



SWURPG TACTICAL MAPS

The Trials of Knighthood

TACTICAL MAPS

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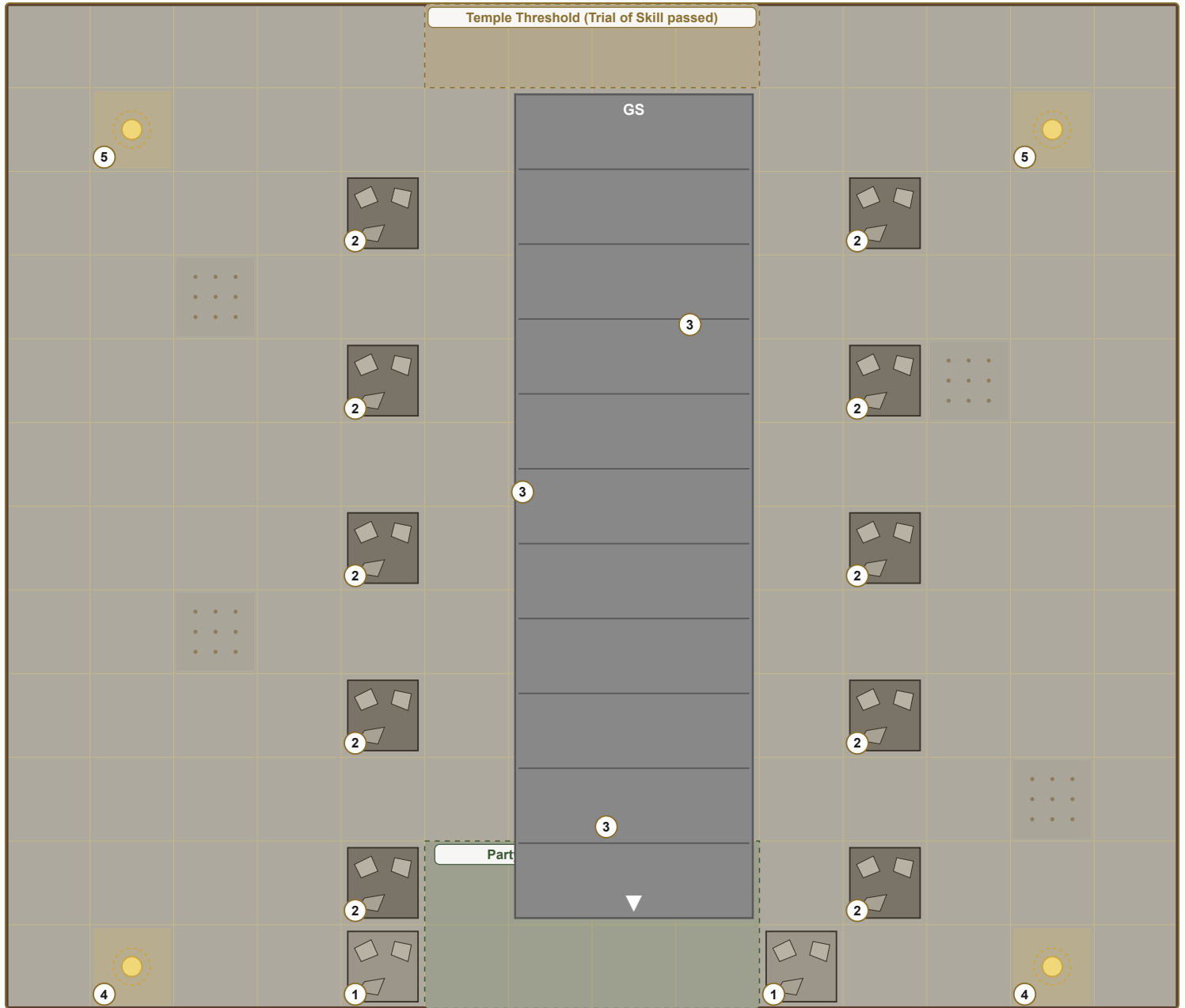
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Scene 1.2 – The Trial of Skill

THE GREAT STAIR – TRIAL OF SKILL

GRID: 5 FT / SQUARE **N** ↑

THE GREAT STAIR



TERRAIN KEY



Wall


Boulder — Fallen column drum
 Half cover (+2 AC / +2 DEX saves)

