



THE PHOENIX MYSTERY

This is probably my biggest mission, content-wise. I mean, I wrote EVERYTHING out that time, so it is pretty complete. For some it might seem a little stifling. Bear in mind that you can do whatever you want with it, take all, take some and throw the rest out the window, use the outline and rewrite everything, or just pass it up...

BACKGROUND AND INTRODUCTION

Our first mission starts up a few weeks after the battle for Naboo as seen in Episode 1. Only a couple of weeks after Qui-Gon Jinn's funeral, the Jedi Council receives a plea from the Governor of a small planet in the Outer Rim called TALIS. The plea is backed up by ex-Chancellor Valorum himself, who knows the Governor well, and offered to help in any way he could. The Governor of Talis had asked for the Senate's help, but it only offered observers to record events and analyze the situation, it is way too busy at the Galactic level to get involved in a local problem. The Governor was hoping maybe some young and talented heroes would be able to uncover what is going on.

So, Master Windu himself has called our heroes to investigate and resolve the problem. One of their Jedi apprentices will go with them... The heroes arrive at the meeting and are taken by a couple of Jedi Knights to the meeting room where Master Windu is waiting. True to himself, the man doesn't waste time in idle talk, and begins the meeting as soon as they enter.

"Good morning. Thank you for coming on such short notice. We have contacted you for a mission of great importance. I want to insist on the fact that we need to keep this a secret so as to maximize our chances to solve the mystery that has been placed before us. Just yesterday, we were contacted to help quickly and quietly on a planet called Talis. There seems to have been a series of unwelcomed events, in recent weeks, that has a part of the population angry. Some groups are even calling for a new Government if the one already in place cannot solve the problem. One of them is even promising to take the streets."

"Now, the people of Talis are usually a quiet and peaceful kind. They have never had risen against anything, and have always resolved their differences calmly. They haven't even had a war on their soil in several millenia, so we have been wondering what is happening. One of our Masters and his Padawan were in the area, on their



way to another mission, so we asked them to stop in and confirm the events for us. They reported that some groups seemed to be stirring things up a bit, haranguing the crowds in the streets with speeches and such."

"I have prepared a datacard with all the information we have concerning Talis and the recent events. It is coded, but our young apprentice here" *<he points to a young alien Jedi who has, so far, been listening very quietly, and hands her the datacard>*" knows the code. We have chosen her to accompany you because of her knowledge of and her ties to the world, which is her homeworld."

"There is a shuttle leaving for the Orion Sector, but I do not know when it takes off. The Governor of Talis has arranged for tickets for you and has made reservations in a hotel for your cover (you will be tourists on vacation, as far as everybody is concerned). They are stored on this chip along with a pas for each of you; this pass will allow you to enter Talusian territory. The rest is up to you.

"Your mission is to uncover the perpetrators of these acts and stop them from throwing Talis into a revolt. Once you have found them, as well as evidence against them, contact the Governor himself, so he can proceed to their arrest. Do you have any questions? Very well then, I wish you success, and may the Force be with you!"



STORY OUTLINE

Arrival on Talis

After a 4-day trip in a shuttle, you finally arrive at your destination. Upon arrival at the starport, you are directed to a waiting room before taking a transport to the Customs and Welcoming Center on the surface.

From the shuttle, you exit the platform through a sliding glass door and end up in a hall with marble walls, nicely decorated with flowers and local art. The signs, right out the door say "*Transports to Welcoming Center*" Ahead, you see a large gate, adorned with sculpted columns that look like they've been carved out of a corral wall. You walk in line towards that gate, in a divided hallway. Signs are warning that the right side is off limit due to a force field in place.

As you get closer, the line stops, and you can see the escort droids talking to a security guard. ((DC10 Intelligence check to see if Talusian Jedi can read their lips, if so, she knows that guard is telling droids to take visitors to safety right away.)) Suddenly, you hear heavy footsteps behind the force field, as if people were running and, from the corner of your eyes, you see someone rushing past. The person is wearing a dark blue jumpsuit and seem to be followed closely by a group of security guards. The person then jumps over a railing that leads to another level (the signs say "*staff office*"). You hear a thump and a crash and a droid voice, a little muffled. At that very moment, a small explosion rocks the lower levels, a few meters behind, and some debris comes flying up. Fortunately, the force field protects the visitors.

Behind you, a group of Talusians and humans are up in arms. "Not again! Watch, they'll call that an *incident* too on the news, I'm sure!! When are the Police going to do something about these criminal acts?? This planet used to be so peaceful and quiet. What is going on????" The droids call everybody's attention, ask if anyone needs medical care. Then the line moves on again. Once in the waiting room, the staff apologizes for the incident and tells the pressing crowd that it was a thief that managed to get past security and tried to blow up a cargo bay. The Police are investigating, and the area is secure once again.

Upon exiting the transport, the staff leads you to a long raised covered bridge (you can smell the salty sea) to another waiting room. There, you are welcomed by a protocol droid that promises to do your bidding until it is your turn to go through Customs. The room is large and spacious, well lit, has vending machines and comfortable seats. Towards the exit is a line of desks occupied by Custom Officers wearing the traditional colors of Talis (blue and yellow). Behind the desks, a large marble gate opens for each person that has been checked. The gate is guarded both by security agents and droids.

