



TEMPLE OF NUTS

Adventure Location

A disputed sanctuary now guarded by a hamster on fire

System-Agnostic + 5e addon



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HOW TO USE

These adventure locations are system agnostic and can fit into any setting and system you play.

Each comes with a **short history**, **descriptions**, **prompts**, **potential inhabitants**, and **parts** that you can easily disassemble and modify for your convenience.

They are building blocks to utilize for your campaigns.

In addition, the *Temple of Nuts* contains a 5e monster and a battlemap. You can download their files by signing up for our [Newsletter](#)

You will also be notified about the next release and articles.

May you have wonderful adventures!

CREDITS

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SUMMARY



ong ago, the inhabitants of the desert built this temple to honor their God of Earth, the Ord.

For years, they had been bringing items and coins as offerings to the mighty deity and sought blessings in return. Weak and strong, peasants and royalty, all converged here to this beacon of hope, to the final stop after a hard journey. For rulers, it was a place to proclaim as such, for younglings it was a Rite of Passage.

Over the next few centuries, trouble brewed around the holy place as many nations sought to conquer this temple, to break it down only to rebuild it to the liking of their Gods. A few succeeded, taking the wealth and constructing deadly traps against possible intruders. Many priests held the temple as a power seat, where they conducted brutal sacrifices and raised armies against others.

However, they would be quickly replaced by the next religious head. And then the next one. On and on the wheel turned, each change followed by blood.

Until one day, blood was replaced by fire as a dragon made this temple his lair.

Today these ancient stones host catacombs and lost artifacts, scrolls of knowledge, wealth amassed by a myriad - and mountains of seeds and nuts.

Yes.

Today it is guarded by a humongous hamster - hungry, grumpy, and on fire.

Location Prompts: isolated temple, haunted catacombs, deadly traps and guardians

Potential Inhabitants: undead, humanoids, monsters, constructs and dragons

Deep in the desert stands a temple embedded in stone. Steps leading to it are smoothed by wind and sand and covered by hardened blood. A dome ceiling looms from above as the sun enters through two vertical slits and a round opening. Engraved in a stone slab is an ancient rune and from the darkness of the temple, come sounds. Cracking, shifting, scratches on the walls.



TEMPLE OF NUTS
NIKKO, SHUTTERSTOCK

SHORT HISTORY

PEACEFUL TIME

Before it became the center of the dispute, the **Temple of Ord** was a place for pilgrimage. It was a beacon at the end of a strenuous journey, honor and hope for the enduring. Silaans, the desert inhabitants and temple's founders, brought offerings inside, hoping to earn the benevolence of the Ord. Sometimes, it would result in unexpected rain, sometimes in a sandstorm.

For centuries, Silaans continued with their ways and stayed humbled in the halls of the temple. They decorated walls with art, floors with statues, and the basement with the tombs of their most revered leaders. They celebrated sand as it was the part of Ord, and the rain, the tears of their deity. They were content and happy in their own way.

This, unfortunately, attracted trouble.

DISPUTES

There are different theories of how other nations found out about the Temple. Some say it was obvious because Silaans spread the word. Others say the Silaans had been carefully hiding it, but the news leaked after a careless pilgrim spoke about the rain. The third one claim that the temple's gold was procured from a neighboring nation that sought what is theirs. Whatever it was, the location was compromised and its richness attracted countless people.

During the reign of **Hazzig**, it was the place of sacrifice to the Dark God. Blood and rotten flesh filled the halls. In another period, it was the temple of a warmongering nation, who also conducted sacrifices, but this time in the name of the War and Conquest. Next was a sage priest, seeking to end the bloodshed and turn the temple into a place of Knowledge. It was a short reign. After that, seeking to destroy that same knowledge came another religion. They laid deadly traps, enchantments, and guardians for the next intruders. And this repeated for a long, long time.

Until a dragon came.

THE REIGN OF THE BIG RED

The dragon dove from the sky during a collective prayer. No trap could sustain it. Everything was over before the priest could gasp and close the holy book. In a matter of minutes, the reign of the Big Red began. In a matter of months, nations realized that the liberating armies they've been sending aren't returning.

