

The Bats of Saint Albans

by Richard Marpole



Bestiary Book

The Bats of Saint Abbans

AN ADVENTURE FOR LEVELS 1-3

The once-respected Abbey-Cathedral of Saint Abbans has stood at the top of Wellholy Hill for centuries.

Revenue is scarce and the abbey is falling into disrepair. An upcoming celebration might help fill the coffers, but church bats have infested the upper reaches of the building. They are causing a dangerous nuisance which risks the celebration going ahead and further damaging the precarious structure.

Abbess Jessamine is looking for brave souls without fear of heights to ascend the cavernous cathedral and bring the problem under control.

Maybe, just maybe, that's you?

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The Bats of Saint Abbans Bestiary

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Bestiary



BESTIARY

CHURCH BATS

There are two variants of Church bat. The **Church Bats** and the **Royal Church Bats**.

- All **Church Bats** have names such as **Diverse Alarums**.
- The two **Royal Church Bats**—**Peachy Keen** and **Winking Jade**—are dominant over the other Church Bats.

A bat is flying towards you, it's two feet tall with a five-foot wingspan and it's clearly insane.

Church Bats are large bats that are two-three feet in height with a four-five-foot wingspan. They use weak claws to handle things. Their fur is usually brown or black, but can also be russet, white, grey, mottled or shades of green. The Royal Church Bats are slightly larger in size than their smaller minions.

CHURCH BATS

1-2 encountered

HD 2; **AC** 6 [13], **Atk** claws (1d4) and bite (1d4); **Move** 6/12 (flying); **Save** 16; **AL** N; **CL/XP** 4/120

Special: Excellent hearing, echolocation, holy adaptation, get it off!

ROYAL CHURCH BATS

1-2 encountered

HD 3; **AC** 5 [14], **Atk** claws (1d6) and bite (1d6); **Move** 6/24 (flying); **Save** 15; **AL** N; **CL/XP** 5/240

Special: Excellent hearing, echolocation, holy adaptation, get it off!

Church bats, like some humans, are clever enough to get an idea in their heads, but not clever enough to get it out again. They can't talk, but they can imitate human speech, like crazed, delinquent parrots.

Church bats are cowardly and will attempt to retreat if even slightly injured. Pelting them with small objects will usually drive them away as well. Ordinary church bats will retreat to the nearest royal church bat.

CHURCH BAT ABILITIES

Church Bats have the following special abilities:

- **Excellent Hearing:** cannot be surprised unless their hearing is neutralised.
- **Echolocation:** can 'see' in the dark and locate non-ethereal invisible creatures with ease.
- **Holy Adaptation:** Church bats are uniquely evolved to survive in holy places. There is a 50% chance that any hostile Cleric or Druid spell which targets a church bat will be absorbed by the creature, healing it 1 hp per Spell Level. Beneficial Cleric or Druid spells which are used on a target within 30 feet of a church bat have a 1 in 3 chance of affecting the church bat instead.
- **Get It Off!:** Being attacked by a church bat is an event—screaching, clawing, battering you with their wings, flinging

bits of rubbish, spraying musk, getting caught in your hair, and generally carrying on, the creatures are impossible to ignore. When standing anywhere high or precarious a Player Character who has been attacked (successfully or not) by a church bat must roll against either their Strength or Dexterity to avoid falling off.

PLAY NOTES

If **Winking Jade** is injured, she and any accompanying church bats will retreat to the top of the **Bell Tower**. **Peachy Keen** will also retreat to the top of the **Bell Tower** if he has been lured away from it and injured. Once gathered on top of the **Bell Tower** the bats will form a strategy based on whichever royal church bat is dominant at the time.

If both royal bats are present, flip a coin; heads means that **Winking Jade** is dominant, tails means that **Peachy Keen** is dominant.

If **Winking Jade** is dominant, the bats will fight the heroes all across the **Rooftops**, harrying them at every step, retreating when injured, then hurling themselves back into the fray. They will not leave the rooftops willingly.

If **Peachy Keen** is dominant, the bats will huddle together on top of the **Bell Tower** and defend it to the death unless they are captured or tamed.

It's nigh impossible to sneak up on a church bat, but they can all be lured by at least one type of item and will ignore common sense to chase down their prize, at least until they're injured.



In the descriptions that follow, **Where to Find** locations for the Royal Church Bats are referred to on the Abbey maps (refer to the **Map & Handouts Book**).

PEACHY KEEN

King Bat—Royal Church Bat, male.
Lured by *pretty clothes* and *illuminated manuscripts*.

Where to Find:

Abbey Level 4: Nests on the roof of the **Bell Tower**.

Description: Brown fur and black wings. Thinks he's a maid. Wears a mop hat and a black and white maid's dress. Sings *falalala* a lot in a high-pitched falsetto voice.