Light source — Guttering brazier

Ruins (rubble cover) — Broken archway
 Half cover (+2 AC / +2 DEX saves)

Difficult terrain

MAP KEY

- ① Broken archway
- ② Broken column
- ③ Fallen column drum
- ④ Guttering brazier
- ⑤ Threshold brazier

LEGEND



The Great Stair — climbs to the temple threshold

GM-only enemy positioning (place tokens as the guardians wake, NOT at scene-open — the GM controls the reveal as the Padawan climbs): the 2 Temple Seeker Remnants (TR 1, floating blade-drones) unfold from the lower alcoves at roughly [2, 8] and [11, 8] and converge to deny a clean stance; the Temple Sentinel (TR 2, the trial's real test — it ADAPTS to a repeated tactic) descends from the upper landing at roughly [7, 3], holding the top of the stair between the Padawan and the threshold. All three are constructs: immune to Frightened, charm, and Force-influence (Move/Push/Pull, Mind Trick) — this trial is won with the blade, using the broken columns for cover so the Padawan is never flanked by all three at once. When the Sentinel falls it kneels and powers down; the Trial of Skill is passed at the threshold (orange). Solo scaling in the gm.mdx Encounter blocks (soften/sharpen the Sentinel's HP + adaptation).

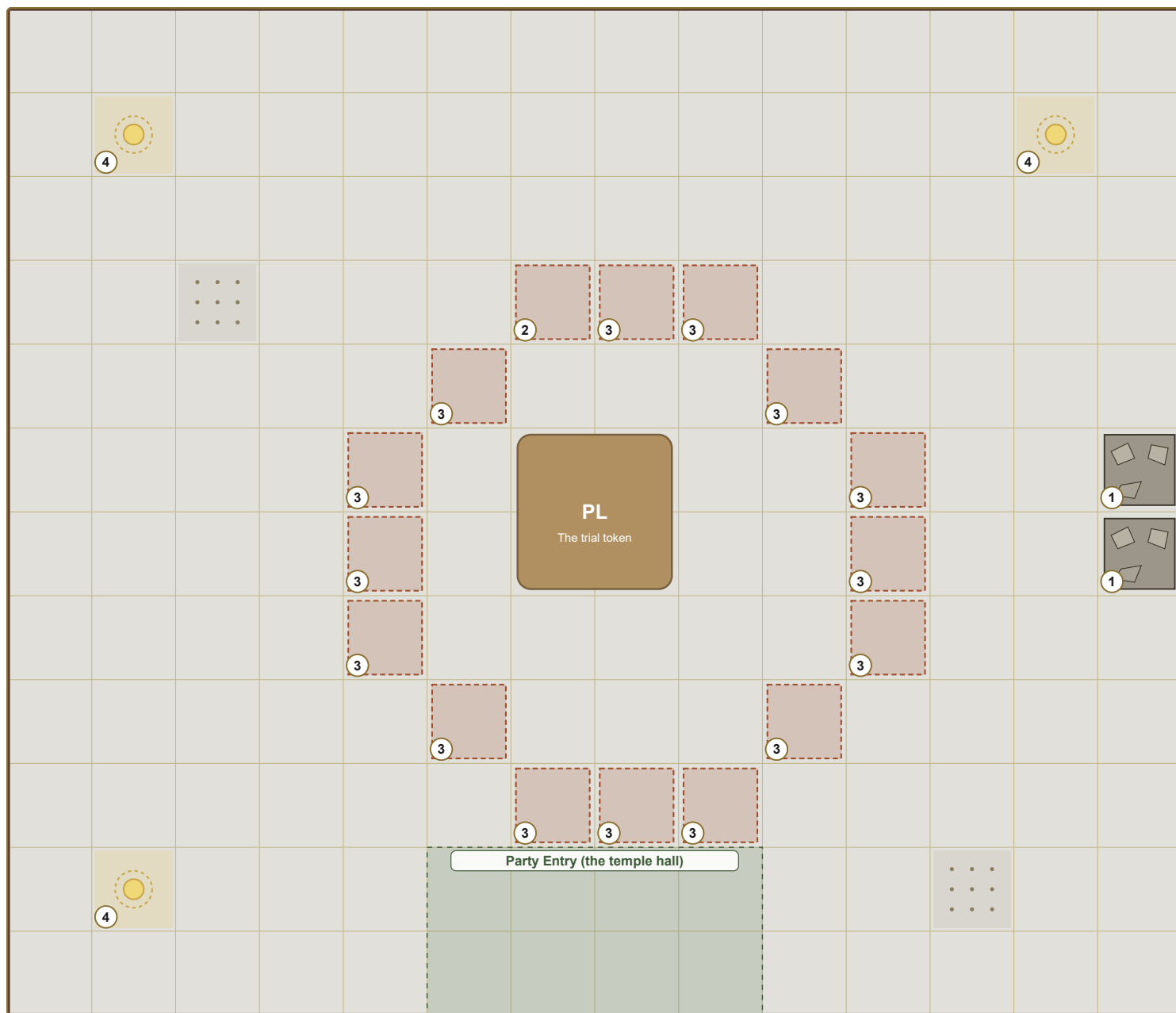
Printable true-scale version (1 in = 5 ft): swurpg.com/battle-maps/trials-of-knighthood-1-2-temple-stair.pdf

