others. *Ungated.*
  - Find The Doctor in the Northern most area of the port, defeat his guards and capture him.
- The Doctor who mutilated Jack gives up Maestro’s base. (He’s been performing unethical experiments at the request of Maestro, who’s desperate to regain his hearing). Go there and take out Maestro. *Ungated.*





### 3.11 The Maw D- 3

This natural land mark of a deep fissure separates Port noble from the rest of the island. The Fissure is less than a city block wide, and a hero with super leap can cross it. The Council has built a bridge spanning the Maw, and has placed a check point and guard house on the West side to keep interlopers out. The Family in turn has placed their own check point on the East side, to help keep Zombies and other “creatures” from wreaking havoc in the port area. Usually the Family hires the Sky Raiders to guard the point. On the South west end of this neighborhood

### Villain Spawns: Levels 21- 23

- Council- all
- pantheon zombies
  - adamaster
  - manominot
  - rotting chamber
  - rotting husk
  - spirit of death
- sky raiders
  - wing Raider



## Striga Isle

- Porter
- Jump bots



### 3.12 Bonny Morass D-5

To the north east of Port Noble over the bridge at the Maw is the wilderness known as Bonny Morass. This center most portion of the island is for the most part undeveloped rolling hills and woods, with a long stretch of land on the North east coast that reaches out to a small rock island that has a light house upon it. The North West corner of Bonny Morass is covered by a smaller inactive volcano that the locals call Vampire rock. Most of the flat area of the Morass has been covered in graveyards created by the armed forces during both the War of independence, and World War I and II. The entire neighborhood surrounds a large swampy area filled with thick trees, known simply as the Bog. The last distinct feature in the Bonny Morass is the road that leads From the Maw on the east, and drops into a tunnel that the Council uses for clandestine troop and supply movements.

The over all feeling in this neighborhood will be as if the players just stepped onto the island of Dr. Moraeu, with Mek men and Council troops going back and forth during the day, changing to zombies, werewolves and vampyri lurking about during the night. Encounter spawns will be thick in this neighborhood.

## 3.12.1 Inner Council troops implementation

The Council has been experimenting with advancing augmentations to the Night wolves Lycanthropes and Vampyri troops of the old 5<sup>th</sup> column. Their Idea of more is better is once again put into play, and the Inner council and has forced the lycanthropy process on the 5th column Nightwolves, and has turned these new units of Eclipse soldiers loose in the Morass for training.

Deep in the caves cut into the small volcano more experiments personally supervised by Nosferatu has created a lesser level but more virulent Vampyri troop. The reborn troops are now called Equinox.

Pantheon Zombies roam the grave yard and air strip. Patrols of new Council will periodically be moving down the dirt roads to and from the Port and the base.

- **Villain Spawns: Levels 23- 25**
  - Council lycanthrope and Vampire types, Mek men, troops, Pantheon Zombies, insect swarms (devouring earth?), warriors
  - Council
    - Raserei- all types
    - Lycanthrope/War wolf- adjusted levels to fit zone
    - Vampyr- adjusted levels to fit zone
    - Mek men
    - hoverbots
  - pantheon zombies
    - adamaster
    - rotting chamber
    - rotting husk
    - spirit of death
    - Pantheon portal – this is a new avatar
  - sky raiders
    - wing Raider
    - Porter
    - Jump bots

## Striga Isle

- **Universal Contact:** Tobias Hansen, found in (TBD). No one knows how old “the Vicar” and his twin Brother Lars actually are, but many say they are over 100, yet you couldn’t tell it by looking at them. Tobias Hansen was already the Vicar on the Island when the Family started setting up shop in the 1920’s. Tobias is a very tall lanky man with bright red hair, which is rather strange for someone as old as he is supposed to be. Even though he wears the robes of a Clergyman, he also sports a very large pistol worn gunslinger style. Many think that he was part of the new Pantheon group or one of their experiments as the zombies seem to leave him be when he travels through the Bonny Morass. The Vicar spends most of his time wandering through the graveyards trying to lay the walking dead to rest.