Peachy Keen wields a *broken magical staff*. Whatever the staff once did, it now fires bolts of emerald energy. On a successful ranged attack roll a target takes 1d4 damage and must roll on the Gloom-touched Deformities table (see *The Middelands*, pg. 11). 27 charges remain.

WINKING JADE

Queen Bat—Royal Church Bat, female.
Lured by *sweet things* or *elderberry wine*.

Where to Find:

Abbey Level 3: She sleeps in the **Second Floor Ringing Chamber** of the **Bell Tower**.

Description: Black fur and black wings with moth-like patterns on the undersides. **Winking Jade** has excellent hearing and is unusually intelligent for a church bat.

She is a canny fighter and will use the environment to get the drop on opponents. She'll even squawk orders at other church bats, including **Peachy Keen**, to get them to use rudimentary tactics.

She gets enraged and gains +2 to hit if the Player Characters steal her wine.



BLANDLY CHALK

Typical Church Bat, male.
Lured by anything which could be interpreted as nesting material, but particularly human bones, straw, and anything wooden.

Where to Find:

Abbey Level 2: Nesting in the **Rosé Gallery** with **Scrumptious Veil** and is very protective of it.

Description: Black fur and wings with a grey belly. Has a large knitting needle stuck in his head, which doesn't seem to bother him.

He will attack anyone that he thinks is approaching the nest—this is what happened to **Brother Scapula**.

SCRUMPTIOUS VEIL

Typical Church Bat, female.
Lured by *ink, parchment, and nesting material*.

Where to Find:

Abbey Level 2: Nesting in the **Rosé Gallery** with **Blandly Chalk**.

Description: Black fur splashed with blue ink. Pine-green wings. Also, very protective of the nest and will attack anyone who seems to be approaching it.

When not guarding her nest, she'll attempt to steal and eat any parchment and ink she can find.

SKITTERING MANDLE

Typical Church Bat, male.
Lured by *fresh candles* and the *chance to jump out at someone*.

Where to Find:

Abbey Level 1: **Church Organ** at the **Crossing**.

Description: Black fur and brown wings. Has painted himself with dirt, wax, and cobwebs to better blend into the background. Likes to play hide and seek and doesn't realise how dangerous his games are to humans.

He will sit on top of the highest pipes of the church organ, pretending to be a grotesque. If the Player Characters don't appear to see him, he'll fly quietly into the rafters and stalk the party once he gets above ground level. He'll jump out at one of them at an opportune moment, probably when they're fighting another church bat or doing something difficult.

If he survives the initial attack unharmed, he'll return to his perch or another vantage point where he can see or echolocate the party, preferring the **Lord's Gallery** if possible. He'll strike again when he thinks the Player Characters have forgotten about him.

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WINSOME MARIE

Typical Church Bat, female.
Lured by *feathers*, *small rodents*,
and *bits of fur*.

Where to Find:

Abbey Level 3 and 4: Moves between the **North Roof-space** and the **Rooftops**.

Description: Pale fur, spotted with black. Covered haphazardly in feathers and smells of glue. Likes to act like a bird.

If encountered in the roof-spaces she'll move quietly, using her *echolocation* to track enemies in the dark. In combat, or on the **Rooftops** she'll shriek and stoop like a hawk. She doesn't initiate combat unless someone has something she wants.

DIVERSE ALARUMS

Typical Church Bat, female.
Lured by *shiny armour* and any *eyes which are no longer attached to their owners*.

Where to Find:

Abbey Level 1: She 'guards' the **Bowmount Tower**.

Description: Russet fur and wings with black paws. Diverse wears a helmet painted with odd runes and carries a stolen walking stick over her shoulder like a spear. She's decided that she is a lookout and will fly around the tower screeching loudly when she sees 'intruders' and even the Player Characters if they approach the Abbey from that direction.

The helmet is *saint egbert's precise helm of far-viewing* which lets the wearer focus on anything in their line of sight (up to ten miles away) and see it in perfect detail as if standing within a few feet of it.

BURBLING CHEESE

Typical Church Bat, male.
Lured by *food*, but too fat to fly properly.

Where to Find:

Abbey Level 1: **Kitchen**.

Description: Brownish with a tinge of turquoise. Tame, placid, and fat. Thoroughly domesticated and belongs to **Brother Makepeace**. Killing or capturing **Burbling Cheese** isn't necessary to collect the reward. He's included to show that church bats can be tamed.

Ye Carillon Cotillion

sequence of belles known as Ye Carillon
ion wath created several centuries ago by a
of Ye Angel Gæl, Praise Be!

Carillon Cotillion shows the power of our
e lords. When played in correct sequence ye
lon Cotillion shall summon all ye pernicious,
ish church bats within ye cock's crow,
se Be!

foul beasts shall dance to ye sacred music as it
ases evil from their flea-bitten bodies, Praise Be!
s purged, ye mischievous creatures shall become
le and biddable as spring lamblings, Praise Be!
l Cbastise Ye Heretics!

r not ye side-effects, praise Ye Watcher and
ar bat-proof clothing.