After that came the deaths of countless brave adventures who thought they could slay the dragon.

Who dreamt of gold.

Whose dream dissolved in the sand.

Tombs were filled by their foolish bodies, but the treasure hadn't moved anywhere.

By the legend, one fallen adventurer, a wizard of a sort, had a hamster familiar, who was left trembling after the death of his master. Luckily for the little one, the dragon had a soft spot for soft creatures and took the hamster under its wing. It fed him, kept him warm, and even gave him a bit of the dragon blood. That made the hamster smarter, bigger, and stronger, prolonging his poor lifespan as well. They became the best of friends.

Sadly, over the years, the dragon became restless. Wanting a challenge, the dragon started a fight with the whole kingdom. It flew to the kingdom's capital but never returned.

And the hamster waited for years, collecting nuts. He moved all the gold to one side and redecorated the place a bit. He cleaned it often. He even put some hay in the dragon's den to make it cozier. The piles of nuts turned into mountains when one day the hamster finally realized what had happened.

And he burst into flames, outraged by the loss of his friend.



BIG FLAMMY
NIKKO, SHUTTERSTOCK

PARTS

THE MAIN CHAPEL

Prompts: holy, crammed, piles of nuts, dust in the air, floating acorn

The rectangular room is filled with heaps of nuts, held in place by stones and benches. 90 feet walls are filled with pictures and mosaics lightened by the sun that enters through two huge slits and a round entrance. Tall pillars guide the eye towards a dais, where a huge acorn is suspended in the air.

This is a clean and well-kept chapel if you exclude the clutter. Long ago, it was the place for royal crowning, communing with Gods and mass prayers. Still retaining glamour, it is now covered in heaps of nuts that threaten to swallow any careless thief. The walls and floor have scars left from the constant remodeling of the interior. In the middle, there's a colorful magical carpet that attacks intruders that step on it. Off to the side, there're statues depicting the deities of the last priesthood. There's a heavy altar left off the dais, hiding the secret passage. In front of the dais stands a lectern with a hefty book. There are scorched marks all over made by the hamster, the Big Flammy. And floating in the air, in the center of the platform is his prize possession, the Big Acorn.

Design notes: This is made to be a boss room. What guards this Temple? What happens when you touch the book? What about the acorn? Is there anything hidden in the heaps of nuts? A nut elemental? Change things up to fit your story, Big Flammy is just an example.

THE TREASURE VAULT

Prompts: treasure with hoards of artifacts, scrolls and hidden guardians

A single beam of sunlight shines on the stonewalled treasure room. The light is blinding as it bounces off the shiny surfaces. Thousands of years of offerings lay here, like a treasure of the Gods themselves.

Connected to the Main Chapel is the treasure room, seemingly unsecured. It's filled with gold and artifacts, long-forgotten scrolls and books, carts and barrels of rare commodities, shields, and statues of old.

If anyone except the dragon and the hamster tries to take the treasure outside of the room, two statues by the vault's entrance set the room and the thief aflame.

Design notes: How do you disable such a trap? Do you have to find two special nuts and put them in hidden positions? Is it a different trap? What if a thief tries to carry out the treasure only for it to disappear?

Also, a perfect place for a mimic or equivalent.

HAMSTER'S DEN

Prompts: dirty and cozy

The smell of hay reaches your nostrils as you enter a warm den filled to the brim. A single slit allows the sun to enter. A giant screen door lay tossed over. The floor is dotted with patches of fur.

A Headpriest bedroom converted into a cozy and smelly den. Once belonging to a dragon, now it's Big Flammy's favorite place. Furniture that existed was either squashed or chipped away by both dragon and the hammy.

SECRET PASSAGE AND HALLWAYS

Prompts: Unsafe, unkept, gloomy

The passage behind the stone altar descends into the darkness. Stale air smelling of rot and mold forces you to cover faces. The steps are slippery and made of stone.

