

# SHADOW SINFONIA AFTER-ACTION REPORT

PRIMARY OBJECTIVE: RESCUE JECKSI FROM THE HUTTS

OUTCOME: SUCCESS

MISSION LEADER: SEVEN

ACTING COORDINATOR: ARLEN

MISSION OPERATIVES:

- BOSCO, ALEENA MECHANIC
- CLYDE, XEXTO DRIVER
- DAX AYREON, HUMAN BATTLEFIELD MEDIC
- "SEVEN", HUMAN (CLONE) SHARPSHOOTER
- SPEET, MIRIALN SABOTEUR
- WOMP-WOMP, LOAD LIFTER DROID

OVERVIEW:

As promised, Mergel Manaphrex delivered us a dossier. Both Jecksi and her Wookiee cell mate (Tarrowrri) were sold to **Belnala the Hutt**, an under-boss of the **Kajidier Kajidic**.

The Kajidier are an ancient clan. They have an extensive presence on Gamorr, homeworld of the Gamorrean species. The Kajidier clan's power and influence have been on a slow decline for many years. However, they should not be underestimated. They may be weak relative to other more well-known Hutt clans, but they are still a formidable kajidic.

Their legitimate business enterprises include: Security, bodyguard and mercenary recruiting, droids, and foodstuffs.

Their criminal operations include: Slave trafficking, theft, gambling, smuggling, and spice production.

Under normal circumstances, it would be almost impossible to get anywhere near Belnala the Hutt, as she tends to keep herself safely ensconced on Nal Hutta. However, we've had a lucky break. Belnala is currently taking a vacation in **Toydor**, the spire city of Toydaria.

Predictably, she's traveling with a large retinue of guards, thugs, hangers-on, and flatterers. We have learned that her two new acquisitions--Jecksi and the Wookiee Tarrowrri--are also with them. Jecksi is being trained as an entertainer. The Wookiee is being trained as a pit fighter. We think for the time being, Belnala is happy to just parade them around in chains, gloating over her new "pets".

Belnala is a connoisseur of rare delicacies and expensive culinary preparations. She's befriended an obnoxious but talented Toydarian, **Chef Domdees**. The chef is pampering her, and has made it his fulltime job to whip up savory new dishes to delight Belnala's discriminating and demanding palate.

We considered using poison. However, Belnala, like all Hutts, is extremely cautious and paranoid. She has many layers of security and food testers.

We still think the chef can be of use to us. Like most Toydarrians, Chef Domdees is highly corruptible. Our agents have informed us that the chef is planning a lavish farewell banquet for the end of Belnala's vacation

The chef is a nervous wreck. He's desperate to impress his wealthy Hutt matron. We think he's angling to join her clan as her permanent chef-in-residence. The banquet will no doubt be an excessive, dazzling celebration--the perfect diversion for recovering Jecksi.

S4 will drop you off in the Merchant District of Toydor. Chef Domdees should be there now, frantically shopping for unique spices and other ingredients.

Approach him and offer to help. Get him whatever he needs, and in exchange, his staff can smuggle Jecksi out of the farewell banquet. Play up the jealousy angle: Belnala's two new pet slaves divides her attention away from the chef.

#### MISSION HIGHLIGHTS:

- Prior to the mission, Dax treated Seven's injuries.
- The mission proper started in the notorious **Merchant District of Toydor**, the spire-city capital of Toydaria.
- It didn't take our agents long to find the manic **Chef Domdees**, frantically barking orders to his scampering minions, desperately shopping for ingredients.
- After a bit of awkward negotiation (agent Bendak would have been useful here), the chef agreed to help the team out if they would go into the dangerous **Southern Marches** of Toydaria and fetch him at least 2kg of rare **Black Gabaki mushrooms** so he could make his famous Gabaki Goulash for Belnala's farewell banquet.
- In return, the chef would pay them handsomely, and also have his kitchen staff help smuggle out Jecksi and Tarrorwri.
- The chef provided the team with a specialized, bespoke refrigerated backpack for storing the harvested mushrooms. Black Gabaki is rare, dangerous to collect, and worst of all, it spoils within seconds of being picked.
- Bosco examined the device carefully, making sure it was well-made and not carrying any tracking devices or traps.
- The backpack was heavy and cumbersome. Fortunately, Womp-Womp was along on the mission. Carrying it was no problem for the robust droid.
- As vehicles are not allowed into the wilderness areas of Toydaria, the team hiked out on foot into the swamps and deltas
- The miry environment was not kind to Dax's lungs, but our medic persevered. Womp-Womp carried him for the last leg of the journey, making it a little easier.
- After approximately six hours of hiking, the team found the location as described by the chef. They were able to harvest several Black Gabaki mushrooms. Enterprising folks, most of them wanted to gather more.
- Meanwhile, the mission was briefly interrupted by a patrol of **Imperial Swamptroopers**.
- The troopers were from a nearby outpost, and suspicious of anyone in this area. They asked to confiscate all scanning and surveillance equipment from the team.