H.S. to hire several stout fellows to

CHURCH BAT GENERATOR

Use this if you want to add extra church bats to this adventure or use them in other settings.

Roll 5d20 to determine first name, second name, behaviour, appearance, and what the church bat is lured by.

CHURCH BAT GENERATOR TABLE

1d20	First Name	Second Name	Behaviour
1	Peeking	Yawn	Thinks it's a human baby
2	Vacant	Wail	Afraid of everything
3	Juddering	Moon	Addicted to speed
4	Dreadful	Hussy	Just wants to dance and have fun!
5	Sundry	Blinder	Thinks it's a vampire but doesn't know how to suck blood
6	Elfish	Pinnacle	Wants to be helpful, but always makes things worse
7	Obvious	Cake	Is fascinated by strange smells, the more repellent the better
8	Benighted	Heckler	Likes to imitate the people it meets
9	Ruff	Bucket	Hates you, specifically
10	Sidereal	Ventricle	Wants to be a Monk and has somehow contrived to learn a Cleric Spell
11	Utter	Fetlock	Just acts like a normal bat. A fruit bat to be precise
12	Wretched	Faint	Acts like a jester, but is secretly very sad
13	Doleful	Sheet	Has a secret stash of treasure, far away from where the other Church Bats nest
14	Grievous	Knell	Wishes to become the monarch of all bats. Has no appreciation of the magnitude of this task
15	Reeling	Gurgle	Delights in evil and murder
16	Toothsome	Rotter	Wishes to make a friend
17	Ashen	Tendency	Sings horribly all night long
18	Simple	Spoon	Loves to explore and brings back souvenirs from its travels
19	Winding	Grey	Is attempting to worship a particular god but is very unclear on the details
20	Puling	Even	Has fallen in love with an unsuitable being



Appearance	Lured By
Dappled mixture of grey and black	Pretty stones
Unusually big and muscular	Bones, particularly skulls
Small and nimble with yellow stippling on its wings	Potions
White belly with a splash of red. Brown wings and face.	Pants
Wears armour that was clearly made for it. (Improve Armour Class by 2)	Boiled sweets
White, with light pink eyes.	Folk song
Festooned with ribbons	Fresh fish
Pale belly, black wings, and soulful eyes	Asparagus
Wears a pot on its head	Mushrooms
Mouldy green with beady eyes	Goblins
Black all over and inextricably entwined with someone's hat	Coins
Cute and oddly fluffy	Salt
Pea-green belly and avocado-coloured wings	Cider
Red head and black body	Steel
Dressed as a pirate	The sound of children playing
Brown fur, black wings, and overdeveloped canines	Melodrama and grief
Has two heads and glows in the dark	Dice
Has a large gut, but can still just about fly (Halve movement speed)	Gloomium
Unusual markings—black with a series of red 'V's on its chest and belly	Garbage
See-through skin and organs	Interesting hats

MOSAIC ELEMENTAL

A jumble of tiles clatters down from the wall in front of you, rising to form a vaguely person-shaped cloud as it moves closer.

Mosaic elementals are not true elementals at all. These creatures merely bear a passing resemblance to such beings.

Much of the abbey-cathedral was made from bricks and tiles plundered from older Goman ruins. These beings are the remnants of Goman mosaics animated by the old fortune magic which once protected the villas and baths of the old city.

Mosaic elementals have no interest in harming people. They don't understand the concepts of 'people' or 'harm'. Their only drive is to reunite with the rest of their tiles.

Their preferred method of discovering whether anything they encounter contains any lost tiles is to smash into it repeatedly and see what happens. They'll even pour themselves down people's throats to search them more thoroughly and have been known to steal teeth and bones to replace lost white tiles.

To simulate a mosaic elemental that has found an unusually large number of tiles to bond with, simply increase its number of Hit Dice.

MOSAIC ELEMENTAL

1-3 encountered

HD 2; **AC** 7 [12], **Atk** pummel (1d6+1);

Move 10 (floating); **Save** 16; **AL** N;

CL/XP 3/60

Special: Floating, cloud of tiles, elemental, swarm

MOSAIC ELEMENTAL ABILITIES

Floating: Mosaic elementals float up to a foot above the ground. They can still fall if they pass over empty space, but you should reduce the length of the fall by 10 feet when calculating damage.

Cloud of Tiles: Reduce all damage inflicted on a mosaic elemental by half with the following exceptions—damage inflicted by blunt weapons, magic attacks, or area of effect attacks.

Elemental: Mosaic elementals take no harm from poison, strangulation, or any other attack that requires the target to be alive. They are immune to sleep, charm, or similar effects.

