

A **Dragonquest** Capsule Adventure

The Sentinel Chapel



PUBLISHED BY ANTHERWYCK HOUSE GAMES

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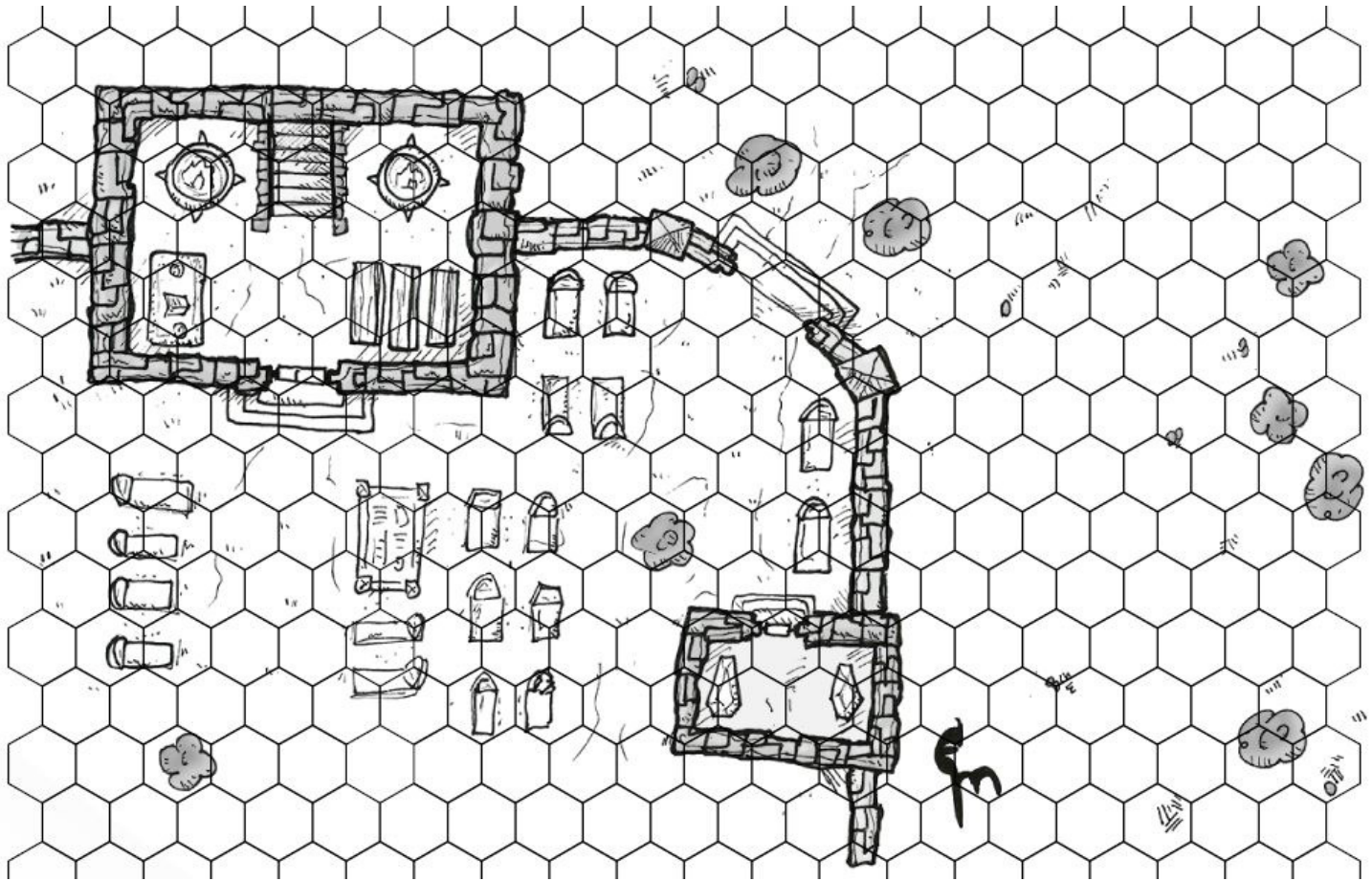
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4. MAP FOR PLAYERS

Scale: hex = 5'

13. License and Artwork Credits

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Original adventure map by Eneko Menica with revisions by Rodger Thorm. used by special permission.

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published by
ANTHERWYCK HOUSE
Antherwyck House Games LLC
Ann Arbor MI

<http://antherwyck.com>

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AHG7102-194

The Sentinel Chapel

A **DragonQuest** adventure for 3-6 adventurer-level characters.

Late in the year, as the harvest season is closing, and towns and villages are preparing for the coming winter, word has reached the group that someone is looking for a small band of adventurers for a dangerous, but well-paying task. They are to travel into the Fealhoa Valley, a region that has been deadly dangerous for the past 30 years, when it became overrun with monsters and undead creatures. A village called Cambray, several days' travel into the Fealhoa Valley has been cut off, and no one has been in contact with that community for many years.

The adventurers are to travel to the site of a chapel located about a day's travel from the town of Cambray and recover the silver letters on the family graves of a group of silversmiths who were originally from Cambray, and whose remaining family members now live in exile.

Although this adventure has been designed and written for the DragonQuest role-playing game, it can be easily translated for use with other game systems. The GM will need to make the necessary interpolations beforehand in order to do this.

I. Introduction

This adventure is designed for an organized group of 3-6 adventurer level characters. If the GM is using this adventure for a different number of characters, or for a group of characters of a different ability level, the adventure should be adjusted accordingly. If the GM is working with a different sort of adventurer group, it may be necessary to modify the conditions under which the party becomes involved in the adventure. The adventurers will need to be sufficiently advanced and competent to be able to deal with the undead they will encounter. Most, if not all of the party should have silvered and/or magical weapons, or should have other magical abilities.

While this adventure is somewhat self-contained, it does leave open some larger questions that could be turned into a larger adventure. The GM should read through the module beforehand and think about how they may want to deal with the ramifications of this adventure if the adventurers decide that they want to explore further.

Additional information in the Final Notes section may give the GM some further guidance about possibilities for extending this adventure.

The Map for Players shows the readily observable features of the grounds and the two buildings. Hidden features and the extents of the underground layout are only shown on the GM's map.

II. Briefing for the Players

Late in the year, as the harvest season is closing and towns and villages are preparing for the coming winter, word has reached the adventurers that someone in Swidnick, a town a couple of weeks travel away from the adventurers' starting location, is looking for a group of adventurers for a dangerous, but well-paying task.

There is a small outpost of the Adventurer's Guild in the town, and inquiring with any of the staff at the Guild will lead to having a meeting set for the following day.

1. Velmin Lusatio

The patron in search of adventurers is Velmin Lusatio, a woman in her 60s. Her clothing is of good quality like that worn by the craftsman and merchant classes. She wears several silver rings with a variety of precious stones (emerald, ruby,

opal, etc.) on both hands, as well as two silver necklaces, and a half-dozen silver hairpins in her hair.

The offer is for 6,000 Silver Pennies for a group to travel to a small chapel in the vicinity of the old village of Cambray, in the Fealhoa Valley and recover the silver letters from a family grave. Her family lived in Cambray for many years before the reavers came and they evacuated and resettled in Swidnick. Several of her family's ancestors were buried on the grounds of this chapel and in its crypts. (If they are able to recover all of the silver letters, that would be ideal to her, but she is most concerned with getting the capital letter 'L' if that is all that can be recovered.) The letters spelling out the name "Lusatio" should be about 6 inches tall.

She will provide an up front payment of 300 Silver Pennies per person (for up to 6 individuals), and the full remainder of the contract amount will be put on deposit with the Adventurer's Guild to guarantee that it will be paid.

While the Fealhoa Valley has been a very dangerous place, and travel to Cambray is still risky, she believes the past couple years have not been as bad. This year's Culling in the Valley has been completed, and several gnolls and a dozen wolves were reportedly killed by the soldiers this year. But since it is clear that the family will not be returning to Cambray any time soon, she wants to have these letters recovered.

Since it is getting to be late in the year, Velmin would like the adventurers to proceed as soon as possible, before the snows begin and winter storms make travel even more difficult.

