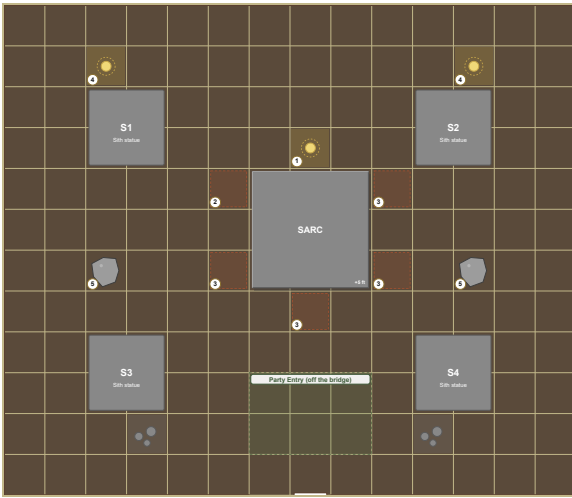


The Burial Chamber — the Bargain

THE BURIAL CHAMBER



Map size: 14 × 12 cells = 70 × 60 ft (in-fiction) / 14" × 12" printed

Tile grid: 2 × 2 = 4 Letter pages

A1	A2
B1	B2

ASSEMBLY

Print each tile page on US Letter at **100% / actual size**(NOT "fit to page"). Each grid cell should measure exactly 1 inch.

Cut along the outer edge of each tile (just outside the registration crosses at the corners).

Lay tiles out in their labeled grid (A1 top-left, A2 right of A1, B1 below A1, etc.). Tiles share a 0.25" overlap zone; the registration crosses on adjacent tiles align.

Tape from the back. Each grid square fits a LEGO minifigure on a 2×2 stud baseplate.

TERRAIN KEY

Wall

Light source — The Holocron (floating)

Boulder — Half cover (+2 AC / +2 DEX saves) — Toppled offering-stone

Door

Hazard — Dark-side aura

Rocks / scree

MAP KEY

1. The Holocron (floating)

3. Dark-side aura

5. Toppled offering-stone

2. Dark-side aura

4. Cold tomb-light

LEGEND

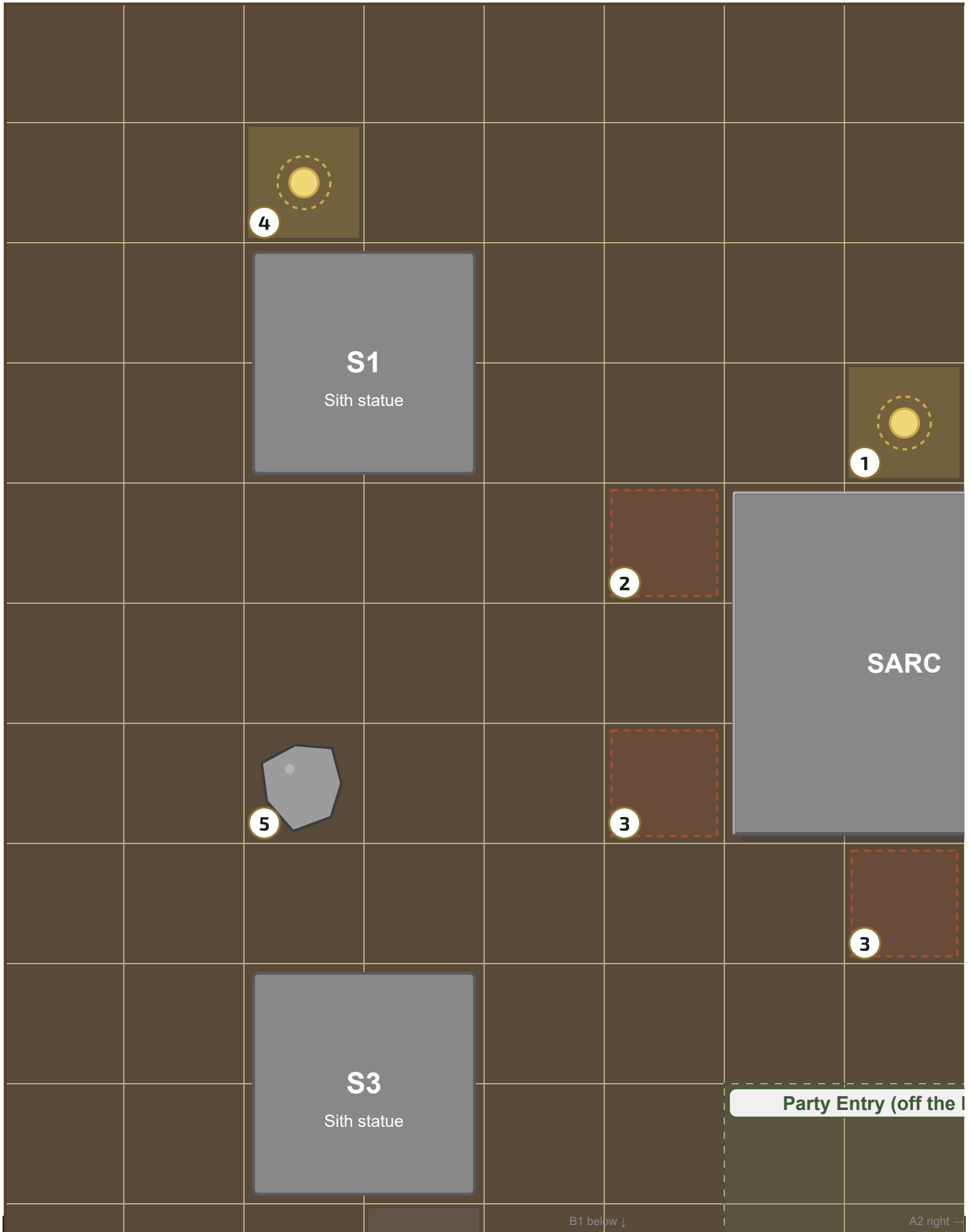
SARC Sarcophagus of Tulak Hord (on a raised black-stone bier)