Tobias is not at all happy that the new Council is creating more genetic experiments, and he and his brother have tried to fight back, but has not had much success. Old Tobey can be found in the grave yard, helping to lay the souls of the “unfortunate” back to rest.

### Tasks-

- Introductory task: A killtask for vampyri. *Ungated.*
- Go deeper into the caves and find the transformation capsules in the caves where the vampyri experiments are happening, and destroy them. *Available only to Tech/Nat heroes.*
  - Players must explore caves; fight Vampyri and regular council troops.
  - Locate and destroy 15 transformation capsules, which are basically high tech looking coffins, that spawn Vampyri
  - Defense doors will close on the players, forcing them to find a new way out- and fight a number of lieutenants, before they can get out ( mission complete)
  - Find a clue that the Council is planning to stage a huge attack on Paragon city, using a new Secret weapon,”the likes of which, even the statue of Atlas is dwarfed!”
- More and more Zombies are flooding the Morass. Go into the Mausoleums and take them out at the source *Available only to Tech/Nat heroes.*
  - Enter the doors of (various) mausoleums and enter the crypts (caves and or 5<sup>th</sup> column tunnels) eliminate all zombies in there and destroy the portals that are allowing the spirits to come into our world and take over the bodies of dead soldiers.
  - Players will encounter Vampyri also fighting zombies in the tunnels perhaps a patrol that got caught off guard, or a unit of council troops that were searching for something
- Rescue some scientists forced to work on the vampyri. *Available only to Tech/Nat heroes.*
- A unit-specific killtask for War Wolves. *Available only to Tech/Nat heroes.*
- Explore caves, find Council outpost for the Equinox troops. (Vampire boss fight). As one of the many experiments that the Council is doing with their new troop base, they are attempting to create entire fighting units of Vampyri. These troops are led by a high level boss. *Ungated.*
  - The hill to the north east of the morass has caves in it, and something is living in there! Players will explore the caves and take out all the Equinox troops, with a semi boss fight at the end.

## Striga Isle

- Toby gives up his secret: he and his bro are failed attempts at creating vampyri. That's why they're so long-lived.
- **Contact** - Lars Hansen – a twin to his brother Tobias in every way except for clothing. He wears a Pea coat and a cap to cover most of his red hair, and carries a walking stick. Tobias also wears dark sunglasses, no matter what time of the day or night. Lars can be found on the Light house rock.
- Introductory task: The Sky Raiders have revamped an old air field on the south coast of the Maw. Patrols of flying sky raiders and Council hoverbots have been destroying and sinking any small craft that get near the south and west coasts of the island. These flyers will be also scout on your movements and alert the Family or the Council of your presence. Confirm and take out the flyers patrolling the coast line and the air strip. *Ungated*.
  - This would use villain specific kill count, dealing with the new council Zenith hoverbots. Players must kill X amount of them.
- Investigate woods that are reported to be used to hide ammo depots, and find out what weapons are stored in there. New Council regulars (human infantry) have been working in the area, and filling trucks with crates of weapons. Fight off enemy and get some of the new tech.
  - Find magnetic field grenade shipment in crates inside the caves. These grenades when thrown will do a burst area effect electric damage ring (think clock work type special effects) that to +% damage and a hold power vs. all Zenith machine type villains (and possibly clock work, as they are the roaches of the zones, and may also be lurking in the hangar area).
  - Mini boss fight with Nebula bosses. *Available only to Tech/Nat heroes*.
- Killtask: Clear the Wolf's Throat—the passage to the Council base *Available only to Tech/Nat heroes*.
- A fact-finding mission. Investigate a Council base and learn about Archon Burkholder, the man behind the MegaMech. *Available only to Tech/Nat heroes*.
- Take out the Turrets that keep the Council base inaccessible *Available only to Tech/Nat heroes*.
- A compound. Kill a number of Council bosses within the base itself, then find a clue to a secret lab. Go there and find hints at Council's MegaMech plan. *Ungated*.



