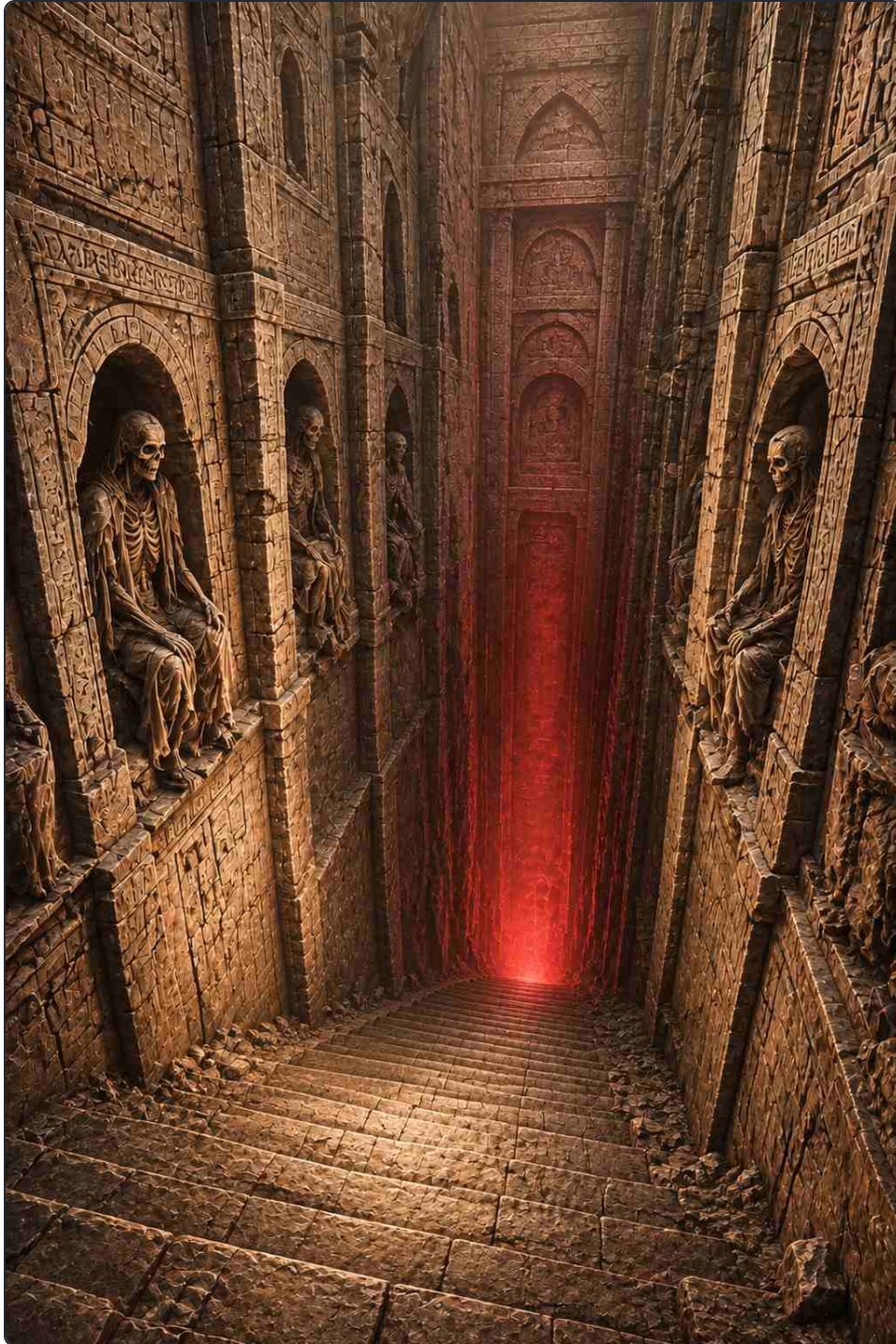




SWURPG STAT REFERENCE

The Tomb of Tulak Hord

STAT REFERENCE

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Scene 1.2 – The Tomb Mouth

⚔ COMBAT SITH ACOLYTES (3)

