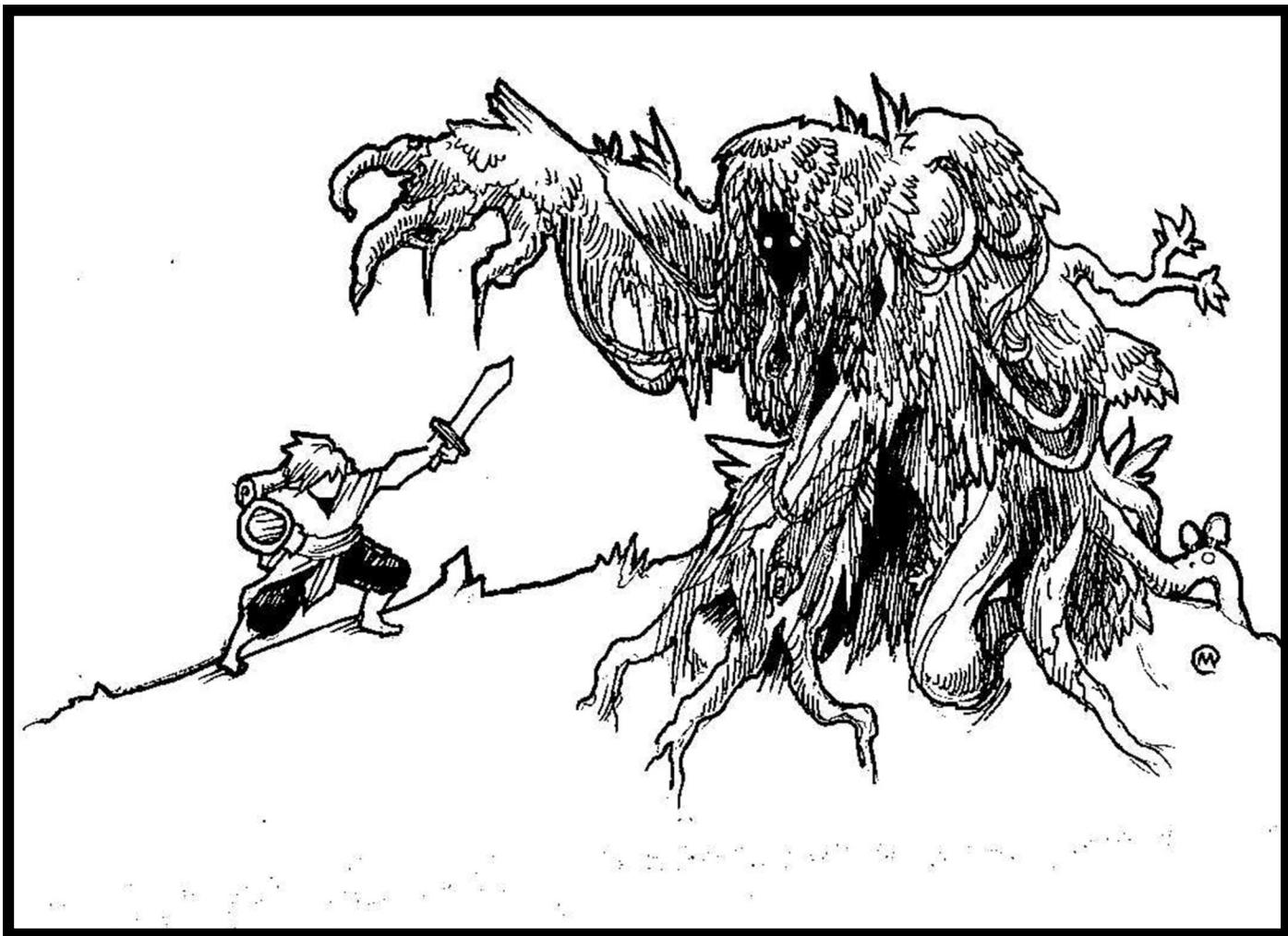


C1.5

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FIRST
EDITION

Ghost City of the Hidden Shrine

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Cover Illustration by Matt Costanzo



