

Abbey of the Golden Sparrow



Dale McCoy, Jr.



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Author: Dale McCoy, Jr.

Artists: David Hamilton
Jesse Mohn

Cartography: Butch Curry

Layout: Scot Boyd

Editor: Bret Boyd

Welcome to the first product by Tricky Owlbear Publishing, Inc. for the *Pathfinder Roleplaying Game*. This is the first in what will be a line of “locale” supplements featuring information for players and Game Masters alike. Locales are places of interest that can be dropped into any fantasy campaign that help bring the setting to life for the already harried GM. The *Abbey of the Golden Sparrow* is designed especially with an eye toward monk characters but there is no reason that another character class might not be living at or visiting the abbey (or make use of many of the new rules presented). No matter the class, players using this text will be able to give their character that much more background which only enhances the roleplaying experience. Likewise, GMs will find plenty of plot hooks and adventure ideas that can occur either inside the abbey or outside, using the locale as a springboard for adventures nearby.

The supplement begins with a short narrative describing the typical life of an initiate at the abbey. This is followed by the locale’s physical description, history, two local myths, and sample doctrines. Then we get to the rules sections. New feats as well as new character traits (a new perk to be used during character generation presented in another *Pathfinder* product) are featured. Following these are short sections on a new special material (obsidian), three new magic items, and two signature NPCs of the abbey. In short, you get a grab bag of material that can be used together or separately without hindrance.

No matter how you use the *Abbey of the Golden Sparrow*, we would love to hear from you as this line of *Pathfinder*-compatible products gets started. Feel free to email your comments, questions, and other feedback to bret.boyd@trickyowlbear.com and we’ll get back to you as soon as possible. Good gaming!

Bret Boyd

President

Tricky Owlbear Publishing, Inc.



The Daily Life of an Initiate

Gentle Breeze's mind aroused to consciousness with the call of morning by the Wise One, Falling Sky. The familiar sound of the aged half-orc's chant urged the young initiate and his brethren from their sleeping mats to a new morning. Gentle Breeze smiled and wasted no time in dusting off his robe, rolling up his mat, and hurrying towards the abbey's outer door. The cold, crisp air of morning penetrated the front door, caressed his face, and roused his mind to clarity. Two Fang, Gentle Breeze's windmate, stayed only a step behind. After the others assembled behind the two initiates, Falling Sky led the group out of the abbey.

Gentle Breeze looked out at the world before him. From this high up on the mountain, the young initiate could see the first rays of dawn move over the valley bringing the new day to those living below. He looked at Two Fang and saw that she paid more attention to her footing than her surroundings. Gentle Breeze gazed out one more time before looking for the footholds the Wise One used. Falling Sky led the monks and initiates over a thin trail before scaling a near vertical rock wall leading towards the mountain's peak. The young initiate lacked the experience of most at the abbey and ascended slowly. Despite knowing that some of the older monks could scale the nearly smooth surface without needing the same handholds he did, Gentle Breeze was still amazed at the discipline of the older students for waiting their turn behind someone who climbed as slow as he did.

Close to the peak, the Wise One led the group into a small crevice. An occasional gust into the fissure chilled Gentle Breeze but the mountainside kept out the fiercest of the element. From here, Gentle Breeze could see the world far below and the clear blue sky

above with the clouds floating to the east. The young initiate imagined everyone with him must have felt as equally small and humbled by the majestic view Falling Sky showed them when they were new to the abbey. The Wise One produced the Tome of Air, the book containing the abbey's teachings and history. He then read a passage about the wisdom in being like a mild spring zephyr to all creatures regardless of race, origin, or enlightenment and that one should only let loose the fury of a blizzard upon those that show themselves as your enemy. Falling Sky bade the initiates to meditate on the lesson throughout the day as they tended their other duties.

Upon returning to the abbey, the younger monks and new initiates started their morning chores. Still Pebble and Granite Fist were hard at work carving wards into the pillars as instructed while Waddling Ki and Summer Fern gave the outer doors and the golden sparrow symbols fresh coats of paint. Gentle Breeze saw them and wished he and Two Fang had duties like these as he grabbed two brooms and handed one to Two Fang. The young initiate let out a sigh as he recalled the Wise One Floating Feather's words: "When you climb a mountain, you must always start at the bottom."

He turned to Two Fang and noted the look of longing on her face as she stared at her broom. She held it with both hands out in front of her. Gentle Breeze recalled Two Fang telling him about how she once picked up a fallen tree branch with both hands and wielded it against several youths that mercilessly picked on her. It was because of this that her mother sent her to live with the monks on the mountain. He touched her arm. "Are you okay," Gentle Breeze asked with a comforting smile. She looked around for a moment, her reverie broken, and replied that she was fine. Gentle Breeze added, "We need to clean this mountain before we can ascend, because sweeping is very enlightening." Two Fang chuckled at the words, her orcish grunts of laughter drawing the attention of Floating Feather. The Wise

One looked disapprovingly towards the young initiates. They did not meet his gaze and continued to sweep the floor in silence.

Gentle Breeze and Two Fang needed to hurry with the floor in order to finish before breakfast. Silent Whisper prepared the abbey's usual breakfast of barley, porridge and snow thistle tea. The barley was always a favorite of Gentle Breeze. Even though he and Two Fang hated the tea, they drank it anyway. The hot, bitter herbs made them feel sick. Sometimes they sipped it a little at a time, allowing the body to slowly absorb the drink. Today the young initiate gulped it down, hoping the barley would absorb most of it. It burned his throat as it went down, but at least he did not feel sick afterwards.

After meditating on the mountainside a short distance from the abbey's doors, it was time for martial arts practice. Floating Feather gave Granite Fist the responsibility of teaching the new initiates the proper way to focus their minds and allow that focus to flow through their fists. After learning the basics for the day, they rejoined the main group in the general practice area. The group had already begun shuriken throwing practice. The way that the more advanced students were able to strike well-protected targets amazed Gentle Breeze. The younger initiates practiced throwing at long distances. When it was his turn, Gentle Breeze took careful aim at the target and threw. The shuriken flew to the right, almost hitting White Raven. Wise One Floating Feather showed the young initiate the error in his stance, corrected it, and told him to throw again. Gentle Breeze smiled in victory when the metal struck dead center

After working up a good sweat and a hearty appetite, everyone gathered for lunch. Two Fang had already eaten her boiled duck eggs and steamed carrots before Gentle Breeze sat down to join her. Gentle Breeze suspected the female half-orc was in rather low spirits

after failing to hit the target with her shrunken, no matter how much Floating Feather corrected her. Talk of practicing together before bed seemed to cheer Two Fang up if only a little.

