

**Smuggler's Chantry**  
By DeForest Piper

An Adventure for levels 2 to 4

Smuggler's Chantry can be placed within -- or near -- any town or city.

An outlawed chaotic cult has established a fake church (called the Chantry) as a cover for a band of smugglers. The cult uses the neutral church to conceal the activity of the smugglers. The cult uses the smugglers to bring acolytes and sacrifices in without the authorities finding out. Most of the smugglers are unaware that the cult is real.

**Rumors.** If desired the characters can attempt to find out information about the cult. Roll d6 add Charisma modifier to find highest rumor available to PC. PCs find d4 rumors within their reach for each 6 hours spent searching the town.

1. Poor people have been vanishing from the area around the Chantry (true)
2. The Chantry is mind washing people (false)
3. Black hell beasts seen in the city (true)
4. Smuggling has been on the rise (true)
5. The Chantry is a benevolent group (sortta)
6. Merchant Dibble is offering a 500 gp reward for the information of his daughter Sheddra who was recently kidnapped (true)
7. There is a new cult in town (true)
8. The Mayor is part of this new cult (false)
9. The Chantry is a cover for slavers and a person can sell slaves to Poxtil (true – Poxtil will buy slaves as sacrifices)

**Wandering Monsters.** Roll a d6 +1 for each loud noise within the last 4 turns. Check every 4 turns.

**During the day.** (the basement and dungeon)

1. d6 Chantry followers. Normal Humans
  2. Kelpis
  3. d4 Smugglers
  4. d6 Chantry followers. Normal Humans. Drunk
  5. Kelpis
  6. Rothius
  7. d4 Human Cultists
  8. Poxtil (from area 11 investigating noise)
- During the Night and in the lower levels.**

1. 1d4 giant rats
2. 1d4 Human Cultists
3. 1d6 giant rats
4. Rothius
5. Poxtil
6. 1d8 Smugglers
7. Edric
8. Orind

Named NPCs will call for help and flee if attacked

**Room Descriptions**

**Surface Level.** This level is uniformly dark and close, filled with shadows. During the day no one will stop the characters from exploring the surface level. People will take note and remember the PCs but will not sound an alarm. There is a real good chance (1-4 on a d6) that a fervent local will extol the wonders of the Chantry (a rambling almost senseless diatribe fueled by alcohol and belief).

1. **Altar Room.** The Chantry conducts rituals in this room. At most times Rothius is in here, usually drinking unless a service is underway. He is aware of the cult's plans and has been hired to be the front man because of his mercenary nature (if it looks like he will die he may sell out to the PCs). The room is old, bare, dusty, and poorly lit. The altar is wooden and moved around to accommodate crowds.
2. **Stairway.** Empty. A Dwarf PC (or others PCs where appropriate) may notice the filled in arrow slits.
3. **Stairway.** Room used to store robes and equipment for Chantry rituals. The door is always locked.
4. **Rothius' Room.** A poorly appointed bedchamber. Spartan furnishings are made slightly more comfortable by a fireplace in the inner corner. Rothius has assorted coins worth 70 gp hidden in a chest.
5. **Hall.** This is an open area similar in nature to #7 but much darker.
6. **Kitchen.** A well stocked kitchen and food storage area. Kelpis sleeps here at night.
7. **Porch.** This area is usually kept open during the day (locked at night) filled with smugglers (2d6) and locals (2d6) gaming, talking, and drinking. The Cult opens this place up as a shelter to the locals.

**Basement Level.** No light at all. Tall (15 foot) ceilings. Lots of spider webs. Intruders will be attacked.

8. **Ossuary.** The niches around this room have been carved into the original stone and filled with human bones carefully sorted. A long search through the bones will turn up a rotted leather sack with 5 opals each worth 200gp. The smugglers use this room as a storage area for goods – 4d100 gp worth of random items. The black shape on the map is an old stairwell that has been filled in.
9. **Stairway.** Empty. Inspection will reveal that the stairs down were not original to the building.
10. **Stairway.** Empty
11. **Poxtil's Room.** Spartan bedchamber. Poxtil spends most of his day here studying and working.
12. **Spider Room.** 8 large spiders (1-1HD, poison save at +1 fail causes -1 in combat). They have been trained to leave the smugglers and cultists alone, but will attack anyone who enters. Because of the darkness and pillars these spiders surprise on a 1-4 on a d6.
13. **Armory.** There are a large number of weapons of all sorts stored here in racks and boxes.
14. **Barracks.** At any time there are 2d4+4 Smugglers and 2d4+2 cultists in this room. They will attack anyone they do not know. There are many bunk beds and chests with personal items in this room.
15. **Edric the Red.** This is a very sumptuous sleeping chamber. Hidden amongst the cushions and rugs are five pieces of jewelry worth 125 gp each and a jeweled chess set worth 500 gp. Edric will be here at night but will be busy during the day. The tunnel leads far enough away to avoid suspicion.

**Dungeon Level.** Strangely warm. Very dark and ominous feeling. The ever present cob webs of the level above are conspicuously absent. Very tall ceilings (about 20 feet)

16. **Orind's Room.** A very opulent bedchamber. Among the rest are 7 statues of obscene gods worth 400 gp (if a buyer can be found). A Lawful church would offer favors in exchange for their destruction.
17. **Ceremony Room.** The Cult sacrifices victims to the 2 Hell Hounds which live here. The victims are slowly eaten alive while the cultists watch and chant. The room is black stone and bloodstains. The hell hounds will attack any non cultist who enters. They will attempt to work with Orind to fight intruders.
18. **Storage Room.** The cult stores robes and other paraphernalia here. The cultists also chain captives here waiting for sacrifice. Currently the only captive is Sheddra the daughter of a wealthy merchant.

**New Monsters**

**Edric the Red:** Smuggler leader – Fighter 4, Chaotic(evil), +2 short sword, +1 buckler

**Human, Cultist:** These are the fanatic believers of evil chaotic cults. When fighting for their cult they get a +2 to morale saves. They will fight to the death if so ordered. HD: 1+2, AC: often unarmored otherwise by armor, Damage: by weapon.

**Human, Smuggler:** Treat as Pirates – If they discover the actual cult ½ will lose heart –2 morale

**Orind:** MU-5; Chaotic(evil); cult leader; Spells: Charm Person, Magic Missile, Invisibility, Mirror Image, Hold Person; Ring of Protection +2; Ring of Levitation (as spell no time limit). Knows about the cult.

**Kelpis:** Smuggler Lieutenant. Treat as Human, Sergeant of 3HD

**Poxtil:** Cult Lieutenant. MU-3; Chaotic(evil); Spells: Charm Person, Detect magic, Detect Invisible

**Rothius:** MU-3; Neutral; Spells: Ventriloquism, Hold Portal, ESP; Ring of Charm Person

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