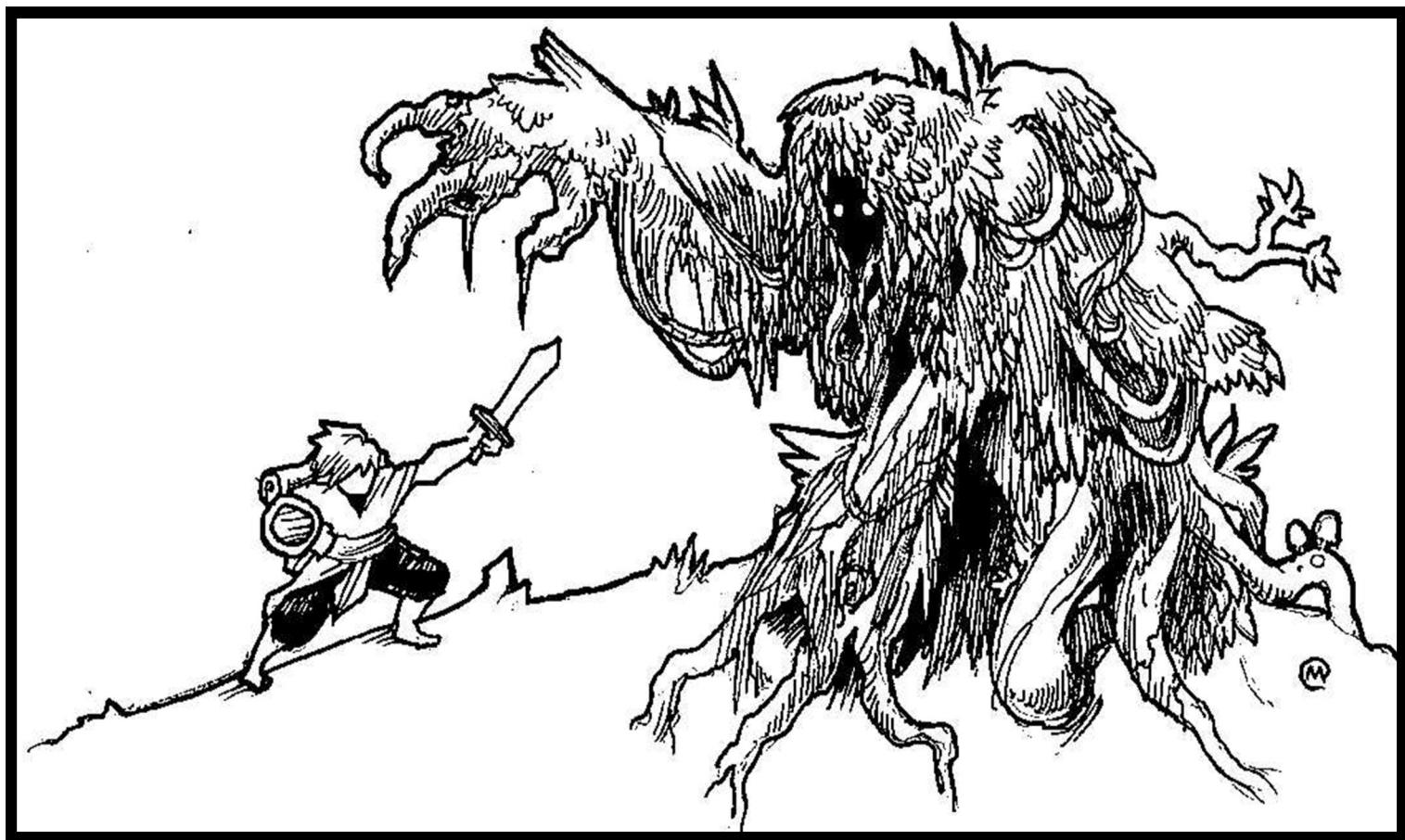
This adventure module details several encounters to bolster TSR's **C1 The Hidden Shrine of Tamoachan.**®

C1.5 Ghost City of the Hidden Shrine is an adventure for six to eight characters of third or fourth level using the First Edition game rules.

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Adventure Background

Ghost City of the Hidden Shrine details the lost and all-but destroyed city that is partially described in TSR's classic module, *C1 The Hidden Shrine of Tamoachan*. The city is ancient and in ruin; only a scant few buildings are intact. The majority of the city has crumbled and been overtaken by the surrounding jungle. Streets are now barely-passable rifts among low hills formed by the fallen buildings hidden by ages of jungle growth.