Hidden beneath the glamorous and lighthearted chappel is a series of tunnels and rooms with a darker history. Long ago, the staircases of this passage were trapped with various enchantments and mechanisms such as 'the sliding charm' but no more. Hallways are 10 feet high and 10 feet wide, lighten with glowstones connecting various chambers that once were vital to religious practices.

Design notes: How does the passage open? Do you have to utter a special paragraph from the book? Is it a key?

CHOSEN ONES' HOLDINGS

Prompts: ominous, mysterious, horrific

Series of cells spread on both sides of a long hallway. They are filled with rags and skeletons. Each holding has chains attached to a wall and a hole in the center of the room that goes deep into the darkness.

Rooms for 'Chosen Ones' before the sacrificial ceremonies. The whole in the ground serves as a quick drop point into a large graveyard pit. Scratched into the stone walls are their last messages. Depending on the era and a temple's leader, the title 'Chosen One' was either considered a great honor or a terrible misfortune. In both instances, it didn't end well for the chosen.

THE HIGH CRYPTS

Prompts: heavy tombs with runes, grotesque overlooking statues, uncomfortable silence

The round chamber is filled with dusty sarcophagi overlooked by huge statues. Engraved at their bottom are the names of revered leaders. The heavy stone lid is carved into a statue of the person it covers. A single beam of sunlight lightens the room from the ceiling, yet there are no windows.

Only the holiest are buried here. When there was no more space, the old sarcophagi were taken out and replaced. To prevent future rulers and tombbreakers from doing the same, some leaders spread rumors about their sarcophagi being cursed.

Headpriest Hazzig's resting place is actually hexed and is one of a few old ones that are intact. Today, legends and rumors enveil the Crypt. Some say the dead wake at dusk, tumble and shift the broken interior and scratch the walls with their bare hands. Others swear that all the gold in Treasure Vault is fake, the real one buried here. And the third one claim that the sarcophagi are empty, the bodies eaten by a fire devil from Hell.

Design notes: What happens when a tomb lid is moved? What's with the sourceless beam of sunlight? What famous leader rests here?

THE CEREMONIAL CIRCLE

Prompts: obelisks on a dais, intricate and beautiful carvings, a statue in the ceiling

Four tall obelisks tower over a big dais whose surface is engraved, depicting the life cycle of a soul and its passing to the Gods. Obelisks are intricately carved, each having a channel running from tip to the bottom, going across the dais and converging into a spherical dent in the middle. A single beam of sunlight lightens the room from the hands of the statue in the ceiling.

When Silaans built the temple, the statue was a humanoid, faceless figure sitting atop a rock on the dais. Four obelisks represented four cardinal directions and the statue the world itself: the Ord, the Earth, the land.

Each change of the temple's ownership was followed by remodeling. Some nations added wings to the statue of Ord, to represent their Goddess of Air. Others cut off the wings and added a pair of arms. Eventually, the statue was moved and fused with the ceiling, to depict the then prominent deity - the God of Sun and Sky.

In addition, the nation of Sun and Sky drilled a small light tunnel and covered it with reflective crystals. It goes from the hands of the statue, throughout its body, through the rock in which the temple is built, and onto the surface where it captures light.

The reason behind it is for the followers to bathe in the warmth of the God of Sun, even underground.

Each era had different rituals regarding deity worshiping and communications. The builders, Silaans, had been collecting the scarce desert rain, interpreting it as a sign of Ord willing to speak to them. They would then pour the water from the top of the 4 obelisks and watch it spread between the carvings, into the main channels and wait for it to collect in the spherical dent. The message of Ord would show itself to the Headpriest on the water's surface. Others would use special paste they'd made from desert herbs. In the years of Dispute, water was replaced by blood.

Each nation asked for different things from their deities as well. Some wanted to see the future, some wanted blessing, others peace, and another power to dictate what the peace is.

Design note: What was the last worshiped deity? Is the light source as written or is it the same as in High Crypts? Are there any hidden chambers beneath the engraved dais?

THE MASS GRAVEYARD

Prompts: a mountain of bones and skeletons, walls with tunnel entrances, suffocating air

Beneath the Temple lies a huge graveyard. 200 feet in height, the room is filled with a mountain of skeletal remains. A multitude of small openings intersect the stone walls, and one huge, closed opening dots the ceiling.

