

This Module is For Adventure Managers Only



OVER FIVE HUNDRED YEARS AGO, THE KINGDOM OF GILDAN DEFEATED AN ARMY OF VAMPIRES. NOW THE REMAINING VAMPIRES LIVE PEACEFULLY IN A CITY CALLED JUN ANCEL. THE CITY IS LOCATED WITHIN THE KINGDOM OF GILDAN, AND IS MAGICALLY COVERED BY A SHROUD OF FOG THAT BLOCKS THE DEADLY RAYS OF THE SUN. THE CITY IS OFTEN REFERRED TO AS THE DEAD CITY, AND IT IS LOCATED NEAR THE ELF COUNTRY OF RHOSHO. JUN ANCEL IS THE ONLY CITY THAT A LARGE POPULATION OF VAMPIRES LIVE IN. FOR FIVE HUNDRED YEARS VAMPIRES AND HUMANS HAVE LIVED PEACEFULLY TOGETHER, BUT EVERY CITY HAS ITS SECRETS.

Secrets of Dead City is A Gildan Adventure requiring 3-6 players and an Adventure Manager. This module is not recommended for players under the age of eighteen.

This module possibly contains violence, nudity, death, murder, sex and maybe even a Land Shark.

Secrets of Dead City

A Gildan Adventure

By

Michael Judd

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This Module is a one-time free sample module. If you wish to play the module and are not an Adventure Manager, please do not continue reading this.

Welcome Adventure Manager, this module contains elements of the city of Jun Ancel and a mausoleum that the adventurers must complete. There are some puzzles and some monsters within this module for the adventurers to overcome. There is also room for you to input your monsters or spin on the story. All directions and information given to you will be in this standard type, and *any information to be given to the Leader and/or the adventurers by you will be in italics.*

Your responsibilities as the Adventure Manager are to manage the game and make it move forward. This module is designed to be played in five hours or less, however, it is up to you and the Leader to manage the pace of the game. You must have a basic understanding of the rules which is available for free from silverpaladin.com, and since this is a Beta version, any input on gameplay would be appreciated. If there are rules that you do not understand, or do not play correctly, work your way through it and keep notes. The purpose of this module and the Beta version of the rules is to work out the kinks. Within the module are directions for each of the sections within the game. There are detailed instructions on how to play each section, however, you are free to change things up if you choose.

This module contains maps and information about a two-level mausoleum and dungeon. I have included the maps as a whole and in sections. There are maps that you must print for yourself, and I recommend that you print them in low resolution. It is your choice if you want to print the maps for the adventurers (which uses a lot of ink) or just give them verbal descriptions of each section. Unfortunately, this is a beta module and I don't have the money to mass-produce it with pre-printed maps. The maps for the adventurers will be located at the back of this module in case you choose to print them out. My best advice is if you do not or cannot print them in color, print them in black and white, or share them on your phone.

The Game

The game begins in Jun Ancel, skipping the adventurers' travel time to the city for the sake of a quicker game. The plot centers on Wilkens Eady, a vampire and a wealthy cloth merchant known as a Draper. He's over five centuries old, having fought in the vampire wars, and now enjoys peace with humans. Wilkens owns a mausoleum where his family members' remains are kept in magically sealed caskets. Recently, he received an offer of 75,000 Gildan gold pieces from an unknown buyer to purchase the mausoleum and relocate his family's remains to a location of his choice. The offer included a gift of 1,000 gold as proof of the buyer's interest. Wilkens, willing to pay the leader 100 gold to investigate the sudden value of the mausoleum, will pay 50 gold up front and 50 gold after the leader returns with information. The quest begins as soon as the leader explains it to the other adventurers, who will have five hours to buy supplies, travel to the mausoleum, complete the task, and return to the Wandering Bullfrog Tavern to meet with Wilkens. The starting time will be noted once the leader begins explaining the quest, and the five hours will begin from that point. The tavern introduction will not count towards the time limit.

Read the following to the Leader: *Greetings, I am Wilkens Eady and I appreciate your response to my message. I am facing an unusual predicament and I require your assistance. A stranger has approached me with an offer to purchase my family mausoleum, which I find perplexing as I do not see any significant value in it. They have promised to relocate my family's remains to a place of my choosing upon completion of the transaction.*

I am seeking your services to investigate my family's tomb and determine its true value. I have already been to the Gildan city officials and the judges have assessed the value of my tomb to be approximately what I believe it to be. However, I fear that a physical inspection of the tomb is necessary to determine its full value.

I had previously hired six adventurers like you to do the same, but I have not heard back from them in four days and I fear that something may have happened to them. Hence, I am appointing you and your companions to investigate the matter. I am willing to compensate you with 100 Gildan gold for your services, 50 gold upfront, and the remaining 50 upon completion of the task.

You can meet your companions at the Wandering Bullfrog tavern, and I will provide you with a key to the mausoleum. I recommend that you use some of the gold to purchase supplies and weapons from the Silver Blade weapons stock, a fair merchant. You are also free to share as much or as little of this information with your companions as you see fit.

