



SWURPG STAT REFERENCE

The Trials of Knighthood

STAT REFERENCE

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How You Came to Tython

NPC KARRU — Recommended pre-made — Wookiee Jedi Padawan, Level 1

Abilities: STR 19 (+4) · DEX 10 (+0) · CON 15 (+2) · INT 8 (−1) · WIS 14 (+2) · CHA 6 (−2)
Stats: Level 1 · AC 11 · HP 10 · Use the Force +6 (Expertise) · Athletics advantage (Wroshyr-Bred Strength) · Powers: Move/Push/Pull Object, Force Jump, Force Healing

Scene 1.2 – The Trial of Skill

⚔ **COMBAT** TEMPLE SEEKER REMNANTS (2)

TR	AC	HP	SPEED
1	13	12	30 ft (hover)
Attack: Blade-lance +3 (1d8 energy, reach 10 ft)			
Saves: STR +2 · DEX +1 · immune to Frightened, charmed, and Force-influence (Move/Push/Pull, Mind Trick, Fear) · Constitution saves use STR +2 (construct)			
Abilities: STR +2 · DEX +1 · CON − (construct) · INT −3 · WIS +0 · CHA −5			
Skills (proficient): Perception +2 (motion + thermal)			

Lesser guardians — floating blade-drones that open the trial. They fight in a simple pattern: hold reach with the blade-lance, converge on the Padawan from two angles to deny a clean stance. They're here to warm the fight up and teach the player to use the columns for cover and to not get flanked. **A construct, so no Force trick disables them** — the Padawan learns, in the first thirty seconds of the adventure, that this trial is about the saber.

XP: 50 each (100 total). **Setback:** these can't drop the Padawan alone; if both connect in a round, it's a hard hit and a lesson, not a crisis.

✂ COMBAT THE TEMPLE SENTINEL (1)

TR	AC	HP	SPEED
2	15	26	30 ft

Attack: Twin vibro-glaive +5 (1d10 kinetic) · once per round as a reaction, Parry (impose Disadvantage on one melee attack against it)

Saves: STR +4 · DEX +2 · immune to Frightened, charmed, and Force-influence · Constitution saves use STR +4 (construct)

Abilities: STR +4 · DEX +2 · CON — (construct) · INT -2 · WIS +1 · CHA -5

Skills (proficient): Athletics +6 · Perception +3

The trial's real test: a two-blade guardian that **adapts**. The first time the Padawan repeats a tactic — same attack, same stance, same power — the Sentinel reads it, and every subsequent use of *that* approach is at **Disadvantage against it** until the Padawan does something different (change to two-handed, attack from a new angle, feint, use terrain, mix in a Force maneuver as a *setup* rather than a finisher). This is exactly the Keeper's Act I tip made mechanical: a player who took his advice sails through; a player who ignored it and hammers the same swing grinds to a halt and learns why. It fights patiently, parries the Padawan's biggest hit each round, and never overextends.

XP: 100. Setback: if the Padawan drops (remember the once-per-act second breath), the Sentinel does **not** kill — it disarms them, stands them down, and the trial is *failed but survived*: they wake at the arch, blade returned, and must rest and re-attempt (costing time and a used nerve), while the Keeper murmurs that there's no shame in it, that he could show them an easier way. That murmur is Act II's temptation arriving early.

Scaling: default 1 Sentinel. Soften for a cautious player: HP 20, drop the Parry reaction. Sharpen for an optimized one: HP 32, and it adapts after the *first* use of a tactic instead of the second.

Scene 1.3 – The Trial of Courage

⚔ COMBAT STORM-MADDENED HORRANN (1)

TR	AC	HP	SPEED
2	14	24	40 ft

Attack: Gore +5 (1d10 piercing) · Trample (when it moves ≥ 20 ft into a target: STR save DC 13 or knocked Prone and take 1d6 kinetic)

Saves: STR +4 · DEX +2 · CON +3

Abilities: STR +4 · DEX +2 · CON +3 · INT -4 · WIS +0 · CHA -3

Skills (proficient): Athletics +6 · Perception +4 · Survival +4

A horrann — one of Tython's big predatory reptiles — driven down from the heights and out of its mind by the storm. It's not evil and it can't be reasoned with; it's a frightened, furious animal the size of a speeder, and it fights like one: charge, gore, trample, wheel, charge again, using the open ground at the bridge's end where the Padawan has just arrived off-balance and maybe still shaken. It has no interest in the Padawan's Force presence (unlike a vornskr) — it just wants the intruder off its ledge.

XP: 100. Setback: if the Padawan drops (second breath first), the horrann is a beast, not a killer — it gores them down, backs off warily, and the *trial* is what fails: they wake bruised and behind, having lost their nerve on the ledge, and must gather themselves to try the crossing again while the Keeper offers, softly, to show them a way around the storm. (There is no way around. But he'll offer.)

Scaling: soften — HP 18, drop Trample. Sharpen — HP 30, and the storm empowers it: once per fight it lets out a shriek that forces a **WIS save (DC 13) or Frightened** as the dark side pours through it.

