

# SHADOW SINFONIA AFTER-ACTION REPORT

PRIMARY OBJECTIVES: RECOVER THE “LOST ALBUM” OF THE LATE AMEEL WHISPER AND ESCORT OUR CLIENT TO SAFETY

OUTCOME: **SUCCESS**

MISSION LEADER: **SILVO FLOCK** (THE CLIENT)

ACTING COORDINATOR: **SEVEN**

MISSION OPERATIVES:

- “SEVEN”, HUMAN (CLONE) SHARPSHOOTER
- DAX AYREON, HUMAN MEDIC
- JECKSI, TWI’LEK DRIVER
- BOSCO, ALEENA MECHANIC

OVERVIEW:

Shadow Sinfonia was contacted by treasure hunter, **Silvo Flock**. Silvo claims to be hot on the trail of the legendary “missing album” of deceased singer-songwriter **Ameel Whisper**. Ameel, supremely talented and famous the galaxy over, tragically died at an early age under mysterious circumstances. The official cause was “glitterstim overdose”. Rumors have circulated for years that her death was really a murder. Further rumors believed she left a “last, lost, magnificent holo-album” behind. Silvo managed to get off an emergency hyperwave burst-transmission to The Conductor pleading for help. He is cornered in a cave on **Dantooine**, surrounded by dangerous beasts, and unable to extract himself. He likely over-taxed his transmitter in the process, meaning we’re his only hope.

Silvo is an obnoxious, cagey, xenophobic Skakoan who is annoying to work with. However, his word is reliable and most of the time he is good at his job. It seems he simply got in over his head on this one.

Recovery of the legendary holo-album, if it exists, would be good for both our reputation and our balance sheet. As you know, recent operations, important as they were, have put us in the red.

MISSION HIGHLIGHTS:

- Spec Ops team dropped off in a very remote area of Dantooine.
- Our four agents entered a cave system and were almost immediately attacked by hostile crustaceans. Individually they were fairly harmless, but in large numbers quite dangerous. The team wiped them out.
- Exploring the cave further, the team was attacked again by a hideous “cave beast”. Their combined tactics overcame it, but it could have gone the other way, the beast was fast and deadly.
- Hearing someone call out to them, the team quickly located **Silvo Flock**, who was holed up in a small cave with very tight entrances, easily defendable.
- Flock led them to his old campsite. A mate to the cave beast spotted them, howled in fear, and fled.
- Sifting through the ashes of an old fire, Flock recovered an antique-looking key. He had lost it in his panic to flee from the dangerous creatures. As usual, Flock was not very forthcoming with further useful information.

- Flock then led the team to an exit they had to swim out of. Through a fetid swamp (Bosco acquired numerous leeches). And finally, an arid wasteland of blowing sand and forlorn rocky outcroppings.
- In the middle of this wasteland was a bizarre structure. An ancient ruin that someone had retro-fitted with a strong dome-shaped ray shield.
- On either side of this strange edifice were two pyramidal obelisks, covered in undecipherable hieroglyphics.
- The taciturn Flock illuminated the glyphs with a special device, which caused Aurabesh letters to appear, superimposed over the hieroglyphics.
- The first obelisk had a simple message in basic: "Stand here and play my happiest song". Ameal Whisper was best known for her sad lamenting songs and her torch songs. However, out of her catalog of over 100 titles, she did have a few up-beat fun tunes.
- Silvo Flock, likely being tone deaf, was of little use here. Fortunately, Bosco is a big fan of Whisper's music, and recalled some trivia about the artist. Her lucky break came when Whisper released the song "Bantha Boogie". A pretty deep cut, but playing it on Flock's audio player caused the first obelisk to activate. The pyramid on top raised up, the hieroglyphics glowed, and the obelisk rotated 90 degrees.
- And the dome-shaped ray shield began to pulse.
- Half the team moved to the other side of the edifice to investigate the second obelisk while the other half remained with the first one. The thinking was: they may need to stand by both obelisk mechanisms at the same time to lower the shield.
- Before the team could investigate the second obelisk, however, they were attacked by half a dozen large scorpion-like creatures.
- Being divided by the large shielded structure, the team could not effectively utilize its normal focus-fire tactics.
- The battle was closely fought, and unfortunately Dax lost his left arm to one of the vile creature's snapping pincers.
- Making matters worse, these arachnids could fire projectiles from their scorpion-like tails. Not good.
- Fortunately, the team managed a clever combination of distractions and move-and-shoot tactics to thin the creatures down to a more manageable number. Womp-womp was also very useful for moving injured agents out of harm's way quickly. MVP award: Load Lifter Droid.
- Finally, the nasty arachnids were eliminated and the team was able to focus on the second obelisk. The clue here read: "Stand here, and sing my saddest song."
- This one turned out to be a little trickier. Whisper's catalog contains many sad songs, and judging which is the saddest would be difficult. Once again, Bosco drew upon knowledge of Whisper's biography. Remembering an anecdote that Whisper was pressured into writing and recording an embarrassing commercial jingle for "Jawa Juice", which infuriated and humiliated the talented musician, it was a Bosco's thought that this was actually the "saddest" song the clue called for.
- Silvo Flock played the Jawa Juice commercial on his audio player. Nothing happened.
- Reading the clue again, the team realized that they must **sing** the song to activate it. And they did. Horribly out of tune. But it worked. The second obelisk activated and the ray shield went offline.

