

Revelations

**Episode II of the Polarization Trilogy
A One-Round LIVING FORCE Tournament**

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As the mysterious crime lord is revealed and the personal motives exposed the violence steps up as Nirama realizes that he's fighting not only for his empire, but his life. An adventure for LIVING FORCE heroes of levels 4+. This scenario should be played between “*Challenge*” and “*Showdown*” (Episodes I and III of the “*Polarization*” trilogy.)

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Revelations is a standard RPGA Network tournament. A four-hour time block has been set aside for this event but the actual playing time should be about three and a half hours.

This is an adventure for all levels of LIVING FORCE heroes, and therefore characters levels 4 and higher are appropriate. If your players bring characters level 1-3 ask them to level them to level 4 (as if they now had 6000xp). If your players do not have heroes, help them create new ones (see your event coordinator for hero creation instructions).

It is a good idea to ask each player to put a nametag in front of him or her. The tag should have the player's name at the bottom and the hero's name, species and gender at the top. This makes it easier for players to keep track of who is playing which character.

Campaign Notes to the GM

When running this adventure, or any *Star Wars* adventure, keep in mind the *Star Wars* adventures should seem like the *Star Wars* movies. The action should flow quickly and the players should not get caught up in too many mechanical details of what they are doing. Describe things in sweeping statements, and recall scenes from the movies when necessary to help players visualize what is going on. More than anything else, have fun.

LIVING FORCE adventures are not designed purely to kill characters. If you believe a combat is genuinely too tough for a group you are running, scale it down. If you believe it will be far too simple, scale it up—within reason. Do your best to keep fights cinematic and interesting, and if someone dies because they made a glorious sacrifice, that's fine. What we want to avoid are the "dumb" deaths that result from a string of bad dice rolls. That's not cinematic, and it's not what *Star Wars*, or LIVING FORCE, are about.

Reporting the game for RPGA: The RPGA tracks adventures for the Player Rewards program. The Senior GM or Event Coordinator should provide a form to the GM for this purpose. Both the GM and the players need to list their name and RPGA number on the form.

GMs of RPGA tournaments are expected to be familiar with the RPGA Rules and Penalty documents. These are available as downloads from the RPGA web site at www.rpga.com.

A note about the text: Some of the text in the module is written so that you may present it as written to the players, while other text is for your

eyes only. Text intended for the players is in **bold italics**. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

House Rules

There are a large number of players throughout the world playing LIVING FORCE, and it's impossible to supervise them the way one might in a home campaign. As a result, we have a few house rules. These are outlined here for you.

Atoning for Dark Side Points

Heroes may, at the discretion of the GM, atone for Dark Side Points acquired during play by spending one Force Point to atone for one Dark Side Point. **The Hero DOES NOT have to earn a Force Point in the scenario in question to do the atoning with.** Heroes may only atone for one DSP per scenario played, and only if, in the judgment of the GM, the hero shows proper remorse and understanding of the dangers of the dark side. Players are required to keep a running total on their log sheets of all Dark Side Points ever acquired, even if the hero has atoned for them.

Dissipate Energy

Dissipate energy only works against energy damage to Wounds. It has no effect against vitality damage or stun weapon attacks. Also, the DC for the Fortitude saving throw should be "10 + damage dealt," not just "damage dealt".

Illusion

Use of the Illusion skill allows a save when the hero views or otherwise interacts with the illusion. If the player succeeds at the save, the illusion is seen as an outline only, and anything that might have otherwise been hidden inside or behind the illusion is visible. Illusion cannot be utilized to create "an illusion of nothing"; it cannot make something invisible.

Stun

If a hero hit by a stun attack makes his or her Fortitude save, the hero is unaffected by the stun attack and takes no damage. A hero who fails the Fortitude saving throw is unconscious for 1d4+1 rounds. This ruling includes heroes in the area of effect of a stun grenade. This house rule supersedes the rules in the *SWRPG-RCR*.

Hero Earnings

At the beginning of the round, if the heroes are employed, they receive their pay. No matter how much time has passed since the previous round, they receive pay for one week. Heroes may not have more than one employer. Heroes who are not employed but who have Entertain, Gamble, or Profession skills may roll against those skills to see how much they have earned in the last week. Rather than using the method in the core rules for Entertain or Gamble, however, use the method described for the Profession skill on page 96; that is, roll the check, and then multiply the result by 100 credits to determine the amount you made that week. Note that heroes may use only one of the above methods each round and must choose which before rolling (Employment, Entertain, Gamble, or Profession). Per the rules, you may take 10 on Entertain or Profession checks, but not on Gamble. There is no pay for unskilled labor in the LIVING FORCE campaign.

Issuing Force Points

When heroes perform cinematically heroic actions, you may issue a Force Point. Because this is a heroic campaign, we expect heroism and encourage judges to reward it. In the course of a standard LIVING FORCE event, there are many opportunities for heroism. If a LIVING FORCE hero performs in a way that is heroic, dramatic, and cinematic, then a Force Point is definitely in order. Our favorite story involved the hero at the premiere, who leapt from a moving speeder, grabbed a vine, and swung on that vine to attack someone in another moving speeder. THAT is dramatic, cinematic heroism!

Not everything is that extreme, and you don't have to jump from a moving speeder to earn a Force Point, but if a hero does something that makes you, the judge, say, 'Wow,' then they should probably get a FP.

The core rules (pg 178) define "Dramatic Heroism" as follows:

To qualify as an act of dramatic heroism, an action must fulfill three criteria:

- It must accomplish a significant task in the defense of good or the defeat of evil;
- It must occur at a dramatically appropriate time (usually the climax of the adventure); and
- It should require significant risk on the part of the hero.

Issuing Dark Side Points

Unfortunately, it is impossible to produce an exhaustive list of all the possible ways people can

get Dark Side Points. There are just too many ways that the beginnings of "evil" can manifest themselves.

To quote the *Star Wars Roleplaying Game Dark Side Sourcebook*... "Evil is not always easy to recognize. An innocent act may ultimately result in great suffering. An act of revenge may save the lives of millions of people. The pure at heart can lash out in anger. Evil may lurk beneath a mask of virtue. Whether an act is evil or not often boils down to a question of motivation, and motivation can be hard to identify.

"When a Gamemaster is in doubt about whether to award a Dark Side Point to a character, he or she should consider the character's motives: Did the character act out of anger? Hatred? Cruelty? Vengeance? Pride? Did the character choose an option simply because it would allow her to spill an enemy's blood? Was greed or envy involved? Jealousy?" (Great section, beginning on page 41, which illustrates the problem fairly precisely.) The GM must assess the motivations of the character, and if those motivations derive from the base emotions that are the path to the dark side, then a DSP is appropriate.

Wookiees, Rage and Dark Side Points

Per the sidebar on page 182 of the *Star Wars Roleplaying Game Revised Core Rule Book*, Wookiee Force users do not gain Dark Side Points for following their natural tendencies and using the Wookiee rage species ability. They do receive a Dark Side Point, however, if they incorporate Wookiee rage with any of their Force skills.

In addition, while in a Wookiee rage, a Wookiee Force user can't call upon the Force (except for calling upon the Dark Side when using a Force point). All other uses of the Force require more calm and peace than the Wookiee can manage while in the natural frenzy.