III. Briefing for the Gamemaster

Velmin Lusatio is the matriarch of Lusatio et Cie., a silver smithing business in Swidnick. Her late husband, Gordrell, was a third-generation silversmith, and her children and their spouses, as well as the eldest of her grandchildren, are part of the business now. She is not a silver smith herself, but she handles the accounts and records of the business. She also is a shrewd appraiser of silverwork (Merchant 6 specializing in precious metals).

If the adventurers want to negotiate with her, she may offer to reward them with jewelry instead, which would be worth an extra 10 - 20% more than common coin. The family also does silver-

ing, and the work could be done at a 15% discount if the adventurers have weapons they want to have silvered.

Since her husband died two years ago, Velmin has been less and less involved with the day-to-day operation of the business. Her son, and her two daughters' husbands are all three silver smiths of respectable skill, and two of her grandsons are also apprentices in the trade. Her two daughters have taken over much of the business operations.

Velmin has not discussed this project with her family. While they might have some objection to her spending this amount in this way, she has the funds and the ability to do this in her own right, and there is little they could do to stop her. If word does get to her family that she is trying to hire adventurers for this expedition, they may try to meet with the adventurers to talk them out of it.

Velmin's characterization of the danger in the Valley is, at best, misguidedly optimistic. While many beasts were killed in the Culling, it is still an extremely dangerous area. Although no soldiers were killed this year, more than a dozen were injured, many badly so.

However, Velmin has no ulterior motive in this, and simply wants to recover a family heirloom.

For three generations, Lusatio et Cie had workshops in both Swidnick and Cambray. But when the raids of the Reavers began to get bad some 25 years ago. Gordrell and Velmin and their three small children left Cambray and came to Swidnick. A little more than a year later was the last contact anyone had with any of the remaining population in Cambray. Since then, no one knows what happened to the remaining population in Cambray.

2. Swidnick and Cambray

The history of the town of Swidnick and the tragedy which befell the region may be known to the characters, depending on their education and background. If one or more of the characters are from the region, they are more likely to have at least some familiarity with the general conditions, and be aware that there is a region of great danger nearby, and that there are garrisons to protect the community. A Courtesan or a Troubadour with knowledge of stories and legends of the region has an [80 + Rank]% chance of knowing the story.

The town of Swidnick is moderately prosperous, though at the edges of civilization. Swidnick is a walled town, and it maintains a sizable garrison for protection from beasts and monsters on the



frontier.

Swidnick is at the mouth of the Fealhoa Valley, a region that is now considered dangerous and impassable to humans. There are marauding bands of gnolls, ogres, and hill giants, and other dangers in the Valley. Wolves, boars, and other beasts are also known to populate the area, especially without a regular human presence in the area.

Until a couple of decades ago, there was a village known as Cambray, a week's travel up the Valley. Cambray was a few days' travel (roughly 20 miles) from Swidnick. It was a prosperous community, with its chief businesses in timber and mining, as well as a local liquor made from wild mountain berries found in the area.

Roughly 30 years ago, the first raids started. The livestock from outlying farms began to suffer more and more losses. Within a few years, there were raids on farms several times a year, and then, even the village itself was targeted by hill giants, ogres, and other beasts.

Some time in the summer, 23 years ago, was the last time anyone had contact with anyone from Cambray. What happened is unknown, but no one from Cambray has been seen or heard from since that time. Those who have tried to reach the village have either been turned back after encountering dangerous creatures, or have themselves disappeared and never been heard from again.

In the present, the Valley is perceived to be an evil and dangerous place. The local garrison has a regular patrol line that is a few miles toward the Valley that serves as a first line of defense and early warning to fight off any monsters or dangerous creatures coming from the Valley. It is a punishment detail to serve on the Line, and fatalities are not uncommon.

Two or three soldiers a year are killed (and several others maimed or wounded) in encounters with monsters in the Fealhoa Valley.

In the autumn, after the harvest, there is an annual Culling, when a larger detachment of soldiers probes forth further into the Valley (10-15 miles) to engage with the beasts that are found in the area. This is done to keep Swidnick safe over the winter, and, with the Line and the Culling providing active protection for the area, the town remains generally undisturbed.

There used to be a clear pathway through the woods, but long stretches of it are overgrown, and the path has completely disappeared into the forest again. It is now an overland journey through dense forest to reach the area around Cambray. It has been many years since anyone from the town has even set eyes on the old village.

IV. Overland Encounters

The Fealhoa Valley is as dangerous as its reputation suggests, and the GM should make sure to provide an adequate number of challenging encounters before the adventurers reach the Sentinel Chapel in order to portray the danger of the setting.

3. The Fealhoa Valley

The roads and trails through the area have become overgrown from years of neglect. Travel through the valley is over rugged terrain, and without paths or clearly indicated directions, the adventurers will likely only be able to make a few miles of progress each day.

The terrain type is Woods for the entire path from Swidnick through the Fealhoa Valley to the vicinity of the Cambray and the Chapel. The Danger level is High, and an Encounter Check (45% chance of an encounter) should be made every 6 hours.

However, the area within a day's travel of Cambray and the Chapel is even more perilous, and there is a chance of an encounter with undead creatures. If an encounter has been indicated, the GM should then roll on the Crypt Encounters table (see Section VII. page 8). If the result is not an undead encounter or is one of the named night-gaunts, then use the regular overland encounter table to roll to determine a standard encounter.

If the result indicates an encounter with one of the night-gaunts, the GM may opt to have that encounter. Both Tinniff and Colthan periodically do venture out to patrol the wider vicinity. But, in no case should the GM have the second of the night-gaunts also leave the vicinity of the Chapel.

Encounter: Woods
Dice 6 hrs/45%
Roll:

01-05	-8 Goshawk
06-10	-6 Wildcat
11-15	-6 Wildcat
16-20	-5 Stag
21-25	-5 Bear
26-30	+3 Venomous Spider*
31-35	-8 Boar
36-40	-8 Boar
41-45	+1 Wolf
46-50	+3 Wolf
51-55	-6 Mountain Lion*
56-60	-4 Dryad
61-65	-7 Weasel
66-70	-3 Snake*
71-75	+3 Gnoll
76-80	= -5 Ogre
81-85	= -6 Gargoyle
86-90	= -6 Hill Giant
91-94	= -7 Phoenix
95-97	= -8 Troll
98-00	= -9 Basilisk

* For Venomous Spiders, use Black Widow Spider stats; for Mountain Lions, use Leopard stats; for Snake, use whichever snake stats the GM finds appropriate for their presentation of the setting.

NOTE: Encounters preceded by a = are unlikely to be repeated, and the GM should shift to the next nearest result if a duplicate encounter is rolled.

V. Maps

4. Map for Players

[back cover]

5. Underground Map

[page 8]

6. Tactical Display Maps

Maps for use as tactical displays for sections of the adventure are attached in an appendix at the end of this adventure. The tactical display maps are at a scale of 1" = 5' (hex = 5').

Map	Areas and Description
1.	F - The Chapel G - Stairs H - Hallway
2.	J - The Crypt
3.	L - Dark Chapel
4.	N - Underground Chamber
5.	Q - Chamber of the Abyss
6.	R - Tunnels
7.	S - Pool Chamber
8.	U - Deep Chamber V - Stone Bridge
9.	W - Final Room E - The Secret Chamber

Not all sections are represented, but all the major areas are included. The GM may need to improvise if an encounter takes place in another location.

These can be cut out (from the print version, if you're feeling especially vandalous) or printed from the PDF (which you'd probably rather do) for use during encounters in these portions of the underground map.

Secret doors have been hidden on these displays, so they can be used, even if the characters have not yet found those passages.

VI. The Sentinel Chapel

The Sentinel Chapel is about 3 miles from the location of the village of Cambray; it is generally closer to Swidnick than Cambray was, though it is not directly between the two. The Chapel is in a side valley located before reaching Cambray.

The approach to the Chapel is through a rough, semi-wooded area with very little ground cover. Closer to the chapel, the area around the chapel grounds has

been cleared of trees to a distance of 60-80 feet from the walls. The chapel grounds abut against a small, steep slope and cliffside with much thicker, almost impassible woods with thick underbrush on the cliffs above. The stone wall terminates into the face of the rocky cliffs on the far ends.

