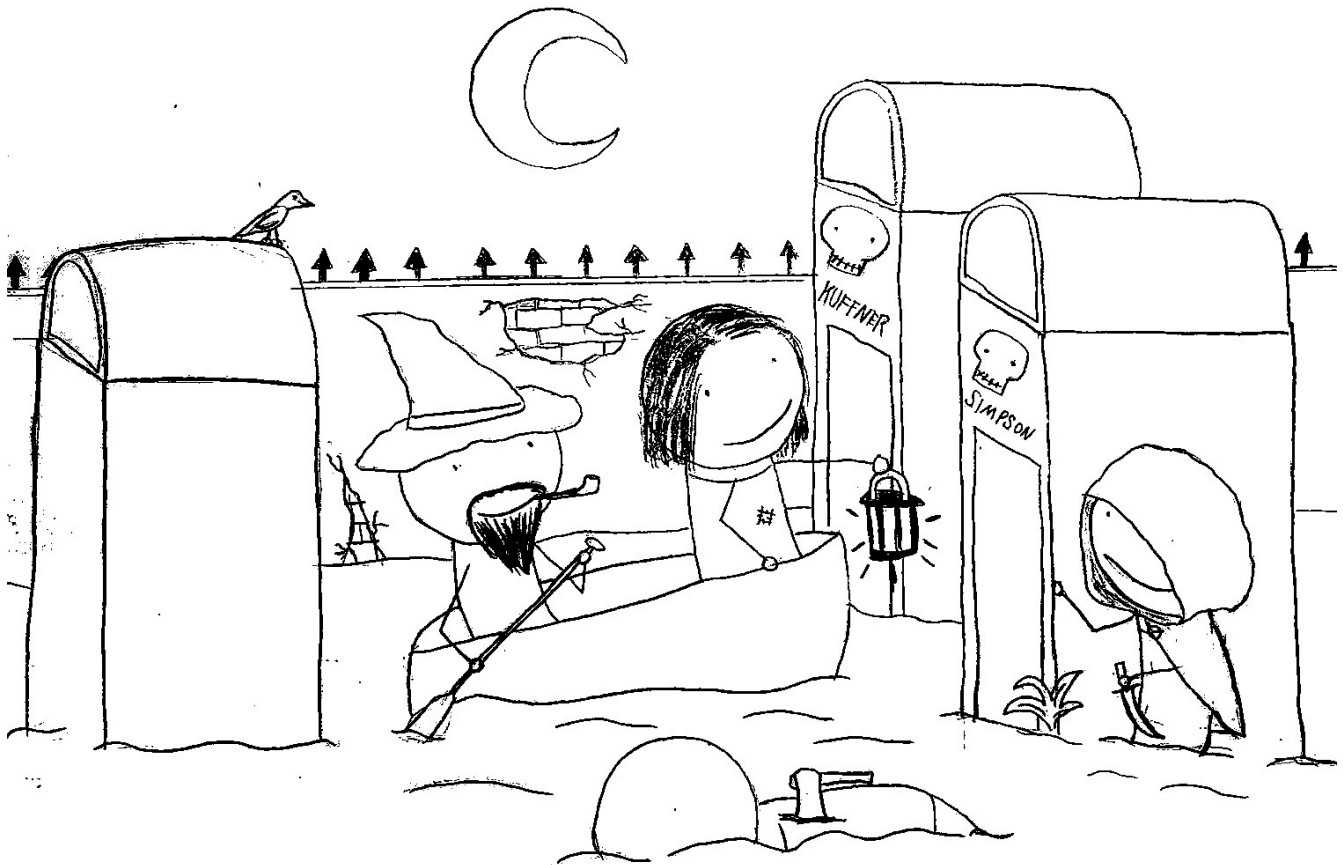


# Dungeon Module I4 Hell or High Water

By Jeff Simpson with Kim Kuffner  
AN ADVENTURE FOR CHARACTER LEVELS 1-3



A historic cemetery has flooded, causing bodies to lazily float up out of their graves. What evils have caused this disturbing event? Profane rites? An ancient curse? Climate change? You'll find out come Hell or High Water.

This module is free of licensing and may be shared, modified, and altered as you wish.

Proudly made without the use of intelligence; artificial or otherwise.

Thanks to Willowyn, Xortis & Kortis, Adeyrias, Conag, Yvonne the Dying

**Buddyscott  
Entertainment  
Group**

Buddyscott Entertainment Group  
Canada  
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*There is considerable information contained herein which is descriptive and informative with respect to what players see and do. Note that this does not mean that you, as Dungeon Master must surrender your creativity and become a mere script reader. You must supply considerable amounts of additional material. You will have to make up certain details of areas. There will be actions which are not allowed for here, and you will have to judge whether or not you will permit them. Finally, you can amend and alter monsters and treasures as you see fit, hopefully within the parameters of this module, and with an eye towards the whole, but to suit your particular players.*

*-Ernest Gary Gygax, Rest in Peace*

## Introductory Adventure 4: Hell or High Water

### Introduction

The following adventure takes place in a crime-ridden city of sin which takes inspiration from the New Orleans of *Live and Let Die*, *Interview with the Vampire*, *All Dogs Go to Heaven*, and *The Call of Cthulhu*, Saint Denis from *Red Dead Redemption*, and Mos Eisley from *Star Wars* and as such should be filled with gangsters, voodoo priests, and haunting creatures from the deep. Lists of these monsters, and others will be given in the **Appendix**. Complete Rules for these monsters will be found in the following books: TSR's **Dungeons and Dragons Basic** and **Expert** Rulebooks, and TSR's **Advanced Dungeons and Dragons Monster Manual**, and **Monster Manual II**. They may require adjustment for use in your own campaign milieu.

The dungeon maps use a 5-foot scale, while the map of the graveyard uses a 10-yard scale.

New items will be *italicized* and given details in the **Appendix**, along with rules for Wandering Monsters.