However, some structures remain and miraculously seem unaffected by the jungle. Few jungle animals or birds enter the environs of the city and those that do are extremely cautious and nervous.

Moving about the city are the "ghosts" of its former inhabitants. These ghosts are merely images and have no powers or effect on the world around them. They are not sentient - they are merely images that move about the city as if going about their normal lives. The ghosts cannot be harmed and will not deviate from their normal actions - which they repeat every 12 hours. The ghosts can be seen talking, but no sound is produced. The ghost randomly enter and exit the remnants of the city - they vanish and emerge without warning. They are clearly from the ancient race of Olman.

There are no wandering monsters within the city as any who dwell or visit are described in the encounter section of this adventure.

This adventure is designed for six to eight characters of third or fourth level using the First Edition game. In all, about 20 characters levels are recommended. No particular character class is required. The PCs should be equipped with some magic items as well as magic weapons.

Sequence of Play

The encounters presented in this adventure do not follow any sort of sequence are not connected. The PCs may move through the encounters in any order without affecting play of the adventure. Also, the PCs are not required to complete all of the encounters. This adventure is simply designed to bolster a low level party before they enter the module, *C1 The Hidden Shrine of Tamoachan*. Alternatively, the adventure can used as a stand-alone adventure.

A. Keeper of the Masks

DM's Description: An obsidian arch forms the entrance to a corridor leading into a low hill of rubble. There is no artificial light within the corridor. Just within the entrance, thick roots hang from the ceiling and limit vision to 20' (assuming a light source is present). The roots are damp and will not burn easily. The air in the corridor is also very humid. The floor is littered with shards of rock, broken free from the penetrating roots. The corridor is structurally solid and no cave-in without significant force is likely.

Hanging from the roots are the skeletal remains of local tribal warriors and the odd adventurer. None possess treasure or usable equipment. There are 12 of these skeletons in the corridor. They will not animate (until commanded by the flesh golem).

The corridor provides access to a large circular chamber. The chamber is domed and 40' high at its center. An obsidian slab, supported by two large blocks of green granite, rests in the center of the chamber. The slab is 12' long and four feet wide. Lying on the slab is an vampiric flesh golem (see **New Monster** section). The golem will rise when the PCs enter the chamber (or if they linger near the entrance).

The flesh golem was created by a high priest of the bat god before the city fell. The golem has green skin and red eyes. It wears a silver mask and only its eyes and razor-like teeth are visible. It wields an axe-like weapon with sharpened and pointed head. Around the creature's waist is a golden belt; eight human-sized facemasks made of silver dangle by golden chains. The silver masks resemble the mask worn by the golem but they have no opening at the mouth. The facemasks at the belt are *Masks of Air* (see **New Magic Item** section).

The golem will immediately awaken the skeletons located in the entry corridor. Even if the PCs have previously destroyed the unanimated skeletons, they will reform and move to attack the PCs. The skeletons cannot be turned as they are under control of the golem. The golem will attack the PCs as well.

Flesh Golem, Vampiric (1) AC 9; HD 10; hp 40; #AT 1 or 2; Dmg 3d8 by axe or 2d8 bash (2 attacks) or bite 1d12; SA level drain; SD undead, magical weapon to hit, spell resistance; MV 80; AL CE; Thaco 10; EXP 4,500 +14 per hp. Wears a silver mask worth 500 gp.

Skeleton (12) AC 5; HD 2; hp 15, 12, 11, 10, 7; #AT 1; Dmg 2d4 or by weapon; SA None; SD None; MV 90; AL CE; Thaco 18; EXP 28 +2 per hp

B. Shawl and Servant

DM's Description: A rough tunnel gently slopes into a chamber formed by blocks of dark green granite. The floor appears to be a single slab of black marble covered with veins of blue. Steep steps descend from the eastern portion of the room 20' to a corridor. The 12' tall corridor is filled with waist deep water (four feet depth). The corridor leads a short distance to a room identical to the previous but without the steps. On the opposite side of the corridor entrance a small pile of sand that rises above the water.

