

Saint Abbans



Legend

1. Abbey-Cathedral
2. Clock Tower
3. Fighting Cockatrice Inn
4. Wellholy Spring
5. Old Goman Hypocaust
6. Muddy Duck Tavern
7. Breckon Sweet Shop
8. The Piscacean Inn
9. Gaddesden's Tower
10. Glover's Tailor
11. Flagg Arms & Armour
12. Wall of Heroes
13. Merchant Guardhouse
14. Mayor Winstead's Office
15. The Haunted Heart Hotel
16. Watermill
17. Ladd Ropemakers



Outer Grounds & Abbey Ground Floor Level 1

NPC

Possible Locations

- P** Brother Prudence
- H** Brother Henger
- F** Brother Fortune
- S** Brother Scapula
- M** Brother Makepeace
- B** Brother Banshee
- A** Novice Andrew
- J** Abbess Jessamine
- P** Pearl Vintner
- B** Honest Bart

Garden

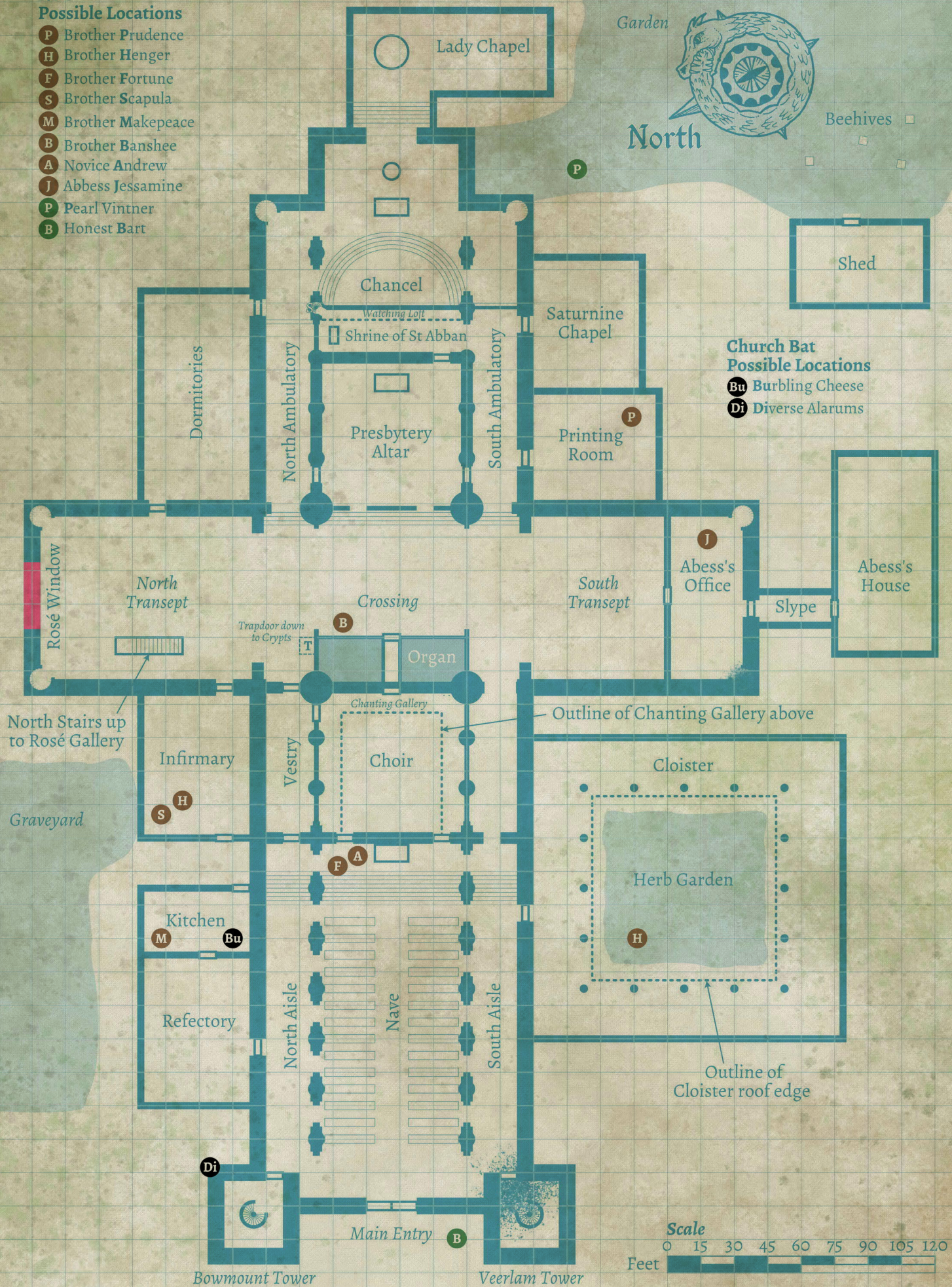
North

Beehives

Shed

Church Bat Possible Locations

- Bu** Burbling Cheese
- Di** Diverse Alarums



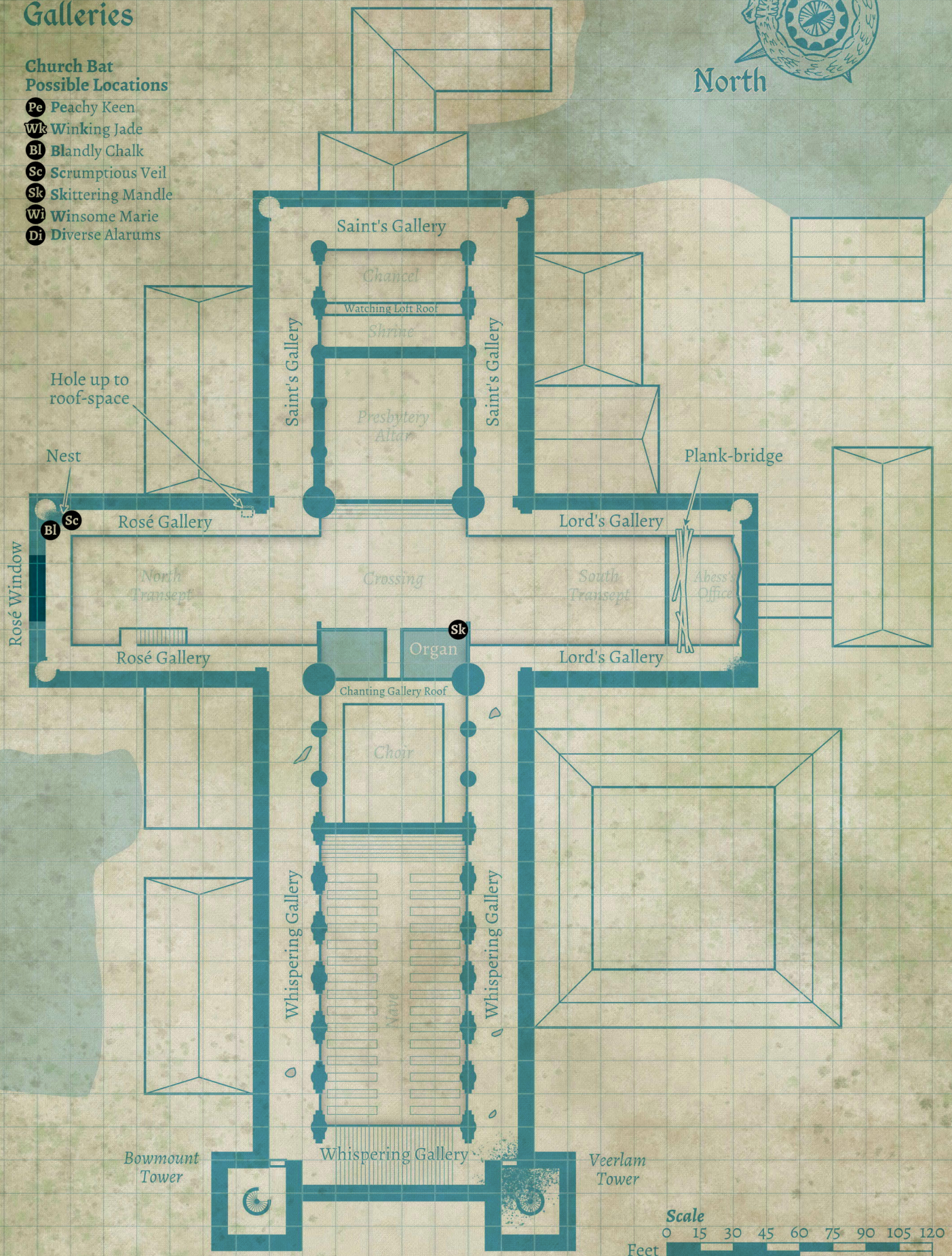
Level 2 Galleries

Church Bat Possible Locations

- Pe** Peachy Keen
- Wk** Winking Jade
- Bl** Blandly Chalk
- Sc** Scrumptious Veil
- Sk** Skittering Mandle
- Wi** Winsome Marie
- Di** Diverse Alarums