The two initiates finished their lunch quickly and hurried off to guard the vault. White Raven waited patiently for the pair, torch in hand, at the pathway leading to the subterranean vault. When the trio arrived at the vault, the previous guards stood up, bowed and departed for lunch. Being the eldest, White Raven instructed Gentle Breeze and Two Fang to meditate. Gentle Breeze could hear the sounds of the martial arts class for the older monks. The dwarven tones of instructor Wise One Wind Hammer resonated in the young initiate's ears. He pushed the sound out of his mind and focused on the wisdom of a spring zephyr's temperament.

The one sound he could not push out of his mind was Two Fang's uneven and heavy breathing. He opened his eyes for a moment and saw the female half-orc scrunching up her face. Gentle Breeze considered his next action for a moment and then asked her what was wrong. To his surprise, White Raven did not say anything but maintained his meditative posture. Two Fang explained that she could not concentrate because she kept remembering those that picked on her before being sent off to the abbey. Gentle Breeze stood up and told Two Fang to imagine that he was one of them and to say to him all the things that she wanted to say. The two initiates glanced at White Raven who still sat perfectly still. The young half-orc stood up, moved round to face Gentle Breeze and began talking. Her voice grew harsher until she was finally shouting, the anger in her voice quite palpable. Finally, anger overtook her and her fist flew for Gentle Breeze's head. White Raven appeared next to Two Fang and caught the attacking fist in mid-swing. "Calm yourself," he cautioned, "You allowed the magic item to assault your mind. You need more cold practice at meditation to purge your thoughts

of such hot anger. Remember what Wise One Falling Sky said this morning about only showing the fury of a winter's storm to those that show themselves to be your enemy? Gentle Breeze is not your enemy, even if he is standing in for one of them."

He turned to look at Gentle Breeze, "And you should be more careful when around the vault. We are to be guarding, not attempting to scale up the mountain of enlightenment. What you two were doing was commendable but you should do it elsewhere." Gentle Breeze knew the elder student spoke the cold truth and nodded in agreement. He noticed that Two Fang did the same. They sat down and returned to their meditation in silence.

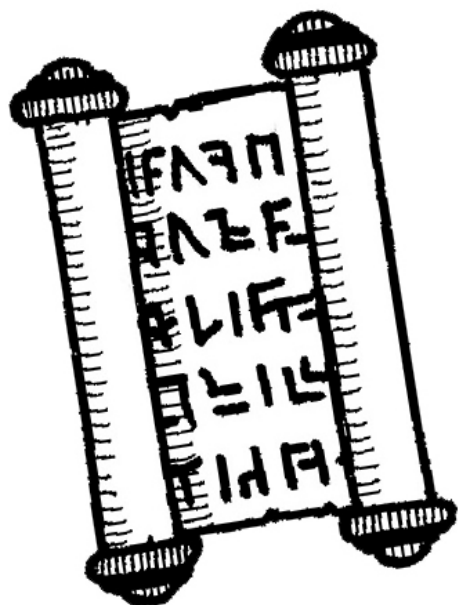
Their replacements came two hours later. Gentle Breeze did not look forward to copying scrolls. "Knowing the cold truth of mistakes made before you guards against making those same mistakes yourself." He could hear the words of the Wise One Floating Feather in his ears and knew his duty. The two initiates headed for the main dormitory and found the two unoccupied seats at the table. Before they dipped their quills into the ink bottle, Wise one Falling Sky approached them flanked by a dwarven merchant. The elder monk instructed

the two initiates to grab their backpacks and gather up supplies for a trip down the mountain. Once outside the abbey, Falling Sky informed the pair that they would be escorting a dwarven caravan to the bottom of the mountain and return with all the obsidian shurikens and barley that they did not use in defense of the caravan or ate for their dinner, respectively. Elated by this responsibility, Gentle Breeze looked at Two Fang who he noted was equally as excited.

Gentle Breeze stayed near the front of the caravan. He wished Two Fang was with him instead of keeping watch near the rear. With the speed the caravan was traveling the young initiate knew that he and Two Fang would not return until after dark. The way down was slow but safe enough that the mules would not fear the narrowness of the pass. Gentle Breeze occasionally scouted ahead, looking for signs of goblins. Broken pieces of crude weaponry littered the path. He showed a few of them to the dwarven merchants who said the fragments looked like they had been there awhile.

In a clear area, the group broke for dinner. The dwarves made a fire and offered the pair some water and mole meat. Gentle Breeze accepted the water but declined the meat. The dwarves talked during their meal, allowing the two monks time to practice their throwing. They tossed a few pebbles at several nearby rocks. Gentle Breeze noticed that Two Fang still could not hit the rocks. He encouraged his friend to take a moment to aim before throwing. "Sometimes it is when the wind stops that the cold hits hardest," he explained. And when Two Fang took just a moment to concentrate on her target, her throws hit.

By the time the dwarves packed up their gear and began moving again, nightfall was upon them. Gentle Breeze could not see as well as the dwarves or Two Fang, but he pressed on in the lead. He strained his ears to hear any sounds that might alert him of danger. He was not sure,



but he thought he saw several figures moving up ahead. He pulled out several shuriken with his left hand, the dark hue of the obsidian weapons proved darker than any of the long shadows in the dusk's light. With his throwing hand, he picked up a pebble and tossed it at the shadow. When he heard a goblin's startled yelp, Gentle Breeze motioned an alarm to the rest of the group.