The water in the chamber is 12' deep; it drops off just where the corridor meets the chamber. Any who swim through the water must make a saving throw vs. poison. Only one saving throw must be attempted regardless how long a PC remains in the water. A failed save indicates the PC has been deluded into believing he is a secret servant of the god Camazotz. The PC will not reveal this or make any actions betraying his new allegiance. The next time the PC encounters a minion Camazotz, he will join it and follow its commands. A mental rapport will be established during this time. The effects of the delusion will permanently end once the "encounter" is resolved. Note, a cleric or paladin is immune to this effect regardless of the results of the saving throw.

A blue shawl (30" square) lies on the sand. The shawl is magical and allows its wearer to breath water (per spell) for an unlimited amount of time so long as the shawl is wrapped about the wearer's neck. However, each time the shawl is used, the PC must make a saving throw vs. spell with a +4 bonus. A failed save indicates the PC will transform into a miniature bull shark for 1d12 hours. The miniature shark is 1' long, MV 120, bite for 1d2 damage (remaining stats are per PC).

C. Obsidian Tower

DM's Description: A 100' tall tower, made of obsidian block, rises from a pile of vine-covered ruins. The vines are thick and tangled around the base of the tower, but none climb the structure. There is no ground entrance, but there is an open window on each wall near the top of the tower. The windows are shaped for each of the following phases of the moon: quarter, half, three-quarter, and full.

If a PC enters the tower through the current corresponding window to the current phase of the moon, he will enter the tower freely. If he does not enter the proper window, he will be teleported to the flat roof of the tower (see below for details).

The tower has a single, featureless chamber. A PC that enters the tower will be confronted by the image of the god, Itzamna. The image is that of an old man, decrepit and leaning on a staff. If approached in a friendly manner, the old man

will extend his hand. If taken, the PC will gain the ability to understand and read the Olman language. The PC must make a successful intelligence check to comprehend the language, or writing, on each occurrence and only one attempt per conversation or written passage is allowed. The image of the old man will only appear once per year.

A PC that enters the tower through the wrong window is teleported to the roof of the tower. The image of the old man appears and suggests (per *suggestion* spell) that the PC can fly. This is accomplished by the old man telling the PC that the PC has passed the test and his reward is flight! Of course, this is not true and if the PC attempts to fly, he will not.

Beneath the vines near the temple are the skeletal remains of a long-dead adventurer. Most of his equipment has rotted and rusted. However, a pouch holds 21 gp and 10 pp. Near the body, in a crevice between some rocks, is a quiver containing **14 +2 arrows**.

D. Camp of the Serpen

DM's Description: A group of serpen (see module TM4 for details) have come to the ruins in search of treasure. The serpen, if approached peaceably, will exchange information about the valley in exchange for the like. The serpen have general information about location H and I.

If attacked, the serpen will defend themselves, but attempt to retreat immediately. The camp is well-stocked but they have no treasure or anything of particular value. They do have map that shows this valley as it relates to the Forbidden City (see module **TM4 Legacy of the Forbidden City**).

Serpen, beta (1) AC 4; HD 6+3, hp 31; #AT 1; Dmg bite 1d3 or sword 1d10; SA spells; SD None; MR 20%; MV 120; SZ M; AL CE; Thaco 13; Exp 750 +8/hp

Magic-User Spells: *magic missile, shield, read magic, mirror image, scare and blink.*

Serpen, alpha (3) AC 5; HD 5+2, hp 25; #AT 3 or 1; Dmg claw 1d4 / claw 1d4 / bite 1d6 or sword 1d10; SA spells, poison bite; SD None; MRM 10%; MV 150; SZ M; AL CE; Thaco 15; Exp 525 +6/hp

E. Glass Pillar of the Crystal Bat

DM's Description: A 30' tall glass cylinder stands on an obsidian slab among numerous fallen, and broken glass pillars. The cylinder is full of hand-sized, black bats. They appear to be sleeping and simply float within the enclosure. There are 50 of these bats - void bats (see **New Monster** section). Among the void bats is a single crystal bat with sapphire eyes.

A small hole in the top of the cylinder allows the bats to escape at night and hunt for food. The bats generally travel into the jungle to hunt; those inhabitants of the ghost city are not attacked by the bats nightly foray. However, if the cylinder is disturbed, the bats will emerge and attack any nearby creatures. The bats suffer one hit point of damage per round in full sunlight; they will only remain outside the cylinder (in daylight) for three rounds and then they will retreat into the jungle. If the crystal bat is shattered, the void bats will flee immediately into the jungle. The sapphire eyes are worth 100 gp each; the crystal bat, if intact, is worth 1,000 gp.

