

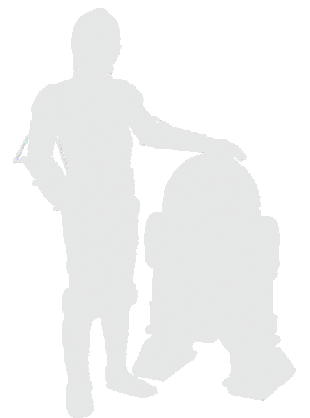
STAR WARS[®]

ROLEPLAYING GAME

IRIDONIAN DARKNESS

A KNIGHTS OF THE OLD REPUBLIC ADVENTURE

STERLING HERSHEY



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IRIDONIAN DARKNESS

Some rules mechanics are based on the *Star Wars Roleplaying Game* Saga Edition by Christopher Perkins, Owen K.C. Stephens, and Rodney Thompson; the original *DUNGEONS & DRAGONS*® rules created by E. Gary Gygax and Dave Arneson; and the new *DUNGEONS & DRAGONS* game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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Iridonian Darkness is a full-length adventure for the *Star Wars Roleplaying Game* Saga Edition. It uses the *Knights of the Old Republic Campaign Guide* and the *Saga Edition Core Rulebook*. Both books are required to use all of the elements in this adventure. *Iridonian Darkness* is designed for four to six 5th-level characters, but you can adapt it for characters of other levels. The adventure takes place near the beginning of the Jedi Civil War, but you can adapt it to other time frames and locations in the Knights of the Old Republic era.

Warning! If you will be playing in this adventure, read no further.

STARTING THE ADVENTURE

Iridonian Darkness takes place a few months after Darth Revan and Darth Malak return from the Unknown Regions at the head of a Sith invasion fleet. After reeling from the initial attacks, the Republic is now mobilizing to halt the invasion's rapid progress. The Jedi have already committed to aiding the Republic and repelling the Sith.

Republic forces are wary, due to high-level defections of Republic forces to the invaders. The defectors, military and Jedi alike, are often former followers of Revan from the Mandalorian Wars. It is a time where even personal friendship is no guarantee of loyalty.

The start of *Iridonian Darkness* assumes that the heroes work for the Jedi Order, a Jedi-related organization, mercenaries, security forces, or the Republic military. They are hired by or assigned to Iridonian forces to help combat local Mandalorian splinter groups who have become mercenaries and raiders since the end of the Mandalorian Wars. The adventure also assumes that the heroes have at least a passing acquaintance with Duqua Dar, a local Zabrak Jedi Knight.

Ideally, the heroes should have no objections to engaging Mandalorian units, fallen Jedi, or Sith agents. However, if their loyalties conflict, take advantage of this roleplaying opportunity. It might lead the heroes to an alternative conclusion to an encounter, or they might find other compelling reasons to engage as expected.

You are encouraged use the main villain, Acaadi, beyond the scope of this adventure. Consider using him as an antagonist in preliminary adventures—or in subsequent adventures, if he survives. In either case, the Sith agent should attempt to corrupt the heroes or at least encourage them to abandon the Jedi and the Republic.

ADVENTURE SUMMARY

Iridonian Darkness begins on the Zabrak homeworld of Iridonia, where the heroes ambush a band of Mandalorian mercenaries escaping a raid on a Republic communications outpost. In the meantime, the Zabrak Jedi Duqua Dar intercepts a second group, only to find himself "rescued" by Acaadi—an old friend and former Jedi. Acaadi, now a Sith agent, secretly fooled the Mandalorians into helping him raid the outpost, and he convinces Duqua to abandon the heroes and possibly the Jedi Order. The heroes overhear this conversation via comlink and pursue the two to the canyon city of Wortan. Along the way, the heroes figure out Acaadi's Mandalorian deception.

While searching Wortan, the heroes discover a pair of Force-wielding travelers. Jirany Sha (a Miralukan) and Darok-Tho (a Draethos) are practitioners of the non-Jedi Force traditions of Luka Sene and Keetael. Acaadi once traveled to their homeworlds to study the ways of their traditions. They came to Iridonia because their masters' visions led them to believe that they could aid the heroes in defeating Acaadi. They believe that knowledge he gained from their traditions is helping him to corrupt others.

Using a combination of investigation techniques, the heroes discover Acaadi's secret hangar in an abandoned landing bay on the outskirts of Wortan. They barely miss the Sith agent, whose shuttle departs immediately upon their arrival, but they find Duqua waiting to confront them. Though it appears that he joined Acaadi, the heroes get a chance to bring Duqua back to their side. Upon his decision, Sith commandos attack per Acaadi's orders.

After dealing with the commandos, the heroes think they learn of Acaadi's plan to slip aboard the Republic capital ship *Champion of Iridonia* and sabotage it prior to an attack by a Sith raiding fleet. When they pursue him to the ship, the Sith attack. The heroes find themselves on the bridge when Acaadi and his team sabotages the ship's systems, incapacitating or killing most of the bridge crew. The heroes quickly take over to save the ship. Acaadi and the commandos attack the bridge in an effort to capture the ship, which was their true plan all along. The heroes must divide their efforts between battling the commandos and saving the ship. If they succeed, they become heroes of the Republic—and especially Iridonia.

OPENING CRAWL

If you wish to have an opening crawl before the adventure, consider using the boxed text below.

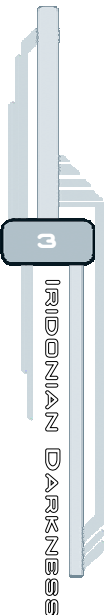
***STAR WARS*: KNIGHTS OF THE OLD REPUBLIC**

IRIDONIAN DARKNESS

It is a time of Jedi Civil War. Across the galaxy, invading forces of the Sith Empire attack the unprepared planets of the Old Republic. Led by the fallen Jedi turned Sith Lords Darth Revan and Darth Malak, Sith fleets claim planet after planet. Betrayal is everywhere as Jedi battle their former brethren, corrupted by Sith teaching and the dark side.

Still reeling from the divisiveness of the Mandalorian Wars, the Zabrak homeworld of Iridonia struggles to purge itself of surviving Mandalorian splinter groups. Now a respected member of the Republic, the former Mandalorian ally is a prime Sith target to disrupt the forces of the Republic, if not the Republic itself.

The Sith are coming . . .



PART 1: MANDALORIAN MADNESS

Iridonian Darkness begins by immediately throwing the heroes into action. Having been assigned or hired to help eliminate or neutralize Iridonia's Mandalorian splinter groups, the heroes are ordered to ambush a group of Mandalorian mercenaries while patrolling the vast, remote Arkora canyons. At the same time, Jedi Knight Duqua Dar is ordered to intercept a second group of the same band. The Mandalorians are racing from their raid on a Republic military communications relay station, ultimately headed for a rendezvous with their commander near the town of Wortan.

See "Mandalorian Ambush" (page 10) for more information on running this encounter. The heroes may use the speeder provided below or their own vehicles if desired. They should not use starships or starfighters.

Ubrikkian Repulsorlift Manufacturing

UR-40M Patrol Speeder

CL 2

Huge air vehicle (airspeeder)

Init +7; Senses Perception +6

Defense Ref 14 (flat-footed 11), Fort 23; +3 armor, Vehicular Combat hp 75; DR 10; Threshold 33

Speed fly 12 squares (max. velocity 800 km/h)

Ranged blaster cannon (see below) +4

Fighting Space 3x3; Cover total

Base Atk +2; Grp +25

Atk Options autofire (blaster cannon)

Abilities Str 36, Dex 16, Con —, Int 14

Skills Initiative +7, Mechanics +6, Perception +6, Pilot +7, Use Computer +6

Crew 1 (skilled); Passengers 7

Cargo 60 kg; Consumables 1 day; Carried Craft none

Availability Military; Cost 55,000 (30,000 used)

Blaster cannon (gunner)

Atk +4 (–1 autofire), Dmg 3d10

A TROUBLING TRANSMISSION

After the heroes defeat the Mandalorians and search the area, they should turn their attention toward helping Jedi Duqua Dar. At this point, they receive an audio-only transmission of a conversation between Duqua and an unknown Zabrak male. The transmission is one-sided, as the conversation's participants do not respond to any of the heroes' queries or attempts to interrupt. While the heroes will not know conclusively why they are not being heard, they might correctly surmise that the receiver's comlink is not operating correctly.

