

# Looking Glass Deep

Looking Glass Deep by Mike Mearls is a free short adventure for four 4th-level characters.

This dungeon-style adventure pits the player characters against some canny foes aided by a unique and powerful artifact.

For years, the ruins of Looking Glass Deep have served as a proving ground for young adventurers. Decades ago, the place was the remote abode of the wizard Urlen Sparlek, a “cottage in the country” that he used when he wanted to get away from civilization. Or, as it turned out, plot an assassination in secret.

Implicated in a scheme against the king, Urlen fled to the outer planes to escape justice. In the years since, dozens of adventuring parties have looted Looking Glass Deep. Though rumors abound of secret treasures, strange monsters, and other mysteries still hidden within the place, the first adventuring forays turned up nothing. After an initial flurry of expeditions, the Deep remained undisturbed until recently, when the hobgoblin sorcerer Tzarrik and his ragged gang of robbers moved into the ruin.

Tzarrik and his men had raided a kobold lair, searching for loot and food. Among the items they took was a magical key. The kobolds treasured the item as their greatest possession, but they lacked the arcane knowledge to understand its importance. Tzarrik recognized the powerful aura that surrounded the key. Research revealed a link between the key and Looking Glass Deep, and he decided to claim the Deep as his own. His gilt tongue and magical abilities allowed him to persuade the other mercenaries to go along with his plan.

Tzarrik believes that the artifact, the *key of the way*, will grant him access to hidden treasure caches rumored to rest within Looking Glass Deep. In truth, the item activates a portal to the *throne of the Deep*, an item that gives its user the power to observe and exert control over the compound. Tzarrik insists that a great treasure is still hidden within the place, but his troops grow increasingly bored. To keep them from deserting or turning against him, he ordered them to plunder a local village.

Tzarrik believes that, by the time the locals can manage a counterattack, he'll be long gone. Unfortunately for him, he didn't expect that a small group of adventurers would be in the area.

## OVERVIEW

*Looking Glass Deep* is an adventure designed for 4th-level characters. It is a flexible, site-based scenario that presents you with the details of Looking Glass Deep and the gang of outlaws that occupies the place. Unlike some site-based scenarios, *Looking Glass Deep* features a dungeon full of monsters that take proactive steps to defeat the player characters (PCs). Tzarrik is an intelligent tactician with the ability to spy on the party almost at will when the group is within the Deep. His followers work together as a team under his command to repel attackers.

The heart of Tzarrik's power lies in the *throne of the Deep*. He occupies Looking Glass Deep's throne room, a hidden chamber accessible only with his magical key. From the *throne*, he can cast his sight into any chamber within the ruins. While he observes a spot, he can cast spells into the room, speak with the creatures he sees there, and use the throne's magical powers to help his followers. Thus, the characters face an opponent who can anticipate their moves, spy on their conversations, and adjust the actions of his troops instantly. They must use clever tactics and good planning to defeat Tzarrik. Full details on the *throne* appear on pages 8–9 of this module.

### About the Author

**Mike Mearls** has worked as a freelance roleplaying game designer since 1999. This prolific writer maintains a high volume of work without compromising quality, which has won him a place on many gamers' lists of favorite designers. He has produced material for such publishers as AEG, Atlas Games, Decipher, Fantasy Flight, Fiery Dragon, Goodman Games, Mongoose Publishing, Necromancer Games, and others. His previous Malhavoc Press titles include *Mystic Secrets*, *The Book of Iron Might*, *Ruins of Intrigue*, and *Transcendence*. His work also appears regularly in *Dragon*® Magazine.

### About the Artist

Years ago, **Tyler Walpole** spent a good deal of time in school being scolded by his teachers for drawing when he should have been paying attention in class. Today, many of those same teachers are happy that the self-taught 28-year-old is able to pursue his illustration career full time. He lives in Des Moines, Iowa, with his wife Petra and son Keegan, and co-owns a comic book store.

### About the Cartographers

It takes two people to draw a map—at least, that's the way it works when you've got three preschoolers around the house. You can find more from the husband-and-wife team of **Todd and Mysie Sabin** on the Dundjinni website <[www.dundjinni.com](http://www.dundjinni.com)> under the screen names tmaas and Micah.

### Malhavoc Press

**Malhavoc Press** is game designer Monte Cook's d20 System imprint devoted to the publication of evocative game elements that go beyond traditional fantasy. Malhavoc Press products such as *The Book of Eldritch Might* and Monte Cook's *Arcana Evolved* exhibit a mastery of the d20 System rules that only one of its original designers can offer. Current titles are available to purchase in either print or electronic (PDF) format at <[www.montecook.com](http://www.montecook.com)>. Look for *The Book of Roguish Luck* by Wolfgang Baur, available now.

## INVOLVING THE CHARACTERS

Involving the characters in this adventure is relatively easy. The raid on a local village shows that the humanoid in Looking Glass Deep are a threat to the area, and chances are that the PCs are the only ones with the skills needed to root them out.

Alternatively, the PCs might journey to the ruin in search of adventure and treasure. Perhaps they find an old map that points out Looking Glass Deep's location, but do not know that the place has already been thoroughly looted.