Scene 2.1 – The Trial of the Flesh

THE CRUCIBLE — TRIAL OF THE FLESH

GRID: 5 FT / SQUARE **N** ↑

THE CRUCIBLE



TERRAIN KEY



Wall



Hazard — Ring of cold-fire (Endurance/CON DC 14; 1d6 Fire per step)



Light source — Wall sconce

Ruins (rubble cover) — Collapsed side passage
Half cover (+2 AC / +2 DEX saves)

Difficult terrain

MAP KEY

- ① Collapsed side passage
- ② Ring of cold-fire (Endurance/CON DC 14; 1d6 Fire per step)
- ③ Ring of cold-fire
- ④ Wall sconce

LEGEND

-  Stone plinth — the trial token (a smooth grey stone)

GM-only enemy positioning (place tokens when the flesh raiders break in — during or just AFTER the crucible, while the Padawan is burned and spent, NOT at scene-open): 2 Flesh Raiders (TR 1, Tython's native savages) storm through the collapsed side passage on the east wall at roughly [12, 5] and [12, 6] and close on the Padawan. The real test is not the raiders — it's whether the Padawan fights them with the control the crucible is meant to instill, or with the fury the Keeper offered. THE TRIAL ITSELF (shown on the map): the ring of cold-fire costs Endurance or a Constitution save (DC 14) and 1d6 Fire per step across, un-healable until the trial ends; a willing SACRIFICE (an attachment given up) halves the crossing and impresses the mountain — that, or sheer endurance, is the intended pass, never drawing on anger. The trial token (tan plinth, center) must be carried out. Solo scaling in the gm.mdx Encounter block (soften to 1 raider / sharpen to 3, one with a stolen detonator).