GM Overview

In the year 179 A.A. (After Artom) Nirama took over from Riboga the Hutt. He quickly abolished the slavery trade and restructured the organization so that his underlings could not attempt a similar coup. The profits that Nirama had hidden and diluted were quickly reestablished. Although the pirates remained a thorn in his side, just as they had been for Riboga, Nirama quickly became one of the richest and most powerful beings in the Cularin system.

But a funny thing happened over the years. Little incidents that affected Nirama's empire required responses that affected Cularin's future. And as Nirama began to see how much his empire was tied to Cularin they became one and the same.

Although never completely forgoing his criminal organization Nirama became a mayor player in the legitimate running of Cularin, helping to finance the Militia and using his smuggling connections to run the Thaereian blockades. Now, instead of operating from the shadows, Nirama stood in the spotlight.

Needless to say he was spotted.

Riboga, his eyes never far from Cularin and his old accountant, was not too surprised at Nirama's success. It proved his early belief that Cularin was a system with potential. Nor was he particularly surprised at Nirama's altruism; not every race is gifted with the Hutt's total lack of conscious and greater men than Nirama have succumbed to hero worship. In fact, Riboga approved of it. After all, it made Nirama that much easier to attack.

In phase one (*Polarization I: Challenge*) Riboga attacked some of his old enemies as well as some of Nirama's lieutenants. Now Riboga is ready to move openly, announcing to Nirama that he has returned and is behind the attacks. And to demand Nirama's surrender. Riboga has prepared the former casino, *Riboga's Barge*, as a meeting house and some tests to see what kind of people Nirama will send. Riboga believes you can tell much about a being by the tools they use.

Encounter 1: New Dealer

A restaurant, owned by a former member of Nirama's organization explodes, drawing the heroes into rescue work.

Encounter 2: Eleven of Coins

Nirama arrives on the scene asking for a favor, not for himself but for the people who have been attacked or will be in the future. A tentative meeting has been arranged and Nirama would like the

heroes to speak for him.

Encounter 3: Eleven of Flasks

Escra Fey'lya contacts the heroes before they leave Cularin for Tolea Biqua in order to show them the "signature" sabacc card found on the premises of the firebombing. Escra will bluntly tell them to be on their toes.

Encounter 4: Bet

The heroes travel to Tolea Biqua to meet with the mysterious figure bent on destroying Nirama's organization. There they meet Riboga the Hutt.

Encounter 5: Call, Hold or Fold

Riboga entertains the heroes. He lets them know his terms of surrender for Nirama. He then explains that they have to still deliver the terms. The heroes must run the gauntlet to get back to their ship.

Encounter 6: The Whole Pot

The heroes must flee Tolea Biqua with their lives and escape the asteroid field to safety.

Important Note to Judges: There are two important things to remember in regards to the Polarization trilogy:

1. The players are going to lose this trilogy. Riboga is going to oust Nirama and bystanders are going to suffer in the process. The heroes' goal is to minimize collateral damage and save lives.
2. It is important not to let slip the fact that Riboga is the power behind the events of *Challenge* and *Revelation* until he reveals himself. The heroes may infer it but, until they meet him, there is no proof.

Clarification regarding tiering notation: when you see something like "DC 15/20/25", use the lowest DC for the middle tier, the middle for high tier and the third for upper tier. In this scenario, tiers are for character levels: 4-6, 7-9 and 10+. In some cases the DC does not follow the usual progression from tier to tier (e.g., DC 10/15/15) to reflect that higher level characters simply get so good at some tasks that they become almost trivial.

Opening Crawl

The Thaereian War is over but a new war has begun.

Almost daily there is a news report. A mysterious fire destroys a warehouse. Petty criminals are beaten or simply disappear. A spray of blaster fire shatters a shop window.

Encounter 1: New Dealer

Key ideas of this encounter: the heroes are called upon to assist at the scene of the most recent explosion, using their skills for something other than combat.

Chaos greets you as you round the corner, the dust still settling and the screams just beginning. What was once a prosperous store with three stories of living apartments is now a burning inferno. Over the flames, three floors above the street, a chair comes flying out of a window sending shards of plastiglass to the street. From the aperture smoke streams and an arm waves slowly before disappearing.

See **GM Aid #3** and **Players Handout 1** for a cross section of the buildings in question. Basically this is an opportunity to play hero by helping innocents. While some guidelines are given, players are likely to come up with innovative methods to deal with the problems. Pick some obstacles from the list below. Try not to go over 10 or 15 minutes - the main goal in this is to let the heroes be heroic, get to know each other and to set up the next encounter. Don't feel obligated in running each and every obstacle. The assets are items in the near vicinity that the heroes can quickly grab to aid them. Some suggestions are given, but it is very possible that the heroes might come up with an alternative use for a skill or item not specifically on the list. If the heroes are clever, use their ideas.

Obstacles

- Three people (mom and dad and small son) are trapped in the second floor apartment. While there is an external ladder to get to them it is endangered by flames. They're unconscious although not injured seriously.

- Two people (mom and small child) are trapped in the third floor apartment. The mom is semi-conscious (enough to tell you that the little girl is in her room) but not well enough to leave unassisted. The little girl is hiding under her bed but is unharmed.
- The owner of the bottom shop warns a hero that the automatic gas shut-off did not engage and has to be done manually. There is a wall of fire that has to be dealt with to get to the controls.

Assets

- A repulsorlift vehicle, similar to the ground speeder in *New Hope*. Heroes could use it to either break through the flame wall to get to the gas controls or as an impromptu lift to get to the upper floors. The usual ceiling on such a vehicle is usually fairly low but a Repair DC 20/23/26 could extend it at the cost of burning out the repulsorlift engines.
- A home furnishing shop containing linens, carpets, mattresses, etc. These could be used as protective blanket (if running through the flames), jump nets, to beat out flames as well as other uses.
- A hardware store containing some fire fighting equipment (small, hand extinguishers that aren't capable of putting out the fire but could buy some time), three-meter ladders, rope, etc.
- Other witnesses who will assist as long as they're not risking their lives. They'll help hold impromptu safety nets and one or two will have Treat Injury.
- Some heroes may have rocket packs or similarly useful equipment.

This encounter ends with the near simultaneous arrival of the Emergency Response Team (combined fire fighter, rescue experts and emergency medical personnel) and a large black luxury limo.

GM NOTE: Wrap it up after 20 minutes or sooner if the heroes either rescued everyone.

Encounter 2: Eleven of Coins

Key ideas of this encounter: the heroes are asked by Nirama to be negotiators to end the violence.

The Emergency Response Team arrives via airspeeders. Two remain in the air spraying the building with fire foam while the larger of the trio lands. A group of five people clad in protective gear move toward the front of the building while others begin to set out medical gear.

Allow the heroes to brief the team leader on the situation. ERT gets all the cool toys and can use jump packs and their fireproof gear to move through the building with ease if there are still people awaiting rescue. The team leader will praise the heroes for getting involved - yes, this is normally a job for the professionals but sometimes a quick thinking amateur can save lives. After the situation is settled continue setting the stage.

As the Emergency Response Team works you can sense the crowd behind you shifting and parting. A large luxury vehicle, fully 25% longer than standard, is purring up to you. The back window opens a few centimeters and a familiar face looks out.

"If you're finished here I would like a few moments of your time."