A sage might hire the group to map Looking Glass Deep, as he suspects that a hidden treasure of Urlen Sparlek still rests there. With a detailed map, he can study the layout and make a guess as to the likely hiding spot for a cache.

The characters might also stumble into this adventure when they travel to a remote area, perhaps while guarding a caravan. When the PCs arrive at their destination, they find that it has come under a recent attack. The village elders suspect that Looking Glass Deep serves as the monsters' campsite, as bandits have occupied that place in the past.

## ADAPTING THE ADVENTURE

Looking Glass Deep is located in an isolated area, but isn't necessarily distant from civilization. A large city could be only a few days away. The key is that the characters should have a logical reason to go to the ruin. The adventure also assumes that the Deep is located in a temperate, hilly forest, but the plot, monsters, and other critical components do not rely on that. You could easily shift the Deep to a desert, the arctic, or some other climate by modifying the descriptive text.

## USING THIS BOOK

Throughout *Looking Glass Deep*, all references to spells, feats, and other rules are from the three Core Rulebooks: the *Player's Handbook*, DMG, and MM. For the sake of convenience, creature statistics that include space and reach also include the corresponding Face stats, for players of the 3.0 and 3.5 versions of the game.

More free adventures like *Looking Glass Deep* appear on Monte Cook's website. Visit the site at <www.montecook.com> and select "Free Adventures" in the Product Support menu at the left side of the Malhavoc Press page.

The map in this adventure was created with *Dundjinni* software. For more information and *Dundjinni* free files, visit their website at <www.dundjinni.com>.

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## INTO THE RUINS

This section describes the layout of Looking Glass Deep and corresponds to the map on page 3. Many of the areas include listings of the guards and monsters found within them, but keep in mind that Tzarrik and his gang are highly organized. Using the *throne of the*

*Deep*, Tzarrik can communicate with his minions and cast spells at the party from the safety of his throne room. Some of the locations include a development entry that describes how the defenders might react to the party's actions. This section also gives suggestions for Tzarrik's actions, as he may cast spells to support his followers as they battle the PCs. You should also read ahead to brush up on the hobgoblins' plans and reactions to the player characters. They are detailed under "Hobgoblin Tactics" on page 9.

The encounter key makes no effort to cover the region around Looking Glass Deep. The journey to the Deep should be free of complications, though you can fill in details based on the area of your campaign world where you place this adventure.

Looking Glass Deep stands in a narrow valley between the lower slopes of the mountains. An old, overgrown path leads to it. Tzarrik's raiders—six hobgoblins and the ogre brute, Lorsh—used this path a few days ago to launch their raid.

## SECRET DOORS

Looking Glass Deep is honeycombed with secret doors. Owing to the power of the *throne of the Deep*, Tzarrik and his followers have uncovered them all. They use them to outflank and attack the party from behind whenever possible. A Search check (DC 25) is needed to find the doors (marked with an "S" on the map).

### 1. THE GUARD HOUSE (EL 4)

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**Ahead of you lies a narrow cleft between two high, almost sheer, hill faces. A stone wall stands within the cleft, blocking access to the narrow valley beyond. The wall has a gate with a lone guard tower beside it. The gate is closed with a crude, though obviously new, wooden barricade. A few humanoid figures stand atop the tower.**

