

The Ma-Gog Delta

Description

The Ma-Gog Delta is the coastal area where the two greatest rivers of the Shattered Empire meet. It is swampy and full of bizarre creatures and river pirates (see the *Floating Cities Gazetteer* for details). The only reason to come here is the fabled *Library of Collected Water Knowledge*, either to research a special water spell or to take the legendary *Blue Scroll*, a magic item that is not that powerful by itself but it is nevertheless part of several important mythical stories.

Special Sites

A: The Plateaus

These hills stand about 60 feet above the rest of the landscape and are a perfect position for archers and war machines to fire at the surrounding landscape.

B: The Fake Library

This is the fake library included as colour map. It is likely the first place the PCs will search if they are looking for the blue scroll.

C: The Real Library

The map of the real library is included as well but this place is hidden underground and might necessitate some search checks.



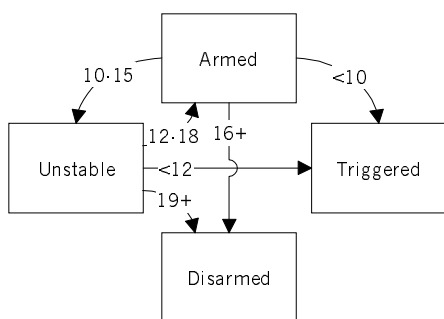
The Real Library

This tunnel complex contains the true treasures of the library which are not meant to be accessed by anyone. The complex is buried under 3 feet of soil and protected by various deadly traps, constructs, and undead.

1. Iceshard Trap

Use the following flowchart for disarming attempts. Initially, the trap is armed. Rolling more than 15 on the disable device roll disarms it. Less than 10 triggers it. Any other roll will put it into an unstable state, where the trap is about to go off but a quick roll can yet stop this, either disarming it (more than 19) or getting it back into the initial state.

The iceshard trap is a sudden manifestation of cold and water from a rune on the ceiling. The ice created this way will crush anyone beneath it. It is triggered by standing under the rune.



When the trap is unstable, small icicles manifest at increasing speed around the rune.

CR: 3, 6d6 crushing damage, reflex save (DC 20) negates, search DC 23, disable device: see diagram.

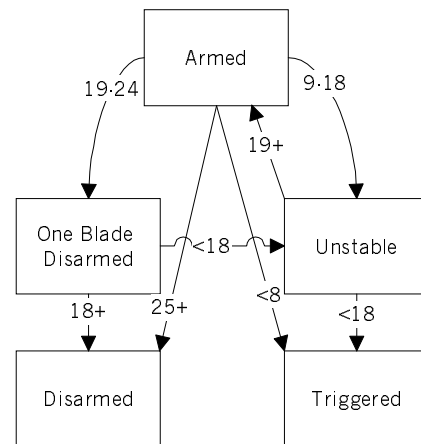
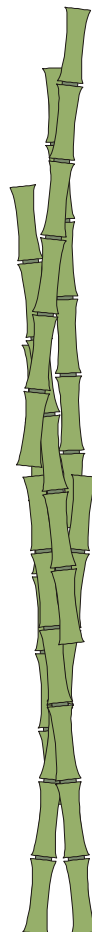
2. Water-Powered Blade Trap

Hidden in secret compartments in the wall are two wicked blades mounted on mechanical arms. When a victim comes close to trap, the vibrations will set of the trap by opening a valve that will set

the arms in motion through water pressure.

CR 2, one or two +8 melee (1d8 /x3 crit.) search DC 18, disable device (see above)

3. Steam Breath Trap



A richly ornamented dragon's head made of silver (50 gp worth) is set into the wall or door where the trap is situated. When somebody enters the square right in front of the trap it is triggered and spews out a 10 feet cone of steam. Anybody caught within takes 3d6 damage unless they pass a reflex save (DC 15) for half damage. Only those who do not take the save (thus automatically taking the damage) still stand in the square they started, all others move back to avoid the scalding steam.