You have a time constraint of five hours to complete the task and provide me with the information. I must meet with the stranger within six hours to make a decision. Therefore, I urge you to make haste and spend no more than an hour buying supplies. I will meet you at the Wandering Bullfrog Tavern in five hours to collect the information you have gathered.



Choose to answer any questions the leader might have. You are under no obligation to tell the Leader more than what you read. Once “The Leader” is sitting with the other players and BEFORE the Leader speaks to the other players, describe the tavern.

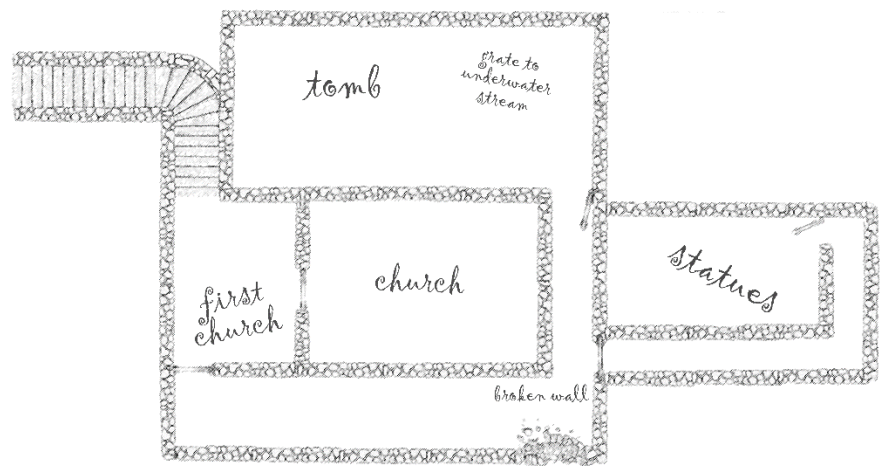
Narration: *You’re in the city of Jun Ancel, a city that most humans fear to enter. The sky is shrouded by a constant mist that blocks out the light from the sun, but thins to allow a sliver of*

moonlight to shine through. You've made your way to the Wandering Bullfrog tavern. It's a two-story standalone building that looks very similar to every other building in the city. The inside of the tavern is well-lit from a dozen lanterns, and there are half a dozen patrons. It is difficult to tell if the patrons are vampires or humans. As you get settled into your seats, two soldiers enter the tavern. They are not soldiers from Gildan, instead, they are soldiers from Caroundael. They are armed with swords and dressed in armor. They sit at a table near you, though they say nothing to you.

The Leader explains the quest to the other players. Once the Leader finishes explaining the quest start the time. They have five hours to complete the quest.

Once the Leader is done explaining the quest a vampire named Elden walks up to the players and speaks to them. Tall, skinny, and creepy. More goth than normal.

ELDEN: *Pardon, couldn't help overhearing your hunt. I think I might have something you might want to be wanting. A couple of hundred years ago, before I turned, I helped construct the building you be talkin' bout. We built some secrets under the main room, don't know what for, but I wrote it down, I gotta map.*



Elden is willing to sell the map for at least 5 gold. You haggle with the Leader as Elden. If Elden is asked how to get into the sub-chamber his reply is: *I overheard once while getting stones from the quarry that the six words need be spoken in order and twice for the entrance. I remembers that the second spoken word was Lord. Don't know the rest of the words and what order. Don't know nothin.*

Say this to them as many times as they need until they are done questioning Elden. Then never say it to the players again. It is their responsibility to remember the words.

Give the players the printed map if they choose to pay the gold.

If there are any elves or Aladaskins in the party, the two Caroundael soldiers start to verbally harass them. The Adventure Manager plays the role of the soldiers. The Leader must decide how to respond to the soldiers. The soldiers are racist. They don't like any of the races other than humans, and they don't think much of humans who befriend the other races. The soldiers are there on their own business. If the party fights the soldiers the

Adventure manager must roll for the soldiers. Remember, the party is unarmed, they have not gone to the armory yet. The patrons in the tavern are vampires. If the soldiers fight the vampires will side with the Leader.

Read this after the soldiers have been dealt with.