Scene 2.1 – The Trial of the Flesh

⚔ COMBAT FLESH RAIDERS (2)

TR	AC	HP	SPEED
1	13	14	30 ft

Attack: Vibro-cleaver +4 (1d8 kinetic) · Scrap-blaster +3 (1d8 energy, 60 ft)

Saves: STR +3 · DEX +1 · CON +2

Abilities: STR +3 · DEX +1 · CON +2 · INT -2 · WIS -1 · CHA -2

Skills (proficient): Athletics +5 · Stealth +4 · Survival +5

Tython's native savages — Force-blind, aggressive, drawn to the temple by the storm and the smell of an intruder. They break in on the Padawan *during or just after* the crucible, while the Padawan is burned, spent, and (if they took the Keeper's out) already running hot on anger. That's the real test: not the raiders themselves, who are ordinary threats, but *how the Padawan fights them* — with the control the Flesh trial is meant to instill, or with the fury the Keeper just handed them. A Padawan who cut loose on the fire and keeps cutting loose here is the one the mountain is worried about.

XP: 50 each (100 total). **Setback:** if the Padawan drops, the raiders are scavengers, not executioners — they knock them down, grab what they can (a piece of gear, the trial stone if the Padawan was carrying it — now the Padawan has to *get it back*), and scatter. A setback and a complication, not a death.

Scaling: soften — 1 raider. Sharpen — 3 raiders, one with a stolen thermal detonator (a single 3d6 Fire, DEX save DC 13 for half, used once).

Scene 2.2 – The Trial of Insight

⌘ COMBAT THE PHANTOM TRIAL (ILLUSION – 1)

TR	AC	HP	SPEED
2	14	20	30 ft

Attack: Phantom blade +5 (1d10 — appears as whatever the Padawan most fears facing)

Saves: STR +3 · DEX +3 · CON +2

Abilities: *mirrors the shape it wears; treat as WIS +2 for its own saves*

Skills (proficient): varies — it is a lie wearing a threat

When the Padawan reaches for the shortcut, the vergence conjures a threat out of their own fear and sets it on them — and here is the trick the trial is really testing: **the phantom isn't real, and a Padawan who *sees* that unmakes it.** It has real HP and hits for real damage *as long as the Padawan believes in it.* On any turn, instead of attacking, the Padawan can attempt an **Insight or Use the Force check (DC 15)** to see through it; on a success, the phantom's HP is irrelevant — it *evaporates*, the trial passing in the exact moment the Padawan stops taking the vision at face value. A Padawan who never questions it has to grind it down the hard way at level 2, which is a genuinely dangerous fight — because they solved Insight by *not using insight*.

XP: 100. Setback: the phantom can't truly kill (it isn't real) — if the Padawan drops, they wake at the vergence, shaken, the shortcut's knowledge curdled into a lie they now half-believe, and must go back to the door and earn it honestly, behind and rattled. The Keeper is very sympathetic. He is also very pleased.

Scaling: soften — DC 14 to dispel, HP 16. Sharpen — HP 28, and it splits into two lesser phantoms if not dispelled by round 3.

Scene 3.1 – The Trial of Spirit

✂ COMBAT THE REFLECTION (1 – BUILT FROM THE PLAYER'S CHARACTER)

TR	AC	HP	SPEED
3	the PC's AC	the PC's max HP × 3	the PC's speed
Attack: the PC's own attacks, at the PC's own bonuses +1 · it knows every Force power the PC knows and uses them the same turn the PC would			
Saves: the PC's own saves, +1			
Abilities: a mirror of the PC's ability scores			
Skills (proficient): every skill the PC is proficient in, at the PC's bonus			

The Reflection is not a stat block you look up — it's the **player's own character, turned against them**, which makes it the perfect solo boss: it can do everything they can do, it's built to their exact level, and it fights *smart* because it fights like *them*. Build it at the table in two minutes: copy the PC's AC, saves, attack bonuses and damage, and Force powers; give it **triple the PC's HP** (a solo climax needs a health pool to go the distance) and **+1 to attack, saves, and damage** so it edges them. It uses the PC's own best tricks a beat before they can — if the Padawan loves Force Jump into a big swing, the Reflection does it first; if they lean on Force Healing, the Reflection heals too. It taunts in the player's own doubts (use the fear you wrote down in session zero).

The win condition is will, not HP. The Reflection cannot be truly killed by damage alone — drop it to 0 and it simply reforms, because you cannot *stab* your own darkness out of existence. It is beaten when the Padawan **stops fighting it as an enemy and masters it as a part of themselves** — resolved through the Decision Point below. Damage matters (a Padawan winning the physical fight buys the upper hand for the choice), but the trial passes on the *choice*, not the kill.

XP: 200 base (TR 3). **Climax scaling — this is the "+2" fight.** For a confident level-2 Padawan, empower the Reflection into a **second phase** when it first drops to 0 (the Keeper pours himself into it): it stands back up at full HP as a **TR 4** version, +2 instead of +1, one of the PC's powers "upgraded" — a 400-XP climax in total. Soften for a cautious or unlucky player: skip phase two, TR 3, HP × 2.

Setback — and the one terminal failure. Losing the *fight* is not death: if the Padawan drops (second breath first), the Reflection stands over them, and the Keeper offers his hand — *"Enough. You don't have to hurt anymore. Just say yes."* That's the real fail-state, and it's a **choice**, not the dice: the player can still refuse from the floor (see the Decision Point) and claw the trial back. The **only** way this adventure ends in a fall is the player *choosing* to accept the Keeper — never a bad roll.

Cast

NPC THE KEEPER — The kindly guide — the fallen Padawan — the Presence of Tython

Abilities: At the summit, treat as a dark-side nexus rather than a stat line — his power is the hollow, the Reflection, and the Keeper's Offer. He does not fight the Padawan directly; he pours himself into the Reflection (phase two) and speaks.

Stats: No combat block — the Keeper is a temptation, not an enemy. His 'attack' is the offer, made three times, and the Reflection is his blade.