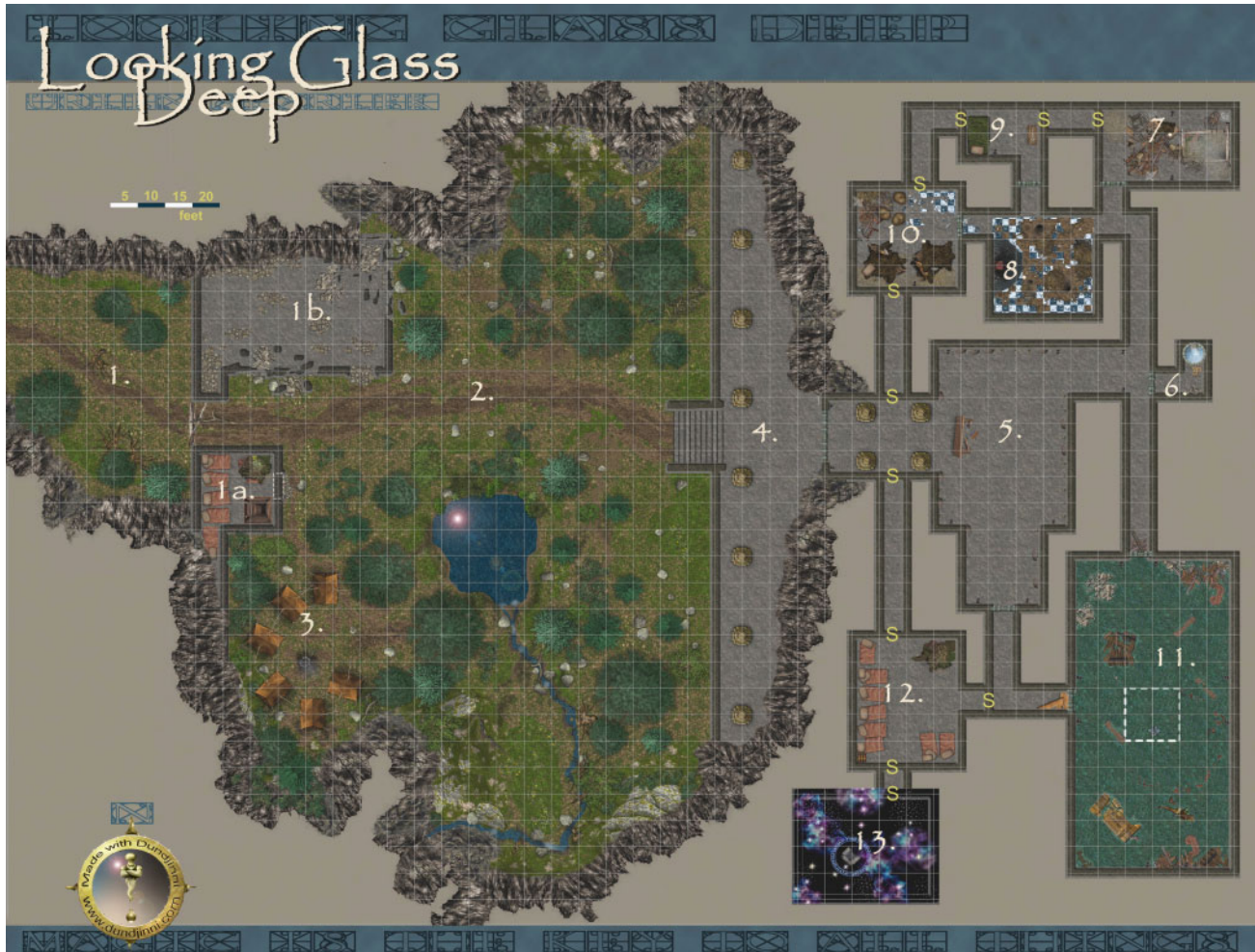
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**Situation:** Five hobgoblins and the ogre warrior Lorsh stand guard here. Two hobgoblins keep watch at the tower, while the other three rest downstairs. Lorsh spends most of his time in the tower. He sustained a nasty head injury a little over a year ago that turned him into a passive, easily manipulated beast. The hobgoblins must drive him into battle with a whip.

**Area:** The building marked 1a is the guard tower. It is a two-story structure. The first floor is empty, save for a set of stairs to the second floor. The second floor is where Lorsh and the off-duty hobgoblins rest. There are five bedrolls here and a pile of blankets that serves as Lorsh's "nest."

The building marked 1b was once the barracks for the tower guards, but has long been abandoned. This brick building's interior walls are partially collapsed from attempts by past expeditions to find hidden treasure.

**Development:** Make Spot and Listen checks for the hobgoblin guards. If they notice the PCs, they yell an alert and fire arrows. Two of the hobgoblins downstairs grab their bows and join their allies at the roof. The fifth one runs to the main compound to warn Tzarrik.



The characters can climb the cliff (Climb, DC 15) and skirt around the gate with relative ease. The guards pay little heed to the slopes and suffer a  $-2$  penalty on Spot checks to notice climbers.

A hobgoblin handler cracks his whip once per round as a standard action to motivate Lorsh. If this hobgoblin is defeated, Lorsh only fights if he is already engaged in melee. Otherwise, he relaxes his guard. With his diminished, injured intellect, he is something like a puppy. If the player characters are kind to him, he can offer them some slim bits of information about Looking Glass Deep. He knows that a powerful spellcaster is in charge; his voice sometimes echoes in the chambers, and he seems to be able to see anywhere. Lorsh is also afraid of the “big growler” (the owlbear) that lurks in the courtyard. He describes it as an enormous, terrible beast, like a small child trying to put his worst nightmares into words.

**Treasure:** Each hobgoblin and Lorsh carry 50 gp in coins.

**Hobgoblin mercenaries (5), War:** CR 1/2; Medium humanoid (goblinoid); HD 1d8+2; hp 6; Init +1; Spd 20 feet (base 30 feet); AC 18 (+1 Dex, +5 chainmail, +2 heavy shield), flat-footed 17, touch 11; Base Atk +1; Grp +2; Atk +3 melee (1d8+1, longsword) or +2 mele

(2d4+1, guisarme) or +2 ranged (1d8, longbow); Space/Reach: 5 feet/5 feet, 10 feet with guisarme (Face/Reach: 5 feet x 5 feet/5 feet, 10 feet with guisarme); SA Trip attack with guisarme; SQ Darkvision 60 feet; AL LE; SV Fort +4, Ref +1, Will  $-1$ ; Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8.

