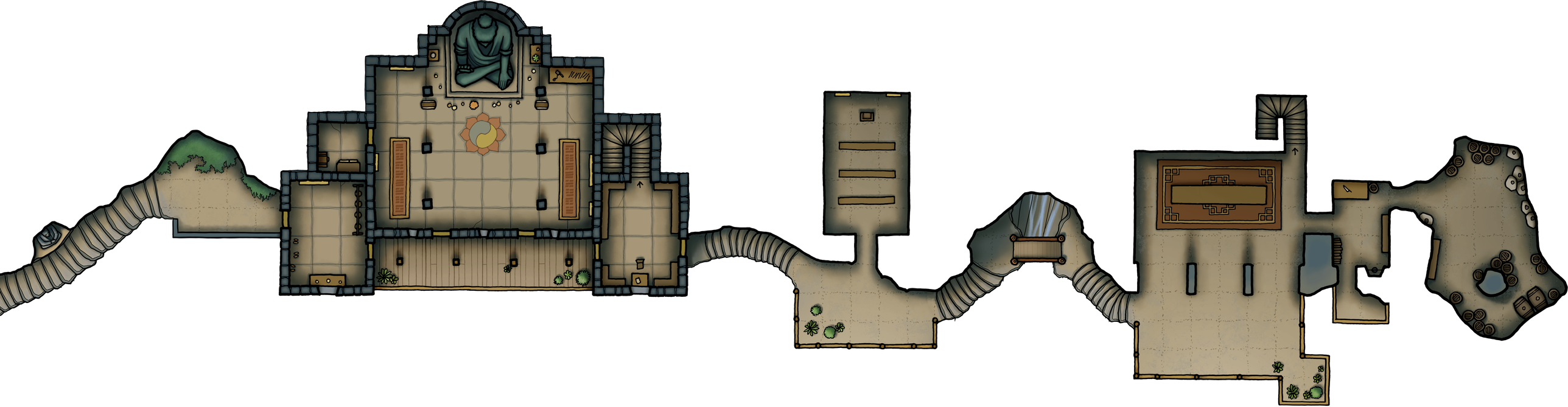