Swarm: Mosaic elementals take double damage from area of effect attacks. Mosaic

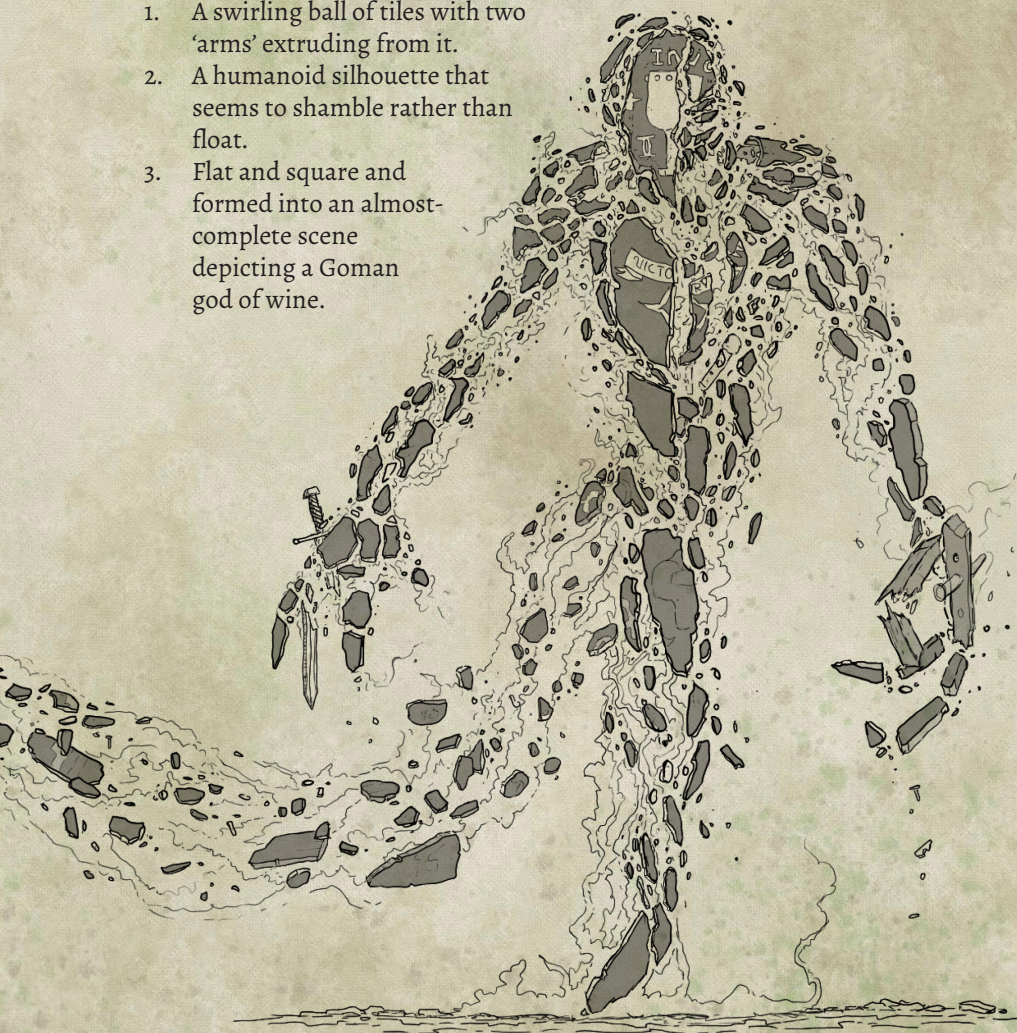


elementals can never inflict more damage with a single attack than their own current hp total.

CUSTOMISING A MOSAIC ELEMENTAL

If you want to make a particular elemental's appearance a little different then roll on or pick from this table.

1. A swirling ball of tiles with two 'arms' extruding from it.
2. A humanoid silhouette that seems to shamle rather than float.
3. Flat and square and formed into an almost-complete scene depicting a Goman god of wine.
4. A dispersed cloud that hums to itself like a swarm of bees.
5. A ball of tiles that rolls along the floor, stirring up dust and detritus as it goes.
6. The shape of a face with a yawning mouth.



WANDERING EYE

WANDERING EYE

solitary

HD 3; **AC** 6 [13], **Atk** eyebeam (special) or acid tears (1d6+1); **Move** 12 (flying);

Save 14; **AL** N; **CL/XP** 5/240

Special: eyebeam attack

There is a soundless explosion of virulent green energy. When it fades away you see a four-foot-wide eyeball floating in the air. It begins to turn, perhaps towards you, perhaps not.

Wandering eyes occasionally spawn in places where **The Watcher From The Shore's** influence is at its strongest. They are giant eyeballs about four feet in diameter that float around six feet in the air. They will follow the first sentient creature they see, always watching and always maintaining a respectful distance of six to eight feet away from the target. After an indeterminate amount of time the wandering eye will disappear again. They are harmless if allowed to go about their business, but if anyone attempts to hurt them, capture them, or prevent them from looking at their target, they will respond by blasting the offending being with blinding rays and weeping poisonous tears on them until they flee or die.