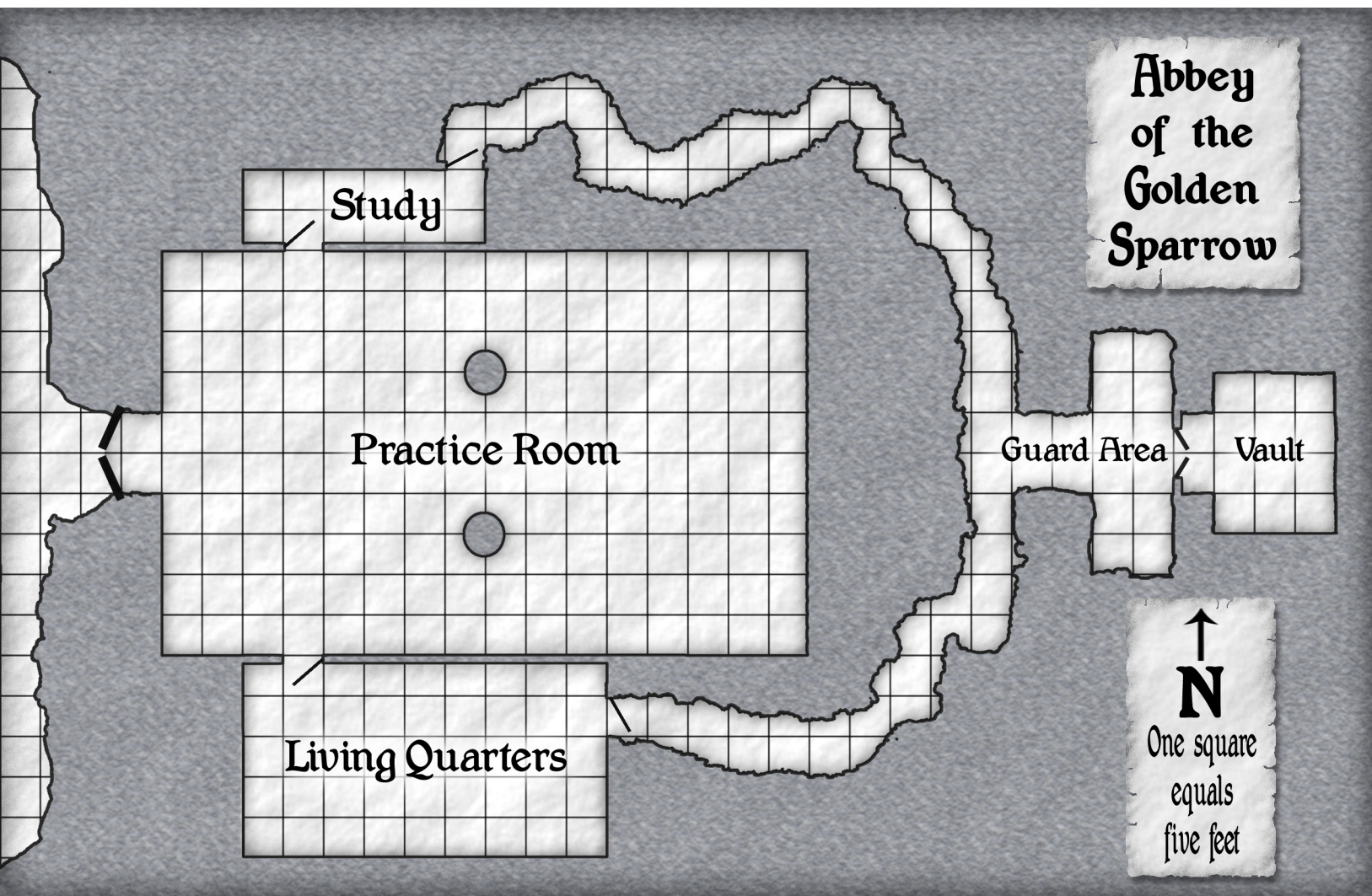
The young initiate glanced back to see the dwarves pull out some weapons, but feared they were not the most accomplished fighters given their mercantile background. He remembered his training, "Against a cold enemy that cares nothing for those they harm, fight with warm honor and cold precision." The words of his training filled him with courage as Gentle Breeze threw the first shuriken. When he heard the glassy material shatter against the ground, he took a moment to correct his stance while dodging a poorly-made crossbow bolt. Gentle Breeze hurled a second shuriken at the small, pointy-eared bowman. The initiate heard the goblin yelp in pain as he closed the distance to fight face to face. He tried to scare the little guy by shouting his ki, but the goblin quickly backpedaled and fired again. The shot grazed the young initiate but he did not let that bother him. In the waning daylight, he could barely see that the goblin's crossbow was of equally poor construction as the bolts. Gentle Breeze took a step forward and smashed the makeshift crossbow into kindling with a single punch. The goblin turned and ran as fast as his little legs could carry him, soon disappearing amidst the mountain's rocky terrain.

Gentle Breeze spun around upon hearing the sound of Two Fang shouting her ki with a tone of primal anger that only a half-orc could achieve. Two goblins surrounded her while a third ran from the terrible fright that Gentle Breeze's windmate induced. The half-orc bled freely from her chest but the wound did not appear serious. Despite the goblins having a better position, Two Fang's palms kept their weapons at bay. Gentle

Breeze moved closer and flung a shuriken at the goblin that appeared to be hurt worse. The razor sharp weapon sliced into the goblin's neck and the creature fell to the ground. Seeing this, the half-orc turned to face the other goblin, shouted her ki and drove the creature into the ground with her fists.

After killing the few armed goblins, Gentle Breeze and Two Fang aided the dwarves in driving off those attempting to steal the supplies. The dwarves thanked the two monks for their assistance and continued down the mountain. Waiting at the bottom were human mercenaries ready to escort the dwarves the rest of the way. Gentle Breeze and Two Fang collected the promised supplies as payment and headed back up the mountain.

With the last of the sun light vanishing from the sky, the two monks were about to head back towards the abbey when Gentle Breeze told Two Fang to be still for a moment. As far away as they were, the nightly singing from the main practice room of the abbey sounded like a whisper on the wind. They paused and listened to it long enough to tell which song their fellow monks sang first. A smile crossed Two Fang's face as she started in on the same song. Gentle Breeze joined in as they hurried towards home. Falling Sky greeted the two initiates when they arrived. The expression of joy on their faces shone through their weary bodies. The Wise One sent the two to bed and told them that he wanted to hear all about their tale in the morning.