**Skills:** Hide +3, Listen +0, Move Silently +3, Spot +1. **Feats:** Weapon Focus (longsword).

**Possessions:** Longsword, guisarme, longbow, arrows (60), chainmail, heavy shield.

**Ogre—Lorsh:** CR 3; Large giant; HD 4d8+8; hp 26; Init  $-1$ ; Spd 30 feet (base 40 feet); AC 16 ( $-1$  size,  $-1$  Dex, +5 natural, +3 hide armor), flat-footed 16, touch 8; Base Atk +3; Grp +12; Atk +8 melee (2d8+7, greatclub) or javelin +1 ranged (1d8+5); Space/Reach: 10 feet/10 feet (Face/Reach: 10 feet x 10 feet/10 feet); SQ Darkvision 60 feet, low-light vision; AL N; SV Fort +6, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 3, Wis 10, Cha 7.

**Skills:** Climb +5, Listen +2, Spot +2. **Feats:** Power Attack, Weapon Focus (greatclub).

**Possessions:** Greatclub, javelins (4), hide armor.

## 2. COURTYARD (EL 4)

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Beyond the gate is a tiny, wooded valley—a pocket of low ground within the U-shaped cliff face. At the far end of this pocket, a set of broad steps has been carved into the rock. These steps lead to a pair of double doors set into a recessed area at the base of the cliff. Six pillars carved from the rock extend from the roof of this recessed area to the top of the stairs.

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**Situation:** When Urlen Sparlek controlled Looking Glass Deep, this area was a garden. The small pool of water to the right of the steps gives the Deep its name. It offers a clear, almost mirror-perfect reflection.

**Development:** The hobgoblins keep their pet and mascot, Urglar the owlbear, in the courtyard. The owlbear has been trained since it was a cub to obey the hobgoblins. It attacks all other creatures not accompanied by a hobgoblin. It lurks among the trees, gaining a +4 bonus to its Hide checks. A Spot check (DC 11, assuming that the owlbear takes 10) allows the characters to notice it as it moves into position to attack.

**Owlbear—Urglar:** CR 4; Large magical beast; HD 5d10+25; hp 52; Init +1; Spd 30 feet; AC 15 (–1 size, +1 Dex, +5 natural), flat-footed 15, touch 9; Base Atk +5; Grp +14; Atk +9 melee (1d6+5, claw); Full Atk +9/+9 melee (1d6+5, 2 claws) and +7 melee (1d8+2, bite); Space/Reach: 10 feet/5 feet (Face/Reach: 10 feet × 10 feet/5 feet); SA Improved grab; SQ Scent; AL N; SV Fort +9, Ref +5, Will +2; Str 21, Dex 12, Con 21, Int 2, Wis 12, Cha 10.

*Skills:* Listen +8, Spot +8. *Feats:* Alertness, Multiattack.

## 3. CAMPSITE

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A number of crude tents are set up here in a circle around a fire pit. There are no signs that this camp is currently occupied—no gear or equipment, aside from the tents.

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**Situation:** The hobgoblins set up camp here while Tzarrik made his initial foray into the chambers carved into the cliff. Eventually, they moved inside, but the hobgoblin leader Dalgron has decided to leave the tents in place. He has sent a runner deeper into the mountains for reinforcements, and he plans to encamp them in the tents once they arrive.

There are six tents total, with space enough for two dozen humanoids. In addition, a Search check (DC 10) reveals that two large creatures were chained to trees at opposite ends of the camp. Based on dung scattered in the area, claw marks on the trees, and other signs, a Knowledge (arcana) check (DC 25) reveals that one of these creatures was an owlbear (see Area 2), while Knowledge (nature) (DC 25) shows that the other was a dire boar (see Area 12).

**Treasure:** A Search check (DC 20) uncovers a treasure chest recently buried in the trees near the campsite. The chest contains 1,000 gp and a pouch with five diamonds worth 200 gp each. This is the hobgoblins' communal treasury.

## 4. THE DOORSTEP

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At this end of the box canyon, a large, open indentation has been carved into the cliff wall. The space extends 20 feet high and about 20 feet deep, with the floor of the canyon 10 feet below it. Eight columns, each carved into the likeness of a dragon, span the gap from the floor of the carved indentation to the roof above it. A set of stairs 15 feet wide runs from the path to the gate house up to the indentation. Across from the top of the stairs, double doors are set into the indentation's far wall.

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**Situation:** As the characters approach the stairs, their reception depends on the events at the gatehouse. If the guards sent a runner to warn of attacks, the warriors from Area 5 are here, along with the runner from Area 1. They take cover behind the pillars and fire arrows at the party. Otherwise, this place is clear of monsters.

The great double doors are marked with Urlen Sparlek's symbol: a clenched fist with the back of the hand facing outward. An eye is drawn on the back of the hand. Draconic text written in flowing, elegant script along the top of the door reads, "Magic is the key to all things."

The hobgoblins keep the doors closed at all times. They can be opened normally from the inside, but anyone trying from the outside must cast a 0-level arcane spell of any sort before opening the doors or take 1d6 points of electricity damage (Reflex save, DC 17, for half). The hobgoblins normally bang on the door if they need to get in. If the guards in Area 5 aren't expecting trouble, they open the door for anyone who knocks.

