

# SHADOW SINFONIA AFTER-ACTION REPORT

PRIMARY OBJECTIVES: RECOVER A SAMPLE OF OBLIVION'S KISS

OUTCOME: SUCCESS

MISSION LEADER: BENDAK MAREEL, CATHAR POLITICO

ACTING COORDINATOR: ARLEN

MISSION OPERATIVES:

- DAX AYREON, HUMAN MEDIC
- SEVEN, CLONE SHARPSHOOTER
- SPEET, MIRIALAN SABOTEUR

OVERVIEW:

We were contacted by Lavina Wren, acting Governor of Cularin. Her troubled but valued aide, Merik Darou, is comatose, apparently from a dose of spiked ryll spice. The doctors are doing all that they can, but they need a sample of whatever the ryll was spiked with so they can synthesize an effective antidote. She requires the utmost discretion, and for us to avoid any entanglements with OPS (the Office of Peace and Security). Governor Wren is distraught that her aide has overdosed on something. He has been trying to kick his ryll habit and had made good progress over the past few weeks.

MISSION HIGHLIGHTS:

- The mission begins in **Merik Darou's** modest apartment in the city of Hedrett on Cularin. The team searches it for clues.
- Bendak finds a lady's jacket. Hidden in the lining is a **passport** with an address in the city of Gadrin. The passport belongs to an attractive Twi'lek named **Naytha Alutana**, and the address is owned by the **Metatheran Cartel**. An infamous and powerful trade cartel with a shady past.
- The team also finds a tab chip for a place called "**Spanner's**", a seedy cantina in Hedrett.
- Since they are already in Hedrett, the team decides to visit Spanner's first.
- Speet talks to the bartender, who seems friendly and chatty.
- Bendak gets a date set a waitress named Tara, and some valuable intel from her.
- Including the password for the room upstairs, "Mynock Surprise".
- The team uses the password to get past the Trandosha door guard and they enter an upstairs office.
- There they talk to **Vel-Kan**, a low-tier criminal. They trade him credits for information.
- Between the waitress, the bartender, and Vel-Kan, they start to put some pieces together:
  - Naytha Alutana is a high-priced escort who works for **Thurm Loogg**, a Caarite boss in the Cartel.
  - A drug dealer named **Kelkan D'vrosh** has been slinging ryll spice that's been "enhanced" with a hot new designer drug called **Oblivion's Kiss**
  - Kelkan and Naytha have been seen together on occasion.
  - Vel-Kan would love some of the new drug.

- He sells a couple of packets of un-spiked ryll to Bendak.
- He also gives the team an address to investigate, scribbling it on a greasy takeout food recipe.
- He tells him that's where the **Oblivion's Kiss** dealer holes up.
- S4 transports the team to "Smoketown Ged", a mostly-abandoned industrial area of Gadrin.
- There they find Kelkan's apartment above an empty warehouse.
- His apartment window is the only one with the lights on, and there's the silhouette of a humanoid shape on the shades.
- After watching the place for some time, they notice the shadow never moves.
- Suspecting he's been hung (either by himself or someone else) the team enters the apartment...and finds it's a punching dummy hanging from a chain.
- The apartment is filthy, and smells so awful that Bendak can't stay inside. The rest of the team tosses the place.
- Among all the trash and empty food containers, they find some ammo reloads, a rebreather, and a **broken datapad**.
- It's fairly obvious someone broke the datapad on purpose, probably on the edge of a table.
- Meanwhile, **4-LOM**, a bounty hunter that works for **The Companions**, is spotted. He's carrying a blaster rifle (on a planet that doesn't allow military weapons in the hands of civilians).
- 4-LOM enters the apartment to be greeted by our agents' guns in his face.
- He immediately drops his rifle and tells them he's only here to retrieve some spiked ryll.
- Turns out he was hired by Vel-Kan to try to boost it.
- Knowing the apartment was a dead end, our agents left him in peace.
- Our agents return to the *Prelude* to regroup and analyze the datapad.
- The datapad is so badly damaged, it's not of much use. However, some mechanical repairs followed up with a data recovery scan retrieves the phrase: "**White Nova**"
- Not knowing what this means, the team wants to investigate Kelkan's apartment again. They decide to plant a bug there.
- However, out on the street, the team sees two OPS vehicles approach and park below the apartment.
- They also spot 4-LOM scurrying away, ducking down an alley with his blaster rifle.
- Thinking quickly, Speet calls out to the OPS officers and gets 4-LOM arrested. While the officers are chasing the droid, Speet plants another bug on one of the patrol vehicles.
- Looking for answers, our agents visit the **Metatheran Cartel** office in Gadrin.
- They keep a watch on the office from a tapcafé across the street, until one of the workers, a Caarite named Manod, leaves. He enters the tapcafé where Bendak is watching and buys some caf.
- Bendak chats him up and finds out Jyll's favorite drink (Jyll being the female Caarite still working late in the Cartel office).
- Bendak takes Jyll her favorite caf drink.
- She's extremely flattered and flustered, and she takes him to talk to Thurm Loogg.
- Meanwhile, Speet plants a bug under Jyll's chair while Bendak distracts her.