Description of the Abbey

If it were not for the painted image of a bird with its wings outstretched glistening in the morning sunlight on its outer doors, the abbey of the Golden Sparrow might go unnoticed by casual observers. The doors open into a practice room fifty feet wide and eighty feet long. The wood exterior ends a mere ten feet down the length; granite and quartz line the rest of the walls. Two pillars, each five feet in diameter half way across the room, support the quartz crystalline ceiling. Dwarven stonecutters designed the ceiling to capture as much light from outside as possible and refract it throughout the rest of the practice room. Torch holders dot the walls, providing light during the night. Numerous carved runes also line the walls. Some guard against chaotic extraplanar creatures. Other runes magically

bring in air from the outside, keeping a constant breeze in the main practice room. A few runes on the walls and on the pillars strengthen their ability to support, keeping the rest of the mountain from collapsing in on the abbey. Weapon holders lean against the left and right walls, each filled with numerous sets of quarterstaves, sais, shuriken, kamas, and others. Writing on the front wall is in Auran and in gold paint, with letters big enough to be read from the entrance, exhibit the abbey's main doctrine.

Along the right and left walls near the front of the practice room stands one doorway each. The left doorway leads to the smallest room in the abbey. This ten foot by thirty foot room houses five bed mats made

of tied reeds with a simple grey blanket, one each for the five Wise Ones. A sixth bed mat and blanket rests rolled up in the corner for ill students. A simple desk with chair holds dozens of scrolls, scraps of paper, maps, and two candle holders. A cut recess into the granite wall above the desk holds several books, among which rests the Tome of Air, written by Unweathered Rock himself. Unlike the rest of the abbey, the Wise Ones prefer to leave the room dark, since all of them can see in darkness without aid. Candles are lit only when one is reading.

The door on the right side of the practice room leads to the sleeping quarters of the monks and initiates. Forty-five bed mats lay rolled up to one side during the day with blankets neatly folded and lying in the corner. A short wooden table, large enough for twelve monks to sit around it, rests against the wall. Scrolls and parchment rest in a series of crevices along the wall above where the table rests. Along the wall furthest from the main entrance is where the monks prepare their meals. A cast iron pot hangs over a small fire pit. Three carefully excavated holes in the ceiling allow the smoke to escape. Two torch holders hang on the wall closest to the practice room. Despite the amount of fire that burns in this room, the quartz crystalline ceiling still shimmers brightly when any light touches the tiny spires, giving it a luster of mid-day when even a single torch burns in the room.

Both the Wise One's private study and the main sleeping area of the monks have doorways leading off down toward the main vault. The long winding passage keeps light from entering by way of either room. The crystalline ceiling however allows light near the vault to shine brightly up towards the Wise One's study. Only monks able to see in complete darkness may guard the vault after sunset. In front of the vault, three monks guard the chamber at all times. In front of the door is a ten-foot by thirty-foot space with only the vault door

and a single sconce. The vault door requires a command word to be given for the door to open. The door itself magically changes the command word at random but displays it for all too read if exposed to bright daylight. When trying to read the word with either torchlight or with darkvision makes the word blend in with the granite's grey appearance. Those guarding the vault door are forbidden from uttering the command word while guarding the vault.

History of the Abbey

Three dwarves and two humans, remembered only as Steady Hammer, Patient Quartz, Unweathered Rock, Flying Snow, and Feather Step, established the Abbey of the Golden Sparrow over three hundred years ago. Each felt increasingly out of place in their communities and was mysteriously drawn to the same mountain at the same time seeking peace and understanding. Some sages believe a deity or other powerful being had a hand in guiding the five but no one knows for certain. Huddling in the same cave for shelter, they helped each other survive the harsh winter's wrath. They shared their cave with a sparrow with golden feathers that did not fly south with the others of its kind, and they mimicked the bird's survival habits. When the winds and the snow paused, the seekers raced out of the cave to gather food. Upon returning, they waited calmly for the storms to pass. By the time the season's ferocity subsided, the five were hard at work constructing a monastery, agreeing to spend the rest of their lives together in the same sense of cooperation and friendship by which they had survived the last few months.

Over the next hundred years, the abbey totaled fifty seekers of wisdom. It also attracted constant goblin attacks. Only reluctantly did Unweathered Rock and four other Wise Ones agree to focus their studies on fighting. Together they developed a martial arts style they called Falling Icicle Style around the simplest

weapon for them to make—the shuriken. Unweathered Rock recorded the technique and the wisdom of the original five Wise Ones into a book named the Tome of Air.

With their new fighting style, they gained regional notoriety by hiring themselves out to protect traders traveling between the local human villages and the dwarven clans inside the mountains. In return, the dwarves supplied the monks of the Abbey of the Golden Sparrow with shuriken made from obsidian. Although unusual, these weapons quickly became the signature weapon among the monks.

For over two centuries, the monks of the abbey defended the region. The local population turns to them with problems ranging from land disputes to lycanthrope attacks. But the most important thing the abbey protects is a dangerous magic item known as the *headband of resplendent passion*. When the adventuring party known as the Yellow Tree Wardens realized that they could not control the item on their own, they gave it to the monks at the Abbey of the Golden Sparrow, famed for their wisdom and self-discipline. The Five Wise Ones asked the dwarves of the mountain to construct a vault to store the item in and keep its magical abilities safe from corrupting lesser men. To this day, the item lies in the vault and the monks take turns guarding it to ensure that no one, not even their own brethren, becomes corrupted by the item's power.