- This revealed a gaping circular hole in the earth, which the team used its 3 ascension guns to safely lower themselves into. Bosco decided Womp-Womp was safer on the surface (good call) and left him there, perched atop a ruined wall section, safely out of scorpion reach.
- The complex below the surface was stranger than anything else so far. A set of stairs led down to a large floating platform. The platform was a giant sawed-off stalactite that had plummeted into a cavernous hole below. The flat top of it featured three drawbridges and a ray-shielded cage.
- Inside the cage was none other than **Ameel Whisper!**
- With her rich, melodious, and instantly recognizable voice, Ameel warned the team that trying to free her would be highly dangerous, and that they were better off just leaving her. She didn't want to see others die on her behalf.
- Our operatives, being the unafraid heroic types, reassured Whisper that they would get her out.
- Ameel explained that she had been captured by **Prince Xizor of Black Sun**. As some of you may know, Xizor is believed to be deceased. However, he was still alive at the time of Ameel Whisper's disappearance.
- Whisper went on to explain that she refused to become Xizor's lover, so he imprisoned her in this elaborate trap.
- Her cell could be opened by the iron key that Flock found. However, the ray shield must be deactivated first. The only way to do that was to lower all three drawbridges with three separate valve wheels, then spin the final wheel to deactivate the ray shield, and only then could someone unlock the cell door.
- However, Whisper warned them that each time a drawbridge was lowered, a horrific monster would emerge from the giant blast doors across from it.
- So far, nobody had survived the first challenge.
- Xizor's goal was to give Whisper false hope of rescue, and for her would-be rescuers die in the attempt, forcing her to watch.
- Well, that pissed everybody off. Even Flock.
- Bosco and Dax made a mechanical analysis of the drawbridge system. Each drawbridge was activated by spinning a wheel-valve on a central pillar. When the drawbridge was lowered all the way, it would touch a sensor on the far side. The wheels also had interlock sensor devices in them. Therefore, fooling the system was possible, but tricky.
- Many ideas were hatched, including the idea of activating all three bridges at the same time and making a run for it.
- But the final plan started with lowering the first drawbridge halfway, then for Seven to run to the end of it and use his ascension gun to fire a piece of ferrous metal debris at the sensor on the far side. This would fool both interlocks.
- Unfortunately, the **captive rancor** that came hurtling out of the first set of blast doors had different ideas. It leapt onto the partially lowered drawbridge and grab ahold of it.
- Seven, thinking quickly and shooting quicker, blasted at the monster's talons and it lost its grip, falling into the deep chasm below.
- One monstrosity down.
- The second drawbridge went about the same, but this time a very fast and athletic **Acklay** came storming out. It jumped up and landed a nasty swipe on Seven.

- Seven took a shot at the sensor plate with his ascension gun, and missed. A rare occurrence for our sharp-shooting clone.
- The drawbridge chains failed, and it half-crushed the creature between the end of the bridge and lip of the chasm. Seven noticed the gap created by the Acklay's pincers was preventing the bridge from triggering the sensor. Bosco was able to scamper over and shove a piece of metal debris in-between, triggering the sensor plate.
- Nobody was happy about the screaming, thrashing Acklay hanging over its doom, but there was little to be done for it.
- Two monstrosities down.
- The third and final wheel-valve released an enormous war droid. It was able to run to the edge of the chasm and then jump-rocket its way over the half-lowered drawbridge.
- The thing was huge, and menacing, and bristling with weapons.
- It was, however, outmatched by the quick-thinking Bosco who ran up and courageously welded a restraining bolt to its ankle.
- The war droid, being stunned and temporarily restrained, lost a critical beat in the tempo of battle.
- The rest of the team began pouring continuous blaster fire on the giant droid.
- Using its military-hardened programming, the droid managed to overcome the restraining bolt and tear it off.
- Just in time to be blinded by a brilliant salvo from Seven.
- Meanwhile, Jecksi and the others had lowered the ray shielding and opened the cage.
- Ameal Whisper blew a kiss at them and then flickered out of existence...a hologram!
- Then a panel in the bottom of the cage opened up, and a chrome-plated box emerged. The lost album!
- The giant droid swept across Seven's general direction with a heavy flamer, but it missed the plucky clone entirely.
- Snagging the holo-album while the blinded war droid raged on below, the team quickly evac'ed out of there, putting their ascension guns to good use yet again.

#### THE CONDUCTOR'S REVIEW:

A priceless treasure recovered. An old mystery solved, raising many new questions about this legendary, talented, and beloved musician. Thank you, team. Adroitly done. Your rewards are well deserved. Now, let's see about getting Dax a better left arm.

#### S4 REPORT, FILED BY ARLEN:

Little to report. Clean drop off. Clean lift off. Killer new album to listen to on the ride back: ***Last Dance on Dantooine***. Lots of sad tracks on it, though. I'm not crying, you're crying. Good job, agents.

#### MISSION REWARDS:

- All team members: 5,000 credits, 15 prestige, and 10 notoriety
- Jecksi & Dax: 30XP, Seven & Bosco: 35XP