

THE BLACK MONKS OF GLASTONBURY

Now available!

This sourcebook from David Chart (Splintered Peace) demonstrates how to build a fantasy adventure out of real-world myths and legends by using Glastonbury Abbey.

This tale of diabolism and epic heroism is useful for Ars Magica and d20 System players alike.

To get your copy of "Black Monks of Glastonbury," visit your local retailer.
Print out this sheet and take it with you for ordering purposes.

Stock Number: AG3402 : ISBN: 1-58978-035-3

80 pages : Perfect-bound

Price: \$17.95



www.atlas-games.com

Atlas Games
PO Box 131233
Roseville, MN 55113
info@atlas-games.com

This free preview is published under the terms of the Open Game License (below). The text of the "Glastonbury Abbey & Village" sidebar is Open Game Content, as is the Open Game License itself. Other text, illustrations and design elements in this book may not be reproduced without the publisher's express permission.

"d20 System" and the "d20 System" logo are Trademarks owned by Wizards of the Coast and are used according to the terms of the d20 System Trademark License. A copy of this license can be found at www.wizards.com. Dungeons & Dragons® and Wizards of the Coast® are Registered Trademarks of Wizards of the Coast, used with permission.

Coriolis is a trademark of Trident, Inc. d/b/a Atlas Games. Atlas Games and "Charting New Realms of Imagination" are trademarks of John Nephew, used under license. The Atlas Games logo is a trademark of John Nephew and Trident, Inc. d/b/a Atlas Games.

Copyright © 2003 Trident, Inc. d/b/a Atlas Games.

OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must

affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content You Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any autho-

rized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2001, Wizards of the Coast, Inc.

D20 System Rules & Content Copyright 2000 Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by Dave Arneson and E. Gary Gygax.

"Glastonbury Abbey & Village," an excerpt from The Black Monks of Glastonbury, Copyright 2003, Trident, Inc. d/b/a Atlas Games; Author David Chart.

Requires the use of the Dungeons & Dragons® Player's Handbook, Third Edition, published by Wizards of the Coast.®