Out the window, you can see a bit of the island. The sea is blue green and calm. On the water, you can see hover boats (every vehicle on the planet uses a special kind



of hovering technology, no other vehicles are allowed on the surface), and strange water creatures carrying people on their backs ((if someone asks the Talusian Jedi, she'll tell them that they are Jora, the entry for the Jora is in the creatures section).

it is finally your turn to go through customs, and you are asked the purpose of your visit and how long you'll be staying. The officer asks to check your bags. You learn that even though you have a license for your weapons, you have to keep them inside the bags and not use them unless in self-defense. He advises you that there is a weapon checking room for your convenience, if you'd rather leave them here until your departure (it's only 2 credits a day for safekeeping).

Once out the door, a small droid heads towards you, beeping and whistling ((DC12 spot check to see if heroes noticed him, if so DC10 Intelligence check to see if they figure out he wants to talk to them. If so, read on, otherwise, he'll follow them until they either figure it out, or get in the hotel where it is not allowed in without its owner). He catches up with you and gives you a message:

"I have information for you concerning your assignment. Meet me at your hotel. A friend of Talis." The droid then erases the message and walks off.

At the hotel

Your hotel is right across from the Main Library Complex. As soon as you walk in, a greeter welcomes you and offers to take your luggage. He checks in your registration and calls someone to show you your rooms. After the Talusian leaves you in your suite (it has 2 vast rooms connected by a door), you can settle in. ((DC checks to see if heroes notice the Talusian spy hiding in the shadows, by the closet. Whether or not they do, he will eventually show up to talk to them. He was just waiting to make sure the place was safe.)). After some time, a Spy comes out of hiding, he is dressed in a dark cloak, and has a mask so no one can tell what he looks like.

"I am glad you received my message. I had no doubt my faithful droid would acquit himself of his task. I will be short as I have to go back to my work. Our suspects have been reported in the Entertainment District only a couple of days ago. He also mentioned a Phoenix in our last conversation, but I do not yet know what it was about. Unfortunately, my only lead disappeared, and I fear him lost. I will be going back to find out more, but you might want to start there. Oh, one last thing before I leave... This meeting never took place, we've never seen each other. Thank you, and I bid you farewell."

In the Entertainment District

You are walking down one of the roads that lead to the Entertainment Complex. Crowds start to thicken a little as you get closer to the harbor area. It is late afternoon. The local market just finished, and the farmers are gathering their stuff and packing up their stalls for the night. People are going into the Complex to play, have fun... The back parking lot has only a few hover cars and air taxis. In the back



of a warehouse, a shuttle is being loaded. That shuttle has the sign of Phoenix on it as an emblem. In the pedestrian street, there are restaurants and hotels across from the Complex. The beach is nearby as well. In front, workers are leaving the warehouse and one of them locks it up. ((If they ask around, a child who is waiting in line with his parents at the restaurant sees the shuttle take off and shouts *"Wow! Look dad! That's the Phoenix I've been telling you about. The shuttle is here almost every night when I look out the hotel window. Isn't it cool? A couple of nights ago, it took off very quickly and it made a lot of dust all over. I wish I could go to the Forest to see it! Can we go dad, huh?"*)) The shuttle then veers towards the Forest Island and disappears in the woods.

In the Warehouse

The warehouse has a main entrance in the front, plus an emergency exit in the back. There are no windows at eye level, except on the offices walls. ((Computer Use check to open the door, but there's an alarm in the office, which can be seen flashing from the office window. It needs to be deactivated -DC15 Disable Device - rather quickly, or it will sound the sirens.)) Inside the warehouse, you see rows of crates, some with labels, others without. **In the front of the warehouse, 2 Security Droids are moving your way. Then, shortly after, a Probe Droid comes hovering around.**

There are 2 hover forklifts in the main room, and 2 offices. Some signs can be seen on the walls inside:

- Outers A
- Outers D
- Local A
- Local D
- Med. D (do not stack!)
- Owner
- Manager

A is for Arrivals and D for Departures, by the way... :)

In the Manager's office, you find some accounting papers, a few crumpled sheets of scrap notes, nothing of importance). In Owner's office, you find (in desk drawer) a label with Phoenix emblem on it. Next to the Med D boxes, on the floor, behind the biggest crate, you see a fallen shipping sticker with the same emblem on it. It has 2 shipping addresses, 1 on Millin and 1 on Lianna (in the Tion Cluster).

((If heroes decide to check out any information they can find on the Phoenix emblem, they can go to the library and find out the stuff written out in the clues area below.) If they ask around, nobody knows what the Phoenix is, except for one man who heard there is a legend about a Phoenix Lord, but doesn't know anything else about it.))



On the Forest Island

You catch a ride on one of the Jora (check out the creatures section for description) and end up on the Forest Island. There, you notice people exercising on a fitness trail, some picnic tables. As you are walking around, an old man whispers something to you.