### IMPORTANT NOTE

Before running Areas 5 through 13, be sure to read upon on Tzarrik's tactics. There is a 10 percent chance each round that he happens to look in on a room that the PCs enter. When this happens, he musters his followers to attack them while continuing to spy. He also harasses the PCs with spells. See "Hobgoblin Tactics," page 9, for more information.

## 5. ENTRY HALL (EL 4)

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A 20-foot long hallway extends ahead of you. Four columns in the hallway, two each to the right and left, are marked with the same clenched fist symbol as the front doors. The passage opens into a wide chamber beyond, where an overturned table rests as a crude barricade. A dozen shields hang from the walls of the chamber, many bearing seals and symbols of various gods and kingdoms. All of the shields are dented and battered, while empty hooks show that some of them have been ripped from the walls and carried away.

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**Situation:** Groth the hobgoblin sergeant and four warriors stand guard here. Two hobgoblins keep watch from behind the table, though they pay little mind to the door, while Groth and the other warriors rest in the southern end of the room.

The hobgoblins attack intruders on sight, though if the party members are quiet they can sneak into this chamber. The warriors stationed at the barricade spend most of their time crouched behind it, playing a dice game. They'll need to make Listen checks to detect intruders unless they stand up.

As noted above, there is a 10 percent chance each round that Tzarrik happens to look into this chamber. He notices intruders immediately and yells a warning to his guards. He then casts *flaming sphere* to aid them, placing it to threaten spellcasters. Lastly, he raises the alarm among his followers.

**Treasure:** Each hobgoblin, including Groth, carries 50 gp. In addition, these hobgoblins have hidden a private stash beneath a loose flagstone (Search, DC 15). This treasure cache consists of a jade idol of a leering demon that's worth 250 gp and a *hand of the mage*.

**Hobgoblin mercenaries (4), War:** CR 1/2; Medium humanoid (goblinoid); HD 1d8+2; hp 6; Init +1; Spd 20 feet (base 30 feet); AC 18 (+1 Dex, +5 chainmail, +2 heavy shield), flat-footed 17, touch 11; Base Atk +1; Grp +2; Atk +3 melee (1d8+1, longsword) or +2 melee (2d4+1, guisarme) or +2 ranged (1d8, longbow); Space/Reach: 5 feet/5 feet, 10 feet with guisarme (Face/Reach: 5 feet × 5 feet/5 feet, 10 feet with guisarme); SA Trip attack with guisarme; AL LE; SQ Darkvision 60 feet; SV Fort +4, Ref +1, Will -1; Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8.

**Skills:** Hide +3, Listen +0, Move Silently +3, Spot +1. **Feats:** Weapon Focus (longsword).

**Possessions:** Longsword, guisarme, longbow, arrows (60), chainmail, heavy shield.

**Groth, hobgoblin sergeant, Ftr:** CR 1; Medium humanoid (goblinoid); HD 1d10+2; hp 12; Init +5; Spd 20 feet (base 30 feet); AC 21 (+1 Dex, +8 full plate armor, +2 heavy shield), flat-footed 20, touch 11; Base Atk +1; Grp +3; Atk +5 melee (1d8+2, masterwork longsword) or +3 melee (2d4+3, guisarme) or +2 ranged (1d8, longbow); Space/Reach: 5 feet/5 feet, 10 feet with guisarme (Face/Reach: 5 feet × 5 feet/5 feet, 10 feet with guisarme); SQ Darkvision 60 feet; AL LE; SV Fort +4, Ref +1, Will -1; Str 15, Dex 13, Con 14, Int 10, Wis 9, Cha 10.

**Skills:** Climb +6, Intimidate +4. **Feats:** Improved Initiative, Weapon Focus (longsword).

**Possessions:** Masterwork longsword, guisarme, longbow, arrows (60), full plate armor, heavy shield, *potion of cure light wounds*.

## 6. "WATER CLOSET"

Anyone who listens at this door has a good chance (Listen check, DC 10) to hear the sound of flowing water from within this room.

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**This small, L-shaped chamber has a hole cut in its ceiling from which a gentle, steady stream of water flows in a column about 2 feet in diameter. The water fills a large basin set into the floor. Several spikes have been driven into the wall here, and a coil of rope lies beside the basin.**

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This chamber serves as the Deep's water supply. A drain in the basin prevents the water from overflowing. Several groups of explorers, including the hobgoblins, have tried to determine the source of the water. (The truth is that it flows to and from a set of *teleportation circles* embedded in the stream outside.)

**Development:** If Tzarrik is aware of the party's presence, he may try to ambush the characters here by ordering his followers from Areas 10 and 11 to rush the PCs from the north and south.

## 7. GUEST CHAMBER

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**This chamber is littered with rotten wooden debris that appears to be the wreckage of a bed, dresser, and other furnishings. Fresh garbage is mixed amongst the older junk: bones, a few broken arrows, and a set of leather armor that has been hacked apart.**

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The hobgoblins use this chamber as a junk room.