TR	AC	HP	SPEED
2	14	33	30 ft

Attack: Sith Sword +4 (1d6+1 slashing or piercing)

Saves: DEX +5 · WIS +5

Abilities: STR 12 (+1) · DEX 15 (+2) · CON 13 (+1) · INT 11 (+0) · WIS 15 (+2) · CHA 14 (+2)

Skills (proficient): Use the Force +5 · Intimidation +5 · Athletics +4 · Perception +5

GM TACTICS

Reckless and fearless. They open with Force Fear (DC 13 Wisdom save or Frightened) to soften a target, then close with sword work, and each has Precognitive Reflex once per short rest to impose disadvantage on one attack against it. They deal an extra 1d6 to any target that is Frightened or Prone. They do not retreat — zealots hurl themselves forward. For a level-8 party these are minions; the danger is only if the party lets the Fear stack and gets flanked in the dark.

Each acolyte knows two dark powers: **Fear** (Action, DC 13 Wisdom save or Frightened 3 rounds) and **Move/Push/Pull Object** (Action, DC 13 Strength save, shove 10 ft + Prone, or hurl a loose object for 2d4). Use the Push to knock a PC off the raised walkways.

Scaling: 2–3 PCs → 2 acolytes. 5–6 PCs → 4 acolytes, or 3 plus one who flees deeper to warn Nyra (making Scene 2.3 a prepared fight).

Loot: the acolytes carry Sith Swords (a fine curiosity, not an upgrade for an L8 party) and, between them, **8 doses of Sith Poison** — a real prize (coat a weapon; the next hit forces a DC 14 Constitution save or Poisoned). The datapad's decrypted map grants advantage on navigation checks in Act I.

Scene 1.3 – Something in the Dark

⚔ COMBAT HSSISS (DARK-SIDE DRAGON)

TR	AC	HP	SPEED
5	16	85	40 ft

Attack: Bite +9 (2d6+4 piercing + Dark-Side Venom) · Claws +9 (2d6+4 slashing) — Multiattack (both)

Saves: DEX +7 · CON +8 · WIS +7

Abilities: STR 18 (+4) · DEX 15 (+2) · CON 16 (+3) · INT 3 (−4) · WIS 14 (+2) · CHA 12 (+1)

Skills (proficient): Stealth +12 · Perception +7

GM TACTICS

An ambush striker. It opens from invisibility (Force Cloak, bonus action, advantage while unseen) against the party's Force-user, lands a Bite to plant its venom, then Cloaks again next turn before the party can focus it. Its Dark-Side Venom (DC 16 Constitution or Poisoned 1 hour, 1d10 Chem-Toxic at the start of each turn) can ONLY be purged by a Force healing trance or a dark-side cleansing — no medpac touches it. Its Wound in the Force trait forces any Force power targeting it to first beat a DC 15 Wisdom check or fizzle, and it regains 5 HP at the start of its turn unless it took Force damage. Burn it down fast or it heals between exchanges.

The Force-user problem: the Hssiss is built to terrorize a Force-user — the venom, the Force-fizzle, the beeline. Lean into it. This is the scene that makes a party *glad* to have a Force-user (the trance is the only cure) and *nervous* about relying on one.

Scaling: 2–3 PCs → drop the Hssiss to HP 60 and remove its regeneration. 5–6 PCs → two Hssiss hunting as a pair (advantage from Pack tactics when both are within 5 ft of a target).

Loot: the Hssiss's venom sacs and hide are worth ~1,000 credits to an alchemy buyer or curio dealer. No gear — it's a beast.

