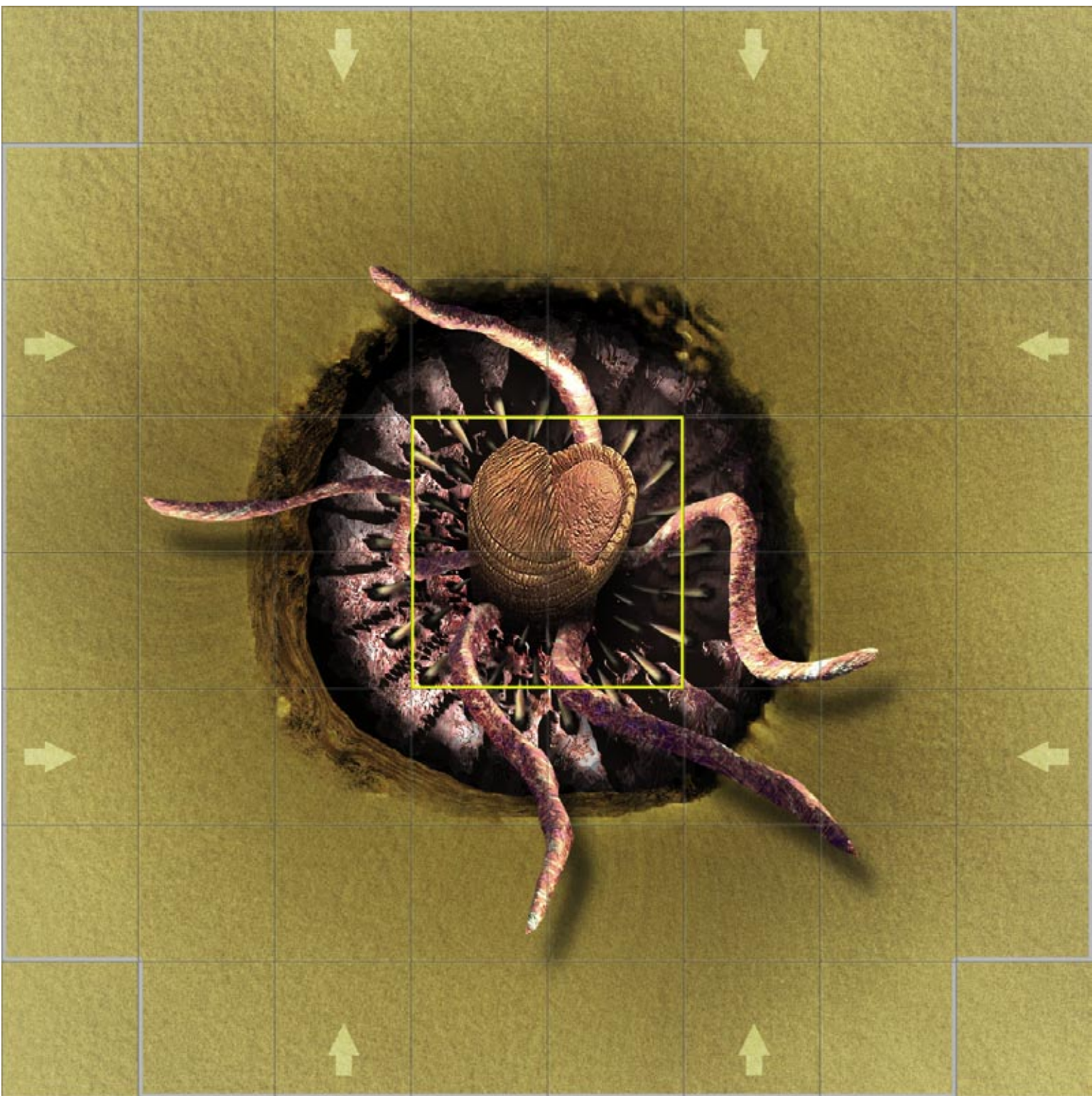


SARLAAC PIT • Desert Map Tile

Designed by Vornargith / Images from various online sources may have been used

This unauthorized work is strictly fan-based and may be used freely. Please do not reproduce with the intent of selling it.



Rules: Any character within the gray border is considered to be in the sand pit of the almighty sarlaac and is subject to a tentacle attack. Every turn, a character must make a saving throw vs. 10 or move one square closer to the sarlaac's maw. If a character makes a successful save, he moves one square away from the maw until he is safely out of the pit. At the end of each round, the sarlaac may attack up to five targets within the gray border – one tentacle per target (Attack +2). A successful attack automatically moves the character one square (no save), and automatically hits the next round unless the target manages to attack and hit the sarlaac's tentacle (Defense 12) at which point the sarlaac releases the character and must roll to hit. Note: Even if a character manages to break free of the tentacle, he must still save to avoid moving closer to the maw.

If a character falls into the sarlaac's maw, he is defeated and is slowly digested over 100 years.