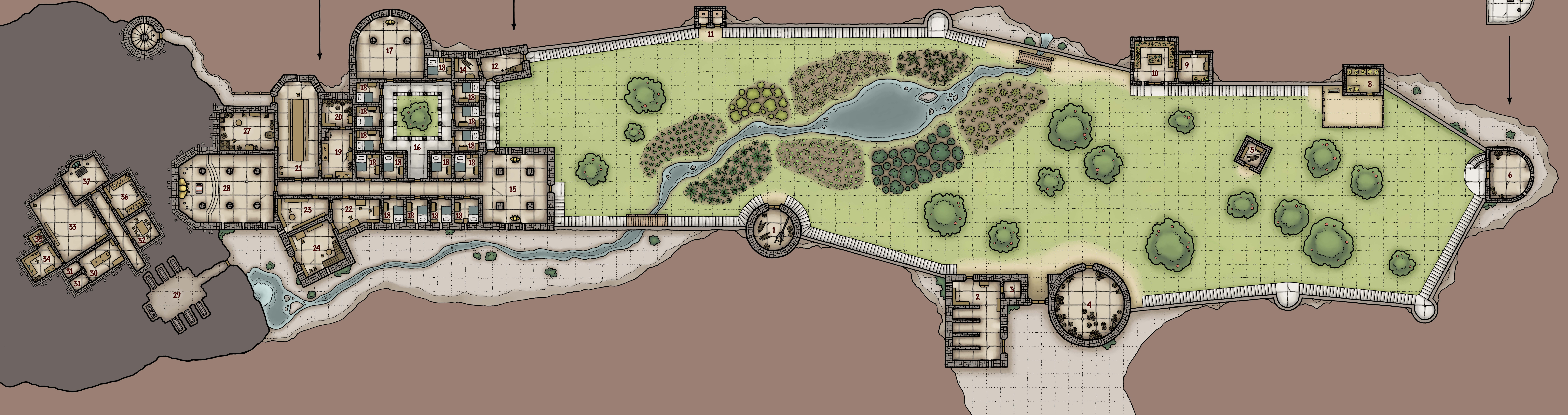
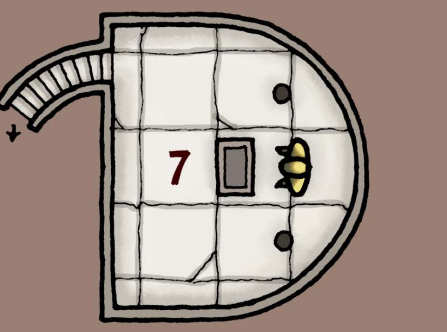
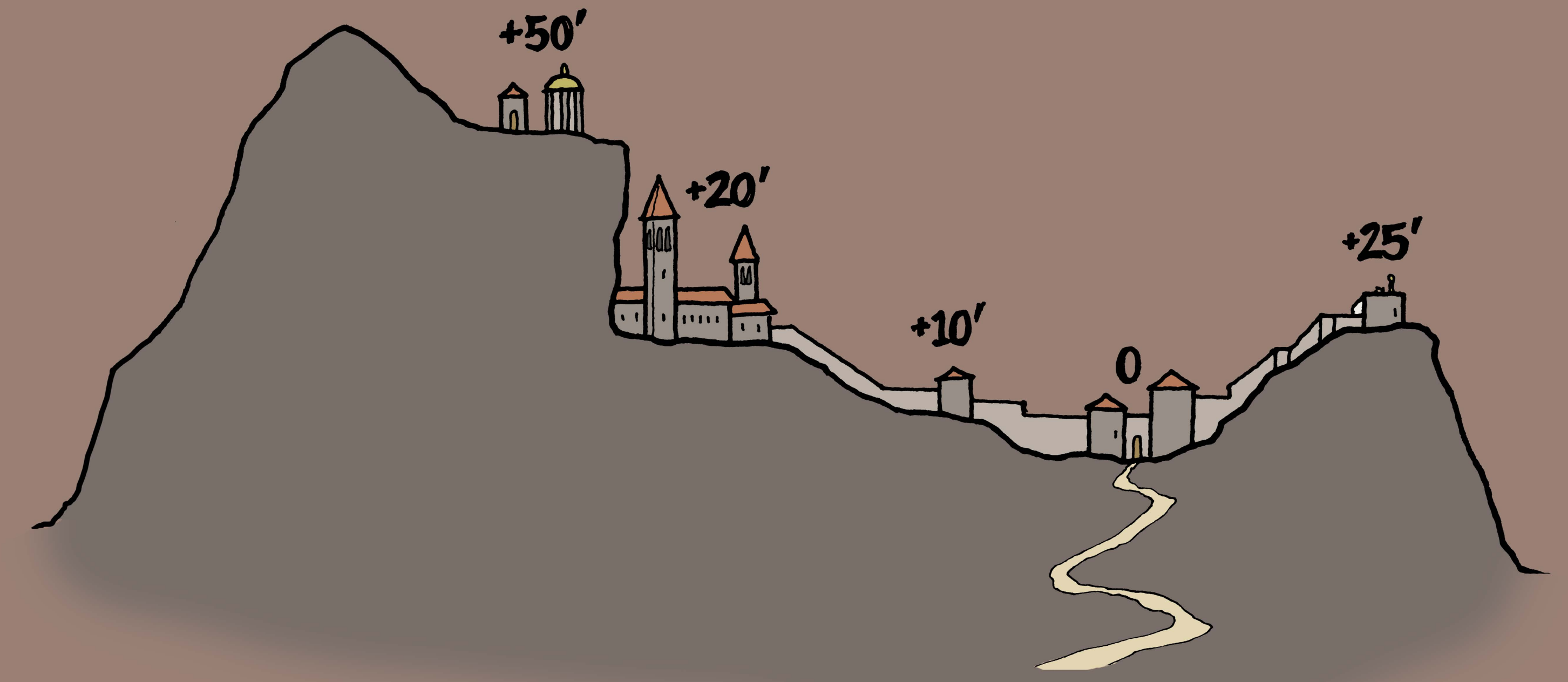
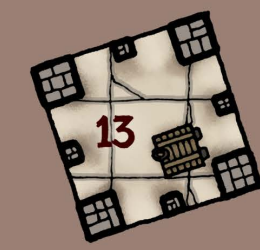
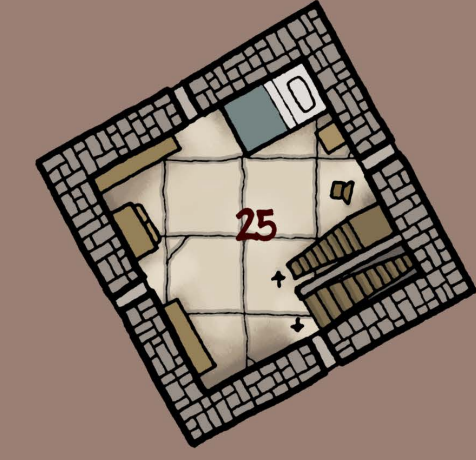
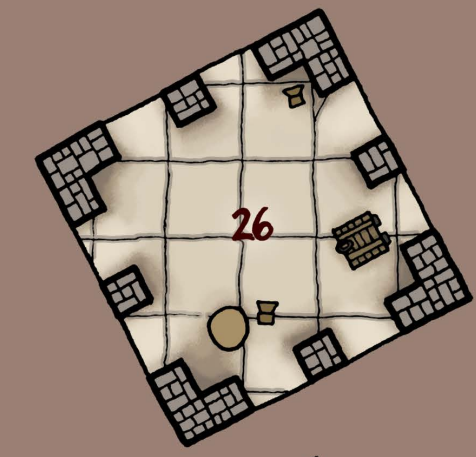
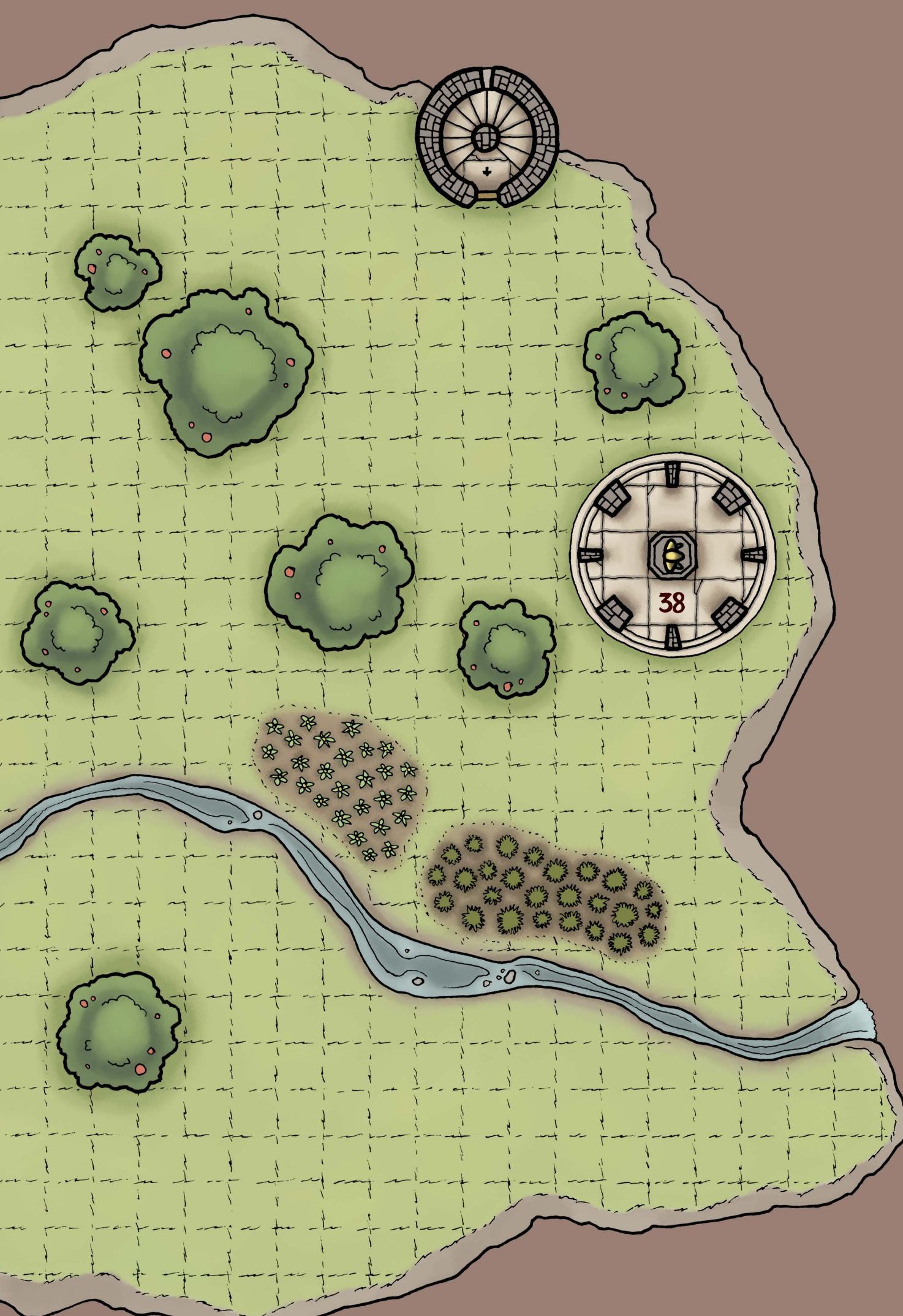




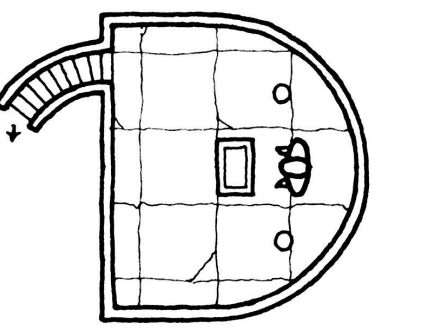
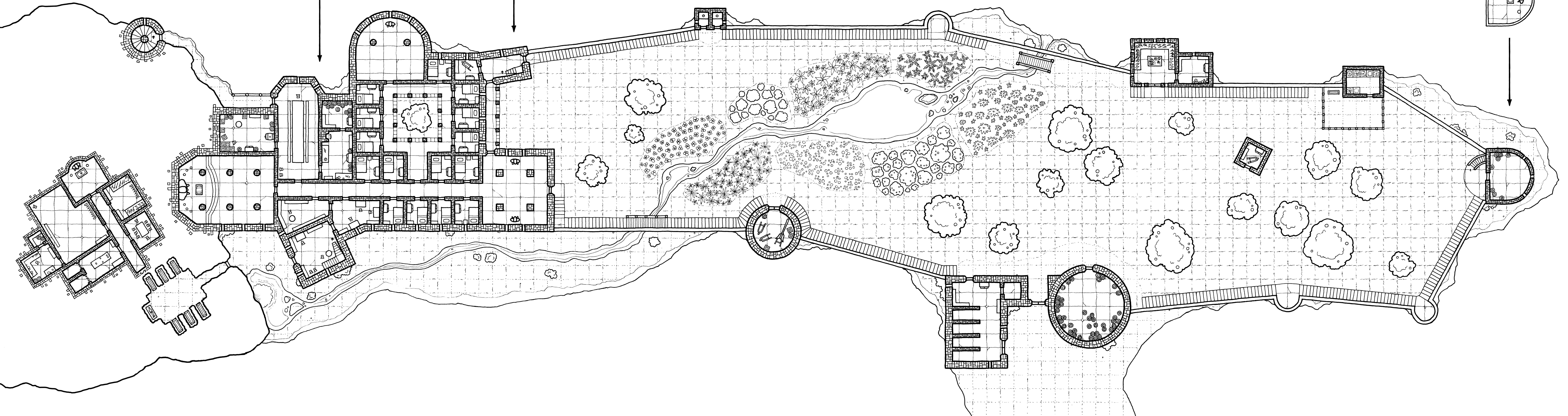
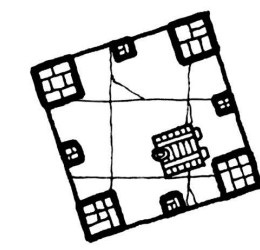
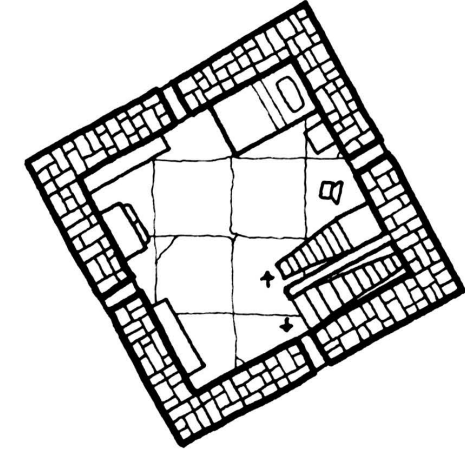
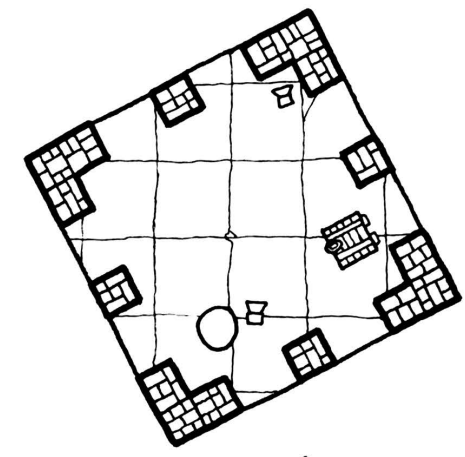
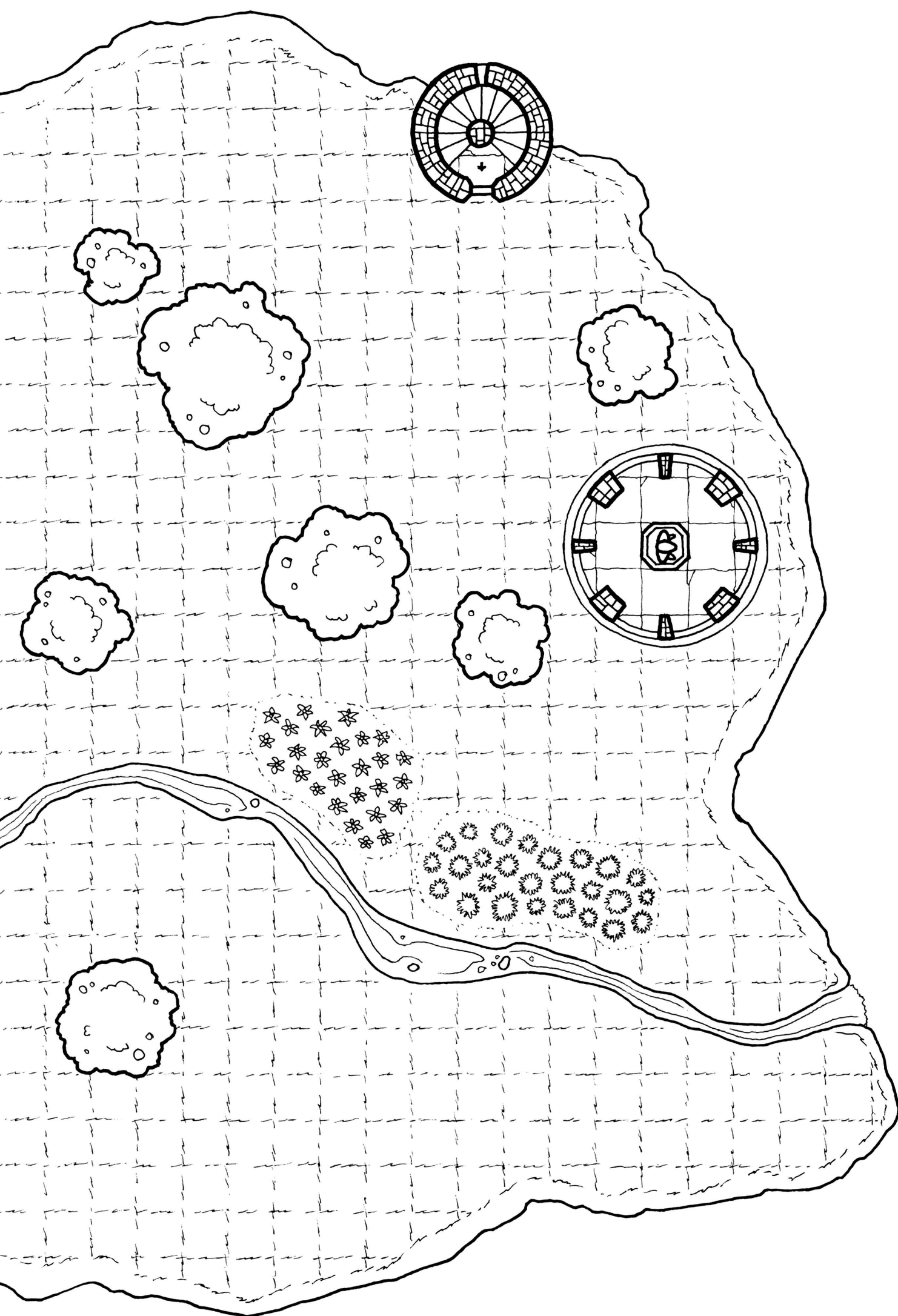
- 1 - TOOL AND PLOW STORAGE
- 2 - STABLE
- 3 - FEED ROOM
- 4 - GRANARY
- 5 - TOOL SHED
