

SHADOW SINFONIA AFTER-ACTION REPORT

PRIMARY OBJECTIVES: CAPTURE OR KILL IMPERIAL EXECUTIONER GAREK DAHEEN

OUTCOME: **SUCCESS**

MISSION LEADER: KUNARK, TRANDOSHAN BOUNTY HUNTER

ACTING COORDINATOR: JEROT THORN (CLIENT)

MISSION OPERATIVES:

- **ALYA, TWI'LEK POLITICO**
- **DAX AYREON, HUMAN MEDIC**
- **MORDANA, CEREAN SCIENTIST**
- **"SEVEN", HUMAN (CLONE) SHARPSHOOTER**
- **ZARAEZI, CHISS BOUNTY HUNTER**

OVERVIEW:

Continuing the mission begun in 10.1, Shadow Sinfonia is on the trail of a merciless psychopath, Garek Daheen. This Imperial Executioner has remained anonymous for years, but we believe we have his real name and a good lead on his location. Agents are to pursue this lead, track him down, and bring him to justice one way or the other. Good hunting.

MISSION HIGHLIGHTS:

- Our contact, **Lorel Isard**, asked to meet with us at the **Lily-Pad Tapcafé** in Xozhixi on Thyferra, home planet of the **Bacta Cartel**.
- The tapcafé was walking distance from the Xozhixi starport. Alya accompanied Jerot to the meet. The rest of the team discretely loitered outside, keeping an eye on things.
- Dax remained vigilant for any **Companions**. Our rivals never showed, but very wise thinking on Dax's part to keep eyes out.
- Lorel was a friendly--and naïve and culturally insensitive--human lady who is an old friend of "Urban Explorer" and "Adventure Tour" author, **Bernice Blova**.
- Bernice has been missing for 2.5 months, and Lorel fears the worst. Bernice's latest work-in-progress is "**The Executioner's Trail**". She has been busy leaving clues in various locations for her fans to pick up and learn the story of Garek Daheen. Unfortunately, we don't think Bernice will ever finish it.
- Alya was given a single clue from Lorel, a piece of flimsiplast that Bernice left her. It reads, "THE EXECUTIONER was born under a forgotten place that leads nowhere."
- Being familiar with Bernice's "puzzles", Lorel suggested the team check out a site known as "**The 909**". Decades ago, this abandoned monorail bridge was later converted to a scenic pedestrian walkway. The walkway also fell to neglect and disrepair, and over the years has become a lawless "shanty town" run by gangs.
- The Team decided to visit Bernice's apartment first, to see if they could find any valuable clues there.
- The team respectfully searched the apartment and Mordana sliced the security cameras, but nothing useful was discovered. Lorel commented that Bernice

spent little time in her apartment, as she was always on the move meeting with fans and working on her "urban adventure stories".

- Mordana also researched Bernice's holo-net postings, but found no activity from the last 2.5 months. Bernice was very secretive about her work-in-progress, which was working against anyone finding her.
- S4 stealthily transported the team within a few clicks of The 909. The team hiked in and began talking to the locals.
- One colorful spicehead was reluctant to help at first, but Dax palmed a dose of **glitterstim** to Alya, who used it to coax some information out of the drug-addled weirdo.
- The spicehead told the team to talk to the **Junk Man**, and gave them directions to the Junk Man's shack. The spicehead then quickly disappeared to enjoy his glitterstim away from prying eyes.
- The team met the **Junk Man**, who was a very welcoming and helpful protocol droid, which was in dire need of repairs and maintenance. One leg had been inexpertly replaced with a wheel strut, an arm with a desk lamp, and an eye with a flickering lightbulb. It was not pretty.
- Mordana spent a couple of hours fixing the droid right up. There were plenty of parts around in the scrap heap, but none who knew how to make a proper repair. Stupid spiceheads.
- The extremely grateful **Junk Man** pondered the clue for a quick moment before remembering that an eccentric lady had come some months ago and made a deal with one of the local gangs called **The Sleepless**. She installed some kind of plaque. It was located near the central monorail bridge support column.
- The Junk Man had never been able to read the plaque himself, but he was very curious about it. The Sleepless had set up a makeshift camp/fortification around it. They were a notorious group of hard-partying spiceheads who never slept, to the extreme annoyance of everyone around them.
- The Team approached The Sleepless camp and was met by **Nightmare Joe**, the gang's leader.
- In the interest of saving both time and collateral damage, Alya offered the gang of addicts a bribe for the plaque.
- 1,000 credits and one misunderstanding later, the bronzium plaque was pried loose from its mounting stone and tossed at the feet of our agents.
- The inscription on the plaque was the next clue: "Born here in the slums of The 909 under-bridge, THE EXECUTIONER was raised among squalor and violence. His prowess as a capable killer manifested at an early age. Before long, he ruled--or at least intimidated--all of the gangs. Still a young man, he left these slums and moved on to the place where the trees hold up the sky. --BB".
- The Junk Man was fairly certain he knew the meaning of this clue: **Mesozoic Park**. A large sprawling greenspace where genetic engineers had planted (formerly extinct) giant conifers. The park was a popular tourist destination. It was so vast, and had so many secluded areas, that a criminal element had moved into some of the fringes.
- The park rangers were doing their best to keep a lid on this, and most of the park was very safe.
- S4 transported the team to the park, using the public landing pad available there.