- The team, being willing to cooperate, allayed the trooper's suspicions somewhat.
- Upon further conversation, it was discovered the troopers had lost a patrol out in the swamps and were looking for them. Some of them muttered rumors about "ghosts". Our agents promised to contact them on coms if they found anything.
- To show their thanks, the troopers told our agents of a good place to gather more of the Black Gabaki mushrooms: in a **creepy cave** not far from their current location.
- After some deliberation (and against Clyde's better instincts) the team decided to visit the cave and explore it.
- They found the cave with little trouble, and were able to harvest several more of the rare mushrooms.
- Outside, Womp-Womp found the shattered remains of green laminate armor. Clyde realized it must be what was left of the missing patrol. Contact was made over coms.
- Inside the cave, the rest of the team were ambushed by five semi-sentient creatures known as **Shaoryn**.
- These creatures are native to Toydaria, and have some limited use of the **Dark Side** of the Force. They are able to create mesmerizing patterns of lights and to convince some of their victims that they are friendly.
- Unfortunately, Speet was beguiled by one of them.
- Seven and Dax were able to blast almost all of them, with support from Bosco, who made creative use of Foamcast to slow their advance.
- After the fight was over, and too late to be of much use, the Swamptrooper patrol arrived and finished clearing out the cave.
- All confiscated items were returned, and the troopers shared some guidance on how best to return to Toydor safely from here.
- On their way back to the city, the team encountered a pair of **Dianoga**, one medium and one large.
- The medium dianoga wasn't too much trouble, and was finished off by Bosco with a wire garrote.
- The larger one would have been a dire threat if not pinned down with an improvised **foamcast bomb**, crafted & thrown by Bosco. Seven and Dax made short work of it thereafter.
- "Safely" back in Toydor, the team made their way to the **Great Banquet Hall**, where the chef told them to meet him.
- Speet went inside the Banquet Hall, making use of the service entrance as instructed.
- The rest of the team, being suspicious of the arrogant Toydarian chef and the canny Belnala the Hutt, took up positions outside.
- Speet & Womp-Womp took the backpack full of Black Gabaki to the kitchens, where Chef Domdees was frantically preparing for Belnala's farewell banquet.
- The chef was very excited for the large supply of mushrooms, and eager to reward Speet with some freshly cooked food, a cashbox full of credits, and of course, the freed slaves.
- Speet was highly suspicious, but his instincts told him the Toydarian was being truthful, so he followed him into a small dark storage room behind the kitchen.
- Sure enough, Jecksi and Tarrorwri were in the room, recently freed from their shackles.

- The small room was a seldom-used stage for musicians or others to perform. Speet could hear dining and conversation on the other side of its curtain.
- The curtain suddenly lifted to the thunderous booming laughter of **Belnala the Hutt!**
- The Hutt Matron asked rhetorically, “Give me one reason I shouldn’t kill you right now, Chef Domdees.”
- Speet saved her the trouble, and executed the Toydarian on the spot. He then attempted to convince the Hutt that the chef was trying to poison her with the mushrooms.
- Unfortunately for Speet, Belnala is **Nobody’s Fool**, and didn’t fall for the deception. Another time and place Bendak would have been highly useful (though we don’t want to imagine what he’d have to do to convince her...)
- Belnala and her numerous thugs immediately attacked. Speet was able to hold them off for a while, but after trading shots he went down.
- Luckily for him, the rest of his team had his back. Seven had taken a high position on the banquet hall roof. He smashed out some skylights. From there, Seven rained fire down on the Hutt, severely wounding her.
- Dax ordered Jecksi and the Wookiee to flee, and for the Wookiee to carry the fallen Speet out of there. On their way out, a stimpack was applied, bringing Speet back from the brink.
- Clyde boosted a pastry delivery truck, and backed it into the service corridor, preparing for a speedy escape.
- Once everyone was clear from the kitchen, Bosco sealed its double doors with more **foamcast**.
- Charging into the kitchen were four Gamorrean guards and a **Kintan Strider**, who began pounding the doors, putting frighteningly large dents in them.
- Seven, using his **ascension gun**, snagged the almost-forgotten **cashbox**, recovering the team’s hard-won credits.
- With the team relatively safe aboard the pastry delivery truck, Clyde punched it, getting everyone out of there and into the arms of S4 for pickup.

#### THE CONDUCTOR’S REVIEW:

A hearty welcome to our newest operative, **Dax Ayreon**. Dax has some big shoes to fill, but I’m confident his experience with the Rebel Alliance will serve him well as a member of Shadow Sinfonia.

Congratulations to the team on recovering our agent **Jecksi**, adroitly snatching her from the greasy grasp of the Kajidier clan. As a bonus, we have a new Wookiee friend, **Tarrorwrrri**. He is undergoing orientation and training and may join us in the future. The final decision is of course entirely up to him. We have angered some of the Hutt kajidics, the cost of doing business. It’s equally likely we’ve amused and impressed some of the other kajidics.

Recent missions have all been about clean up, about setting things right. You have my thanks for that. I look forward to us exploring new challenges and acquiring healthy profits together.