### Background

Sante-Guillaume, a bustling port city south-west of the Isle of Dread is home to several famous cemeteries, including the sunken cemetery of the Fraternal Denisovan Necropolis.

Recently, the cemetery has flooded and bodies are floating out of their crypts, causing quite the disturbance in town. The walls have been checked and seem to be structurally fine so the city officials fear an evil curse. No undead have been spotted yet but concern is still enough that the mayor is offering an up-front payment of 1,000gp, and if the issue is successfully dealt with, a small manor house within the city limits. The mayor mentions that he is being pressured by the three founding families of the city, the Montangards, Petains, and DeMontes, all of who possess large mausoleums within the cemetery and are worried about the rest of their families. Directions can be provided to their crypts.

If you are in need of hooks to attract your characters to adventure in this area, any of these rumours or hooks may be used:

- Stephan DeMonte went to his family crypt to pay his respects shortly before the cemetery flooded but found that it had been robbed. The robbers haven't been dealt with thanks to the flooding (true).
- A week after the flooding began, an un-manned ship with nothing but coffins arrived in town. The coffins were delivered to the cemetery (false).
- The gravekeeper has been rumoured to consort with witches and demons (false, he was a well-respected employee of the city).

- Bodies lying in crypts that have been delayed in their interment have gone missing - perhaps they've merely floated away (partially true; they have been taken by the necromancers in **part 3**).
- Strange orange lights have been seen in the northern section of the cemetery (true, fires lit by the cannibals).
- The Montangard family curse is finally taking its toll on the city by flooding the graves so that the dead may never rest (false, there is no such curse).

If characters would like to pilfer any mausoleums, roll 2d20 to determine the name on the crypt and its contents. This will trigger a wandering monster check.

d20	Name	Contents
1	Garnier	1-6 bodies (still fresh), 2cp on each
2	Tremblay	1-6 bodies (still fresh)
3	Bardot	
4	Descoteaux	1-6 bodies (skeletons), bones a mess
5	Picard	1-6 bodies (skeletons)
6	Deslaurier	
7	Blanchet	Empty, signs of disturbance
8	Legrande	Empty
9	Gauthier	
10	Fontaine	Silverware worth 1-100gp
11	Boucher	A small beetle (living)
12	Calbot	Sounds arise from behind the party, though no one's there
13	Savoy	A small beetle (deceased)
14	Dubois	A horrible night for a curse! A wandering monster surprises the party
15	Augustin	Golden ring worth 200-800gp
16	St-Hubert	Necklace worth 200-1200gp
17	Barbeau	Funerary dress
18	Cartier	Fresh bouquet of flowers
19	Benoit	<i>Corpse Wine</i> , floating in a sticky goo
20	Castillon	Flowers, chocolate, a book of poetry

Dungeon Masters should be encouraged to add their favourite crypt-dungeons to the other mausoleums here. Some great choices include **The Halls of the Dead** from **In the Shadow of the City God** by Istvan Boldog-Bernad, the dungeons from **Secret of Bone Hill** by Lenard Lekofka, **The Lair of the Brain Eaters** by DM Ritzlin, **The Carcass of Hope** by Zherbus, and **The Lichway** from **White Dwarf** by Albie Fiore.

## Part 1 The Necropolis

While travelling the flooded cemetery, canoes are required. Small lanterns hang from the prows offering 10' of vision in the dense fog. With the numerous tombstones jutting out from the ground slowing the journey, canoes are as fast as walking normally would be. Every encounter will result in a surprise on a 4-6 for both parties.

While fighting from a canoe, any melee attack carries a 1-in-6 chance of causing the canoe to capsize. The water is only 4' deep, causing the fallen fighter to move at half speed, lose any dexterity bonus to their Armour Class, and take a -2 penalty on attack rolls.

**1 The Grand Mausoleum** This massive mausoleum contains three wings each with thousands of name-plated cubbies. If using the various scraps of paper found in **area 11 of part 2**, **area 6 of part 3**, and **area 4 of part 4**, it will lead the party to the cubby 13 places to the right and 7 places down from the cubby labelled Aristide Malévol. It is locked but inside is a magnificent golden necklace set with emeralds and a single diamond worth 11,000gp. Each wing of the Grand Mausoleum is named after one of the founding families of Sante-Guillaume: Montangard, DeMonte, and Petain.

**2 The Gravedigger's Shack** The old caretaker, Douglas Alexander II, is floating face-down in his flooded one-room home. Any signs of struggle have been masked by the flooding. Searching the cupboards in the kitchenette yields a potion of healing and a torn page from a diary kept between two plates in which the gravedigger speaks highly of a priest by the name of Hugh Montangard, a clue not to rob his tomb in **area 7 of part 2**.

**3 Rite of Evil** On a small island amidst the flooded cemetery, 5 *cannibals* can be seen roasting a slab of meat over a spit. They are friendly and led by a topless, wooden-masked *cannibal priestess*. She will use her suggestion spell to encourage any strangers to partake in sharing a meal. Eating the meat has no ill effects though consumers will have a 2-in-6 chance to notice that the meat is human.

