

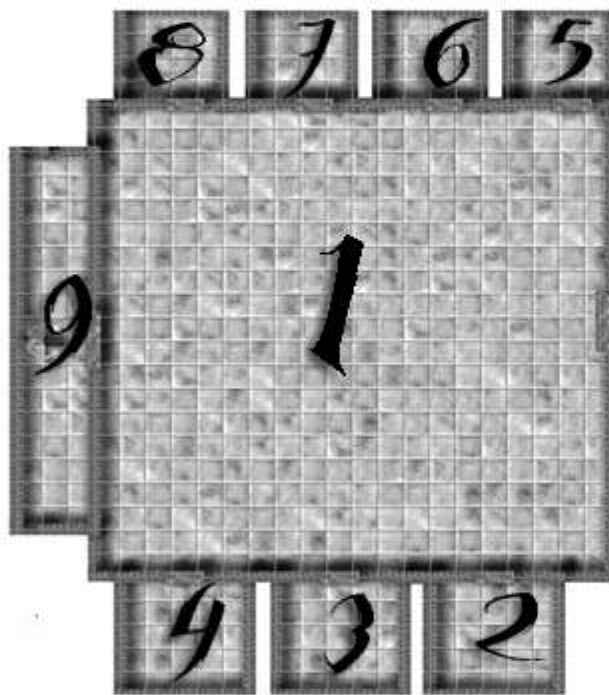
The temple of blood and wine

A One Page Dungeon created by Aljoscha Krawulsky
Released under Creative Common Agreement:
<http://creativecommons.org/licenses/by-sa/3.0>

Once every 1000 years the forgotten god of wine and madness, Xaxixx, opens his only temple for every adventurer brave, wise or lucky enough to find it. Which is easier said than done, for the temple itself emerges only in the place Xaxixx madness dictates, be it in the middle of the Vaa'shj desert, the top of the tusk mountains or, one remarkable time, under the frozen waves of the northern sea of ice. Any man able to find it, however, will be rewarded with the night of his life. If he can survive it, that is...

1: The hall of modest merrymaking

A giant room, full with drunken ghosts, who won't let the heroes pass until they drink stout with them every time the room is entered. They will give the group a black jewel of insanity the fifth time they drink with them.



2: The hall of cheerful exercise

Five warrior-priests of Xaxixx attack anyone who enters this room and have to be killed. The strongest one will leave a black jewel of insanity behind. The floor is trapped with multiple mines.

3: The hall of peaceful resting

A very comfortable room that allows the heroes to rest. Roll 1d6 for:

1-3: A peaceful sleep.

4: Dream about a red jewel of drunkenness, wake up to find it in your pocket. If already in possession: Dream about losing a red jewel, wake up to find it lost (doesn't apply to jewels found in other rooms).

5: A ghostly Alp attacks the heroes in their sleep (getting first strike on one of them).

6: A random hero cannot be awakened and has to be left behind.

4: The hall of pleasing music

An older banshee is hiding in this room, trying to kill every intruder with her screaming. She can be killed or otherwise incapacitated to get her black jewel of insanity.

5: The hall of honorable commemoration

6 skeletons are waiting here. They are willing to trade their red jewel of drunkenness for one black jewel of insanity. If attacked, they will vanish and not appear again, taking their jewel with them.

6: The hall of tempered desire

A higher succubus (or incubus) is trying to seduce the heroes. She can be killed, incapacitated or persuaded to get her black jewel of insanity. First strike on the whole group if seduction is successful.

7: The hall of uplifting discussions

A ghostly shade is asking 3 riddles. Every wrong answer will be punished with heavy damage on all heroes.

8: The hall of contemplative prayers

12 insane priests of Xaxixx prepare to perform a human sacrifice. They can be killed (very difficult) or given a party member to kill for their red jewel of drunkenness.

9: The red throne

The door needs 3 red jewels and 3 black jewels to open. Inside, Xaxixx will congratulate the heroes, reward them randomly with: roll 1d6 for:

1-2: A random amount of gold

2-3: Xaxixx sword of madness (applies insanity on critical hit) and bottomless jar (never runs out of wine)

4-5: Xaxixx blessing (permanent protection from poison, sleep and insanity) for the whole group

6: Nothing

and happily drinks with them until the dawn of the next morning.