The area within about a half mile radius from the Chapel is generally very quiet and peaceful. Although there are many creatures in the surrounding woods, the residual character of the area immediately around the Chapel is much calmer, and the likelihood of a hostile encounter is much lower.

7. Grounds & Buildings

The entirety of the Chapel Yard (the grounds within the walls and the cliff face) is consecrated ground, and the magic resistance of all figures in this area is increased by +50.

A - Entrance to the Yard

Steps from the surrounding rugged terrain lead up to the well-tended grounds of the Chapel inside the walls.

From the ground outside the yard, the wall which surrounds the Chapel is 6-8 feet high. At the ends, the walls terminate into a rocky cliffside. There is only one entrance into the yard of the Chapel.

Flanking the steps are two piers which are about 3' taller than the walls. These appear to have held decorative pieces at one time (whether sculptures or something else is unclear), but the tops of these piers are now bare.

The steps are broad pieces of weathered stone that look to have been in place for centuries. A stone in the center of each riser of the steps is carved with the symbol of the Sentinel.

B - The Chapel Yard

The ground of the Chapel yard is very flat and even. It was evidently once well tended, but now has become overgrown. Dried leaves are piled in the corners and crevices, and blow across the grounds in the wind.

The names on the stones include the names "Zospar," "Frenarry," "Lusatio," "Nogarung," and "Tsofsten." Some of the graves are apparently family plots with multiple burials in that location. None of the gravestones have silvered letters.

Viewed from the inside, the surrounding wall is about 3-1/2 feet tall.

C - Mausoleum

Ceiling height: 13 feet

Room temperature: 50-55° F

The stone lintel above the doorway is elaborately carved with nature and leaf motifs, and stylized lettering reading "Oak Eminence."

This small, windowless room is roughly 10 x 18 feet. There are two stone sarcophagi inside.

On the walls, there are small shelves which serve as sconces for lanterns, oil lamps, or the like.

Like the Yard and Chapel building, the Mausoleum is consecrated ground.

D - The Pivoting Gravestone

The headstone for "Zospar" is a secret door into an underground passage.

The headstone of this particular grave is actually a secret passageway that opens to reveal a 20 inch by 30 inch opening leading downward. The opening is a shaft about 5' deep before a series of steps leading downward in a tunnel that continues on and connects to room E.

The mechanism for the headstone is partially counterweighted in order to offset some of the weight of the stone. An individual needs the strength to move about 60 pounds in order to operate the headstone to open or close it.

E - The Secret Chamber

Ceiling height: 8 feet

Room temperature: 60-65° F

This chamber is a stone walled apartment roughly 15 feet by 25 feet, made of the same stone as the Chapel and Mausoleum on the surface.

The furniture in the room includes a simple bed, a desk and chair, and a large wardrobe. A heavy wall tapestry (depicting scenes from lore of the Sentinel) covers the opening to the tunnel leading to the Pivoting Gravestone (see D). A claymore is hung in its scabbard on the wall beside the bed.

If he hasn't already been encountered, it is likely that Tinniff the night-gaunt will be encountered here. If it is during daylight hours (when night-gaunts are insubstantial) there is a 75% chance that Tinniff will be here. If it is nighttime (when night-gaunts are corporeal) there is a 45% chance that Tinniff will be encountered here. Otherwise, roll on the Crypt Encounters table.

This was one of Tinniff's hideouts dating back to his days as a bandit, before he became a night-gaunt.

The wardrobe holds more than two dozen outfits of men's clothing (sized for a person of medium height and build). The quality of the clothing ranges from coarse working attire through rich mer-

chant's clothing. To a Courtesan, or anyone else with a keen eye for fashion, the clothing style is somewhat dated, and the clothes seem to have been sitting untouched for a number of years. One jacket has a silver letter 'T' rather inexpertly fastened to the breast. This matches the rest of the silver letters for the Lusatio grave.

A small chest under the desk holds a stash of coins, jewelry, silverware, and other valuables. This includes nearly 8,000 Silver Pennies of treasure. There are a half dozen silver and golden goblets, more than 30 necklaces and pendants, 20 rings, and 2,650 Silver Pennies, 140 Gold Shillings, and 6 Truesilver Guineas. The treasure also includes all of the silver grave letters of the Lusatio family, except the letter 'T.'

F - The Chapel

Ceiling height: 22 feet, sloping up to 34 feet at ridge

Room temperature: 60-65° F

Entrance to the chapel is through a pair of tall, narrow, heavy wooden doors. A simple latch is all that secures the doors; there is no lock. The doors are heavy enough to require some deliberate force to move them, and the pin hinges set in a socket in the stone will grind with a sound of rasping stone when they are moved.

The building is a single, open space measuring about 25 x 35 feet. There are three tall, narrow windows high on the wall on the entrance-door side of the building. These are each about 8 feet tall and less than 2 feet wide. The sills of these windows are about 12 feet above the floor level. Heavy wooden timbers and cross beams form the roof structure, which is open and visible.

From the front entrance, there are wooden benches on the near right side and a raised altar on the near left side. Directly across from the entrance on the far side is a broad stone stair leading downwards, and in the far corners there are two large carved stone urns, each with a rim about 4 feet above the floor and a bowl that is 6 feet in diameter. These urns are filled about halfway full (more than 3 feet deep) with relatively fresh, clean water.

Like the Yard and the Mausoleum, the Chapel building is consecrated ground.

8. Underground

Only the part of the stairs that lies within the walls of the Chapel building is consecrated ground. The deeper part of the stair and the remaining extent of the

underground network is not consecrated.

A number of different creatures and several undead are wandering the passages of the crypt beneath the Sentinel Chapel. Most of the encounters are non-specific as to location, and the GM should regularly check the Crypt Encounters table (Section VI) throughout the adventure.

G - Stairs

Ceiling height: 7 feet

Room temperature: 55-60° F

The stairs lead downward 20' below the outside ground level.

There is a loose stone at one edge of one of the steps which conceals a small opening underneath in which there is a key. This key can be used to disarm the fire traps in the door hinges of the brass doors (K).

H - Hallway

Ceiling height: 6-25 feet

Room temperature: 50-55° F

A simple tripwire trap across the hallway at location runs under the door and, if it is tripped, will topple a stack of brass bells just past the door inside area J with a tremendous clangor.

If this happens, there is a 60% chance that Colthan will come to investigate and to deal with the intruders.

The wood doors at the end of the hall are not locked or latched, and can be freely swung in both directions. If the right leaf is pushed inwards, it too will topple the bell stack and sound the alarm.

J - Crypt

Ceiling height: 7 feet

Room temperature: 50-55° F

Stone sarcophagi are arrayed in pairs in alcoves along both sides of the central hallway. Some of the alcoves (the first two on the left, and the last one on the right, as viewed from the doorway at H) have a curtain of iron chains fastened to the stonework of the alcove archway. (Note: It has no aura since it is just cold iron.)

The chains on the left side are enchanted with a variant of a Lightning Bolt spell which will cause D+4 damage to anyone who touches one of the chains, as well as D+1 damage to anyone within 15 feet of the figure touching the chain from the arcing energy (roll passive resistance for half damage).

K - Brass Doors

A large pair of locked brass doors with elaborate bas-relief sculpture depicting demons and monstrous figures tor-

menting a group of smaller, naked human figures.

The doors each have two keyholes above one another near the handles and a third next to the jamb on the hinge side on each leaf. The four central keyholes are each Rank 4 locks, and all four must be unlocked in order for the doors to be opened. The bottom pair of these keyholes have trapped mechanisms (Rank 5) which will each set off a poison gas charge if the lock is not correctly unlocked. There are two separate poisons, each doing D+5 damage, and having different characteristics so that both will independently cause damage if they are both triggered. The gas cloud from each will cover the area within 15 feet of the door. The remaining two keyholes are Rank 3 trap mechanisms which do not prevent the doors from being opened, but which will each dispense a D+5 damage fireball if they are not properly disarmed before the doors are moved. These mechanisms will also be triggered if the hinges are tampered with.

L - Dark Chapel

Ceiling height: 12 feet

Room temperature: 50-55° F

The stairs beyond the doors lead another 15' down into a smooth walled chamber. Originally this space would have been the ossuary, but it has clearly been co-opted for other purposes.