### 3.13 The Bog D-5

The heart of the Bonny Morass is a cold wet sink hole of a swamp, filled with trees and bracken that has been eloquently named the Bog. This large swamp has been growing over the years, and has started to consume the large graveyard on the south coast of Striga. The Council Lycanthropes hunt through here, using zombies and other unsuspecting passers through for practice. The bog is mainly used By the Council as a secret passage with tunnels underground to store their munitions. Sometimes Crates and barrels of goods that have yet to be moved into the caves are found in the area as well. Mek men tend to shy away Bog, as it rusts them up too much.

Evenings in the Bog are particularly horrendous as dusk falls, for the Bog fills with nasty swarms of toxic insects!

- **Contacts**

- Moonfire, Signature Hero
  - Aurelie Damiens was just a normal person – until a dying Kheldian chose to make her its home. Aurelie granted the alien’s request to merge with her, and so became one of the Peacebringers
  - **Task Force** – Lune’s TF deals with taking down the Council villain, Arakhn. Reveals much about the Kheldian history and nature.
- Ravenstorm, Trainer

## Striga Isle

- Joachim Matthias Reinhardt has managed to bond nanites and negative energy to create his powers
- **Villain Spawns: Levels 23- 25**
  - New Council (aka 5<sup>th</sup> column), lycanthrope and Vampire types, troops, human troops, Pantheon Zombies, insect swarms (devouring earth?), warriors
    - Council
      - Raserei- all types
      - Lycanthrope/War wolf- adjusted levels to fit zone
      - Vampyr- adjusted levels to fit zone
    - pantheon zombies
      - adamaster
      - rotting chamber
      - rotting husk
      - Warriors



### 3.14 The Wolf's Throat D-8

Deep under the Bog of Striga Isle on windy nights a howling sound can be heard. This is how the Wolf's throat was named. The Wolf's throat is a road way and tunnel network which has been built by the council to secretly transport their weapons and troops from their base to Port Noble. The tunnel starts from the edge of Bonny Morass heading north steadily curving to the right. A check point at the tunnel's mouth is designed to keep errant zombies and other non council members from entering. After the curve the tunnel straightens out and heads east west for about a quarter of a mile, sloping upwards and coming out in the Council's base just past the wall.

## 3.14.1 Transport trucks

The Council is readying for a massed assault on Paragon city, and has been using the Wolf's throat as their main blood line for transporting troops and equipment to the cargo ships at Port Noble. Armored transport trucks are constantly streaming from factories and warehouses in the base to the port and back.

- Trucks are set to paths on the roads and will follow them
- Trucks can be targeted by players and attacked, but will not stop or shoot back ( yet)
- Trucks are destructible and when destroyed will explode and leave a wrecked version
- When destroyed, there is a percentage chance that enemy troops will spawn next to it
- Trucks can also be set up so that they can stop at triggers and spawn troops (disembarking) - this will work like a portal of sorts.
- Trucks that hit a player will cause persistent damage
- Players in front of the vehicle will slide off of the side, unless marinating to stay in front.

*D.N. transport trucks have been placed on hold till later in the rev. I am not taking them completely out of the D.D. as they will be put in the zone as an update at some point.*

- **Villain Spawns: Levels 24- 27**

Council, Vampyr, Mek men, human troops, Pantheon Zombies, vehicles

- Council
  - Raserei- all types
  - Lycanthrope/War wolf- adjusted levels to fit zone
  - Mek men- adjusted levels to fit zone
- pantheon zombies
  - adamaster
  - rotting chamber
  - rotting husk
  - spirit of death
  - Pantheon portal – this is a new avatar

### 4 Mount Richardson – Council Training base – D10

Heading north and coming out of the wilds of Bonny Morass players will come upon a 3 story tall concrete fortress wall with Mek men patrolling on top. Towers and ramparts with weapons turrets are regularly spaced across it. There is a courtyard gate near the center of the wall with huge metal gates that are partially open; this is where patrols come out of. Before the wall is a barren “no man’s land” with patrols of Mek men and Council Regular troops, so that sneaking up to the wall (without super powers) is near impossible.