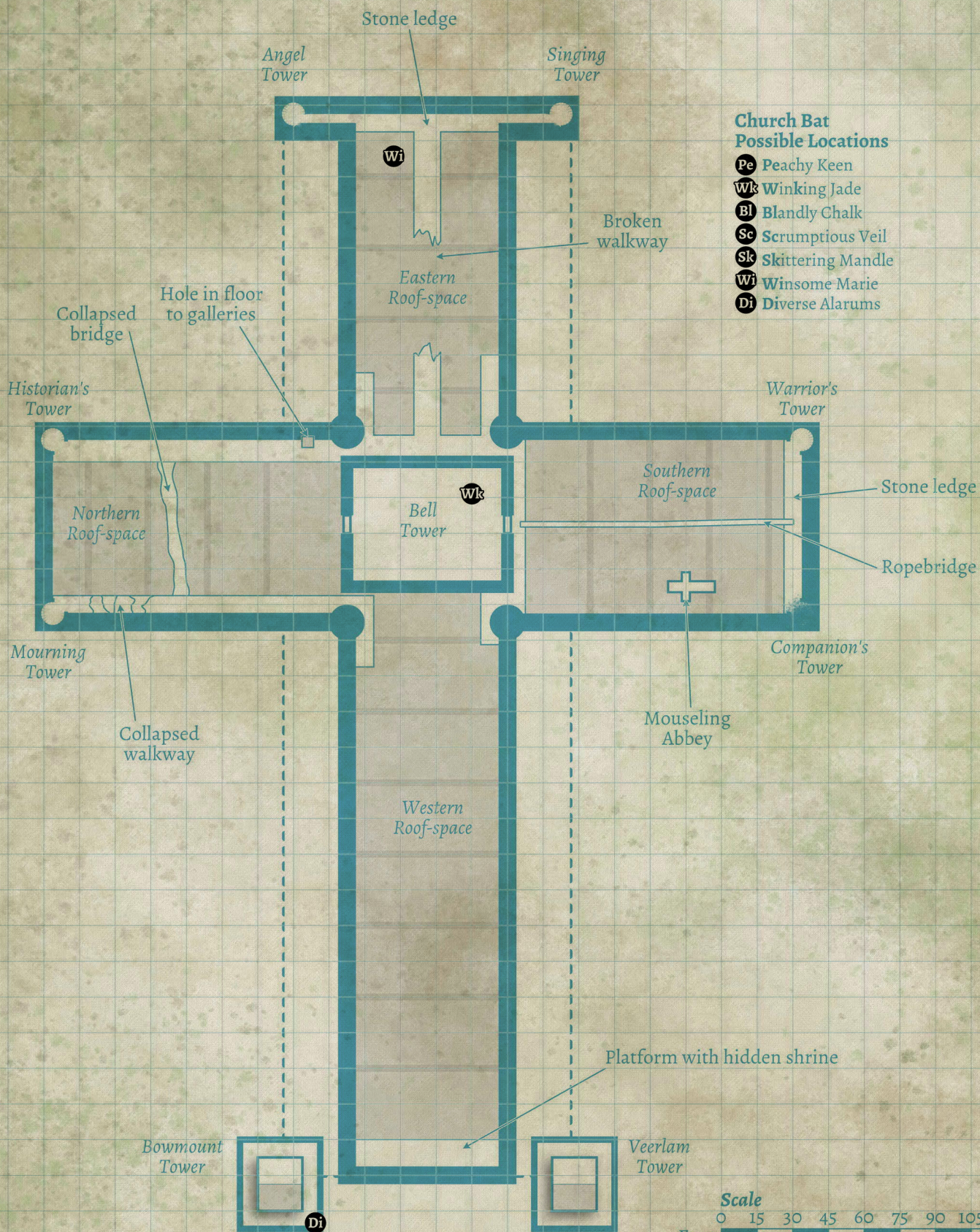
North



Level 3 Roof-spaces



North



Scale

0 15 30 45 60 75 90 105 120
Feet

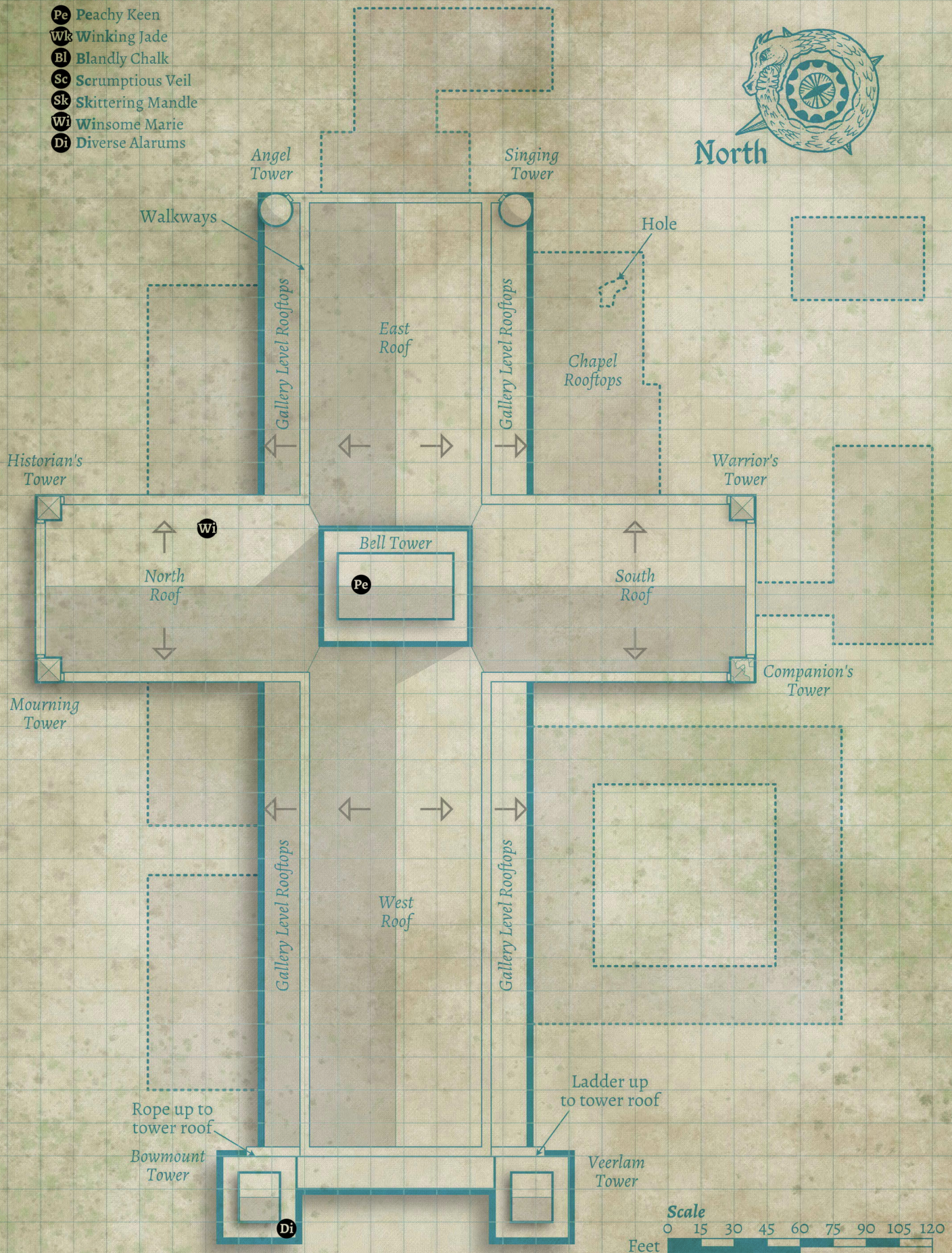
Level 4 Roof

Church Bat Possible Locations

