

Nocturne (Midnight to 4 am)

The abness and most of the abbey monks sleep at this time, apart from those on night-watch or who are carrying out penance. Usually only one abbey monk is on watch. Monsters are particularly active during this time.

Nocturne Event Table	
1d12	Event
1	A voice that seems to come from the building itself whispers, <i>"Free me!"</i>
2	1d6 <b>stray demons</b> teleport onto the abbey's <b>North Roof</b> and spread out in search of a way in.
3	An abbey monk, who is doing penance for missing chores, stands on a seat in the <b>Choir</b> and stares at the altar, intoning prayers to <b>The Watcher From The Shore</b> .
4	A <b>church bat</b> steals something.
5	The <b>Church Organ</b> plays a few notes, seemingly without anyone operating it.
6	1d3 <b>mosaic elementals</b> pull themselves out of a wall and wander the upper levels for the next 24 hours. They start in the galleries then move on to the roof-spaces and finally the rooftops.
7	The spectral figures of a trio of pigeon-toed beak-goblins can be seen climbing a collapsed stairwell and sniggering to each other. They have the stats and powers of <b>blind ghosts</b> and are not friendly.
8	A terrible, anguished howling is heard from the roof of the abbey. Perhaps this is the hour when <b>Old Effie</b> finally escapes her prison?
9	An abbey monk sleepwalks into the same room as the Player Characters. His eyes are closed but he moves as though he can see perfectly.
10	A beggar who was allowed to sleep in a corner of the <b>Nave</b> rises up from her blankets, casts aside her ragged disguise to reveal a sleek outfit of grey cloth and sets off to steal whatever valuables she can find inside the abbey-cathedral.
11	A horde of one-eyed rats starts spreading through the roof-spaces and upper towers of the abbey.
12	A troop of 2d6 <b>stray demons</b> attacks the south roof of the abbey. Gargoyles come to life and try to repel the attack.

Bellgrace (Noon to 4 pm)

Lunch is served to the abbey monks at noon, followed by midday prayers in the Choir usually led by a senior abbey monk such as **Brother Fortune** or **Brother Henger**. If any large or elaborate ceremonies must be carried out that day, they usually happen around this time. The abness leads these ceremonies unless she's unavoidably detained. All abbey monks are expected to take part in ceremonies if they can. The abbey monk in the **Watching Loft** is relieved at 2 pm.

Bellgrace Event Table	
1d12	Event
1	Lunch is served in the refectory. It's pea soup with extra sheep eyes—for nutritional reasons.
2	An abbey monk presides over the marriage of a knight and her betrothed in the <b>Lady Chapel</b> . The wedding guests are all wealthy and dressed in their finest. Church bats will interfere if the Player Characters don't.
3	Four abbey monks proceed out of the <b>Choir</b> and around the <b>Aisles</b> , sprinkling holy water and waving censers that give off sweet-smelling smoke. They're blindfolded but walk with the assurance of long practice.
4	Something lands on a <b>giant stag beetle</b> 's head and it starts careening blindly around the north aisle with its embarrassed owner chasing after it. Anyone who gets in the way is likely to get slightly impaled.
5	A woman in a pointy hat and red robes with strange symbols embroidered on them sprints through the front gate and collapses onto the floor, yelling, "Sanctuary!" Two <b>witchfinders</b> , wearing capotain hats and merciless expressions, follow the woman through the gate. An abbey monk steps into their path, but they don't stop.
6	A woman arrives to speak to <b>Brother Prudence</b> , she's hoping to make money by writing and selling a gossip rag and wants to discuss printing prices. Her first story is the ' <i>Tale of the Educated Pig</i> '.
7	The abness officiates at the funeral of a beloved local who 1) was run over by a cart, 2) was killed by wandering monsters, 3) died of old age, 4) choked to death on a pickle, 5) had a heart attack, or 6) died in a freak accident somehow related to the activities of the Player Characters.
8	A sermon finishes and the assembled townsfolk immediately start trying to sell each other things, turning the nave into an impromptu market.
9	An abbey monk rushes past the Player Characters, pursued by a stray <b>mosaic elemental</b> . He turns and tries to fend it off with a bucket.
10	<b>Skittering Mandle</b> jumps out at someone.
11	Lunch is served in the refectory consisting almost entirely of cabbage prepared in various ways, due to a cabbage-seller paying for her husband's healing in goods rather than coin.
12	The Abness presides over a complicated ceremony in the <b>Choir</b> , <b>Presbytery</b> , or <b>Chancel</b> . Roll 1d6 to determine the ceremony; 1) <i>The Opening of the Sacred Left Eye</i> , 2) <i>The Closing of the Judicious Right Eye</i> , 3) <i>The Benediction of Abban</i> (this begins in the <b>Choir</b> but ends in the <b>Shrine of St. Abban</b> ), 4) <i>The Unchained Threnody</i> , 5) <i>The Bringing of the Mask</i> , or 6) <i>Saint Petrichor's Day Blessing</i> .