Two standing statues are to either side of the room, with an altar directly in line with the stairs.

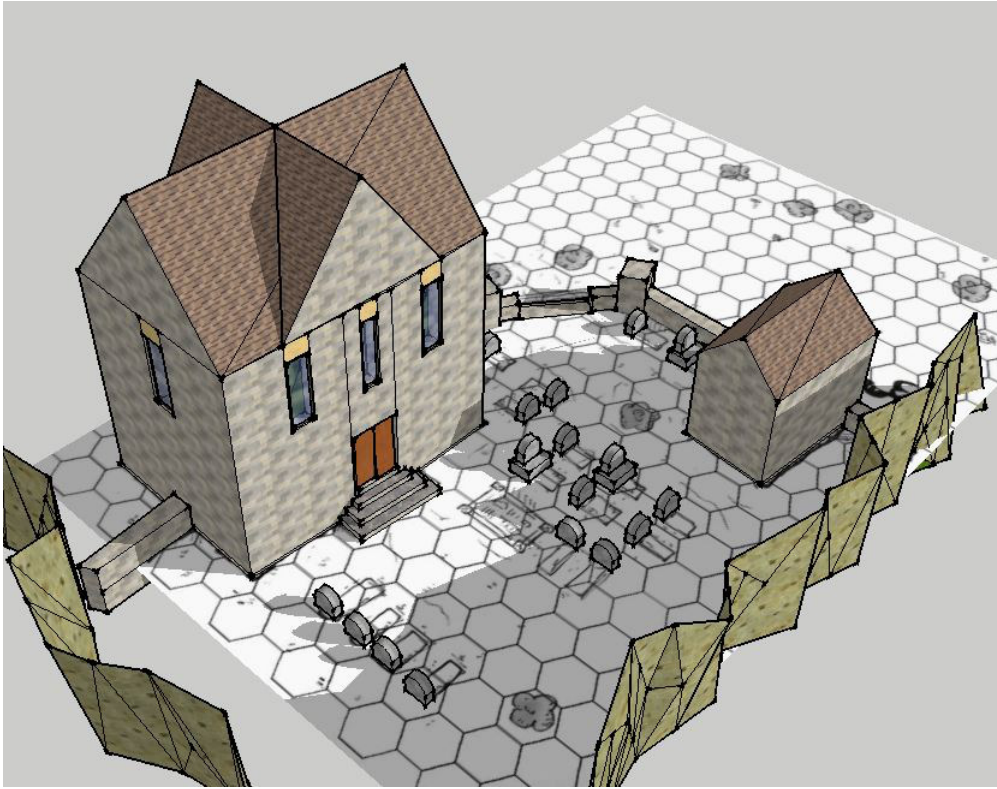
The altar has two stout oak posts which are secured into sockets in the altar and in the ceiling above. There are several heavy iron chains with cuffs and collars attached to the posts at different heights.

The surface of the altar and the surrounding floor are marked with many overlapping layers of stains (blood, and other things).

In a drawer beneath the altar, there is a silvered, magical broadsword with +7% to hit and +1 damage bonus.

The Dark Chapel is a recent conversion (and desecration of the earlier reliquary vault that was the original function of this chamber). Malign forces have used this space as a base from which to work to further their own ends for the chapel and its crypt.

If the GM is using a wight who is the larger controlling influence behind the problems that have beset the area of Cambray, this is the most likely place for there to be clues and traces which indi-



cate the presence of that larger outside influence.

M - Secret Tunnel

Ceiling height: variable, 4-9 feet

Room temperature: 50-55° F

Secret door from the back of one of the crypt alcoves from area J.

The floor is covered with a soft, powdery sand. The ceiling height varies considerably, and even some average height individuals may need to crouch at points in order to get through.

The location specifically marked 'M' has a dozen caltrops buried under the sand. Anyone with only soft soled boots, or other light footwear has an 80% chance of having their foot pierced by a caltrop when passing through this location. These caltrops will cause (D-7) damage.

N - Underground Chamber

Ceiling height: 11 feet

Room temperature: 50-55° F

2 doors set in frames built in to the rough form of the room. Each door is locked, but the locks are only rudimentary Rank 2 locks.

There is a pile of 5 heavy, decorative tapestries (depicting various scenes of Sentinel history; of similar style and vintage as the one in room E, but in poorer condition) in a heap on the floor, and a pair of burlap sacks with an assortment of loot worth about 5,000 Silver Pennies. (For the most part, it is comparatively in-

ferior to the treasures in Tinniff's space in room E.) It likewise includes coins, jewelry, silverware, and other valuables. This includes nearly eight mismatched silver candlesticks, more than 60 necklaces and pendants, 2 dozen silver plates, as well as 2,300 Silver Pennies and 50 Gold Shillings in coin.

If he hasn't already been encountered, it is likely that the lesser night-gaunt, Colthan, will be encountered here. If it is during daylight hours (when night-gaunts are insubstantial) there is a 70% chance that Colthan will be here. If it is nighttime (when night-gaunts are corporeal) there is a 40% chance that Colthan will be encountered here. Otherwise, roll on the Crypt Encounters table.

P - Tunnels

Ceiling height: 7-8 feet

Room temperature: 50-55° F

Narrow, single file passageways, but this area is otherwise fairly unremarkable.

Q - Chamber of the Abyss

Ceiling height: 15 feet

Room temperature: 20-25° F

The temperature in this room is markedly colder than the adjacent tunnels. The rocky walls and ceiling have patches of frost and ice in places. There are swirling winds constantly blowing in this space, and the winds are coming from the mouth of the chasm at the center of the room.

This chasm is steeply sloped and tapers to an irregular throat 60 feet below

the floor level.

It is not immediately noticeable, but at that depth, the throat of the chasm is filled with a dark fog. A torch or burning brand dropped into the chasm will suddenly disappear, once it passes the top of the dark fog level.

For a brief period of time on the night of the full moon, the Abyss becomes a gateway to another plane of existence controlled by the Powers of Darkness.

The Abyss was the initial reason for choosing this location for the Sentinel's Chapel, to provide a community of priests to try to overcome the darkness and to prevent its powers from coming to this world.

When the region became overrun many years ago, the priests of the Sentinel gradually lost the support and supplies necessary for them to carry on their work. Eventually some of them abandoned the Chapel and went in search of additional support to enable them to carry on with their work. Others stayed and worked for as long as they could to continue to try to block the passage.

R - Tunnels

Ceiling height: 7-9 feet

Room temperature: 50-55° F

Slope down so that point at 'R' is 20' deeper than room N. There are several interconnected passages in this area. Many of the passages have dense spiderwebs throughout, as well as many spiders and other insects. These can be a nuisance, but do not cause any damage.