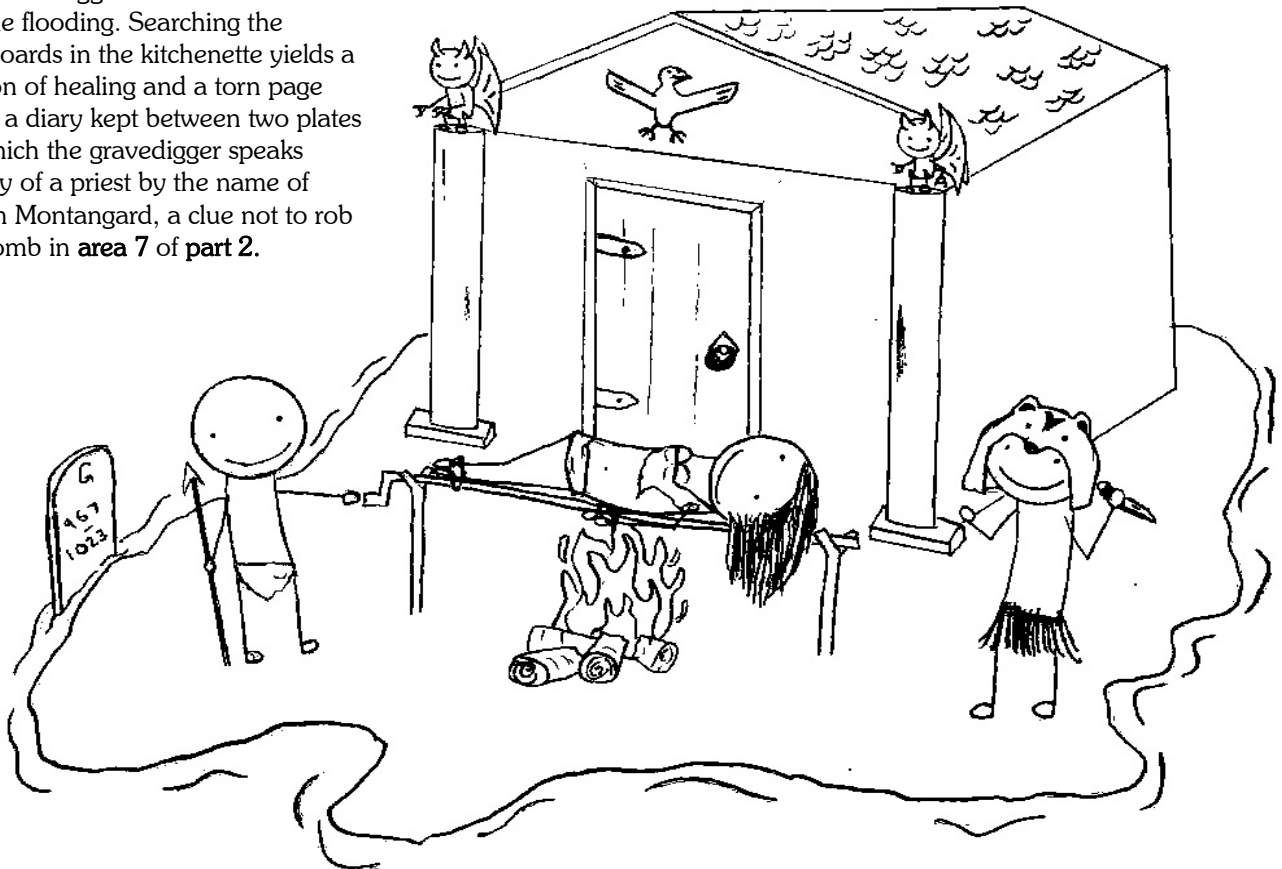
Any hostility towards her or her servants results in her playfully laughing and leaping across tombstone tops with grace. She retreats 30' to a large tree hanging with nooses.

She will cast her charm spell against the character with the highest charisma, instructing them to join her in her tree-home. Any character so charmed will attempt to enter through a small hollow which will result in a slow death and madness. If they resist the charm or their comrades manage to restrain them from entering the tree, the *cannibal priestess* will meld into the tree and the nooses will come alive as a *noose tree*.

**4 Montangard Crypt** This area is detailed in **part 2**.

**5 DeMonte Crypt** This area is detailed in **part 3**.

**6 Petain Crypt** This area is detailed in **part 4**.



## Part 2 Montangard Crypt

Ceilings in this crypt are, unless otherwise noted, only 7' tall, preventing the use of most polearms or two-handed swords.

**1** The vaulted ceiling in this chamber rises to nearly 30'. The walls are adorned with countless nameplates but no obvious spots for bodies to be interred.

**2** A bronze plaque on the wall reads *Custodite Mortuos*. Beneath it, an ever-burning candle sheds 10' of light as it sits on a small table next to an ornate key on a neck-chain.

**3** This hallway is flooded to a depth of 4' resulting in the door being swollen and stuck. There is a 1-in-6 chance of opening the door, though this is modified by one's strength modifier.

**4** This room is flooded to a depth of 4' and there are 6 skeletons hidden in the water. There is a 5-in-6 chance of them surprising the party. A pouch that has sunk to the bottom of the chamber contains 500sp and 6 onyxes worth 10gp each as well as a vial of vampire dust.

**5** This room is flooded to a depth of 5'6" leaving only a foot-and-a-half of clearance between the water's surface and the ceiling. An *Eye of Fright and Fire* will rise up out of the water and inform the parties that he has been cursed to never die. He asks the party to bring him the necklace carried by the 'evil' priest in **area 7** which will 'let his soul rest easy.' If the party complies, he will crush the necklace and attack. The Eye of Fright and Fire carries 500gp and 200sp.

**6** This dark and empty chamber has 4 giant centipedes hiding on the ceiling, waiting to drop down on unsuspecting entrants.

**7** There are six sarcophagi here belonging to patriarchs of the Montangards, Clovis, Hugh, Clothar, Guillaume, Charles, and Hubert. If Hugh's tomb is opened they will find him clutching a rosary, the *Chain of Adorants*. The Eye of Fright and Fire in **area 5** seeks this. If the necklace is removed, the player that removed it will be stricken with the *Curse of Aging*. If the *Eye of Fright and Fire* is defeated before (and only before) removing the necklace, the curse will not take effect.

**8** The stone floors here have been made un-even after centuries of use; examining the floor reveals that footsteps have been worn into floor along with a groove in-between them as if made by someone dragging a corpse. This continues all the way to **area 9**, which is some 60' deeper in elevation.