Scene 2.1 – The Trial of Flesh

✂ COMBAT MASSASSI WARRIORS (2) + ALCHEMICAL VENTS (HAZARD)

TR	AC	HP	SPEED
4	16	68	30 ft

Attack: Massassi Lanvarok — melee +8 (1d10+4 slashing) or disc volley +8 (1d8 slashing, 40 ft)

Saves: STR +8 · CON +7

Abilities: STR 18 (+4) · DEX 13 (+1) · CON 16 (+3) · INT 7 (−2) · WIS 10 (+0) · CHA 8 (−1)

Skills (proficient): Athletics +8 · Intimidation +3 · Perception +4

GM TACTICS

Brutes with no retreat instinct — they fight to 0 HP. Each opens with a disc volley if the party is at range, then closes and uses Savage Charge (move 10+ ft, +2d6 and a DC 15 Strength save or Prone). They can Power Attack (−2 to hit, +4 damage) and have resistance to Chem-Toxic damage — so the gas hurts the party, not them. One Relentless (Second Wind) each: regains 10 HP once. Play them as the anvil that pins the party inside the gas.

Alchemical Vents (hazard): on initiative count 20 (losing ties) each round, the green channels vent. Every creature standing on a channel makes a **ENDURANCE · DC 15** Constitution save or takes 2d6 Chem-Toxic damage and is Poisoned until the end of its next turn. The Massassi are immune; the party is not. A **MECHANICS · DC 16** at a wall-valve, or a **USE THE FORCE · DC 15** to crush the conduits, shuts the vents off for good.

Scaling: 2–3 PCs → one Massassi. 5–6 PCs → three, or two plus a wave of the standing Massassi rising as 4× low-HP (HP 20) minions after two rounds.

Loot: a **Massassi Lanvarok** (Melee Exotic, dual ranged/melee — a genuine, distinctive weapon for a martial PC proficient in Exotics), and, on the largest Massassi, an intact **Sith War-Sword** — an alchemy-forged blade impervious to lightsabers (Very Rare, a real prize; see the GMNote).

Scene 2.3 – The Rival

NPC NYRA SIL — Sith Sorcerer — the cult's agent, the rival racing for the Holocron

Abilities: STR 10 (+0) · DEX 14 (+2) · CON 16 (+3) · INT 16 (+3) · WIS 18 (+4) · CHA 16 (+3)

Stats: TR 6 · AC 14 · HP 105 · Use the Force +14 · Intimidation +8 · Knowledge: Galactic Lore +8 · Perception +9

✂ COMBAT NYRA SIL — SITH SORCERER (RIVAL)

TR	AC	HP	SPEED
6	14	105	30 ft

Attack: Poisoned dagger +7 (1d4+2 piercing + Sith Poison) — a last resort; her Force powers are the threat

Saves: INT +8 · WIS +9 · CHA +8 · resistance to Chem-Toxic; immune to Poisoned

Abilities: STR 10 (+0) · DEX 14 (+2) · CON 16 (+3) · INT 16 (+3) · WIS 18 (+4) · CHA 16 (+3)

Skills (proficient): Use the Force +14 · Intimidation +8 · Knowledge: Galactic Lore +8 · Perception +9

GM TACTICS

Artillery. She opens with Dark Side Web (DC 18 Dexterity save or Restrained, 20-ft radius) to lock the party down, then punishes the restrained with Bolt of Hatred (DC 18 Con, 4d8 Force + more the more hurt she is) and Force Lightning (DC 18 Dex, 4d10 Electric). She summons a Smoke Demon (AC 14, 27 HP, radiates Fear) as a body and Bound Servant lets her keep it up while she concentrates on another power. Drain Life makes every death — including her own summons — heal her. Dark Ward (reaction, twice per short rest) gives +4 AC and reflects 2d8. She is squishy (AC 14) — a party that punches through her front and reaches her ends it fast, which is the tension.

Her powers (DC 18): Force Lightning, Bolt of Hatred, Dark Side Web, Suppress Thought, Force Corruption, Summon Smoke Demon, Fear. See [Force Powers](#) for full effects.