Narration: *You make your way to the Silver Blade Stock to buy supplies, weapons, and armor.*

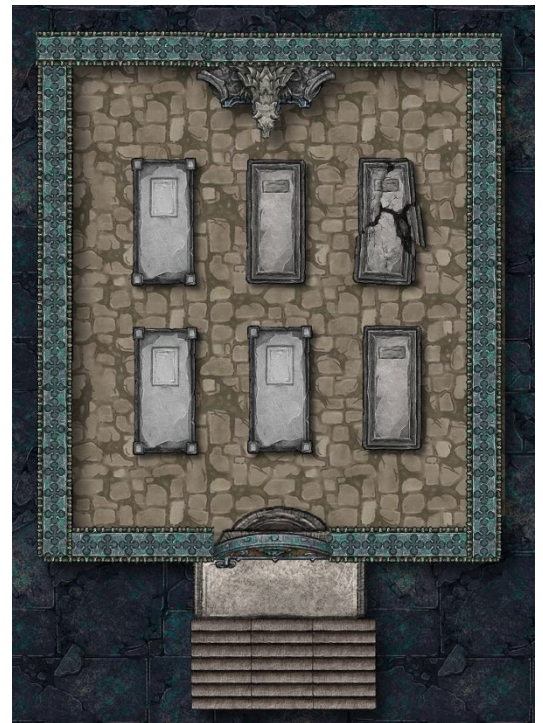
The Leader must decide how much to give the other players to purchase items. They take as long as the Leader allows them.

Once the party has equipped themselves it's time to go to the Mausoleum. The cemetery that the Mausoleum is in is a short walk from the Silver Blade Stock down a dark, dirt road. There are no lights, so a lantern or a torch would be a good idea. You can add a monster here if you wish. Get creative and explain the walk, then describe the exterior of the Mausoleum to the players. The Leader has the key to the Mausoleum, so the door should open easily. There are no lights inside the room, so they will need a torch or a lantern.



Once inside the mausoleum, the door quickly shuts behind them and is magically sealed shut. A dissolve spell will eliminate the magic shutting the door.

Narration: *As you step into the Mausoleum, the musty and moldy smell fills your nose. Inside, you spot six crypts, but three of them seem to be older and have a different design. One of the older crypts appears to be broken. The far wall of the room is adorned with a statue of an eagle in flight. The room has no windows, and there is no other exit. It looks like the room has been sealed for hundreds of years and has remained untouched during this time. The crypts are almost free of dust and spider webs, but there are some small piles of excrement on the floor, with no apparent signs of the creature that left them.*



If they search the broken crypt two Umbra Spines are hiding in the crypt. They attack when discovered. After the pending battle, if the players have any clue they will reason that there is no way the Umbra Spines could have gotten into the mausoleum without being put there. (The stranger that wants to buy the mausoleum puts them there to stop anybody from finding the secret of the mausoleum)



If the players examine the crypts tell them that there are the engraved names of the people within the crypts, which all appear to have been set when each crypt was made. The writing is consistent in appearance and the style of engraving. There are also other engraved writings on each crypt that appear to have been etched after the crypts were installed. These writings are a little more sloppily engraved and almost appear to be vandalism. The following are the names and phrases engraved on each crypt.

Crypt 1: My Beloved Tamatha Eady

O thine master, thine bringer of light, arise awaken set thine soul free.

Crypt 2: Jans Eady Cherished Son

*Thine **Lord** of all Lords rise rid thine people of the evil that haunts thine world*

Crypt 3: Cherished Brother Wilf Eady

*Master ascend **awaken** from dark slumber set thine soul free*

Crypt 4: Kata Eady Loving Daughter

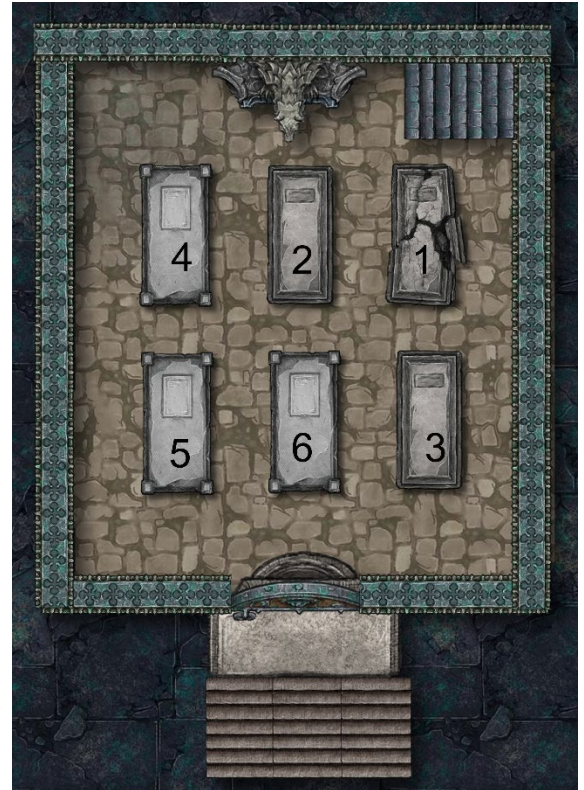
*Lord of war **arise** destroy thine enemies*