S - Pool Chamber

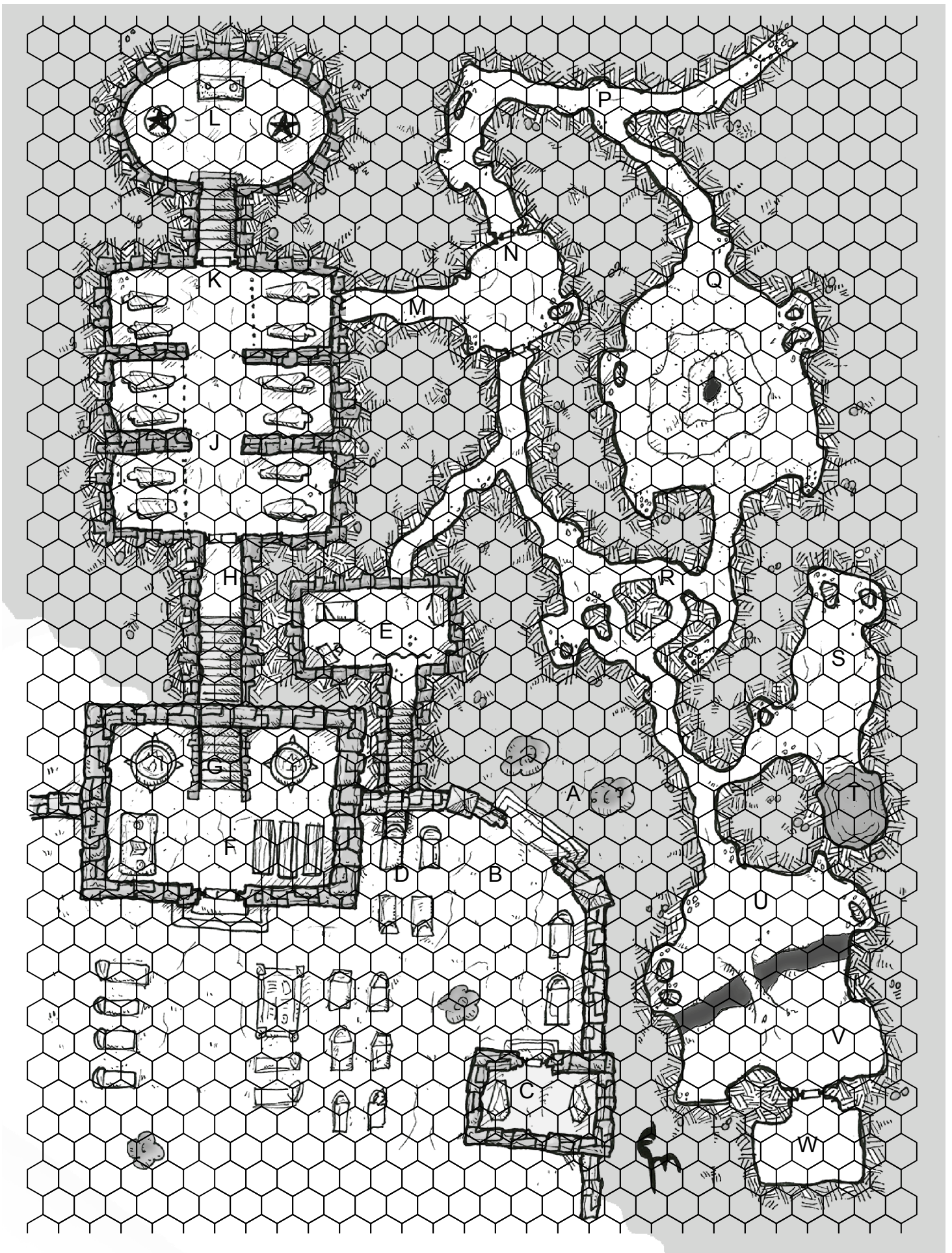
Ceiling height: 15 feet

Room temperature: 50-55° F

Between the two rocks at the back of the chamber is a series of seven vessels, each half the volume of the next, ranging from a wooden bucket to a truesilver ladle, becoming more valuable material as they get smaller and smaller. These are the ritual implements used to create Holy Water according to the rites of the Sentinel. In material value, these pieces are worth nearly 1000 SP. As a set, they could be worth more than double that to a chapel of the Sentinel, although the question of where the items came from would certainly need to be answered.

Four holy symbols of the Sentinel are also in this area. These are decorated with jewels, silver, and gold, and are worth 500 to 750 SP apiece.

Only those trained in the rituals of the Sentinel can use these implements to purify water from the pool into Holy Water.



T - Pool

Ceiling height: 9 feet
 Water temperature: 42° F
 Pool depth: 20+ feet

Clear spring water. There are hundreds of small, cheap medallions of the Sentinel, worth a couple copper farthings to a couple silver pennies apiece, strewn in the sand at the bottom of the pool.

U - Deep Chamber

Ceiling height: up to 17 feet
 Room temperature: 55-60° F

The floor of this room is broken rock, gravel, and sand, and is spattered with guano throughout.

There are several dozen bats on the ceiling of this chamber.

V - Stone Bridge

Ceiling height: 13 feet
 Room temperature: 55-60° F
 Stream depth: 3-4 feet
 Water temperature: 40° F

Stone bridge and underground stream of pure running water. A truesilver symbol of the Sentinel is embedded in the middle of the bridge. The stream itself is potent enough to ward vampires from crossing it, and the holy symbol merely reinforces the barrier.

The stream flows from an opening in the rock wall, and exits the room from a similar sized opening the opposite wall. There is very little space above the water surface, and the passage becomes blocked and disrupted by boulders in the watercourse in both directions.

W - Final Room

Ceiling height: 7 feet
 Room temperature: 50-55° F

There are a number of outfits of clothing, all of it in poor condition, scattered about the room. There are also bits of rotted wood and piles of earth and small patches of dust. A Courtier or Troubador, or other characters with knowledge of history and lore may be able to determine that the clothing bits are of a style at least a century old.

Examination of the auras of the piles of dust on the ground by a skilled mage will reveal that at least 6 vampires died (or were destroyed) in this room. All of the vampires in question have been dead for at least 50 to 100 years. (Vampire dust may be of some interest and possible use to some Alchemists, who might pay a couple hundred Silver Pennies for a cupful - one vampire's worth of dust.)

Back in the days when the Sentinel Chapel was an active place doing holy work, several captured vampires were

brought into the depths of this crypt and trapped beyond the running stream by well-meaning friars who hoped to be able to one day cure the vampire's "illness."

VII. Crypt Encounters

The chapel has been abandoned by humans now for nearly two decades. But the crypts have been inhabited for nearly all that time with a group of malevolent creatures. A number of undead now occupy the passages beneath the chapel.

Now that the priests of the Sentinel no longer guard the Abyss (see room Q), it is now possible that creatures from the alternate plane to which it periodically connects are able to come through to this world. Sometimes those creatures escape into the world, and join the bands of malevolent monsters that roam the region. Occasionally, they have joined with the night-gaunts and obey their directions and become part of the protection of the Chapel.

Encounters for this adventure should be determined randomly, or by the GM in advance. There are two night-gaunts who inhabit the warren of crypts under the chapel, along with their various hangers-on. All of these creatures will immediately attack any intruders. The two night-gaunts retain some of their previous intelligence (in life, they both were highway bandits), and they will work to defend their accumulated loot.

Crypt Encounters. When the adventurers first reach each location, there is a 50% chance of an encounter. If an encounter is indicated, roll on the table below.

1D10	Encounter
1.	<input type="checkbox"/> Ghoul
2.	<input type="checkbox"/> Tinniff (night-gaunt)
3.	<input type="checkbox"/> Skeletons (4)
4.	<input type="checkbox"/> Ghouls (2)
5.	<input type="checkbox"/> Rats (D-5) x 10
6.	<input type="checkbox"/> Ghouls (3)
7.	<input type="checkbox"/> Venomous snake
8.	<input type="checkbox"/> Skeletons (3)
9.	<input type="checkbox"/> Colthan (night-gaunt)
10.	<input type="checkbox"/> Ghouls (2)

Check off each encounter once it has been found, and choose the next closest available option to what was rolled.

The GM may also set the encounters for each room in advance.

9. Tinniff

Tinniff is a night-gaunt who was once a bandit who preyed on travelers in the region. He still maintains some of his human habits, such as his appreciation of good quality clothing and an overall vanity about his personal appearance.

As a child, Tinniff was a street urchin and a notorious pickpocket who frequently had run-ins with the town constabulary before moving on to bigger crimes and bigger hauls as a bandit.

Tinniff was always drawn to the ostentatious and flashy, and was known for taking fine clothing from his victims (that none of his henchmen had any interest in) and jewelry that he hoarded instead of pawning for coin.

Movement Rates: Running: 250

PS: 17 **MD:** 15 **AG:** 13 **MA:** 15

EN: 18 **FT:** 19 **WP:** 22 **PC:** 27

PB: 7 **TMR:** 5 **NA:** None

Skills and Weapons:

Thief Rank 5; Courtier Rank 4; Military Scientist 2

Sabre - Rank 6; SC: 95% +3

Claymore - Rank 5; SC: 85% +4

Shortbow - Rank 5; SC: 80% +3

Quarterstaff - Rank 4; SC: 86% +2

History of Tinniff and Colthan

Before start of the raids in the region and the loss of Cambray, one of the most infamous criminals in the Swidnick region was a figure known as Tinniff the Highwayman.

For many years, Tinniff was the scourge of foolish merchants. Unguarded caravans were Tinniff's preferred targets, and many thousands of silver pennies were taken from the wagons traveling the roads to and from Swidnick.