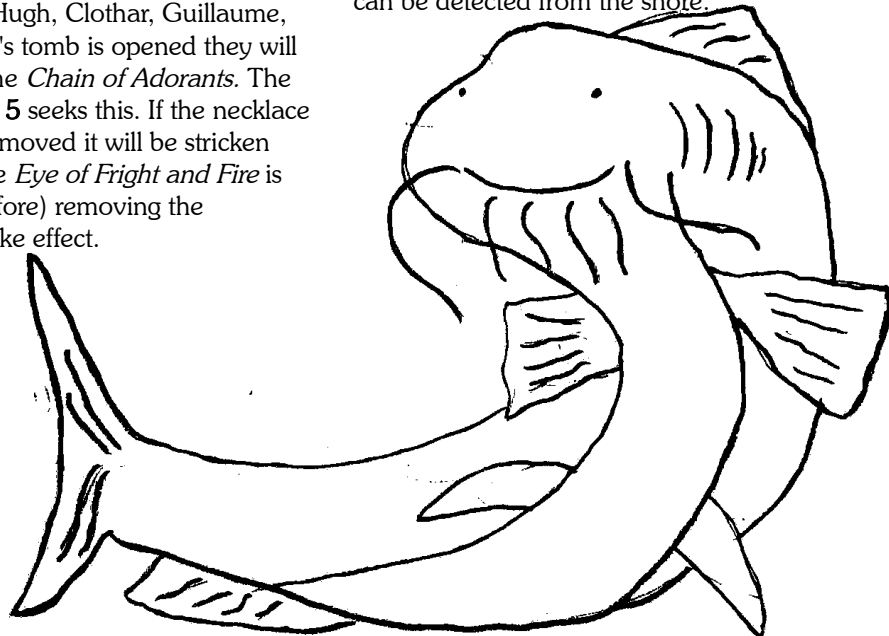
**9** A wraith haunts this room but will not attack any party which contains a character prominently wearing the key-necklace from **area 2**.

**10** There are 7 corpses caked into the wall here, encrusted into the stone over centuries of calcium build-up. Of these, 2 are Coffin Corpses which will crawl out of their niches and attack the party.

**11** This cool and slightly damp storage chamber contains 9 crates. They contain silver plates each monogrammed with the Montangard crest worth 900gp for the set. As well, a dagger +1 can be found in the form of a fine carving knife. Sheets of paper are placed between each plate to protect them and there is a 3-in-8 chance that a player will off-handedly notice that one of them contains the words "Aristide Malévol." This is part of the code to find the treasure hidden within the Grand Mausoleum.

**12** The water here is 8' deep and enchanted to force anyone entering the water to sink, though they can be pulled out with the use of rope and allies on the shore. Even through the black water, the glittering of 900gp can be seen, though they are guarded by a young *oversized catfish* who is incapable of utilizing the swallow whole ability.

**13** The water here, as in **area 12**, is enchanted to pull people down, though this body of water connects to an underground current. Anyone pulled under will be dragged away down hundreds of feet of twisting underwater caverns, resulting in their death. A current can be detected from the shore.



## Part 3 DeMonte Crypt

There are several burial niches throughout this crypt, each with a dark-stained birch coffin bearing a brass nameplate. They have been numbered with Roman numerals.

**I** *Welan DeMonte, Beloved by Few*

**II** *Alberic DeMonte, Rest ye Soul*

**III** *Yvette DeMonte, To a Life Beyond the Coffin* A secret door to **area 21** can be found behind Yvette's body.

**IV** *Bernard DeMonte, Father and Friend*

**V** Any indication of who lies within this coffin seems to have made un-readable

**VI** *Martin DeMonte, The Son We Wished For*

**VII** *Eleanor DeMonte, Rest in Peace*

**VIII** *Beatrice DeMonte, Explorer, Philosopher, Lover*

**IX** *Constance DeMonte, There'll Be Time Enough for Sleep in the Grave* If opened, Constance will let out a blood-curdling scream that alarms the tomb-robbers in **area 1b**.

**X** *Eva DeMonte, Please Do Not Disturb* A secret door to **area 17** can be found behind Eva's body.

**XI** *Catherine DeMonte, Survived by a King*

**XII** *Lothair DeMonte, He Loved His Pets* Inside are a mummified dog and two cats.

**XIII** *Achard DeMonte, Here Sleeps a Bitter Man* Opening this coffin triggers a poison dart to fire out of Achard's mouth (thac0 14, save vs Poison or die in 9 hours).

**XIV** *Reynald DeMonte, To a Second Life*

**XV** *Marie DeMonte, 'til the End*

**XVI** *Odo DeMonte, Lived as he Died*

**XVII** *Hugh DeMonte, Honour. Truth. Duty.*

**XVIII** *Helen DeMonte, With Love*

**XIX** *Jocelyn DeMonte, Gone and Forgotten*

**XX** *Louis DeMonte, In Memory, You Are Made Immortal* Louis wears a *Ring of Foraging*

**1** This large central chamber contains *2 tomb robbers* hiding in the area marked **b** looking out for any torchlight. If they do not see anyone whom they recognize in the torchlight, they will each light and throw an oil-flask at the stairs and make their way to **area 14** to warn the men there.

**2** This room contains rather tattered tapestries depicting Louis DeMonte's success in war. A secret door is behind one such tapestry on the western wall. If the door on the eastern wall is inspected, characters will notice that it is water-logged.

**3** If the door to this room is opened, a torrent of water will be unleashed, knocking everyone in its path prone and providing a *giant crawfish* with a surprise round against the party.

**4** A crunching sound can be heard from behind this door. Opening it reveals *2 ghouls* feasting on what was once a tomb robber who carried with him 800gp.

**5** This room is filled with pottery material - a wheel, clay, and various carving and painting tools, as well as several large pots containing some hundred knucklebones. The door to **area 6** is magically locked and completely bare of features but fashioning a doorknob out of clay and affixing it to the door will unlock it.

**6** The door to this room is locked (see above) and it contains an unlocked chest which holds a potion of healing, a key to the secret door in **area 15**, and a scroll with the spells invisibility and hold portal on it. Scrawled on the back of the scroll is a note reading "Right 13."