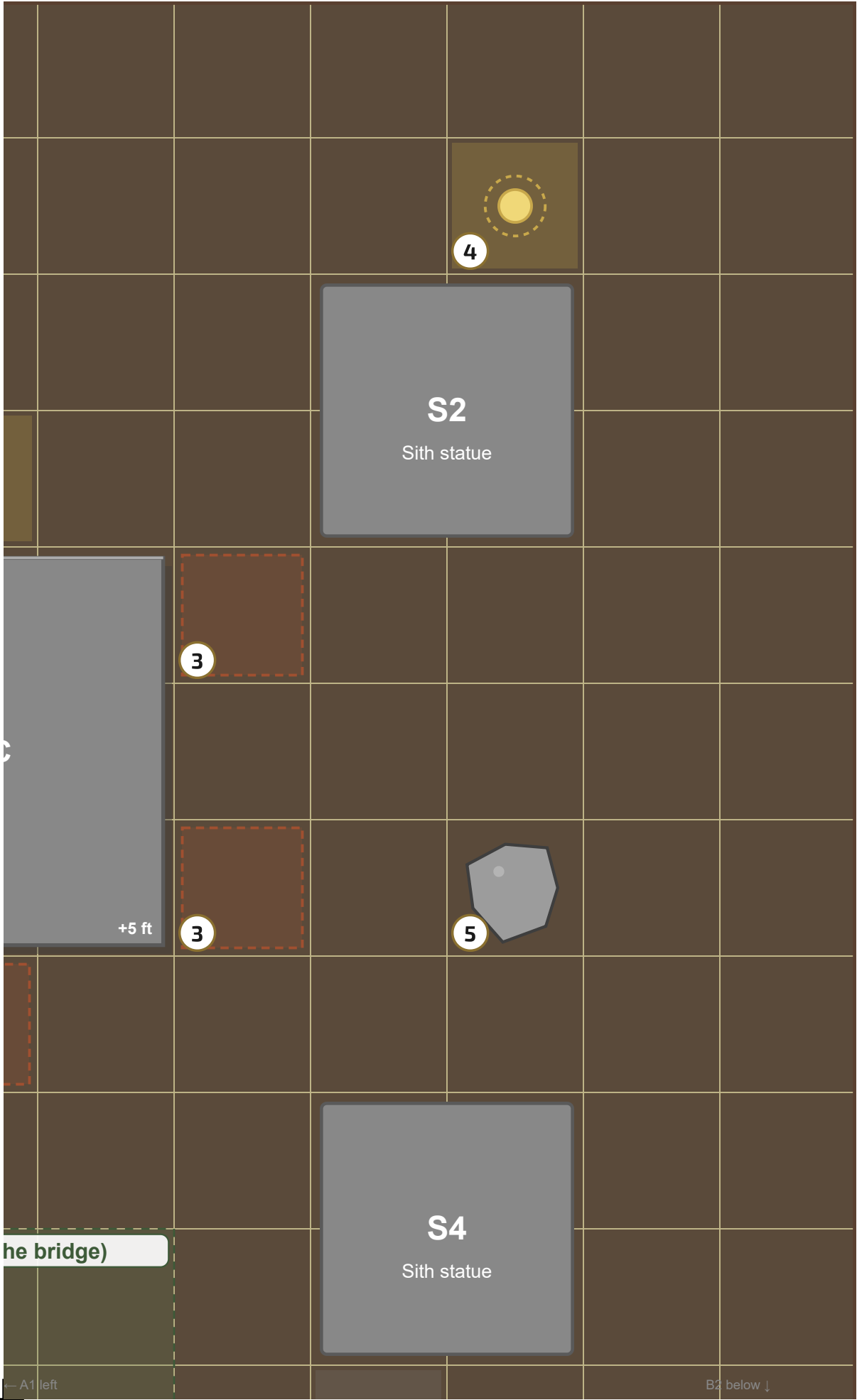
S2 Sith statue (hooded Dark Lord)