The wall hides and protects the secret base of the Council; curving around the western and southern portion of the bottom of Mount Richardson volcano, the base is 1-3 city blocks deep and travels the width of the island curving around the foot of the volcano (approx 6 blocks). Bunkers, buildings and observation platforms jut from the volcano at various heights and all the way around it. Some of these are connected ways carved stone paths, or metal catwalks. These buildings and bunkers are the entrance points into secret base that lies in the belly of Mount Richardson.

The outer most portion of the base is made up of barracks, training facilities, a shooting range, officer’s buildings, warehouses and factories. The entire complex is booming night and day with the old 5<sup>th</sup> column soldiers, now the “new Council” troops, doing Jumping jacks, listening to officers lecturing, shooting weapons in the firing ranges, and marching in formation- picture a typical military base, only for evil. Many of these troop types will be much lower level than the players. These low level villains take on the role of Npc’s that players would encounter in other zones, with the difference that be engaged and fought by the heroes. We will be using the “underling” class set up for these troop/npc types.

On the southern end of the this portion of the base there is a tunnel carved though an outcropping of the volcano that leads to the Council’s main factories and generator facilities. This is where the Council’s Mek man assembly plants are located.

To keep this base hidden from government eyes, the Council has set up four anti satellite and radar jamming dishes. These look like medium sized concrete buildings with a tower on or near them, with a rotating radar dish on the top.

- **Villain Spawns: Levels 26-29**
  - Council- all
- **Task Force Contact:** Ernesto Hess –Ernesto is a Lieutenant in the Outer council, and is uniformed as such but has decided that the villain group has gotten too megalomaniac for him to still be a part. He will tell the players where the secret locations of certain weapons that the Council has, or are building, and what to do to destroy them. Secretly, Ernesto is a high ranking member of Spider and is using the players to keep Council in check. Ernesto can be found near the Northern most portion of the wall

#### Tasks- (not in linear order)

Mech men factory missions (2)

Locate Mek men factory, destroy all machinery

- The Council has been working overtime creating thousands of Mek men to use in an invasion of Talos Island. Put a wrench in their works, by destroying the machinery.
  - Locate blueprints of secret project- Giant Mek man



## Striga Isle

- Defeat ambush trap from activated mek men
- Find the service elevator in the factory that leads to the generators in the caves below and destroy (X) generators that power the factory. The Council has trapped a scientist and have forced him to work on the plans for the giant Mek.
  - Clear your way through the factory building, find a key pass to the elevator
  - Venture through the Council underground tunnels, locate and destroy the generators
  - Locate the scientist back in the factory and rescue him
- Take out as many patrols as possible, causing havoc in the premises
  - With so many super heroes over the walls, the Council is sending out new troops- this is a neighborhood kill mission to take out lieutenants and bosses.
- Stop convoys from leaving perimeter
  - Trucks laden with Troops are heading to the council docks, to Port Noble, and to the ships. Take them out
  - *D.N. Trucks as villains set to paths are a new tech request. Destroyed vehicles will produce infantry out of them- creating a dual fight for players.*
- Venture out onto the piers and take out the large radar blocking devices
  - These anti radar devices have been creating a distortion over the island blocking any satellites from seeing the base. It has also blocked Ernesto's communicator/cell phone to work with yours.
  - At the end of each of the long guarded piers there is a building with a huge ray gun like radar dish above it. Take out the guards and patrols on the pier, get into the building (instanced medium building) and destroy the machinery and enemy therein.
  - Clue- players phone now works with Ernesto, who will contact you with missions from here on out.
  - D.N. the phone will not work inside the volcano, so players will always finish a mission from inside secret by ending up at the cave entrance.

### 4.1 Council Secret volcano base D-10

Deep into the bowels of the volcano lays the heart of the Councils secret base. The entrance to the inner bases is found on the North east side of the volcano, with a heavily guarded path leading up 40 feet up. The entrance to the inner chambers has been set up as a cave entrance. This entrance will lead into council caves that lead to the center of the volcano. The inside base of the volcano is made up of three large custom mission maps, to be played in a linear order.

