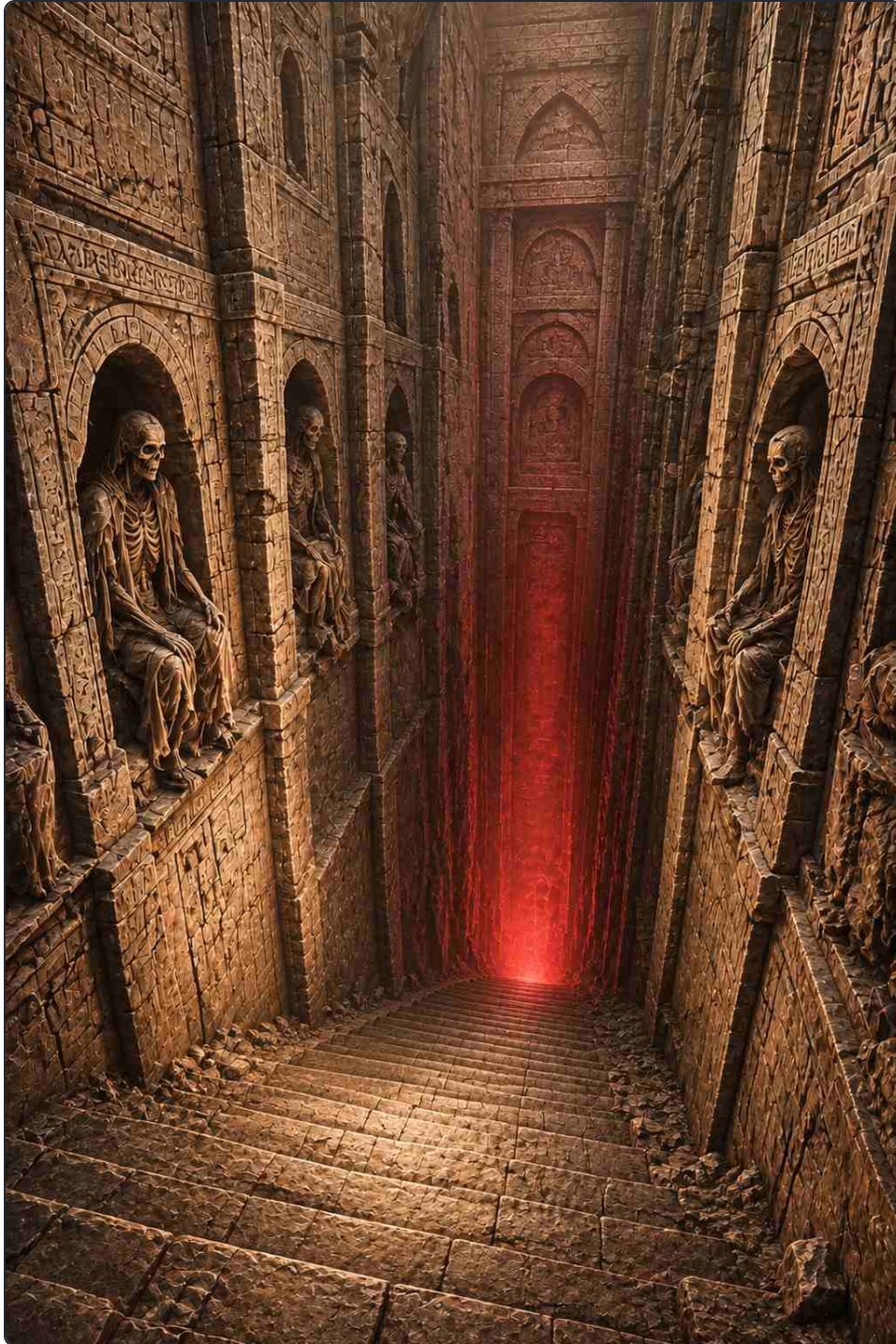




SWURPG TACTICAL MAPS

The Tomb of Tulak Hord

TACTICAL MAPS

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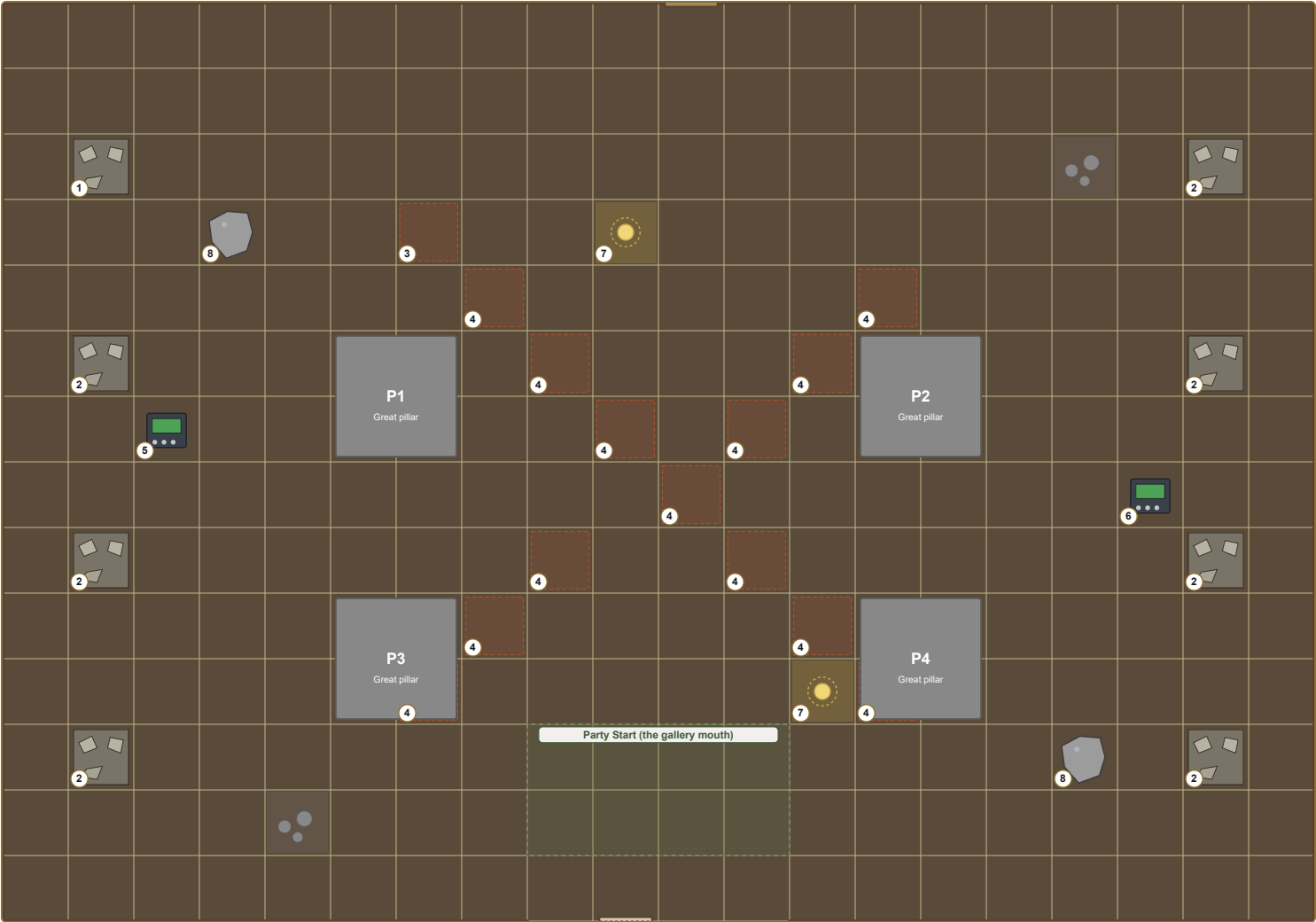
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Scene 2.1 – The Trial of Flesh

HALL OF THE MASSASSI – TRIAL OF FLESH

GRID: 5 FT / SQUARE N ↑

HALL OF THE MASSASSI



TERRAIN KEY

-  Wall
-  Ruins (rubble cover) — Massassi alcove
Three-quarters cover (+5 AC / +5 DEX saves)
-  Control terminal — Wall-valve
-  Rocks / scree

-  Door
-  Hazard — Alchemical channel
-  Light source — Luminous channel-glow
-  Boulder — Fallen pillar-stone
Half cover (+2 AC / +2 DEX saves)

MAP KEY

- ① Massassi alcove — *A Massassi Warrior stands entombed here; it steps down when the party crosses the hall (see footnote).*
- ② Massassi alcove
- ③ Alchemical channel — *Gas vent. On initiative count 20 (losing ties) each round, every creature on a channel makes an Endurance (CON) save DC 15 or takes 2d6 Chem-Toxic and is Poisoned until end of its next turn. Massassi are immune. Shut off at a wall-valve (Mechanics DC 16) or by crushing the conduits (Use the Force DC 15).*
- ④ Alchemical channel
- ⑤ Wall-valve — *Mechanics DC 16 (an action) shuts the alchemical vents off for good.*
- ⑥ Wall-valve — *Second valve — either one shuts the vents off (Mechanics DC 16).*
- ⑦ Luminous channel-glow
- ⑧ Fallen pillar-stone