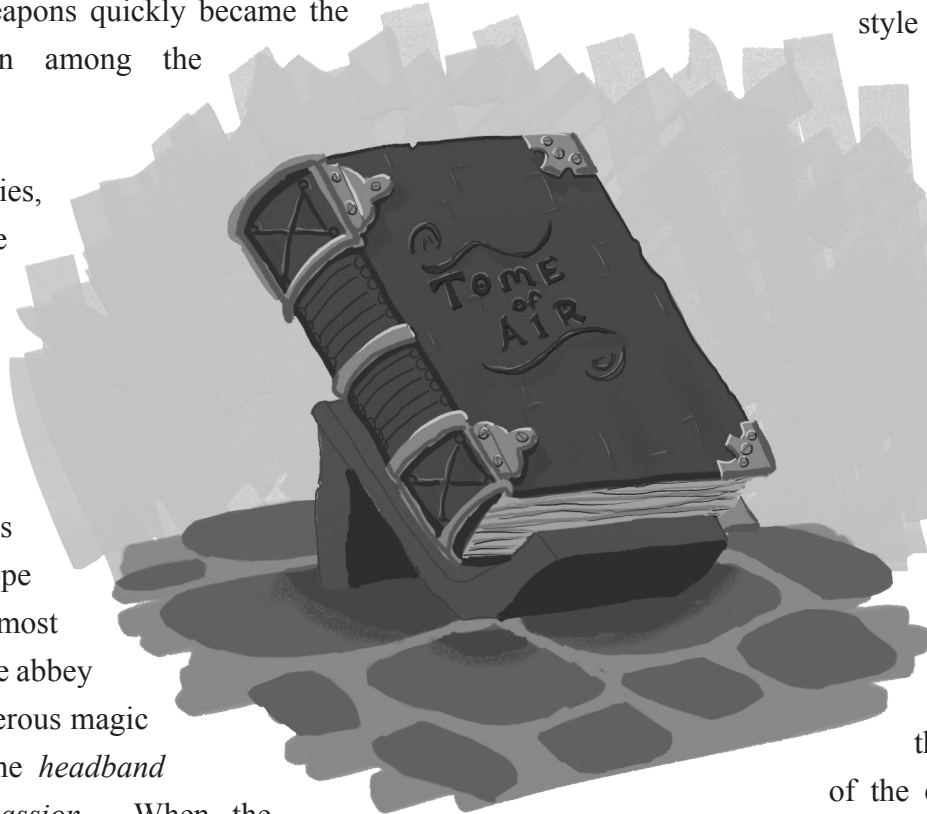
Local Myths

Every location has its legends and the Abbey of the Golden Sparrow is no different. The darkest tale told at the abbey involves the *headband of resplendent passion* and one of the former Wise Ones. An elf named Breeze Leaf who was seduced by the item's power tried to take control of the abbey. The tale's hero, Floating Feather, was a young monk when that happened and had to pry the item from Breeze Leaf's head while others held the Wise One down. Various tales of an elf with a fighting

style similar to the monks of the Abbey of the Golden Sparrow who attacked dwarven merchants help to reinforce the validity of this story.

The goblins that attack the traders are not the smartest of adversaries but, from time to time, they get lucky. One of the crevices in the room

where the monks sleep once led to an underground chamber where the goblins lived. The monk's singing alerted the goblins to the crevice and the creatures slowly scratched their way into the abbey. Most of the monks were away on their morning meditation when the goblins raided the abbey, stole most of the food and weapons, and destroyed most everything else. Wise One Wind Hammer stayed behind that morning and kept the goblins from entering the Wise One's private study. Two of the three vault guards died while the third was badly hurt, yet the goblins were unable to get



close. Even though the monks retrieved the food the goblins had not already eaten and reclaimed a few of the unbroken weapons, the Wise Ones instructed the monks to not fight out of revenge for the fallen vault guards but out of duty and defense. Rumor has it that the spirits of the goblins who perished inside the abbey are still part of the tribe and can be called upon again to fight when the goblins next mount an offensive against the abbey. Such an assault will be carried out when, as one goblin has said, “the red-eyed master returns to the mountains.” Some fear this legend refers to an adult red dragon who abandoned the area centuries ago while others assume this warning to be so much goblin gibberish.

Doctrine of the Abbey

The following doctrines are examples a GM can use for the abbey. Each plays off of a warm/cold theme that is appropriate to the locale’s frigid mountain area. Choose one or more to be etched into the abbey’s front doors. Better yet, players who create monk PCs that hail from the abbey can use these doctrines to sound even more “monk-ish.” A kind GM may even award a small XP bonus to a PC for creating his own doctrine.

The bitter cold wind of truth is better than the warm coddling of deceit. A monk is to be honest at all times. Without honesty, the deceived one feels warm in their ignorance until they discover the truth and feel nothing but disgust. Truth will not comfort; truth will not be kind. Cold truth will keep the mind awake and ready for the dangers to come.

Justice is cold, swift, uncaring, but equal to all. A monk is to enforce the laws of the land regardless of friend or foe, rich or poor, high status or low, blessed or cursed. Justice is the same for all.

Nature is cold and does not show compassion. The monk is to be the warmth that spares both the just and the unjust from nature’s cold wrath. Against the elements, the monk stands alone as a friend to all. Despite death being inevitable, it need not be a law that all those stranded in the snow are doomed to die. Mercy is a guiding virtue of the abbey.

Against a cold enemy that cares nothing for those they harm, fight with warm honor and cold precision. When an enemy shows nothing but cold indifference to those they harm, show them cold precision in equal measure, yet temper your precision with the warmth of honor.

One monk is like the breeze in a crevice, two monks are like the wind, three are like the mountain. A lone monk can go places where a large group cannot but cannot put up a strong defense or an effective offense. Two monks can assist each other to strike more difficult targets and watch each other’s back. Three monks require more room to maneuver than a single monk but stand firm against a greater onslaught.

Cold practice makes warm improvements; warm improvements make hot perfection. A cold wind does not last forever. Even rubbing two cold sticks together will make them hot enough to make a fire. Starting with the cold knowledge that you do not know how to do something is a good starting point. Improvements bring a warmth of joy, while the satisfaction of perfection ignites the fire of enlightenment inside the monk.

Character Traits

The concept of Character Traits was introduced fully in the *Pathfinder Companion: Second Darkness Player’s Guide*. In that book, five categories of traits are described—Basic, Campaign, Racial, Regional, and Religion. Upon character creation, you generally can

take two traits but only one trait per category. The traits below are all Regional Traits and a PC must have spent at least a year living at or around the abbey to select one. More traits can be gained with the Additional Traits feat (see “New Feats” below). Essentially, a trait is a “half-feat” which enhances the PC’s background and quantifies it with a small “trait” bonus. If you do not own the *Second Darkness Player’s Guide* (or do not use Character Traits) simply ignore this section.