Even if the heroes have never personally met Nirama he's easily recognizable from news reports. If the heroes hesitate to get into the car Nirama will insure them that they have nothing to fear from him (a Sense Motive check DC 5 will confirm this) and that the matter has to do with the safety of all of Cularin. If the heroes suggest an alternative meeting place Nirama will agree.

Nirama will explain his position and proposal. He will occasionally pause as if searching for the correct phrase. These are indicated by hyphens.

"These -events- are very unsettling and must stop. As the Office of Public Safety and the news agencies have pointed out the attacks have centered on my current and former -business- associates

"At first the attacks were more precise," he says, gesturing toward the burning building. "However, as you can see, less and less effort is being made to reduce -secondary- damage. Children..."

His voice trails off as he stares out the window, the expression on his face softening. Suddenly, almost as if a switch is thrown, he turns back to you. Nirama's expression turns hard and cold.

"This morning I received word that a

meeting will be arranged to discuss my surrender. I want you to be my emissaries."

Doubtless there will be questions.

Emissaries? ***Yes. I can't go myself and I need people who are trustworthy to speak for me.***

Surrender? ***Yes. These attacks have targeted what use to be, and to be honest, is, my criminal empire. Control over these assets is the goal. I find no pleasure in fighting for something I no longer desire.***

You want to go straight? Give up crime? ***Not exactly. The focus of my organization has shifted though. Some of these assets I've released from our previous agreement. Some still create income for my organization.***

What terms of surrender will you accept? ***I doubt you'll be asked to speak for me for that. This is just the first step of negotiation.***

Sounds dangerous. ***It likely is. Which is why I'll compensate you, either directly or the organization of your choice, for doing this for me. Call it 5000 credits.***

Why should we help you? ***Nirama waves out the window and you see a paramedic holding a breather mask up to a little girl's face. "This must stop."***

Where do we go? ***I think you know the place. Riboga's Barge on Tolea Biqua.***

After arrangements have been made Nirama will give the heroes a sabacc card, the eleven of coins (Player Handout 2). ***"This is your invitation. It will get you safely into Riboga's Barge."***

GM NOTE: Nirama will not suggest who he thinks is behind this and, if asked will not speculate. He can arrange for a ship to transport the heroes to Tolea Biqua if they do not have (or prefer not to risk) their own.

Encounter 3: Eleven of Flasks

Key ideas of this encounter: The heroes are warned by Escra Fey'lya and they travel to Tolea Biqua.

Escra Fey'lya, the Office of Public Safety officer who heads the organized crime taskforce, meets the heroes at the spaceport. She has some more evidence and a warning for the heroes.

GM Note: Escra's presence is simply to remind the heroes, and players, that there are legitimate organizations with a vested interest. And that they are being influenced as well.

As you wait for your ship to finishing its prep you see a familiar figure approaching. Escra Fey'lya of OPS raises a hand in greeting.

"Greetings. I understand you're heading off planet," the Bothan says. "I'm not asking you not to go but I am asking you to take care and keep your ears open."

Escra wishes to get the following information to the heroes, through roleplaying conversation or a summary of the facts. Use whatever method you and your players feel most comfortable with.

- She had a card delivered to her office anonymously. She'll give them a holo-copy of it; an eleven of Flasks with "Stay out of this" written on it. (**Player Handout 2.**)
- She has evidence that out of system funding is being used. She's trying to backtrack it but there's a lot of dead ends and knots in the accounting.
- The attacker is hitting only Nirama's holdings that indicates (to Escra) either an agent inside Nirama's organization or someone who has studied Nirama closely.

The journey to Tolea Biqua is uneventful; they seem to be expected and there will be no delays in getting clearance and a landing bay. There to meet them will be a driver, Speaks, with a vehicle to take them to Riboga's Barge. He'll be holding up a sign that says "11 Coins".

"I'm here to take you to the Barge. Don't bother asking me anything. I have my orders and they don't include chatting with lackeys."

Encounter 4: Bet

Key ideas of this encounter: Riboga uses the drive to the Barge to "test" the heroes to find what kind of people Nirama chose and, therefore, what type of a person Nirama is.

This is a series of short encounters. Run as many or as few as time permits (although at least two are suggested). You want a good hour and a quarter to run Encounters 5 and 6, and to finish slot paperwork. The subsections aren't tiered; high-level characters will pretty much find them a cakewalk.

The stats for all the opponents are in **DM Aid #1**. Speaks will either wait semi-patiently, or run and hide, while the heroes deal with any problems.

He will never offer help or advise; he was paid to drive them from the docking bay to the Barge. Or, as he would put it, ***"Hey, I'm just the driver. I pick you up; I drop you off. It ain't hyperspace science."*** Or, ***"You can call me Speaks. It's my nickname."***

Mugging

As the vehicle passes an alley mouth the sounds of an altercation can be clearly heard. A quick glance shows the silhouette of three beings kicking at something, or someone rather, lying on the ground.

"That's all the creds you got?" demands one of the attackers as he pulls a knife from his belt.

"Can you get Fluffy down?"

The driver pauses at an intersection and a small girl, tears covering her face, approaches the curb.

"Please, mister," she asks the driver. "Fluffy is stuck really up high. I'm scared he'll fall down and get hurted."

The driver makes a short, barking laugh. "Beat it brat."

Speederjacking

As the speeder makes it way down a main thoroughfare you can hear the low rumble of repulsorlift engines approaching. The driver sighs, sounding almost bored, and begins to slow.

"Pull over. Road tax," shouts the lead rider. "All your creds and stuff or your speeder. Your choice."

Drive By

The traffic thickens and slows. The driver in the groundcar behind you doesn't stop quickly enough and the two speeders bump each other lightly. Your driver ignores it and, as the traffic begins to move again, pulls ahead.

Suddenly there is the roar of repulsors as

the groundspeeder pulls alongside, the passengers all pulling out blaster pistols.

If shooting starts the driver of the heroes' vehicle will pull immediately to the side, jump out and hide in the nearest alley until the shooting is over. The shooters will ignore him, concentrating on the heroes.

Encounter 5: Call, Hold or Fold

Key ideas of this encounter: The heroes meet the being behind the attacks: Riboga the Hutt. Riboga offers his terms and sends the heroes on their way.

The driver pulls up beside the front door of Riboga's Barge. The street is quiet and clear. Although there is some traffic and pedestrians there are far fewer than you've seen so far on your drive.

The driver jumps out. "Follow me," he calls over his shoulder and, without waiting to see if you follow he enters the bar.

If the heroes dawdle or seem hesitant the driver will return after a few moments, look them over and then make "zing - zing - zing" noises at them, an obvious reference to the cowardly Yellow-Bellied Green-Proboscis Marsupial of Gerzob.

Use **DM Aid #4** and **Player's Handout 3** for the layout of Riboga's Barge. Players who have played Challenge will, of course, be somewhat familiar with the bar. It looks much the same except the furnishings and walls seem to have been recently redecorated by someone with even less taste than the previous decorator.

The bar is deserted, only a few tables are occupied with bored looking guards. Across the room you can see the driver gesturing for you to follow him in to the inner rooms.

When the heroes enter the inner room describe the following.

With a few exceptions this room also seems much as you remember. The pool is drained of water and has a holographic projection plate embedded in the bottom. The unoccupied gambling tables have been pushed against the walls, their stool placed nearly on top of them. Other than you and your driver the room is completely occupied.

