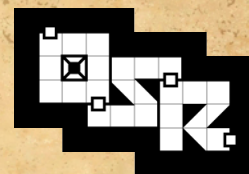


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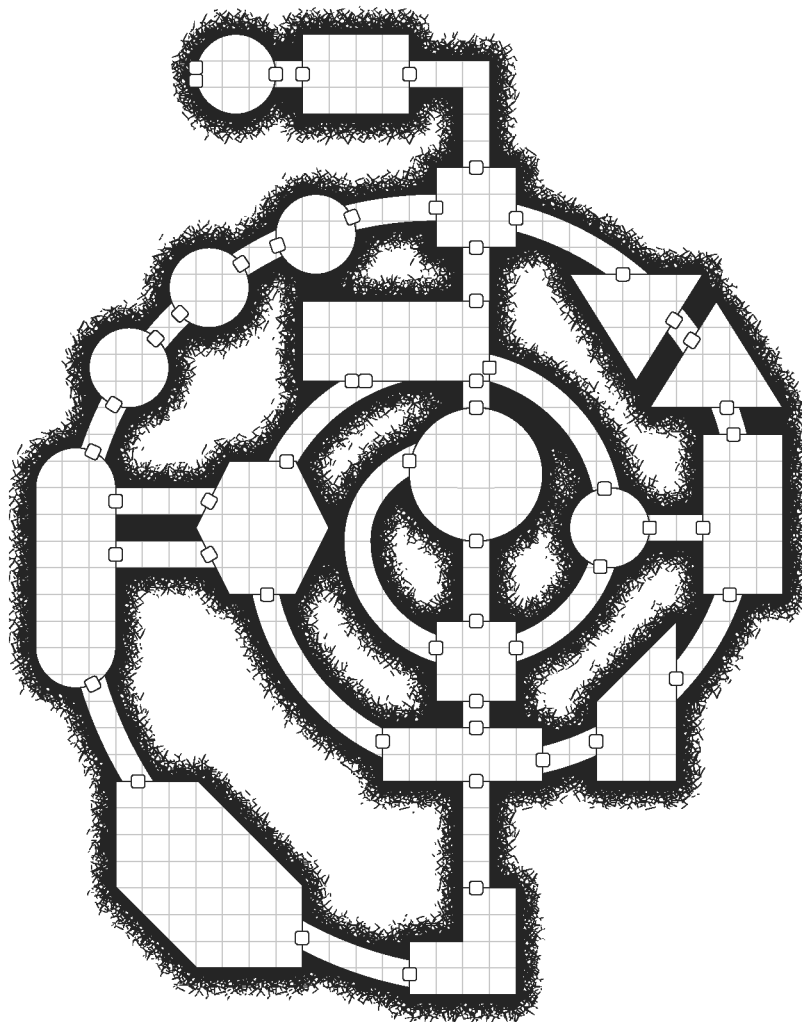


The Sorcerer Suliaman's Shifting Sanctuary



MODULE 0-1:

THE SORCERER SULIEMAN'S SHIFTING SANCTUARY



Module 0-1: The Sorcerer Sulieman's Shifting Sanctuary

GM Summary

Some time in the past, the **Sorcerer Sulieman** tried to create a pocket universe where he could do his vile experiments in peace. He failed. Rather, his Sanctuary randomly hopped from various locations in various planes. Whether Sulieman abandoned his creation or he was killed by a denizen of another plane, no one knows. The Sanctuary has collected many alien creatures as it has phased between different locations throughout the universe.

Grendlist is a Seeker Society member who is half-starved and desperate, having been trapped in the Sanctuary some days ago. He is secretly a werewolf, and the moon in the mirror is exposed in Room 17 (the Observation Room) he will transform into a werewolf and attack to the death. He wears a copper necklace which is the goal of the Thieves Guild.

As the PCs explore the Sanctuary, the letters in each room will spell out the word 'tetrakishexahedron.' This word if said will have effects in different room, and different effects if said backwards in one case.

One chamber contains a **Staff of the Magi**, which powers the shifting abilities of the Sanctuary. If removed, the spell is broken and the Sanctuary comes to a permanent rest wherever it currently is.

While in the Sanctuary, the Sanctuary may randomly shift location. The PCs may encounter monsters according to the Random Encounter table if they venture from the Sanctuary while at a different location.

Guild Missions Summary

- **Fighters/Mercenary Guild** — Slay albino wolf while shouting: "Alentreg is avenged!"
- **Clerics/Faith Guild** — Obtain sample of alien water elemental in a vial.
- **Magic Users/Mage Guild** — Bring back the Staff of the Magi.
- **Thieves/Thieves Guild** — Steal copper necklace engraved with a moon.