Regional Traits (Abbey of the Golden Sparrow)

1 Raised Since Birth: Since before you can remember, you lived at the abbey. You learned to write by copying the scrolls. You gain a +1 trait bonus to your Knowledge (history) and Linguistics skills.

2 Exiled: You arrived at the abbey because you had nowhere else to go. They took you in and are now your only family. When aiding another, you give your friend an additional +1 trait bonus to AC, regardless if you are helping your friend to attack or to defend himself.

3 Seeker of Enlightenment: You arrived at the mountain because you were seeking the enlightenment offered by the monks, overcoming many obstacles to do so. You receive a +2 trait bonus on all Constitution checks to avoid nonlethal damage from forced march, starvation, or thirst.

4 Practiced Thrower: You practiced your shuriken well and you know where to strike best. You receive a +2 trait bonus when confirming a critical hit when throwing a shuriken.

5 Student of the Air: You routinely practiced jumping from rock to rock on the mountainside and studied the birds as they flew near. You gain a +1 trait bonus to Acrobatics and Fly skills. This does not grant you the ability to fly but allows you greater control when flying.

6 Well-Guarded Mind: Guard duty at the vault trained your mind to guard against chaotic attacks. You

gain a +1 trait bonus to your saving throws against spells or spell-like abilities with the chaotic descriptor that are mind-affecting.

7 Improvised Healer: When someone at the abbey was sick, you were routinely called upon to administer aid. Despite having little supplies with which to heal someone, you helped their recovery. Heal is a class skill for you and you receive a +1 trait bonus even when you do not have a healer’s kit or similar provisions.

8 Goblin Signs: Your time on the mountain protecting both the abbey and merchant travelers has helped you become familiar with the way of goblinoids and the signs they leave behind. You gain a +2 trait bonus to your Initiative when facing goblins and other creatures of the goblinoid type.

New Feats

The *Pathfinder Core Rulebook* introduces something called Combat Feats. This type of feat can be selected as a fighter’s bonus feat. This designation does not restrict characters of other classes from selecting these feats, assuming that they meet the prerequisites. In fact, most of these were designed with the monk in mind.

Additional Traits

You have more traits than normal.

Benefit: You gain two Character Traits (see above) of your choice. These traits must be chosen from different lists and cannot be chosen from lists from which you have already selected a Character Trait. You must meet any additional qualifications for the Character Traits you choose (you cannot select a Dwarf Character Trait if you are an elf, for example).

Aim (Combat)

“Sometimes it is when the wind stops that the cold hits hardest.” –Gentle Breeze

Prerequisite: Base attack bonus +1.

Benefit: As a move action, you steady yourself to gain a +2 circumstance bonus to attack when using a missile weapon. If you have multiple attacks, this bonus applies only to the first.

Special: A monk may select Aim as a bonus feat at 1st level, even if he does not meet the prerequisite.

Chilling Wind Disarm (Combat)

“A cold stiff wind makes a weapon difficult to hold, let alone wield.” – Tome of Air

Prerequisite: Dex 13, Finesse Strike.

Benefit: Using a one-handed ranged weapon, you can make a ranged disarm attempt against a target with a one-handed item. You add your Dexterity modifier instead of your Strength modifier to determine your CMD for this maneuver. The target creature cannot make an attack of opportunity. If your attack exceeds the CMD of the target by 5 or more, his hand becomes numb. The target is at a -1 circumstance penalty until your next turn when taking actions using that hand.

Normal: You may only attempt to disarm in place of a melee attack.

Special: A monk may take Chilling Wind Disarm as a Bonus Feat at 6th level.

Cold Mountain Endurance

“The chill of death stays away from me for I have felt his presence and yet I endured.” – Patient Quartz

Prerequisite: Endurance, must have successfully survived freezing temperatures for 8 hours without magical assistance or heavy cold weather gear.

Benefit: You gain a +4 bonus to saves against cold weather effects as well as spells and spell-like abilities with the cold descriptor.

Finesse Strike (Combat)

“The wind can deliver blows mightier than even the strongest warrior.” – Tome of Air

Prerequisite: Dex 13

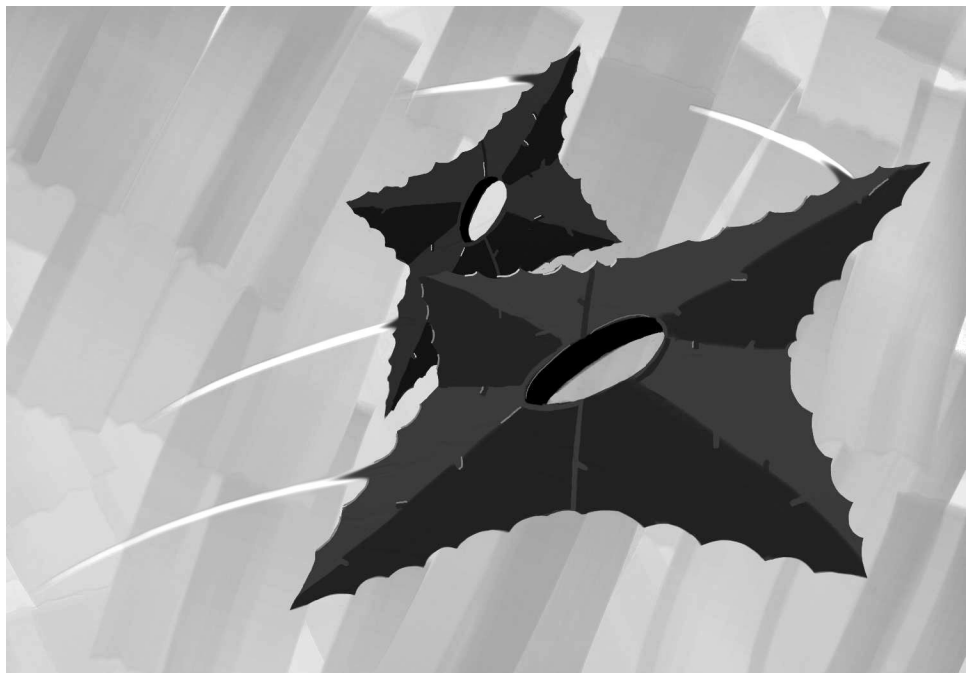
Benefit: You apply your Dexterity modifier instead of your Strength modifier to the damage rolls of one-handed thrown weapons.