Matins (4 am to 8 am)

Most abbey monks get up and start the day early in Matins. **Brother Makepeace** gets up at 4 am precisely and the night-watch-monk is relieved and allowed to sleep until 8 am, unless he's performing penance. The abness usually leads the abbey monks in their first prayer in the **Choir** before the first visitors arrive. An abbey monk is stationed in the **Watching Loft** before 6 am. Visitors are allowed into the abbey at 6 am and sermons begin. Any abbey monk who isn't carrying out other essential duties could be in the **Choir**—either singing holy songs or delivering a sermon to townsfolk gathered in the **Nave**.

Matins Event Table	
1d12	Event
1	<b>Abbess Jessamine</b> meets the abbey monks in the <b>Presbytery</b> and leads them in the first prayer of the day.
2	A <b>church bat</b> begins excavating stones from a wall, roof, or gallery, sends them tumbling onto the heads of those below.
3	An abbey monk spots a pilgrim interfering with the <b>Shrine of St. Abban</b> and raises the alarm.
4	Did that candle just move? If the Player Characters have already encountered <b>candelabrans</b> , a fresh batch of the grumpy creatures appears in front of the party. The lead candelabran demands to know what the Player Characters are up to.
5	A bleary-eyed abbey monk, safely ensconced in the <b>Choir</b> , harangues a group of sleepy parishioners gathered in the <b>Nave</b> about the sins they have presumably committed.
6	A royal spy enters the abbey, disguised amongst a crowd of pilgrims. He's equipped with poison and is looking for traitors to the queen.
7	Grey-green fire crackles across the rooftops and ceilings of the abbey as another set of ancient wards crumbles beneath the onslaught of decay.
8	A group of beggars listlessly scrub the flagstones of the <b>Nave</b> . They're doing 'charitable works' in return for a helping of stew from the abbey's kitchen. Or 1-3 <b>blind ghosts</b> finds the Player Characters and lunge at them, begging for help.
9	A very loud and quite smelly man in a bright blue jerkin walks between the stalls, selling roast nuts to all and sundry.
10	Two stout yeomen of the parish, stage an impromptu race between their pet <b>giant stag beetles</b> somewhere on the ground floor. If the Player Characters are at this level, they'll inevitably run into the beetles. If not, an abbey monk will be trampled instead.
11	Several nights ago, a <b>church bat</b> disrupted a particularly occult ceremony and bit an NPC in the confusion, unwittingly creating the world's first <b>Werebat</b> ! The unlucky NPC has just awoken in the form of a monstrous bat-human hybrid, ( <b>HD</b> 4, <b>AC</b> 7 [12], <b>Atk</b> Bite 1d6+1 damage, <b>Move</b> 30'/30 flying), with an insatiable hunger for 1) Insects, spiders and small birds. 2) Blood. or 3) Fruit. Pick the NPC or choose one at random.
12	A handful of curious church <b>mouselings</b> , dressed as tiny abbey monks, start to follow the Player Characters.