WANDERING EYE ABILITIES

Eyebeam Attack: The wandering eye's eyebeam attack has a range of 120 feet that does no damage, but

on a hit, inflicts the effects of the *blinding curse*¹. On a natural to-hit roll of a 20 it inflicts the effects of *abban's fury*.¹

If more than one sentient creature is around when the eye appears, roll to see which creature it follows.

Once a wandering eye has locked onto a target, roll 1d6 twice to determine how long it'll follow them for;

- The first roll determines the unit of time; 1) minutes, 2) hours, 3) days, 4) weeks, 5) months, or 6) years.
- The second roll determines how many units of time the wandering eye follows the target for.

CUSTOM WANDERING EYES

If you want to make this monster's appearance a little different, roll on or pick from this table.

1. Bleary and red-veined, as though after a night of heavy drinking.
2. Has a smaller eye emerging from its optic nerve, uses this eye like a periscope.
3. Bilious green iris. Leaves behind a faint, pea-green mist as it moves.
4. Blue iris. Harsh and staring.
5. Purple iris. Somehow coquettish.
6. The pupil is filmed over by a milky cloud, but it can still see you.

1 For new spells refer to the Appendices in the *Adventure Book*.

GIANT STAG BEETLE

GIANT STAG BEETLE

1-2 encountered

HD 1; **AC** 7 [12], **Atk** antlers (1d4);

Move 12; **Save** 16; **AL** N; **CL/XP** 1/15

Special: charge

A well-dressed man whistles tunelessly as he takes his pet stag beetle for a walk. The creature is the size of a Labrador dog and seems unbothered by the leash attached to its horns.

These creatures are native to the southeast of Havenland. They resemble ordinary stag beetles, but are about two feet long and possess sharpened antlers. They're plant-eating creatures and make great pets due to their loyal and friendly nature.

They're prone to panic if anything lands on their antennae, though. Giant stag beetle racing is a popular pastime in Hertshire, and **The Piscacean Inn** in Saint Abbans is rumoured to host a giant stag beetle fighting ring in its cellar. Town guards in Hertshire sometimes train attack-beetles to help them in their patrols.

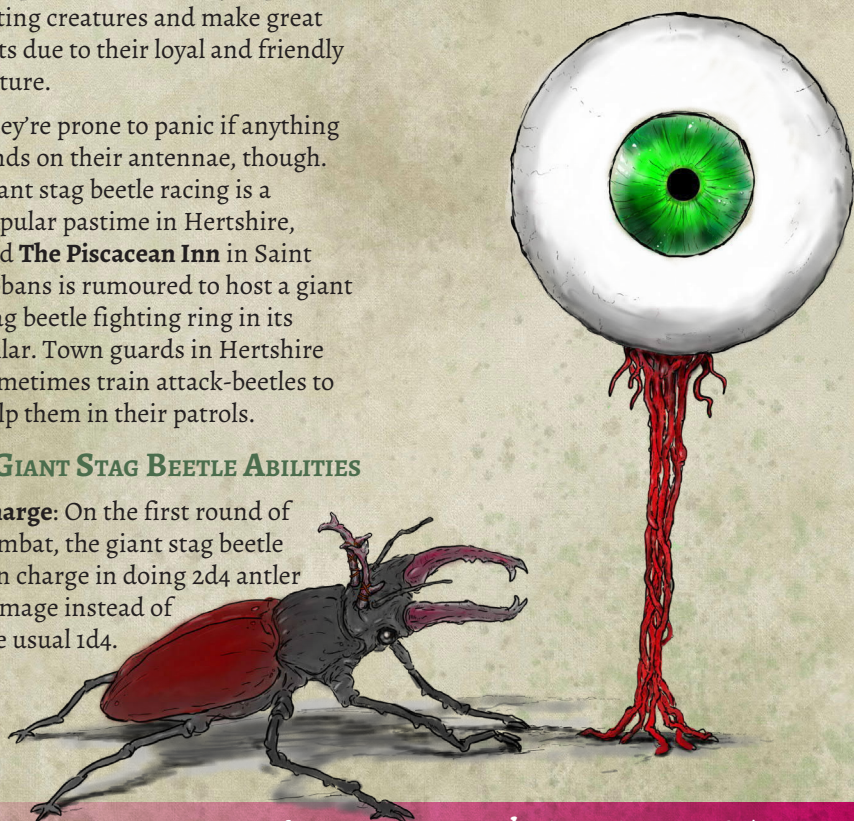
GIANT STAG BEETLE ABILITIES

Charge: On the first round of combat, the giant stag beetle can charge in doing 2d4 antler damage instead of the usual 1d4.

CUSTOM GIANT STAG BEETLES

If you want to make a particular creature's appearance a little different then roll on or pick from this table.