## Shadow 7 Report

### Log 18-8-19

Upon touching down boots at Toydor, the team questioned some of the local vendors and easily located Chef Domdees, who had been annoying them with his standards. Agent Speet negotiated with the chef to acquire 2 kilograms of Black Gabaki mushrooms from marshes to the south in exchange for credits. Speet also made certain to introduce a cover story for our operations, telling Domdees that one of Belnala the Hutt's slaves was a planted agent planning to humiliate or kill the Hutt., and he convinced Domdees to extract Jecksi and her Wookiee cellmate in exchange for the Black Gabakis.

[Audio recording and post-op research indicate that Domdees was intending to make Neutron Pixie, a hallucinogenic drug known to ease the nerves. The Chef's slip-up may prove useful as a bargaining chip in the future.]

The journey into the jungle was of little difficulty, although Agent Dax appeared to be suffering from some airborne organic hindering his breathing. The team located a large stash of Black Gabakis and collected 2 kilograms, encounter no issues operating the chef's portable refrigerator. However, a swamp trooper patrol encountered us. We calmly spoke with them, recognizing their unease, and learned that they were searching for another patrol who went missing. We cooperated, handing over nonessential surveillance equipment, and as a result, the troopers point us towards a cave to find more Gabakis. The team discussed whether to acquire surplus mushrooms, eventually deciding to collect more to acquire trust and profit from Domdees.

The cavern had more Black Gabakis on the inside, and we collected an additional 1.75 kilograms. However, figures matching the description of ghosts in local mythology began approaching and attempting some sort of hypnosis on us. These mind tricks were no problem for Agent Dax and I as seasoned veterans as we neutralized the "ghosts" (apparently indigenous reptiles), however Agent Speet had trouble fighting them, allegedly because of his slugthrower jammed (would recommend replacing with a more modern and more reliable sidearm). Agent Bosco used spray foam to quickly erect cover, and while at the time I disapproved of this maneuver as she glued my boot to the ground, her ingenuity with the material throughout the mission is to be commended. Agents Clyde and Womp-Womp found the remains of swamp troopers outside the cave and gave the Imperials our location; we can reasonably assume these "Shaoryn" killed the troopers.

Our exit from the swamps was more exciting, as we were ambushed by two different Dianogas. Given their cover by the swampy waters, it was hard for any of us to land our shots, however Agent Bosco's liberal use of spray foam ended up solving this issue. Would recommend giving Bosco any spray foam she needs as well as investing in spray foam ordinance.

As arranged, Agent Speet brought in the Black Gabakis to Domdee's kitchen while the rest of the team watched from afar. The chef provided the credits and led Speet to the room where he had managed to move Jecksi and her Wookiee cellmate. Anticipating the need for a quick exit, Clyde secured a delivery truck, and Dax and I moved in, Dax inside the banquet hall and myself on the roof. We were correct to assume that Domdee's part was not undetected, as Belnala was waiting for us. It may be possible that the Hutt let Domdees free Jecksi and the Wookiee

in order to draw us out. Belnala wanted to know why she shouldn't have Domdees killed, so Speet executed him. This may not have been a great decision in the long term, however at the time it was reasonable because it backed up our cover story that we were attempting to prevent an assassination attempt against Belnala.

The Hutt saw right through Speet's ruse, and he was quickly gunned down. The rest of the team quickly moved in; on the ground, Dax covered Jecksi and the Wookiee as they ran towards Clyde's captured transport, Bosco once again using spray foam to seal the door behind them. On the roof, I broke a window and began shooting Belnala in an attempt to draw her minions away. Gamorreans aren't all that bright, but the Hutt was certainly more concerned about her life than her slaves. The team began driving off with Jecksi and the Wookiee. I made sure to grab the case of credits Speet dropped while unconscious with my ascension cable, then pulled out and rendezvoused with the rest of the team.

Overall, the mission went well. I commend Bosco and Clyde for their quick thinking and use of Agent Womp-Womp. I greatly commend Speet's attempted deceptions and bravery despite his limited experience in these areas and would recommend he get some training from Agent Bendak. It was great to have another marksman, not to mention an experienced one, like Dax on the team. I'm not certain whether I should have finished Belnala, but that may have caused more problems than it could have solved. At the very least, we can use the circumstances both to support our cover story that we were preventing an assassination attempt, with myself as a backup in case Domdee's poisoning failed. I advise checking for bounties on my head since we could get some credits out of it without losing personnel. We also have material as leverage against Belnala, as I encountered no resistance in getting into position to kill her and nearly did so. Attached is the video footage from my helmet for Shadow Sinfonia's use.

**\*\*END OF LOG\*\***

S4 REPORT, FILED BY ARLEN:

Clean mission. Got a little dicey at the end, but as usual, our agents pulled it off. Note to self: purchase more foamcast.

MISSION REWARDS:

Agent	XP	Prestige	Notoriety	Credits
BOSCO	35	10	0	700
CLYDE	30	10	5	700
DAX	30	10	0	700
SEVEN	30	15	20	700
SPEET	30	15	20	700