Scaling: 2–3 PCs → drop the Smoke Demon and lower her HP to 80. 5–6 PCs → she has already re-summoned two acolytes (Scene 1.2) as backup.

Loot: Nyra carries a **Sith Talisman** (a dark-side amulet — while worn, +1 to the save DC of the wearer's Dark-side Force powers) and a **Sith Holocron reader-key** she was using to crack the seals (advantage on the Act III lore checks). If she's allied or spared, she keeps the Talisman; if she falls, it's the party's.

Scene 2.4 – The Guardian

⌘ COMBAT TERENTATEK (SITHSPAWN GUARDIAN)

TR	AC	HP	SPEED
6	18	136	40 ft

Attack: Venomous Claw +13 (2d10+7 slashing + 2d6 poison) · Bite +13 (3d10+7 kinetic) — Multiattack (2 claws + bite)

Saves: STR +12 · CON +11 · WIS +7 · immune to poison; advantage on saves vs Force powers; drains Force-users

Abilities: STR 26 (+8) · DEX 14 (+2) · CON 22 (+6) · INT 6 (−2) · WIS 14 (+2) · CHA 10 (+0)

Skills (proficient): Athletics +13 · Perception +7 · Survival +7 · Intimidation +8

GM TACTICS

A wall of hunger. It targets the party's Force-user above all others (bred for it) and tries to grapple-and-shove them off the bridge (Athletics +13 vs the PC's save). Its venom (on any claw hit, DC 17 Constitution or Poisoned 1 minute, 2d6 poison per turn) is un-healable by ordinary means, like the Hssiss. It shrugs off Force powers (advantage on all saves; a Force-user's control powers largely bounce). It has no retreat — it has waited a thousand years to eat something. This is a genuine threat to an L8 party; the pit is the real danger, not just the claws.

The bridge: 5 ft wide, no railings. A creature shoved off makes a **ACROBATICS · DC 15** to catch the edge or falls (40 ft, 4d6, and a climb back up). The terentatek *wants* the party bunched on the bridge; a smart party spreads or lures it onto solid ground.

Scaling: 2–3 PCs → HP 100, single attack + bite. 5–6 PCs → add a Hssiss flanking from invisibility.

Loot: the terentatek's blood and tusks are prized by Sith alchemists — worth ~2,000 credits, or (a GM option) enough raw material for a Sith Poison brew or two. No gear — it's a beast.

Scene 3.3 – The Last Trial

⚔ COMBAT TULAK HORD'S SHADE

TR	AC	HP	SPEED
7	18	142	30 ft (hover)

Attack: Spectral lightsaber +11 (1d10+6 energy, ignores energy resistance) — Multiattack (2)

Saves: DEX +9 · WIS +10 · CHA +10 · resistance to ALL non-Force damage until he fully manifests (see below)

Abilities: STR 15 (+2) · DEX 17 (+3) · CON 18 (+4) · INT 16 (+3) · WIS 18 (+4) · CHA 18 (+4)

Skills (proficient): Use the Force +16 · Intimidation +10

GM TACTICS

A dark mirror of a Jedi Master. He is only half-real: until he fully manifests, he has resistance to all non-Force damage — Force powers, lightsabers channeling the Force, and Force-empowered strikes hit him full; blasters and mundane blades do half. He fully manifests (resistance ends) at the start of round 3, OR the instant a PC accepts the offer (he stops holding back). Each turn he Multiattacks with a spectral saber, Deflects blaster bolts back at shooters (reaction), and radiates an Aura of Dread (start of turn within 20 ft, DC 18 Wisdom or Frightened). Once per fight, when reduced to 0 HP he drops to 1 instead (Unbreakable Will). Focus the Force damage; a party leaning only on blasters will grind for two rounds before they can hurt him properly — which is the Force-user payoff the whole tomb has been building toward.

