

THE FORTRESS ABBEY OF MONT-SAINT-MICHEL

IMPORTANT THINGS

- The arrows at the top or bottom of stairs always point UP.
- Some floor tiles are a different color, like the long staircase running through the abbey. These are outdoors.
- Mont-Saint-Michel is an island during high tide, but not low tide. This is why there are gates that open to the water and no docks.
- Locations on the annotated version marked with asterisks (*) are not historically accurate to my knowledge. Some of those-- like the orphanage and the bakery-- did exist, but are marked with an asterisk because I had to guess at the location.
- Mont-St-Michel is built on a very steep rock and elevation changes steeply and quickly. The ground level shows the bottommost floor in a given location, but some ground floors are higher up than some upper floors. For example, the bottom floor of the abbey is higher than most other buildings' third floors. To help understand the elevation here, see the elevation guide (coming soon).
- The numbers in some walls indicate a door on an upper level. Many buildings here have doors to the outside on multiple floors. These doors are visible from the OUTSIDE only. On the floor the door is on, it is depicted as normal.

NOTES FROM THE ARTIST

- Mont-Saint-Michel is located in northern France and is, arguably, the most fantasy place that actually exists. And honestly, I'm not sure it's all that arguable. The Inn of the Unicorn and the Inn of the Mermaid are real. There's a windmill on one of the towers of the curtain wall. The abbey really does have a dungeon. Beat *that*, Neuschwanstein.
- I'm kidding, Neuschwanstein is great too.
- While much of this map is reasonably accurate, probably don't use it as a reference for your paper on the history of French architecture.

HISTORY

- Mont-St-Michel has been around for a while, it has a lot of history, and I am not qualified to explain most of it. These are the broad strokes.
- A monastery was built on the island in the 8th century. A village grew up around it and, over time, it became a pilgrimage destination. Eventually, the strategic significance of the island was noticed and fortifications were built, including a thick curtain wall, towers, inner and outer barbicans and a drawbridge. In the 1400s, it withstood a 30-year siege during the Hundred Years War.
- Because the island was such a popular destination for pilgrims, many of the town's businesses were aimed toward them. There were quite a few inns and taverns on the island, as well as a number of merchants selling religious icons and relics.

LOCATIONS

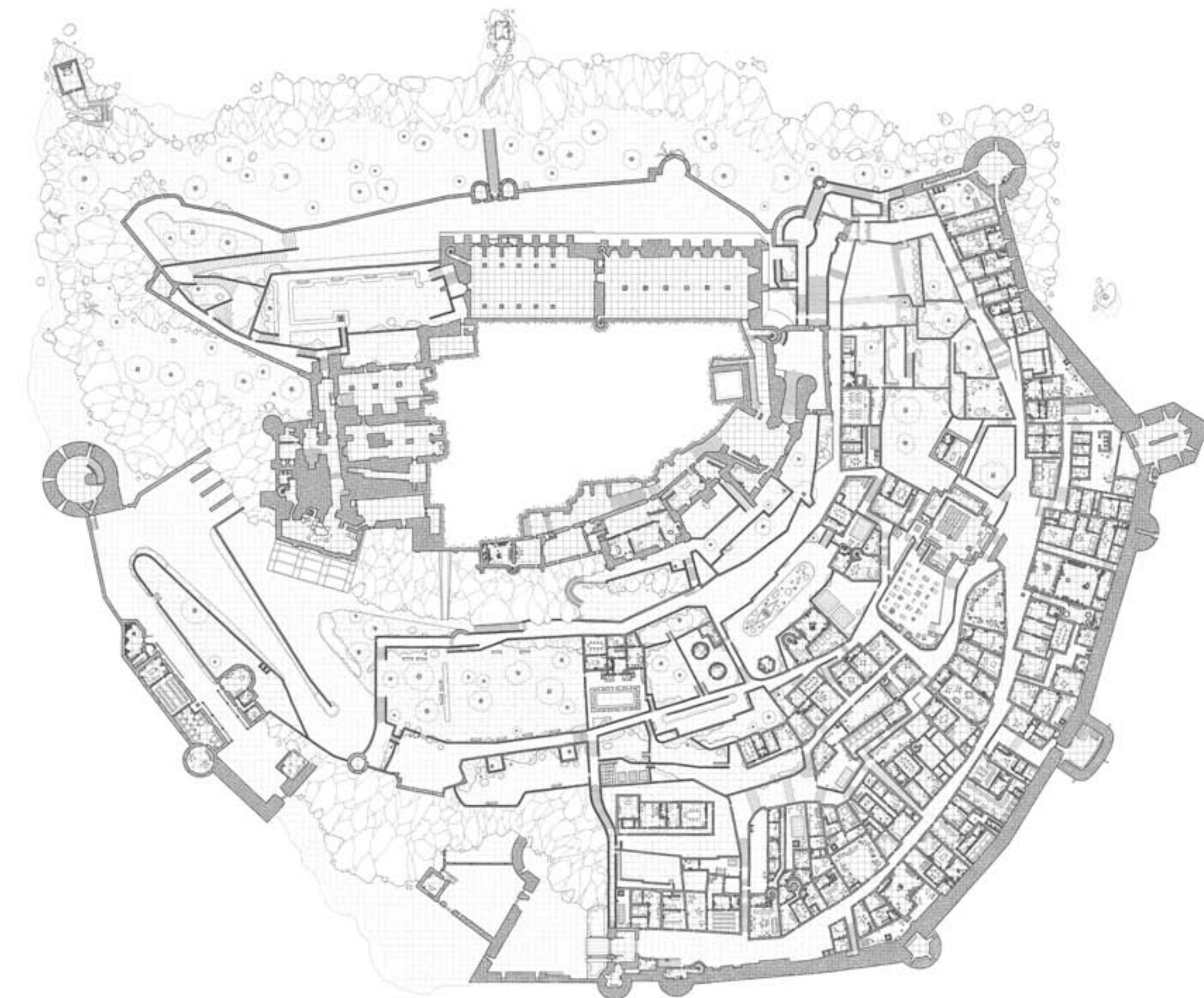
- 3) *Gabriel's Tower* - This is an artillery tower. There is a windmill and a watchtower on the top.
- 4) *Barracks* -
- 9) *The King's Gate* - This is the main entrance to the village. It features a portcullis, steel doors and a drawbridge over a ten-foot ditch. There are guard facilities above and in the adjacent towers.
- 4) *Barracks* - This building allows the island to host a military garrison on top of its usual guards. On the first floor, there is a kitchen, mess hall and food stores, a common room and offices for the garrison commander, his aide and his lieutenant.
- 34) *The Cat Hole* - This is one of two postern gates on the eastern side of the curtain wall, allowing access to the fountain nearby.
- 47) *Cemetery* - This is where they will bury the bodies of all the people killed by your sadistic players.
- 48) *St. Peter's Church* - This is where the villagers attend religious services. There's a much bigger church right over there, but... I guess it's a bit of a walk? I don't know.
- 49) *House of Tiphane* - Tiphane was a wealthy knight who lived here. He owned the Duguesclin Inn and was reportedly quite ugly.