Vapours (4 pm to 8 pm)

Dinner is served to the abbey monks at 6 pm. Any abbey monks with healing spells still available wait at the main entry of the abbey to heal any latecomers—for a price. Visitors are chased out at around 6 pm unless they've taken sanctuary in the abbey. The abbey monk in the **Watching Loft** leaves his post once the abbey is clear of visitors. The abness leads the abbey monks in evening prayers in the **Presbytery**. Abbey monks may carry out lesser ceremonies as individuals or small groups or focus on their own duties.

Vapours Event Table	
1d12	Event
1	Two abbey monks progress from the front door all the way to the <b>Lady Chapel</b> . At every tenth step one of them intones, " <i>Nunc enim extendens tempus noctua!</i> " The other replies by banging two ceremonial bricks together
2	A head-sized slab of stone falls out of a randomly determined wall, inflicting 1d6+3 damage on anyone unlucky enough to be hit by it.
3	A <b>church bat</b> starts playing with a stolen candle up in the <b>Lord's Gallery</b> , dripping wax on those below.
4	Someone is eating something sweet and <b>Winking Jade</b> wants it! If <b>Winking Jade</b> is out of commission, cracks appear in the ceiling of the <b>Nave</b> .
5	A pair of lovers whisper urgently to one another in a corner. They believe themselves to be unobserved.
6	Two <b>church bats</b> meet each other and begin 'singing' together in horrible, shrieking voices that set most humans' teeth on edge.
7	Workers clear fallen bricks and rubbish from the floor of the south ambulatory, below the saint's gallery. <b>Pearl Vintner</b> is trying to work out where the debris is falling from.
8	A curious <b>church bat</b> flies too close to a worker who's up on a ladder; the man panics and tips backwards.
9	If the Player Characters have already encountered <b>candelabrans</b> , a lone candelabran appears and starts following them, seeking to save their souls by shouting at them. If they haven't, a less competent but extremely ruthless party of adventurers also takes on the abness' job to rid the abbey of <b>church bats</b> .
10	As darkness falls, tapestries hung all around the abbey take on an eerie greenish glow. The abbey monks dismiss this as perfectly normal.
11	<b>The Baron</b> calls out from the <b>Bowmount Tower</b> , demanding that someone tell him his name.
12	<b>Mayor Winstead</b> storms into the abbey, looking to start an argument with <b>Abbess Jessamine</b> .

Nonce (8 am to noon)

This is when the abness and her abbey monks tend to organise future events and discuss business with outsiders. It's also when most abbey monks are available to cast spells of healing on supplicants, for a price. One abbey monk will be stationed in the **Nave** and one just outside the lady chapel, to attend to commoners and nobles respectively. The abbey monk in the **Watching Loft** is relieved at 10 am.

Nonce Event Table	
1d12	Event
1	If the Player Characters are on the ground floor—A blind <b>hook-nosed wart goblin</b> wanders through the ground floor, begging for alms. If not—a <b>wandering eye</b> manifests on the same level as at least one of the Player Characters.
2	<b>Peachy Keen</b> ventures down from his tower in search of pretty fabrics to wrap himself in.
3	The peace of the lady chapel is broken by a violent scuffle between two rich townswomen. A trick of architecture sends their anguished cries bouncing throughout the whole abbey.
4	An important piece of wood, such as a roof strut, has completely rotted and takes this opportunity to snap or crumble. It's in the same room/gallery/tower as at least one of the Player Characters.
5	The abness, looking harassed, leads a stern-faced woman around the abbey, who is talking enthusiastically and gesturing at everything. The woman, unimpressed, makes an occasional nod. She's wearing a barely noticeable brooch which declares that she's part of the Royal household.
6	A one-eyed peddler arrives with parchment and other essentials of ecclesiastical life. An abbey monk takes her aside for an intense session of haggling that may escalate to threats of violence and/or eternal damnation.
7	A troop of church <b>mouselings</b> (mouselings dressed as tiny abbey monks), parade along a stone balustrade, squeaking in an unknown language. Or the thing in the <b>Saturnine Chapel</b> gets out.
8	An abbey monk explains the wonders of the monastic life to a pair of underfed peasants. Their young son sits in a pew, radiating discontent and not a little fear.
9	A large band of pilgrims arrives at the abbey and heads for the <b>Shrine of St. Abban</b> . They include a couple of crooked church bureaucrats, a knight and his entourage, a miller, and a hefty, forceful woman who's on the lookout for another husband after her fourth one died. The pilgrims swap stories with each other and anyone else who'll listen.
10	As the midday sun shines fully through the <b>Rosé Window</b> a group of children stray into its light and fall to the floor, groaning theatrically and vomiting on each other.
11	A screaming man with legs that have been mangled by a cart's wheels is carried into the abbey by two of his mates. After a frantic round of haggling the two carriers agree to pay for their friend's healing in a mixture of coins, fresh fish, and woven straw.
12	A troop of creditors arrive to discuss precisely when <b>Abbess Jessamine</b> is intending to pay for various repairs and supplies. They'll try to draw other characters into the debate in order to embarrass her. <b>Pearl Vintner</b> looks on with interest.