- The team poked around, looking for clues. Alya approached a park ranger and asked if anything unusual had happened over the past few months. The ranger told her a strange story about an eccentric woman and an anonymous donor.
- The donor had gifted many dozens of **crimson-billed grebes** to the park. The rangers were delighted. These aquatic birds have a voracious appetite for the invasive choke-weeds that had infested the park.
- Through the eccentric woman (now assumed to be Bernice), the anonymous donor had made one condition: each grebe had a metal tag around its neck, and the tags were not to be removed for any reason.
- The ranger commented that the tags had numbers on one side and letters on the other, and none of it made any sense to her. But everyone was really enjoying the birds.
- Realizing this had to be the next “puzzle”, the team got hard at work. Grabbing each grebe long enough to snap a holo-image of its tag, mark it, and release it was not easy under the noses of the rangers.
- Creative thinking and teamwork eventually solved the puzzle. The tags were ordered by a “geyser sequence”, which seemed to thematically tie-in somehow with the geysers in the park.
- Unscrambled, the next clue read: “Growing weary of the hard life in the under-bridge gangland, THE EXECUTIONER moved to the relative peace and quiet of Mesozoic Park. Here, he learned to survive off the land, and to hide from his enemies. He grew stronger in the force. He was discovered by a half-human landscaper named Byo Bento. Byo and the young EXECUTIONER became friends and Byo took him in. The two of them eventually gained employment at Dlarit Estate: Byo as a gardener, the EXECUTIONER as a bodyguard. -BB”
- The good news: Dlarit Estate is a well-known residence deep in the swamps of Thyferra. The bad news: it is protected by turbolasers, a private squadron of fighters, and teams of security.
- The Dlarit family were part of **Xucphra Corp**, a pro-imperial member of the Bacta Cartel. They were extremely wealthy and paranoid.
- However, after some digging, S4 learned that the Dlarit family was currently off-world on a galaxy tour vacation. Hopefully the security teams and air defenses would be somewhat lax.
- S4 discretely dropped the team off just outside of the defensive umbrella. They’d have to hike it in through the swamps.
- Kunark did an admirable job of leading the team in a stealthy manner. However, he was about to trip a sensor device when Mordana spotted it, preventing a mishap at the last moment.
- Rumor is Mordana distracted Kunark with a pastry, but The Conductor didn’t inquire into the matter. Micromanagement is not his style.
- The team finally found the estate itself, deep in the hot humid swamp. They reconnoitered, spotting some individuals inside of the house and some guards in the stations near the gate.
- While trying to locate the gardener in the elaborate hedges behind the house, Zaraezi accidentally got spotted by the guards. Probably from a passive sensor or camera.
- Eight guards and one guard captain swarmed out after our agents.
- The house and its walls were both a help and a hindrance (Kunark getting slightly distracted by the beautiful and tasty Koi pond).
- Our agents had little trouble subduing the guards with stun bolts.