Void Bat (50) AC 8; HD 1; hp 5 each; #AT 1; Dmg bite 1d3; SA void venom; SD None; MV 30/150; AL N; Thaco 19; EXP 15 +1 per hp

F. Shaman of the Shell God

DM's Description: A shaman lives in this cave. Near the entrance are a pair of wooden poles spaced about five feet apart. Short ropes, spattered with dried blood, hang from each pole. The ropes and poles are used to hold sacrifices for the "shell god" that lives in the lake.

The shaman is awaiting the return of a group of warriors who are out searching for sacrificial victims. The warriors will not return during the course of this adventure.

Four, red spheres - the size of a grapefruit- are suspended within nets and hang from the ceiling of the cave. A large conch shell rests on a make-shift table beneath the nets. Incense burns within the conch and its vapors drift about the net and spheres.

If the shaman is aware of the PCs as they approach, he will secure one of the spheres and hurl it at the intruders. On impact, the sphere will explode and send a gas in a 30' radius. All caught within the area of effect must save vs. poison or become paralyzed for 2d6 turns. After hurling the gas sphere, the shaman will immediately summon the shell god for aid. The shell god will arrive two rounds later, emerging from the lake. See location G for details.

Human Shaman (1) AC 3; HD 5; hp 29; #AT 1; Dmg 1d4 +1 **skull club**; SA Spells; SD Spells; MV 90; AL CE; Thaco 18; EXP 150 +3 per hp

Thaco Bonus: +1 w/club

S11 I13 W17 D10 C10 CH12

Equipment: +1 **skull club** (see **New Magic Items**)

Spells: *cause light wounds, cure light wounds, darkness, bless, command, augury, hold person, resist fire, silence 15' radius, spiritual hammer x2, animate dead, dispel magic*

G. Lake

DM's Description: This large lake is very deep and fed by a natural spring. A stream runs from the lake and snakes into the jungle to the south. The lake is home to a massive hermit crab that is fed routinely by the shaman who occupies a cave at location F.

Shell God (Giant Hermit Crab) (1) AC 0; HD 6; hp 35; #AT 2; Dmg claw 1d10 / claw 1d10; SA None; SD Immune to normal missile weapons; MV 60; AL N; Size L; Thaco 16; EXP 500 +6 per hp

H. Cave of the Pit

DM's Description: A break in the undergrowth reveals a large opening in the rubble beneath. The crevice is narrow, no more than five feet wide, and short (four feet high). It leads to a circular pit. The sides of the pit are perfectly smooth although some thick vines descend its length. No bottom can be seen from ground level. Three hundred feet below, the pit reaches clear, cold water.

The water within the pit is 50' deep. The bottom of the pit is filled with human skulls - the remains of sacrificial victims when the city was still active. Also, lying among the skulls is the skeletal remains of the city's last high priest who was killed by escaped prisoners (future sacrificial victims) during the cataclysm. The priest is a wight and it has survived by destroying any living creatures that fall or enter the watery area of the pit (insects, small reptiles, etc.).

Wight (1) AC 5; HD 4+3; hp 27; #AT 1; Dmg 1d4; SA Energy drain; SD Undead, only hit by magical weapons; MV 120; AL CE; Thaco 15; EXP 540 +5/hp. The wight's ceremonial clothes have long since disintegrated, but he still wears four gold rings (2d4 x 10 gp each), a necklace of gold inset with jade (400 gp), and a *bracelet of the moon* (see **New Magic Item** section).

I. Lime Trees

DM's description: A small grove of lime trees grow here. Among the trees, thin wisps of grey-colored gas emerge from small fissures in the ground. This gas escapes slowly from the ruins beneath the fallen city. For each round spent within the grove, a PC must save vs. poison (with a +4 bonus) or suffer one hit point of damage. Consuming a ripe lime provides resistance to any inhaled poison gas for 2d12 turns. There are 12 ripe limes in the grove. There is a 25% chance per round of finding a ripened lime.