## 4.1.1

- **Villain Spawns: Levels 26- 29**
  - Council,
    - Nebula ( fog),
    - Penumbra (Nacht),
    - Vortex (Raserei),
    - Zenith ( Mek men)
    - Arch Villain TBD a new avatar of the Council

**Universal Contact:** Ernesto Hess – Hess will contact you via communicator from here on out, to give missions.

### Tasks-

- Sector 1- Barracks area and staging platforms. Closest to the volcano entrance, this area is a network of tunnels and rooms where Council troops live train and work. There are 3 large rooms in this mission:
  - 1<sup>st</sup> large room appears to be a processing factory, standard 5<sup>th</sup> column large room. Mek-men will be working in here, and will be the villain of choice in this first room.
  - Second large room will be a joiner, populated with ball turrets and a couple of standing turrets.
  - Third room another large processing room, but with a control center to regulate the large pipes and Turbines. A window that covers a good portion of one wall shows the players where the pipes are leading to; Looking out the window they can see the feet and lower part of the legs of a Giant Mek man robot with the pipes leading into it (this will be a “portion room instance”, kind of a diorama that gives the players a clue to what is up and coming). Players must fight villains, and take out Penumbra (Nacht) bosses, then destroy the computer terminal that is allowing whatever is in the pipes to be stopped.
  - Get a clue- Players find information about the invasion and the giant robot attacks that are to happen on Atlas Island. The inference here is that this may be only one of three Mega-Mek men that are being built.
  - Mission accomplished.
- Get to the brain center of the base, defeat the new Council avatar. It seems that the alarms have been sounded, and the Council is trying stop the Heroes from thwarting their evil plans while they quickly get their MegaMek man ready for launch. Players are tasked to find the central secret base control room, find any and all information on who is in charge of the Council, and locations of other bases. Again, this map will utilize existing 5<sup>th</sup> column trays, updated to be Council trays, with removed logos.

## Striga Isle

- Players will need to know that they need more than one hero in the team to complete this mission.
  - This mission will start from one of the entrances on the outside of the volcano, either a tunnel or a bunker door. The map will consist of winding “circular” feeling corridors that meet up with rooms. The first rooms will have traps in them that will emit deadly gasses until switches are turned off. An elevator will take the heroes to an upper section.
  - Lava has been flooded into this section of the map, with snipers hiding in raised areas of the terrain taking pot shots at the players. In order to open the sealed doors to the next area, players will have to find two switches located on opposite ends of the room, and hit them at the same time.
  - Players will find a machine in the next room that will fully heal them here, but used up half of their endurance to do so. This machine can be used more than once, but has a recharge time of 2 minutes. There is an elevator to the next area of the map.
  - A corridor that leads to three rooms- the first two are filled with Vortex (Raserei) and Mek men troops. The last room is the control center and has the new Council Avatar boss to fight. There is another window in this room that shows the head and shoulders portion of the MegaMek man, with cables and scaffolding around it. There is a hatch in the head that appears to be where a pilot would sit. Crews are working on the Mek- with welder sparks flying. This is the final room of this mission. Players will find a folder with the information that they were tasked to find.
  - Clue found – Council Avatar (TBD) will be piloting the MegaMek man, as he is the **ONLY** one on the island that knows how.
- Destroy the giant Robot before it is launched! Players get to the main Robot building room in the center of the volcano. This is a very large tall rectangular room over 120 feet tall. Steam is venting from pipes in walls from magma; the roof is made up of sideways blast doors that are half open, revealing the sky outside. Players will quickly discern that this is a launch pad site. The 100 foot tall Mega Mek man dominates the center of the area with cables and scaffolding enveloping sections of it. Enemy Villains scurry about trying to get the behemoth ready for launch. Near the center of the Area standing on a metal platform is the Council Avatar. He has gotten a crew of body guards around him and is heading for the head of the Robot. Players must stop him before he reaches the hatch in the head.
    - This will be a slug fest for the players who will have to wade through villains and try to take out the boss. We will use the Arch villain escape scripting code that Mark K. has developed for this mission scenario.
    - If the players take down the Boss before he reaches the head, they win
    - If the boss makes it to the hatch before the players take him down, the hatch will close and a count down will start- the head of the robot now becomes a villain, which the players can attack. Should they destroy the head before the timer runs out (Tunable timer, so we can test and adjust for gameplay balance) the hatch will open and the head model will get swapped out with a destroyed version. The Villain will come out and fight the Heroes.