Wandering Monsters (Optional)

At GM's option, roll a 1d6 roll for random encounters.

- 1 **Stirges** (AC: 7[12] HD: 1 AT: Sting +1 (1d6) S: Attaches on a hit and will deal 1d6 automatically damage every round)
L 1-3 4 Stirges **L 4-6** 8 Stirges
L 7-9 14 Stirges
- 2 **Phase Spiders** (AC: 3[16] HD: 2 AT: Bite (1d6) + poison S: Poison (+1 save or die), phase shifting)

L 1-3 2 Phase Spiders **L 4-6** 4 Phase Spiders

L 7-9 7 Phase Spiders

- 3 **Grey Ooze** (AC: 7[12] HD: 3 AT: Strike +3 (1d6) S: Acid destroys armor in one round, deals automatic damage after the first hit, immune to blunt/crushing attacks, spells, fire and cold)

L 1-3 1 Grey Ooze **L 4-6** 2 Grey Oozes

L 7-9 3 Grey Oozes

- 4 **Blink Dog** (AC: 4[15] HD: 4 AT: Bite +6 (1d6) S: Teleports)

L 1-3 1 Blink Dog **L 4-6** 3 Blink Dogs

L 7-9 6 Blink Dogs

- 4-6 **Ochre Jelly** (AC: 8[11] HD: 6 AT: Acid strike +6 (1d6) S: A hit destroys organic material, lightning divides jelly into three jellies, each doing +2 (1d6) damage)

L 1-3 1 Ochre Jelly **L 4-6** 2 Ochre Jellies

L 7-9 3 Ochre Jellies

Rumors

In the fishing village, locals warn of the perils within the Sanctuary. Roll 1d12 for rumours on the table below. Each adventurer from town knows 1d3 rumours, while visitors can learn 1d2 rumours by asking around.

Result	Rumor
1-2	(F) Alentreg was not slain by an albino wolf, but by the Sorcerer Sulieman who has returned from the dead.
3	(F) The explorer Grendlist was killed by the Sorcerer Sulieman.
4-5	(F) The Sorcerer Sulieman has a staff which will grant it's wielder fantastic powers if the wielder says "Alakazham."
6-8	(T) Cannibals are roaming the area eating our villagers.
9-12	(T) There is a horrid Sanctuary creature which kills people and lays eggs in their corpses.

Location

Sanctuary is located in Blackmarsh hex 2511 near fishing village of **Ysby** (Pop: 80, Man (Vasan); Align N; Ruler: Chief Bjarni, Ftr5, N; Resource: Fish). This fishing village of Vasan Vikings was established two hundred years ago by an improvised clan from Vasa. They kept contact with their relatives, and when much of Vasa fell to the Grand Kingdom Ysby proved to be an important way station for the refugees. Since the establishment of Castle Taldane, it has returned to being a sleepy fishing hamlet.

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- 5 Another Prime Material Plane
- 6 Astral/Ethereal Plane

Adventure Key

1. ENTRANCE/GUARD ROOM — Shattered remains of a Stone Golem. The letter 'T' is carved into the wall next to the entrance door. If the word "tetrakishexahedron" is said while in this room, the Sanctuary will shift back to its original location.

2. RECEIVING ROOM — The letter 'E' is carved into the floor beneath a rug. A half-starved man named **Grendlist** (1d6 Human Common Man) is glad to see you, claiming he's been trapped for days among the horrors of the sanctuary, the location having now shifting to Blackmarsh.

3. BEDROOM — A **Mimic** (looking like a large chest) (AC: 5[14] HD: 4 AT: Claw +4 (1d6) S: Imitate objects, immune to sleep and charm; +5 on magic saves) lies in wait at the foot of the bed. The letter 'T' is carved into the floor beneath the Mimic.

L 1-9 1 Mimic

4. SPA — This room is filled with steam and visibility is <= ft. If the word "tetrakishexahedron" is said within 5 rounds upon entering the room, **Living Statues** (AC: 5[14] HD: 4, hp 56 AT: weapon or strike +1 (1d6) S: Unaffected by +2 or lesser weapons, slowed by fire, healed/damaged by rock to mud, immune to most magic) will provide service to all in the room. Otherwise, they attack. The letter 'S' is carved into the southwest wall.

L 1-3 2 Statue **L 4-6** 4 Statues **L 7-9** 6 Statues

5. SPECIMEN ROOM — Shelves full of animal and body parts in various forms for experimentation. Some shelves have been ransacked. The letter 'H' is carved into the floor.

