

SHADOW SINFONIA AFTER-ACTION REPORT

PRIMARY OBJECTIVE: INVESTIGATE HOTH ANOMALY

OUTCOME: **INCOMPLETE**

MISSION LEADER: LOREEN TOVA, MON CALAMARI ARCHAEOLOGIST

OTHER OPERATIVES:

- “SEVEN”, HUMAN (CLONE) SHARPSHOOTER
- DAX AYREON, HUMAN MEDIC
- ZARAEZI, CHISS BOUNTY HUNTER
- FILOVO RAA, INDEPENDENT RESEARCH DROID (CONSULTANT)

OVERVIEW:

During our previous mission on Hoth, a number of anomalous scanner readings were noticed on Mount Ison, the highest point on the planet. Agent Loreen Tova has been curious about this area for some time, and convinced us it was worth investigating. Now that the Imperial blockade has been lifted, it is a good time to make the attempt.

Accompanying us on this mission will be **Filovo Raa**, a research droid of unknown make who is somewhat knowledgeable on an ancient race of space-faring people known as the **Elders** and/or the **Sharu**. He has drawn some tentative, incipient connections between Elder legends on Naboo, Sharu legends from the Rafa system, and now a weaker link to Hoth. Not much is known about the Elders or the Sharu. But Filovo was the closest thing to an expert we could find for you.

MISSION HIGHLIGHTS:

- The team of Agents prepared for Hoth’s cold weather; acquiring clothing, armor, and gear from our supplies on the *Prelude* as they required.
- S4 dropped the ground team off on the north face of Mount Ison, a few klicks south of a primitive settlement and out of view.
- The weather on the mountain was windy and snowy as expected, but not blizzard conditions.
- The team hiked north and encountered a strange settlement: the Pyke Compound.
- The Pykes are a group of 20-30 Gigorans, led by one **Habukuk Pyke**.
- They are on the mountain raising **Cicleroot Trees** and experimenting with a bizarre construction material they call “**Pycrete**”.
- Pycrete is a slurry of Cicleroot sawdust and water ice, formed and frozen into any desired shape.
- They claim it is incredibly strong, resilient, and airtight as long as it is maintained at sub-freezing temperatures.
- The Pyke crew were friendly and welcoming, and seemed interested in doing business with us. They dream of building large starship hulls and other structures out of Pycrete.
- They warned the team that the mysterious excavation sites ahead were dangerous and “haunted”. They sent scouting parties to investigate them, and none returned except for one individual who looked as if he had “aged 100 years” and he shortly died thereafter (presumably of old age).

- They also warned them that some of their own wild animals which they had brought with them to Hoth had escape in an unfortunate structural failure of one of their “pycrete” buildings. (Not a stellar endorsement of the material).
- The team agreed that they might be interested in future business (points for diplomacy with crazy people) and proceeded north.
- A long-abandoned village was found, more a collection of yurts. Many were so old that the glacier had upended or half-buried them.
- The team examined the Yurts, looking for clues. A few large humanoid-ish, long-frozen, petrified remains were found.
- Unfortunately, they weren’t able to learn much before a pack of **Jexxel Cats** attacked.
- These cats must have escaped from the Pyke compound. The Pykes had brought them with, intending to use them as security animals (adding to the growing pile of evidence that these particular Gigorans are reckless if not mildly insane).
- After a prolonged battle, the cats were defeated. The team suffered some injuries. Dax Ayreon’s experience and training as a medic came through for the team once again. He was able to patch everyone back up.
- Aware of their time limitation, the team left the yurts behind and proceeded north again, finding a deep but narrow crevasse. A few long, frozen ropes plunged into it. The walls of the crevasse were lined with bones and fossils trapped in the ice.
- As the team was discussing what to do next, they were spoken to by an **Ice Scrabbler**. These rodents, native to Hoth, are not known to be sentient.
- The talking Ice Scrabbler warned the team not to proceed any further, but had little else to say. Once the conversation ended, it returned to its normal non-sentient rodent behavior.
- At the bottom of the crevasse, the team found a black metal surface, featuring a triangular opening.
- Loreen lowered a glow rod, affixed to a rope, down into the opening.
- As soon as the glowrod passed through the triangular opening, the door “scissored” closed for a moment, slicing the rope. The glowrod fell down into the darkness. Not much was seen before it clattered to the cavity floor below, its light going out. A few shapes, some mist.
- Having noticed a much larger excavation site north of here, the team decided to try their luck with that, rather than deal with the “cigar cutter” door.
- The excavation site somewhat resembled a rock quarry, with a long spiral walkway constructed into its sloping sides. The walkway was icy and a little precarious.
- The team very bravely sent Filovo Raa down first, to scout ahead. The five-limbed droid was happy to oblige. The rest of them also made it down safely.
- At the bottom, at approximately the same level as the crevasse bottom, they found more of the black metal surface. This part was perforated by a jagged crack.
- Peering down inside, there was little to see but a vast open space, some mist, and a large tree-like shape.
- Loreen was lowered down on a rope. He could now see that the large tree-like thing was a very tall, abstract humanoid statue.
- Out of curiosity, Loreen tossed a glowrod at it.