Disabling the trap requires the person trying to do so to reach the mechanism first with a courageous jump behind the cone effect. This involves two skill checks; jump (DC 15) and tumble (DC 13). If any of the rolls fail, the character has to save against damage but ends next to the trap. if both fail, she had to jump back and has to try again. The trap has 20 charges and regenerates one every 10 minutes.

CR: 3, 3d6 heat damage, reflex save (DC 15) halves, search DC 10, disable device: 18.

4. Entrance

The entrance to the underground complex is a 30 feet shaft that is partially buried under soil and has to be dug up in a hard day's work.

5. The Ballista Chamber

This room is a guard chamber that contains 4 terracotta warriors lined up at the Northern wall as well as an ancient ballista (3d6 (x3)) aimed at the door. The warriors know how to operate the machine but cannot reload it in the heat of the battle. The guards have been stored here under orders to attack should somebody enter open the door to this room. One of the warriors stands ready to trigger the ballista and is very likely to surprise the PCs unless they kick in the door.

6. The Jade Room

This room has every surface covered with jade plates (weighing 40 lb. and worth 400 gp) and has jade chimes hanging on silk lines which criss-cross the room. The chimes will ring as soon as the line is touched which can be avoided but is likely in combat. There are 50 chimes worth 10 gp each. In the middle of the room stands a Jade Warrior with one sword raised and one pointed at the floor.

7. Library Room

This room is filled with scrolls over scrolls containing water elemental lore. Researching water wu jen spells could be done at half price in this library. However, the scrolls are old and mouldy which means that they have to be handled very carefully.

8. Wrecked Room

This former library room is wet and wrecked. There is a small puddle in the corner and the shelves are toppled and damaged. A spot/search check (DC 13) reveals several dead rats bleeding all over. 8 blood moths (CC2) live in this room and are starved to death. If anything living enters they will swarm at it and feed.

9. False Treasure Room

This room which is illuminated by a bluish crystal on the ceiling (worth 400 gp) contains a Jade Warrior and 2 Terracotta Warriors patrolling the room under orders to attack as soon as they are charged or somebody touches the scroll lying on the altar. While people might assume this to be the fabled *Blue Scroll*, this is just a fancy looking scroll of *obscuring mist*. The real scroll is hidden in room 10.

10. Real Treasure Room

This room is empty save for a knee-deep pile of dust and half-decomposed scrolls as well as the web of a medium-sized monstrous spider which lives by capturing the rats that get through the slit in the wall. It will defend its lair to the death. Deep beneath all the dust lies the *Blue Scroll* (search DC 10). There is, however, a certain danger involved in searching this room due to the mold covering some of the ground which will release spores when disturbed (spores, initial damage 1d3 constitution (fort save DC 14 negates, secondary effect 1d6 constitution damage, fort 14 negates). Near the scroll lies the *tiny* brass statue of a female dancer that is almost naked and has copper tiger stripes covering its body. When a button at the back is touched, the statue will dance and emit music. Treat this statue as a tiny animated object that does not attack but only dances when activated. This statue could be worth 100-300 gp depending on the buyer.



11. Treasure Chamber

This room contained gifts made to the library. Most are precious books. 3 books can be salvaged from this mess:

- *Power of the Elements, Vol 3:*
Water, a spellbook that contains the following spells; *stinking cloud*, *swim*, *ice knife*
- *Tales of Celestial Harmony*: the epic adventures of an ancient hero. This luxury edition is worth 400 gp.
- *Book of Doom*: anybody reading in this hideous tome bound in human skin must make a will save DC 13 or become catatonic for 1d4 days and will be haunted by terrible nightmares for about a week afterwards.

The skeleton of a librarian lies in the corner but does not move in any way.

12. Chamber of the Water Fiend

Locked in this room is a large water elemental whose energy is used to power the traps in this hidden library. When looking through the transparent wall one can see a watery storm raging inside this chamber and sometimes a vague bluish shape can be seen pacing the room, banging against the walls. Those who enter the chamber best leave as fast as they can!

Those who are brave enough to slay the elemental will find the battered skeleton of some ancient treasure hunter who stills holds his +1 great axe that emits a faint greenish glow and sounds like the rolling waves when swung.