The driver is looking at the holographic plate and, after a few seconds, it flickers to life. In the center of the disk is the life-size image of a Hutt. It flickers and you hear the static crackle of speakers.

GM NOTE: Riboga speaks Hutttese and understands Basic. He allows Speaks some latitude when translating for the amusement of both of them. If a hero speaks Hutttese (and it's amazing how many do) you can give them "Riboga Speaks" slips so that they can see what the untranslated speech was. If the entire party speaks Hutttese then just read the text aloud.

Riboga speaks. <<If you feel up to making Jabba-like noises go ahead. Refer to Riboga Speaks #1 for actual text. >>

The driver steps forward as Riboga falls silent. "The grand and majestic Riboga has given me the name 'Speaks'. The mighty and wise Riboga bids you welcome. The great and compassionate Riboga assumes that, as the emissaries of Nirama, you are worthy to enter into these negotiations. He asks that you come closer so he might see you better but not too close in case you interfere with the image."

The information Riboga is willing to give to the heroes is detailed below. You can roleplay the conversation or, if the table is more the "facts and dice" type simply convert it into a speech.

- Riboga arranged the attacks and the cat in the tree for the heroes to deal with. Riboga believes that you can tell a lot about a being by the "tools they use".
- He is responsible for the attacks on businesses owned or allied with Nirama.
- He really doesn't care if the businesses are criminal or if they're legal. They are Nirama's and must be taught a lesson.
- Yes, he taught Corrsk and Duusk lessons.
- Lola has not been punished, as she did not join Nirama. Lola has returned to Riboga's service.
- The attacks will continue, people will die, until Nirama agrees to Riboga's terms.
- The terms? That Nirama provide a list of all assets to Riboga. That Nirama's people all swear an oath of loyalty to Riboga. Oh, and Nirama place his head on a silver platter for Riboga to enjoy.
- No, the terms aren't really negotiable. In fact, they aren't really terms. This is what

is going to happen and people will die until it does.

When the heroes have been told the facts read or paraphrase the following:

Riboga laughs, a belly laugh of the volume that would knock over small children and shatter glass. He turns to Speaks and says something <<Refer to Riboga Speaks #2 for actual text>> before lapsing into quiet, for him, chuckles of amusement. Speaks smiles, half bows to the heroes.

"Riboga is amused. He may let you live. Do you have anything else to tell the great and grey Riboga?"

After the heroes have spoken their piece or indicated that they have nothing further to say:

Riboga will make one of those spraying raspberries that Hutt's are infamous for and speak briefly to Speaks <<Refer to Riboga Speaks #3 for actual text>>. Speaks nods, sighs and turns to the heroes.

"Riboga is now very bored with you. He has decided not to let you live after all. Or rather, one may live to carry the message to the traitor Nirama. You should flee for your lives now."

Nothing will attack the heroes while they are in the casino. The guards in the out room have already left and Speaks is the only being here other than the heroes.

Speaks is unarmed. Killing him or using him as a hostage or shield would merit a DSP.

Riboga Speaks

These are reprinted as **Player Handout 4**.

Riboga Speaks #1: About time you got here! Nirama always hires idiots and incompetents. Step closer but not too close. You reek.

Riboga Speaks #2: They are brave! But stupid. Tell them to spill their guts or face disembowelment. Ha! Ha! Spill guts. Disembowel! Ha! Ha!

Riboga Speaks #3: I tire of this. They really are naïve and gullible. Make sure one survives to get the message to the three-armed traitor. The rest of them: kill them all.

Encounter 6: The Whole Pot

Key ideas of this encounter: The heroes discover that the card provided safe passage to, not from, the meeting. A running gun battle, back to the ship ensues. The heroes can then report to Nirama.

The vehicle used to bring the heroes to the bar is still parked outside. Access codes are still in the onboard computer (keys in the ignition). There are a variety of other vehicles parked nearby if they wish to "borrow" something different. Security systems on vehicles on Tolea Biqua are fairly easy to circumvent; a DC 15/18/21 on Repair, Disable Device or a Profession related to vehicles will get it started.

No stats are given for the vehicles. Your goal with the chase is to recreate the feeling of the bike chase in *Return of the Jedi* or the airspeeder chase in *Attack of the Clones* rather than rolling a lot of dice. Encourage the heroes to give descriptions of the chase.

There are three ambush points. Assuming the heroes don't stop they will last three combat rounds each. There is a final scene at the docking bay, where the heroes must get by the guards to get to their ship. Once on board, they are "home free".

You should have a good idea of the heroes' combat ability by now. Add or subtract goons as necessary. You want a tough but survivable fight.

Ambush One

A group of ten gunmen have taken position in two balconies on either side of a street. The heroes can fight back, try to drive on the sidewalk (and therefore underneath one of the balconies) so that only one group of five can shoot or come up with some other idea. This ambush lasts three rounds (approach, at the balconies, departure).

Ambush Two

A group of five gunmen have erected a barricade across the street. As they didn't have much time the barricade is rather low, thin and made up of light material. The heroes can go over, through or around (the barricade doesn't quite block off of the sidewalks) or come up with some other route. Again, this ambush lasts three rounds (approach, at the balconies, departure).

Ambush Three

An open vehicle with five gunmen and a driver pulls out of an alley behind the heroes' vehicle.

The gunmen will be able to keep up with the heroes for three rounds at the most. The driver has no real protection so the chase might only last a round.

Docking Bay

A group of five gunmen stand between the heroes and their ship. The "borrowed" vehicle can drive right up to the ship's docking ramp and, should it look like they're going to do so, the gunmen will leap out of the way. The ship's security codes have not been changed.

GM NOTE: If time is tight delete one or two of the ambushes. You can do so by either skipping the scene or by abstracting it to a description of blaster bolts peppering the vehicle and nearby buildings, miraculously not doing any real damage. "Cinematic" is the watchword in this encounter.

Conclusion

The heroes, back on Cularin, can give Nirama the news about Riboga. You can either roleplay out the debriefing or abstract it, depending on how much time remains.

Nirama seems to shrink somehow. "I see," he says, wringing two of his hands together nervously while the third drums on the table. "This put things in a new light. I must think."

His voice trails off but with a visible shake he turns his attention back to you. "Thank you. You can pick up your payment on your way out. I must think."

And with that he turns and leaves the room.

The heroes can get their payoff or confirm the details of the "donation". If the heroes wish to report their findings to other organizations or people (Escra/OPS, Lanus/Jedi, etc.) you can roleplay or abstract it. Everyone is surprised to see Riboga back in the system. While new task forces and investigations will begin, ultimately, the next move is Nirama's.

Here Ends, "Revelations"

Experience Point Summary

Experience is calculated as follows for LIVING FORCE events.

- 1) Experience awards in the SWRPG are not made for achieving objectives, but instead for

successfully completing an adventure of a given length. Thus, if the heroes survived and accomplished the primary goal of the adventure, they receive full Adventure Experience (600 xp for core LF plot scenarios, 350 for non-core LF scenarios).

- 2) Assign discretionary role-playing experience (0-400 points). These should reward accurate character portrayal throughout the adventure, not just how well the PC interacted socially. Do NOT automatically award max roleplaying XP, consider carefully how well the players stayed in-character. This is your opportunity to reward appropriately cinematic behavior, so use it!