Three Monk Defense (Combat)

“Three monks are like the mountain—unmovable.”
– Abbey of the Golden Sparrow Doctrine

Prerequisite: Base attack bonus +3, Combat Expertise.

Benefit: You can choose to take a penalty of up to -1 on melee attack rolls and combat maneuver checks to gain a +2 dodge bonus to your Armor Class. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by -1 and the dodge bonus increases by +2. You can choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon or unarmed strike. The effects of this feat last until your next turn. In addition, the Armor Class bonus gained can be transferred to an adjacent ally who also has this feat. Allies that are flat-footed, unconscious or otherwise unable to act neither provide



this bonus nor can benefit from it.

Special: A monk may select Three Monk Defense as a bonus feat at 6th level, even if he does not meet the prerequisites.

Unseen Wind Form (Combat)

“Be as the wind with your strikes; no one sees where the wind comes from.” – Tome of Air

Prerequisite: Finesse Strike, Stealthy.

Benefit: When attempting to feint before throwing a one-handed ranged weapon, you can feint with your Stealth instead of your Bluff. Additionally, you can attempt a feint as a move action.

Normal: You may only attempt a feint as a standard action.

Special: A monk may take Unseen Wind Form as a bonus feat at 2nd level.

As a class with a heavy connection to supernatural forces (i.e. his *ki*), the monk has the ability to perform more amazing acts than even he realizes. Through meditation and specialized practice, the monk evolves a deeper understanding of the world in which he lives and how he can enhance and exploit his connection to it. The three feats below emerged after monks at the abbey studied how their bodies and minds reacted to cold-based injury and exposure (called “Falling Icicle Style,” as mentioned in the History section above). And although cold is the energy type spotlighted here, the GM should allow variant feats based on any energy type as long as the monk was previously damaged by a monster or spell of that same descriptor.

Brumal Blast

“It is the sudden squall that strikes the fiercest.” – Tome of Air

Prerequisite: Frozen Form, Icicle Strike, *ki* pool class feature, character must have been previously damaged by a creature or spell with the cold descriptor.

Benefit: You gain resist cold 10. Also, as a move

action, you spend 3 points from your *ki* pool to infuse one weapon (or unarmed strike) with supernatural cold energy. On a successful strike, the freezing energy erupts in a 20-foot spread and inflicts 3d6 cold damage for every 4 monk levels you possess. A successful Reflex save (DC 10 + ½ your monk level + your Wisdom modifier) halves the damage. You are immune to the effects of the blast.

Frozen Form

“The frost-crust rock never yields to those who tread upon it.” – Tome of Air

Prerequisite: Icicle Strike, *ki* pool class feature, character must have been previously damaged by a creature or spell with the cold descriptor.

Benefit: You gain resist cold 5. Also, as a standard action, you spend 1 point from your *ki* pool to use cold energy to coat your body in a thin icy shell. This shell grants you a +1 natural bonus to armor class, and makes it more difficult for foes to score critical hits on you (-4 penalty to all rolls to confirm critical hits). This effect lasts for 1 round for every 3 monk levels you possess.

Icicle Strike

“For the master of the wind and snow, the shuriken hurling towards its target is like winter’s fury descending upon a field of thistles.” – Tome of Air

Prerequisite: *Ki* pool class feature, character must have been previously damaged by a creature or spell with the cold descriptor.

Benefit: You gain resist cold 2. Also, as a swift action, you spend 1 point from your *ki* pool to infuse one weapon (or your unarmed strike) with supernatural cold energy. A successful strike with it inflicts an additional 1d4 points of cold damage. The infused energy lasts for one strike or until your next initiative, whichever comes first.

Special: You can gain this feat multiple times. Each time you take this feat, your strike gains an additional 1d4 points of cold damage.

New Special Material

Obsidian

The chief advantage of obsidian is that it can be sharpened to a razor's edge and will hold that edge, without need of sharpening, indefinitely. The chief disadvantage of obsidian is that it is relatively fragile in comparison and also much more rare, making it an expensive material. Used most commonly by barbarian warriors who dwell in badlands and mountainous regions, it also sees use among barbarian tribes who appreciate the keen edge obsidian weapons can hold. On several occasions monks of the Golden Sparrow have encountered such barbarians and, because of their possession of obsidian shuriken, those encounters ended without hostilities.

Base Cost: Obsidian weapons cost 125% more than normal, steel weapons.

Weight: Obsidian weapons weigh only 75% of their steel counterparts.

Attacks: Obsidian holds a razor edge. A piercing or slashing weapon made of obsidian gains a +1, non-magical bonus to attack rolls.

Damage: An obsidian weapon deals the same damage as its steel counterpart.

Hardness: Obsidian weapons are fragile, with one less point of hardness than steel weapons.

Hit Points: Obsidian shatters easily. An obsidian weapon has 75% of the hit points of a steel weapon.

were only too happy to craft magical weapons that were to be used against their hated cousins.

Five Pollen Shuriken

Aura strong divination and evocation; **CL** 12th

Slot none; **Price** 57,150 gp/set; **Weight** ½ lb.

Description

This set of five *+1 seeking shuriken* sports a bright yellow dust motif similar to pollen artistically rendered on both sides. When one of these precious shuriken strikes its intended target, the pollen appears to explode off of it in a 60-ft. radius burst. Any *invisible* creatures within the area of effect are rendered visible (as per the *invisibility purge* spell). Each shuriken can use the *invisibility purge* power only once a week.

Construction

Requirements Craft Magic Arms and Armor, *invisibility purge*, *true seeing*; **Cost** 5,715 gp each

Golden Sparrow Medallion

Aura faint transmutation; **CL** 1st

Slot neck; **Price** 200 gp; **Weight** ½ lb.