## Striga Isle

- If the players do not meet any of the above goals, and the timer runs out, the head, or possibly the entire robot will take off through the roof and the mission will be failed.
- Mission failure must start over at the beginning.
- Mission win! Players will receive some cool stuff, ( TBD)
- Alternate Mission Failure
  - Players are sent to an instanced Destroyed city zone. This could be anyplace Paragon city; the Giant Robot is marching through the ruins. This is a result of our heroes not being able to stop the robot in time. Other Mek men are climbing through the rubble and in the streets while pedestrians run away in terror!
  - Players must fight and destroy the giant robot to complete the mission. This mission completion will give different cool stuff from winning while on the island.

## 5 Technical Requests

The following [features](#) are [requested from the Design Support Team](#).

- [Pathing for villains](#)
  - [One way](#)
  - [Ping pong](#)
  - [Looping](#)
- [Ability to write unit-specific killtasks](#)
  - Mission writer can specify 1 or more individual villains that count toward the task's requirement.
- [Ability to gate story arcs by Origin](#)
  - Story Arc writer can specify Origins for the Arc. Players who are not of the appropriate Origin skip the Arc entirely, and can continue with any remaining content the Contact has.
- [Ability to gate Task Forces by character's relationship to a particular contact.](#)
  - To make Task Forces more a part of the zone's story. The Task Force leader must be a confidant with a specified Contact before the Task Force Contact will recognize him.
- [Ability to specify a small library of spawndefs in a mission def, rather than an entire villain group](#)
  - To enable us to create missions where players face exclusively War Wolves, Vampyri, etc.
- [Scripts](#)
  - [Escape Script: should be identical to one requested in Brian's Mission Customization doc](#)
  - [Kobayashi Maru Script: An arch-villain, upon reaching 25% health, teleports out of the room, then returns with more minions. This happens 10 times; on the 10<sup>th</sup> iteration, players are allowed to defeat her for good. Players receive a badge that states how many waves they survived. This could be similar to Brian's requested Wave Attack Script and could perhaps use some of the same elements.](#)
  - [Mech Factory Script: To stop a machine from producing Zenith Mechs \(formerly MekMen\), players must locate and destroy 5 power sources throughout the map. These power sources are Destructible Objects.](#)
  - [Escort script: Should be identical to a script requested by Brian for Mission Customization](#)
- Destructible objects for missions
  - Mek men mission #2/ Giant robot mission #1 Generators need to be destructible and swap out with a destroyed version

### 5.1 Door naming systems

To insure that design can call for a specific mission doors in neighborhoods on Striga, we will be using a specific naming convention for them. Below are the door names to be used

For vampire Mountain and Vampyri missions

- Striga\_CavesVampMT
- For specific doors, use iterations, IE Striga\_CavesVampMT1
  -

## Striga Isle

- Striga\_Warehouse
- Striga\_Building
- Striga\_Maw
- Striga\_Factory
  - Striga\_Factory1 used for mission 1 only
- Striga\_BigFactory ( these are the Giant robot room missions)
  - Striga\_BigFactory3 used for final mission on top of volcano
- Striga\_Council
  - Striga\_Council1- on the Maw, building on east side
- Striga\_Caves
- Striga\_Mausoleum

### Cargo ship doors

- Cargo\_Family
- Cargo\_Council
- Cargo\_Warriors

### Radar dish mission doors (2 of the same name for 4 buildings total)

- Striga\_Radar1
- Striga\_Radar2
- Striga\_Radar3