6. CONTAINMENT ROOM — Large cylindrical tank made of glass and metal — broken. Floor is sticky. The letter 'E' is carved into the ceiling.

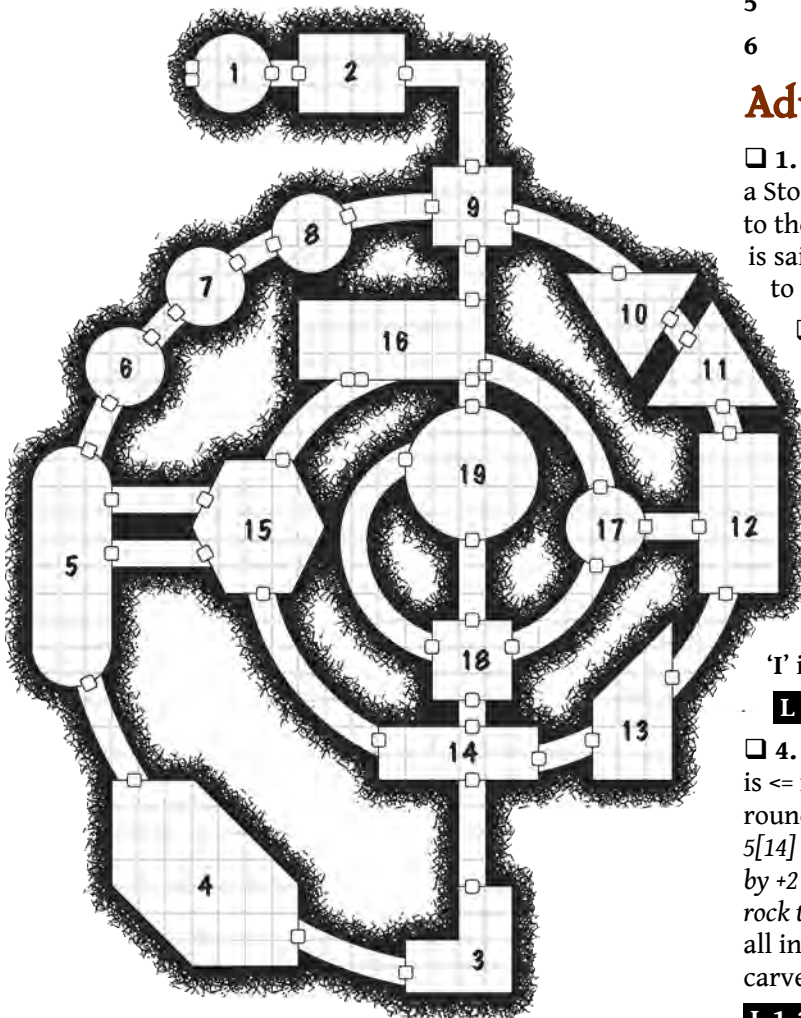
7. CONTAINMENT ROOM — Large cylindrical tank made of glass and metal filled with liquid — actually an angry **Water Elemental** (AC: 0[19] HD: 12 AT: Slam +12 (2d6) S: Overturn boats, extra damage against swimming foes (1d6)). The letter 'X' is carved into the ceiling.

L 1-9 1 Water Elemental

8. CONTAINMENT ROOM — Large cylindrical tank made of glass and metal — broken. Floor is covered in brittle red flakes. The letter 'A' is carved into the ceiling.

9. GUARD ROOM — Remains of an Iron Golem. The letter 'T' is carved into the ceiling. Inside are **Aliens** (AC: 4[15] HD: 4 AT: Bite (1d6+2) + poison S: Poison Paralysis (save or be paralyzed 1d6 turns)) seeking victims to lay eggs in.

L 1-3 1 Alien **L 4-6** 3 Aliens **L 7-9** 5 Aliens



Society Mission

“Some time in the past, the Sorcerer Sulieman tried to create a pocket universe where he could do his vile experiments in peace. He failed. Rather, his Sanctuary randomly hopped from various locations in various planes. Whether Sulieman abandoned his creation or he was killed by a denizen of another plane, no one knows.

