

# Karsthaven

## The Hidden Temple of Orena

### Introduction

Known from legends, but long lost, the Hidden Temple of Orena was of ancient times carved from the limestone deep in the heart of a small dome-pit high in the Snowy Mountains. Access to the Temple was through a narrow cave passage until a small earthquake filled the entrance with breakdown rocks. Recently rediscovered, the cave entrance passage has finally been cleared of the breakdown and opened, but none have dared venture in, yet.

### Priestess Quarters

In the NW corner is a canopied bed, neat and made. Next to it on the north wall is a 3-drawer dresser with a full width mirror. Pegs on the west wall hold long robes and clothing. On the dresser lies a small piece of pumice-like rock (Pumice Stone), a holy symbol, and a small closed wooden box containing a Magic Ring.

### Library

This room is thickly carpeted and lined with bare bookshelves. Three large tables with chairs on each side are spread through the room. The tables are also empty, but each has a deep inkwell sunken in the center. There is a fireplace against the west wall but no firewood.




### The Storage Cave

Huge piles of wooden boxes, crates and barrels fill the room. Most boxes contain long-ago spoiled meat, bread, fruit. One crate contains 50 unrotted flat wafers of waybread (heals 1 HP). Small stalactites cover the ceiling. These will drop fine sticky filaments which adhere to skin and draw blood, doing 1 HP damage every third round. They can be removed only by cold or burning. If cut, the blood merely drips from the cut end.


### The Crypt Cave

A huge natural cavern, this room has six sarcophagi on the left, and holes holding coffins in the back end. On the right is a cabinet, a large table and two 6 diameter wooden vats, 4' deep. Left of the entrance stands a large metallic statue of a hooded figure with red crystal eyes. The red eyes are rubies and will glow when the statue is touched. No other treasure. The first sarcophagus opened will contain a zombie which will ignore the party, even if attacked, and will open the remaining sarcophagi, one per melee round, then attack. The remaining sarcophagi contain undead skeletons and zombies. The coffins contain natural skeletons. The vats are empty.

### Blind White Cave Flies

In any room or cave marked  any disturbance will cause blind white cave flies to buzz out and begin biting anyone in the room. Each round a person is in the room with the flies, s/he has a 70% chance of taking 1d4 bites. This should seem dangerous to the players, but at the end of the adventure, each bite will confer permanent 1% resistance to the venom of all flying insects.

### Encounters

Crypt Cave: Several undead  
 : Blind White Cave Flies  
 Storage Cave: Stalactite filaments  
 Acolyte Quarters: The Mage  
 Bath: Stunjelly  
 Pooka Cave: The Pooka

### Bath

This room contains three large tubs and five ewers containing water. There is a firepit with a large metal pot in the center of the west wall, with a large pile of firewood next to it. An opening in the wall allows access to water from an underground stream. Against the north wall are two cabinets with three drawers each, and a few pegs. One peg contains some sort of robe. There is a toilet hole that appears quite deep, and has a faint disagreeable odor coming from within. A stunjelly disguised as water lurks in one of the ewers.

### Chapel

Tables flank the south doorway of this room. Over each table is a large carved bas-relief plaque, and a third hangs from the north wall. Each table contains a pewter collection plate. Next to the carving on the north wall is a large full length mirror. The mirror reflects each person with an aura colored per their alignment. The east side of the room is dominated by a large altar standing about four feet out from the wall. On the altar are 2 large pewter candlesticks with partially burned candles, and a glittering statue of a long-haired goddess with diamond eyes. All jewels glow when their carving is touched.

### Bas Relief Carvings

1. A goddess with long hair and ruby eyes, her hands on the head of a kneeling man.
2. A goddess with long hair sapphire eyes, embracing a kneeling winged horse.
3. A goddess with long hair and emerald eyes, astride a cavorting fish.



### Acolytes' Chamber (Quarters of the Evil Mage)

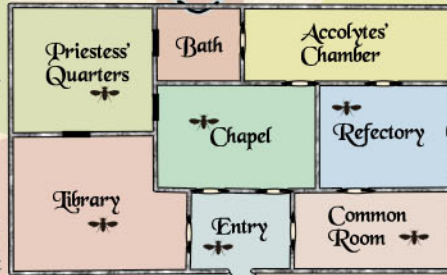
The room has a Darkness, 15' radius centered 14' in from the door. The evil mage will attempt to do in the party and, failing that, to escape. The room contains three sofas, a table with candles, 1 bookshelf with dusty books, 7 beds and 7 dressers. One bed is unmade, obviously used, and the others are neat. The used bed contains a Blanket of Warmth. The mage wears a large fire opal on a chain about his neck. The bookshelves contain general magic texts and on one shelf is a large tome that looks like a spellbook. The mage knows the party is coming and is prepared to attack them when they discover him. If they are besting him, he will magically attempt to flee the scene.