Tinniff was a gifted tactician as gang leader who excelled at finding prime locations for ambushes and at evading pursuit from caravan guards. The gang was not particularly bloodthirsty, and would often leave all of the victims of a particular robbery unharmed. But they were not afraid to fight and to kill when they ran into resistance from their targets.

Colthan was Tinniff's enforcer within the gang, knocking heads and beating up malcontents among the gang members to keep order and make sure their plans were carried out according to Tinniff's directions. Over their career, Colthan killed a half-dozen members of the gang who were insubordinate to Tinniff or who tried to wrest control of the gang from him.

Then, twenty years ago, Tinniff ran into a wight while setting an ambush. Both Tinniff and his henchman Colthan were killed by the wight; the rest of the gang scattered. Since then both bandits have served the wight in exchange for protection and sustenance.

Under the wight's direction, along with Tinniff and Colthan, they have been able to muster assistance from some of the other reavers in the area and been able to cut off passage through the Fealhoa Valley and effectively strangle all access to the village of Cambray.

10. Colthan

Colthan is also a night-gaunt. In their bandit days, he was Tinniff's friend and right-hand man for more than a decade. The two remain inseparable, even after their deaths and respective transformations into night gaunts.

When they were brigands, Colthan was the violent and sadistic enforcer who carried out Tinniff's orders without question. Although not particularly clever, Colthan was brutally efficient at knocking heads (and more) to keep their gang in line. And, when it came to threatening and harming the targets of their robberies, it was Colthan who took the lead, and who killed many of their victims when someone "needed to be made an example of."

Movement Rates: Running: 250
PS: 15 **MD:** 16 **AG:** 10 **MA:** 15
EN: 19 **FT:** 20 **WP:** 21 **PC:** 21
PB: 6 **TMR:** 5 **NA:** None

Skills and Weapons:

Assassin Rank 4; Thief Rank 2

Broadsword - Rank 6; SC: 95% +4

Dagger - Rank 5; SC: 76% +1

War Club - Rank 4; SC: 77% +2

For additional information about Colthan, see the notes on Tinniff in Section 9.

VIII. Final Notes

The GM may continue this adventure with further exploration of the village of Cambray and its surroundings.

The implication in this adventure is that one or more wights are responsible for the corruption in the region and the loss of the village of Cambray, but there may be other explanations.

The initial adventure concept was to be a small, capsule adventure inspired by the map of the crypt. Fleshing out a de-

tailed background was beyond the original planned scope of the adventure, and the backstory of the wight and the fall of Cambray was to be left to the GM to further develop as they wished.

11. Rewards and Followup

Velmin Lusatio will pay the rewards as promised for successful accomplishment of the contract. If they have not recovered the gravestone letters, but have other good information, she may pay them a small amount.

If the adventurers try to pawn the Lusatio silver letters anywhere else in the vicinity, any other reputable merchant is 90% likely to recognize them for what they are, and will aid in getting them returned to the Lusatio family and in having the scoundrels involved in such low trade brought to justice and drummed out of the Adventurers' Guild.

If the adventurers want to exchange or cash in some of the other treasure that they recovered in the course of this adventure, the House of Lusatio will give a good price for the metals (especially silver and gold jewelry). They may also be willing to purchase gemstones and other valuables, though at a slight discount, since that is not their primary stock in trade. Other materials they will not be interested in or able to offer a good price for. However, anything such as holy symbols or the ritual vessels from the Sentinel are not something the family will be willing to be involved with in any way.

The town council for Swidnick as well as its garrison officers may be interested in reports about the encounters and observations from adventurers who successfully traveled deep into the Fealhoa Valley. While they may be willing to offer a few hundred Silver Pennies for good information, they will not offer enormous riches unless the adventurers have truly exceptional information.

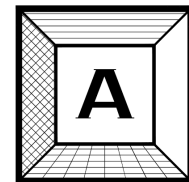
If the party gets too aggressive about trying to extort more money, the military can always conscript them and have them serve some time on the Line.

12. The Sentinel

The Sentinel is a solitary religious figure who is a prominent force for the Powers of Light. The Church of the Sentinel is not further defined herein, as it is outside the scope of this adventure to provide full detail about this figure.

If the GM's campaign has an existing pantheon, the Sentinel may be either a minor figure under a more powerful de-

ity, or may be replaced by the appropriate deity for that campaign.



published by

ANTHERWYCK HOUSE
 Antherwyck House Games LLC
 Ann Arbor MI

<http://antherwyck.com>

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6. Tactical Display Maps

Map 1

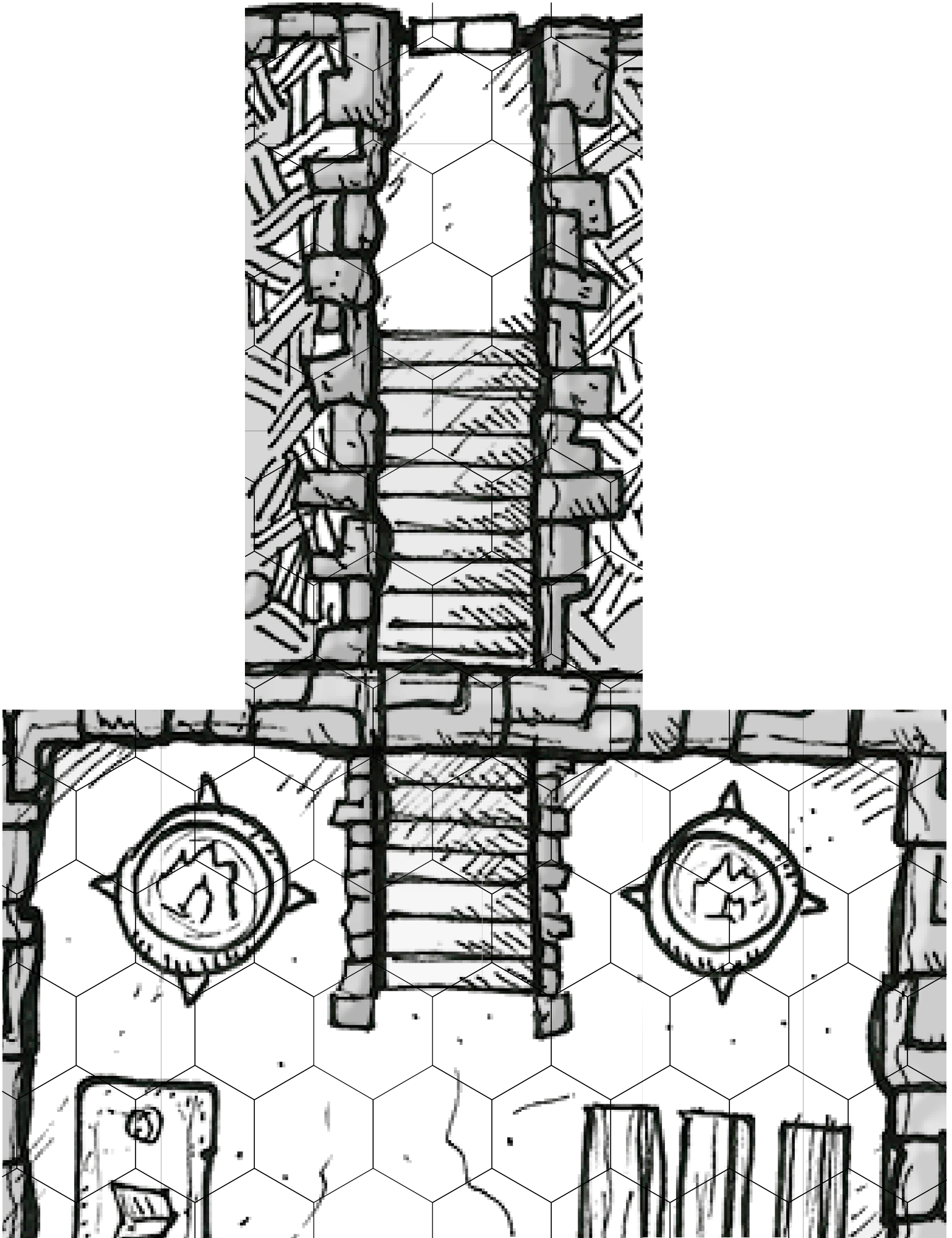
(overleaf)