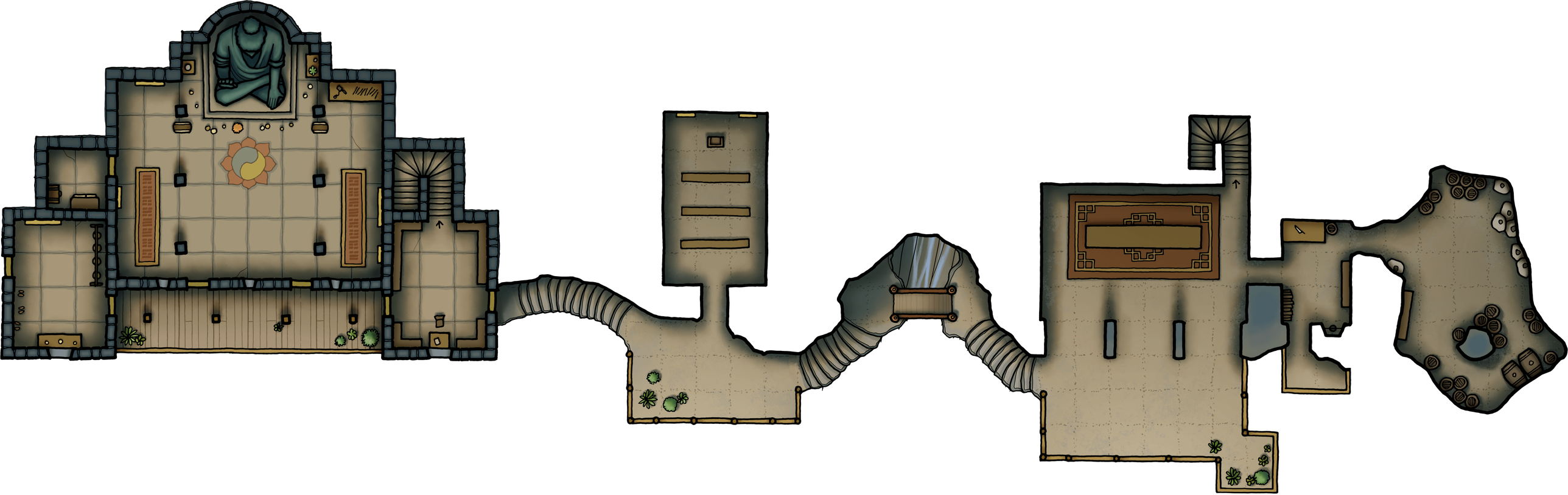
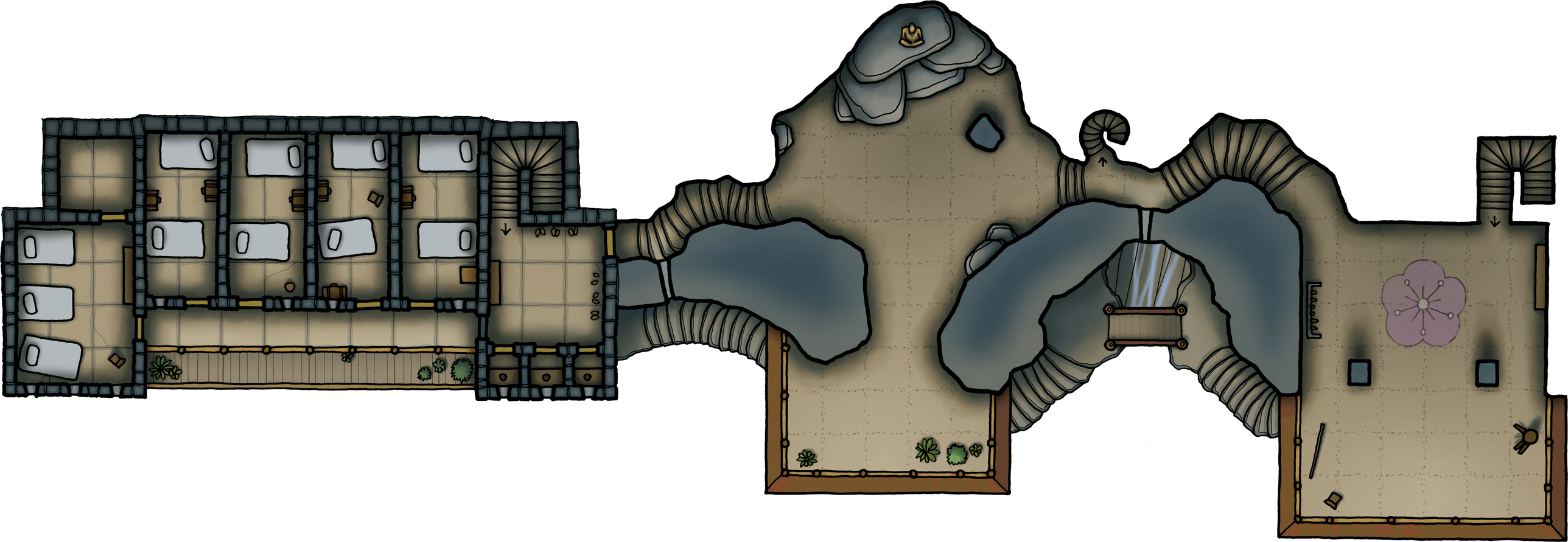