Adventure Experience Award:

Did the heroes get the message back to Nirama? If so, each hero who survived receives 600 xp.

Adventure Experience:	600 xp
Roleplaying Experience:	0-400 xp

Total Possible Experience:	1,000 xp
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If the heroes did not complete the scenario because of time constraints, but were "on the right track," you may award ½ adventure experience. If the heroes succeeded learning that Riboga was behind the takeover but didn't get word back to Nirama, award them ¾ adventure experience.

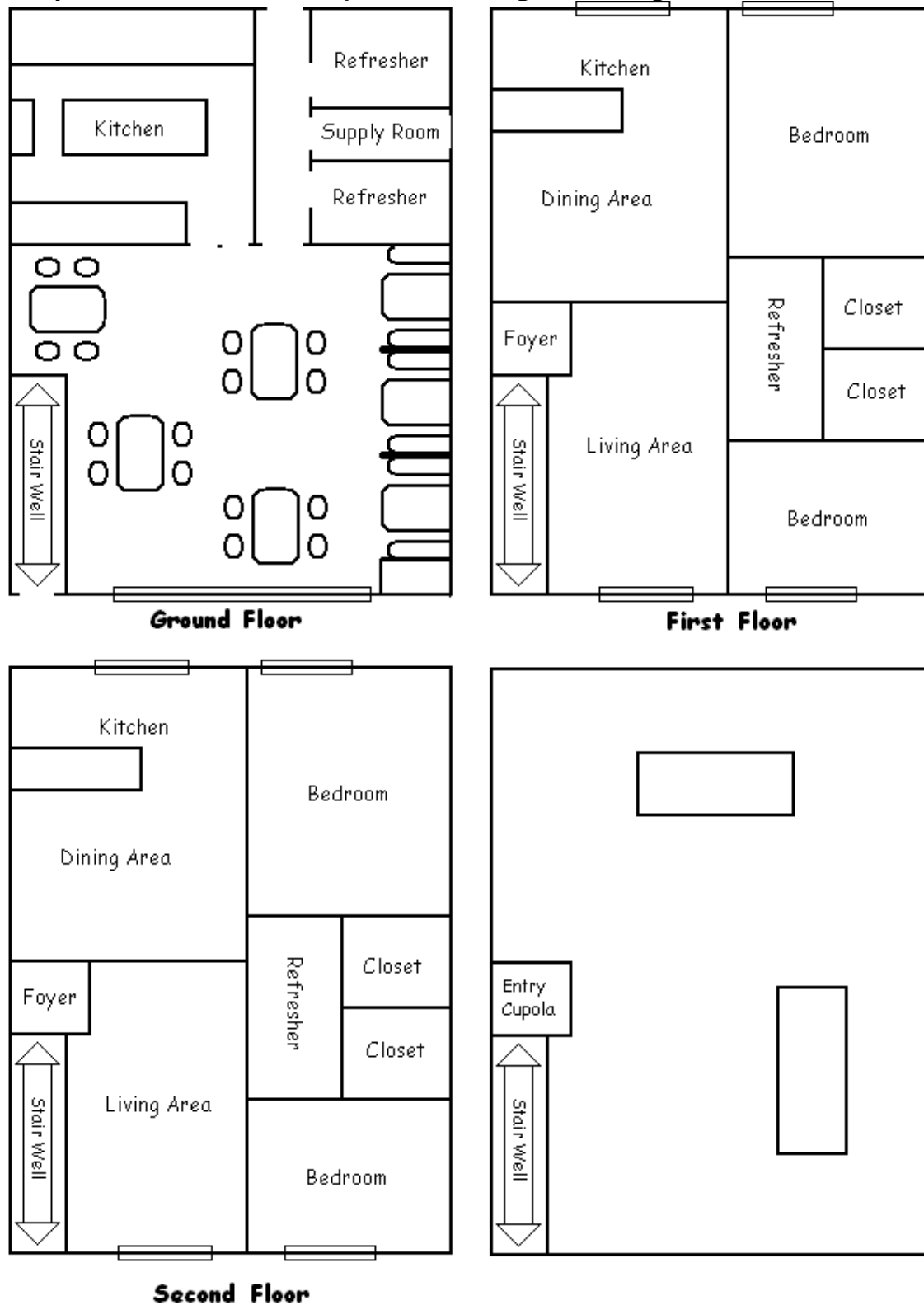
Loot Summary

If it's not on this list, the heroes cannot keep it. This is a house rule that overrides what they may actually encounter in the scenario.

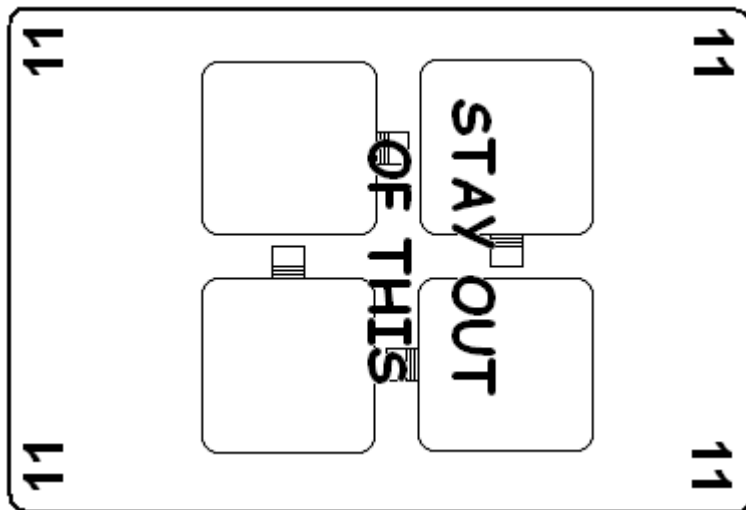
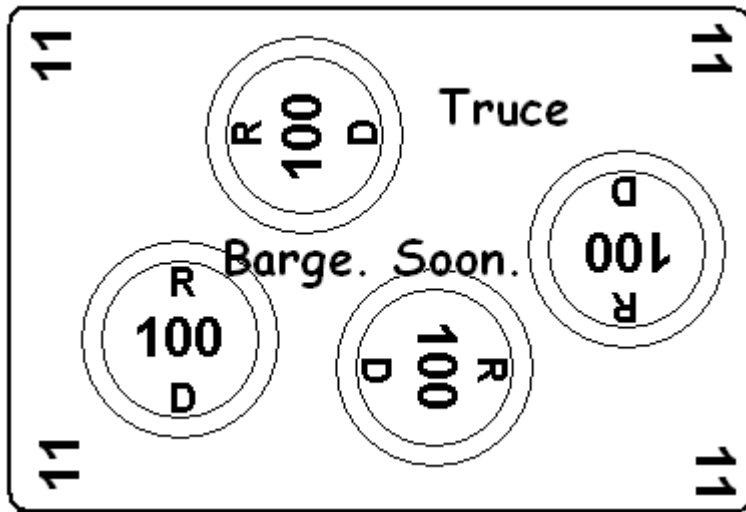
There are no certs for this scenario.

Heroes receive 5000 credits from Nirama for themselves or the organization or charity of their choice.