IDEAS

- SOON

ADDITIONAL INFO

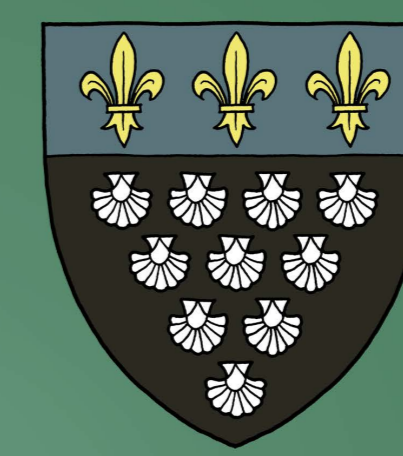
- While much of this map is very faithful to the actual location, there are a few key differences. First, several four-story buildings in the town had their top floors lopped off. Some third floors were removed as well for the sake of keeping the size of this thing a little bit under control. Second, the interiors of most of the buildings in the town are made up. Blueprints of each individual house were not available. And third, I screwed up a few things here and there. Going back to fix things that aren't really problems is a good way to ensure that a map like this never gets finished.
- Google Street View is a good way to better understand the elevation here or to see Mont-St-Michel from another perspective. Disregard any inaccuracies you notice while doing so.



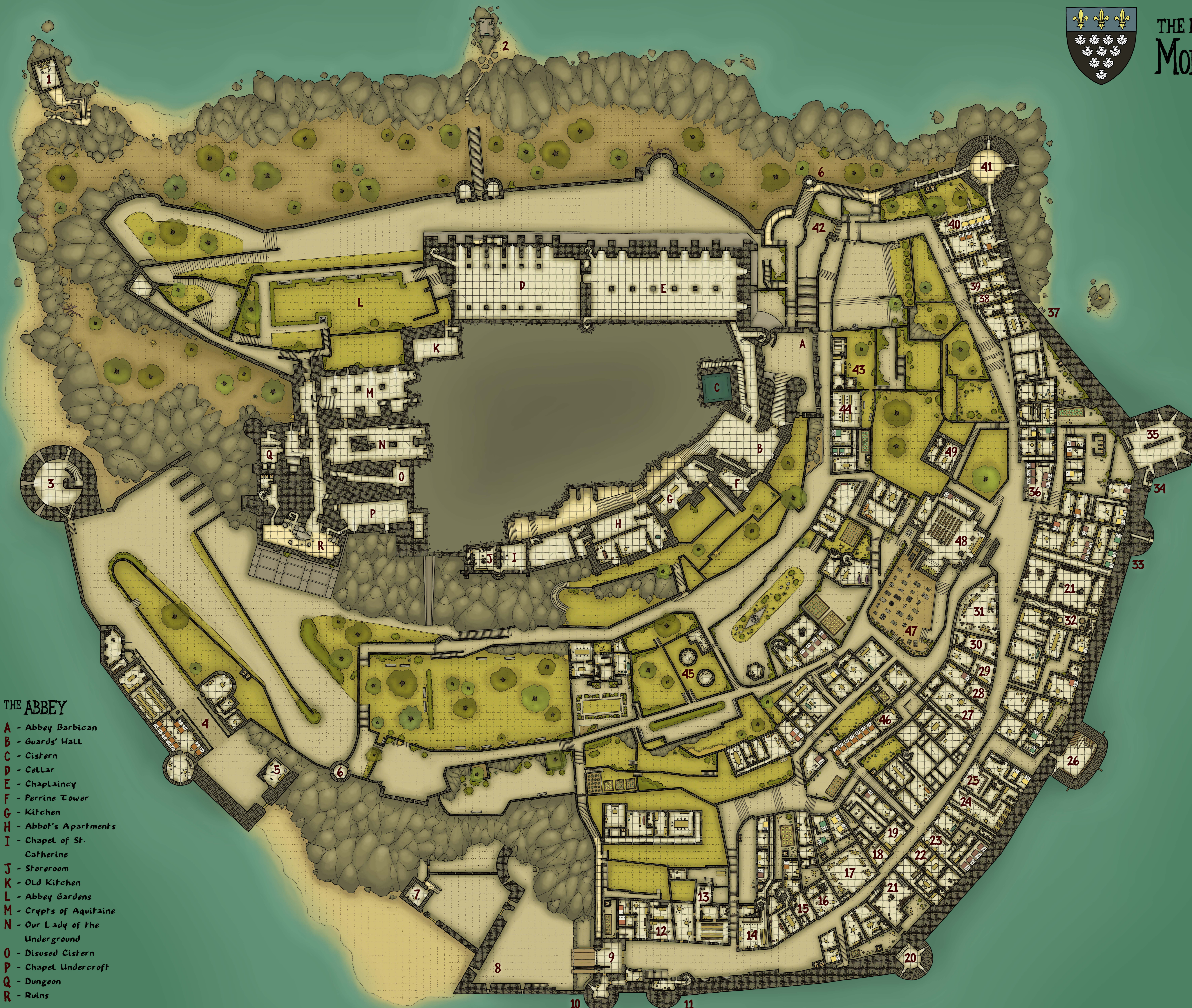


- 1 - Chapel of St. Aubert
- 2 - Fountain of St. Aubert
- 3 - Gabriel's Tower
- 4 - Barracks
- 5 - Smithy*
- 6 - Watchtower
- 7 - Guardhouse
- 8 - Barbican Wall
- 9 - The King's Gate
- 10 - Tower of the King
- 11 - Arcade Tower
- 12 - Butcher*
- 13 - Orphanage*
- 14 - Inn of the Unicorn
- 15 - Apothecary*