Within one of the trees a banded krait (an extremely venomous snake). There is a 10% chance, per round of searching the lime trees, that a PC will disturb the snake. The snake is

very aggressive and will attack if disturbed. It is well camouflaged within the tree (detected 15% of the time).

Banded Krait AC 7; HD 1+1; hp 6; #AT 1; Dmg bite 1d2; SA poison bite (death) save at -2 penalty SD None; 150; AL N; Thaco 18; EXP 35 +2 per hp

J. Entrance to the Ruins of the Lost Tamoachan

DM's Description: This area corresponds to the diagram depicted in the TSR module, *C1 The Hidden Shrine of Tamoachan*. The collapsed area leading to location #1 in that adventure is located here.

New Monsters**Void Bat**

Frequency: rare

No. of Appearing: 5d10

Armor Class: 8

Movement: 30/150

Hit Dice: 1

% in Lair: N/A

Treasure Type: nil

No. of Attacks: 1 bite

Damage: bite 1d3

Special Attack: void venom

Special Defense: none

Magic Resistance: none

Intelligence: animal

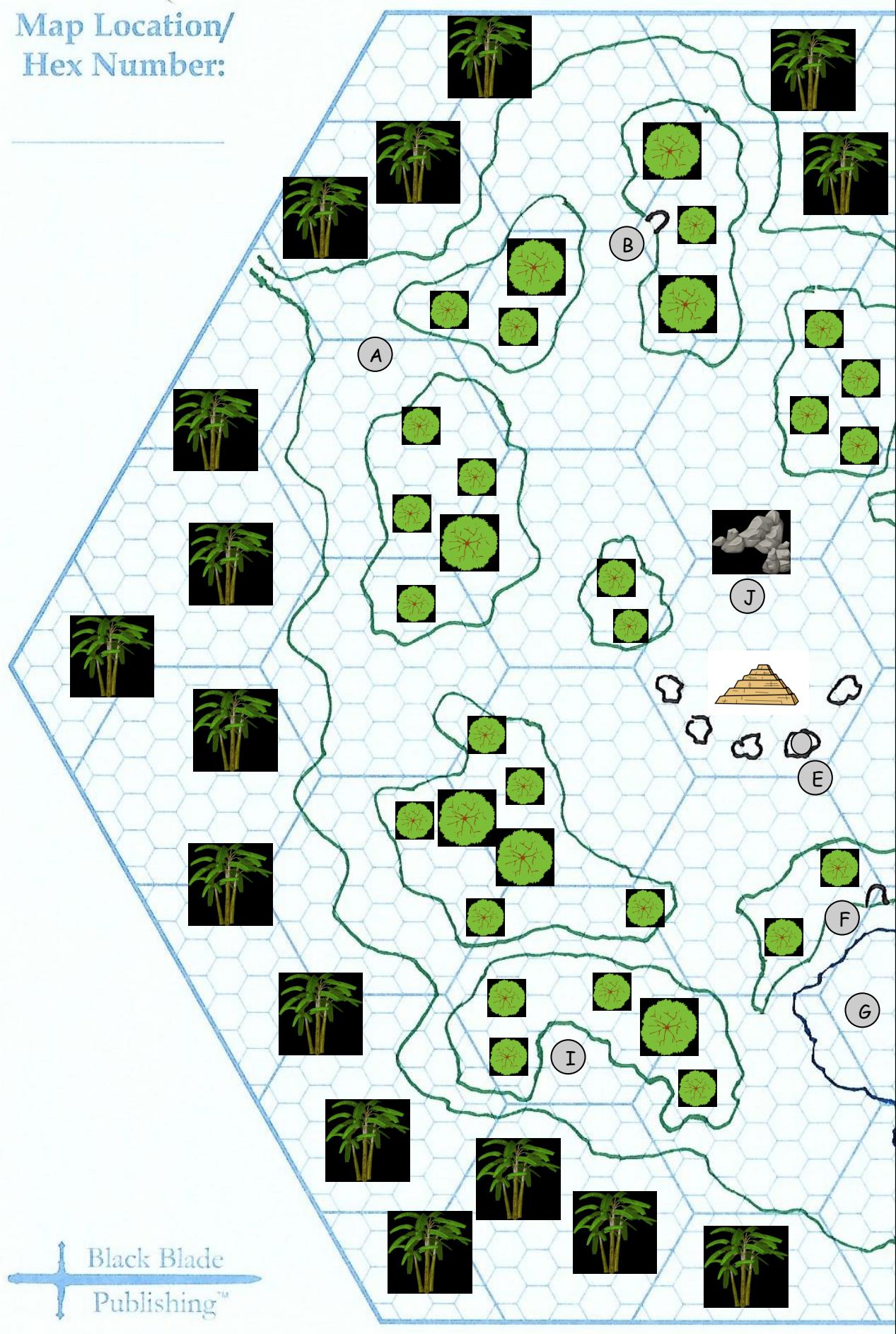
Alignment: neutral

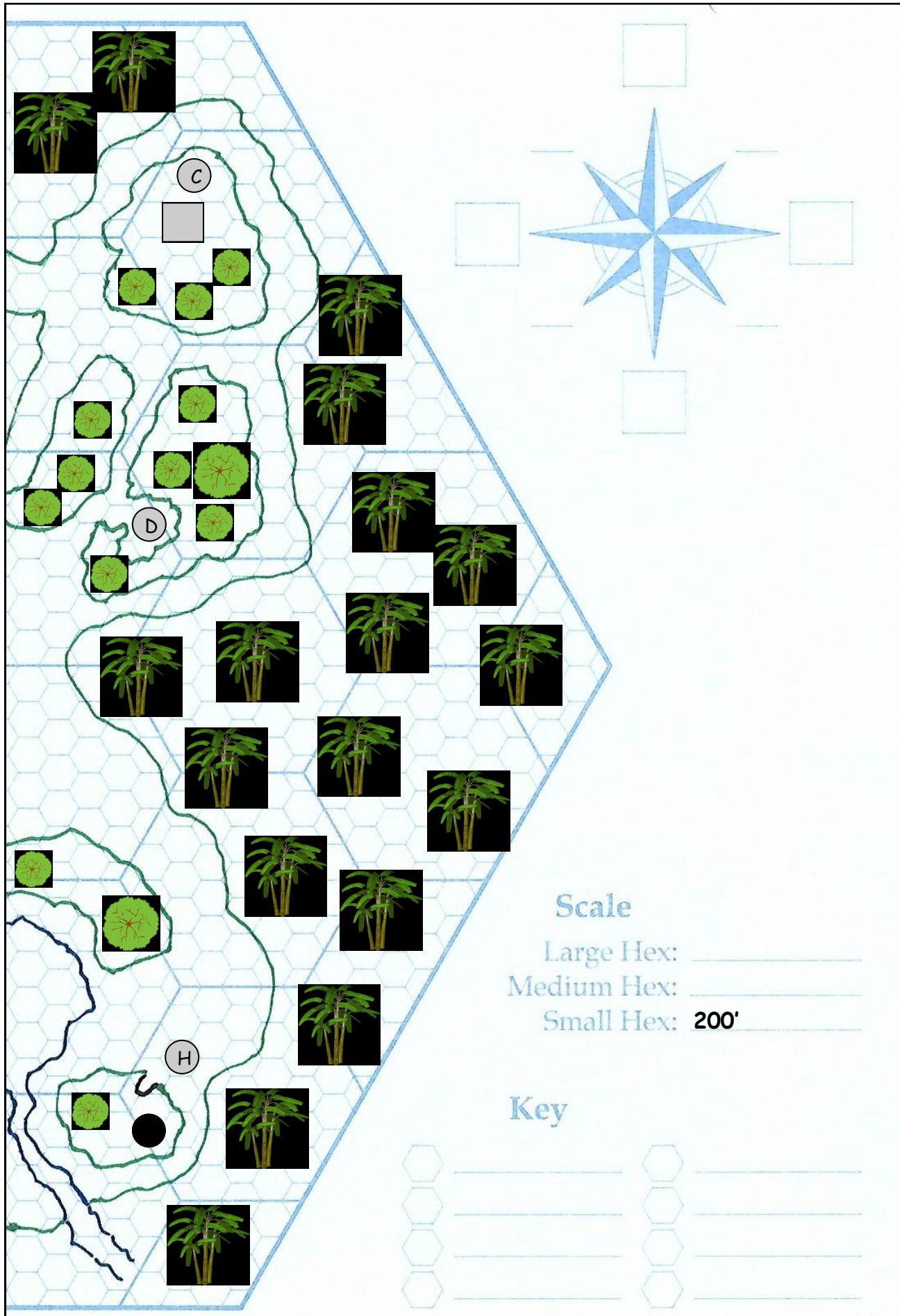
Size: Small

Experience:

The void bat is native to the negative material plane, but can survive anywhere. They are small, black bats and appear as normal bats with the exception that their eyes are entirely black. Void bats cannot survive long in sunlight and suffer one hit point of damage per round when exposed to direct sunlight. The bite of a void bat injects a poison that in quantity will shift the victim to the negative material plane for 24 hours. For each bite, the victim must save versus poison or lose 1d8 points of constitution. When the victim is reduced to zero constitution points, he is shifted to the negative material plane. Note, the victim does actually suffer any constitution loss; it is only a measure of how long he can resist the shift to the negative material plane. A void bat can freely travel back to the negative material plane from any location, but it cannot exit that plane without aid.

Map Location/
Hex Number:





New Magic Items

Bracelet of the Red Moon

Made of red-shaded copper and inset with an oval ruby, these bracelets were recovered by a lone adventurer who managed to survive a trek through the strange and deadly temple of the red moon (see module *I3 Ruins of the Red Moon*, Pacesetter Games & Simulations). Each bracelet holds up to five (5) charges. By using a charge, it fires a *magic missile* (1d4+1 damage) as per spell. Any number of charges can be used on a given round. When the last charge is used, the ruby fractures and blackens (valueless). Replacing the ruby (minimum value of 250 gp) recharges the device (five charges maximum).

Value: 250 gp +50 gp per charge

Mask of Air

These silver masks are plain and will magically alter size to fit the face of any human, demi-human, or humanoid. The mask, when placed over the face, will immediately seal. The wearer can take the mask off at anytime, but others may only remove it if the wearer is willing. The mask allows the wearer to see normally. However, all air is filtered by the mask and the wearer is completely immune to the effects of gas, smoke, or other airborne substances. The mask does not allow the wearer to breath underwater or anywhere that oxygen does not normally exist. The mask obscures conversation and others will misunderstand the wearer 75% of the time. The mask does not inhibit or effect verbal spell requirements. Each time the mask is donned, it uses a charge. A mask has 10 charges and cannot be recharged. When all charges are expended, the mask will no longer filter poison or any other substance.

Value: 1,750 gp

Skull Club

These clubs are completely formed by the fusion of numerous small skulls - mostly animals - that are embedded with lead and silver. They are enchanted in the darkest and most secret temples of the evil gods. The clubs have a magical bonus of +1 to +3 to hit and damage (roll 1d3). Additionally, any evil priest who wields a skull club may cast *speak with dead* and *flame strike* (7th level) once per day. A good cleric who destroys a skull club (simply by casting bless upon it or pouring holy water over its surface), gains the ability to cast both previously listed spells once.

Value: 2,000gp +1,000 gp per +1 bonus

New Monsters

Vampiric Flesh Golem

Frequency: very rare

No. of Appearing: 1

Armor Class: 9

Movement: 80

Hit Dice: 10 (40 hit points)

% in Lair: 100%

Treasure Type: varies

No. of Attacks: 1 or 2

Damage: bite 1d12, fist (x2) 2d8, weapon 3d8

Special Attack: level drain

Special Defense: undead, magic weapon to hit, spells

Magic Resistance: none

Intelligence: very intelligent

Alignment: chaotic evil

Size: large

Experience: 4,500 +14/hp

Vampiric flesh golems owe their undead nature to one of two factors: they were bitten and destroyed by a vampire only to rise again, or cursed by an evil god. They have the general appearance of a flesh golem but they often wear armor or clothing related to the god who cursed them or the vampire that caused the transformation. These foul creatures retain all the resistances and defenses of both a flesh golem and vampire. However, they only gain the power of level drain (one level) as an attack and to do so they must bite their target. They have no other vampiric abilities. They can be turned as a vampire.

A vampiric flesh golem can use one of three attack forms. They can club with both fists and inflict 2d8 per fist. They can bite a target and inflict 1d12 damage plus level drain (one level). Lastly, they can use a large weapon and inflict 3d8 damage; this requires both hands.