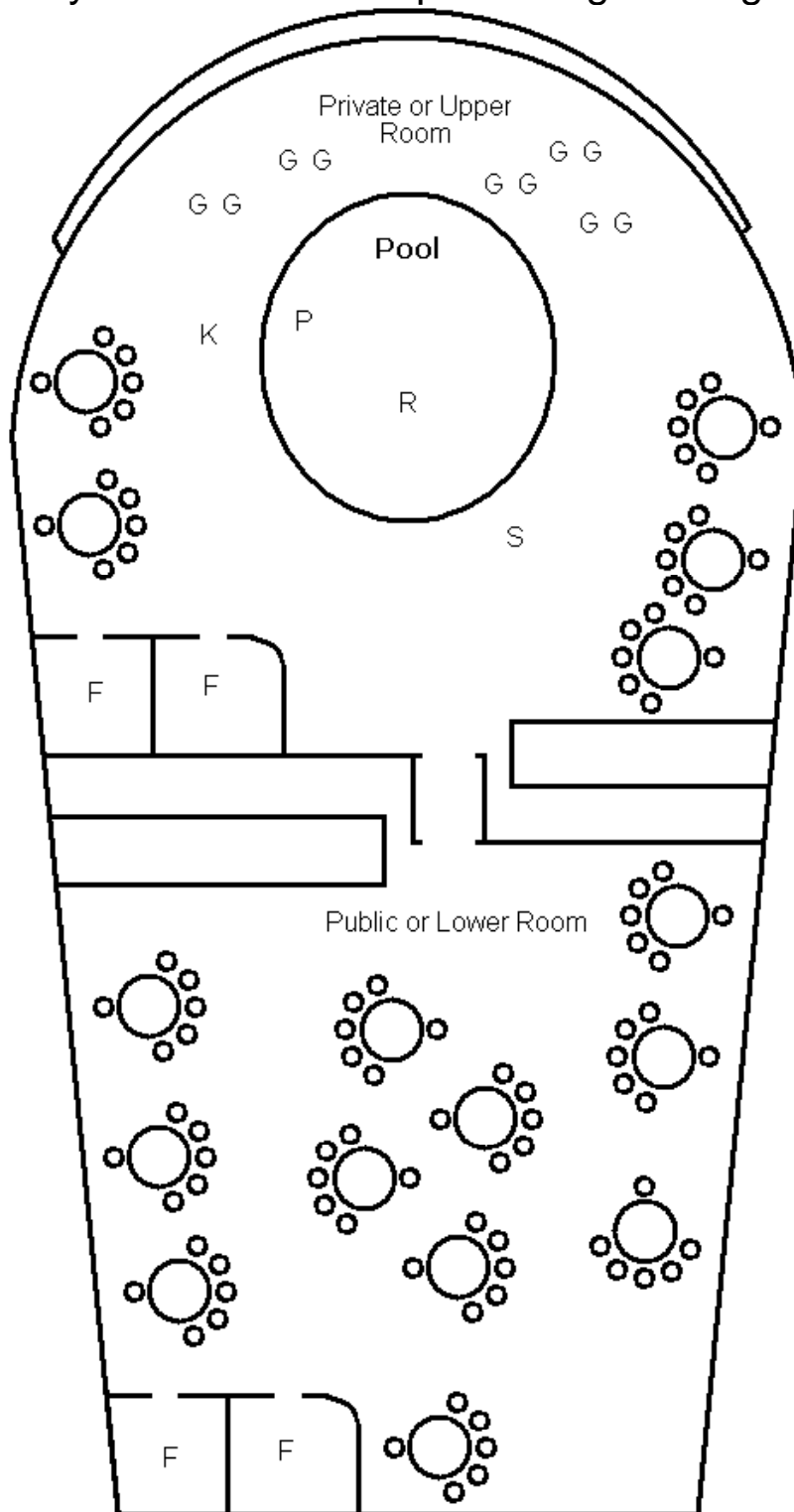
Player Handout 1: Map of Burning Building



Player Handout 2: Sabacc Cards



Player Handout 3: Map of Riboga's Barge



Player Handout 4: Riboga Speaks

Cut out and use if some of the heroes speak Huttese. If the entire table speaks the language simply read the text when appropriate.

***Riboga Speaks #1: About time you got here!
Nirama always hires idiots and incompetents.
Step closer but not too close. You reek.***

***Riboga Speaks #2: They are brave! But
stupid. Tell them to spill their guts or face
disembowelment. Ha! Ha! Spill guts.
Disembowel! Ha! Ha!***

***Riboga Speaks #3: I tire of this. They really
are naïve and gullible. Make sure one
survives to get the message to the three
armed traitor. The rest of them; kill them all.***

GM Aid #1: Opponents (Tiered Cannon Fodder/Spear Carriers)

Riboga's Goons:

Personality and standard operating procedures: These beings are in it for the money. Their morale is directly related to how much money they have been promised and how close Kills is (fear of her being a powerful factor in morale). If they take wounds they will flee. If they are outnumbered they will flee.

Mid Tier (levels 4-6)

Riboga 's Goons, Human Scoundrel 4/Soldier 2 (1-2 goons per hero); IM +7; Def 17; Spd 10m; VP/WP 34/13; Atk +6 melee (1d3+1, punch); +9 ranged (3d8, crit 19-20, custom sniper rifle); SV Fort +5, Ref +7, Will +2; SQ Illicit barter, Lucky 1/day, Precise Attack +1, Skill Emphasis: Tumble; SZ med; FP 4; DSP: 4; Rep +1; Str 12, Dex 17, Con 13, Int 10, Wis 12, Cha 12.

Skills: Bluff +8, Demolitions +7, Disguise +6, Escape Artist +7, Hide +7, Knowledge: streetwise +5, Move Silently +9, Pilot +4, Profession (Assassin) +7, Listen +7, Spot +7, Tumble +10.

Feats: Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Group Proficiency (Simple, Blaster Pistol, Blaster Rifle, Heavy Weapons, Vibro), Armor Proficiency (light).

Equipment: Blaster Pistol, commlink, toolkit.

High Tier (levels 7-9)

Riboga 's Goons, Scoundrel 6/Soldier 3 (1-2 goons per hero); IM +7; Def 20; Spd 10m; VP/WP 48/13; Atk +8/+3melee (1d3+1, punch); +10/+5 ranged (3d8, crit 19-20, custom sniper rifle); SV Fort +6, Ref +10, Will +4; SQ Illicit barter, Lucky 2/day, Precise Attack +1, Skill Emphasis: Tumble; SZ med; FP 4; DSP: 5; Rep +1; Str 12, Dex 17, Con 13, Int 10, Wis 12, Cha 12.

Skills: Bluff +8, Demolitions +7, Disguise +6, Escape Artist +7, Hide +8, Knowledge: streetwise +5, Move Silently +10, Pilot +6, Profession (Assassin) +10, Listen +8, Spot +8, Tumble +12.

Feats: Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Multishot, Weapon Group Proficiency (Simple, Blaster Pistol, Blaster Rifle, Heavy Weapons, Vibro), Armor Proficiency (light).

Equipment: Blaster Pistol, commlink, toolkit.

Upper Tier (levels 10-12)

Riboga 's Goons, Scoundrel 6/Soldier 6 (1-2 goons per hero); IM +7; Def 21 (+potential Dodge plus); Spd 10m; VP/WP 67/13; Atk +11/+6melee (1d3+1, punch); +13/+8 ranged (3d8, crit 19-20, custom sniper rifle); SV Fort +8, Ref +11, Will +5; SQ Illicit barter, Lucky 2/day, Precise Attack +1, Skill Emphasis: Tumble; SZ med; FP 4; DSP: 6; Rep +3; Str 12, Dex 17, Con 13, Int 10, Wis 12, Cha 12.