The transmission may be initiated a number of ways. The heroes may attempt to call Duqua Dar. The heroes themselves may be called by Dar's malfunctioning comlink. If you believe that the heroes need more information to make the connection, Arkora Regional Command might

patch them in or play a recording of the conversation. Once the connection is established, read the following aloud:

With a loud pop and a burst of static, you successfully make a connection to Duqua's comlink. The reception is poor; a constant drone of static permeates the transmission, varying in pitch and volume. The Jedi Knight does not respond to your hail through the static, but you hear Duqua involved in an intense conversation.

"... always the risky one," you hear Duqua say above the hum of an ignited lightsaber. Then you hear an unknown, smooth, low voice, with a distinctly Iridonian accent.

"If I weren't, I'd still be stuck here hunting Mandalorian scum, just like you. Look at you—your skills have barely advanced in all of these years. It's no wonder I had to save you from these Mandalorians."

Duqua's silent admission is interrupted only by another crackle of static.

The unknown Zabrak continues, "You should have come with me. You should still come with me. You have so much potential, yet the Jedi hold you back. They are afraid of your anger, your passion. You saw what I did to your attackers. You can wield the same power, if you would just open yourself to it. The Jedi way was not for me, and we both know that it is not truly for you either. You wouldn't listen to me back then, and where did it get you? Nowhere. Trust your feelings, come learn—"

Suddenly, a burst of white noise cuts off the conversation as the connection is lost for good.

The heroes might realize that the unknown Zabrak has some sway over Duqua. The Zabrak is Acaadi, a fallen Jedi who has made a name for himself among the Sith as a corrupter of Jedi and Republic citizens or supporters alike. Acaadi and Duqua served together early in the Mandalorian Wars, before Acaadi's dedication to Revan eventually turned him to the dark side. Duqua resisted and remained on Iridonia, but he has come to believe that his destiny lies elsewhere. Acaadi wasn't completely lying when he said that he saved Duqua from the Mandalorians, and the Jedi Knight knows that he was in trouble. He's convinced that the Jedi Order have been holding him back, keeping him from using his natural aggressive feelings. Though the heroes don't know it for certain, Duqua has decided to go with Acaadi, at least for now.

However, not everything is quite as it seems. Acaadi did help the Jedi take out the Mandalorians. It was his plan all along. Acaadi had infiltrated this Mandalorian unit a few months before, convincing them to follow his leadership, ultimately to attack the Republic communications station. With that task completed, the Mandalorians were now a liability to him. Acaadi used his *farseeing* power and Visions talent to set up a situation where removing the Mandalorians worked to his advantage to divide Duqua from the Jedi Order, if not convert him to the dark side.

PURSUIING DUQUA

At the conclusion of the conversation, the heroes should be ready to come to Duqua's aid. If not, regional command can always ask them to investigate the matter.

The heroes find Duqua's location through a number of methods, including the Force, recalling his interception point for the Mandalorians from an earlier message, or (if all else fails) from the Iridonian forces. Once on their way, it takes approximately 15 minutes by airspeeder to reach his location. The journey takes several hours if the heroes are forced to go on foot.

Once the heroes arrive, read the following aloud:

As you approach the widening Aro branch of the Arkora canyon system, you see a thin column of dense black smoke rising up from the edge of the canyon rim. As you get closer, you see the wreckage of two speeders and a number of bodies clad in blue Mandalorian Neo-Crusader armor. Though you see the burning remains of Duqua's speeder bike, you see no sign of the Jedi Knight or any other living person.

Acaadi and Duqua left the area several minutes before the heroes arrive. With no other immediate clues, the heroes should stop to investigate the area. Any character making a DC 20 Perception check spots a suit of red Neo-Crusader armor partially hidden behind some large boulders. It is readily apparent that this suit was modified for Zabrak use. A DC 10 Knowledge (social sciences) or Knowledge (tactics) check allows characters to recall that crimson armor was reserved for Neo-Crusader rally masters, thus making this armor likely to have been worn by the Mandalorian group's leader. This is, in fact, Acaadi's armor, which he used to deceive the Mandalorians into following his leadership. He hastily abandoned the armor while Duqua fought the Mandalorians, before entering the battle to "save" Duqua and help to dispatch his former allies.

The heroes find little else, but a successful DC 10 Perception check reveals that lightsaber strikes killed two Neo-Crusaders, while another is covered with scorch marks and two lie crushed beneath massive boulders. Duqua's speeder bike was clearly destroyed by blaster fire, while the Mandalorian speeder collided with the canyon wall.

The heroes might deduce that Duqua and Acaadi headed for the nearby city of Wortan. First, that is the direction that all the Mandalorians were heading after the raid. Also, a successful Use the Force check using Sense Force indicates the presence of one Force-user about 40 kilometers away, between the heroes and the city, close to the ground (as if traveling by landspeeder). The detected Force-user is Duqua; Acaadi should be successful at masking his presence. The two have a big enough head start to keep the heroes from catching up to them before they reach Wortan.

Ad-hoc XP award: Award experience points equivalent to a CL 5 encounter if the heroes successfully search the area, deduce Acaadi's deception, and realize that he and Duqua are heading for Wortan.



A Mandalorian Neo-Crusader

PART 2: A NIGHT IN WORTAN

It is after dark by the time the heroes arrive in Wortan. They may have some previous familiarity with the city, perhaps from passing through while on patrol. Allow the heroes to make Knowledge checks to reveal their knowledge of the city.

The city is built in the Aro-voa Canyon, at a spot where the canyon is several kilometers wide. (See the map on page 7.) The rushing Aro River cuts through the northern portion of the outer city. The city center is built where the canyon floor meets the towering southern wall, taking advantage of the natural shade provided by the canyon face. Tall ferrocrete buildings clustered in a few dense city blocks are tied directly into the face of the canyon wall by bridges at various floors. The southern portion of the outer city center is built directly into the rock of the canyon. The inner city is built in directly into the canyon wall through a series of natural tunnels and fissures, as well as artificially dug halls, accommodations, and narrow winding streets. Most of the outer city buildings have a strong, bunkerlike appearance and are able to resist the planet's harsh environment, though over half of them are ruins or still show significant damage from the war.

SEARCHING WORTAN

When the heroes arrive in town, they might use several methods to search for the missing Jedi. If they contact the local Wortan security force or regional command, they are told that the task is essentially up to them. Neither force has manpower that they are willing to use at this time. In fact, this is the exact reason that the heroes were hired or ordered to this area in the first place. In any case, the heroes are the best equipped to deal with rogue Jedi.

Using the Gather Information skill in the central city reveals little new information. When the skill is used in the ruins, the heroes get better results. Although no one knows anything about Acaadi or Duqua, a DC 20 result reveals rumors that a Republic shuttle was seen approaching the town last night, but it did not land at any official landing platform. Most assume that it landed at one of the abandoned underground hangars, but no one knows why. Additionally, a second ship, the size of a light freighter, was observed approaching Wortan, but it did not put down on an official landing platform. Although this would not normally raise suspicion, the two ships together have set the underworld rumor mill churning. Some suspect Republic agents at work, while some fear a major Iridonian push to further increase government control over the city.