"Hey! ... Pssst!... Come over here please... I have something to tell you." He is half hiding among the trees. He looks scared and his eyes are sweeping the area the whole time. *"The Spirits told me you'd come. I'm glad you're here!... Listen, They told me to tell you this, then I'm leaving... Can't stay here... Too dangerous..."* ((Old Man tells them a riddle, then runs away.))

He ruled Millin eons ago
The mention of his name
Brought fear to people
Many claimed his fame
None succeeded
Now the Spirits are restless
For he is reborn from his ashes

(Yeah, I know, I'm not a poet, sorry...)

As he runs to the Fitness Center, the Phoenix shuttle comes flying over head towards the landing platforms where the Customs Offices are located. It comes from deep in the woods. ((Sarin, the Talusian Jedi, knows that the Governor's old mansion is located out there, but it doesn't belong to him anymore. He sold it a few years back. It is an expansive place and has been in different hands since because it costs a lot of money to be kept up. It is on the edge of the woods, near the beach on the other side, bordering the Narek Ocean.))

As you get closer to the mansion, you can see 2 guards standing in front of the entrance. A Trandoshan comes out to talk to them, then goes back inside. You also notice another guard doing his rounds around the house. Woods stop a few meters from the mansion, to the side. In front, there is just the path before the beach. To the back, there is a shed, and on the other end of the mansion, a balcony that has a sliding door to a 2nd floor room. In the middle, you see a rear entrance, but it is locked, and there seem to be footsteps inside and people talking behind the door. ((Climb check if the heroes decide to go in by means of the balcony. My players sent the hovering translator droid up to check and make sure there were no surprises up there, but not everybody has one of these. **If they decide to go in through this door, they'll have to fight the 3 guards inside, the Trandoshan soldier plus, eventually, the 3 guards from outside.**))

((To read about what can be found in the different rooms upstairs, check the clues section, Mansion area. Oh, my players just messed up the house... They stuffed up the toilet, ran the water in the tub with the plug in, formatted the computers, and took



some of the good food they found in the kitchen! :) **On their way out, the Trandoshan Soldier comes out the back door as they are walking back to the woods, blocking their way.))**

Back at the warehouse

((it's the only way for the heroes to get to the next part, security is too tight for them to just walk in uninvited. they'll have to join up the rest of Phoenix's team who is loading some of the crates at the warehouse in the shuttle, on the roof. They can try to sneak up the roof and join in the team - that's what my players managed to do - or just walk up the door and apologize for being late... However they choose to do it, just figure out the DC checks and all that fun stuff for them. If heroes put on the uniforms they found in the mansion, it should be fairly easy for them to mix with the rest of the teams, otherwise, well... they'll have to pilot the shuttle themselves and try to explain once they arrive where the heck the others are to the man in charge of the operation - hope they have lots of Bluff ranks!!))

On the Medicine Island

As you walk up to the main laboratory, you see some security people walking around. One of them walks up to you and asks: "Are you here for the special plants?" ((if players answer yes, move on with the script, otherwise, improvise to get them to be sent to help out the thugs' team!)). The man nods approvingly and orders you to go to your respective jobs in the back rooms. Inside the lab, there's first a welcoming desk, at which you are asked to show ID (each of you has one in the uniform pocket!!). Security then directs you to several rooms. Any maintenance uniform wearing hero will be sent to the garbage room to fix the disposal's motor; any one wearing a dark blue uniform will be sent to the storage room to help load the boxes; anyone with security uniforms will be directed to escort them back and forth. Someone brings in a couple crates. As you find out from instructions that are given to you, these contain rocks and wood to fill the plant boxes that you are to empty of their content. Loading is done in the back of the lab. ((my players thought about leaving the rocks in, that way if they managed to escape, they would not be taking anything important... I gave them a few extra XPs for that)).

As you finish up and join the rest of the team, an explosion rocks the front of the building. ((If they rush to the scene, they see a dark cloathed human, with a scar on his left cheek, run away. He's actually Phoenix's Assassin. If they run after him, they'll catch up with him, providing they don't miss their spot and search rolls, by the sea. They can fight with him if they wish, but he'll try to escape before he's dead, if possible - I did that with mine because I wanted to reuse him... Our Wookiee almost killed him off with a great Bowcaster roll... Luckily, it was his turn right after, and he had just called up his radio-controlled swoop earlier, so he could escape. Bowcasters can be nasty! :) Whatever happens afterwards depends on what your players will choose to do, so it's pretty much open anyway... Mine stopped a few guys, but let the shuttle go to let them think they got away with the plants, when they actually were



taking home rocks! If your players decide to go back to the Mansion, they won't find anybody there... Phoenix people already took off with their ship as soon as they got back, using the front business as an ID to leave from the business departures area.))

At the Governor's office and reception room

You are received by the Governor and his staff with the greatest of honors, a reception is even prepared for you. The Governor makes a speech about how grateful he and his people are that you were able to help. Some of the religious leaders are here to thank you for uncovering the goods stolen from their Temples and offer you many blessings for your help; the children of their communities have written a small prayer on a parchment poster and they'll be giving it to you as soon as it is blessed (which it should be as we speak). The Governor insists on giving you a reward (really!) Here's a list of what he offers, you can share it or decide who wants what:

- Medinine plants books
- Ceremonial sword
- 1000 Credits
- A 4-day trip paid to the Resort area (housing, food, attractions)

The old man, who was also invited, is given a plot of land in the plain (he can become a Farmlander now and be a respected man).