1. It's dun-coloured shell has been painted red and white.
2. One antler has been snapped off, halfway up its length.
3. Wears an adorable jacket.
4. Particularly squat and chunky, with thick limbs and a bulbous abdomen.
5. Splattered with mud or rubbish.
6. Cobalt blue, shading into black.



BLIND GHOST

A forlorn figure flickers into existence in front of you. Grey and translucent, its robes and unbound hair drift in unseen winds. A silvery blindfold covers its eyes. It cocks its head as though listening for something.

The abbey was designed to keep the restless dead out and to channel the faithful into the next life. These competing supernatural forces draw in ghosts from miles around and trap the unlucky ones in the upper reaches of the abbey. Not even the abbey monks know what takes the ghosts' eyes. Perhaps it's the **The Watcher From The Shore** themself.

Regardless, these confused and benighted souls drift through the abbey, not always occupying the same layer of reality as its living inhabitants. They have many questions and if they hear sounds of life they will move towards the noise and demand answers.

Blind ghosts can be spoken to and possibly even negotiated with, but may be too confused or mad to make much sense. If lured down to the abbey's ground level or its crypts they'll be banished by the sacred protections there. Since they can pass through walls and floors it's also possible to use turn undead to drive them down to the lower levels.

BLIND GHOST

Usually solitary

HD 3; **AC** 7 [12], **Atk** spectral touch (special); **Move** 12 (floating); **Save** 16;

AL N or C; **CL/XP** 4/120

Special: spectral touch, sightless, ethereal, undead



BLIND GHOST ABILITIES

Spectral Touch: Alas, their touch is not healthy to the living. The blind ghost reaches out with its spectral touch and clutches at the target or simply passes through them.

On a successful hit the target feels momentarily disconnected from reality, seeing the world from a hazy and spectral perspective. Roll 1d6 and consult the list below;

1. **Withered Limb:** Target loses 1d6 Strength which recovers at the rate of 1 point per day. The victim gains a small, but permanent spot of bloodless skin wherever the ghost touched them. This mark doesn't hamper the target, but superstitious folk may mistake it for a witchmark.
2. **Nightmares From Beyond:** Target suffers debilitating visions that reduce their Attack Roll by 3 for the next 1d6 hours. The visions may reveal hidden truths and hints of a dark future.
3. **Join Me:** Target takes 1d6 damage and becomes ethereal for 1d6 minutes. While ethereal, they fall 10 feet each Round until they are able to pass an Intelligence roll, at which point they gain the ability to float up to 6 feet in any direction each Round—they lose this ability once they become solid again. If the target dies by violence at any point after this and is not resurrected, they will return

as a blind ghost. The target can feel themselves becoming material again one Round before it actually happens. If the target becomes material while inside a solid structure, such as a floor or pillar, they must Save or die instantly.

4. **Stolen Life:** Target loses 1d6+1 hp which the blind ghost gains as healing. Lost hp recovers in the normal way.
5. **Grave's Call:** Target experiences their own violent death, only to realise that it was an illusion. Weakened by this experience, the target loses 1d6 Constitution, which recovers at the rate of 1 point per day, and 1d6 hp, which recovers in the usual way.
6. **Uncanny Insight:** Target becomes blind for 1 hour, but gains ghost sight for the duration. Ghost sight allows the target to see invisible and supernatural creatures and magical auras and gain curious insights into their nature. For the rest of the target's life, any time they are reduced to 1 hp they regain their ghost sight until they recover at least 1 point of hp.

Sightless: Blind ghosts can only target creatures which have made noise in the last turn. Otherwise they will drift towards the last sound they heard and only make an 'attack' if they happen to cross another creature's path. Blind ghosts do not gain any bonuses to attack creatures that did not make a sound in the last turn.

Ethereal: Blind ghosts pass through material objects as though they weren't there and can only be harmed by spells, other ethereal creatures or magical or blessed weapons. Abbey monks can bless weapons, but will ask for 1 gold quid per blessing to cover the cost of sacred oils used in the process. Such blessings last for 24 hours.

Undead: Blind ghosts are affected by turn undead and any other spells or abilities that target undead creatures. Blind ghosts cannot be affected by poison or sleep/charm spells.

Replacing Level Drain

The author personally hates level drain as an ability for monsters. It's very difficult to explain 'in setting', it makes the victim less interesting if successful and it really doesn't fit any folklore or fantasy fiction sources he can think of.

After all, have you ever heard a story where someone was touched by a ghost and forgot how to speak French or swing a sword? If you also hate level drain then you could use the blind ghost's spectral touch ability as the basis for a more interesting and flavourful alternative.

CUSTOMISING A BLIND GHOST

If you want to make a blind ghost's appearance a little different, roll on or pick from this table.

1. Wearing a Goman toga or the armour of a Goman soldier.
2. Some sort of goblin with bird-like feet and a jutting, hooked beak.
3. A rotting corpse wrapped in the tatters of a shroud, or is it the remains of a fancy ballgown?
4. Dressed in ancient furs or leather armour and carrying either a boar spear or a longbow.
5. A knight or other armoured warrior.
6. Garbed in the exquisite clothing of a foreign land.

