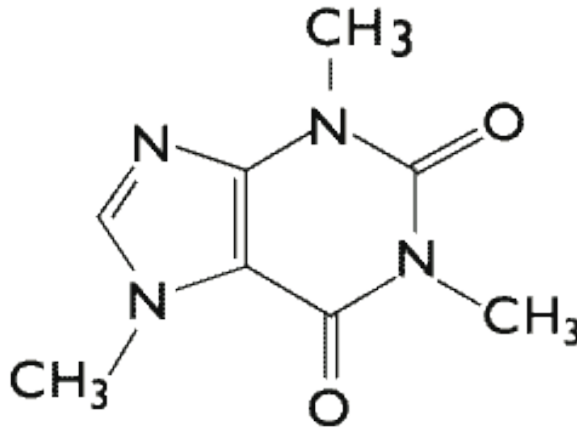


# THE CAFFEINATED TEMPLE

*a dungeon for coffee (or tea) drinkers*



Links are corridors.  
Double links are *trapped* corridors.  
“O’s” are entrances.

## TRAPS

d4	Type
1	Coffee beans are ejected at high speed through small holes
2	Boiling stream of a black substance springs from the roof and burns the victims
3	Soporific gas are vaporized from several openings; having enough coffee in your body is enough to keep you awake
4	Very large pit containing coffee beans is acting like quicksand

## ROOMS & CORRIDORS

“N” Rooms contain regular furnitures, like chairs and simple beds, usual items, altars and prayer books, nothing really valuable.

When the PCs enter or leave a room to walk a corridor, by default, they have 1 in 6 chance to make an encounter.

Each time they’re entering a “N” Room for the first time, this chance is increased by 1.

For each encounter, roll d6 on the table below.

d6	Encounter
1	Coffee plant growing, their branches & roots will try to grapple the limbs of the PCs
2	Caffeine Cultists (1-4) neutral
3	Caffeine Cultists (1-3) withdrawal symptoms
4	Caffeine Cultist (1) overdosed
5	Caffeine Cultist (1) passed out
6	Caffeine Priests (1-3)



## TREASURES

There’s a chest in each CH<sub>3</sub> room. The ones close to the entrances contain *minor* coffee-related artifacts (silver pots & spoons, cups).

The furthest CH<sub>3</sub> room is the *Grand Caffeine Priest apartment*. There’s a 2 in 6 chance that the Grand Priest is studying here, along with other cultists.

The room contains a large chest, trapped with a *Sleep* spell, which contains the golden coffee ritual items: pots and spoon, and a very large quantity of roasted coffee beans. Consider these as *major* treasures.

The Grand Caffeine Priest owns an enchanted cup. If you drink coffee from this cup, you’ll be unable to sleep for 7 days in a row.

You’ll also find his clothes and robes, and a collection of 1d6 parchments with a *minor* value.

## NPCs

**Cultists** (lvl 1 Priests) can cast the *Sleep* spell. When they’re suffering from *withdrawal*, they’re irritated, but will be treated as *tired*.

When they’re *overdosed*, they’ll directly aggress any character in their line of sight. When the 7 days effect of the ritual cup has vanished, cultists simply *pass out*. They need at least a regular cup of coffee to be waken up properly.

**Caffeine Priests** (lvl 2) can cast *Sleep* & *Continual Flame* spells.

**Grand Caffeine Priest** (lvl 5) can cast *Sleep*, *Continual Flame* & *Revivify*. He carries a *scroll* with the *Raise Dead* spell on it (1 use), but will only use it to raise a Priest from the dead.