**Development:** If the PCs enter this room, Tzarrik may try to distract them while bringing up reinforcements to attack them through the doorway and the secret door. He speaks into the room, hoping to trick them into thinking that an invisible foe is in their midst. As his warriors draw near, he uses *flaming sphere* and *grease* to harass the party members.

## 8. AUDIENCE CHAMBER

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**The western end of this chamber is dominated by a stone dais, upon which rests a wooden throne. The throne has been hacked, gouged, and burned, but is otherwise intact. Tiles from the floor have been torn up and thrown about the room. Someone has dug small pits and holes into the bare earth underneath the tiles.**

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The floor here is difficult ground, as the tiles are strewn in piles and the various holes make footing difficult. In years past, treasure hunters sought to uncover the riches supposedly buried here. Alas, they searched in vain.

If the characters enter this place without raising the alarm, the hobgoblin barbarians from Area 10 are distracted by a treasure hunt of their own. They are hard at work digging a pit in the southwest corner and suffer a -2 penalty to all Listen and Spot checks to notice the party.

**Development:** Tzarrik tries to avoid fighting the PCs here, as this chamber has far too many exits for his followers to effectively cover.

## 9. PRIEST'S QUARTERS (EL 3)

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**A bedroll lies on the floor at the western end of this small room, while at the north wall stands a small wooden altar topped by a silver holy symbol in the shape of a great mace. The walls of this chamber are covered with script written in red ink, save for two spots in the northeast and northwest corners.**

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This chamber is the home of Telgar, the hobgoblin cleric. He is the warband's spiritual advisor and second in command to Dalgron. The script is written in Infernal and consists of prayers to Korten, the Lord of Battle. (You can substitute a god from your campaign as appropriate for Telgar's chosen deity.) Telgar did not write over the secret doors, as he did not want his prayers broken when the doors open or close. In combat, Telgar screams prayers to Korten as he presses the attack.

**Development:** If Tzarrik is aware of intruders, he immediately mobilizes Telgar and the barbarians in Area 10. They form the northern attack force and seek to use the secret doors or Tzarrik's knowledge of the movements of the PCs to outflank and surround them.

**Treasure:** Telgar keeps his valuables in a locked box beneath the altar. His treasure consists of a *wand of protection from evil* (36 charges) and a golden holy symbol of Thor (or a similar good deity) worth 500 gp that Telgar plans to offer as a sacrifice to his god when he needs a divine favor.

**Telgar, male hobgoblin Clr3:** CR 3; Medium humanoid (goblinoid); HD 3d8+6; hp 22; Init +1; Spd 20 feet (base 30 feet); AC 22 (+1 Dex, +8 full plate armor, +3 heavy shield), flat-footed 20, touch 11; Base Atk +2; Grp +3; Atk +4 melee (1d8+1, morningstar) or +3 ranged (1d8, light crossbow); SA Spells; SQ Rebuke undead; AL NE; SV Fort +5, Ref +1, Will +5; Str 13, Dex 13, Con 14, Int 10, Wis 15, Cha 10.

**Skills:** Concentration +9, Knowledge (religion) +7. **Feats:** Combat Casting, Spell Focus (enchantment), Weapon Focus (morningstar).

**Possessions:** Morningstar, light crossbow, 30 bolts, full plate armor, +1 heavy steel shield.

**Domains:** Evil, War.

**Spells:** Save DC 12 + spell level, 13 + spell level for enchantments.

**Spells Prepared:** 0 — *cure minor wounds, detect magic, resistance* (×2); 1st—*command\**, *cure light wounds, obscuring mist, protection from good* (d); 2nd—*hold person* (×2), *spiritual weapon* (d).

d = Domain spell

\* = Enchantment

## 10. BARBARIANS' QUARTERS (EL 4)

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**This room is littered with trash. Smashed furniture, broken floor tiles, old weapons, and several large sacks cover the floor. At the southern end, moth-eaten and ragged furs lay in two large piles. From the way they are arranged, it looks as though they serve as beds.**

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The hobgoblin scouts, a pair of brawny hobgoblin barbarians, dwell here. These brutes are spoiling for a fight, and they might charge and attack the PCs even if Tzarrik orders them not to.

**Development:** These two warriors accompany Telgar and form the northern strike force. They obey Telgar without hesitation, as both are devout worshippers of Korten, but they have no respect for the weakling wizard Tzarrik.

**Treasure:** The barbarians keep their treasure in a locked box (Open Lock, DC 20) buried in their bedding. Inside is a small sack filled with a dozen small garnets, each worth 30 gp.

**Hobgoblin scouts (2), Bbn2:** CR 2; Medium humanoid (goblinoid);

HD 2d12+4; hp 23; Init +1; Spd 40 feet; AC 18 (+1 Dex, +4 chain shirt, +1 *ring of protection*, +2 heavy shield), flat-footed 15, touch 12; Base Atk +2; Grp +5; Atk +6 melee (1d8+3, trident) or +4 ranged (1d8+3, trident); SQ Darkvision 60 feet, rage 1/day, uncanny dodge; AL CE; SV Fort +4, Ref +1, Will -1; Str 16, Dex 13, Con 14, Int 8, Wis 9, Cha 8.

