

# THE SORCERER SULIEMAN'S SHIFTING SANCTUARY

*an adventure location by Fr. Dave of Blood of Prokopius*

**BACKGROUND:** 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.

**WANDERING MONSTERS:** Every 6 turns, roll a d6. On a '1' roll on the Wandering Monster Table. On a '2' roll on the Location Shift Table

**WANDERING MONSTER TABLE (ROLL 2D6):**

- 2 Golem (1=Amber, 2=Bone, 3=Bronze)
- 3 Aliens seeking creatures to lay their eggs in (1-6)
- 4 Salamander (1=1d4 Fire, 2=1d3 Frost)
- 5 Gelatinous Cube (with random treasure)
- 6 Insect Swarm
- 7 Fish People (3d4 mounted on giant eels somehow "swimming" through the air)
- 8 Dimensional Spider (1d4)
- 9 Elemental (1=fire, 2=water, 3= air, 4 =earth)
- 10 Shadow (1d6)
- 11 Metal Eater (1d4)
- 12 Demon

**LOCATION SHIFT TABLE (1D6)**

- 1 Original Location
- 2 Opposite Side of the Party's Known World
- 3 Opposite Side of World (i.e. Orient)
- 4 Deep Underground
- 5 Another Prime Material Plane
- 6 Astral/Ethereal Plane

**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.

3 *Bedroom.* A **Mimic** (looking like a large chest) lies in wait at the foot of the bed. The letter 'I' is carved into the floor beneath the Mimic.

4 *Spa.* This room is filled with steam and visibility is  $\leq 5$  ft. If the word "tetrakishexahedron" is said within 5 rounds upon entering the room, 6 **Living Statues** will provide service to all in the room. Otherwise, they attack. The letter 'S' is carved into the southwest wall.

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**. The letter 'X' is carved into the ceiling.

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.

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. 10,000gp worth of jewelry is in a compartment hidden in the floor.

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 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. 100,000gp is in a compartment hidden in the floor.

12 *Labratory.* 1d6 random potions. The letter 'D' is carved into the wall near the west door.

13 *Kitchen.* The letter 'R' is carved inside the door of the stove (driven by a trapped **Fire Elemental**).

14 *Private Dining Room.* The letter 'K' is carved into the south wall.

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).

17 *Observation Room.* Crystal Ball fixed to a stone pedestal, in which is carved the letter 'N'. There is also a covered mirror, through which a **Medusa** will gaze if uncovered. The mirror loses this ability if removed.

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).