Crypt 5: Ome Eady

*Master heal thine heart **heal** thine soul*

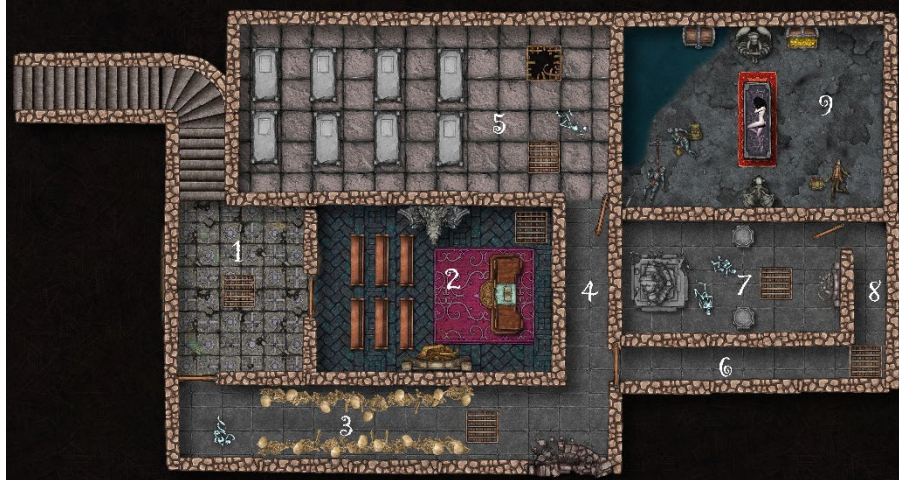
Crypt 6: Brin Eady Cherished Grandson

*Lord Master arise from slumber and **destroy** thine enemies*



Adventure manager eyes only

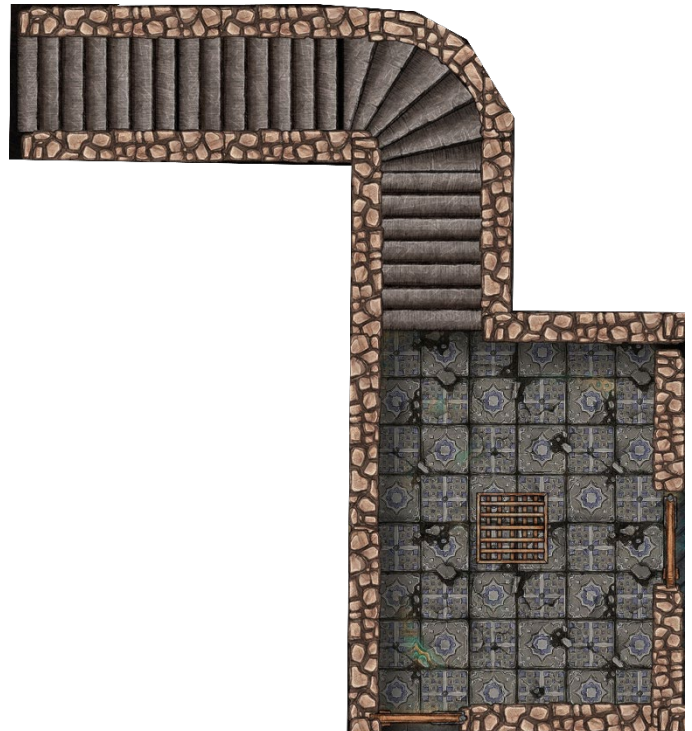
The puzzle that must be solved for the players to move forward is they must say the phrase ***O lord awaken arise heal destroy***. To solve the puzzle they must take the first word from Crypt One, the second word from Crypt Two, the third word from Crypt Three, the fourth word from Crypt Four, the fifth word from Crypt Five, and the sixth word from Crypt Six. Elden already told them that the second word is Lord. The words only count for the sloppily engraved phrases and not from the names of the dead. If the correct phrase is spoken there is the sound of gears churning, the floor rumbles and stairs leading down appear in the top right corner.

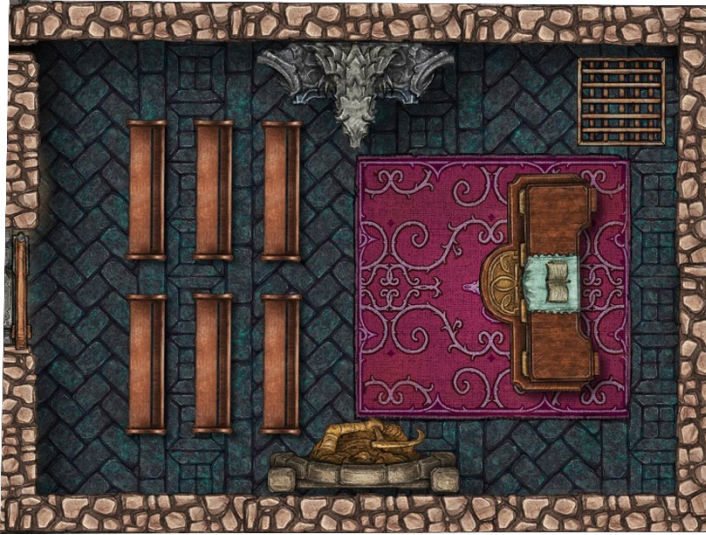


This map is for the Adventure Manager only

Room 1: If the players follow the stairs down they will enter a room that appears quite old. The room is pitch dark, so a torch or lantern must be used. The floor appears chipped worn, and empty. The ceiling has a large air vent approximately five-foot square, with a large opening the size of the grate. The hole tapers to approximately one foot in diameter. The room smells musty and damp, and fresh air flows from the ceiling. There are two doors in the room. Both doors are made of sturdy wood and do not appear to be damaged or rickety. (30x40 feet long)

* A fairy can fly through the vent. Instead of the hole going straight up the hole bends into a horizontal vent that goes for approximately half a mile and it ends at a metal gate that has holes in it that are too small for a fairy to slip through.