**7** Rooting through several empty burial urns are *2 tomb robbers*.

**8** A tomb robber lies dead here, his skin stretched tight over his bones as if having been drained of energy by some undead beast.

**9** A slurry of corpses having undergone putrefaction has gained sentience in this room and acts in all ways as an ochre jelly, though it can move 20' per round. Untainted by this evil, a silver sword is covered by the creature.

**10** A finely furnished if macabre living space contains a cob-webbed chaise-longue, a dusty bureau, and a grandfather-clock. The bureau contains 3 fine sheets of parchment suitable for scroll-crafting. Hidden within the chains of the grandfather-clock is a wand of magic missile with 26 charges.

**11** A skeleton plays a pipe organ here which can be heard from **area 10**. Three corpses, actually ghouls, are 'chained' to the wall and lulled into a state of tranquility. If the skeleton is made to stop playing, the ghouls will become incensed and break free of their chains to attack.

**12** *Polyearpe the Hexer* has just risen 3 skeletons. He will fight to the death knowing that his master, *Elias Ursolvania*, will raise his body again.

**13** The vault of Louis DeMonte contains several piles of silver ingots and a magic helm that functions as a ring of protection +1. There are 100 ingots, each worth 25gp.

**14** This camp contains *7 tomb robbers* and a sturdy oak table on which they play various drinking games. If warned by the men in **area 1b**, they will overturn the table and prepare to unleash a volley of crossbow bolts at anyone entering the room.

**15** A lone *tomb robber*, whose crossbow is loaded with a single poison bolt (save vs Poison or lose all spellcasting ability for 24 hours) is inspecting an iron maiden. The device contains a keyhole, which can be used to open the secret door with the key from **area 6**. Otherwise, the door can be activated by manipulating several of the spikes, though this causes one of them to launch out at the manipulator, dealing 1-6 damage.

**16** *Elias Ursolvania the Maleficus*, is performing a dark ritual alongside 4 zombies and 4 skeletons.

**17** An early blueprint of the DeMonte's crypt can be found on a drafting table which reveals the secret door south of **area 14** which leads to **area 13**.

**18** There are 3 extremely hungry and vicious ghouls in this chamber.

**19** An ornate coffin lies in the centre of the room, its lid removed. A normal man, Wimper Tupper, sleeps in this coffin and will rise up, hissing at any intruders. He hopes that this is enough to scare any intruders, but if attacked he will reveal that he is a disturbed individual who wishes to be a vampire and is of no threat to the party.

**20** Anyone inspecting the walls in this closet, as if for secret panels, will be teleported to **area 9**.

**21** Bales of hay are piled up to keep 6 bottles of wine safe. Each bottle is worth 100gp and 1 of them is trapped; for each bottle taken, there is a cumulative 1-in-6 chance that removing a bottle will trigger a bear trap which deals 1-6 damage, though a save vs Dragon Breath may be taken to avoid this damage.

## Part 4 Petain Crypt

Entering any area with fungus patches (3, 4, 7, the north hallway of 9, and 11) requires saves vs Petrification to avoid catching *Fung-Lung*.

**1** Upon entering this dungeon, everyone is beset with a smell of must, salt, and ammonia.

**2** This room is covered in a pale green fog and 4 giant rats will attack any who enter. The mist causes anything that dies in this room to rise once as a zombie.

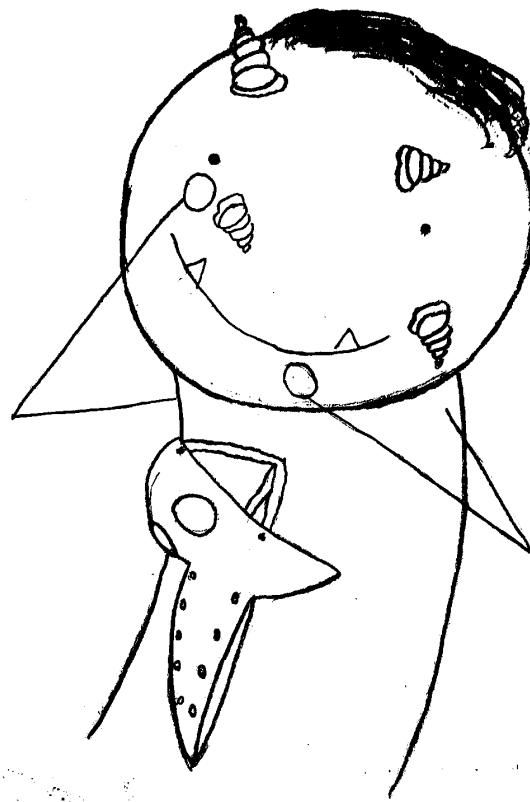
**3** A patch of mould on the north wall contains a skeleton whose bones have been strengthened by fungus. The skeleton has 20hp and will attack any intruders.

**4** The large fungus patch in this room contains several large lumps in it. One such lump is a body with a leather wallet containing a note "Down 7".

**5** This changing room contains five lockers each containing a set of heavy, dark robes and a mask resembling a bird's head. Dried bundles of lavender can also be found. If any of the masks are put on, wearers will soon discover that each mask is infested with 1-6 rot grubs who will begin to burrow into their new host.

**6** This room is empty though an acoustic anomaly causes entrants to the room to hear additional sets of footsteps behind them.

**7** The greens and browns of the dungeon-mould here are splashed with shades of yellow and purple. The entire patch is actually that of a yellow musk creeper with 6 flowers capable of releasing its hypnotizing spores. After the first release of spores, 3 yellow musk zombies will rise out of the mould and attack any un-affected intruders. The mould and yellow musk creeper continue to grow from the floor up the wall and if scraped away, will reveal a secret door to **area 10**.