The openings are feeding tunnels that are connected to the Chosen Ones' Holdings. The one in the ceiling reaches a spherical dent in the Ceremonial Circle. Legends speak of treasures and long artifacts taken into this graveyard, but to be honest, legends speak of those for every room. The truth is no one knows what lies in the lowest depths of the rock. Some say a true guardian of the place lies here. Some say a Headpriest turned Lich and made the graveyard into a lair. And the latest claims a mad artificer found this temple and made it into their workshop.

FINISHING ON THE LIGHTER SIDE

The beauty of these locations, I think, is their potential for remodeling, layering and upbuilding. It allows us to exclude temple's dark history and have only lighter, jolly things. We can write over its past to fit our needs.

Instead of having a mass graveyard, we can have a massive hamster den. Perhaps this is where Big Wilma, Big Flammy's wife resides with hundreds of their offspring.

Or perhaps the temple goes deeper and we discover an ancient library where heroes can find the instructions for the ancient book in the Main Chappel.

Or a splendid oasis, a magnificent garden from which the floating acorn came.

There are endless possibilities, and I hope this location gave you a few sturdy yet flexible building blocks.

Happy adventuring and remember:

DO NOT TOUCH THE STASH

THE HAMSTER GUARDIAN

BIG FLAMMY

Large annoyance, hungry neutral

Armor Class 13

Hit Points 127 (15d10+45)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	8 (-1)	12 (+1)	8 (-1)

Damage Immunities fire

Senses passive Perception 11

Languages None, but understands Draconic

Challenge 5 (1,800 XP)

Insatiable Hunger. If presented with his favorite nut, Big Flammy must succeed on DC 14 Charisma saving throw or be Incapacitated until the end of his next turn. He spends his turn eating the nut. The effect ends if Flammy receives damage or is targeted by a harmful spell. Once affected by Insatiable Hunger, Flammy is immune to this effect for 1 hour.

Actions

Multiattack. Big Flammy makes either two Bites, or a Bite and Stuff Cheek

Bite. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 9 (1d10 + 4) piercing + 3 (1d6) fire damage.

Stuff Cheek. Reach 5ft., 1 target, medium or smaller creatures. A maximum of 2 creatures can be stuffed at the same time. The target must succeed on DC 14 Dexterity saving throw or be put inside Flammy's pouch. While swallowed, the creature is blinded and restrained, and has total cover against attacks and other effects outside Flammy. If Flammy takes 15 damage or more on a single turn from a creature inside it, Flammy regurgitates all the creatures, which fall prone in a space within 10 feet of him. If Flammy dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone. For each creature in cheek, Flammy's movement speed is halved.

Firepoop (6). Range 60, 20 ft. radius. Flammy shoots a flaming poop at an area. All creatures inside must succeed DC 14 Dexterity saving throw or take 21 (6d6) fire damage. If successful, they take half of the damage.

Air Intake (6) Flammy opens his mouth wide and starts inhaling with a humongous force. To do this at least one cheek pouch must be available. Each creature in 30 feet cone must succeed on DC 14 Strength saving throw or take 13 (3d8) bludgeoning damage and fall prone next to Flammy. On a success, the creature takes half damage with no further effects. If there is a prone creature next to him after the inhale, Flammy can use a bonus action to perform Stuff Cheek. Loose items that are lighter than 50 pounds are affected as well.

LEGENDARY/LAIR ACTION

ROLLBALL

Flammy rolls into a fluffy ball of fire and travels in a 60 feet straight line. Each creature affected must succeed on a DC 14 Dexterity saving throw or take 11 (2d10) bludgeoning and 3 (1d6) fire damage and be pushed 10 feet.

