

The Temple of Fastening

a one-page dungeon by Sanni Ovaska

A. Entry Hall A medium chamber, its walls decorated with stories of Berell, carved out of the surrounding rock. A grand arch leads to the main staircase and two smaller openings to the side stairs. Possible encounters: boss lead-up, boss if they are a person/group.

B. Main Staircase A grand staircase leading down to the cloister. Can be in bad condition or collapsed to lead the party to the side entrances. Possible encounters: the stairs start to crumble, gap in the stairs, fireflies below swarm.

C. Cloister A large chamber with a walkway running around the perimeter and a severely overgrown garden in the middle. The garden is lit up by countless fireflies and at the center is a grand wishing fountain. Possible encounters: another adventurer, boss lead-up, plants come alive when disturbed, fountain houses a spirit or creature, party finds treasure.

D. Library A medium chamber that has been taken over by a forest of mushrooms after the organic matter stored here rotted away. The mushrooms come in all sizes and colours, and many of them give off a faint glow. Some of the mushrooms emit spores that can induce negative effects (poison, sleep, memory loss, ...) and these specific ones are initially very difficult to identify. The party must find a way through: identify and avoid, move very carefully, fly, ...

E. Chapter House A small circular room built into the back of the library with a tall domed ceiling held up by a column in the middle of the room. The mushrooms have not spread here for some reason. Possible encounters: another adventurer, boss lead-up.

H. Entry to lower levels A tunnel leading further down into the mountain. A sulphur-like smell wafts out of the tunnel and any who try to enter soon find that the lower levels are overtaken by a noxious gas.

I. Altar A huge chamber, the sides and ceiling of which can't be seen from the entrance. Before even stepping into the chamber, the party is greeted by a briny smell and the sound of... waves? It's almost like arriving at a stony shore, with the tunnel leading to a small cliff above what can only be described as an underground ocean. From the crashing waves rises a plateau with a stone bridge leading to it and on it, the altar. A statue of a beautiful dwarven lady towers high, offering down two interlinked bronze rings in her hand. Encounter: boss.

Conclusion With the boss defeated or driven away, the party can retrieve the Bands of Berell and return with them to the Temple of Refastening. As a reward the abbess offers them treasures made by the sisters at the temple forge.

F. Guest Hall A medium chamber with a ceiling so high it's impossible to see without a very bright light source. The room is empty, the walls covered in dark moss that brings to mind rippling clouds. A sound like heavy rain fills the chamber, occasionally cut by a deep rumbling. The ceiling is home to countless storm bats, their heightened hearing agitated by new noises. They swoop down with lightning attacks to hunt or drive away any intruder except biran. The party must find a way through: move soundlessly, distract the bats, pretend to be biran, ...

5-room variant A (boss lead-up) > D/F > E/G (adventurer) > I (boss) > Conclusion



The abbess of the Temple of Refastening has tasked the party with retrieving the sacred symbol of her temple, the Bands of Berell. The original Temple of Fastening was built in a cave network, but was later overrun with biran – giant electric beetles – when an earthquake opened up a rift leading to their nest. Now, over 300 years later, the biran mating season is finally here and the temple will be left free of them for one night. The abbess has given the party a map that shows the upper levels of the temple before its fall. The temple was known for its magical metalwork, which is sure to attract some treasure hunters and other adventurers, some of them possibly friendly and others less so. And while the biran are gone, there is no telling what other beasts lurk in the dark.

G. Guest Chambers A small set of chambers off to the side of the guest hall, with lower ceilings than any of the other chambers but maybe the most detailed carvings. They have been worn down in places but seem to depict a union of two dwarves in marriage. Possible encounters: another adventurer, boss lead-up.

Adventurers Their general attitude towards the party is marked by +/-.

1	Religious fanatic, ready to protect this holy place from anyone and anything. -
2	Solo treasure hunter, very suspicious of any other adventurers. -
3	Pair of adventurers, wary but willing to live and let live. -/+
4	Scientist studying the caves. Eager to talk, hostile to attacks on nature. +/-
5	Local kid that was dared to come here. Wants help getting out. +
6	Friendly cave diver, here for the adventure, not treasure. +

Bosses All boss options include a primary boss fight (left) at the altar and a lead-up encounter (right).

1	Lone biran, left behind by the others. A guard/weakling.	Dead biran, emitting noxious fumes.
2	Necromancer, utilising bodies of perished adventurers. Wants the Bands for a ritual.	Zombies or skeletons left behind to discourage other adventurers.
3	Sea monster, rising from the waves. Sends giant crabs/sea snakes after the adventurers.	Crabs or snakes, spreading out while the biran are gone.
4	Temple sister turned adventurer. Also wants to obtain Bands for the temple, not aware of the party being hired by abbess.	Another adventurer, restrained but not badly harmed. Probably pissed off.
5	Giant cave worm and its nest, residing on the ceiling of the altar chamber.	Smaller worms, spreading from the nest. Drop from the ceiling.
6	Rival adventurer(s). Looking for anything valuable at the altar.	Lackey left on guard duty. Could be bored, aggressive, paranoid, resentful.

Treasures This can also be taken as an opportunity to give the party some personalised loot or potions.

1	Pair of palm-sized carved bronze discs. Lets the holders communicate over vast distances.
2	Dagger with an intricate twisting bronze handle. Lightning crackles within the milky white stone blade.
3	Polished natural stone, deep yellow with white veins through it. Brings good fortune.
4	Clear crystal bottle with a bronze handle and stopper, moulded into waves. Purifies water when filled.
5	Bronze staff with an organic rock-like shape, topped with a citrine fist. Releases a small earthquake when the fist is struck on the ground.
6	Bracelet made of two interlinked bronze rings and small red gem flowers. Improves accuracy.