Room 2: (Left) As you enter the room, you notice that it appears to be a place of worship. There are six simple wooden pews, neatly arranged for worshippers to sit and pray during ceremonies. The floor is made of blue-colored stone and seems well-maintained. However, the room looks newer than the one at the bottom of the stairs. You can see an air vent similar to the one in the previous room in the far corner.

At the opposite end of the room, you see a beautifully carved lectern. The carvings on it depict patterns and flowers, giving it an impressive look. On top of the lectern, there's a silk cloth with a large book written in

an unrecognizable language. Two statues are mounted against the walls facing each other. One statue is of a flying eagle, similar to the one in the mausoleum, and is solidly mounted to the wall. The other statue is of a golden knight holding a scythe and staring ahead.

If you try to move the golden statue, you can only move it a foot to the left or right. After moving it, roll a 1D6. The Adventure Manager should also roll a 1D6 without disclosing that you both need to roll a 2. For the mechanism to engage, both dice must roll a 2. You can roll again only after moving the statue again. When both you and the Adventure Manager roll a 2 at the same time, the eyes of the statues lock, and there's a rumbling sound. This triggers an event that ends in three game hours. Make sure to mark the time when this happens.



Room 3: (Left) As you walk down this long hallway, measuring 15 by 70 feet, you'll notice a human skeleton lying on the floor. It appears to have

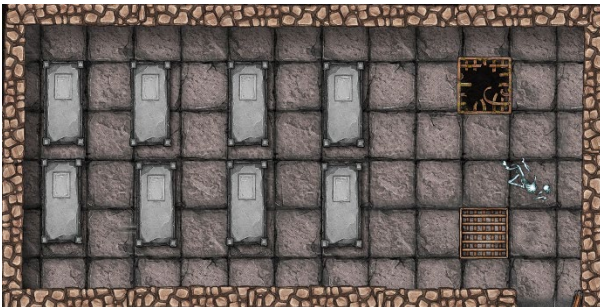
been there for a very long time, and there are no clothes, armor, or artifacts present, only the skeleton. The hallway is lined with sixteen human skeletons, eight on each side, facing each other. These skeletons seem to be held up by magic, and they remain unaffected by weapons or touch. They only come to life when someone activates the portal that leads into room nine. It's important to note that a dissolve spell will not work on the skeletons, as they have been placed there as a warning to prevent anyone from going any further. At the other end of the hallway, you'll notice an air vent on the ceiling and a portion of the wall that has collapsed. Upon closer inspection, it appears that something powerful broke through the wall and into the hallway. There is a tunnel at the broken wall, but it seems to have collapsed over time.

It's worth noting that the white skeletons throughout the dungeon are magical artifacts, and casting a dissolve spell on them will stop their magic. However, it's highly unlikely that any of the players would waste a dissolve

spell on them unless they've read this module before playing the game. If a dissolve spell is used on the skeleton next to the rows of skeletons, the rows will collapse and fall to the floor.

Room 4: (Right) This long hallway has two doors in it. The first one is locked. The door is made up of sturdy wood with metal hinges. (An axe can break through it, takes 5 game minutes, or a magic spell can break it.) At the far end of the hallway is another skeleton without clothing, armor, or artifacts. The door at the far end is open.

Room 5: (Below) This room (25x60) has 8 crypts in it, all of which are larger by two feet in length and one foot in width than normal crypts. The ceiling is approximately ten feet in height. (The crypts are sealed with magic unavailable to the players and cannot be damaged or opened. Not even with hammers or axes) On one of the crypts the words ***Enemies shall rejoice in the forgiveness of told lies, truth is not hidden in the depths of truth's eyes.*** Are finely engraved



into one of the crypts. This room is different, it has one vent on the ceiling and another on the floor. The vent on the ceiling is normal, however, the vent on the floor has been breached by something powerful. The iron is pushed down, so something breaks out of the room. From within the grate on the floor, trickling water can be heard. There is also

another skeleton with no clothes, armor, or artifacts. **The Skeleton on the floor is a magic artifact that seals the crypts shut. If a dissolve spell is cast, the crypts will no longer be sealed. There are large human-like skeletons within the crypts, each approximately ten feet tall.** If the players go down into the hole. The hole goes fifteen feet deep and there is a small flow of water in a five-foot diameter stone drain. It appears that the walls have collapsed on both ends, leaving no escape. If they do not have a rope, they cannot get out of the hole.