- 6 - APPLE BARN
- 7 - SHRINE
- 8 - HENHOUSE
- 9 - MEDICINE STOREHOUSE
- 10 - HERB DRYING ROOM
- 11 - PRIVIES
- 12 - SIDE ENTRY HALL

- 13 - BELL TOWER
- 14 - EQUIPMENT STOREROOM
- 15 - MAIN ENTRY HALL
- 16 - CLOISTER
- 17 - PRAYER ROOM
- 18 - BEDROOM
- 19 - KITCHEN
- 20 - PANTRY
- 21 - REFECTORY
- 22 - STUDY ROOM
- 23 - LIBRARY
- 24 - ABBOT'S OFFICE
- 25 - ABBOT'S BEDROOM

- 26 - TERRACE
- 27 - STORAGE (MISC.)
- 28 - BASILICA
- 29 - CRYPTS
- 30 - TORTURE ROOM
- 31 - CELL
- 32 - MEETING ROOM
- 33 - TRAINING HALL
- 34 - POISONER'S WORKSHOP
- 35 - POISON STOCKPILE
- 36 - ARMORY
- 37 - SHRINE
- 38 - PAVILION









# THE ASSASSINS' MONASTERY

- The assassins' monastery is the home of a small assassins' cult, hiding in plain sight in the guise of a group of peaceful monks living in the mountains.
- If assassins aren't the specific variety of bad guy your adventure requires, the monks could just as easily be cultists, bandits, slavers, vampires, were-somethings... anything that can put on a robe and look normal.
- The monks can also just be monks. There's a version of this map included with the secret area removed, in case you need a monastery for non-homicidal ascetics. This version is also useful if you want to conceal