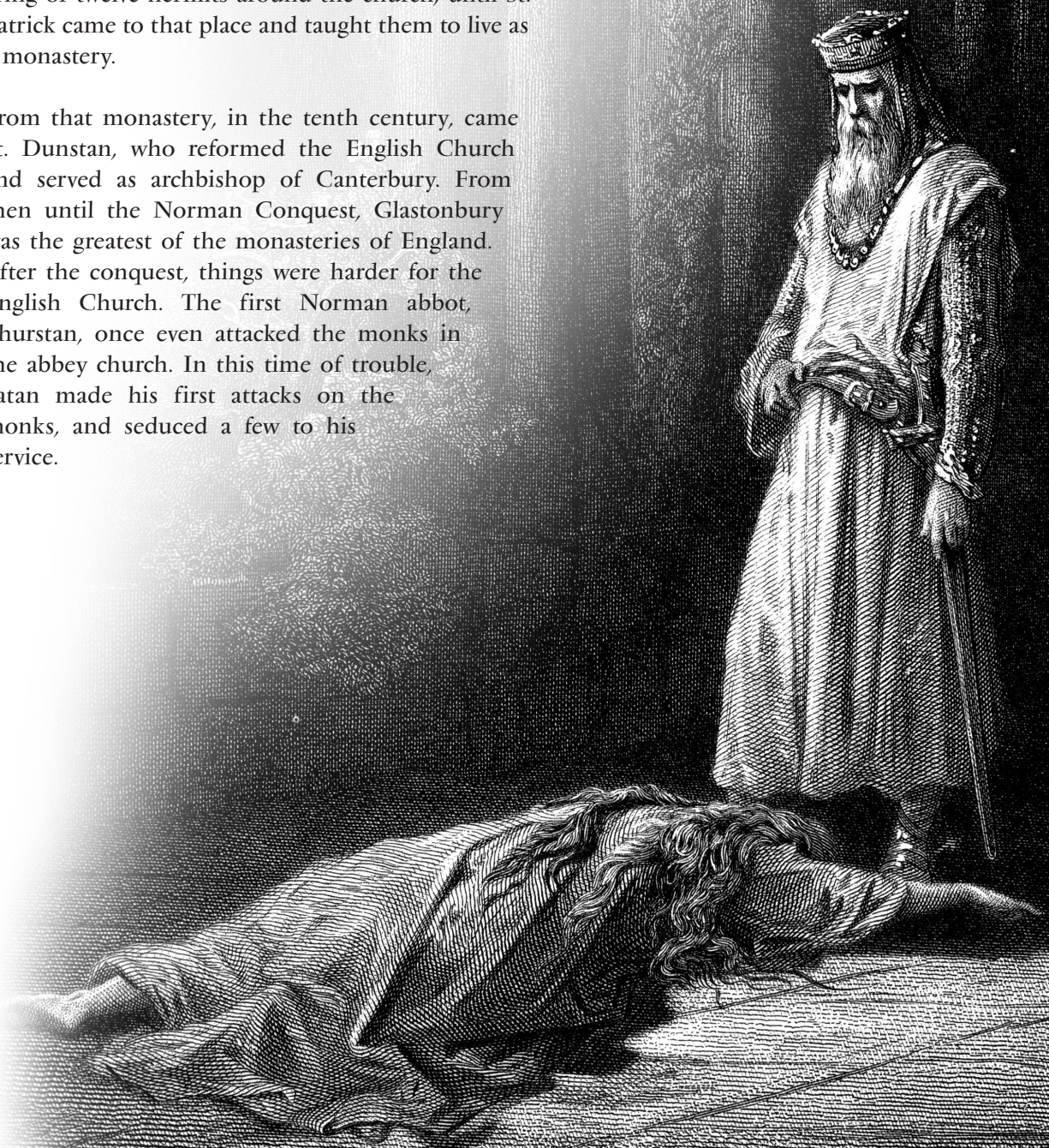
CHAPTER THREE: HISTORY

It is worthwhile to describe the antiquity of this most holy monastery of Glastonbury, where we profess the warfare of Heaven; and worthwhile, also, to command posterity to hold it in celebrated memory.

— From John of Glastonbury's
Cronica sive Antiquitates Glastoniensis Ecclesie

Glastonbury Abbey is the oldest church in England. It was founded by Jesus himself when he visited England with Joseph of Arimathea, who returned thirty one years after the crucifixion with eleven followers. For many years the abbey existed as a gathering of twelve hermits around the church, until St. Patrick came to that place and taught them to live as a monastery.

From that monastery, in the tenth century, came St. Dunstan, who reformed the English Church and served as archbishop of Canterbury. From then until the Norman Conquest, Glastonbury was the greatest of the monasteries of England. After the conquest, things were harder for the English Church. The first Norman abbot, Thurstan, once even attacked the monks in the abbey church. In this time of trouble, Satan made his first attacks on the monks, and seduced a few to his service.



Map: Glastonbury Abbey

GLASTONBURY
VILLAGE

St. John

High
Street

Saint
Dunstan's
Chapel

Lady
Chapel

Great Church
(Under Construction)

Dod Street

Cloister

Graveyard
(@ Pyramids)

Abbot's
Residence

Pond

Magdelene
Street

GLASTONBURY
ABBAY



check against a DC of 5 means that the character has heard the story anyway.



Normal animals are indeed struck down if they enter the graveyard or chapel. Magical animals, and people entering the chapel with an animal, are merely knocked out, losing all fatigue levels, the first time. A person so affected also feels a strong sense of divine disapproval. On the second attempt, a single body level is also lost. On the third attempt, two body levels are lost, and so on. Magic Resistance does not defend against this, nor does any other form of defense.

Any character who makes a Church or Legend Lore roll against an Ease Factor of three knows about the protection on the graveyard.

A similar sanction applies to buildings near the church. It's said that if any structure is built so as to shut out the light from the cemetery or the Lady Chapel, it falls into ruin within a few days of its completion. The abbot's residence is unusually low for this reason.

The Legend of Rainaldus

Rainaldus of Marksbury vowed to fight in the Crusades. He traveled east, and was captured while he was fighting the enemies of Christ.



Glastonbury Abbey & Village

NEW COMMUNITY

Size: Village

Power Center: Magical

GP Limit: 200 gp

Ready Cash: 40,000 gp (due to the abbey's wealth)

Population: 528 adults including 48 monks and 480 townsfolk (100% human); 192 children including 10 oblates and 182 townsfolk (100% human)

Authority Figures: William of St. Vigor, Abbot of Glastonbury, 2nd-level human aristocrat/9th-level diabolist; Eustace, Prior of Glastonbury, 2nd-level human aristocrat/6th-level diabolist; Harold of Westhay, Abbot's official, 5th-level human expert

THE ABBEY'S STRUCTURE

Glastonbury Abbey is a monastery, not a fortress, and few people would be so shameless as to attack an ostensible house of God. Thus, it is easy to get in. The wall around the Abbey precincts is only ten feet high, and the Climb DC is 20.

None of the doors have locks, as medieval locks are very bulky and generally used on secure chests rather than doors. The internal doors are simple and wooden, while those in the outer wall are reinforced with iron. The doors to the Lady Chapel and Great Church are never locked. As all the doors are in use, they never get stuck. Inner doors have an AC of 5, Hardness of 5, 10 hp, and a break DC of 15 if locked. Outer doors have an AC of 5, Hardness of 5, 20 hp, and a break DC of 25 if locked.

Similarly, the Abbey is not riddled with traps, as people have to live there. The monks keep their private property in locked chests. These chests have an AC of 5, Hardness of 5, 30 hp, break DC of 30, and require an Open Lock check DC 15.