- Pe** Peachy Keen
- Wk** Winking Jade
- Bl** Blandly Chalk
- Sc** Scrumptious Veil
- Sk** Skittering Mandle
- Wi** Winsome Marie
- Di** Diverse Alarums



North



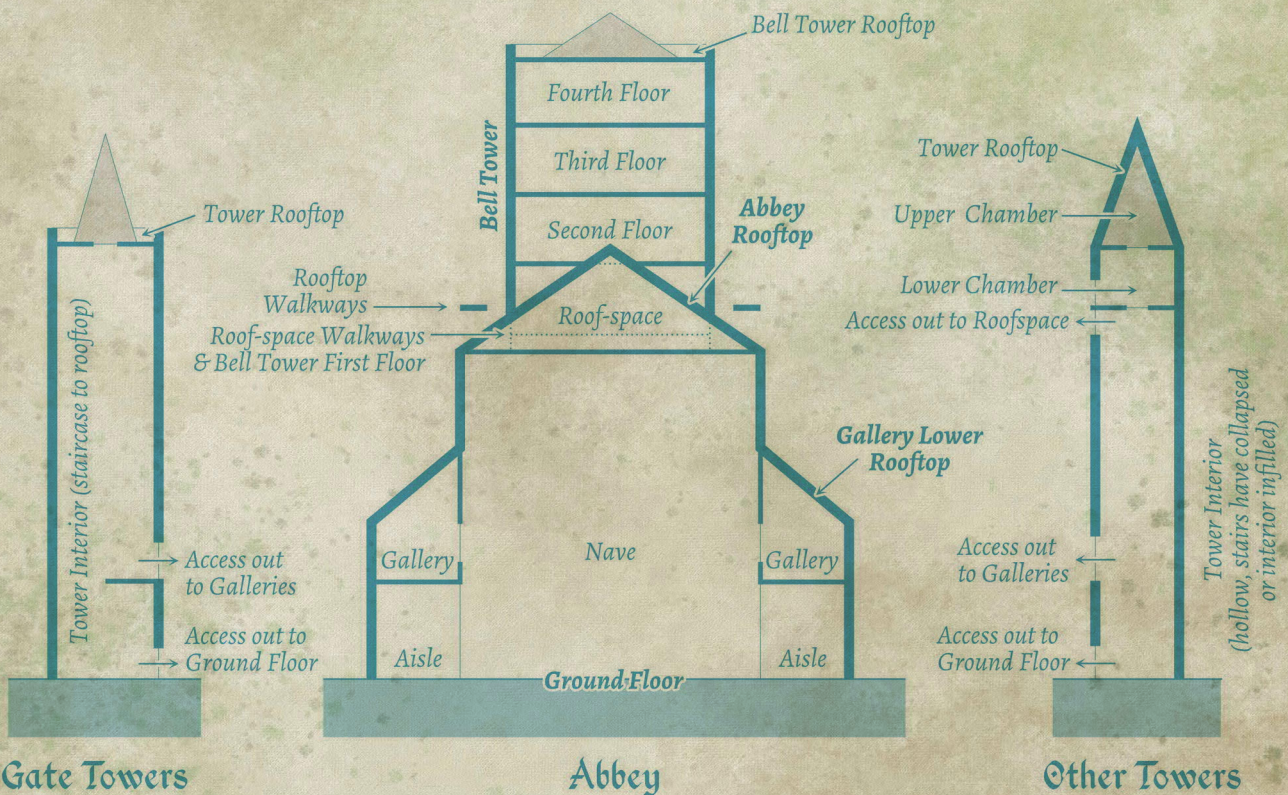


Abbey Heights

Not to scale

Sections through Abbey

Not to scale



Ye Carillon Cotillion

Ye sequence of belles known as Ye Carillon Cotillion swath created several centuries ago by a priest of Ye Angel Gæl, Praise Be!