Description

Crafted and enchanted by their dwarven allies, each monk is gifted with a *medallion* when they are accepted into the abbey (it is not unknown for friends of the abbey to receive these either). A plain cord runs through this thin stone disc on which the golden sparrow emblem is

New Magic

Because of their close relations with the dwarven clan living far below their mountain abbey, the monks can often call on the burly folk for specialized magics. The *five pollen shuriken* are one such magic item. Created when a cult of duergar terrorized the area a century ago, these shuriken were put to good use against the monster's innate *invisibility* power. The goodly dwarves



engraved. Once per day, as a standard action, the wearer can touch the token and activate a *message* effect (as the spell—one target within 110 ft. for 10 minutes).

Construction

Requirements Craft Wondrous Item, *message*; **Cost** 100 gp

Headband of Resplendent Passion

Unique Intelligent Item

Aura moderate enchantment and transmutation; **CL** 8th

Slot headband; **Price** 170,000 gp; **Weight** 1 lb.

Statistics

Alignment CN; **Ego** 18

Senses 30 ft

Int 10 **Wis** 12 **Cha** 20

Skills Bluff +10

Communication empathy, read languages, *read magic*, telepathy

Powers *charm monster* 1/day (DC 19), *rage* 1/day

Special Purpose slay lawful creatures; **Dedicated Power** *chain lightning* (CL 8, DC 21)

Personality

Tales of those that once wore the Headband of Resplendent Passion tend to be grand ones. This shimmering band laced with two emeralds and a ruby helps its wearer to give full measure to their passions. It instructs the wearer in how to manipulate others to their advantage, *charms* creatures that do not give in to the wearer's whims, and fills the wearer with anger when they do not get their way. Wearers tend to get drunk with power after wearing the headband for a time, as the headband constantly encourages the wearer to give in to their deepest desires, regardless of the consequences. The headband despises those that attempt to force their laws and their methods upon the wearer. The item can use *chain lightning* on those creatures to teach them a lesson.

Construction

Requirements Craft Wondrous Item, *chain lightning*, *charm monster*, *eagle's splendor*, *rage*; **Cost** 85,000 gp

Signature Characters

Approximately fifty monks can be found at the abbey at any given time. Some were orphaned there as infants but the majority came on their own quests for personal redemption or enlightenment. No matter their individual purposes, the monks that see their initiations through to the end are united as monks of the Golden Sparrow. The monks here are varied in level from one to twelve so below are presented examples of those two extremes as featured in this locale's narrative.

Initiate Gentle Breeze

Male half-elf Monk 1

LN Medium humanoid

Init +2; **Senses** low-light vision; Perception +7

DEFENSE

AC 15, touch 15, flat-footed 13 (+2 Dex, +3 Wis)

hp 5 (1d8+1)

Fort +3, **Ref** +4, **Will** +5; +2 vs. enchantments

OFFENSE

Speed 30 ft.

Melee Unarmed Strike +1(1d6+1)

Melee Flurry of Blows +0/+0 (1d6+1)

Ranged Obsidian Shuriken +3 (1d2+2)

Special Attacks stunning fist (1/day, stun, DC 14)

STATISTICS

Str 13, **Dex** 15, **Con** 12, **Int** 10, **Wis** 16, **Cha** 8

Base Atk +0; **CMB** +1; **CMD** 16

Feats Aim, Finesse Strike, Skill Focus (Stealth), Improved Unarmed Strike

Skills Climb +5, Knowledge (history) +4, Perception +8, Stealth +9

Languages Common, Elven

Combat Gear obsidian caltrops; **Other Gear** *golden sparrow medallion*, obsidian shuriken (10), backpack, bedroll, 50 gp

Tactics

Before Combat Unless Gentle Breeze is certain that he can defeat an adversary by himself (or unless he is

protecting someone else), he will not engage.

During Combat Gentle Breeze prefers to keep his foes at a 20 ft. range and hurl obsidian shuriken. He knows his strength lies in ranged attacks as opposed to melee. As such he tries to pick off the weakest enemies first. He engages in melee when he has no more shuriken to throw.

Wise One Falling Sky

Male half-orc monk 12

LN Medium humanoid

Init +6; **Senses** darkvision 60 ft; Perception +18

DEFENSE

AC 19, touch 18, flat-footed 17 (+1 armor, +2 Dex, +3 monk, +3 Wis)

hp 54 (12d8)

Fort +8, **Ref** +10, **Will** +11; +2 vs. enchantments

Defensive Abilities abundant step, improved evasion, slow fall 60 ft.; **Resist** cold 10; **Immune** disease, poison

OFFENSE

Speed 70 ft.

Melee unarmed strike +15 (2d6+6/19-20)

Melee flurry of blows +16/+16/+11/+11/+6 (2d6+6/19-20)

Ranged +1 *obsidian shuriken* +12/+7 (1d2+6)

Special Attacks brumal blast (9d6 cold, 20-ft. spread, DC 19), icicle strike (+1d4 cold), orc ferocity, stunning fist (12/day, stun, fatigue, sicken, or stagger, DC 19)

STATISTICS

Str 22, **Dex** 14, **Con** 10, **Int** 10, **Wis** 17, **Cha** 8

Base Atk +9; **CMB** +18; **CMD** 36

Feats Brumal Blast, Catch Off-Guard, Endurance, Frozen Form, Icicle Strike, Improved Bull Rush, Improved Critical (unarmed), Improved Grapple, Improved Initiative, Improved Unarmed Strike, Power Attack, Stunning Fist

Skills Acrobatics +17 (+29 jump), Climb +18, Knowledge (history) +9, Perception +18, Stealth +14

Languages Common, Orc

SQ diamond body, fast movement, high jump, *ki* pool (9 points), maneuver training, purity of body, still mind, wholeness of body

Gear *bracers of armor* +1, *golden sparrow medallion*, +1 *obsidian shuriken* (10), *belt of giant strength* +4

Tactics

Before Combat Falling Sky uses his great speed to scout any possible targets ahead of his allies. If time is of the essence, he will use Abundant Step to report his findings. If a battle is clearly going to be difficult, Falling Sky will activate his Frozen Form right before entering melee.

During Combat Once combat begins, Falling Sky prefers a direct melee assault. He stays near allies, believing that two monks “are like the wind.” Falling Sky engages the strongest enemy first.

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