- Inside, the team talked to a Vratix butler-tutor named **Hellman**, and one of the Dlarit teens. The daughter, Erisi, had been left behind to catch up on her schoolwork. She was snotty and resistant, but Hellman shushed her and wisely cooperated with our heavily armed agents.
- Seven and Jerot located the gardener, Byo, in the large tool/storage building outside the house.
- Alya, suspecting him to be the Executioner in disguise, demanded he strip. The old half-human seemed terrified and confused. Unconvinced, Alya stunned him, dropping the elderly man with a single bolt.
- An awkward moment later, Mordana had revived the gardener and apologized.
- Byo, was still very frightened. He told the team what he could about Garek. The “boy” had grown ever crueler and darker over the years. He had a favorite hiding spot in the swamp. Garek had told Byo that he had learned how to “commune” with the swamp, whatever that meant. Byo was disturbed by all of it.
- The Dlarit family had treated their gardener very poorly, calling Byo nasty names and generally abusing him. While Byo still had some lingering affection for the younger version of Garek, it was apparent the two of them had grown apart. Byo now feared Garek more than anything.
- Garek had a severe facial wound that would not heal. Bacta treatments gave him some small relief, but half of his face was essentially gone. Byo presented a holo-image of Garek to our agents, printed on an old piece of flimsiplast. It depicted a morose-looking man with dank greasy black hair and a ravaged face.
- Byo gave the team directions to where Garek’s hiding place was in the swamps. He knew he was betraying his old friend, but he also knew it was for the greater good.
- The team hiked for an hour back out into the swamps. The area had an ancient ruin, mostly buried in the mud. Our agents spotted Garek immediately. He was easy to recognize. He was not trying to hide.
- Saying nothing, Garek ignited his crimson bladed lightsaber.
- Seven took the first shot. With a flick of his wrist, faster than an eyeblink, Garek partially reflected the shot with his lightsaber. Garek lost the use of his left arm. But the dark side was momentarily strong, and it sent the rest of the bolt’s overcharge of energy directly back at Seven.
- Drawing on his mysterious connection with the environs, Garek summoned a number of creatures out of the muck. Several small imp-like creatures and one towering monster of mud and plant material emerged.
- Dax Aryeon deftly “juiced” the mission leader, Kunark, with a special blend of his potent stimulants.
- Kunark took stim-enhanced aim. He unleashed a triple-salvo of weapons fire at Garek. Dark side or not, it made very short work of the target. Few beings in the galaxy would have survived such an onslaught, and Garek was not one of them.
- Working together, the rest of the team cleaned up the bizarre swamp creatures.
- Unfortunately, the giant mud-monster-thing fell directly on top of Kunark when it expired, injuring him.
- Jerot was satisfied, even if he did not deliver the killing shot himself. He left another one of his “true judgment” coins on the body.

POTENTIAL LIABILITIES

- Alya left a business card in Bernice's apt with coms channel to S4.
- Alya left more info with the Junk Man about the Daheen family and S4 coms channel.
- At the Dlarit Estate: Team left an apology note and some vandalism implicating the Companions. Unconvincing evidence, but perhaps it will provide them with an insulting hassle.

THE CONDUCTOR'S REVIEW:

You demonstrated a powerful mix of brains and brawn on this mission, agents. This was not an easy quarry to pursue! While I'm sure the Rebels could have learned something valuable from him had he been taken alive, it's completely understandable that you did the smart thing and took Daheen out as quickly and efficiently as possible. I'm sorry we could not locate Bernice Blova. However, that is primarily her own fault. Our client Jerot Thorn is happy, and so am I. Well done, shadows!

S4 REPORT, FILED BY ARLEN:

Was happy to provide intel and transport multiple times on this mission, it's nice to feel useful. However, I would like to know who smuggled the crimson-billed grebe aboard *The Prelude*...? There's guano everywhere. And now it's riding Womp-Womp around like a squawking jockey. Someone, please take this damned bird off of my ship!

MISSION REWARDS:

- All team members: 20XP, 2,000 credits, 10 prestige, 25 notoriety