### Refectory

The refectory contains several long tables with benches. Along the east side is a kitchen area -- cooking pots, firepit, etc. The west wall contains a large fireplace with a huge soup pot sitting amongst the dead coals. Bottles and jars line one counter in the kitchen area and a large pile of firewood fills the southwest corner of the room.

### Common Room

This room is thickly carpeted with some comfortable chairs in front of a fireplace. A large pile of firewood stacked nearby. Anyone with good tracking skills may notice that this room looks lived in.



### Legend

-  Locked door
-  Unlocked door
-  Blind White Cave Flies

### Temple Entry

An entry, cloakroom and storage room. The left wall is lined with pegs for hanging things. One peg contains an old cloak. On the south is a wooden cabinet with three drawers, and two wardrobes with closed doors. Otherwise the room is bare. The wardrobes contain hanging robes and cloaks, none of any value.



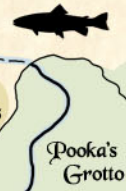
**Start Here**

**Entrance Passage**  
 The passageway in is a bare stone dry streambed about 10' high and 8' wide. The air is very humid and warms considerably as you walk in.

**The Waterfall and Mere**  
 The underground stream plunges 100 feet to a deep mere in the bottom of the dome-pit. Falling into the lake causes 4d6 damage and potential drowning unless the character sheds all encumbrances and can swim until rescued. There is no place to climb out.

### The Dome-Pit

The entrance passageway ends in a sheer drop into a 300' high dome-pit. The entire thing is nicely lit by daylight which shines through a thin snow cover over part of the top of the dome. You are about halfway up the dome-pit, 150' below the partially covered dome opening and 150' above a lake that fills the bottom of the pit. There are six caves leading out of the sheer sides at varying levels around the 100' diameter circular pit. Remains of a wooden ledge and steps circling the pit, which once gave access to the caves, now appears rotted and unsafe. You can see five other cave openings, in addition to the one you are standing in. Three are at approximately your level, and the wooden walkway leads to your left past each of these caves. To your right a sizeable waterfall drops from one of the caves 50' below you down to the lake at the bottom of the pit. A wooden stairway leads down to the fourth cave and then beside the waterfall, disappearing into the cave beside it, all looking very hazardous.



### The Pooka's Grotto

The entire cave is lit with a luminescence that seems to come from the rock ceiling. The path ends at a deep stream 6' wide flowing across the cave. The temperature is balmy and the banks of the stream are covered with luxuriant ferns dripping moisture. The same ferns hang from the walls making a verdant grotto of green and light. Several large fish swim lazily in the stream fed by a small waterfall in the rear of the grotto. The Pooka will be a fish initially. He will change to a man and emerge and talk. He will change to a winged horse to fight. The Pooka is good, magical, and strong. He can grant wishes or aid the party if they treat him with respect.

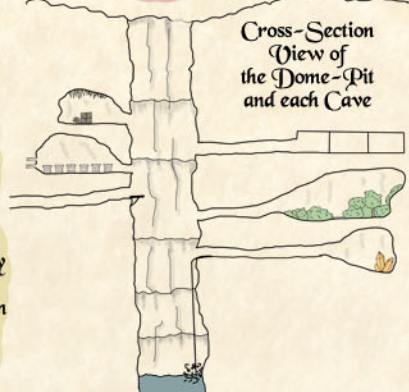
### The Waterfall Cave

An underground stream flows briskly past you in a 6' wide channel to the falls. The rock is slippery near the stream. A few gold (pyrite) nuggets can be seen glinting under the water. The stream source is under a very low overhang from which it emerges. A wide recess opens across the river to the right. A stone bridge spans the stream at this point.



### The Cave of Orange Crystal

In this cave, there are several large crystals growing from the floor, walls and ceiling. Each crystal glows with an internal bright orange light, filling the alcove with a warm orange aura. The crystal will add +1 to any weapon touched to it, once per weapon. It will not affect other magical items or properties. All weapons touched will gain a permanent orange aura.



Cross-Section View of the Dome-Pit and each Cave