HEROES AND NPCs LIST

I purposely do not put levels because everybody has different level characters and you can just make them whatever level would be a challenge for your players. Mine were level 1 at the time, so these were average encounters for them. Stats for some of these people can be found under the STATS link on the main page. The rest, I use stats from the Core rulebook.

Heroes (in case you wish to hire them)

- Voren
- Sarrakka
- Sarin
- Hays

NPCs

- Talusian spy
- Mysterious old man
- 2 Security Droids
- 1 Probe Droid
- Thugs
- 1 scout
- Trandoshan Soldier
- 1 Assassin
- Security guards



DATACARD INFORMATION

- Information on Talis and Talusians
- List of Events as follows:

○

EVENTS

DATE	EVENTS	ACTIONS
D -85	Destruction of a restaurant in the Entertainment Center	No arrest, no leads.
D -68	Stores looted in the middle of the night	1 arrest, but man died in prison.
D -52	Stealing of religious artifacts in a local Temple	No arrest, no lead.
D -40	Scientist found dead on his way home from work	No arrest, no lead.
D -28	Local park looted and trees taken away at night	No arrest, a few clues fell short.
D -15	Graffiti on Governor's Palace walls	1 arrest, man escape with help from outside accomplices.
D -8	Stolen jewelry in a big store	No arrest, leads fell short.
D -4	Local library broken into, alarms and droids scared perpetrators away	No arrest, no leads to work on, photos of the men obtained from security droids, but all wore black cloaks and were unidentifiable.



CLUES

Mansion

On the computer, in office: (once code is broken - Computer Use check): Cronak. Thursday, 10am, gather your equipment. ((today is tuesday, by the way))

On desk, in office: heirloom lamp with Phoenix on it (one of my player decided to take the light bulb, and has been taking every lightbulb in this man's homes ever since... It's his signature, which warranted a visit from a would-be bounty hunter hired from Phoenix later on, to the heroes' apartment to plant a bomb, we've been having a lot of fun with that one. The same player also draws smiley faces on posters or maps he finds that belong to the Phoenix! For the anecdote.)

In bedroom, on bookshelf: history books, geography books, weapons books, antique books with pricelist, medicinal plants books (with a few pages marked) and update inserts (one for Merkalite, Sraline and Tubix, which are all newly researched plants that are made into very powerful drugs, strickly regulated.)

In supply room: tubes, empty boxes, labels (some of them were started and have names on them: Merkalite, Tubix, Sraline), a bunch of vibroblades in a box, along with some dark blue uniforms, a maintenance uniform and a couple of security uniforms (DC check to see if Jedi notices they are the Special Medicine Island Unit uniforms), medpacks, religious artifacts (a baby welcoming stick, a holly book and an ornate drinking cup), graffiti tools, jewelry. In the cabinet, plenty of jar with labels saying "handle with care".

In kitchen storage area (if they go downstairs): on top shelf, some powder in plasteel tubes (green powder marked Tubix, bluish powder marked Sraline and kept in warm container). Part of the kitchen looks like it's been trasformed into a mini lab.

In the shed (if they stop there, it's outside): a swoop, a shut down pit droid, a shut down camera droid, a Gaffi stick.

In private quarters, meeting room: a table with nothing on it. Drawers are locked up. In one of them, a box that is encoded. In box, shipping list and prices (for Tubix and Sraline spices), a key pad, a code cylinder and a security kit. On the wall, there is a picture of an armored shark and next to it is the key unit that leads to a secret passage. Key pad heroes found opens the secret door.

In secret room: spying equipment, some encrypted datapads, some listening devices with recorded rods stacked up. Datapads have records of groups of people haranguing the crows on different occasions; each are marked with the date and purpose.



At the scene of battle with a Thug from Phoenix

A datacard in the field, thug drops it (if he's fleeing), or they find it on him after they kill him. It is encrypted, and contains a list of times and coordinates (timings, places, people's names, which will be used for timing their theft of Medicinal plants from Medicine Island on Thursday, at 10am)

Library

THE STORY OF MILLIN

Millin was a Colony situated behind the Tion Cluster, in the Omega Sector. A Noble called Zeb Calax settled a few followers there and formed the Colony of Millin after being exiled from his Home World about 600 years ago. After about a year of appearing nice and accepting, he quickly turned into a ruthless man who didn't think twice about crushing people he thought might be out to get him. For almost 60 years, he held his Colony in a tight grip. He decided of each person's fate in a whim and brought fear to anyone living there. Here is what an observer from the Galactic Senate wrote about it:

"After only 20 years, his Empire had extended to a bunch of mines on Kessel, as well as 3 platforms around 2 uninhabited planets in the same sector, called Clorag and Fakri. To ensure that no one suspected him, he kept a charismatic profile with visitors and his "subjects" were warned that any outburst would be swiftly crushed and the perpetrators dealt with. The Colony looked idyllic on the surface and many diplomats, high ranked people and other desired guests came and left without ever noticing the deception that was played on them.