LEGEND

P1 Great pillar

P2 Great pillar

P3 Great pillar

P4 Great pillar

GM-only enemy positioning (place tokens when the party crosses the hall's midline, NOT at scene-open): two Massassi Warriors (red, TR 4) step down from alcoves at roughly [1, 5] and [18, 8], moving to flank. If the party lingers on the channels, that's a feature — the gas hurts them, not the Massassi (immune to Chem-Toxic). Scaling: 2-3 PCs → one Massassi. 5-6 PCs → three, or two plus a wave of 4 low-HP (20 HP) standing Massassi rising from the remaining alcoves after round 2. The wall-valves ([2,6] and [17,7], Mechanics DC 16) end the gas; the pillars are full cover; the fallen stones are half cover. The sealed north door is the way down (opens once the hall is cleared).

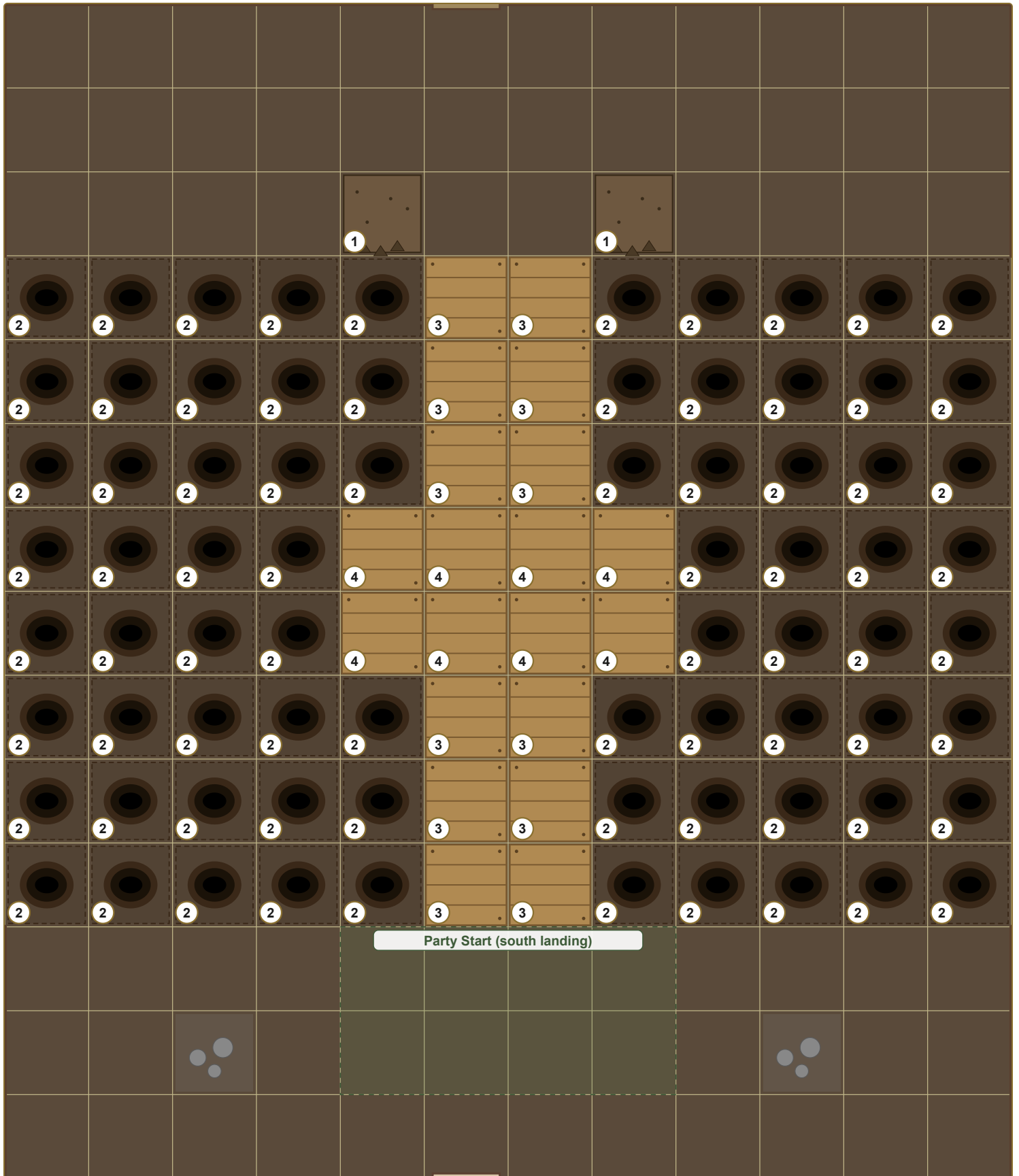
Printable true-scale version (1 in = 5 ft): swurpg.com/battle-maps/tomb-of-tulak-hord-2-1-massassi-hall.pdf