**8** The end of this hall ends in a hidden 30' pit trap.

**9** The six niches along the southern wall each contain a mummy from each of whom 200gp of mummia can be harvested. From the south-eastern most niche, a tunnel has been made out of which has climbed 3 derro. Two of them wield hook-fauchards while one wields a shortsword (and has 4HD). They all wear studded leather gambesons. They are unable to return down the tunnel due to flooding and in combat, the one wielding a shortsword will always try to attack someone who has been tripped by the hook-fauchards.

**10** This vault contains a cloak of protection +1, a handaxe +1, a potion of diminution, and a 600gp block of an oily, resinous incense.

**11** To open the doors into this room, 2 successful rolls against stuck doors must be made **in a row** due to the extreme growth of mould. This large cistern is the source of the graveyard's flooding with a fungal sponge blocking the ground's natural ability to drain. The sponge can be burned away but this will create toxic fumes; anyone present will contract *Fung-Lung*. If the fire is started from outside the room, as if by means of a spell or a thrown oil-flask, the characters must roll a save vs Death Ray or contract *Fung-Lung*. Magic fire will burn the sponge without issue but mundane fire requires the area being doused in at least 10 flasks of oil for it to take. If burnt, the water in the cemetery will drain in 3-6 weeks.

## Appendix

Wandering Monsters will appear with the normal frequency, though the creatures appearing will change based on what area the party finds themselves in:

d6	Exterior	Petain
1	1 alligator	1-3 derro
2	1-6 vultures	1-6 zombies
3	1 giant leech	1 green slime
4	A body bumps the boat	1-4 drowned dead
5	1-4 <i>tomb-robbers</i>	1 giant rat
6	1-4 <i>cannibals</i>	check for <i>Fung-Lung</i>

d6	Montangard	DeMonte
1	1-3 drowned dead	1-6 giant centipedes
2	dreadful wailing	1-6 skeletons
3	2-8 skeletons	2-8 tomb robbers
4	1-6 zombies	1-4 zombies
5	1 ghoul	<i>Polyearpe</i>
6	1-6 giant centipdes	1 <i>giant crawfish</i>

### Monsters

**Catfish, Oversized** AC 4, HD 4+3\*, MV 30', 1 bite (2-12), 4 feelers (1-4 SvP to avoid), Save F2, MI8, AL N

**Crawfish, Giant** AC 4, HD 4+4, Mv 20'/7', 2 claws (2d6), Sv F2, MI 8, AL N

**Drowned Dead** AC 8, HD 2, Mv 40', 1 slam (1-6), Sv F1, MI 12, AL C

Attacks against the drowned dead with slashing or piercing weapons will cause them to explode for 2-8 damage, as shards of bone-shrapnel cover the area.

**Eye of Fright and Fire** AC 4, HD 6, Mv 30', 1 Fireball Eye (6-36), or 1 Fright Eye (Shaken 1 round), Sv F6, ML 12, AL C

The Eye of Fright and Fire will run away if a battle goes poorly. This is accomplished by a transformation to an ethereal form, a process which takes 2 rounds. On first round of escape, a magic weapon is required to hit him, on the second round, he is fully gone. His gem-eyes are worth 1,000gp each.

**Man, Cannibal** AC 4, HD 3+6, 1 bite (1-6), or 1 club (1-6), Mv 60', Sv F4, MI 5, AL C

**(wo)Man, Cannibal Priestess** AC 4, HD 3+6, 2 claws (1-6), Mv 60', Sv F4, MI 7, AL C

The cannibal priestess can cast a Suggestion spell which affects 3-12 targets twice per day and Charm Person once per day.

**Man, Elias Ursolvania the Maleficus** HD 6 (33hp) AC 9, 1 wand of fear, Sv M6, ML 9, AL C

Gear: Wand of Fear (16 charges), Ring of Feather Fall, Dagger, Rations (3), Lantern, Oil (4), Onyx (3, worth 250gp each), Spellbook (containing below spells)

Spells: Hold Portal, Magic Missile, Sleep, Ventriloquism, Continual Darkness, Invisibility, Hold Person, Animate Dead

**Man, Polyearpe the Hexer** HD 3 (19hp), AC 10, 1 silver dagger, Sv M3, MI 12, AL C

Gear: Silver Dagger, Aromatic Herbs (worth 75gp), scroll of Charm Person, Potion of Healing  
Equip/Spells Detect Magic, Magic Missile, Continual Darkness

**Man, Tomb Robber** AC 7, HD 1, Mv 40', 1 blade (1-6), Sv F1, MI 8, AL C

**Noose Tree** AC 5, HD 6, Mv 0', 4 limbs (grab), 1 bite (3-18), Save F3, MI 12, AL N

**Vulture** AC 8, HD 1/2 (1-2hp), MV 110', 1 peck (1-6), Sv F1, MI 5, AL N

### New Content

**Fung-Lung** This disease results in permanent spore growths in the afflicted lungs which bloom every 4 months, requiring 2 weeks of bed rest and a further 2 weeks of light-work. Failure to abide by these rest restrictions will result in the character dying in the night and raising as a yellow musk zombie. The disease is characterized by a harmonic cough.