Skills: Bluff +8, Demolitions +10, Disguise +6, Escape Artist +7, Hide +8, Intimidate +6, Knowledge: streetwise +5, Move Silently +10, Pilot +9, Profession (Assassin) +13, Listen +8, Spot +8, Tumble +12.

Feats: Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Multishot, Dodge, Mobility, Shot on the Run, Weapon Group Proficiency (Simple, Blaster Pistol, Blaster Rifle, Heavy Weapons, Vibro), Armor Proficiency (light).

Equipment: Blaster Pistol, commlink, toolkit.

GM Aid #2: Major Players (Not Tiered)

GM NOTE: This section is for information only as these characters should never enter under combat with the heroes. These NPCs are not tiered and are included with skills and feats purely for your information in roleplaying them. Because of this the personality and standard operating procedures has been moved from the bottom of the stat block to the top.

Nirama, Male Alien Scoundrel 6/ Crimelord 9

Personality and standard operating procedures: Nirama is a person in flux. For his entire life he has made his living through crime. However, over the past five years of his life there has been a great many revelations and changes, not the least of which is the return of his race, the O-whatevers, from literal extinction. While it would be wrong to say that Nirama is seeking to turn legitimate no one can deny that he is no longer the villain he was a few years ago.

Stats: IM +1; Def 20 (+1 Dex, +9 Class); Spd 10 m; VP/WP 90/15; Attack +8/+3 ranged (3d6 blaster pistol); SQ find out new SA for scoundrel, crimelord, oglee; SV Fort +7, Ref +10, Will +10; SZ M; FP 6; DSP 4; Rep 17; Str 14, Dex 13, Con 15, Int 16, Wis 14, Cha 15.

Equipment: blaster pistol, expensive clothing, blast vest hidden near him at all times, personal space yacht *Viper Wing*.

Skills: Appraise +19, Bluff +20, Computer Use +15, Diplomacy +19, Forgery +18, Gather Information +17, Intimidate +14, Knowledge (streetwise - Cularin system), +12, Pilot +5, Profession (accountant) +10, Search +10, Sense Motive +18, Sleight of Hand +7, Spot +10; Read/Write Basic, Read/Write Caarimala, Read/Write Huttese, Speak Basic, Speak Caarimala, Speak Huttese, Speak Tarasinese, Speak Sullustan.

Feats: Alertness, Armor Proficiency (light), Infamy, Persuasive, Point-Blank Shot, Sharp-Eyed, Skill Emphasis (Forgery), Weapon Group Proficiencies (blaster pistols, simple weapons).

Riboga, Male Hutt Scoundrel 8/ Crimelord 10;

Personality and standard operating procedures: Riboga is one of those beings that see the entire universe as a play written for their sole amusement. Reversals and failures are to be laughed off (after a few scapegoats are killed) and success is to be accepted as due prerogative. Riboga does not think of his employees as people but as tools with a specific use. For this reason he never uses their name but rather their job description. His assassin is Kills, his bodyguard Protect, his translator Speaks and so on.

Inspector Escra Fey'lya, Female Bothan Scoundrel 8;

Personality and standard operating procedures: Escra is the product of the saying "if you can't beat them, recruit them"; a youthful criminal who caught the eye of an OPS officer. Over several years he gained her trust and challenged her beliefs to the point where she entered OPS training. Displaying a knack for undercover work she rose quickly through the ranks to her current position of head of the Organized Crime Task Force. The fact that this takes her away from the field and puts her more and more behind a desk irks her greatly. She makes up for this by personally viewing relevant crime scenes whenever possible.

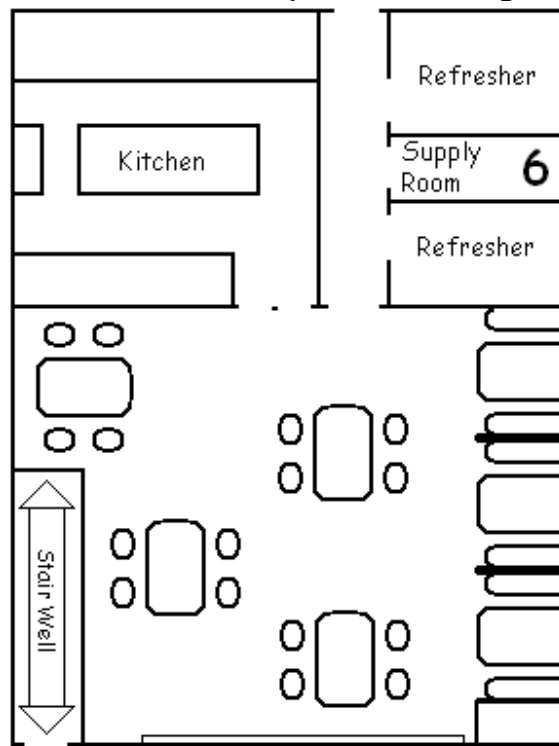
Stats: IM +2; Def 20 (+2 Dex, +8 Class); Spd 10 m; VP/WP 39/13; Attack +8/+3 ranged (3d6 blaster pistol); SQ +2 to Spot and Gather Information (factored in); SA Illicit Barter, Lucky (2/day), Precise Attack +1;SV Fort +3, Ref +8, Will +3; SZ M; FP 4; Rep 9; Str 16, Dex 14, Con 13, Int 14, Wis 12, Cha 15.

Equipment: Blaster pistol, modified YT-1300 space transport *Whirling Stars*.

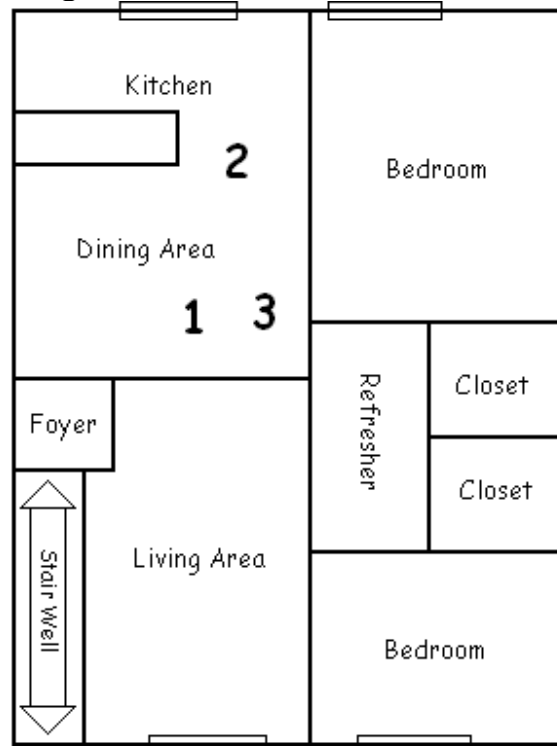
Skills: Appraise +7, Diplomacy +8, Bluff +15, Computer Use +11, Disable Device +13, Gather Information +10, Forgery +6, Hide +6, Knowledge (Cularin system) +7, Knowledge (streetwise - Cularin planet) +8, Listen +5, Move Silently +6, Pilot +13, Profession (Police officer) +4, Repair +6, Search +9, Sleight of Hand +7, Spot +8, Read/Write Bothese, Read/Write Basic, Speak Basic, Speak Bothese, Speak Tarasinese, Speak Huttese.