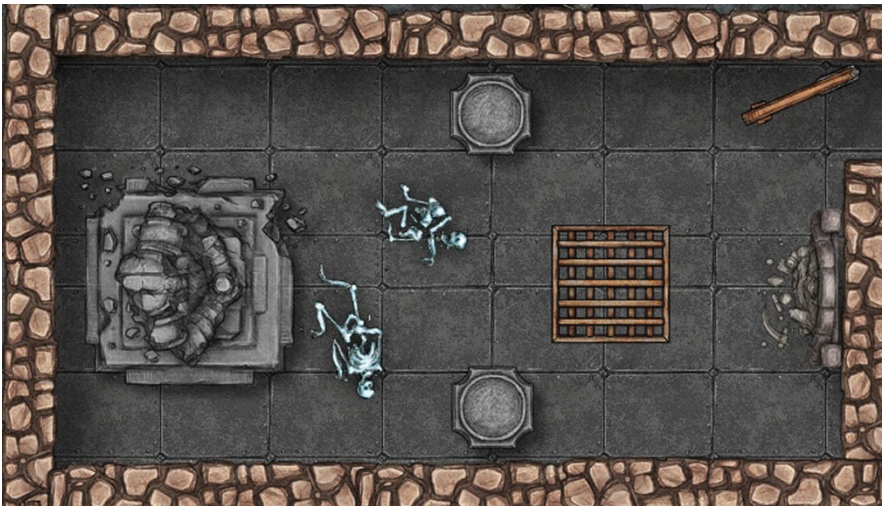
Somewhere within the dungeon is a **Grey Worm**. You can choose where it comes from and attacks. It is the creature that broke through the wall.

Room 6: (Right) This hallway has an air vent at the other end of the hallway, otherwise there is nothing remarkable about this hallway. The ceiling is approximately ten feet in height.



Room 8: This short hallway has a typical air vent on the ceiling, and nothing more. The ceiling is eight feet high.

Room 7: (Below) This room is (35x23) and has two pillars that go from floor to ceiling. The ceiling is approximately fifteen feet in height. There is nothing remarkable about the pillars. They are made of marble but have no engravings or ornate designs. There are two human skeletons on the floor without armor, weapons, or artifacts. In the ceiling is another air vent with a one-foot diameter hole for the air to flow through. Near the door a statue is attached to the wall, it was once a knight holding a sword, however, someone has damaged most of it. Most of the face of the statue is broken off, and most of its body. Only ONE eye remains on the face and a partial ear. Interestingly enough, if anybody looks at the eye on the statue is gazing slightly upward toward the face of the statue across the room. On the other side of the room is another statue, though this one is much larger. It is a knight holding a sword. This statue is looking down at the smaller broken statue against the wall. If the players try and move the large statue, it will not move. If



the players try to move it, the smaller statue will move as much as a foot to the left, or to the right. If the players move the broken statue, the Adventure Manager must tell the Leader that one player must roll a 1D6. At the same time, the Adventure Manager also rolls a 1D6. Both dice must roll a 1 for the mechanism, to engage. **The idea is that the one single eye left on the broken statue connects with the eye on the large statue. If they**

connect the statue must be moved again for the one eye to connect with the other eye on the large statue. Then the player and Adventure Manager must roll the dice and they must both roll a 1 for the entire mechanism to work. (DO NOT TELL THE PLAYERS THAT YOU BOTH MUST ROLL A 1) The players can only roll a dice after they move the statue. They can roll again if they move the statue again. When both a player and the Adventure Manager roll a 1 at the same time, the eye of the statues lock and there's a rumbling sound. Suddenly there's a bright bluish light and a magical portal opens up and allows entrance into room 9 on the map. The portal is approximately eight feet tall and five feet wide. The portal stays open for three-game hours and closes.



Room 9: The only way into this room is from the portal created in room seven. Anyone in room 7 can see into room 9, however, any players that enter room 9 through the portal, can no longer see the portal. However if the portal was activated from room 2, that portal leads to room five. If the portal was NOT activated from room 2, there is no way out of this room.

Once this portal into the room was activated, the 16 skeletons in the hallway came alive and ran toward room 5, the room with all of the crypts. They will arrive in 3 game minutes from the moment the portal is open.



Inside this room (60x40) are three dead bodies. They appear to have just died but from causes unknown. Two of the bodies are human males and are wearing armor. The third body is a male elf, and he is dressed in adventurer clothes. There are two packs near the bodies.

Laying on a large table in the center of the room is a naked woman, and she appears to be sleeping. The woman cannot be wakened, she cannot be moved, and weapons have no effect on her.

There are no windows doors or vents to the room. In the corner is a large pool of water, as if the room was partially flooded. The water came from the Grey Worm tunneling underneath the room. At one point the tunnel between rooms 5 and 9 was intact, and now the tunnel has collapsed, leaving the room partially flooded.