It went on for about 60 years, until a 12 year old boy named Rishi decided to escape to find a Jedi that would agree to help his people. He later told investigators that he had heard about the Jedi from the son of a diplomat he had served a few months before, and thought that they were the best suited to help him out. So, one day, smuggled aboard a vessel bound for Kessel to pick up some ore and spice mined there. When the Phoenix Lord (since that's the title the despot gave himself) found out he was missing, he ordered a manhunt to find him. Rishi's family (his parents and younger brother Motli) were arrested and tortured. When Phoenix figured that the parents didn't know anything, he had them executed to show people what happens when you go against him. Little Motli held out for a couple days, through sheer will and determination, and eventually revealed what his brother had planned. Motli was never seen again, and some say he was sent to the mines as a slave; others say he must have been drowned or killed, then disposed of; some still argue that he probably was thrown to the reptiles.

By the time the Phoenix found out what was going on, Rishi had found another ride on a Trader's ship to Kashyyk. He'll later say that he picked that one freighter among the dozen there because a voice told him to, that it'd lead him to the help he was looking for. The Jedi would confirm afterwards that Rishi was a Force-sensitive child and had



felt the guidance of the Force during his hardship and his escape. As the fighter landed on Kashyyk, the Militia finally caught up with him and launched a pursuit, but fortunately for Rishi, a Jedi Master and his Padawan were on site at the Tech Center and rushed to help him along with a group of Wookies (like they say, it's not wise to upset a Wookie).

The Jedi disposed of the Militia as only Jedi could (it is always a sight to see a Jedi parry don't you agree?). When Rishi told them what had been happening on Millin, they took him to the Council so it could make a decision. The Jedi Council decided to send out 2 Jedi to investigate, but when they didn't come back, a whole group went out to retrieve them.

The people of Millin saw in the Jedi's arrival their chance to escape their dictator, and gathered to help find the 2 missing Jedi. The Jedi finally located their friends and released them, but the Militia had set a trap for them and they realized that they would have to fight their way out.

After a long battle between the Militia and the Jedi, Phoenix was eventually captured and brought to Coruscant for a trial. Unfortunately, rather than face his sentence, he decided to throw himself in the line of fire and attempted to escape his guards during a transfer from the Justice Center to his jail cell. The witnesses to the scene tell of the Phoenix Lord grabbing a guard's Blaster and attempting to fire it at another guard. But before he could even aim, the security officers already had him vaporised on the spot. Some say it served him right, others that it was a shame he didn't serve his time for what he did to his people. All I can say is that, now the people of Millin sleep peacefully, and don't have to look behind their shoulders all the time. And here on Millin, where I have been sent as a messenger of the Galactic Council to help settle the coming elections for a new leader, I can tell you that people are now free of their own thoughts and acts, and THAT, my dear reader, is what liberty is all about."

Senator Kaien Vara of Alderaan

Last entry for search on Phoenix Lord of Millin :

Essay on a 300 year old mystery

A few days after the capture of the Phoenix Lord, his family ran away and was never seen or heard from again. Shortly after, the Colony elected a new leader, under the supervision of the Galactic Senate's envoy, Senator Kaien Vara, and his aides.

The belongings that the family left behind were sold in an auction to raise money for educational and other purposes on Millin. We know the name of some of the buyers who collect these objects, but a few opted to remain anonymous. For example, we know that Deputy Orlin from Coruscant bought the lavish jewellery to give to his wife for their wedding anniversary, that Ambassador Trevan of Corelia acquired the family sword to add to his collection, but no one knows who purchased the family heirloom,



the prized antique lamp in the shape of an Phoenix that was the man's favorite object.

We can assume that, since it has been 300 years now and we still don't know, it is a mystery that will never be solved. But let me advance a hypothesis! Let's assume for a minute that his wife managed to get a hold of a permit to attend the auction, or hired someone else to attend in her place & I know, it's a little far fetched, but hear me out. We know what happened to most of the other items, save this one. We also know that this lamp was in the family for at least 100 years, and that Phoenix was very fond of it. Well, since he got vaped by the guards, he certainly couldn't have bought it himself, but we also know that his son was supposed to receive it on his 16th birthday, as it was the custom in their family. We know how proud a woman Phoenix's wife was.