Evensong (8 pm to midnight)

No ceremonies are carried out at this time. Abbey monks have free time for study, private prayer and contemplation, or to carry out their own specific duties. Several abbey monks may gather in the choir to sing holy songs together. Most abbey monks will be in bed by 10 pm.

Evensong Event Table	
1d12	Event
1	A wandering shuck, ( <b>church grim</b> ), enters the <b>Graveyard</b> , hoping to find a home there since <b>Old Effie</b> no longer guards the abbey.
2	An abbey monk sneaks back into the abbey after a wild night on the town. If the Player Characters catch him in the act, he'll offer them secrets or blessings in return for their silence.
3	A <b>blind ghost</b> hears the noise the Player Characters are making and floats over to investigate.
4	A <b>church bat</b> steals some vital piece of equipment which <b>Pearl Vintner</b> will miss the next day.
5	Hazy, translucent blue flames dance across the top of the organ for a few seconds. Any <b>church bats</b> in the area dance as well.
6	An abbey monk carrying a <b>gloombug lantern</b> completes a slow and steady circuit of the whole ground floor. He is on the lookout for intruders.
7	At 8 pm exactly, the six smaller towers on the abbey's roof swap places with each other, reappearing in any order the Game Master desires. No one sees them move. They move back at midnight; no one sees that either but any characters inside a tower are carried with it back to its original position.
8	A pilgrim hid somewhere when the abbey monks were clearing people out of the abbey. He's just pried open the <b>Shrine of St. Abban</b> , nicked one of his finger bones and legged it. If the Player Characters don't notice this or don't stop the pilgrim, he'll make it to the main entry and escape. The Player Characters will hear his screams of horror as his eyes fall out.
9	2d6 <b>stray demons</b> begin a full assault upon the west roof. Gargoyles and grotesques animate and engage them in pitched battle
10	Something horrible tunnels up from the <b>upper middergloom</b> and into the crypts.
11	Until midnight, all characters in the abbey gain the ability to see ultra-green light. In game terms this allows them to see in the dark and see magic. Describe this sight as being similar to looking night-vision goggles—eerie, indistinct and green-tinted. Note that even <b>blind ghosts</b> gain this ability, but they can only see magic.
12	A wandering eye appears in a puff of viridian vapour.