A successful DC 15 Use Computer check turns up nothing new about the heroes' targets, but it reveals a news report on the arrival of a squadron of Republic capital ships in Iridonian orbit. Officially, they have reported for wargames with the Iridonian fleet, but some speculate that it is an indication of a forthcoming Sith attack or Republic fears that local forces might attempt to defect to the Sith Empire.

If the heroes attempt to use Sense Force, they are unable to detect Acaadi or Duqua, who are both actively hiding their presences this time. However, they detect the presence of two unknown Force-users in the southern inner city ruins. The Search Your Feelings aspect of the Use the Force skill could also lead the heroes here. Additionally, local forces might relay anonymous reports of two unknown Force-users.

WORTAN

Knowledge (galactic lore)

- DC 10 Wortan was severely damaged during the Mandalorian Wars and was the site of intense fighting and several battles. The city was a Mandalorian command center before Republic forces drove them off the planet.
- DC 15 The intensity of the fighting was increased by the fact that the Mandalorians retreated into the underground portions of the city and had to be forced or blasted out. Entire underground city blocks were cut off due to cave-ins and demolitions. Some isolated areas have been reconnected to the city, but not all of them.
- DC 20 Wortan has less than one-third of its original population before the Mandalorian Wars. Most of the general populace live in the safer central city zone. Strong Iridonian forces protect the zone but are making only gradual progress toward securing other areas of the city.

Knowledge (social sciences)

- DC 10 Wortan was severely damaged during the Mandalorian Wars and has never completely recovered. Though the city center has been rebuilt and is relatively civilized, the majority of the outlying and underground areas are little more than ruins, now inhabited by desperate criminals and gangs.
- DC 15 The local criminal gangs have begun using swoops in the past few months, thanks to the vehicles' speed and growing popularity. The gangs roam the outlying ruins and the outermost underground zones. Some of the gangs include former Mandalorian warriors and Neo-Crusaders, most of which have given up both their armor and their past.
- DC 20 No single criminal lord has yet exerted control over the underworld. As many as half a dozen armed factions battle for control of the areas outside the central zone. However, the criminals have begun to lose ground to the Iridonian government and police forces, who are attempting to destroy them as well as the local Mandalorian splinter groups.

UNEXPECTED ALLIES

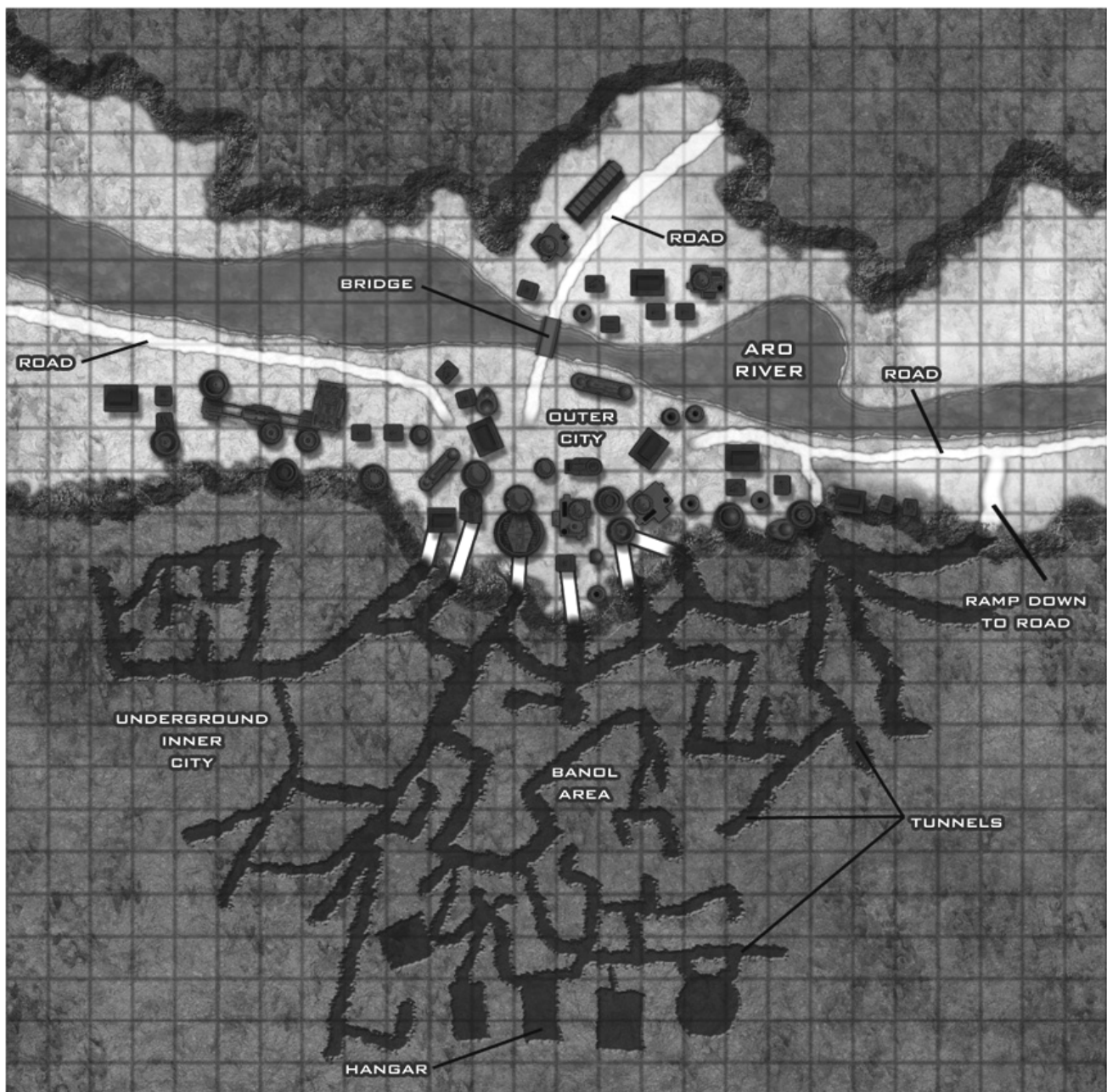
Once the heroes decide to look for the unknown Force-users, their investigations lead them to Banol's Maze, a labyrinthine area near the southernmost edge of the underground city. It is reputed to be a hazardous area where swoop gangs fight for dominance. If the heroes use a stealthy approach or display an overwhelming amount of firepower, the criminals give them no trouble. Navigating the maze requires a successful DC 20 Survival check or DC 25 Perception check. Each attempt takes about an hour.

Banol was a sprawling underground city sector ruined in the Mandalorian Wars. Heavy fighting destroyed the majority of buildings and turned the tunnels and caverns into a maze of rubble that no one has mapped completely. Tunnels range from a few meters wide to 10 meters wide and 5 to 10 meters high.

Once the heroes arrive at the plaza, read the following aloud:

The ruins of Banol Plaza are strewn with debris from the war and gang fighting. The abandoned surrounding storefronts are burned out. The shadowy plaza is illuminated in an eerie yellowish-green glow from chemical lighting in decrepit fallen lampposts and overhead lamps. Two figures step out from the ruins of an old sales kiosk and motion for you to approach.

Jirany Sha and Darok-Tho are practitioners of the Luka Sene and Keetael Force traditions, respectively. They have been sent to Iridonia by their respective orders on the basis of their masters' Force visions so that they can help the heroes stop Acaadi. The Zabrak was once a broader student of the Force who sought out and learned from these lesser-known traditions on their homeworlds. He has since been using the



talents he learned there to corrupt Jedi and further the Sith Empire. Jirany and Darok-Tho know that they cannot stop Acaadi on their own, but they believe from the visions that they stand a chance if they join forces with the heroes.

As long as they have reason to trust the heroes, they will answer questions about their origins. The heroes may make DC 25 Knowledge (galactic lore) checks to determine their familiarity with the travelers' unusual Force traditions. Jirany and Darok-Tho describe how they believe Acaadi combines his deceptively learned talents with his charismatic personality to corrupt others. He has turned to the dark side, and he must be stopped. The two try every truthful argument they can think of to convince the heroes of their sincerity.