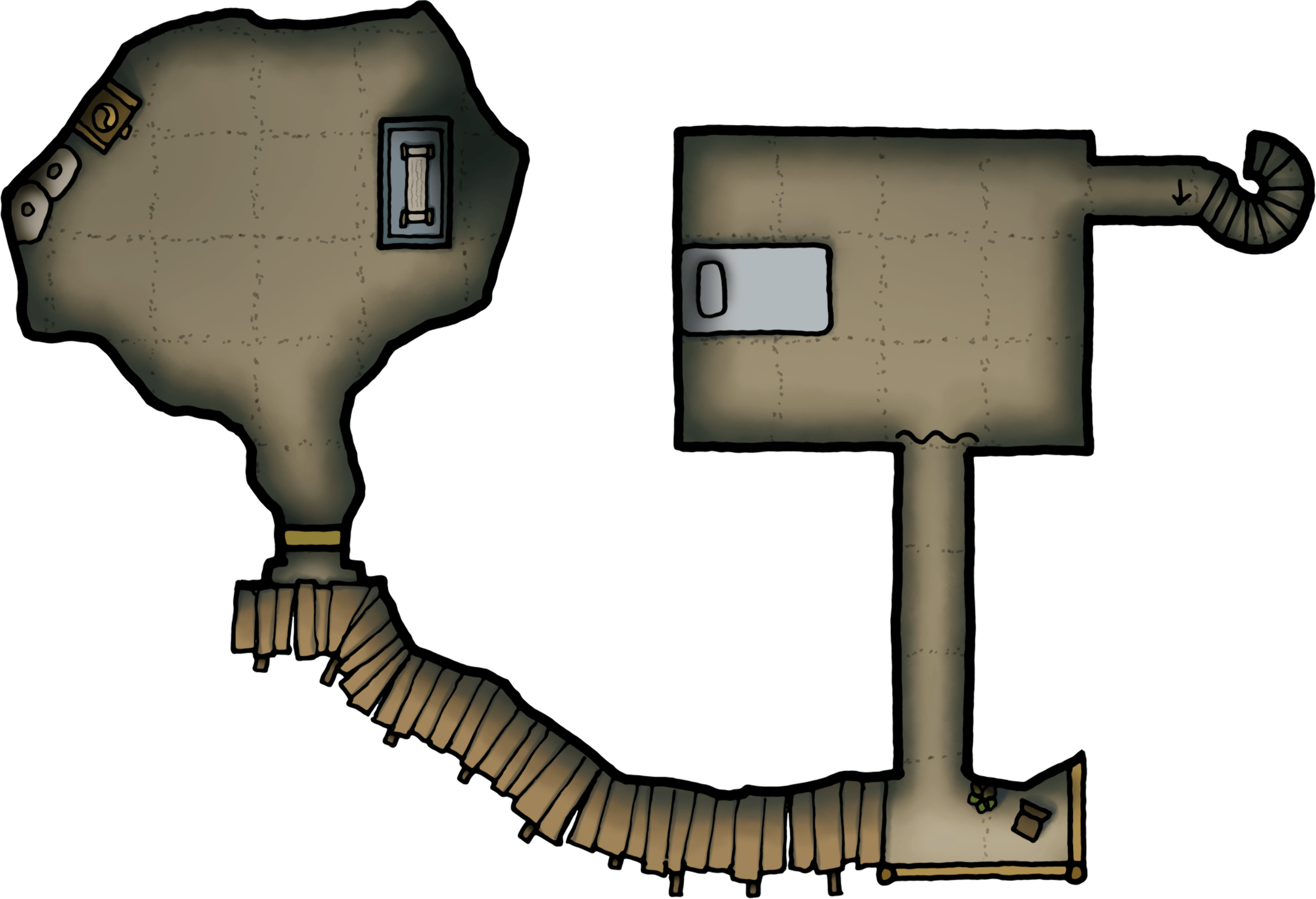