His powers (DC 18): Force Lightning (Action, DC 18 Dex, 6d10 Electric, up to 3 targets), Force Choke (Action, DC 18 Con, 4d8 + Restrained + sustained), Bolt of Hatred (Action, DC 18 Con, 4d8 Force, more the more hurt he is), Fear (Action, DC 18 Wis, Frightened), Move/Push/Pull Object (shove a PC toward the bridge pit), and Crucitorn (Bonus Action — he ignores the effects of low HP and can't be forced to concentrate). See [Force Powers](#).

Wraith-Form (AC source): AC 18 = 10 + DEX +3 + Wraith-Form +5 (blows pass half-through his half-real body; already included above).

The Transfer Essence mechanic (only if a PC accepted): instead of fighting, resolve the possession as a contest — the PC and Tulak Hord each make an opposed **Wisdom (Use the Force) check** at the start of each of the PC's turns, best of three. PC wins the majority → they keep the power and themselves (fallen hero). Tulak wins → the Shade takes the body; run him as an NPC villain against the rest of the party (same stat block, now solid, resistance gone).

Scaling: 2–3 PCs → HP 110, drop the Aura of Dread. 5–6 PCs → HP 175, and Nyra Sil (if she survived and was refused the offer) fights *for* Tulak Hord, desperate to take the body herself.

Loot / reward: on his defeat, the Holocron falls dormant and inert — carry it out sealed (the "Claim" reward + Sarn's full 40,000-credit fee), or shatter it (the "Refuse" reward — nothing but a clean conscience and what the tomb already gave). The spectral lightsaber's crystal survives the fight as a **bled red crystal** (a second one, if the party wants it).

Cast of NPCs

Master Ilena Sarn – Jedi Historian (Patron)

Role: Patron · **Location:** off-world; briefs the party by holo, pays on delivery.

Voice: Warm, tired, scholarly. Speaks in careful qualifications. Genuinely afraid of what the Holocron could teach the wrong hands, and genuinely reluctant to send anyone to Korriban to get it.

Motivation: Recover the Holocron of Tulak Hord and lock it in a Jedi vault where no one will practice what it holds. Believes destroying it would be a loss to history; wants it *contained*, not gone. Pays 40,000 credits (half up front) for delivery — and will pay the full sum even for proof it was destroyed, if the party can't bring it out.

Dialogue snippets:

(Briefing) "I have spent ten years finding this thing. I would give another ten never to have found it. But now that I have — better you than the cult, and better a vault than the galaxy."

(Warned about the tomb's nature) "Tulak Hord was patient in a way the living struggle to imagine. Assume the tomb is cleverer than you. Assume it wants something. And do not, whatever it offers, believe that it is being kind."

Abilities: STR 9 (−1) · DEX 12 (+1) · CON 11 (+0) · INT 16 (+3) · WIS 17 (+3) · CHA 14 (+2).

Stats: TR 3 · AC 13 · HP 45 · Knowledge: Galactic Lore +9 · Insight +7 · Use the Force +7 · Persuasion +6. (Rarely fights; statted in case the party brings her, or turns on her.)

Nyra Sil – Sith Sorcerer (Rival)

Role: Rival / possible ally / possible victim · **Location:** the ritual chamber (Scene 2.3), then wherever the party's choices take her.

Voice: Cold, precise, unhurried. Never raises her voice. Speaks as though she has already run the numbers on everyone in the room.

Motivation: Claim the Holocron for her cult and rise. Does not know it means to claim her. Pragmatic to the bone — she will ally to survive and betray to win, and the tomb's offer will find her the most easily of anyone, if the party leaves the door open.

Dialogue snippets:

(First meeting) "You can try to take this from me. Or you can be useful. Choose quickly."

(Allied, at the burial chamber) "...it's talking to *you*, not me. Why is it talking to you?" — the first crack in her composure.

(If she takes the offer) "Finally. Something in this tomb that understands what I'm *worth*."