If the heroes have not already learned of the abandoned underground hangars on the south side of town, the travelers can help find them. In fact, Acaadi's hangar is 2 kilometers away, near the southern edge of the maze, which requires another Survival check to locate. Once the heroes approach the hangar, see the encounter "Tipping Point" on page 13.

Ad-hoc XP award: Award experience equivalent to a CL 5 encounter if the heroes ally with the travelers, and an additional equivalent award if the heroes successfully discover the location of the hangar on their own.

JIRANY SHA

Jirany Sha is young, excitable, and dedicated to the Luka Sene. She never met Acaadi, but she believes her mentor's tales that the young Jedi was always secretive and disruptive, despite his interest in non-Jedi Force knowledge.

You see a humanoid female covered in long, flowing, deep blue robes that are trimmed in silver. Her eyes are covered by a silver-colored cloth band that wraps completely around her head. She seems unhindered by her apparent blindness.

Jirany Sha

CL 3

Medium Miraluka noble 3

Force 2

Init +2; **Senses** Force sight; Perception +7

Languages Basic, Miralukese

Defenses Ref 15 (flat-footed 14), Fort 13, Will 16
hp 36; **Threshold** 13

Speed 6 squares

Melee by weapon +2

Ranged blaster pistol +3 (3d6+1)

Base Atk +2; **Grp** +3

Special Actions Field Detection, Improved Force Sight

Force Powers Known (Use the Force +13): *farseeing, move object, rebuke, valor*

Abilities Str 10, Dex 12, Con 10, Int 10, Wis 12, Cha 14

Special Qualities Force sight

Talents Field Detection, Improved Force Sight

Feats Force Sensitivity, Force Training (2), Skill Focus (Use the Force), Weapon Proficiency (pistols, simple weapons)

Skills Gather Information +8, Knowledge (galactic lore) +6, Perception +7, Persuasion +8, Treat Injury +7, Use the Force +13

Possessions blaster pistol, credit chip, comlink

DAROK-THO

Darok-Tho is a young for a Draethos. He is a dedicated practitioner of Keetael and wears its symbol openly. He volunteered to pursue Acaadi so that the fallen Jedi would not reveal Keetael techniques to the Sith, and to avenge his deception of them. His determination is apparent, often making him appear pushy in his pursuit.

You see a strong and powerful-looking Draethos armed with a deactivated vibro-ax. From his defensive stance and scarred body, he appears well acquainted with combat. His reddish-brown clothing is coarse and rough, appearing stiff and somewhat primitive in cut and quality. At his neck is a small silver disc with intertwining rings cut into its surface.

Darok-Tho

CL 3

Medium Draethos soldier 3

Force 2; **Dark Side** 1

Init +7; **Senses** low-light vision; Perception +7

Languages Basic, Draethos

Defenses Ref 16 (flat-footed 15), Fort 17, Will 14
hp 47; **Threshold** 17

Speed 6 squares

Melee vibro-ax +5 (2d10+3)

Ranged heavy blaster pistol +4 (3d8+1)

Base Atk +3; **Grp** +5

Special Actions Field Detection, Improved Force Sight

Force Powers Known (Use the Force +12): *Force slam, Force whirlwind*

Abilities Str 15, Dex 13, Con 14, Int 12, Wis 12, Cha 12

Special Qualities natural telepath

Talents Conceal Force Use, Force Momentum

Feats Armor Proficiency (light, medium), Force Sensitivity, Force Training, Skill Focus (Use the Force), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)

Skills Climb +8, Initiative +7, Perception +7, Use the Force +12

Possessions vibro-ax, heavy blaster pistol, credit chip, comlink

PART 3: FLEET ACTION

Given what the heroes learned at the hangar, they should attempt to warn the Republic fleet about Acaadi. If they try to contact the fleet through official channels, they are ordered to fly to the *Champion of Iridonia* and report to Admiral Rokon. The Admiral figures that if he has Force-wielding commandos aboard, he had better have some Jedi around to take care of it.

The heroes might attempt to pursue Acaadi immediately using the captured light freighter (use the 578-R space transport statistics on page 98 of the *Knights of the Old Republic Campaign Guide*), or they may use their own transport, if they have one. Darok-Tho and Jirany Sha want to go along to help defeat Acaadi. If Duqua Dar joined the heroes, he should be discouraged from facing Acaadi again so soon, lest he be tempted by the dark side once again.

Once their ship clears the atmosphere, read the following aloud:

As the Hammerhead-class cruiser *Champion of Iridonia* comes into view, you suddenly see a dozen capital ships drop out of hyperspace beyond the Republic fleet. Within seconds, streams of fighters burst from both fleets, threading their way through an intense turbolaser barrage.

Allow the heroes to make Use Computer checks to identify the incoming ships as Sith capital ships and starfighters. If the heroes are flying the captured freighter, none of the Sith combat ships pay them any attention, since they believe it is piloted by the commandos. However, as the heroes approach the *Champion of Iridonia*, turbolaser fire targeting the capital ship bounces them around. A DC 25 Pilot check is required to land safely through the barrage. If the check fails, the heroes crash-land into the hangar deck, and their ship takes 8d6 + 10 points of damage.

If the heroes are flying their own ship and you wish to involve them in the space battle, Sith fighters may engage them as they approach the *Champion of Iridonia*.

Ad-hoc XP award: Award experience equivalent to a CL 4 encounter.

ABOARD THE CHAMPION

Once on board, the heroes are immediately ordered to the bridge. As they leave the hangar, they see Acaadi's ship parked nearby, being thoroughly investigated by the *Champion's* crew. When the heroes reach the bridge, read the following aloud:

The bridge is a scene of controlled chaos. A dozen crewmembers relay situation reports, damage assessments, and target assignments, while outside, the battle appears more intense by the minute. The *Champion* shudders under a hail of turbolaser fire, and it's clear that the bridge has already taken at least one hit. A wounded Admiral Rokon stands near the central command console, viewing what appear to be a number of security feeds. He motions for you to join him.

Let the heroes gather around the panel before continuing. (For the bridge layout, see the map on page 18.)

"Looks like we found your commandos in an engineering subsection. Get down there and help security root them out before they do any real damage. I've got a battle to win."

At that moment, you see Acaadi turn to one of the cameras and say with a smile, "I'm sorry, Admiral, but you're too late, as are your Jedi friends. Again." He flips a switch on one of the computer stations, and suddenly a burst of electrical energy erupts from every control panel on the bridge, including the one in front of you! The arcing blue energy envelops the Admiral and anyone else adjacent to the panels.

Treat the arcing energy as an area attack that affects each square adjacent to each of the control panels on the bridge. Make an attack roll (1d20 + 10) against the target's Fortitude defense. If the attack succeeds, the target moves -1 step along the condition track and takes 4d6 points of damage. The wounded Admiral falls unconscious, while the rest of the bridge crew is killed. The control panels are damaged, imposing a -5 penalty to any skill checks for those using them. Repairing a panel requires a successful DC 20 Mechanics check, a toolkit, and cannibalizing parts from another panel, rendering it inoperable.

Allow the heroes a brief time to react to the situation as the ship flies along out of control until somebody mans the helm. Most of the command staff has been killed, and nobody immediately knows who's next in line for command. Requests for orders come from various compartments and gunnery stations looking for targets. The bridge-controlled guns are now silent. If the sensor station is ignored, a proximity alarm sounds after a minute or so, having detected a number of Sith shuttles approaching, intending to board the *Champion*. Cries of betrayal come over the comm system from allied ships as a few Republic capital ships suddenly declare their allegiance to Revan and defect to the Sith side.

Allow the heroes to take whatever actions they can to help the situation. After a few minutes, or if the heroes abandon the bridge to pursue the commandos, run the encounter "Showdown" (page 16).

