

SHADOW SINFONIA AFTER-ACTION REPORT

PRIMARY OBJECTIVE: INVESTIGATE SUBTERRANEAN ALIEN STRUCTURE ON MT. ISON, HOTH

OUTCOME: **INCONCLUSIVE**

MISSION LEADER: LOREEN TOVA, MON CALAMARI ARCHAEOLOGIST

OTHER OPERATIVES:

- “SEVEN”, HUMAN (CLONE) SHARPSHOOTER
- DAX AYREON, HUMAN MEDIC
- BOSCO, ALEENA MECHANIC
- FILOVO RAA, INDEPENDENT RESEARCH DROID (CONSULTANT)

OVERVIEW:

We return to the Hoth for the 3rd time; in hope of finally exploring all of the alien structure under the ice of Mt. Ison in the Claburn Range. With some luck, we should learn something of its nature and purpose. Our guest, Filovo Raa, has patiently been waiting for this opportunity while Shadow Sinfonia pursued other missions. It’s likely that no one can claim to be an expert on the Hoth anomaly. But Filovo is the best consultant we could find. Perhaps there really is a connection with the so-called Elders of Naboo.

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. Most agents chose to keep their current preferred armor, but equipped with heating elements.
- S4 dropped the ground team off on the north face of **Mount Ison**, the same place as before, safely out of view of anyone.
- The weather was typically cold but also clear. A massive **blizzard** had recently passed through the Claburn Range, blanketing the area in fresh snow.
- On approach to the **Pyke Compound**, it was obvious something was amiss. The slab-sided Pycrite buildings were buried under mounds of snow. The Cicleroot trees had all been harvested, leaving only clean-cut stumps behind.
- A Gigoran-sized **tunnel opening** was located and explored. The team wished to check in on the Pykes to make sure the friendly but reckless entrepreneurs were OK.
- Inside, the team found the place dark. Flashing their glowrods around, they spotted felled Cicleroot trees. The logs had been placed over the roofs of the entire compound. The combined weight of the logs and the blizzard’s snow had partially caved-in most of the buildings.
- The team didn’t investigate for long before they ran into two squads of Imperial **Snowtroopers** and a Snowtrooper Sergeant. The Imperials demanded they drop their weapons and surrender.
- Loreen made a distracting show of casting aside weapons and gear while running forward to “surrender”. This bought the rest of the team a little time while one squad of troopers surrounded and cuffed him.

- The team was somewhat reluctant to fire on the Snowtroopers at first, being unsure of why the Imps were here or who they were actually after.
- Realizing a long sentence in a Labor Camp was probably the best they could hope for if they didn't fight back, Seven decided coercion was more convincing with some violence to back it up.
- Seven dropped the Sergeant with a blast from his rifle and barked an order at the rest of the troopers to stand down.
- Being more disciplined than smart, the Snowtroopers continued to engage.
- Bosco and Dax backed Seven up. Bosco sent Womp-Womp in to pummel another squad which was attempting to flank the team. Unfortunately, the noise of the droid's attacks drew the attention of a third squad.
- A combination of blaster fire, droid muscle, and Bosco's industrial glue turned the tide, and our team defeated the Imperials, **capturing two** alive.
- During the fight, Seven accidentally shot Loreen's cuffs off.
- Meanwhile, Filovo Raa, not rated for combat, hid the entire time.
- The Sergeant's **datapad** was found, and Loreen was able to decrypt it.
- The datapad revealed that the Imperials considered the Pyke Compound to be an "illegal manufacturing facility" and that all the Gigorans had been arrested and turned over to ISB.
- The entire Compound had been cleared out except for a small stash of supplies for the Snowtroopers.
- The datapad logs also mentioned the "mysterious mining operation" to the north, showing the Imperials' misunderstanding of the alien structure. A squad of Snowtroopers had been sent to scout the "mine" but had not yet returned.
- The two surviving Snowtroopers had little valuable information to add. They were more interested in issuing empty threats. The team left them tied up with a few supplies so they wouldn't freeze or starve.
- Meanwhile, the rest of the Imperials' gear was looted, acquiring (among other things) a **heavy repeating blaster** and **4 thermal detonators** (or 4 'miracles' as Seven calls them). Womp-Womp served as reliable pack mule.
- The team moved on to the "**Crevasse of the Dead**" to see if they would have better luck at this triangle-shaped entrance than last time we were here. (During the previous mission, the primary entrance was bypassed in favor of the secondary entrance, which was essentially a crack in the roof of the structure at the bottom of the large excavation pit).
- Using his **ascension gun**, Seven went down the crevasse first, to determine if this way in was even possible.
- After an initial probing of the entrance (disabling its trap mechanism) and a look into the chamber underneath, it was decided to give it a try.
- Most of the team climbed (or half fell, half slid) down the crevasse, past the creepy frozen fossils and bones in the walls.
- Meanwhile, Filovo calmly **rode Womp-Womp** down from above and then down into the chamber below.
- The cheeky research droid then sent Womp-Womp back up to fetch the rest of the team and bring them two at the time into the chamber.
- The team admirably resisted the urge to shoot Filovo.
- The chamber below was constructed from the same black metal as the exterior.
- As seen before, the metal surfaces were embossed with subtle **glyphs**, no two of which look exactly alike.