**Skills:** Climb +8, Intimidate +4, Survival +4. **Feats:** Weapon Focus (trident).

**Possessions:** Tridents (2), chain shirt, heavy shield, +1 *ring of protection*.

**Raging:** When raging, the scouts gain the following changes to their stats for 7 rounds:

**Hit Points:** +4

**AC:** 16, flat-footed 13, touch 10

**Atk:** +8 melee (1d8+5, trident) or +4 ranged (1d8+5 trident)

**Saves:** Fort +6, Ref +1, Will +1

**Ability Scores:** Str 20, Con 18

## 11. EXPERIMENT CHAMBER (EL 3)

The doors to this room have been barricaded shut. The barricade on the northern door appears relatively old, while the one on the western door consists of freshly arranged timbers and furnishings. The room beyond was once Urlen Sparlek's work chamber, but was destroyed by looters long ago. A party of explorers accidentally unleashed a water elemental that Urlen Sparlek had bound within a pool. The creature remains trapped here and batters at any intruders.

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**Oddly, this chamber looks as though it has been hit by a tidal wave. The floor here is set about a foot lower than the rest of the rooms and is covered in water a few inches deep. Scattered piles of sodden, wooden debris float in the water. They appear to be the smashed remnants of long workbenches and tables. To the south, a humanoid figure floats facedown in the water.**

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Urlen Sparlek had always been fascinated by the properties of water, and he used this chamber to conduct experiments in summoning and binding water elementals. Unfortunately for would-be treasure hunters, one of his summoned creatures remains trapped here. One of the hobgoblins that tried to explore this place now floats in the water.

The elemental lurks in the center of the room in a 10-foot-deep pit. Spotting the pit in the muddy water is difficult (DC 20). Anyone who falls in must attempt to swim, per the skill.

The elemental waits until the PCs draw near the pit to attack, but flees if it has a clear path to an exit. Tzarrik uses the *throne of the Deep* to shut the door behind them.

**Treasure:** At the bottom of the watery pit rest five human skeletons clad in a variety of tattered, rusted, and ruined gear. Coins

totaling 500 gp and a *mithral shirt +1* have survived the years without falling into decay.

**Medium water elemental:** CR 3; Medium elemental (water, extraplanar);

HD 4d8+12; hp 30; Init +1; Spd 20 feet, swim 90 feet; AC 19 (+1 Dex, +8 natural), flat-footed 18, touch 11; Base Atk +3; Grp +6; Atk +6 melee (1d8+4, slam); SA Water mastery, drench, vortex; SQ Darkvision 60 feet, elemental traits; AL N; SV Fort +7, Ref +2, Will +1; Str 16, Dex 12, Con 17, Int 4, Wis 11, Cha 11.

*Skills:* Listen +3, Spot +4. *Feats:* Cleave, Power Attack.

**Water Mastery (Ex):** A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a –4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

**Drench (Ex):** The elemental's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin if these are of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* (caster level 4th).

**Vortex (Su):** The elemental can transform itself into a whirlpool once every 10 minutes, provided it is underwater, and remain in that form for up to 2 rounds. In vortex form, the elemental can move through the water or along the bottom at its swim speed. The vortex is 5 feet wide at the base, up to 30 feet wide at the top, and 10 feet or more tall, depending on the elemental's size. The elemental controls the exact height, but it must be at least 10 feet.

The elemental's movement while in vortex form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the vortex if it touches or enters the vortex, or if the elemental moves into or through the creature's space.

Creatures one or more size categories smaller than the elemental might take damage when caught in the vortex (see the table below for details) and may be swept up by it. An affected creature must succeed at a Reflex save when it comes into contact with the vortex or take the indicated damage. It also must succeed at a second Reflex save or find itself picked up bodily and held suspended in the powerful currents, automatically taking damage each round. An affected creature is allowed a Reflex save each round to escape the vortex. The creature still takes damage, but can leave if the save succeeds. The Difficulty Class for saves against the vortex's effects varies with the elemental's size. The save DC is Strength based.

Creatures trapped in the vortex cannot move except to go where the elemental carries them or to escape the whirlpool. Creatures caught in the whirlpool can otherwise act normally, but must make a Concentration check (DC 10 + spell level) to cast a spell. Creatures caught in the whirlpool take a –4 penalty to Dexterity and a –2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the vortex at one time as will fit inside the vortex's volume.

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the vortex happens to be. A summoned

elemental always ejects trapped creatures before returning to its home plane.

If the vortex's base touches the bottom, it creates a swirling cloud of debris. This cloud centers on the elemental and has a diameter equal to half the vortex's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

Those caught in the cloud must make a Concentration check (DC 15 + spell level) to cast a spell.

An elemental in vortex form cannot make slam attacks and does not threaten the area around it.