Includes:

F - The Chapel

G - Stairs

H - Hallway



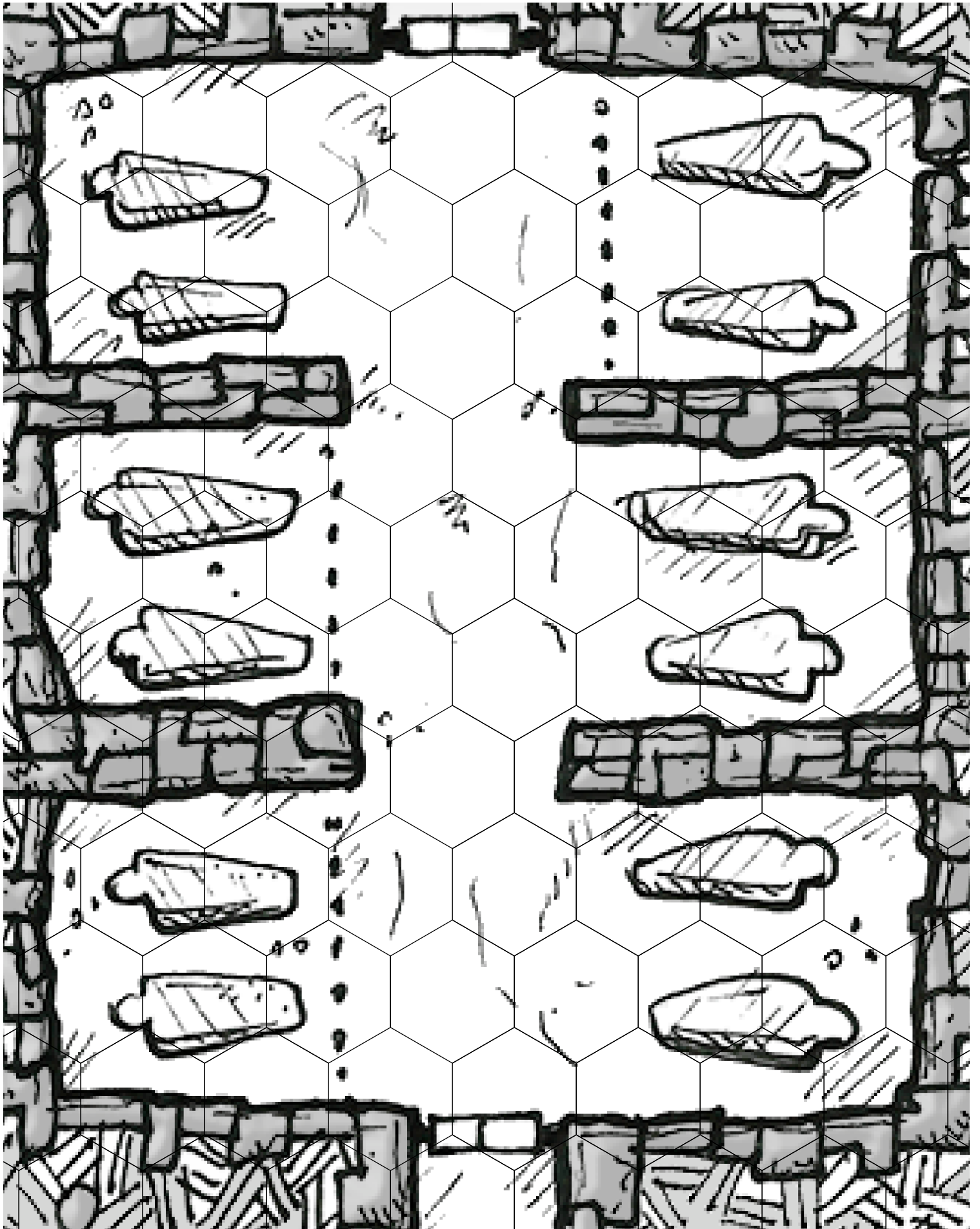
6. Tactical Display Maps

Map 2

(overleaf)

Includes:

J - The Crypt



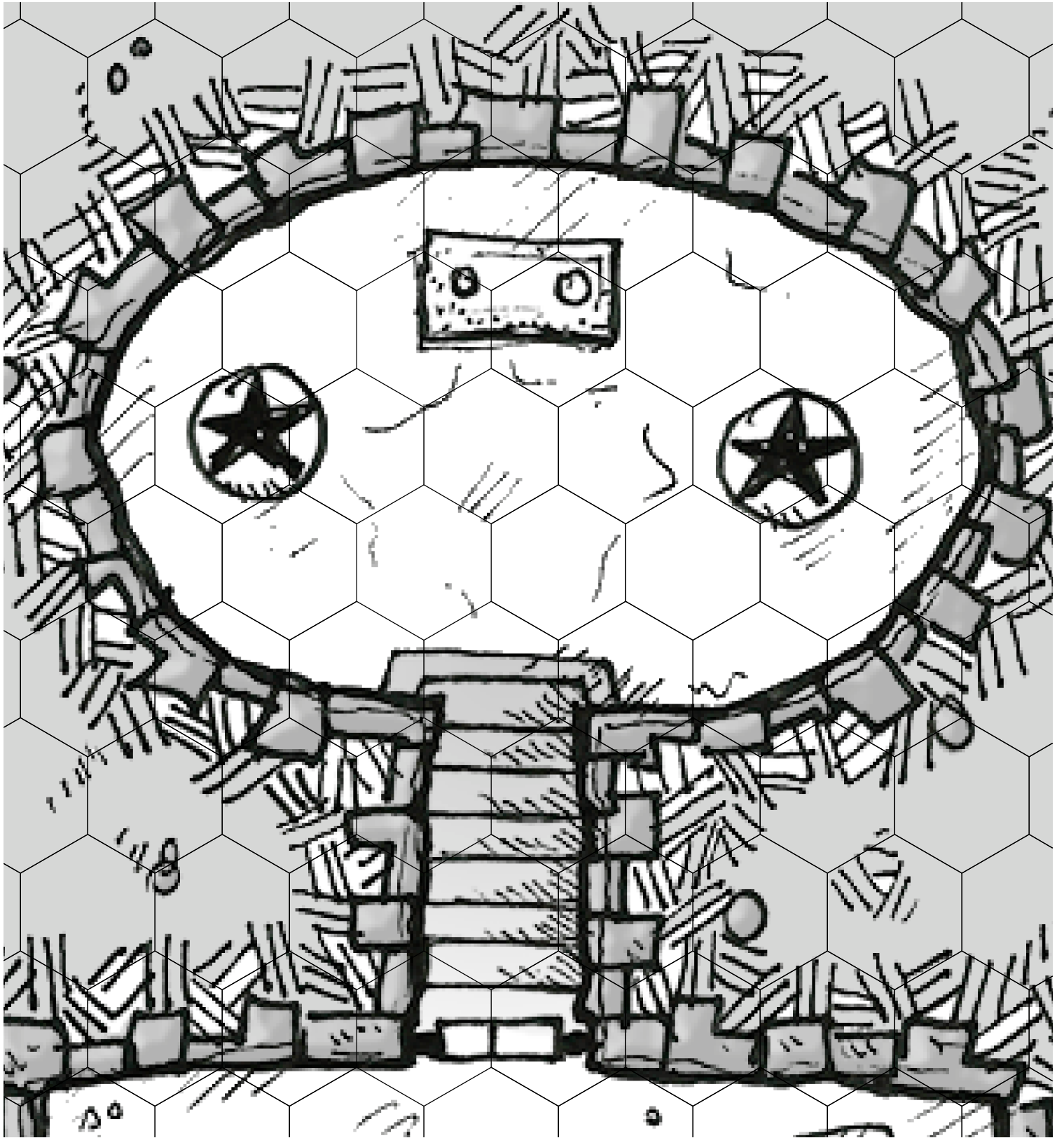
6. Tactical Display Maps

Map 3

(overleaf)

Includes:

L - Dark Chapel



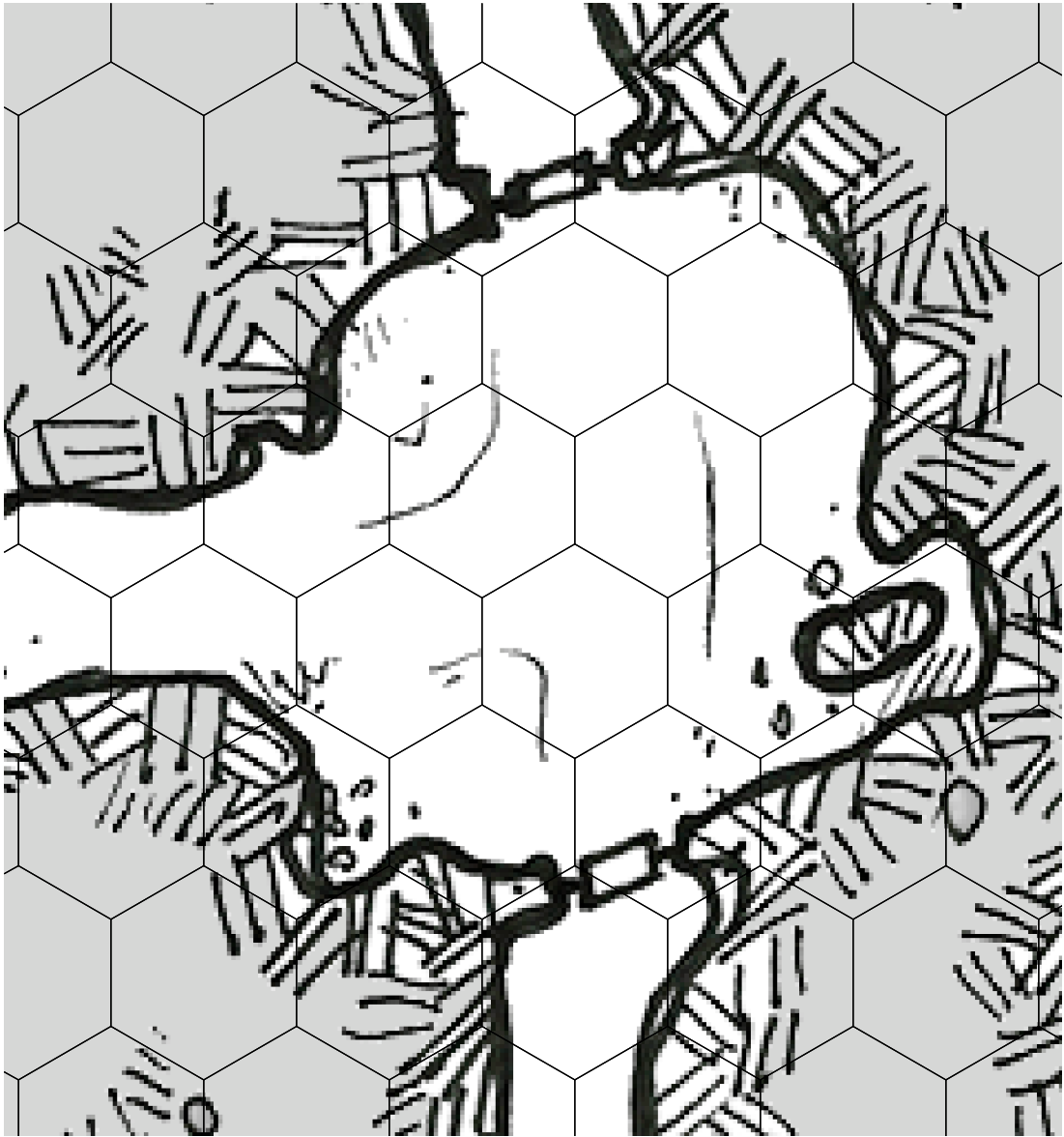
6. Tactical Display Maps

Map 4

(overleaf)

Includes:

N - Underground Chamber



6. Tactical Display Maps

Map 5

(overleaf)

Includes:

Q - Chamber of the Abyss



6. Tactical Display Maps

Map 6

(overleaf)

Includes:

R - Tunnels



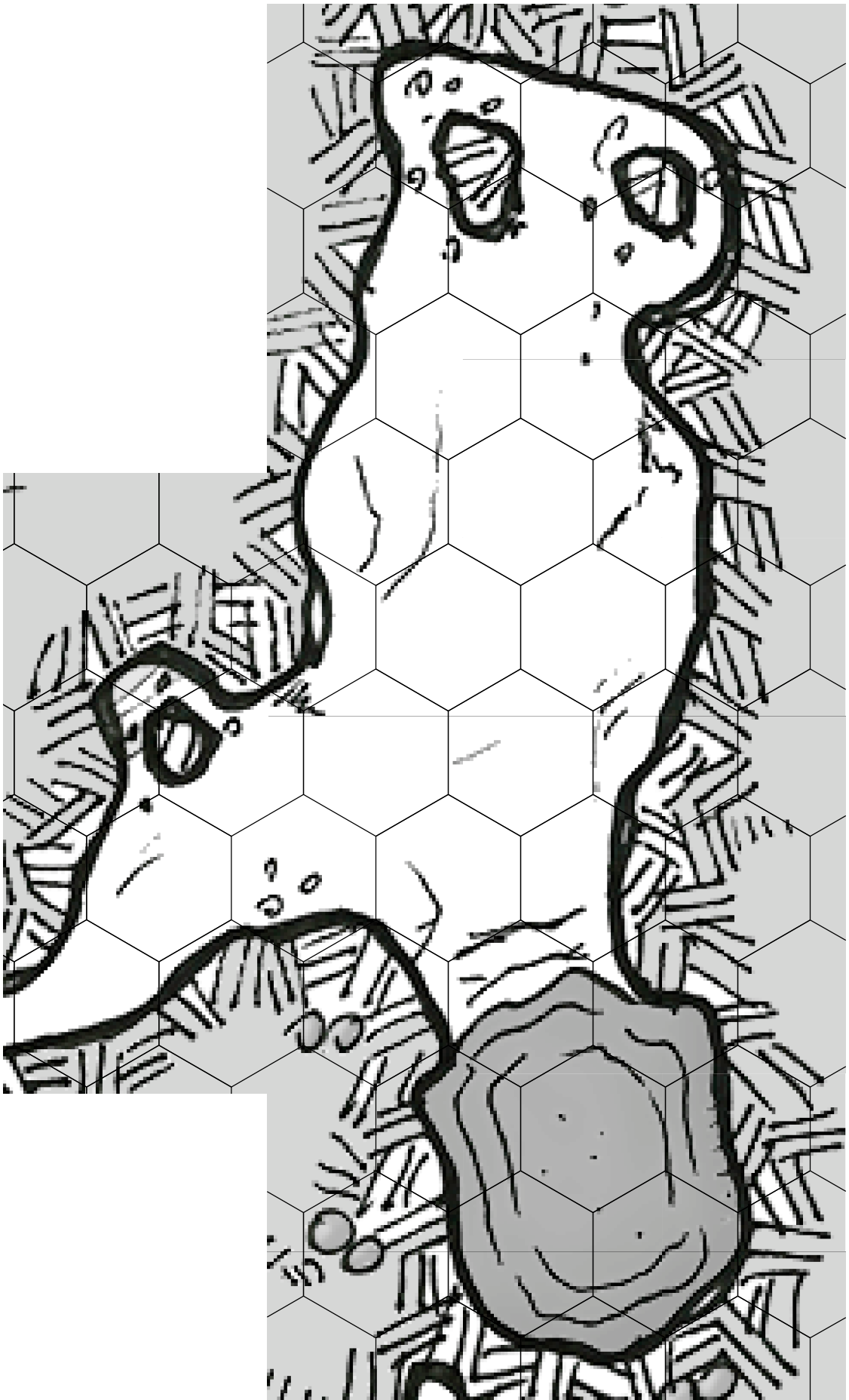
6. Tactical Display Maps

Map 7

(overleaf)

Includes:

S - Pool Chamber



6. Tactical Display Maps

Map 8

(overleaf)

Includes:

U - Deep Chamber

V - Stone Bridge



6. Tactical Display Maps

Map 9

(overleaf)

Includes:

W - Final Room

E - The Secret Chamber