Scene 2.4 – The Guardian

THE BRIDGE – THE TERENTATEK'S CROSSING

GRID: 5 FT / SQUARE N ↑

THE BRIDGE



TERRAIN KEY





Cave floor — Far landing



Pit (fall hazard) — Bottomless pit



Rocks / scree



Boardwalk / pier — Bridge span

MAP KEY

- ① Far landing
- ② Bottomless pit — *A bottomless drop. A creature shoved off, or that misses a leap, falls (40 ft, 4d6) and must climb back up.*
- ③ Bridge span
- ④ The crossing (midpoint)

GM-only enemy positioning (place the token when the party sets foot on the bridge, NOT at scene-open): the Terentatek (red, TR 6) waits at the crossing (the midpoint platform, roughly [5, 7]), blocking the span. It targets the party's Force-user first (bred for it), and tries to grapple-and-shove a PC into the pit (Athletics +13 vs the PC's Athletics/Acrobatics save; a shoved PC makes an Acrobatics DC 15 to catch the edge or falls 40 ft / 4d6). It has no retreat. The bridge span is 2 cells wide (10 ft) at the ends and 4 wide at the crossing — a smart party spreads out or lures it onto the solid landings rather than fighting single-file over the drop. Scaling: 2-3 PCs → HP 100, single attack + bite. 5-6 PCs → add a Hssiss (TR 5) flanking from invisibility along the far landing. The burial doors (north) open once the crossing is won.

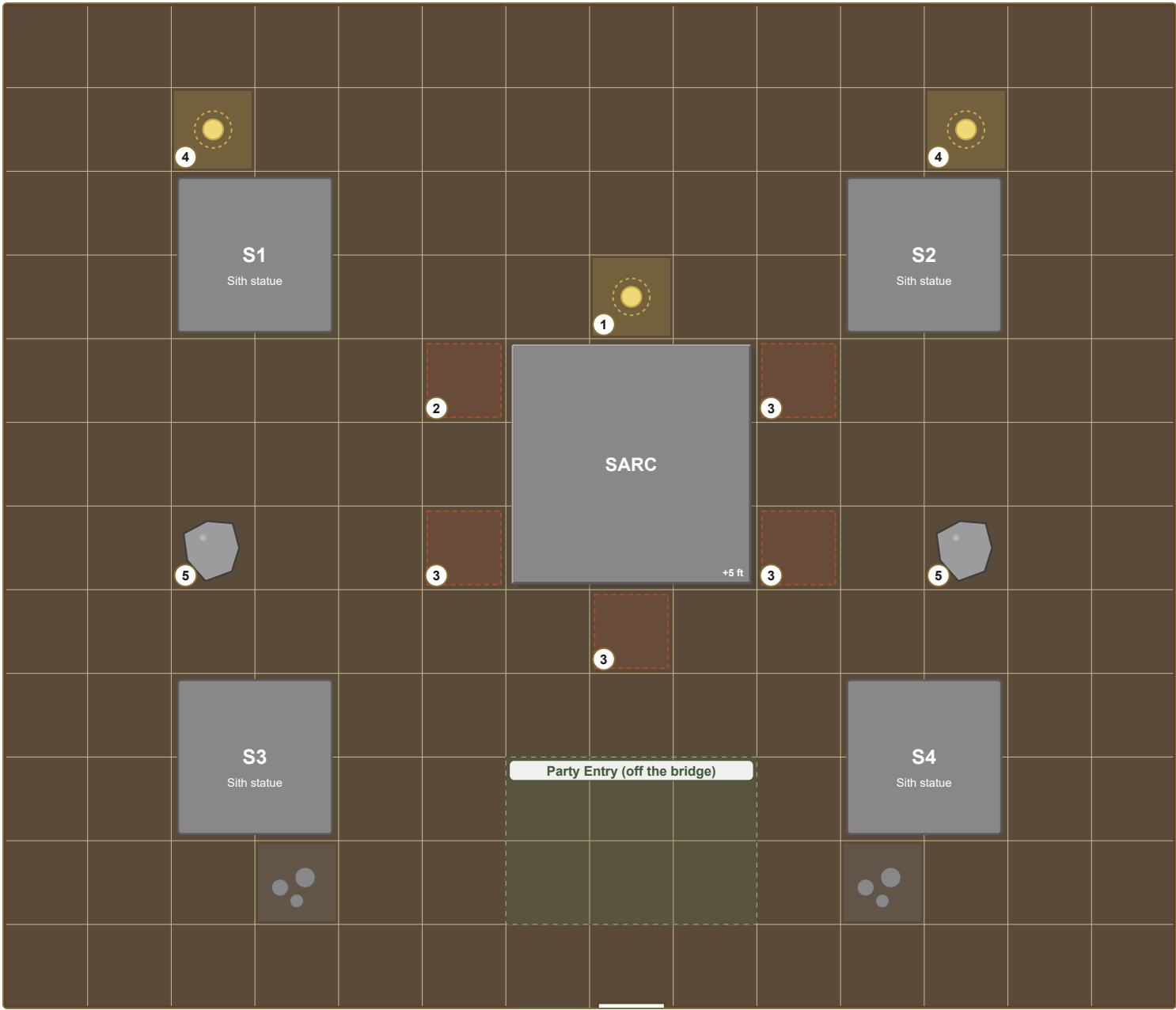
Printable true-scale version (1 in = 5 ft): swurpg.com/battle-maps/tomb-of-tulak-hord-2-4-bridge.pdf