- The roof of the chamber was rounded, and some distance below the triangular door was a tall, steep, **tetrahedron** made from the black metal, extending up from the floor.
- It too was covered in the bizarre infinite-alphabet of glyphs.
- Filovo Raa was in awe of chamber, and recommended everyone take as much holo-pics as they could. He estimated it would take many hours, if not days, to study the glyphs on tetrahedron, much less the entire chamber.
- Once everyone was safely down, a triangle-shaped door in the chamber wall whisked open, and four **spider-like automatons** rapidly entered.
- Each mechanical spider appeared to be constructed of materials that resembled brass and glass.
- One of the spiders fired a mono-filament “web” at Seven and the team soon found themselves defending their lives.
- The spider creatures were frighteningly fast, and able to leap a respectable distance to attack their chosen targets.
- Accurate shooting took care of two of the monstrous constructs. Bosco’s restraining bolt handled the third.
- Communicating with the ‘pet spider’ was difficult, as its language and design were extremely alien in nature.
- However, Bosco and Loreen working together were able to give it very simple commands. They could also understand small snippets of what it said in return.
- Bosco commanded her ‘pet spider’ to tell the 4th spider to stand down. It seemed to work, as the creature bowed and retreated, withdrawing back through the triangular door from which it came.
- Filovo was of the opinion that the creatures were a very low-level sentries and probably not very knowledgeable of the structure or its workings.
- In spite of these problems, the ‘pet spider’ was able to safely open some of the triangular doors for the team, which was helpful.
- The team explored a short hallway and found another chamber. Beyond a shallow entranceway, this room was completely spherical, and featured a pedestal in the center.
- Floating above this pedestal was a **mysterious black sphere**, surrounded by rock chips and other debris in slow orbit around it.
- Curious but cautious, the team sent ‘pet spider’ ahead to climb the pedestal.
- As the spider climbed the pedestal and approached the floating sphere, it underwent a strange series of transformations, all happening very quickly.
- A couple of sharp-eyed team members were able to see what occurred.
- First, the restraining bolt disappeared, then all of the scratches and corrosion on the spider’s body faded until it looked brand new, then the spider transformed into a loose collection of parts, then powder, then a cloud of gas, and finally it vanished completely.
- Seven figured out what had happened to it: the spider creature had traveled **backwards in time!**
- This was an interesting (if terrifying) opportunity for our favorite age-accelerated clone. Would the sphere make him younger? Would he forget everyone and everything? How close could he get to it before it was too dangerous? Would Dax have to ascension-gun snatch a crying baby back into their arms?

- All good questions. The team decided to explore more of the facility first, in the hopes of finding some answers. They skirted the perimeter of the room, staying as far from the pedestal and weird time-orb as they could.
- For the rest of the exploration, navigating the hallways and triangle-shaped doors was trickier without pet spider.
- Some of the doors were trapped. However, Bosco's mechanical skills and memory for glyphs got them safely past all but one trap.
- The next chamber was about as strange as the previous one. Another spherical room, this one even larger. The doorway opened to a long walkway that extended out into the heart of the spherical void.
- Floating above the end of this suspended walkway was a **chrome sphere**.
- Being both brave and inquisitive, Loreen ventured over and grasped the chrome sphere in both hands.
- The interior of the chamber lit up in a bright planetarium-like display of the galaxy.
- By running his flipper-hands over the chrome sphere, Loreen was able to manipulate the galaxy display, panning and zooming on various star systems.
- The team spent some time experimenting with the room, and figured out that the map was current with astrogation data, yet not very detailed.
- It seemed to show only the type of star, planet, or moon, and their relative positions to each other. Asteroid belts and nebulae did not appear, though it's possible these options simply weren't active.
- Everything was displayed as simple color-coded shapes.
- Interestingly, Alderaan was still displayed as an existing planet.
- The team concluded that whatever database powered the thing kept itself up to date from the standpoint of orbits and relative positions. Quite possibly from extrapolation rather than observation.
- The room appeared to be ignorant of historical events such as the destruction of Alderaan or the conversion of Coruscant into an ecumenopolis.
- The team backtracked, bypassing the time-sphere room again, and found itself returning to the vast "animated statue" room where they had fought the large humanoid-tree statue construct on our previous visit.
- The statue's rubble remained behind, partially shrouded in a thin floor-hugging mist.
- The team crossed this massive chamber, finding nothing new, and explored some branching hallways from there.
- They returned to the **throne room** which had been found by the previous expedition, but left relatively unexplored.
- Making wise use of the **heavy repeating blaster** (hauled all this way by long-suffering Womp-Womp), the team set it up just outside of the throne room entrance.
- The oversized elaborate black metal throne was positioned against the rear wall of the chamber, sitting atop a long steep staircase.
- Flanking either side of the stairs were the same six large **guardian statues** we found before, armed with their kopis-like weapons.
- Loreen approached the throne, and spotted two objects resting on the seat. A phrase in the alien glyphs was inscribed across the top of the backrest. Unfortunately, no one deciphered it.
- Filovo followed closely behind Loreen, also recklessly curious about artifacts.