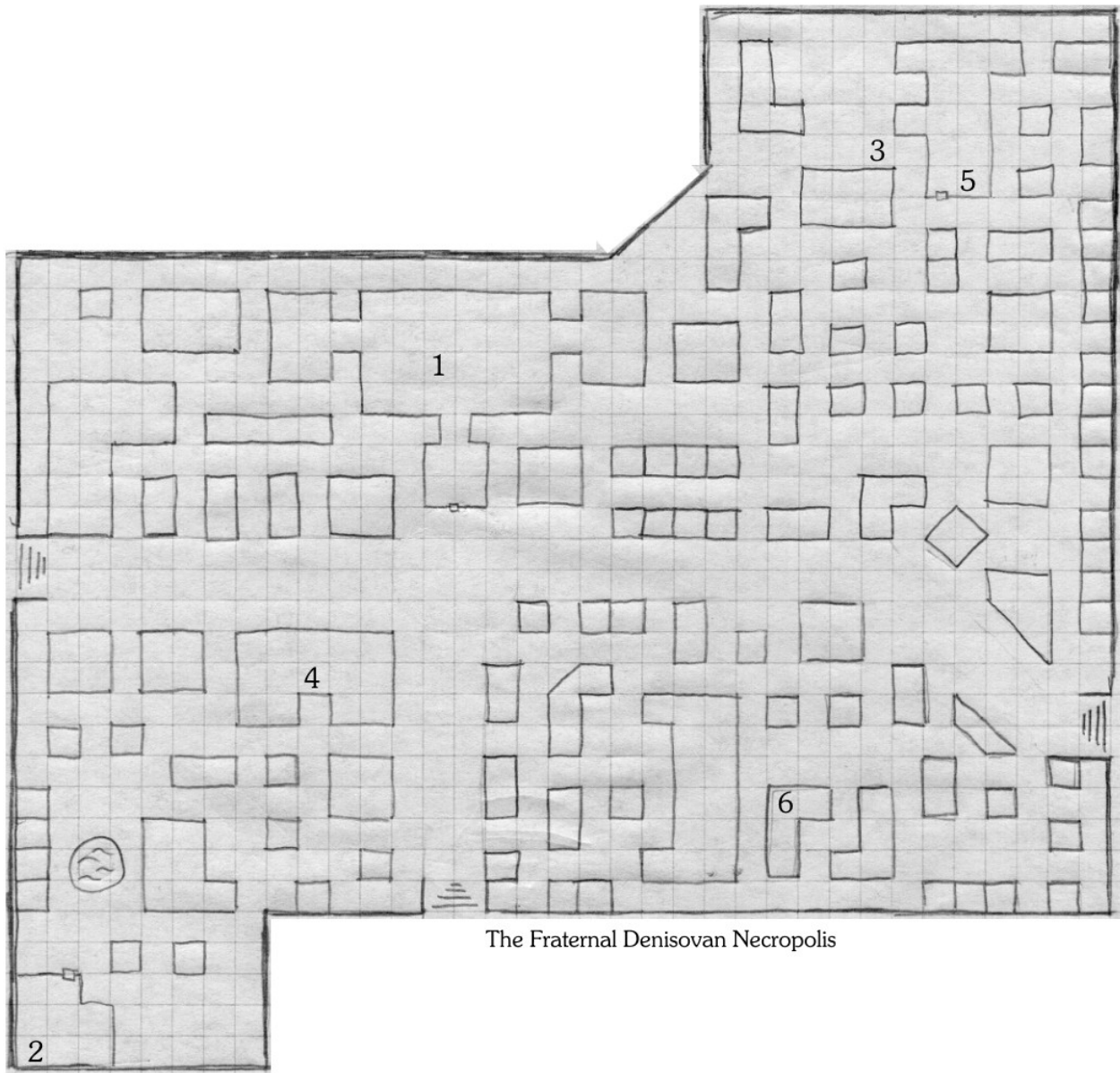
**Chain of Adorants** This necklace of prayer-beads has 44 beads of amber. While wearing it, the wielder gains the ability to turn undead as a cleric of their own HD+1 and can cast shield once per day.

**Curse of Aging** A character so cursed will age at double the normal rate. This can only be removed by a wish spell or by casting remove curse while under the effects of a time stop. The increased rate of aging also applies to effects which age the character unnaturally such as haste.

**Corpse Wine** The product of a corpse being liquefied and bottled. It has a slightly sour taste. If consumed, there is a 10% chance that the character imbibing gains the ability to cast divine spells as a cleric of equal HD to themselves. Even if the character does not receive divine magic, their god becomes the Cadaver in the Cauldron, a mysterious zombie-soup.

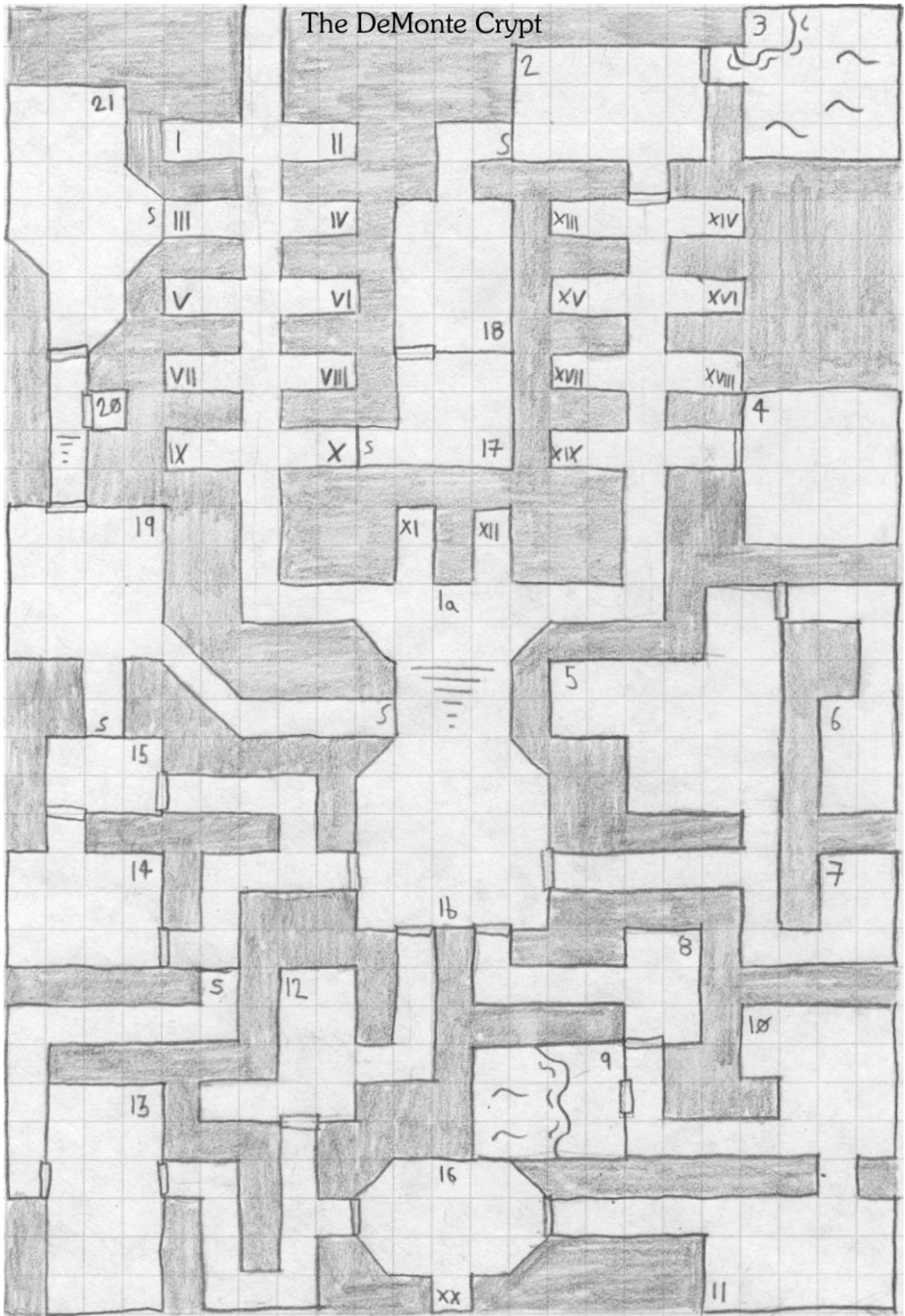
**Ring of Foraging** This golden ring that resembles entwined twigs. Its wearer can always find enough food to sustain themselves when foraging in the wilderness.