You might not agree with me, but I think I might have solved the mystery of the Phoenix lamp. Not that it had been bothering anybody anyway & Pardon the dust; I am just digging out old stuff that's best left behind &

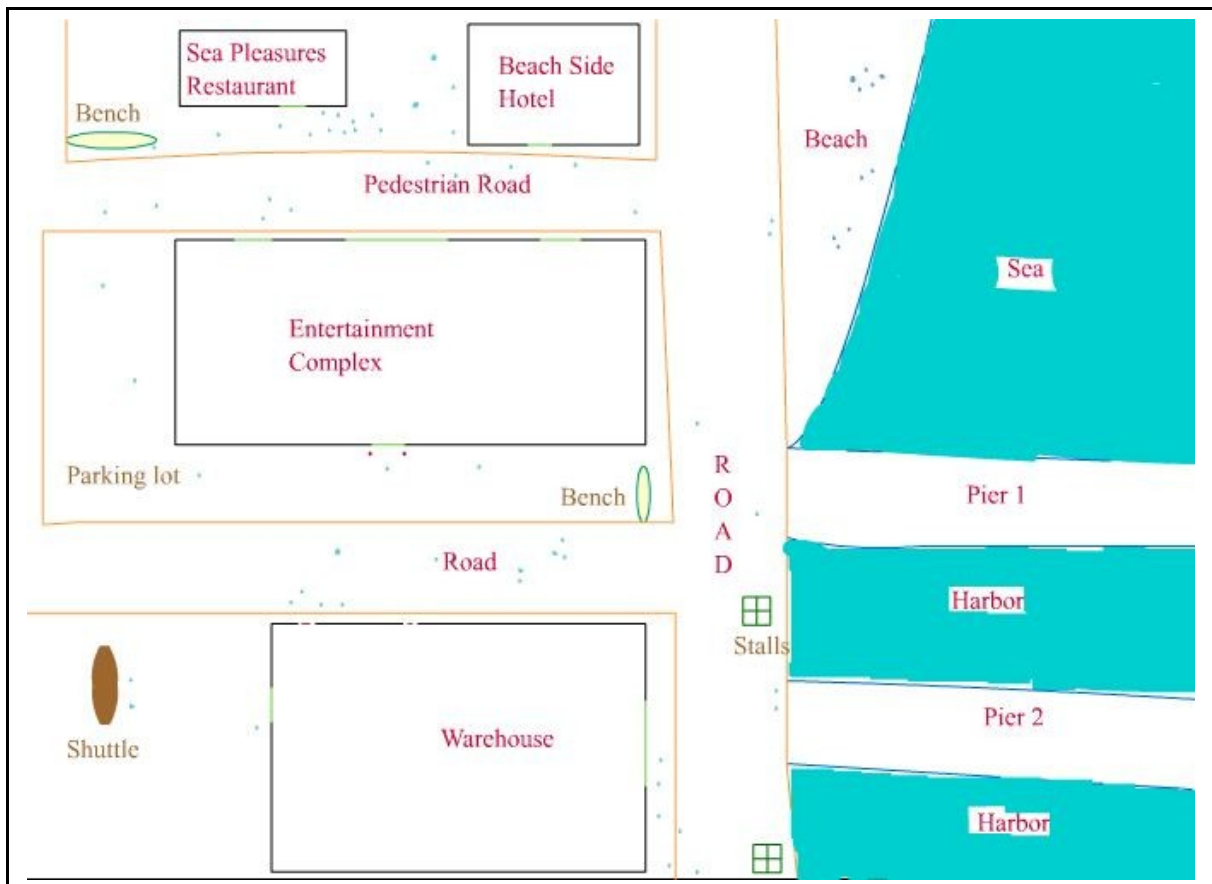
Derin Qar (archeologist, journalist, a little historian too)



ENCOUNTERS AND MAPS

Here you'll find the maps of where the encounters take place. Some people like to have visuals of what is going on, others don't... I used to map everything out, now I only do it if it really matters... I have grown used to draw stuff on the fly also. I guess I'm not a newbie anymore, huh? :)

