Mirado L’eonheart PIN 11584

ACC Venue: Aeotheran Cove

Tropical sunlight and thin shadows vie for dominance in this shady cove. Sand reaches a few meters away from the water, meeting lush green foliage, punctuated by a barrage of intensely colored flowers. To the left, a three meter waterfall spills over jagged stair-stepped stones into the cove, adding a steady pulse to the rhythm of the natural surroundings, while the natural wall sweeps down and around gracefully to touch the beach. Palm trees grow overhead, looming over the water, creating a partial canopy, and native birds can be found within, squawking their disapproval at being interrupted.

The cove itself occupies a bit less than fifty meters square, with an opening to the vast oceans of Aeotheran. Within the lagoon and opposite the waterfall, the wreck of a small yacht resides, no doubt left there after a tropical storm. At one time it was a pleasure craft for the wealthy, but nature has taken her toll, leaving the boat unexplored and largely unsafe. Several cabins and a pair of staterooms still remain, as well as galley still equipped to prepare meals. The fuel cells sit at half full, but may be too waterlogged to serve much purpose. The engine area is completely submerged, and indeed, the deck above is full to the knees with seawater. The yacht is most certainly close quarters combat, but also offers a place to hide and refocus, or to set an ambush.

ACC Venue: Desert Market, Mos Entha, Tatooine

Nestled deep within the city of Mos Entha is the central market square. Protected from the worst of the desert winds, hundreds of small shops have grown over one another, competing for space with covered stalls offering all manner of goods. While the marketplace itself is not unique to the galaxy, the varied heights of building roofs, available overhangs and ledges, and myriad places to leap from and to are a freerunner’s paradise.

At a glance, the market is a maze of classic Tatooine mud brick and adobe, but when one gains a better, more elevated vantage point, the original plan the designers had in mind can be seen. Four main arteries heading in each of the cardinal directions converge on the center of the square, where a series of lamps sit dormant in a stone “fountain”, waiting to ignite the sky with nebulous color. Other small paths, created through the evolution of the square’s architecture, weave in and around through the arterial roads, creating alleyways and dead-ends galore.

The vendor stalls tend towards simple posts which hold up fabric as a makeshift roof. While primitive, necessity has dictated a sturdiness which may be surprising. More than one person has fallen from an upper level only to land, more or less safely on a vendor’s roof. Due to the relatively unrestricted trade found on the desert planet, laying hands on a weapon or twelve is not a difficult prospect.