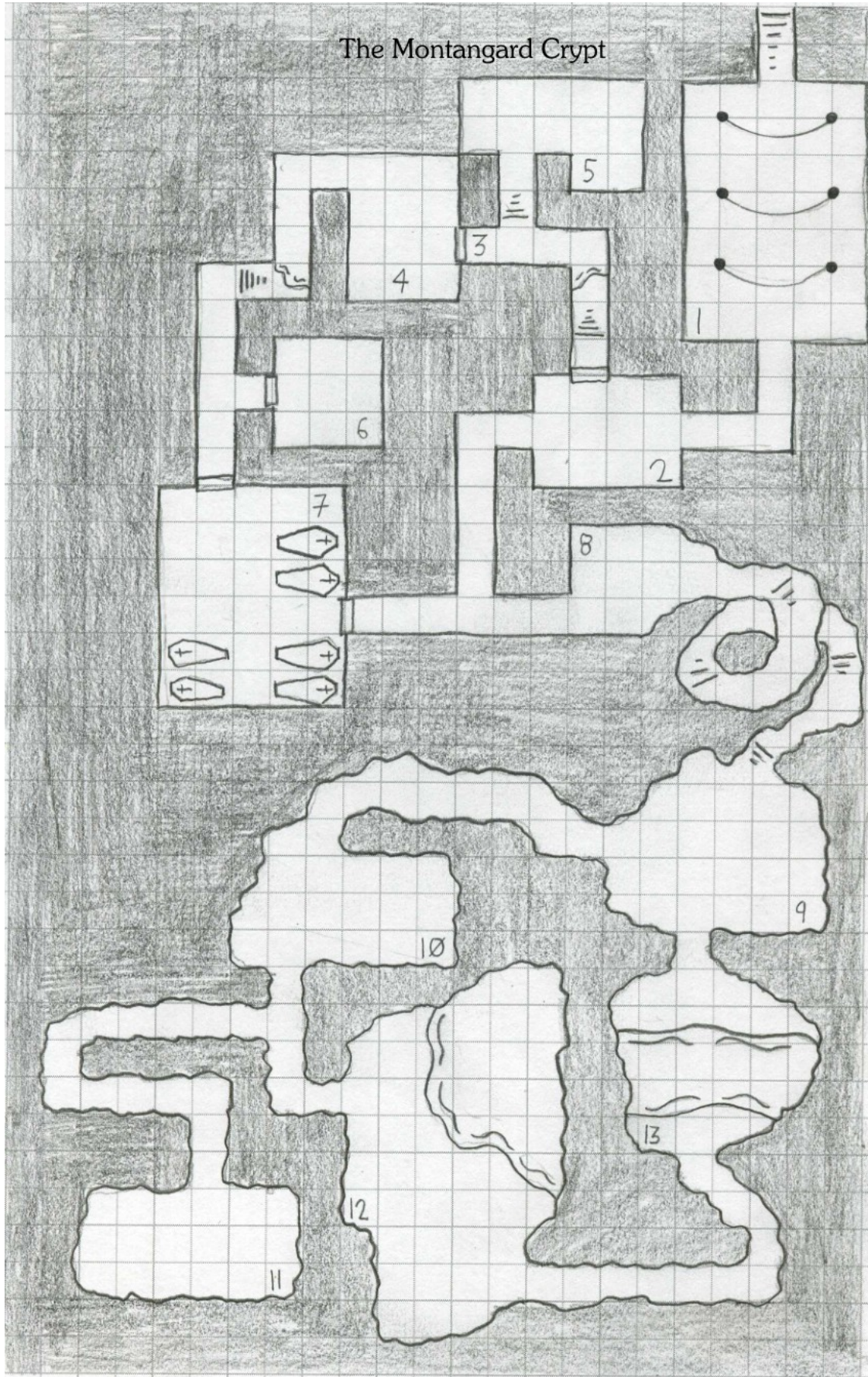


The Fraternal Denisovan Necropolis

# The DeMonte Crypt



# The Montangard Crypt



# The Petain Crypt