- Loreen marched up the stairs and grabbed the two objects. One of them was a silvery mesh belt with a golden box for a buckle. The second object was a golden five-pointed star with rounded points, about the size of a crown.
- As soon as Loreen touched the objects, the guardian statues came to life.
- Loreen quickly fastened the belt around himself, and then held the star over his head and commanded the statues to stand down in his best impression of their language.
- In unison, the six statues responded. Unfortunately, no one was able to understand what they said.
- The statues attacked, apparently angered by the imposter near the throne.
- The large constructs hit pretty hard, but they weren't quite as tough as they looked. Especially compared to Seven's blaster rifle and Bosco on the Heavy Repeater. (So **uncivilized**, Bosco!)
- The team took a few nasty wounds, including Filovo.
- Filovo calmly asked Loreen if he could have the five-pointed **star-shaped artifact**, claiming to understand its purpose.
- Loreen handed the star over to the droid, who was looking worse for the wear.
- Playing around with the belt again, Loreen was surprised to discover that he could **teleport** across the room with it!
- The rest of the team continued to hold off the rampaging guardian statues, steadily blasting them down, one by one.
- Meanwhile, Filovo spun around and used his tentacle-like appendages to "attach" the star-shaped object to his own back.
- It was eerily just the right size and shape to snap into place with a magnetic attraction to the droid's star-shaped torso.
- The entire complex began to shake, as if caught in the grip of an **earthquake**. Small pieces of debris rained down from the ceiling, trailing plumes of dust behind.
- Angry at the apparent betrayal, Dax opened fire on Filovo Raa.
- The shots struck true, only to bounce away, deflected by a force field surrounding Filovo!
- As the combat raged on, with the loud thunderous rumbling in their ears, the entire team heard Filovo speaking calmly inside their minds:
 - "Friends...I seem to have awakened something in this facility. And new programming inside of myself. It is not safe for you to remain here much longer. Allow me to open a door for you...look...over there...."
- A bright purplish-white light opened in the middle of the chamber, forming a triangle-shaped window. The team could see snow blowing out of it...they squinted at the glare and recognized the surface of Hoth.
 - "Quickly, friends. Take the portal. I fear for your safety down here."
- The team was not really sure they could trust him or the portal. Meanwhile, they dispatched the last of the guardian statues.
- As the alien structure continued to shake. Through the loud booming noises, Filovo gave them another mental warning.
- The team ran for the portal one by one, Bosco going first. The bright glare and cold was a bit of a shock to the system.
- The team soon found themselves back on the surface of Hoth, staring out over the excavation pit.

- Cracking rock and thunderous booms shook Mt. Ison as debris flew up out of the pit. Vaporous trails of snow and ice chips followed behind the larger chunks of rock.
- Smaller pieces harmlessly pelted the ground around the team, standing dumbstruck by what they were witnessing.
- A moment later, a **gigantic black metal sphere** launched itself out of the pit, heading skywards at an alarming rate of speed.
- The team received one final message from Filovo, sounding very distant in their minds:
 - "Friends...I'm not sure where it's taking me...I only know that its destination...is not in this galaxy. Farewell, and good wishes. Perhaps will meet again. Perhaps not."
- The team scouted out the area, finding the corpses of 4 more Snowtroopers, most likely the lost scouting team.
- The two troopers left back at the buried Pyke Compound were still alive, and still claiming that the Imperials would be arriving in force "any minute now".
- S4 picked our team up at the rendezvous point and left Hoth. Hopefully for good.

THE CONDUCTOR'S REVIEW:

Wish I had some answers for you. While the results of your mission are inconclusive, they are fascinating. I think you stumbled across something that is simply beyond our ken. Technology that is sufficiently advanced past our own might as well be magic. Good work, I'm very relieved you all made it home safe.

S4 REPORT, FILED BY ARLEN:

What a nice haul of loot you recovered from the Imperials! This wacky mission was not a total waste of time after all. Plus, that belt Loreen found, wow, that thing is crazy pants. It could be really useful. I'll look into fencing the rest of this stuff for you. I assume you want to keep the heavy repeating blaster and the 4 thermal grenades in the arsenal. I hope we don't get boarded and inspected any time soon. I'll try to find a good hiding spot. Maybe behind the caf-cup dispenser. Oh wait, I see Bendak has already found that spot. Ugh. Never mind. I really need to remember to turn off the dictation droid when talking to myself. Arlen out.

MISSION REWARDS:

- All team members: 10 Prestige, 0 Notoriety, 5,000 credits each
- Loreen: 30 XP
- Bosco: 25 XP
- Dax & Seven: 20 XP