Ad-hoc XP award: Award experience equivalent to a CL 6 encounter, in addition to any experience from the "Showdown" encounter.

CONCLUSION

If the characters save the *Champion of Iridonia*, they are hailed as heroes of the Republic and Iridonia. The Sith raid is beaten back, and the planet is safe for the time being.

If the heroes are unable to save the ship, nobody blames them, but the Sith raid decimates the Republic fleet, and the loss of the *Champion* makes future Sith attacks against Iridonia much more difficult to repel.

MANDALORIAN AMBUSH

CHALLENGE LEVEL 5

SETUP

The heroes begin the encounter aboard their airspeeder, where they receive their orders to pursue a group of Mandalorian raiders. The raiders are proceeding through a geologically challenging branch of the Arkora canyon system, which provides a lot of cover and protection from above. This drastically reduces the usefulness of the heroes' airspeeder to directly pursue their target. Eventually, the heroes should decide that an ambush would be the easiest way to intercept and halt the raiders. See the encounter map for a prime ambush point.

READ-ALoud TEXT

When the heroes (as Patrol 872) receive their orders, read the following aloud. Allow them to make Perception and Use Computer checks to locate the Mandalorians and ascertain a likely ambush point. The heroes should have about 5 to 10 minutes to set up the ambush.

"Patrol 872, this is Arkora Regional Command. We've just received word that a couple of groups of Mandalorian mercenaries raided and destroyed a Republic military communications relay station in your area. One group is approaching your location, sneaking through the Rokek branch of the Arkora canyon system via a single speeder. Intercept and neutralize them immediately. If you can find out why they destroyed the station, so much the better. Jedi Knight Duqua Dar has been ordered to intercept a second, smaller group in the Aro canyon arm. After handling your bunch, render aid if he needs it."

When the heroes reach the ambush point, read the following aloud:

The wind-worn, steep canyon walls are nearly vertical in this area, with scrubby plants clinging to a few small ledges and crevasses. High overhead, the canyon walls angle inward, leaving a gap of less than 5 meters between them, making the canyon appear more like a tunnel. A sliver of afternoon sunlight pierces through the narrow roof opening, lighting the north side of the canyon wall with a bright but slender band of light. A small stream snakes its way between the massive boulders and rocky outcroppings of the canyon floor, occasionally filling small pools along the way.

As the heroes prepare their ambush, they should be able to hear the whine of the Mandalorian speeder, echoing through the canyon. The whine gets louder and louder as it approaches. Once the heroes are in place, read the following aloud:

With a deafening roar, the Mandalorian speeder rounds the corner, skimming the canyon's sides and floor as it banks around obstacles. The oppressive sound echoes around the canyon, pierced only by the jet packs of two more Mandalorians, clad in blue Neo-Crusader armor and flying above the vehicle.

SOROSUUB TWIN-228 AIRSPEEDER

The Mandalorians are using a Twin-228 to haul the spoils of their raid (see page 95 of the *Knights of the Old Republic Campaign Guide*).

The approaching airspeeder is dented and dirty, with a multitude of scratches along its bottom and sides. The long twin prongs clearly show this to be a Twin-228 airspeeder, which often doubles as a speeder truck in remote Iridonian communities. True to form, this one carries a large, enclosed cargo pod between the prongs. The speeder itself does not appear to be armed, but a blue-clad Neo-Crusader sits in each of the twin cockpits.

Modified SoroSuub Twin-228 Airspeeder

CL 2

Huge air vehicle (airspeeder)
Init +9; Senses Perception +6

Defense Ref 16 (flat-footed 11), Fort 16; +3 armor
hp 60; DR 5; Threshold 26

Speed fly 12 squares (max. velocity 800 km/h)

Fighting Space 3×3; Cover +5
Base Atk +2; Grp +18

Abilities Str 22, Dex 20, Con —, Int 12

Skills Initiative +9, Mechanics +6, Perception +6, Pilot +9, Use Computer +6

Crew 1 (skilled); Passengers 1

Cargo 60 kg; Consumables 1 day; Carried Craft none

Availability Military; Cost 22,000 (13,500 used)

TACTICS

The speeder pilot attempts to fly the craft through the incoming fire without stopping. The passenger fires his personal weapons whenever possible and attacks anyone attempting to board or interfere with the speeder's flight. If the speeder is disabled, both occupants abandon it to engage the enemy directly.

MANDALORIAN NEO-CRUSADER MERCENARIES

These Neo-Crusaders are home-grown, converted to the Mandalorian cause when they occupied Iridonia early in the Mandalorian Wars. After the Republic liberated Iridonia, isolated Neo-Crusaders engaged in guerrilla warfare from Iridonia's harsh wilderness. After the war, these groups became increasingly desperate. Some sought escape to non-Republic planets, while others, such as this group, have become mercenaries for hire.

The approaching Mandalorians wear the distinctive Neo-Crusader blue armor, indicating that they are rank-and-file soldiers, commonly recruited when Iridonia was occupied early in the Mandalorian Wars. Their armor is scuffed and worn, attesting to their years of combat and survival on this harsh planet.

Mandalorian Neo-Crusader Mercenary (4) CL 3

Medium Zabrak nonheroic 4/soldier 2

Dark Side 2

Init +9; **Senses** low-light vision, Perception +5 (may reroll)

Languages Basic, Mando'a, Zabrak

Defenses Ref 19 (flat-footed 18), Fort 17, Will 13
hp 21; **SR** 5; **Threshold** 17

Speed 6 squares, fly 8 squares

Melee mace +6 (1d8+3)

Ranged blaster rifle +7 (3d8+1)

Ranged frag grenade +7 (3d6+1)

Base Atk +5; **Grp** +6

Atk Options autofire (blaster rifle)

Abilities Str 12, Dex 12, Con 11, Int 12, Wis 10, Cha 9

Special Qualities heightened awareness

Talents Improved Trajectory, Jet-Pack Training

Feats Armor Proficiency (light, medium), Mandalorian Training, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Initiative +6, Mechanics +7

Possessions Neo-Crusader light armor (+6 armor, +2 equipment) modified for Zabrak use with targeting scope, jet pack and shield-generator gauntlet upgrade (SR 5), blaster rifle, mace, 2 frag grenades, utility belt with medpac

TACTICS

The Mandalorians attack on sight, attempting to clear a path for the speeder. They use their jet packs to their advantage for movement and take cover high up the canyon walls. They do not surrender, and they engage Jedi first, usually from above, with grenades.

CONCLUSION

At the conclusion of combat, all surviving participants suffer the effects of extreme heat due to the exertion of battle. See Extreme Temperatures on page 254 of the *Saga Edition Core Rulebook*.

After the Mandalorians are defeated, the heroes may search the cargo pod, the speeder, and the Mandalorians themselves. Any captured Mandalorians state only that they were hired to attack the Republic communications station and return with as much of the computer core and communications data as possible. If pressed, they acknowledge that

the second speeder was part of their group and held their leader, a Neo-Crusader rally master who took command of the group a few months ago. They were to rendezvous outside the nearby town of Wortan, near the Aro branch of the canyons.

A search of the cargo pod reveals an array of electronics, miscellaneous parts, and supplies that were clearly hastily removed from the station. If the cargo pod sustained damage, some parts might be damaged or destroyed. If the heroes do not know what to do with any surviving Mandalorians, a quick call to Arkora Regional Command will send a speeder to pick them up, while the heroes are urged to aid Duqua Dar immediately.

ENCOUNTER MAP

See the map of the encounter on the next page.