CANDELABRAN

CANDELABRAN

1d3 encountered

HD 2; **AC** 7 [12], **Atk** headrush (1d6)
or two armjabs (1d3+1 each); **Move** 8;
Save 16; **AL** L; **CL/XP** 2/30
Special: detect alignment

“Desist fiend!” The candelabra is addressing you. A stern face has moulded itself into the central candle and filigreed brass arms are gesticulating at you. The three candles stuck into its holders now burn with a beautiful golden light.

Candelabrans are minor celestial spirits, like lawfully-aligned imps. They're also grumpy and dogmatic and they take violent offence to improper behaviour.

Improper behaviour includes, but is not limited to: bad language, picking up a candelabran without permission, interfering with a suit of armour that doesn't belong to you, discussing plans to steal from the abbey, making lewd remarks, and spitting.

Though quick to anger, candelabrans have a strong sense of honour and fair play. Should they get the better of the Player Characters, they'll accept surrender or spare a dying opponent in return for a promise that this person carry out a good deed of some significance—usually a level-appropriate quest. Breaking this promise brings down divine censure in the form of curse of the Game Master's devising.

Candelabrans fight by running at people head-down and burning them with the flames on their 'heads' or by poking them with the flames on their secondary candle 'hands'. The flames they carry burn with divine strength and are more dangerous than their size suggests.

CANDELABRAN ABILITIES

Detect Alignment: Once per day a candelabran can know the alignment of a target. They usually tend to rely on first impressions and don't often bother to use this ability. If they do use it and sense chaos, they will tend to attack first and ask questions later.



CHURCH GRIM

CHURCH GRIM

solitary

HD 4; **AC** 5 [14], **Atk** bite (1d8) or two claws (1d6+1 each); **Move** 12; **Save** 13;

AL Any; **CL/XP** 5/240

Special: phantasmal, sense demons

A dog that's bigger than you are just pulled itself out of the ground. Its fur is black and its eyes burn with living flame. Patches of fur and skin are missing from its body, showing the bones beneath.

Havenland folklore says that the first person buried in a churchyard cannot pass on to the Heaven's Above, but must instead stay behind as a ghost and defend the church from Old Hobb and other devils and demons. Those who believe this legend will bury a dog in the graveyard of a newly-built church or temple so that it can take on the role of church guardian.

Sometimes, the dog's spirit really will rise as a church grim and defend the church against all attackers. Church grims appear as large black dogs with eyes like tongues of flame. Church grims can grow to be as large as a warhorse. At night, the church grim may appear to be a living creature, but will often 'walk' a little way above the ground, giving itself away. In daylight, a church grim is semi-translucent.

Church grims are usually lawfully-aligned. They can become corrupted by the demons they fight however, becoming neutral or even chaotic. A church grim whose temple or church is destroyed will become a Shuck—a wandering and malevolent spirit.

CHURCH GRIM ABILITIES

Phantasmal: Non-magical weapons do half damage to church grims unless the weapon has been blessed by a Cleric, or cursed by a chaotically-aligned Cleric. Church grims can pass through any object or structure which is neither blessed nor cursed. Abbey monks can bless weapons, but will ask for 1 gold quid per blessing to cover the cost of sacred oils used in the process. Such blessings last for 24 hours.

Sense Demons: Demonic beings cannot sneak up on a church grim and it always knows if they are in its territory.

CUSTOMISING A CHURCH GRIM

If you want to make this monster's appearance a little different, roll on or pick from this table.

1. Covered in scars. A particularly wide slash of white fur mars the perfection of its black muzzle.
2. Carries a human skull on its back, the skull's teeth constantly chatter in terror.
3. Four yellow eyes, stretched out thin and glaring with demonic fury.
4. Gets larger as it gets angrier. (Stats remain the same).
5. Wreathed in sweet-smelling incense smoke.
6. Patches of fur and flesh have sloughed off its body, revealing the spectral bones beneath.



STRAY DEMON

STRAY DEMON

1d6-2d6 encountered

HD 2; **AC** 8 [11], **Atk** claws and teeth (1d6) or special (many forms); **Move** 12 (walking/hopping/flying); **Save** 16; **AL** C; **CL/XP** 3/60

Special: unholy, many forms

A chaotic band of sulphur-stinking monsters explodes onto the roof in a burst of hellish smoke. They grin horribly and lay about them with claws, teeth and blades.

Stray demons look like the illustrations of demons in medieval illuminated manuscripts—roughly humanoid, hybrid creatures composed of multiple animal, bird, and fish features jumbled together, often with crazed goblinoid grins, lolling tongues and wicked horns rising from their malformed heads.