Locals report the Sanctuary as sometimes being present to the east of the village of **Ysby**. Sometimes strange creatures come spilling out terrorizing many. **Your mission is to explore and secure the Sanctuary so that the local villagers are safe.**”

Location Shifts

Every 6 turns, roll a d6. On a '1' roll the location shifts to:

- 1 Original Location
- 2 Opposite Side of the Party's Known World
- 3 Opposite Side of World (i.e. Orient)
- 4 Deep Underground

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□ **10. ELEMENTAL WATER ROOM** — Filled with a pocket of the stuff from the elemental plane of water (it is contained and will not empty out into the hallway). Characters must “swim” to explore. Cumulative 1% chance per turn that character will be transported to the elemental plane of water. The letter ‘H’ is carved into the wall near the south door. In a compartment hidden in the floor are:

- **1,500 GP worth of jewelry**
- **4 units of Viz**

□ **11. ELEMENTAL FIRE ROOM** — Filled with a pocket of the stuff from the elemental plane of fire (it is contained and will not empty out into the hallway). Unless characters are magically protected, they will take **1d6 fire damage** upon entering room. Cumulative 1% chance per turn that character will be transported to the elemental plane of fire. The letter ‘E’ is carved into the wall near the north door. In a compartment hidden in the floor are:

- **550 GP**
- **3 units of Viz**

□ **12. LABORATORY** — The letter ‘D’ is carved into the wall near the west door. Inside are **Fish People** (AC: 5[14] HD: 2 AT: Claws or weapon +2 (1d6) S: Breathe underwater), mounted on **giant eels** (AC: 14 HD: 1 AT: Bite +1 1hp) somehow “swimming” through the air.

L 1-3 2 Fish People on 2 Eels

L 4-6 4 Fish People on 4 Eels

L 7-9 7 Fish People on 7 Eels

The lab contains the following potions:

- **1 Potion of Fire Resistance:** As per the spell.
- **1 Potion of Invisibility:** As per the spell.
- **1 Potion of Treasure Finding:** A character drinking this wonderful concoction can detect hoards of treasure within 400 feet.
- **L 1-3** 4 Potions of Cure Light Wounds: Cures 1d6+1 hit points of damage.
- **L 4-6** 6 Potions of Cure Light Wounds: Cures 1d6+1 hit points of damage.
- **L 7-9** 4 Potions of Cure Serious Wounds: Cures 2d6+2 hit points of damage.

□ **13. KITCHEN** — The letter ‘R’ is carved inside the door of the stove. The flame is powered by a trapped **Fire Elemental** (AC: 0[19] HD: 12 AT: Slam +12 (2d6) S: Ignite materials).

L 1-9 1 Fire Elemental

□ **14. PRIVATE DINING ROOM** — The letter ‘K’ is carved into the south wall. Inside, **Cannibals** (AC: 7[12] HD: 1 AT: Weapon +1 (1d6), Special Berserking (+2 to hit)) are waiting to feast on their next humanoid visitors.

L 1-3 3 Cannibals **L 4-6** 6 Cannibals **L 7-9** 10 Cannibals

□ **15. GOLEM CONSTRUCTION ROOM** — Carved into each wall is a mold for a different kind of golem. The letter ‘O’ is carved into the mold on the north east wall.

□ **16. DINING HALL** — The letter ‘R’ is carved into the underside of the stone dining table (which is fixed to the floor). Inside are **Giant Alien Toads** (AC: 7[12] HD: 2 AT: Bite +2 (1d6) S: Surprise foes on a 1-3, swallows small creatures whole on a natural 20, swallowed creatures take 1d6 automatic damage every round, long tongue)

L 1-3 2 Alien Toads

L 4-6 4 Alien Toads

L 7-9 7 Alien Toads

□ **17. OBSERVATION ROOM** — **Crystal Ball** fixed to a stone pedestal, in which is carved the letter ‘N.’ There is also a **covered mirror**, through display the landscape of an alien world with a large, full moon. The mirror loses this ability if removed. The display of the full moon will trigger Grendlist's transformation into an **albino werewolf** regardless of where he is in the dungeon.

L 1-3 1 Albino Werewolf (AC: 5[14] HD: 4 AT: Bite +4 (2d6) S: Lycanthropy)

L 4-6 1 Dire Albino Werewolf (AC: 5[14] HD: 8 AT: Bite +4 (2d6) S: Lycanthropy)

L 6-9 1 Epic Albino Werewolf (AC: 5[14] HD: 15 AT: Bite +4 (2d6) S: Lycanthropy)

- **Crystal Ball:** A crystal ball allows the user to see what is transpiring in whatever location he or she desires to see, over a considerable distance; may not be used more than thrice per day, or the user will be driven mad. Usable by: Magic-Users.

□ **18. GUARD ROOM** — Floor covered in clay dust. The letter ‘A’ is carved into the floor (covered by the dust).

