

# Betrayal of Darth Revan

## GM Module Flow

### 1. SERNPIDAL

Objective: PCs must locate Sith Commander Doel Shirp, supposedly in Sernpidal City on shore leave, and acquire his code cylinder, which holds the command codes of the sensor systems to Darth Revan's flagship.

#### Locating Shirp

- **Gather Information**: **DC 25** plus **500 credits**. Reveals location of Shirps estate in the city.
- **Deception**: **NO SUCCESS POSSIBLE**. In addition, Shirp sends pair of Sith Troopers to escort the PCs to estate for questioning.
- **Perception**: **DC 20** perception check to notice pair of Sith Troopers carrying supplies to covered speeder destined for Shirp's estate. PC's may attempt to sneak on board to arrive at Shirp's estate. If they do, bypass "Getting Inside."
- **Bribery**: Success depends on the bribery level.
  - *100 credits or less*: No real information, other than confirmation of a Sith officer in the city.
  - *100 to 500 credits*: PCs learn that Shirp lives in the wealthy area of town, granting them a +10 circumstance bonus on future Gather Info checks to locate him.
  - *Over 500 credits*: PCs learn the exact location of Shirp's estate and that it is guarded by patrol droids and security cameras.
- **Intimidation**: Provides same info as bribe of 100-500 credits. **But after 3 intimidation attempts, 6 Sernpidal Enforcers (pg. 69 of TotG) appear to arrest PCs.**

#### Getting Inside

- **Scaling the Wall**: **DC 48** Jump check required to leap over 4 meter permacrete walls. **DC 36** to simply grip top of the wall, **DC 25** climb check to pull self over.
- **Main Gate**: 2 Sith Trooper guards and security camera. Any altercation alerts more security: 12 more troopers.
- **Delivery Gate**: 1 security camera with dataport. **DC 18** Use Computer check to slice dataport, allowing shut down of camera and gate lock. 2 main door guards alerted, who come to investigate.

#### The Grounds

- **Avoiding Sentry Droids**: 4 sentry droids patrol in groups of 2. Once past the wall, roll Perception for a pair of the droids to notice the PCs.
  - **DC 10**: If PCs simply scaled the wall.
  - **DC 15**: If PCs used the Main Gate.
  - **DC 20**: If PCs used the Delivery Gate.If spotted, pair of droids engages PCs. **If not disabled in 1 round, they radio 2nd droid patrol (arrives in 5 rounds).**

#### Shirp's Estate

- **Finding Shirp**: **DC 10** Perception check finds Shirp in his office on the 1<sup>st</sup> floor.
- **Negotiations**: Shirp attempts to discover PCs goal. If he finds out, he offers phony code cylinder, and safe escort off the estate.
- **Failed "negotiation"**: leads to **Encounter 1: Obtaining the Code**
- **Leaving the estate**: most direct route is to take delivery speeder out of delivery gate. Any other route, PCs must battle Shirp's troops and sentry droids in groups of 4.

### 2. ENGAGING THE SITH

Objective: After delivering the code cylinder to Bastila's strike team, the PCs must fly ahead of the team to secure Darth Revan's flagship's docking bay, then engage ship security to pave a clear path to Darth Revan for Bastila's team.

#### Rendezvous on the *Viscount*

- **A New Mission:** Deliver code cylinder to Bastila. PCs recruited to help with clearing path to flagship, and facilitating her team's movement through the ship.
- **Stocking Up:** PCs given option to stock up from Republic stores: medpacs, power packs, and weapons (blaster pistols and rifles, anything larger unavailable).

## Flight Into Chaos

- **Towards the Flagship:** PCs take helm of Aurek Tactical Strikefighters. First half of journey is peaceful, with fleet battle taking place in the distance.
- **If PCs Fall Behind:** Bastila radio's them to pick up the pace. They read a *Ministry*-class orbital shuttle approaching from behind.
- **Approaching the Flagship:** Close to the ship, PCs enter [Encounter 2: Through the Sith Fleet](#).
- **After the Encounter:** PCs find open and empty hanger bay, closing brings fire from the Sith ship. Carried payload of chaff bombs can be set off to confuse ship sensors and allow safe landing.

## Aboard the Flagship

- **Hanger Security:** **DC 20** Use Computer check to shut down 3 turrets in hanger bay, allowing Bastila's shuttle to safely land.
- **Reaching SecCom:** PCs must reach Security Command to order security aft, clearing way for strike team. If time allows, and if Hanger Security was difficult, run optional [Encounter 3: Repelling the Repellers](#).
- **SecCom Showdown:** **DC 10** Perception check (if decided) to listen at SecCom door to hear voices inside. Opening door leads to [Encounter 4: SecCom Showdown](#).
  - **Critical Challenge:** Must access SecCom computer to order security forces aft.
    - *Intimidate Darth Voren:* Persuasion vs. Will 27 gains computer codes.
    - *Persuade Darth Voren:* Impossible if any Jedi in party. If no Jedi, PCs receive +5 circumstance bonus to Persuasion if they reveal they plan to kill Revan.
    - *Intimidate Commando:* vs. Will 9, but commando must make DC 20 Int check to know the codes.
    - *Slice Computer:* **DC 25** Use Computer check.
 After gaining access, **DC 20** Deception check required to order security forces aft.
  - **Auxiliary Challenge:** PCs may attempt to help strike team by manipulating ship systems such as weapons and shields.
    - **DC 15** Use Computer to issue routine command for non-combat system.
    - **DC 20** Use Computer to issue routine command for tactical system (shields, weapons, etc.). **Darth Voren or any Sith assisting will not allow this, and will immediately turn hostile at this point.**

## Making Their Escape

- **Return to Hangar:** If Darth Voren or any Sith assisted, they remain behind to keep security away from bridge. After returning, ship shudders, as other Sith fleet ships attack!
- **Helping Bastila:** Strike team radios PCs for help. As they head towards them, ship shudders and starts to take damage
  - 2 flying debris attacks at PCs (+5 vs. Ref/2d6 damage).
  - Prior to rendezvous with Bastila, PCs run into [Encounter 5: Fight for Flight](#).
- **Abandon Ship:** After encounter and meet with Bastila, ship-wide announcement to abandon ship. Bastila encourages PCs to escort them back to hangar as ship starts to break apart and explode.
  - 3 flying debris attacks at PCs (+8 vs. Ref/2d6 damage).
- **Re-return to Hangar:** Hanger is nearly demolished, but ships unharmed. Rushing to their escape ships, the flagship shudders and finally breaks apart.
  - A few fake rolls to put PCs on edge.
  - Successful exit from dying ship, and return to Republic fleet.