# ECCLESIASTICAL TIME

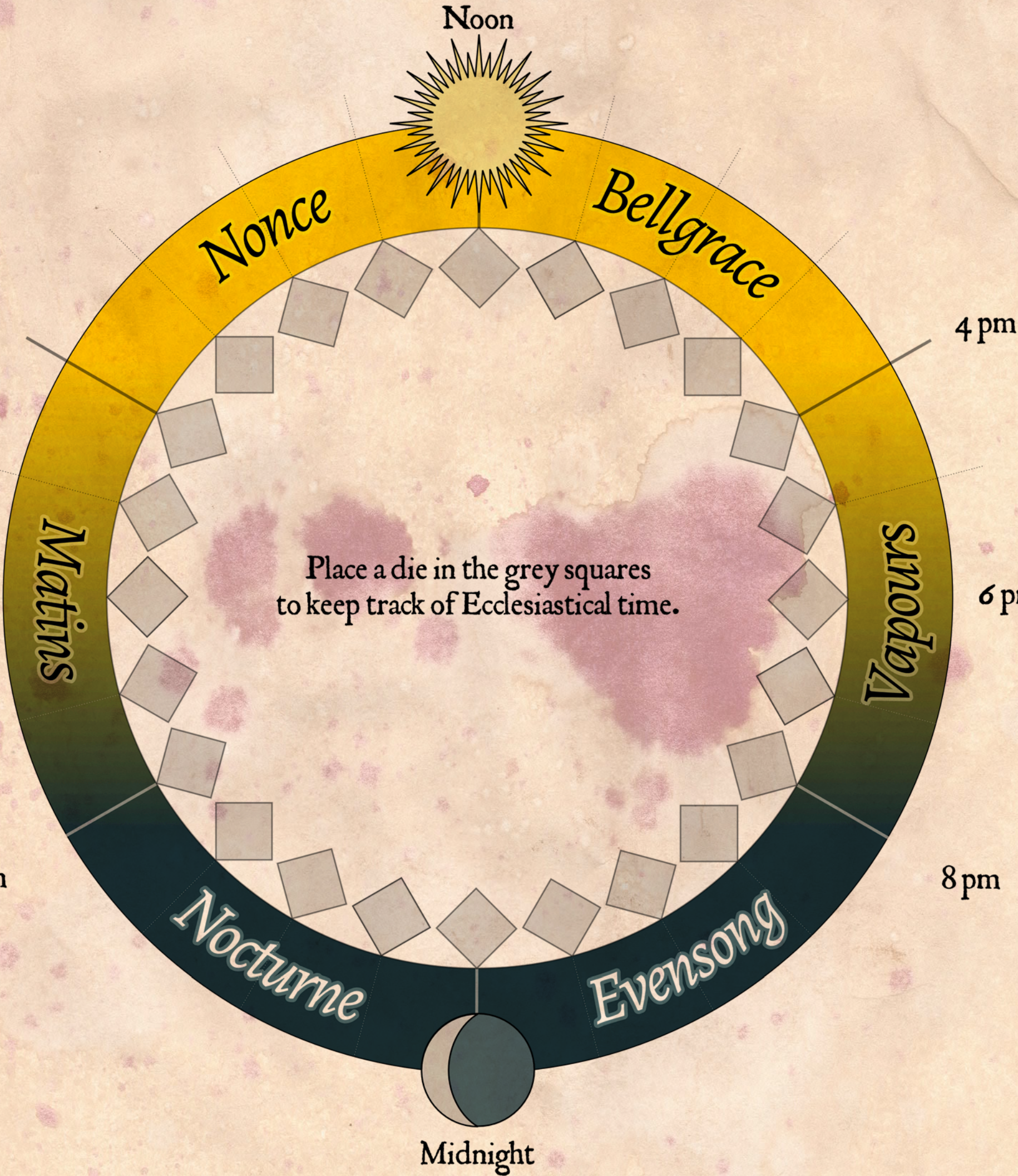
The human inhabitants of the abbey follow a strict timetable, sleeping, rising, eating, praying, and working at specific times. Even the strangeness bound into the structure itself is affected by this daily rhythm.

The days of the abbey monks at the abbey-cathedral are divided up into six four-hour time periods;

- **Nocturne.** (midnight to 4 am)
- **Matins.** (4 am to 8 am)
- **None.** (8 am to noon)
- **Bellgrace.** (noon to 4 pm)
- **Vapours.** (4 pm to 8 pm)
- **Evensong.** (8 pm to midnight)

Unless an abbey monk has special duties or dispensations, they'll follow the duties laid out in the descriptions of each time period.

Keep a rough track of the time and use a 1d12 to roll once on a time period's table when it starts. The event you've rolled up can happen at any time during those four hours, unless it states a particular time. Feel free to roll more often or pick events as you please if the game isn't proving to be interesting enough or the players are getting complacent.



# Ecclesiastical Time Tracker