Ye Carillon Cotillion shows the power of our divine lords. When played in correct sequence ye Carillon Cotillion shall summon all ye pernicious, devilish church bats within ye cock's crow, Praise Be!

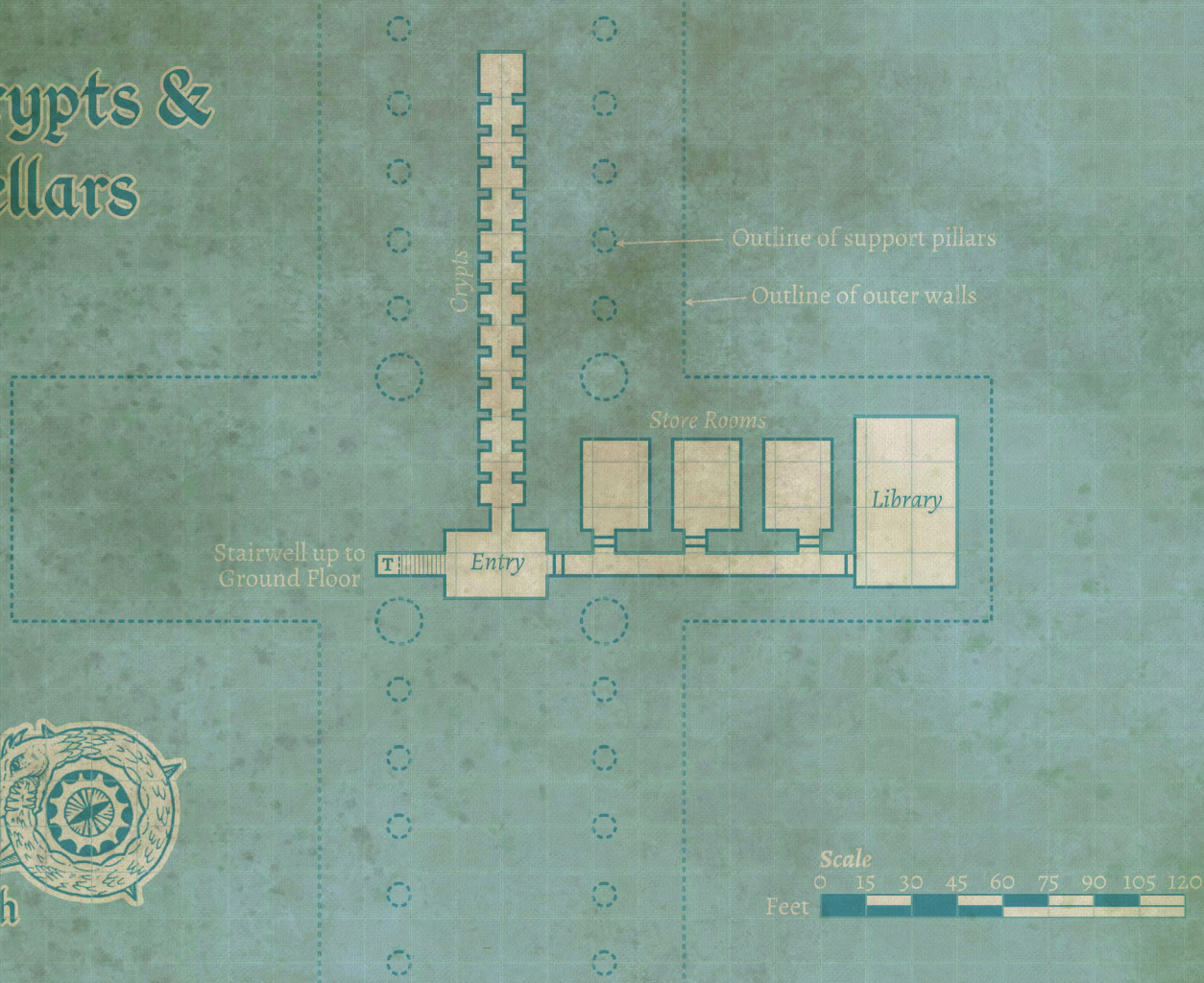
Ye foul beasts shall dance to ye sacred music as it cleanses evil from their flea-bitten bodies, Praise Be!