FEATURES OF THE AREA

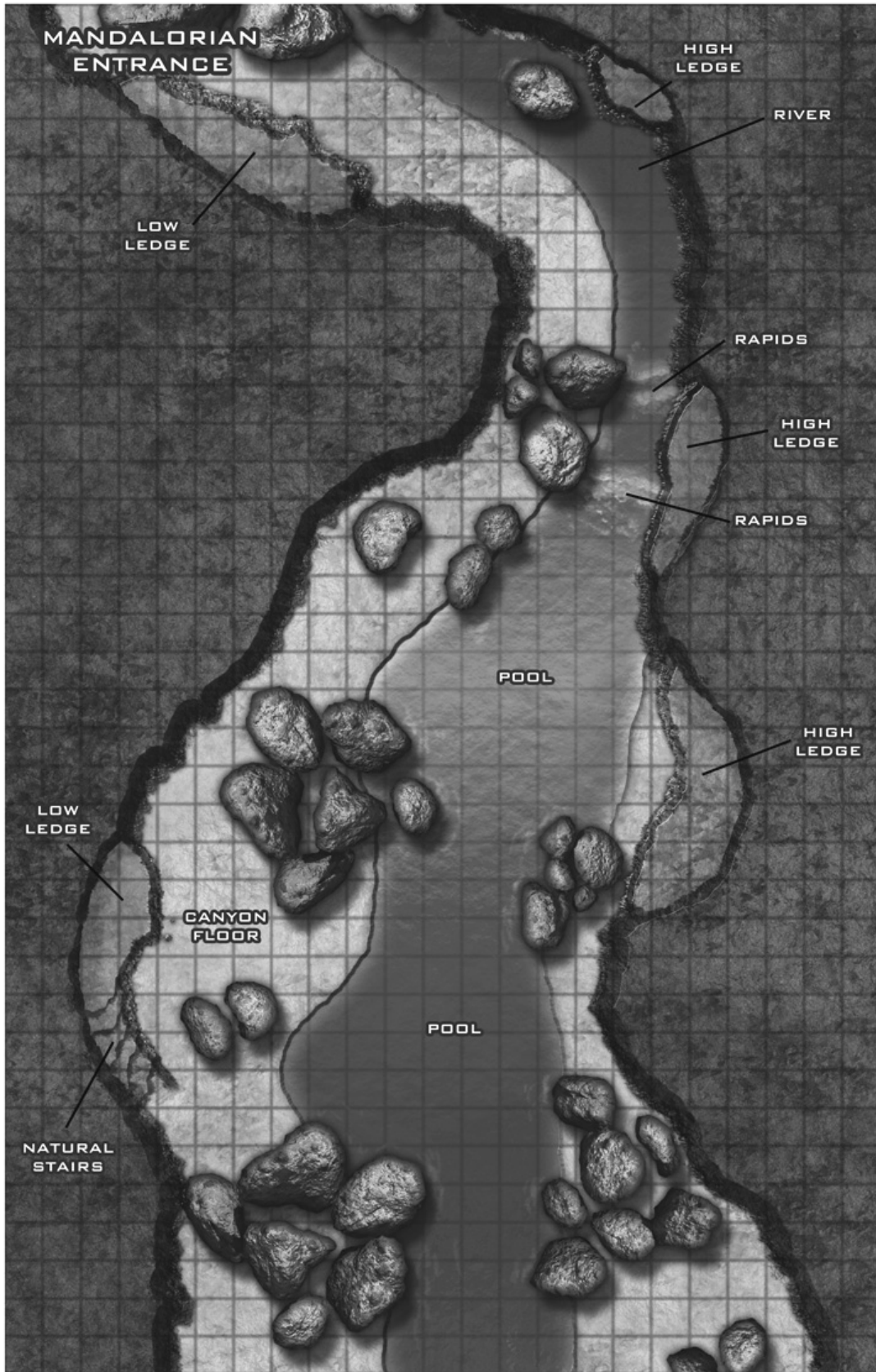
The climbing difficulty of the canyon walls varies by location. The lower portions, up to 5 meters above the canyon floor, typically have adequate handholds and footholds for DC 15, whereas higher areas are typically uneven, windswept surfaces of DC 20 or 25. Most large boulders are also DC 15.

Low ledges are at 7 meters (5 squares), while high ledges are at 16 meters (11 squares). The canyon roof is at 30 meters (20 squares). The stream is typically only .5 meters deep, although the pools are typically 3 meters deep.

Piloting a speeder within the narrowest confines of the canyon requires a DC 25 Pilot check. If the check fails, the speeder collides with the canyon wall, though the pilot may attempt to avoid the collision as usual, reducing the damage by half. Collision damage is per the table on page 173 of the *Saga Edition Core Rulebook*.

Though the canyon is well shaded, the heat remains oppressive enough to make the conditions extremely hot and unpleasant for most creatures. The Mandalorians' armor provides resistance to exposure.

MANDALORIAN AMBUSH MAP



TIPPING POINT

CHALLENGE LEVEL 5

SETUP

When the heroes get within 1 kilometer of Banol Hangar 269, both Acaadi and Duqua use Sense Force to attempt to detect any Force-users. Allow the heroes and the travelers to resist if they choose. However, whether through the Force or hidden sensors, Acaadi is aware that the party is approaching. He has withdrawn his guards from the exterior of the hangar, preferring to have the heroes encounter Duqua in the hangar, observed by a squad of his Sith commandos hidden among the debris of the hangar. Acaadi himself departs aboard the shuttle at the beginning of the encounter. If the travelers accompany the heroes, they may participate and should survive the encounter.

READ-ALoud TEXT

As the heroes approach the hangar doors, allow them to make DC 15 Perception checks to hear the sound of a starship powering up, preparing for takeoff. The heroes may choose any entrance they desire. Read the following when they enter:

Just as you enter the decrepit hangar, you hear the distinct sound of engines going to full power. You catch a glimpse of a shuttlecraft launching straight up into a tunnel cut through the rocky ceiling above. You quickly lose sight of the shuttle; the edge of the tunnel obscures it, and you are not directly under the tunnel opening.

A light freighter remains on the landing pad, and a single hooded figure stands ready at the end of the boarding ramp. Though he holds a lightsaber, it is not yet ignited. With a slight glance upward toward the departing ship, he turns his gaze toward you and says, "Too late and ineffectual. That is so often the way of the Jedi and their Republic allies these days. I understand why so many have turned from the path."

The figure's hood drops to his shoulders, and you realize that it's Duqua. "Would you stop me from doing the same? Is it so wrong to embrace one's own abilities, one's natural power?"

Duqua is teetering on the edge of turning to the dark side. He's deliberately trying to prod the heroes into a philosophical discussion, openly questioning the need to avoid the dark side. He's looking to justify joining the Sith, trying to poke holes in Jedi teachings. Through their actions and words, the heroes influence the direction that Duqua chooses to take.

If they attack him immediately, he initially fights defensively and asks "You think I am so far beyond redemption that you will not even attempt to dissuade me? Do you fear me, or what I will become?"

If the heroes make no attempt to turn him from the Sith path, Duqua gives into his own fear and anger toward the Jedi and activates *dark rage*, raising his Dark Side Score and turning to the dark side. If that occurs, read the following aloud:

Acaadi's voice booms from the hangar's loudspeakers. "Excellent, Duqua—you pass the test. I always knew you were one of us. Now, dispatch these meddlers and join me in destroying the Republic fleet." As the echoes fade, half a dozen armor-clad Sith soldiers appear from all corners of the room and open fire on you.

If the heroes attempt to convince Duqua to remain with the Jedi, they must make Persuasion checks, with his attitude toward them starting at hostile. If they change his attitude to friendly through a combination of good skill checks and convincing philosophy (whether Jedi, Keetael, or Luka Sene), he immediately joins their side. If that occurs, read the following aloud:

Acaadi's voice booms from the hangar's loudspeakers. "Duqua, you disappoint me. I'm afraid you've failed my little test. Team two, kill them all." As the echoes fade, half a dozen armor-clad Sith soldiers appear from all corners of the room and open fire on you.