Abilities: STR 10 (+0) · DEX 14 (+2) · CON 16 (+3) · INT 16 (+3) · WIS 18 (+4) · CHA 16 (+3).

Stats: TR 6 · AC 14 · HP 105 · Use the Force +14 · Intimidation +8 · Knowledge: Galactic Lore +8 · Perception +9 · Poisoned dagger +7 (1d4+2 + Sith Poison). Powers (DC 18): Force Lightning, Bolt of Hatred, Dark Side Web, Suppress Thought, Force Corruption, Summon Smoke Demon, Fear.

Tulak Hord – Dark Lord (Gatekeeper / Boss)

Role: The tomb's true antagonist · **Location:** the burial chamber (Act III).

Voice: Patient, warm, certain. A thousand years of solitude have made him *gracious* — he is delighted by clever guests and never hurries. The menace is in how reasonable he sounds, and in how much of what he says is true.

Motivation: A new body, through Transfer Essence, and through it a return to the galaxy. Everything — the trials, the tomb, the welcome — is a filter to find someone strong enough to be worth wearing. He would genuinely rather be *accepted* than have to take a body by force; forcing it is his fallback, not his plan.

Dialogue snippets:

(Welcome) "At last. I have waited so long for someone worth speaking to."

(The offer) "Take up my power. Take up my tomb. I ask only that you are strong enough to hold it."

(Refused) "...I offered you the galaxy. Then I will take a smaller thing. I will take *you*."

Abilities & Stats: as **Tulak Hord's Shade** (Scene 3.3) — TR 7 · AC 18 · HP 142.

Encounter Reference

SCENE	ENCOUNTER	TYPE	KEY STATS	DEFAULT COUNT
1.2	Sith Acolytes	Combat	TR 2 · AC 14 · HP 33 · Sith Sword +4	3
1.3	Hssiss	Combat	TR 5 · AC 16 · HP 85 · Bite/Claws +9 · invisible · un-healable venom	1
2.1	Massassi Warriors + vents	Combat	TR 4 · AC 16 · HP 68 · Lanvarok +8 · gas hazard	2
2.2	Trial of the Mind	Puzzle	Fear phantasms · Wis DC 15 · bled crystal reward	—
2.3	Nyra Sil (rival)	Combat / social	TR 6 · AC 14 · HP 105 · dark-side artillery, DC 18	1
2.4	Terentatek	Combat	TR 6 · AC 18 · HP 136 · Multiattack +13 · bridge	1
3.2	The Offer	Social / choice	Insight DC 20 · three-branch DecisionPoint	—
3.3	Tulak Hord's Shade	Combat (boss)	TR 7 · AC 18 · HP 142 · Force-only-resist R1–2 · Aura of Dread	1 (+ branch support)

GM Quick Reference Card

Pacing checkpoints (4 sessions):

Session 1 ends after the Hssiss (Scene 1.3) — the party is into the tomb and rattled.

Session 2 ends after the Trial of the Mind (Scene 2.2), with the bled crystal claimed and Nyra glimpsed ahead.

Session 3 ends after the Terentatek (Scene 2.4) — spent, low, standing before the burial doors.

Session 4 is the bargain and the finale.

Heroic Surge prompts (offer a [Heroic Surge](#) reroll at these beats): shrugging off the Hssiss venom to keep fighting; making the leap on the terentatek's bridge; holding the Will against Tulak Hord's Transfer; landing the blow that drops the Shade.

Force Power spotlights per scene: 1.3 — a healing trance is the *only* cure for the Hssiss venom. 2.2 — Use the Force reads the glyphs and passes the fear trial clean. 3.3 — Force damage is the only thing that hurts the Shade in rounds 1–2; make the Force-user the hero of the finale.

The one thing not to forget: the tomb is *kind* right up until it isn't. Play the gatekeeper as generous, admiring, and honest — and let the players walk themselves up to the edge of the offer before they understand what they're standing on.