

# THE HOARD OF ODEMUS

WHAT LIES BENEATH...

Journal - Day 42

*After surviving a week of the worst storms any sailor has seen, we were greeted this morning by the foretold "pocket of calm waters, amongst the raging sea." The captain's compass is spinning wildly here and we drift along a circular, windless current. It's just as the mariner described in his journal.*

*Damn all those who called us fools and said we were following the ravings of a madman. We found it. We found the sea-dragon's lair.*

*The last words of the journal were: "The hoard of Odemus, lies one mile below."*

## THE DESCENT

The water in this area is dangerously cold at all levels and the water pressure quickly increases to dangerous levels during the descent.

The sea floor is covered with luminescent algae that glow dimly in the dark waters. The wreckage of countless ships litters the area. A rock formation juts out to the east, rising sharply into a mountainous peak. The alluring light from a shimmering rift in the rocks beckons like a siren's call.

## THE LAIR BASICS

The rift does not move the party into the rock formation, it sends them to a demiplane created by Odemus as his lair - The trapped soul of a former adventurer acts as the overseer of the lair and has developed a split personality. In its deep, booming voice it warns of avoiding its own fate. In its manical voice, it lures the party forward, wanting release from its prison - Magical attempts to leave the lair, send the affected to Entry Hall A - Magical attempts to summon/contact anything outside/inside the lair are answered by the maniacal overseer. Have fun with that! - All doorways are covered by a shifting, opaque, liquid and are portals to areas within the lair - Going back into a doorway doesn't always lead to the same room

## 1 ENTRY HALL (A&B)

A) Passing through the rift, reveals a long, dry room, with walls of blue quartz and a flawless moonstone floor. Each wall pulses with a dim blue light that softly illuminates the room. The floor glows in time with each pulse of the light. Large pentagonal doorways, made of black quartz, can be seen to the left and far end, their destinations are obscured by a shifting, opaque, liquid.

The portal that brought the party (and the only exit from the lair) exists for exactly 30 seconds (of real time) after a deep voice bellows out from everywhere: "Only death awaits you here. Turn back now." After 30 seconds the portal disappears. A maniacal voice cackles "Thank you! Thank you!!! Now just don't die!" Robed figures step through through the shifting liquid at the far end.

B) The same exact room, only the left doorway here leads to "Bone Room B". The far doorway is not changed. Reachable only from the center pool in "The Pools" room.

## 3 THE POOLS

Three pentagonal pools, with steps leading up to all sides, simmer with a familiar shifting, opaque liquid. A booming voice bellows out "Take your death now. Do not follow your greed." The maniacal voice follows "Hurry! Hurry! Take the middle one!" If the party lags in determining what to do, robed followers appear on the steps of each pool.

## 5 THE HATCHERY

This large circular, domed, room is filled with 3 feet of frigid, black, opaque water. Large, aqua colored, dragon eggs sit partially submerged in the center of the room. The pulsing, blue light from the domed ceiling, gives the water a luminescent glow. Several carved runes sit in small alcoves along the walls, giving off a pulsing, sequence of glowing lights. Touching one of the runes turns another rune dark. A toy for playful wyrmlings and a red-herring for everyone else. Pieces of dragon shell float just below the surface. Large holes, within the submerged floor, lead to an underwater chamber where sea-dragon wyrmlings lie in wait, guarding the exit to the room.

## 2 THE BONE ROOM (A&B)

A) The moonstone floor of this pentagonal shaped room is barely visible through piles of armor and bone. The blue glow from the walls of the make-shift mausoleum gives it an improper peaceful feeling. A cursory check of the piles reveals little of interest, other than a piece of an obscured mural on the floor. Clearing the piles away, the mural is of armored skeletons circling a locked chest. Using the trident key (see below) to unlock the chest, causes the central pool in room 3 to glow gold and the mural's skeletons to rise and attack.

B) The same shape/walls of the Bone Room above, however, the floor is covered in an animated mural of a thriving, ocean floor. An open chest at its center has a small, trident-shaped key in its keyhole. A player can reach into the mural and remove the key. Large, clear cubes of a gelatinous substance emerge from the waters of the mural.

## 4 THE LIBRARY

Outlined with shelves that appear to be made from the remnants of ship wreckage, this long, narrow room is an overflowing, colorful, menagerie of oddly shaped books. Reading tables fill the center of the room, each with a seated, emaciated human, dressed in rags and shackled by a chain to the moonstone floor. They appear to be carefully transcribing a document into leather bound journals. They take no interest in the party even if released from their chains and without tongues, cannot speak. Inspection of their writings shows that each man is transcribing a copy of the "Mad Mariner's Journal" into different languages. Searching the shelves, reveals the myriad books are captain's journals, ships logs and various accounts of a mighty sea dragon who destroyed the ships of any who came in search of his riches. The maniacal voice laughs uncontrollably.

## 6

## THE TEMPLE OF ODEMUS

The party is standing in the immense, ornately designed temple of Odemus. The walls and floor are made of a white opal gemstone that becomes iridescent when it catches the light of one of the many coral chandeliers. A giant circular pool of black water shifts and stirs at the center of the room, surrounded by a group of chanting, robed figures. Behind the party, a wide animated mural shows 4 ships sailing across a stormy ocean. The far end of the temple has a blood-stained coral altar and a massive mural that depicts a water-less, rocky, sea-floor. The High Priest of Odemus, in a dragon mask, stands at the ready behind the altar, wielding a huge trident. The booming voice shouts "Your greed has led you this far, allow your sanity to remain and die at peace within this temple." The maniacal voice follows "Almost here lovelies! So close!" The masked figure shifts his trident and the liquid within the pool rises to the ceiling. Through his trident, the High Priest controls the liquid within the pool. He can use it to summon creatures from the depths, as an opaque bubble to shield himself and grapple/pull players into the opaque liquid.

When the room is cleared, the pool is again full of the black liquid. Moving into the pool reveals nothing but laughter from the maniacal voice. To proceed, the players must use the trident to pull the water from the mural with the ships to the mural behind the altar. The ships will flow across the stream of water and animated Odemus attacks from the rocks, destroying them all. Satisfied with the destruction, Odemus then disappears into the rocks. The water falls out of the mural, creating a staircase into a glittering, golden portal.

## 7

## THE DRAGON'S HOARD

The party stands on a stone platform, in the center of an immense circular, domed room filled with a vast sea of gemstones, gold, and plunder. The radiant light of a massive, pulsing gem hanging from the ceiling creates a dazzling display of prismatic splendor. Weapons, shields, artifacts, and armor from every age stand out in the brilliant piles. This truly is a dragon's hoard. Unfortunately, it's also a dead-magic zone. No magic exists here at all. No spells can be cast, no gods can be called. No items, potions, artifacts or scrolls work.

The booming voice says: "Your greed has drawn you here and now for the others to live, one of you must suffer my fate." The maniacal voice cackles loudly "We are FREE! Thank you all! Take what you can carry on the way out, except the dead guy. Don't forget to take a journal as well! Freeeeeeeeeee..."

You can't say you didn't warn them. The only way out of this is for one of the adventures to die (willingly, eventually or stabbingly) with their soul becoming the new overseer. Once their soul is trapped, a permanent planar portal is revealed on the platform and the rest of the party are free to leave, taking whatever they can carry. They are transported to a remote island cave, littered with decaying journals.