□ **19. SUMMONING ROOM** — If the word ‘**tetrakishexahedron**’ is said backwards, a secret compartment in the floor will open. Inside is a **Staff of the Magi**, which powers the shifting abilities of the Sanctuary. If removed, the spell is broken and the Sanctuary comes to a permanent rest wherever it currently is (see Location Shift Table).

Session Notes

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Guild Missions

MAGE GUILD

Be aware that there is said to be clues of a magic keyword which, if said aloud, will effect the shifting of the Sanctuary. It may also effect certain creatures in the Sanctuary. Saying it backwards (it is rumored) may produce other effects, particularly in certain rooms.

There is also an item called the Staff of the Magi, which is rumored to power the shifting abilities of the Sanctuary. Bring this item to the nearest Guild headquarters so we may stop Sulieman's insane sorceries and study the arcane methods used to produce the Sanctuary.

— Mage Zleven Horembar, Master of the Arcane

MERCENARY GUILD

Recently, the much esteemed fighter Alentreg, a long honored member of the Mercenary Guild, was slain by an albino wolf near the site of Sulieman's Sanctuary in Blackmarsh.

Alentreg's family requested we honor his memory according to his barbarian's clan tradition. Find and slay the albino wolf who killed Alentreg while shouting the barbarian warchant: "Alentreg is avenged!"

It is said that a local explorer and Seeker Society scout named Grendlist may be in the area who knows something of the whereabouts of the albino wolf.

— Lord Crezzle Duringale,
Knight of the 1,000 Roses

FAITH GUILD

We have reports than an alien water elemental rumored to have curative powers is in the Sanctuary. Obtain a sample of his water using a vial which is enclosed with this message. With a sample of this water our Apothecaries may be able to devise new forms of healing potions.

Also be aware that there is rumored to be clues of a magic keyword which, if said aloud, will effect the shifting of the Sanctuary. It may also effect certain creatures in the Sanctuary. Saying it backwards (it is rumored) may produce other effects. May you find Divine Favor in your pursuit of our mission.

— His All Holiness Loren Malsbane,
Keeper of Divine Harmony,
Headmaster of the Faith Guild

THIEVES GUILD

There is a copper necklace engraved with a moon which has little monetary value but has great sentimental value to retired Master-thief Earlvin Dunglebeat. The necklace was taken from his family during a mysterious midnight murder. If you find this necklace, obtain it by any necessary means within the constraints of our Guild (and remember, we cannot murder to obtain our goals!).

— Master-thief Tarl Featherfoot

Module 0-1: The Sorcerer Sulieman's Shifting Sanctuary

LOG SHEET

THIS LOG CERTIFIES THAT:

Player Name:	_____
Character Name:	_____
Living S&W ID #:	_____
Player Society #:	_____

HAS COMPLETED THIS MODULE

ITEMS

FOUND BY PARTY

- 1,500 GP worth of jewelry
- 4 units of Viz (GP value?)
- 550 GP (GP value?)
- 3 units of Viz (GP value?)
- 1 Potion of Fire Resistance (30 GP value)
- 1 Potion of Invisibility: As per the spell. (GP value?)
- 1 Potion of Treasure Finding: A character drinking this wonderful concoction can detect hoards of treasure within 400 feet. (GP value?)
- Crystal Ball:** A crystal ball allows the user to see what is transpiring in whatever location he or she desires to see, over a considerable distance; may not be used more than thrice per day, or the user will be driven mad. Usable by: Magic-Users. (GP value?)
- L 1-3** 4 Potions of Cure Light Wounds: Cures 1d6+1 hit points of damage. (GP value?)
- L 4-6** 6 Potions of Cure Light Wounds: Cures 1d6+1 hit points of damage. (GP value?)
- L 7-9** 4 Potions of Cure Serious Wounds: Cures 2d6+2 hit points of damage. (GP value?)

PLAYER'S SHARE

_____	_____
_____	_____
	GM Initial: _____

EXPERIENCE

Classic Style

- Tally creatures slain

Organized Play Style

- 3,000 XP for completing Seeker Society mission
- 1,000 XP for completing Guild mission

PURCHASES

Starting GP

--

Items Sold (sell at 80% new value)

_____	_____
_____	_____
_____	_____

+ GP Earned

= New GP Total

--	--

Items Bought (buy at 100% new value)

_____	_____
_____	_____
_____	_____

- GP Spent

= New GP Total

--	--

GM ONLY

Event: _____

Date: _____

GM's Signature: _____

GM Seeker Society # _____

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