Thus purged, ye mischievous creatures shall become gentle and biddable as spring lamblings, Praise Be And Chastise Ye Heretics!

Fear not ye side-effects, praise Ye Watcher and swear bat-proof clothing.

Had to hire several stout fellows to keep the bats away from us while we completed the sequence but they were as good as gold after that.

Crypts & Cellars



Ye Carillon Cotillion

First peal ... Canto

Second peal ... Canto

Third peal ... Icosé

Fourth peal ... Ami

Fifth peal ... Adonna

Sixth peal ... Adonna

Seventh peal ... Epoch

Eighth peal ... Erephon

Ninth peal ... Erephon

Tenth peal ... Erephon

NPC Quick Reference Table											
NPC	Lvl	hp	AC	SV	Atk	MV	AL	CL	XP	Special	
Barbara Breckon	No statistics provided										
Elsie Flagg	No statistics provided										
Hailey Commett	No statistics provided										
Harry Glover	No statistics provided										
Jack Ladd	No statistics provided										
Mandeville 'Breakspear' Price	2 Ftr	17	5 [14]	12	mortuary sword (1d8)	12	L	3	60	strength bonuses (Str: 14), multiple attacks	
Mayor Winstead	No statistics provided										
Gaddesden Halfmoon	4 MU	11	8 [11]	12 ¹	staff (1d6) or spells	12	N	4	120	spellcasting (read magic, detect magic, shield, wizard lock, detect object)	
Vin	2 DS ²	10	8 [11]	14	brass knuckles (1d4)	12	N	2	30	slatescale, dampen sound, songcasting	
Powys	2 Ftr	14	7 [12]	14	spear-blade (1d8) or two-handed sword (1d10) or exotic longsword (1d8)	12	L	2	30	parry, strength bonuses (Str: 15), multiple attacks	
Kroop	2 MU	7	9 [10]	14 ¹	dagger (1d4) or spells	12	L	2	30	spellcasting (detect magic, hold portal, light, magic missile, protection from evil, read languages, read magic, shield)	
Mama Finch	1 Ftr	9	7 [12]	14	battle axe (1d8) or light crossbow (1d4+1)	12	N	2	30	strength bonuses (Str: 17), multiple attacks	
Poshboy Finch	1 Ass	6	7 [12]	14	bladed whip (1d6) or dagger (1d4) or hand crossbow (1d4)	12	C	2	30	disguise, magic item use, poison, backstab	
Chimp Finch	1 Thf	4	6 [13]	15	dagger (1d4)	12	N	1	15	backstab, saving throw bonus, thieving skills	
Honest Bart	No statistics provided										
Pearl Vintner	No statistics provided										
Abbeß Jessamine	7 AM ³	19	7 [12]	9	fist (1d3) or spells	12	L	3	60	spellcasting (blinding curse, cure light wounds, protection from evil, find traps, silence 15 feet radius, cure disease, remove curse, cure serious wounds, commune)	
Brother Banshee	2 AM	6	9 [10]	13	fist (1d3) or spells	12	L	2	30	spellcasting (blinding curse, cure light wounds)	
Brother Fortune	5 AM	11	9 [10]	11	fist (1d3) or spells	12	L	5	240	spellcasting (blinding curse, cure light wounds x2, bless x2)	
Brother Makepeace	2 AM	7	9 [10]	13	fist (1d3) or spells	12	L	2	30	spellcasting (cure light wounds)	
Brother Prudence	3 AM	9	9 [10]	13	fist (1d3) or spells	12	L	3	60	spellcasting (blinding curse, cure light wounds x2)	
Brother Henger	4 AM	11	9 [10]	12	fist (1d3) or spells	12	L	4	120	spellcasting (blinding curse, cure light wounds x2)	
Brother Scapula	3 AM	9	9 [10]	13	fist (1d3) or spells	12	L	3	60	spellcasting (blinding curse, cure light wounds x2)	
Novice Andrew	0 AM	3	9 [10]	16	fist (1d3)	12	L	B	10	-	

