

## **Using The Sentinel Chapel with The Fantasy Trip (Melee, Wizard, etc.)**

*DragonQuest* and *The Fantasy Trip (Melee, Wizard, In the Labyrinth, and so forth)* are quite similar in many aspects, and adventures designed for one can be adapted to the other with relative ease.

The following changes and descriptions are provided to allow the use of "The Sentinel Chapel" adventure in a *Fantasy Trip* campaign.

Monetary values can be directly transposed between the two games. Treasure conversions in this adventure will be left to the GM, since individual campaigns have their own economies, and each GM will have their own perspectives on the fiscal balance they wish to maintain. The offer of 6,000 Silver Pennies, in *DragonQuest* terms, is approximately one year's middle class income (120 per week), which corresponds quite well with the Cidri economy.

### **A. Grounds & Buildings (7)**

The effect of the Consecrated Ground is that any magic cast in the Chapel Yard, Mausoleum, or in the Chapel has a -1 penalty.

This is not nearly as strong an effect as in the *DragonQuest* version of the adventure, but religion is much less powerful in the Fantasy Trip world of Cidri.

### **B. Underground Locations (8)**

The characteristics of traps, items, and other elements are given for the keyed locations:

J - Chains: Touching the hanging chains causes 2 dice of Lightning damage, and figures within 15' of the discharge receive 2 dice -2 damage from Lightning. Roll 4 DEX save to take only half damage.

K - Traps: The Rank 5 traps are 4 dice to see; 4 dice to disarm. The Rank 3 traps are 4 dice to see; 3 dice to disarm.

Each kind of poison gas and each fireball causes 2 dice +1 of damage.

L - Broadsword: this is a +1 magical broadsword.

M - Caltrops: these will cause 1 die -1 damage if stepped upon.

V - Holy symbol: The combination of holy symbol and running water, and the use of truesilver, makes the bridge particularly potent for warding against vampires. Vampires with an IQ of 16 or less will be affected by the symbol.

### **C. Character Stats**

The stats for the two principal non-player characters in the adventure are given below. Other characteristics for other encounters can use standard stats for the specified creature types.

#### **Tinniff (9)**

(night-gaunt)

ST: 13 DX: 12 IQ: 11 MA: 10

#### **Talents:**

*Sword, Quarterstaff, Bow  
Thief, Courtly Graces,  
Recognize Value, Tactics*

#### **Colthan (10)**

(night-gaunt)

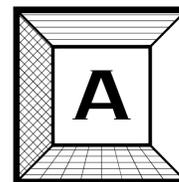
ST: 12 DX: 12 IQ: 8 MA: 10

#### **Talents:**

*Sword, Thrown Weapon,  
Thief, Silent Movement,  
Unarmed Combat I*

### **D. Credits**

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Antherwyck House Games LLC  
Ann Arbor MI

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AHG8102-200