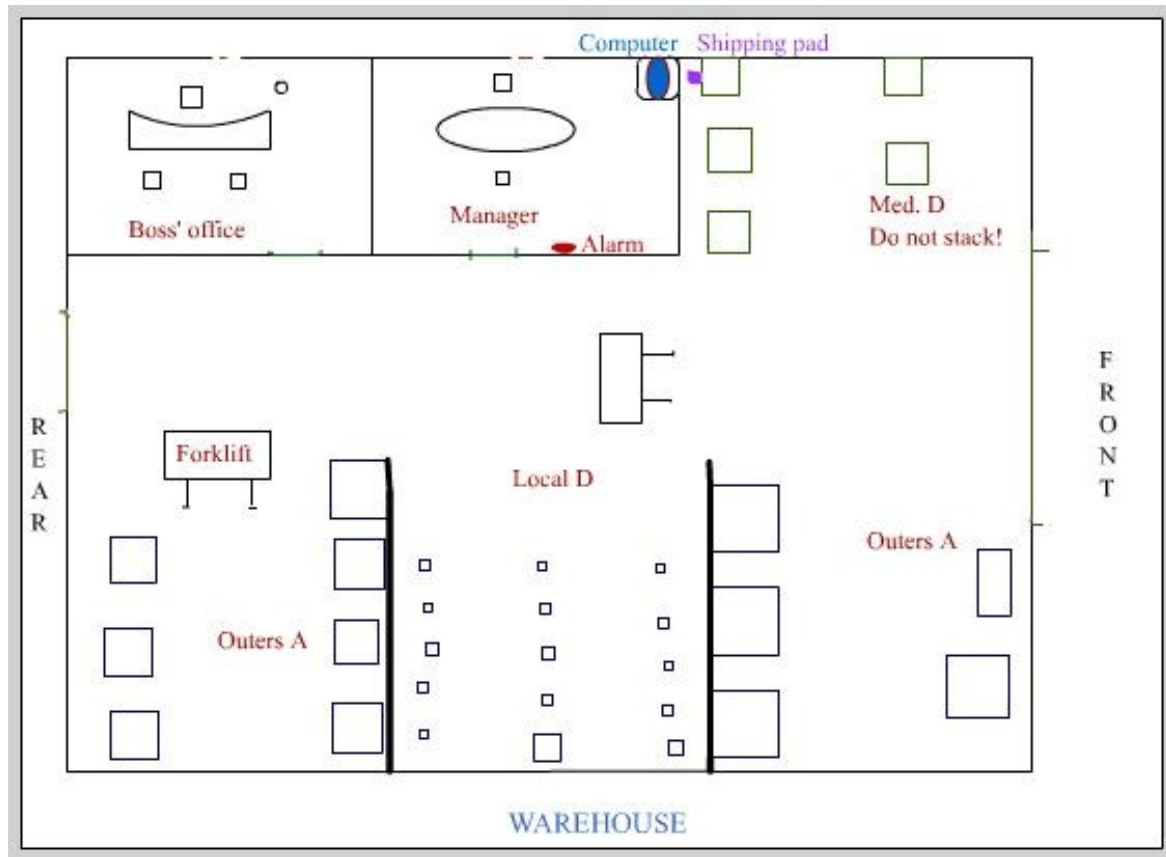
Entertainment district



All right, I think I need to make one little precision... The little dots on the picture are not specks, they're actually people... (or at least they represent where the passer-bys were, approximately, when the heroes first walked in the District area). Just thought I ought to say that, because it's not obvious. :)