Make each stray demon unique with scales, fur, chitin, claws, feelers, fins, extra mouths, extra heads, flayed skin, horns, and any other feature you can think of.

On some nights, stray demons manifest on the abbey's roof and try to get inside or dismantle it.

If asked about stray demons, the abbey monks will explain that the forces of evil cannot abide the sanctified structures of good deities and will always seek to destroy them.

Perhaps this is true and the stray demons are an invading force from one hell or another, or they are

astral projections of wicked spirits intent on mayhem. Then again, perhaps the stray demons are just an illusion conjured up by the fevered imaginations of the abbey's inhabitants and made semi-real by the strange magics worked into its structure.

Regardless, stray demons are completely vicious, cruel, anarchic and mad. They have no sense of strategy and no fear of death or defeat.

A stray demon will cheerfully ignore the adventurer or gargoyle who has just dispatched one of its fellows and carry on carving obscene words into a stone lintel. They'll stop in the middle of a fight to taunt their opponent or laugh at the misfortunes of their own allies. They'll dance a jig on a roof even as the blessings in the roof-tiles set their legs on fire.

Failing wards keep the stray demons from entering the abbey, for now. If a stray demon attacks a window or opening, it has a 1 in 20 chance of breaking through the wards and being able to get inside that area.

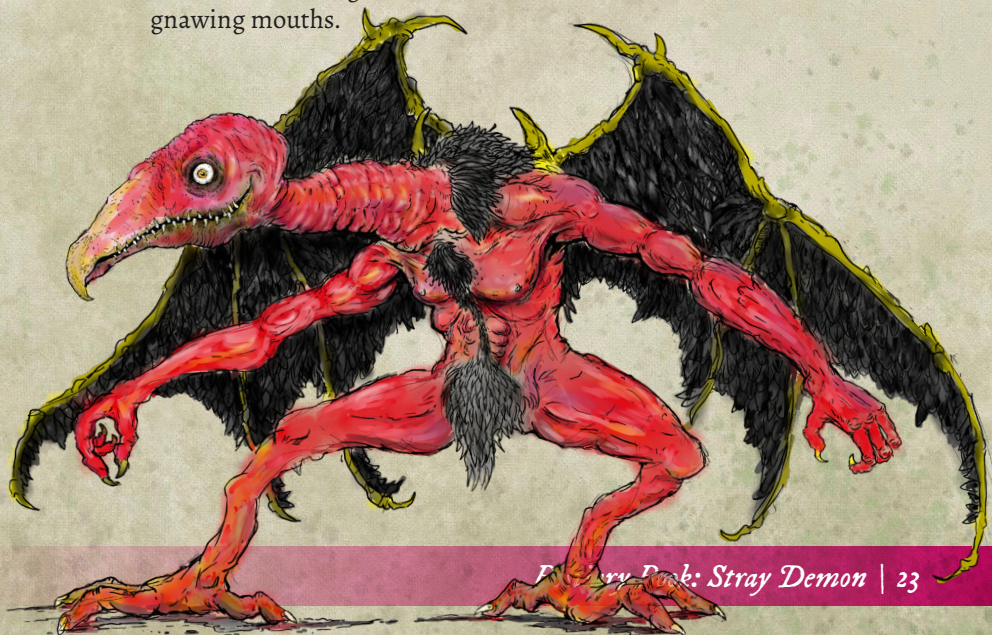
Feel free to increase this chance over time if the players are spending too much time finishing this adventure.

STRAY DEMON ABILITIES

Unholy: Stray demons can be turned as though they were undead and take double damage from blessed or holy weapons, including the roof-tiles of the abbey.

Many Forms: Roll for each stray demon encountered to determine its form.

1. **Giant Firebreathing Frog:** Breath attack. Everyone within five feet in front of the stray demon must make a Saving Throw or take 1d6+1 fire damage.
2. **Black-winged Shrieker or Burning Skeleton with Wings:** Gains the additional move ability 12 (Flying).
3. **Many-Mouthed, Two-Headed Old Man:** On a hit with claws and teeth can immediately make another attack. If successful the stray demon hugs the target, inflicting an extra 1d6 damage with its gnawing mouths.
4. **Ram-horned Gurgler or Boar-faced Thug:** If the stray demon charges 12 feet or more it can inflict 2d6 damage on a successful hit. On a miss it takes 1d4 damage as it crashes into a wall or trips over.
5. **Pole-arm Wielding Hell-Goblin:** Attacks with its wickedly hooked or scything pole-arm, inflicting 1d6+1 damage on a hit. It can reach targets just out of normal reach.
6. **Scaled Abomination or Wicked Beetle-thing:** Improve Armour Class to 7 [12].
7. **Bird-headed Bile-Spitter:** Can spit or cough up acidic bile up to 20 feet, inflicting 1d6 damage on a hit.
8. **Lascivious Eel:** Can squirm into spaces no more than a foot wide. Pulsates and gyrates in a frankly nauseating way.



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