1 - Entry Hall
2 - Terrace
3 - Prayer Hall
4 - Storeroom
5 - Library
6 - Lecture Hall
7 - Dining Table
8 - Kitchen
9 - Food Stores
10 - Training Terrace
11 - Shrine
12 - Upper Foyer
13 - Disciples' Quarters
14 - Acolytes' Quarters
15 - Master's Room
16 - Sacred Vault

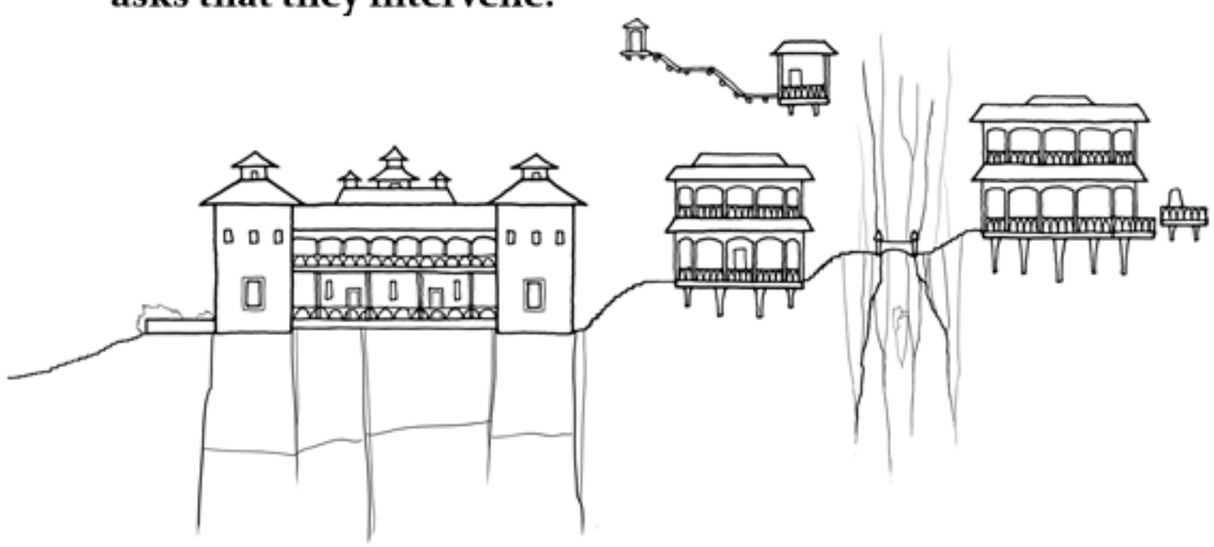
Tigers' Nest Monastery

About

- The Tiger's Nest is a monastery built into a cliffside. Monks here train in martial arts, learning to channel their inner energy into mighty beatdowns.
- The relative height of the structures is explained in the elevation guide included with this map.

Notes

- The flags strung between the terraces are prayer flags, a common sight in Tibetan monasteries.
- The master's room is completely unfurnished except for a bed. The master has no desire for anything more.
- The cave on the uppermost level contains the monastery's most valuable possessions, perhaps including a sacred text or the secret to some wildly powerful kung-fu.
- There are a lot of places to fall off a cliff here. If this happens to a member of the party, you could allow them to make an additional save to grab on to a ledge in the cliffside, or the terrace below them (if they fall from an upper level terrace). If they make their save, they might be able to climb back up in a few turns.
- Here are a few ideas for how you might use the Tiger's Nest in your game:
  - -The Tiger's Nest was the place where your party's monk learned their skills. A fellow disciple finds them, informs them that a rival monastery has assaulted the temple and asks that they intervene.



  - -The monks of the Tiger's Nest have stolen the Yin Scroll from another monastery. This scroll contains the secret to performing an incredibly powerful martial arts technique. The party must deal with this technique as they fight their way through monks who have learned it. Once they have retrieved the scroll, the party's monk can learn it as well. If there is no monk in the party, you might allow a fighter, barbarian or rogue to learn the technique after studying the scroll for a month or two, or perhaps less if they can get a monk to help them.
  - -The monastery has long been abandoned and the party is hired to search for something that may have been left behind.
- For many DMs, monks are a difficult class to find useful magic items for. The scroll in the monastery's sacred vault could be used to teach them a new technique that would, effectively, be a sort of intangible magic item. Here are a few ideas for abilities the scroll might teach them:
  - -The monk's fists simply do bonus damage. This could be a flat +1, 2 or 3, or it could be +1d4 psionic or elemental damage per strike. It's a magic weapon for a character that doesn't use weapons.
  - -The ability to jump 30', horizontally or vertically.
  - -Adaptive Resistance: when hit with elemental damage, the monk gains resistance to that damage type for the next round.
  - -Instead of moving normally, the monk can teleport to any place they can see within 30 feet, passing through any obstacles in the way that do not block their line of sight (such as enemies). Alternatively, this could require an action to perform. In that case, the monk might cause damage to any enemies they pass through.

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