S4 Sith statue (hooded Dark Lord)

S1 Sith statue (hooded Dark Lord)

S3 Sith statue (hooded Dark Lord)

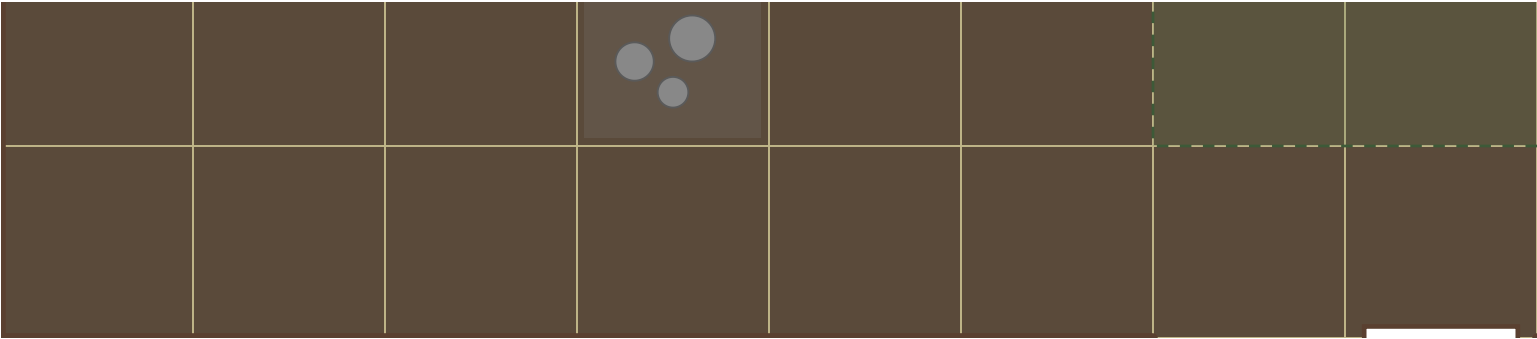






Tile **B1** of B2

Panel 1 / 1 · 1" = 5 ft (LEGO scale)



↑ A1 above

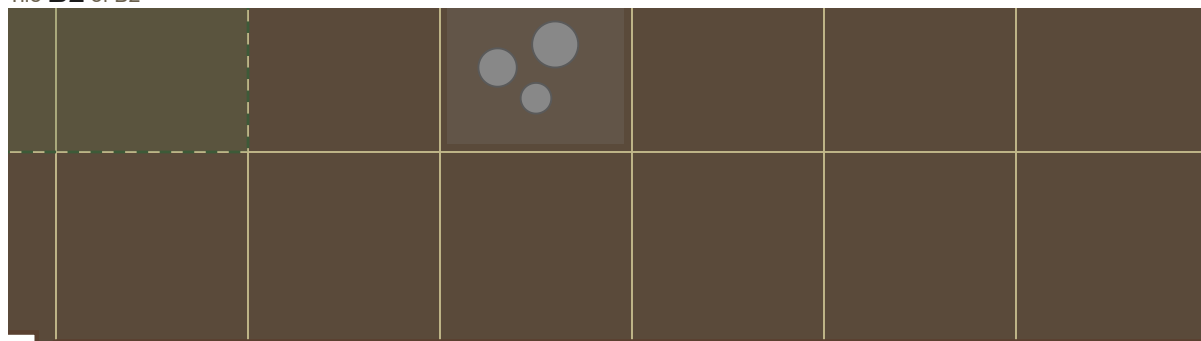
B2 right →



Tile **B2** of B2



Panel 1 / 1 · 1" = 5 ft (LEGO scale)



← B1 left

↑ A2 above