Feats: Cautious, Skill Emphasis (Disable Device), Skill Emphasis (Computer Use), Skill Emphasis (Bluff), Skill Emphasis (Diplomacy), Weapon Group Proficiency (blaster pistols, simple weapons).

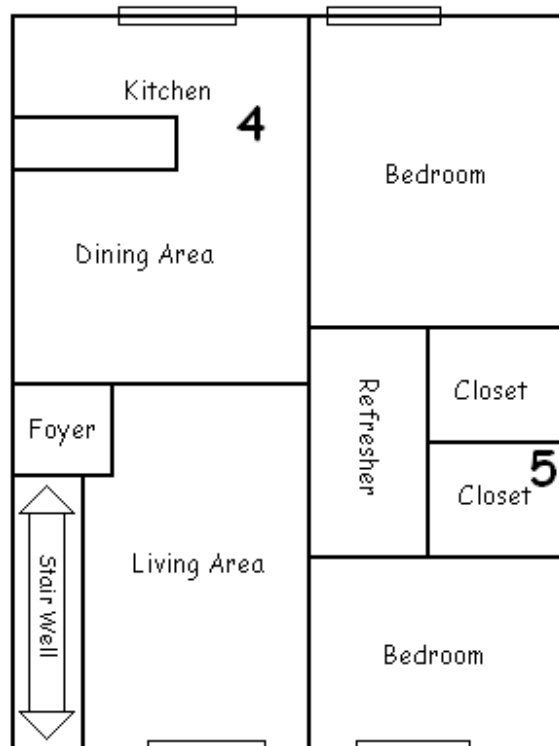
GM Aid #3: Map of Burning Building



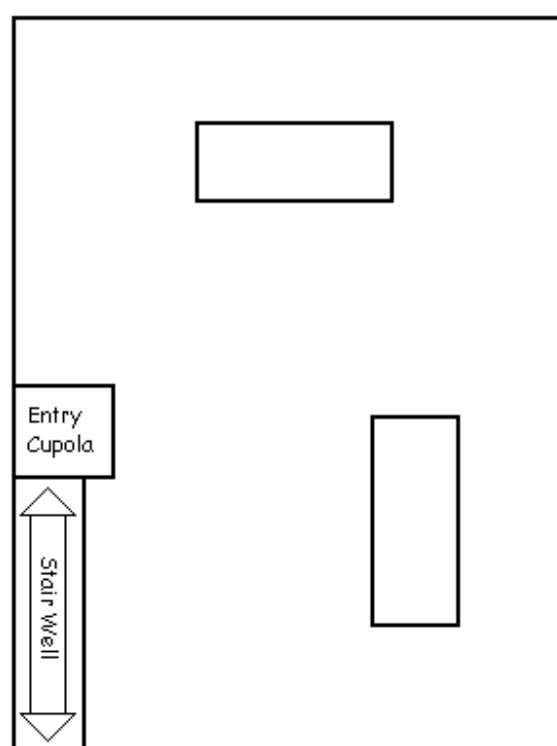
Ground Floor



First Floor

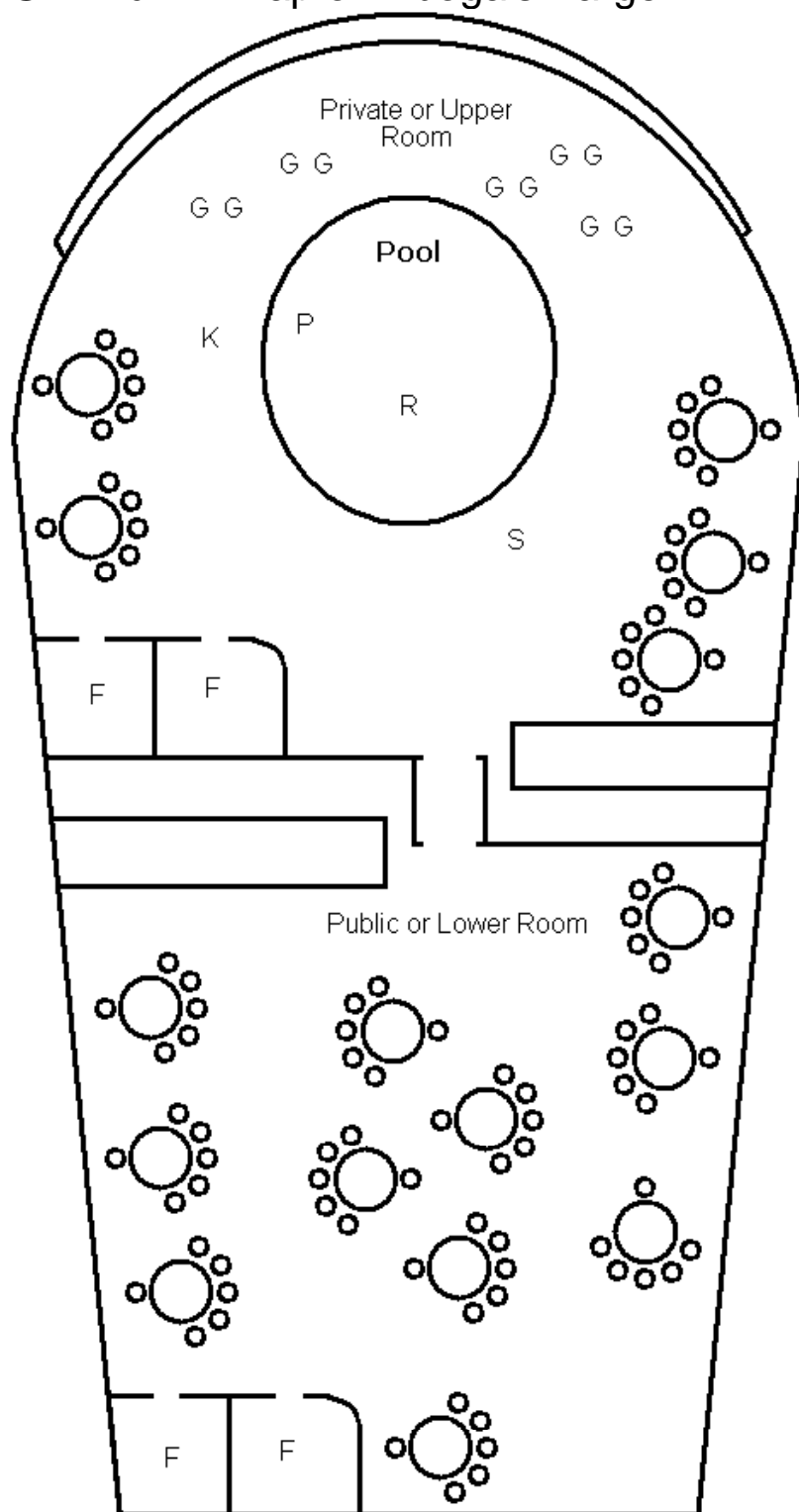


Second Floor



Roof

GM Aid #4: Map of Riboga's Barge



S Guards

R Guards

P Guards

K Guards

G Guards

POOL this has been converted from a water pool to a mud pool.

F Refresher.