- In Thurm Loogg's office, they find **Naytha Alutana**.
- Everyone verbally dances around each other, trying to work the angles. Finally, Bendak mentions "White Nova".
- They let him know it's a luxury liner. Thrum looks it up on his holo-terminal. The liner is headed for Coruscant in a few hours.
- After further discussion, it becomes fairly obvious they all want the same thing: to help Merik Darou.
- Naytha is rather fond of him, and was sorry when he overdosed. She rendered aid as best she could, but had to bounce lest the Cartel get implicated.
- Naytha gives them an address, the same address they got from Vel-Kan, it's Kelkan's apartment, which the team has already been to.
- She also gives them a flimsiplast image of the drug dealer so they know what he looks like.
- Our agents leave the office and watch it again from across the street for a few minutes.
- Loogg comes out to the reception area, they can overhear him on Speet's bug.
- He instructs Jyll to draft **two memos** to the Governor. One if the boy is saved (where he takes the credit) and another if the boy dies (where he blames the "amateur crew" she hired). It's obvious this is just a political game to him.
- The team also draws the conclusion that the drug dealer, Kelkan, is probably trying to leave the system. Next stop: *White Nova*.
- Unfortunately, security on the luxury liner is extremely tight.
- Dax hides a holdout blaster in his smuggler's trench coat, Seven disassembles a blaster and mixes the components in with his gear.
- They travel to the spaceport and manage to make it to the last shuttle going to the *White Nova*.
- The security checkpoint is manned by 3 droids, a security specialist, and multiple scanners.
- Our agent's weapons get confiscated.
- Inside the luxury liner, they are greeted by an overly friendly protocol droid, who is useless other than showing them to their two temporary cabins.
- (S4 arranged for the team to get onboard with the understanding they'd leave before the ship jumps into hyperspace).
- Dax attempts to slice a terminal without much luck.
- Bendak has better luck charming (and bribing) a cleaning lady, another Caarite with a mercenary attitude.
- Who uses her credentials to locate Velkan's cabin and open it.
- The cabin is empty.
- Dax notices a maintenance panel has been disturbed. The anti-tampering sensor on it has been disabled; some wires are left dangling and the panel itself is still loose.
- The team climbs into a maintenance duct and begin crawling deeper into the ship, looking for their quarry.
- Unfortunately, the ducts branch off in three directions.
- Then Dax notices some light scratches, probably from Kelkan's boots, along the corners of the ductwork.
- Everyone takes that route, with Seven in the lead.
- Seven exits the maintenance duct, finding a cargo hold.
- He is immediately ambushed and grappled by **Kelkan D'vrosh**.

- All agents dog-pile out of the duct and gang-tackles the drug dealer.
- He gives up very quickly, being unarmed and realizing he's overmatched (well-worn punching dummy or not).
- Kelkan gives the team his only bargaining chip: the locker number and combination of his stash of spiked ryll back in the spaceport on Cularin.
- Not trusting him at all, the team smuggles him off the *White Nova*, cuffed under a coat.
- They recover their confiscated weapons at the security checkpoint and take the same shuttle back down to the starport, mere seconds before the *White Nova* begins moving under her sublights out of the system.
- They locate the locker at the starport and the combination Kelkan gave them works. They have him open it, suspecting a booby trap. There is no trap.
- Instead, there is a small sealed case containing 30 doses of ryll in individual plastic packets, each one decorated with a sticker of a kiss-print.
- The team smuggles the drug dealer aboard the *Prelude*, where Arlen throws him in the brig.
- Dax starts testing one of the ryll packets.
- The other three agents take some more samples to the hospital.
- Both Dax and the hospital lab are able to isolate the narcotic that the ryll has been spiked with.
- The hospital synthesizes an antidote, administers it, and Merik begins to recover. Naytha is there to greet him when he wakes up.
- Governor Wren is extremely grateful to us.

#### THE CONDUCTOR'S REVIEW:

Thanks to your hard work and quick-thinking, we now have a new ally in Governor Wren. While her position as acting governor is very tenuous under Imperial rule, that could change for better or for worse at any time. Regardless, you did the right thing and saved a young man's life, and you were well paid for your trouble. Great job and congratulations.

#### S4 REPORT, FILED BY ARLEN:

This is the kind of mission I really signed up for. Thank you, agents. Glad S4 could support you in this noble endeavor. Per the Conductor's instructions, we will be turning Kelkan D'Vrosh over to the OPS. Without the 30 doses of ryll you captured, they won't have recent evidence. However, he has warrants for numerous other crimes. It's likely we won't be running into him again.

#### ADDENDUM FROM VAN-CHAVEZ:

Yeah, Bendak my dude, not sure what you plan on doing with all that Oblivion's Kiss but I know a pilot who likes to party. Hope your date went well. Don't be such a stranger.

#### MISSION REWARDS:

- All team members: 2,500 credits, 10 prestige, 0 notoriety
- Bendak & Speet: 25XP
- Dax & Seven: 20XP