DUQUA DAR

The conflicted Zabrak Jedi could join either side, but once the decision is made, he sticks with it.

Duqua Dar is a battle-worn Zabrak whose body and mind bear the scars of the Mandalorian Wars. At the moment, his dark brown Jedi robes show almost as much battle damage, including scorched blaster burns, torn sleeves, and dirt. He is obviously highly emotional and on edge.

Duqua Dar

CL 7

Medium Zabrak Jedi 7

Force 3; **Dark Side** 13

Init +5; **Senses** Perception +5 (may reroll)

Languages Basic, Zabrak

Defenses Ref 21 (flat-footed 19), Fort 19, Will 21

hp 63; **Threshold** 19

Speed 6 squares

Melee lightsaber +10 (2d8+3)

Ranged by weapon +9

Base Atk +7; **Grp** +9

Special Actions Acrobatic Strike, Block, Deflect, Elusive Target, Riposte, Tumble Defense

Force Powers Known (Use the Force +14): *dark rage*, *Force whirlwind*, *move object*, *rebuke*, *slow*, *surge*

Abilities Str 10, Dex 15, Con 10, Int 10, Wis 14, Cha 12

Special Qualities heightened awareness

Talents Block, Deflect, Elusive Target, Riposte

Feats Acrobatic Strike, Force Sensitivity, Force Training (2), Skill Focus (Use the Force), Tumble Defense, Weapon Finesse, Weapon Proficiency (lightsabers, simple weapons)

Skills Acrobatics +10, Use the Force +14

Possessions lightsaber (self built), damaged comlink, Jedi robes

TACTICS

No matter who Duqua's enemy is, he will concentrate on his lightsaber defenses, bolstered by his Force powers. If he opposes the heroes and begins to lose, he will attempt to retreat into the ship. If he joins the heroes, he will encourage them to capture the ship as quickly as possible.

SITH COMMANDOS

The Sith commandos are Sith soldiers with some specialized training.

Firing from behind available cover, you see a Sith soldier clad in red armor typical of the Sith commandos.

Sith Commando (6)

CL 2

Medium Human nonheroic 8

Dark Side 1

Init +10; **Senses** low-light vision, Perception +10

Languages Basic

Defenses Ref 17 (flat-footed 16), Fort 12, Will 9

hp 20; **Threshold** 12

Speed 6 squares

Melee prototype vibroblade +8 (2d6+2)

Ranged light repeating blaster rifle +3 (3d8) with autofire or light repeating blaster rifle +6 (3d8) with braced autofire or

Ranged frag grenade +7 (4d6, 2-square burst) or

Ranged cryoban grenade +7 (3d6, target's speed reduced to 2 squares until end of turn, 2-square burst)

Base Atk +6; **Grp** +8

Atk Options Burst Fire

Special Actions brace (light repeating blaster)

Abilities Str 15, Dex 12, Con 10, Int 12, Wis 9, Cha 9

Feats Armor Proficiency (light), Burst Fire, Sith Military Training, Weapon Focus (rifles), Weapon Proficiency (advanced melee weapons, rifles, simple weapons)

Skills Endurance +9, Mechanics +10, Perception +10

Possessions comlink, light repeating blaster, prototype vibroblade, 2 frag grenades, 2 cryoban grenades, Sith trooper armor (+6 armor, +2 equipment)

Note: This is the same as the commando on page 148 of the *Knights of the Old Republic Campaign Guide*, with the addition of grenades.

TACTICS

The Sith commandos remain undercover until the Duqua situation resolves itself. If they are detected and attacked before then, they defend themselves, but they do not fire on Duqua until they know what path he chooses. If he betrays them, they target him first. The commandos prefer to use grenades against Jedi characters. If outmatched, the commandos attempt to retreat into the ship and escape.

CONCLUSION

Unlike combat on the surface, the relatively cool temperature of the underground city does not require any checks at the conclusion of combat. If Duqua survives the encounter, he will likely be in no shape to help either side, but he will aid his chosen allies if possible.

Duqua, a captured Sith commando, or electronic orders found in the ship's communications system reveal that Acaadi and another team of commandos plan to board and sabotage the Republic capital ship *Champion of Iridonia* prior to a surprise Sith raid against the Republic fleet. They're using a type of shuttle commonly used by the Republic and have current Republic military codes, thanks to the earlier raid on the communications station.

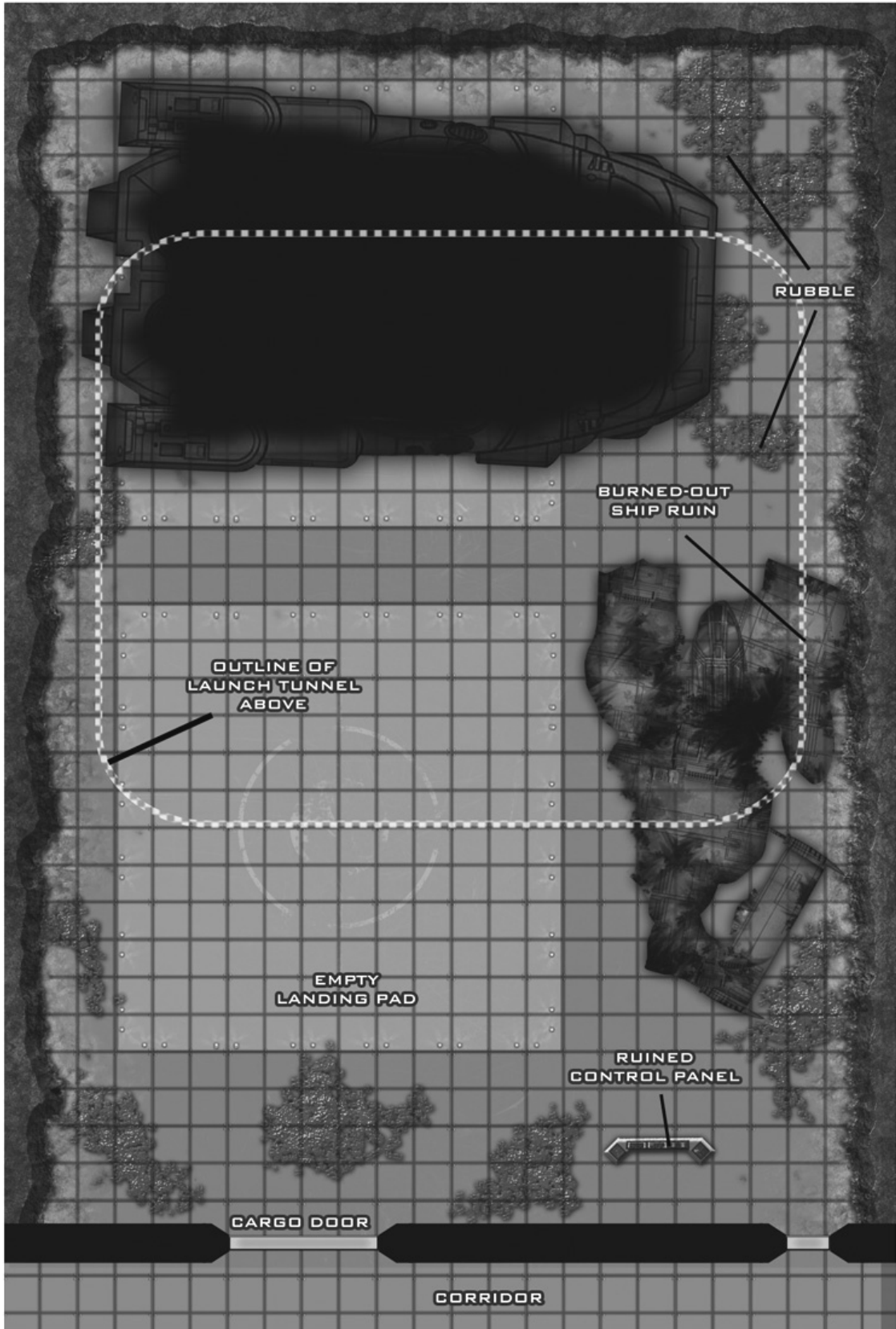
ENCOUNTER MAP

See the map of the encounter on the next page.