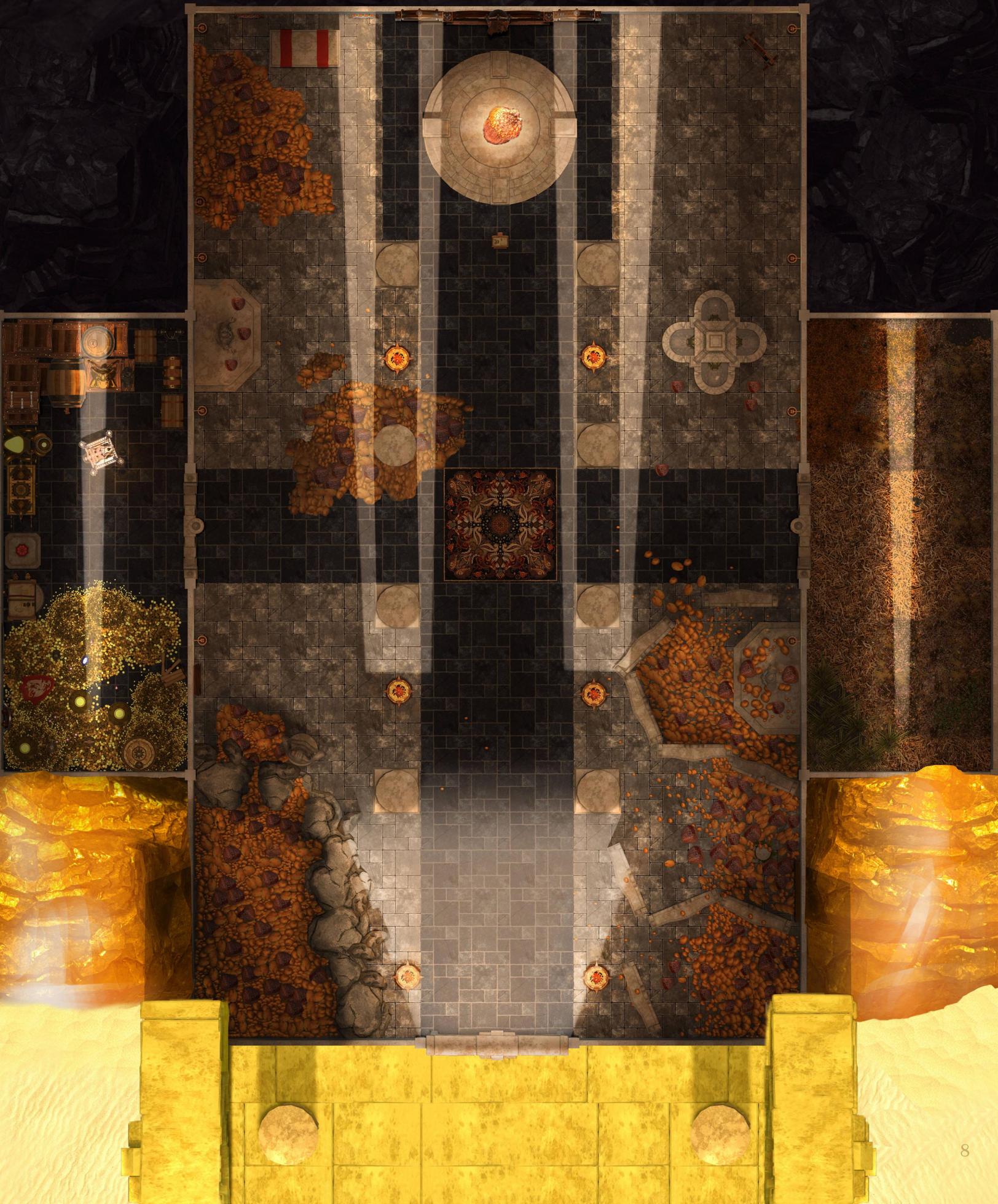
A trail of flame remains in the path for 1 minute or until extinguished. A creature that starts the turn in the fire, or enters it for the 1st time takes 1d6 fire damage and is set aflame.

While aflame, the creature takes 1d6 fire damage at the start of its turn and can use an action to put it out.



BIG FLAMMY
NIKKO, SHUTTERSTOCK

TEMPLE OF NUTS – MAIN CHAPEL
NIKKO, DUNGEON ALCHEMIST



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