If the portal leading into room 5 is open, (opened from room 2) the 16 skeletons can be seen entering the room and waiting for someone to go through the portal. It appears that the only way out is to fight their way out. The players may cast spells through the portal, so the Adventure manager must determine the effectiveness. The skeletons cannot see the portal from room 5, the portal only goes one way.

Against the wall are two chests full of gold. They each have 1000gp in them and the stamps on the gold do not look familiar. The edges of the gold pieces are not even, and in some places, they appear worn. The gold pieces look like they're old. They each weigh .10 load (10 =1 Load)

Facing each other, against the walls are two statues. One of the statues is an angel sitting, and the other appears to be a fallen angel sitting. They are staring at each other. The statues do not move.

The only way out is through the portal that was opened from room 5, assuming the portal was opened. If the portal is not opened and all of the players are in the room, then the game is over. All of the players in the room suffocate within 5 game hours.

If any player(s) did not enter through the portal to room 9 and waited in room 7 they can see the other players through the portal. The players in room 7 can see the players in room 9 and even speak to them, however, the players in room 9 cannot see the portal, and although they can hear the players in room 7, they cannot speak back to them. Hopefully, the players left in room 7 will figure out that they must open the portal from room 2.

The players must fight their way through the skeletons and make their way out of the Mausoleum. Once they make their way out of the Mausoleum, they must end up back at the Wandering Bullfrog tavern. It is up to you if you want to let them go straight there, or have monsters or villains attack them along the way. If the players have finished within 5 hours of game play Wilkens Eady will be there waiting. If the game goes over five hours, Wilkens Eady will be gone. It is up to the Leader to decide what to tell Wilkins. Once Wilkens has been informed, it is up to the Leader to decide how any treasure is to be split between the players. Once that is done, the game is over.

As the Adventure Manager, you can modify, adjust, add, or subtract from this module as you see fit. This is a Beta testing module, so feedback on the silverpaladin.com site would be much appreciated. If you wish to create your adventures, have at it. Use this module as a guide on how to create an adventure.

Thank you for playing this. Hopefully, the full version of the game will be out soon.

For the suits of armor from the dead adventurers in room 9, choose any two from the rules book.

In the two backpacks that are found, fill them up with whatever you choose.

The Skeletons that are mounted in the hallway do not become animated until the portal is activated from room seven. When the skeletons attack, they attack with speed, almost like a berserker. Their weapon is that they attack any open flesh on a body by biting into it, and ripping as much flesh off as possible. They are easy to kill individually, however when they attack they swarm one or two victims which make them difficult to kill as a swarm. A dissolve spell will now work on them, however other magi spells can.

Speed: Fast

Life Base: 3

Power: 5

Stabbing Attack: 0

Slashing Attack: 5-30

Stabbing Defense: 40

Slashing Defense: 0

 Magic Attack: 10

 Magic Defense: 5

Rare

Roll 1D6

- 1 - 5 Life Points of damage
- 2 - 10 Life Points of damage
- 3 -15 Life Points of damage
- 4 -20 Life Points of damage
- 5 -25 Life points of damage
- 6 -30 Life points of damage.

To battle with a skeleton first determine how many are attacking a target. Up to 6 can attack a single target. Roll the 1D6 against the opponent to see who wins the attack. If you win, roll the dice a second time. That number represents how many hit. If you have 6 skeletons attacking a target, and you roll a 4, then four hit. Roll the dice for each of the skeletons to see how much damage they do.

If 5 attack, roll 1d6 1-2 one hits, 3 two hit, 4 three hit, 5-6 four hit

If 4 attack Roll 1D6 1-2 one hits, 3-4 two hit, 5-6 three hit

If 3 attack Roll 1D6 1-2 one hits, 3-4 two hit, 5-6 three hit

If 2 attack Roll 1D6 1-4 one hits, 5-6 two hits



GREY WORM 6 FOOT



A Grey Worm is a creature that lives in dark places such as dungeons or caves. They attack with their large pinchers, grabbing their prey, then stabbing them with a spike that comes out of their mouth and drains their victim's blood. The spike can penetrate any metal with a stabbing defense on 30 or less. The worm will not release the victim until it worm is dead or the victim is.

Speed: Human speed
Life Base: 20
Power: 20
Stabbing Attack: 10
Slashing Attack: 20
Stabbing Defense: 30
Slashing Defense: 30
Magic Attack: 0
Magic Defense: 0
Rare
Mortal

UMBRA SPINE 6 FOOT



An Umbra Spine is a creature created during the first war. This fast moving creature attack with feet that are spiked and a bite that infects the victim with parasites that enter the blood stream. A victim bitten will die in two game hours unless cured. Umbra Spines are generally solitary and can live in forests or mountains. They do not like cold. So they stay in warmer climates.