- 16 - Inn of the Mermaid
- 17 - Fish Market*
- 18 - Relic Merchant*
- 19 - Clothier*
- 20 - Tower of Freedom
- 21 - Warehouse*
- 22 - Bakery*
- 23 - The White Cross Inn
- 24 - Duguesclin's Inn
- 25 - The White Ram Tavern
- 26 - Low Tower (Wood Store)
- 27 - Gambling Hall
- 28 - Wine Merchant*
- 29 - Relic Merchant*
- 30 - Bakery*
- 31 - Farmers' Market*
- 32 - Brewery*
- 33 - Half-Moon Tower
- 34 - The Cat Hole
- 35 - Bastion Tower
- 36 - Pilgrims' Hostel
- 37 - Fountain of St. Symphorian
- 38 - Bookseller*
- 39 - Cobbler*
- 40 - Pilgrims' Hostel
- 41 - North Tower
- 42 - Outer Gate of the Abbey
- 43 - Smokehouse*
- 44 - School
- 45 - Granaries*
- 46 - Seminary*
- 47 - Cemetary
- 48 - St. Peter's Church
- 49 - House of Tiphane

- THE ABBEY**
- A - Abbey Barbican
 - B - Guards' Hall
 - C - Cistern
 - D - Cellar
 - E - Chaplaincy
 - F - Perrine Tower
 - G - Kitchen
 - H - Abbot's Apartments
 - I - Chapel of St. Catherine
 - J - Storeroom
 - K - Old Kitchen
 - L - Abbey Gardens
 - M - Crypts of Aquitaine
 - N - Our Lady of the Underground
 - O - Disused Cistern
 - P - Chapel Undercroft
 - Q - Dungeon
 - R - Ruins



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