1

+2 versus spells

2

Level 2 Dragon Singer (see *The Midderlands Expanded* (pg. 151)

3

Abbey Monk class (see *Adventure Book, Appendices*)

BESTIARY QUICK REFERENCE TABLE										
Creature	HD	AC	SV	Atk	MV	AL	CL	XP	Special	
Church Bat	2	6 [13]	16	claws (1d4) and bite (1d4)	6/12 (flying)	N	4	120	excellent hearing, echolocation, holy adaptation, get it off!	
Royal Church Bat	3	5 [14]	15	claws (1d6) and bite (1d6)	6/24 (flying)	N	5	240		
Peachy Keen	As Royal Church Bat plus additional Atk: staff (1d4 + special).									
Winking Jade	As Royal Church Bat plus gets +2 to hit if wine stolen.									
Blandly Chalk	As Church Bat.									
Scrumptious Veil	As Church Bat.									
Skittering Mandle	As Church Bat.									
Winsome Marie	As Church Bat.									
Diverse Alarums	As Church Bat plus carries <i>saint egbert's precise helm</i>									
Burbling Cheese	As Church Bat.									
Mosaic Elemental	2	7 [12]	16	pummel (ad6+1)	10 (floating)	N	3	60	floating, cloud of tiles, elemental, swarm	
Wandering Eye	3	6 [13]	14	eyebeam attack (special)	12 (flying)	N	5	240	eyebeam attack	
Giant Stag Beetle	1	7 [12]	16	antlers (1d4)	12	N	1	15	charge	
Blind Ghost	3	7 [12]	16	spectral touch (special)	12 (floating)	N or C	4	120	spectral touch, sightless, ethereal, undead	
- <i>The Baron</i>	4	7 [12]	15	spectral touch (special)	12 (floating)	N	5	240	spectral touch, sightless, ethereal, undead	
Candelabran	2	7 [12]	16	headrush (1d6) or two armjabs (1d3+1 each)	8	L	2	30	detect alignment	
Church Grim	4	5 [14]	13	bite (1d8) or two claws (1d6+1 each)	12	Any	5	240	phantasmal, sense demons	
- <i>Old Effie</i>	4	5 [14]	13	bite (1d8+2) or two claws (1d6+1 each)	12	N	6	400	phantasmal, sense demons, mutated, sheathed in ice	
Stray Demon	2	8 [11]	16	claws & teeth (1d6) or special (many forms)	12 (walking, hopping, flying)	C	3	60	unholy, many forms	

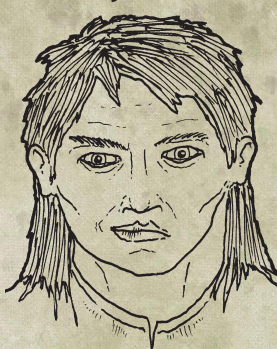
Barbara Breckon



Elsie Flagg



Hailey Commett



Abbess Jessamine



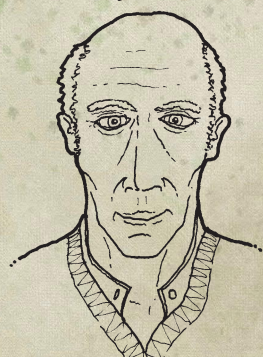
Brother Banshee



Brother Fortune



Harry Glover



Jack Ladd



Mandeville Price



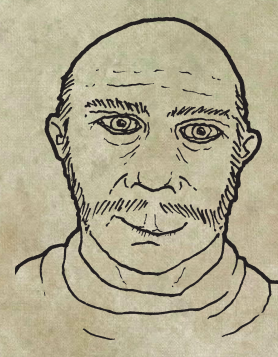
Brother Makepeace



Brother Prudence



Brother Henger



Mayor Kyra Winstead



Gaddesden Halfmoon



Vin



Brother Scapula



Novice Andrew



Pearl Vintner



Porwys



Kroop



Mama Finch



Poshboy Finch



Chimp Finch



'Honest' Bart