that area from your players until they find it. A third version of the map contains only the secret area so you don't have to print the whole thing twice.
- This map has an unusual layout, inspired by Rudkhan Castle in Iran. If you're having a hard time picturing what this place would look like in real life, googling that might give you a better idea.

- The monastery's walls aren't designed as fortifications and are mainly intended to conceal the occupants' activities from the eyes of outsiders.
- The herbs grown in the monastery's gardens are ostensibly medicinal, but some may secretly be used to create poisons instead. A PC with some knowledge of herbalism might notice that some of the herbs are toxic or that many of them can be used to create both medicines and poisons.
- Another possibility is that the herbs grown in the gardens by the gate might be medicinal, but the ones grown on the less-accessible upper ledge are poisonous.
- Players might notice that the monks aren't very well-versed in the particulars of the religion they claim to follow, perhaps stumbling over words while praying or performing rituals incorrectly. Naturally, they'll have some excuse, like, "He's new" or, "Uh... yeah, that's Frank. Frank's a little slow."

- Other ways to hint that everything is not as it seems might be:
  - A monk having strange things for an ascetic (luxury goods, things prohibited by their religion, etc).
  - A monk accidentally displaying unusual skills (magical knowledge or abilities, alchemy, stealth, etc).
  - A monk being surprisingly well-informed about current events in the outside world.
  - The books in the library seeming mostly untouched.
- The secret door in the crypt is meant to be inside the stone casket in front of it. Lifting the lid reveals a ladder leading down to the hallway in the center of the secret area.