- The statue came to life and attacked. The team divided its attention between counter-attacking the animated statue and trying to retrieve Loreen from danger.
- Unfortunately, the rope snagged in the surface crack. Loreen was left dangling halfway up.
- Worse, the rope was later severed during combat and Loreen fell. He managed to slow his descent slightly, but he still took considerable damage.
- Seven and Dax decided to go in, to help rescue their companion. Zaraezi provided covering fire from up top.
- It was a close thing, but the team managed to defeat the large, dangerous guardian construct.
- The ground team knew they were running low on time before the S4 rendezvous, but decided to press on and explore whatever they could.
- Other than the now-broken statue, the vast mist-filled cavity contained nothing else that they could find. The walls and floors were etched with very fine glyphs, no two markings seemed to be alike.
- A few triangular corridors and triangular doorways were also explored. Doorways that were open (or easily opened) were investigated. Locked doorways were bypassed for the time being.
- A large **throne room** was found, featuring an oversized ominous-looking throne (lucky thing Kunark wasn't there).
- The team was able to interpret the glyph over the door to the throne room as likely meaning "Power" or "Majesty", roughly translated.
- The walkway up to the throne was loomed-over by more statues. These were smaller and more humanoid-looking than the tree thing, but their menacing-looking forms were holding vicious kopis-like weapons.
- Almost out of time (and deciding they'd rather live to come back and investigate another day) the team withdrew from the underground complex towards their S4 rendezvous point.
- On their way out, a ghostly semi-transparent figure appeared. It was similar in form to the statues guarding the throne, only robed. It spoke briefly to the team, warning them not to come back.

THE CONDUCTOR'S REVIEW:

I am simply grateful that everyone made it out alive. That underground structure sounds like a nightmare. I am still not confident this mission was worth the risk. However, I do encourage our agents to operate with independence and autonomy. If you wish to go back for a second poke with a long stick, you certainly may try. I'm doubtful we'll see any credits from this endeavor, but perhaps we'll discover something useful.

Please welcome **Agent Zaraezi** to the team. He is a Chiss, like myself. We Chiss are rare in the galaxy. Try to watch his back while he gets acclimated to the way we do things.

S4 REPORT, FILED BY ARLEN:

Quick and easy in-and-out. No Imperial ships detected, though I wouldn't go anywhere near Echo Base again.

MISSION REWARDS:

- All team members: 25XP, 5 Prestige, 0 Notoriety, 0 credits

MISSION LEADER REPORT:

Investigating Anomalous Electromagnetic Readings at Mount Ison, Hoth

Loreen Tova, PhD.

Shadow Sinfonia

Abstract

During previous research at Claburn Range, the team detected an anomaly in Mount Ison at Hoth. This evidence suggests the location of a large underground complex. The hypothesis is that this structure originates from the Elders/Sharu like ruins located across Naboo. During the investigation by S4 "Prelude" Mission 4B, the team made contact with a population of Gigorian colonists, who warned against venturing to the excavation sites because of missing scouting teams. One survivor allegedly aged 100 years during their trip, and the condition of his climbing gear supports this oddity. The team found what appeared to be the site of a large ice core extraction leading to a triangular opening in a layer of metal. Close examination revealed glyphs supporting the hypothesis as well as a strange warning from a local rodent to not proceed past the opening. The team proceeded to a larger opening to the south which an excavation by unknown agents revealed. A large animate humanoid tree hindered progress inside of the structure, attacking the team to apparently prevent further exploration. The team easily destroyed this guardian via blaster fire. The structure had a number of triangular halls and doorways, some opening automatically and others requiring prying. Time restraints prevented further exploration, however this appears to be the structure the team sought to find. Evidence appears to support the hypothesis. Evidence from exploration as well as the word of the colonists and alleged contact with Elders or Sharu also indicate further exploration will be dangerous.