Scene 3.1 – The Burial Chamber

THE BURIAL CHAMBER – THE BARGAIN

GRID: 5 FT / SQUARE **N** ↑

THE BURIAL CHAMBER



TERRAIN KEY

-  Wall
-  Light source — The Holocron (floating)
-  Boulder — Toppled offering-stone
Half cover (+2 AC / +2 DEX saves)

-  Door
-  Hazard — Dark-side aura
-  Rocks / scree

MAP KEY

- ① The Holocron (floating) — *The Holocron of Tulak Hord — the objective. Its gatekeeper (Tulak Hord's essence) speaks from here and makes the offer (Scene 3.2). If refused/attacked, Tulak Hord's Shade manifests just above the sarcophagus and the finale (Scene 3.3) begins.*
- ② Dark-side aura — *Once Tulak Hord's Shade manifests, each creature that starts its turn within 20 ft of him (roughly these cells) makes a DC 18 Wisdom save or is Frightened until the start of its next turn (Aura of Dread).*
- ③ Dark-side aura
- ④ Cold tomb-light
- ⑤ Toppled offering-stone

LEGEND

SARC Sarcophagus of Tulak Hord (on a raised black-stone bier)	S1 Sith statue (hooded Dark Lord)	S2 Sith statue (hooded Dark Lord)
S3 Sith statue (hooded Dark Lord)	S4 Sith statue (hooded Dark Lord)	

GM-only positioning (place the token when the bargain resolves — a PC accepts, refuses, or moves to take the Holocron — NOT at scene-open): Tulak Hord's Shade (purple, TR 7) manifests just above the sarcophagus at roughly [7, 4], the Holocron dimming as his essence pours out. He hovers (fly/30 ft) and holds the center; his Aura of Dread covers the shaded cells around the bier. Until he fully manifests (start of round 3, or the instant a PC accepts the offer) he has resistance to all non-Force damage — position the party so the Force-user has a clear line. If a PC ACCEPTED, resolve the Transfer Essence contest first (opposed Use the Force, best of 3) before any tokens move. If Nyra Sil survived Act II and was refused the offer, she starts at the entry [7, 10] (orange) and fights FOR Tulak Hord, trying to seize the body herself. Scaling: 2-3 PCs → HP 110, drop the Aura of Dread. 5-6 PCs → HP 175 + Nyra. The sarcophagus (full cover, +5 ft elevation) and the toppled offering-stones (half cover) are the only cover; the statues are full cover.

Printable true-scale version (1 in = 5 ft): swurpg.com/battle-maps/tomb-of-tulak-hord-3-burial-chamber.pdf