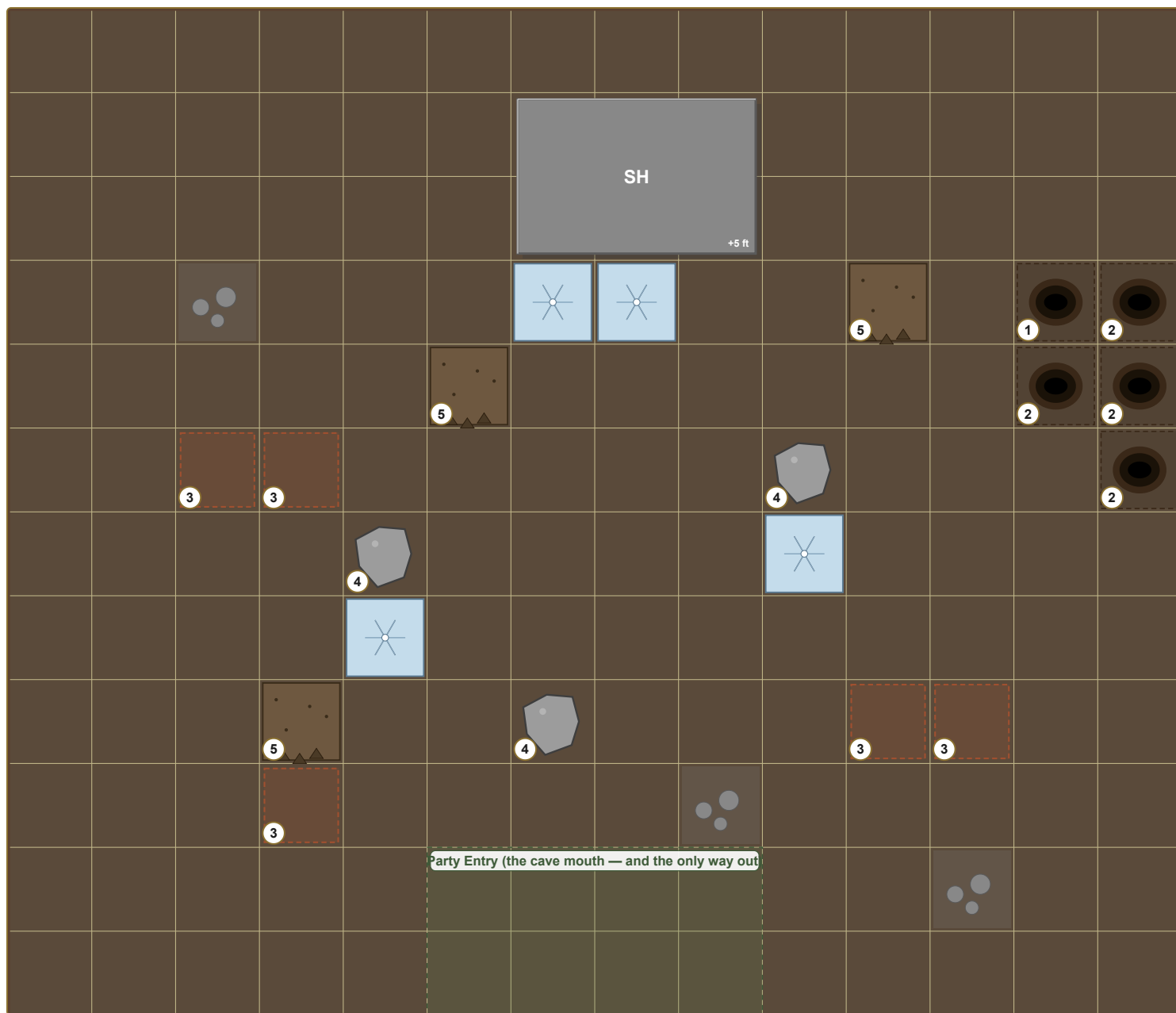
Printable true-scale version (1 in = 5 ft): swurpg.com/battle-maps/trials-of-knighthood-2-1-crucible.pdf

Scene 3.1 – The Trial of Spirit

THE HOLLOW – TRIAL OF SPIRIT

GRID: 5 FT / SQUARE **N** ↑

THE HOLLOW



TERRAIN KEY



Wall



Hazard — Dark-side pool

Boulder — Fallen stone
Half cover (+2 AC / +2 DEX saves)

Cave floor — Hollow floor



Pit (fall hazard) — The wound — a black drop



Frozen ground (slippery)



Rocks / scree

MAP KEY

- ① The wound — a black drop
- ② The wound
- ③ Dark-side pool
- ④ Fallen stone
- ⑤ Hollow floor

LEGEND

 A shelf of black stone (where the Keeper stands)

GIM-only positioning (place when the Keeper drops his guise, NOT at scene-open): the Keeper — a presence, no combat block; his 'attack' is the offer — stands on the shelf of black stone at roughly [7, 1]. The REFLECTION (the climax; built from the PLAYER'S OWN character — copy their AC, saves, attacks, and Force powers, give it triple the PC's HP and +1 to everything, and have it use the PC's best tricks a beat early) rises in the center at roughly [7, 6], BETWEEN the Padawan and the cave mouth (the only way out). This is a 1-on-1 duel with no other enemies. THE WIN CONDITION IS WILL, NOT DAMAGE: drop the Reflection to 0 and it reforms — it is beaten only when the Padawan refuses the Keeper and masters the darkness (the DecisionPoint in gm.mdx). Damage buys the upper hand for the choice, not the kill. Climax scaling (the '+2' fight): for a confident PC, when the Reflection first hits 0 the Keeper pours himself in — it stands back up at full HP as a TR 4 version (+2 instead of +1); soften by skipping phase two (TR 3, HP x2). The ONLY terminal failure in the adventure is the player CHOOSING to accept the Keeper here — never a die roll. Terrain: the dark-side pools (hazard) and the wound (the black drop, east) are hazards to fight around; the cold (frozen) presses on the will.

Printable true-scale version (1 in = 5 ft): swurpg.com/battle-maps/trials-of-knighthood-3-1-spirit-hollow.pdf