FEATURES OF THE AREA

Banol Hangar 269 was severely damaged in the Mandalorian Wars. The burned-out hulk of a starship is difficult terrain, as are several areas of rubble. Dim lighting comes from a few remaining corroded overhead lamps (low-light conditions). If fighting spreads into the ship, use the 578-R space transport statistics on page 98 of the *Knights of the Old Republic Campaign Guide*. Anyone attempting to fly a ship up the launch tunnel must make a DC 25 Pilot check or the ship takes 8d6 + 10 points of damage as it scrapes the sides on the way up.

TIPPING POINT ENCOUNTER MAP



SHOWDOWN

CHALLENGE LEVEL 6

SETUP

As the heroes scramble to save the ship, Acaadi and the commandos attack the bridge in an attempt to seize the *Champion of Iridonia* for the Sith Empire. The Sith enter through each available door, overriding the locks if necessary. For the *Champion*, use the *Hammerhead*-class cruiser statistics on page 184 of the *Knights of the Old Republic Campaign Guide*.

READ-ALoud TEXT

If the heroes think to prepare for an internal attack, allow them to make Use Computer checks (DC 20, including the damaged computer penalty) to use the security system to detect the attackers. They may also use Sense Force to attempt to detect Acaadi. Read the following aloud:

Mysteriously, the Sith fleet stops firing at the *Champion of Iridonia*. As the ship stops shaking from the turbolaser fire, red-armored Sith commandos suddenly appear at the doors to the bridge and immediately open fire on you!

Throughout the skirmish, the heroes find their attention divided between battling the commandos and taking actions to save the ship. Most critical to their immediate survival is issuing course corrections to the helm to avoid debris and shooting down the incoming Sith boarding shuttles. To target the shuttles, the heroes may order Republic starfighters to attack them, order their ship's batteries to target them, or use the gunnery stations on the bridge to attack the ships themselves. There are four inbound shuttles (use the *Ministry*-class orbital shuttle statistics on page 182 of the *Knights of the Old Republic Campaign Guide*).

Once Acaadi arrives, Jirany Sha and Darok-Tho focus their efforts on him. However, they comply with the heroes' requests when they can. If the heroes are struggling, allow them to call for aid in the form of a Republic Navy Lieutenant and a few Republic Army Troopers (see pages 173 and 175 of the *Knights of the Old Republic Campaign Guide*). Take care not to let the area become overcrowded; allow the fighting to spill into the corridor, if needed.

SITH COMMANDOS

The Sith commandos are Sith soldiers with some specialized training.

Sith Commando (6)

CL 2

Medium Human nonheroic 8

Dark Side 1

Init +10; **Senses** low-light vision, Perception +10

Languages Basic

Defenses Ref 17 (flat-footed 16), Fort 12, Will 9
hp 20; **Threshold** 12

Speed 6 squares

Melee prototype vibroblade +8 (2d6+2)

Ranged light repeating blaster rifle +3 (3d8) with autofire or
light repeating blaster rifle +6 (3d8) with braced autofire or

Ranged frag grenade +7 (4d6, 2-square burst) or

Ranged cryoban grenade +7 (3d6, target's speed reduced to 2 squares
until end of turn, 2-square burst)

Base Atk +6; **Grp** +8

Atk Options Burst Fire

Special Actions brace (light repeating blaster)

Abilities Str 15, Dex 12, Con 10, Int 12, Wis 9, Cha 9

Feats Armor Proficiency (light), Burst Fire, Sith Military Training, Weapon
Focus (rifles), Weapon Proficiency (advanced melee weapons, rifles,
simple weapons)

Skills Endurance +9, Mechanics +10, Perception +10

Possessions comlink, light repeating blaster, prototype vibroblade, 2 frag
grenades, 2 cryoban grenades, Sith trooper armor (+6 armor, +2
equipment)

Note: This is the same as the commando on page 148 of the *Knights of the Old Republic Campaign Guide*, with the addition of grenades.

TACTICS

Initially, the commandos focus on the most dangerous-looking enemy. In subsequent rounds, they fire at any heroes manning bridge control stations. They use their grenades only on targets well away from the control stations.

ACAADI

Acaadi wears an ill-fitting Republic naval lieutenant's uniform that is smeared with grease and slightly singed from nearby blaster fire. His whitish skin is covered in a complex pattern of black, flowing tattoos of stylized knots and strands. The tattoos encircle the eight small horns on his bald head, and the intertwining pattern forms the suggestion of a mask across his piercing red eyes. His red-bladed lightsaber appears to have a similarly entwined black-and-white pattern inlaid in its hilt.

Acaadi

CL 9

Medium Zabrak Jedi 5/scoundrel 2/Sith apprentice 2

Force 5; Dark Side 16

Init +12; Senses Use the Force +16 (may reroll)

Languages Basic, Draethos, Zabrak

Defenses Ref 25 (flat-footed 22), Fort 22, Will 25
hp 70; Threshold 22

Speed 6 squares

Melee lightsaber +13 (2d8+5)

Ranged heavy blaster pistol +11 (3d8+4)

Base Atk +8; Grp +11

Special Actions Adept Negotiator, Conceal Force Use, Force Deception, Quick Draw, Quickseeing

Force Powers Known (Use the Force +16): *energy resistance, farseeing, fear, Force lightning, mind trick, move object, rebuke* (2)

Force Techniques Force Point Recovery

Abilities Str 12, Dex 16, Con 10, Int 12, Wis 16, Cha 14

Special Qualities heightened awareness

Talents Adept Negotiator, Conceal Force Use, Force Perception, Quickseeing, Visions

Feats Force Sensitivity, Force Training (2), Quick Draw, Skill Focus (Use the Force), Skill Training (Deception), Weapon Focus (lightsabers), Weapon Finesse, Weapon Proficiency (lightsabers, pistols, simple weapons)

Skills Deception +11, Initiative +12, Persuasion +12, Use the Force +16 (may substitute for Perception)

Possessions lightsaber (self-built), heavy blaster pistol, comlink, stolen Republic data chips, stolen Republic naval lieutenant's uniform

TACTICS

Acaadi enters 1 round after the commandos attack. He uses whichever entrance provides the best cover from the heroes. If possible, he uses *move object* to pull one of the heroes from a gunnery station or the helm, then tosses him or her into another character or through one or both of the transparent maps. He focuses on using Force powers rather than on lightsaber combat. He taunts and attacks the most troublesome heroes. If Jirany Sha and Darok-Tho are present, he brags about how he's used what he learned from their traditions to corrupt Jedi and others across the galaxy.

If you intend this to be the climactic encounter with Acaadi, he will fight to the death. If you wish to use him in future adventures, he attempts to flee in a nearby escape pod when he is reduced to one quarter of his hit points or moved -3 steps down the condition track.

CONCLUSION

After Acaadi, the commandos, and the shuttles are defeated, the heroes may use the *Champion of Iridonia* to help repel the Sith raid. However, at this point, most of the Sith ships are retreating into hyperspace.

If things go poorly for the heroes, they can flee using escape pods that are located near the bridge. Either they make their way back to the surface of Iridonia, or they are picked up by friendly Republic ships.

ENCOUNTER MAP

See the map of the encounter on the next page.

FEATURES OF THE AREA

The damaged bridge is slightly hazy with acrid wisps of smoke coming from damaged control stations. The control panels provide cover. Large transparent maps and status boards (DR 2, 6 hit points) shatter spectacularly when destroyed. The cramped crew pit is 1.5 meters lower than the main deck. See the map for crew stations.

SHOWDOWN ENCOUNTER MAP