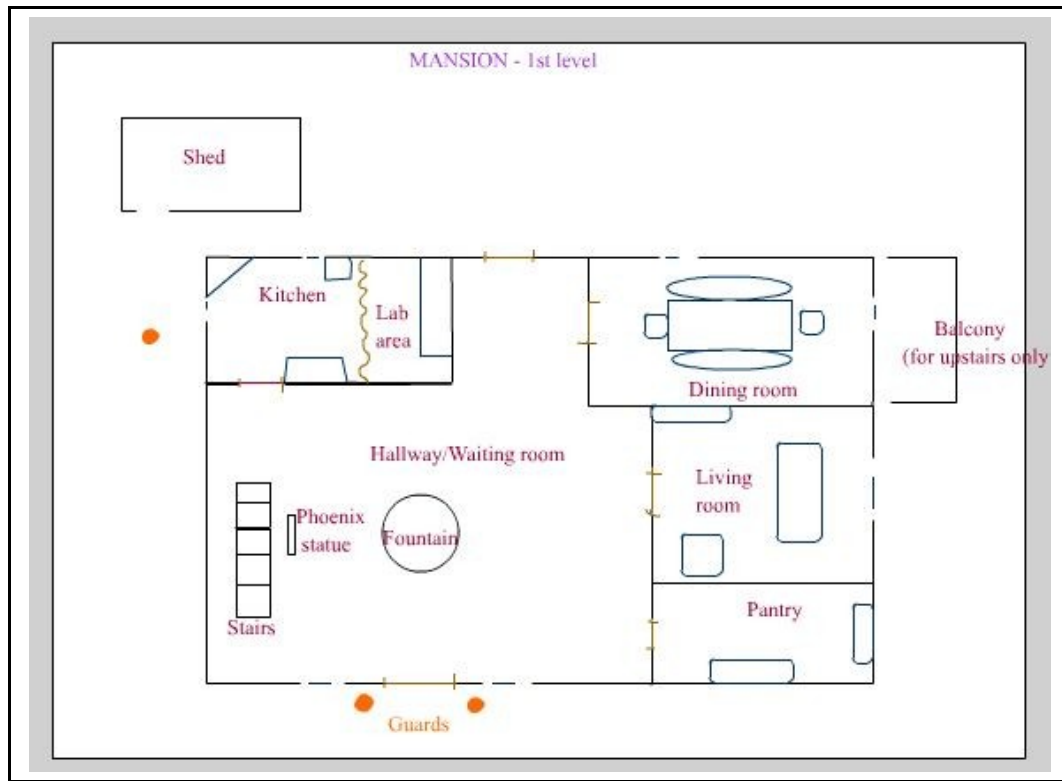
Warehouse



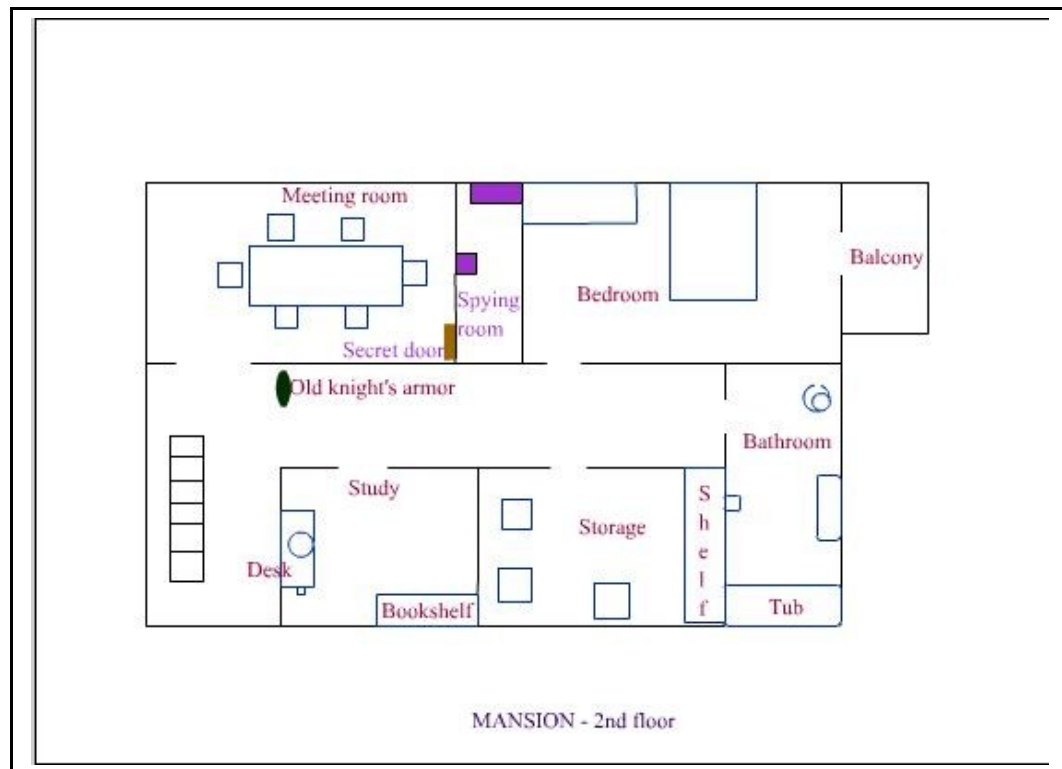
Oops! I just noticed I made a mistake in the writing that should be on the different signs in the warehouse, but I can't fix it because I made this with Flash, then copied it to Paint Shop to make it into a JPEG and I didn't save the Flash version. Oh well... anyway, all it is is that the Outers A from the rear should be Outers D.



Mansion - 1st floor

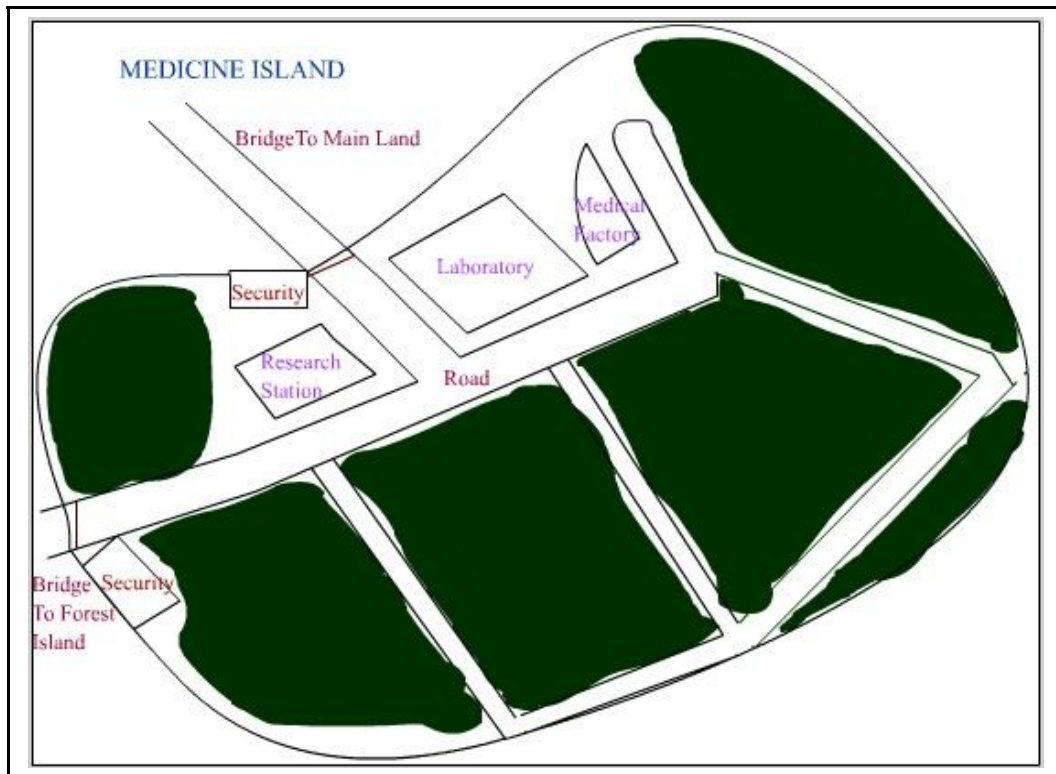


Mansion - 2nd floor





Medicine Island



Laboratory