Speed: Human speed
Life Base: 10
Power: 10
Stabbing Attack: 20
Slashing Attack: 0
Stabbing Defense: 5
Slashing Defense: 5
Magic Attack: 0
Magic Defense: 0
Uncommon
Mortal

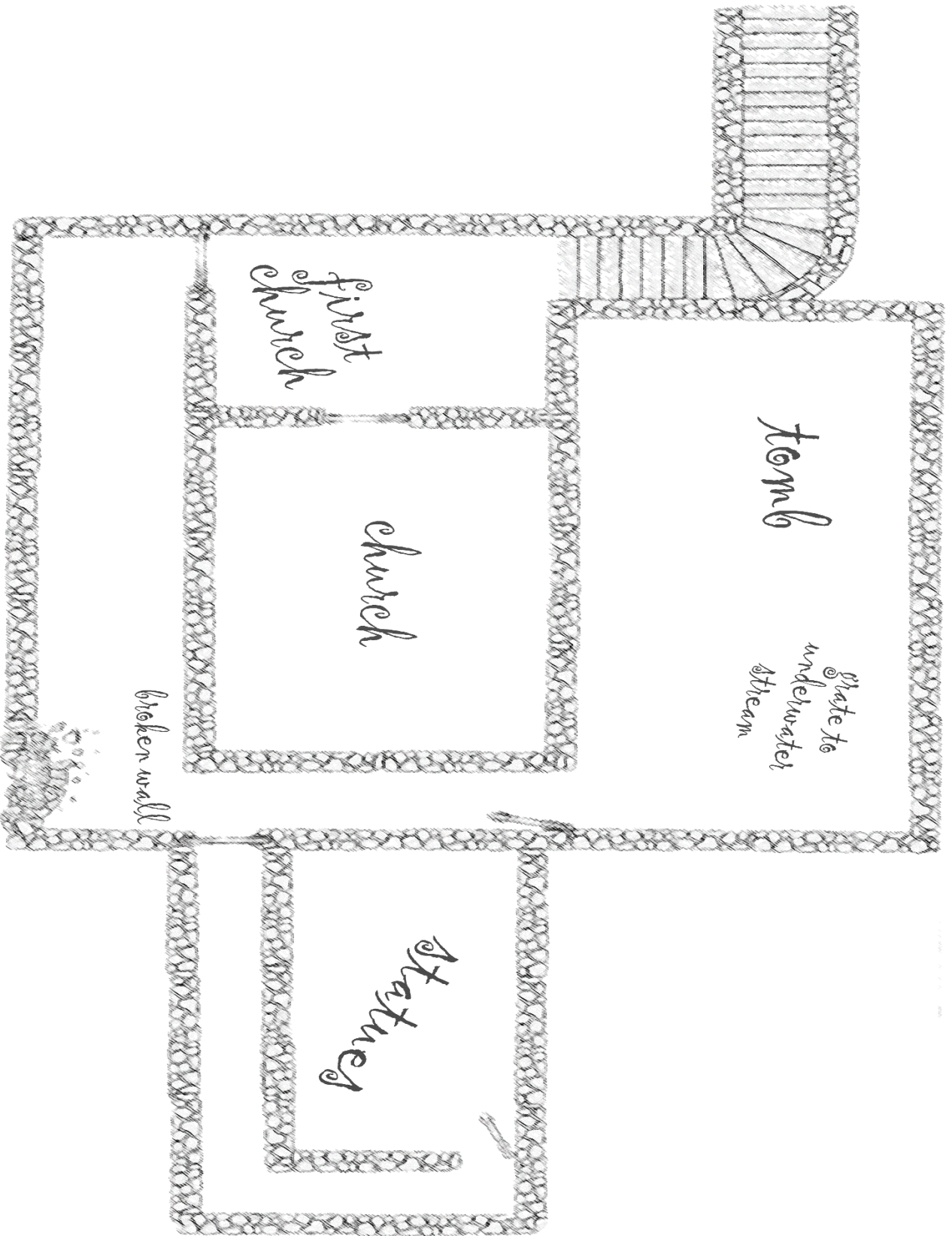
Roll 1D6
1-3 hits with spiked foot
4-5 Hits with 2 spiked feet
6 Bites. Roll 1d6 again. If a 5-6 is rolled it bites exposed skin.

CAROUNDAEL SOLDIER 6 FOOT



Caroundael soldiers sometimes go into Gildan to create havoc. There is an unstable peace between Gildan and Caroundael, and elements of Caroundael wish to start a war with Gildan. Caroundael is a kingdom with a tight grip on the citizens. Caroundael outlaws homosexuals, and they treat women as second class citizens. The Caroundael men consider themselves a superior human race. They do not tolerate Aladaskins, Elves or Creel. Caroundael soldiers are humans and played as humans.

Speed: Human speed
Life Base: 15
Power: 10
Cards: 5
Magic Defense: 0
Common
Mortal





Wandering Ruffian Tavern