#### WATER ELEMENTAL VORTEX

Height	Weight	Save DC	Damage	Height
8 feet	280 lbs.	15	1d6	10–30 feet

**Skills:** A water elemental has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

## 12. MASTER BEDROOM (EL 6)

---

**This place is a small armed camp. Eight bedrolls and pallets cover the floor, while a pile of blankets in the northeast corner seems to serve as the nest of some great beast.**

---

This place was once Urlen Sparlek's bedchamber. Now, the hobgoblin fighter Dalgron, his warriors, and their pet dire boar use it as a barracks. They rest here unless alerted by Tzarrik, in which case they ready themselves for battle. Dalgron is a canny tactician who tries to attack the PCs from both sides. He recognizes that, since he outnumbered the party, he must take advantage of that by bringing as many of his warriors to bear against them at once. If the PCs take cover in a confined passage that forces him to attack along a narrow front, he falls back in favor of taking them on in more open terrain. If he must, he leads his troops to Area 2 and prepares to counter-attack as the characters leave the dungeon.

The secret door to the south bears some special mention. Unlike the other secret doors, it is locked (Open Lock, DC 25). Normally, it opens to reveal a 10-foot long corridor that ends in a plain stone wall. This dead end, along with the entire length of the corridor, has been excavated with picks, shovels, and other tools in the past. Stone debris and dirt litter the floor. Previous explorers suspected that a secret chamber was hidden at the end of the passage or somewhere along its length.

When someone unlocks the door using the *key of the way*, a dimensional passage opens up. This shorter corridor leads to the secret door that offers access to Area 13. Luckily for the party, this passage is also open so long as a living creature occupies the *throne's* chamber. Urlen Sparlek wanted to ensure that his way out was always secure while he spied on his guests.

**Treasure:** Each hobgoblin, including Dalgron, carries 50 gp. The hobgoblins keep their secondary stash of money in this room within a locked wooden box (Open Lock, DC 25). The box holds coins worth a total of 950 gp.

**Hobgoblin mercenaries (4), War:** CR 1/2; Medium humanoid (goblinoid); HD 1d8+2; hp 6; Init +1; Spd 20 feet (base 30 feet); AC 18 (+1 Dex, +5 chainmail, +2 heavy shield), flat-footed 17, touch 11; Base Atk +1; Grp +2; Atk +3 melee (1d8+1, longsword) or +2 melee (2d4+1, guisarme) or +2 ranged (1d8, longbow); Space/Reach: 5 feet/5 feet, 10 feet with guisarme (Face/Reach: 5 feet × 5 feet/5 feet, 10 feet with guisarme); SA Trip attack with guisarme; AL LE; SQ Darkvision 60 feet; SV Fort +4, Ref +1, Will -1; Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8.

**Skills:** Hide +3, Listen +0, Move Silently +3, Spot +1. **Feats:** Weapon Focus (longsword).

**Possessions:** Longsword, guisarme, longbow, arrows (60), chainmail, heavy shield.

**Dalgron, hobgoblin lieutenant, Ftr2:** CR 2; Medium humanoid (goblinoid); HD 2d10+4; hp 20; Init +1; Spd 20 feet (base 30 feet); AC 21 (+1 Dex, +8 full plate armor, +2 heavy shield), flat-footed 20, touch 11; Base Atk +2; Grp +4; Atk +7 melee (1d8+4, masterwork longsword) or +6 melee (2d4+6, guisarme) or +3 ranged (1d8, longbow); Space/Reach: 5 feet/5 feet, 10 feet with guisarme (Face/Reach: 5 feet × 5 feet/5 feet, 10 feet with guisarme); SA Trip attack with guisarme; SQ Darkvision 60 feet; AL LE; SV Fort +4, Ref +1, Will +1; Str 18, Dex 13, Con 14, Int 13, Wis 12, Cha 14.

**Skills:** Handle Animal +7, Intimidate +7, Ride +6. **Feats:** Combat Expertise, Improved Disarm, Improved Trip.

**Possessions:** Masterwork longsword, guisarme, longbow, arrows (60), full plate armor, heavy shield.

**Dire Boar:** CR 4; Large animal; HD 7d8+21; hp 52; Init +1; Spd 40 feet; AC 15 (-1 size, +6 natural), flat-footed 15, touch 9; Base Atk +5; Grp +17; Atk +12 melee (1d8+12, gore); Space/Reach 10 feet/5 feet (Face/Reach: 5 feet × 10 feet/5 feet); SA Ferocity; SQ Low-light vision, scent; SV Fort +8, Ref +5, Will +8; Str 27, Dex 10, Con 17, Int 2, Wis 13, Cha 8.

**Skills:** Listen +8, Spot +8. **Feats:** Alertness, Endurance, Iron Will.

### 13. THRONE ROOM (EL 5)

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**The chamber beyond shows a vista of the cosmos. Stars seem to twinkle along the black walls, floor, and ceiling, while stray, ragged streams of color float across the walls' surface. A great iron throne ringed with a halo of glowing runes floats 10 feet above you. Upon it perches a milky-eyed hobgoblin clad in ragged green robes. He appears lost in thought.**

---

This chamber is the location of the *throne of the Deep*, upon which Tzarrik now sits. While he appears to be in a dreamlike state, he can see and hear the characters as per the *throne's* description. Tzarrik

makes his final stand here, utilizing the full power of his magic and the *throne's* abilities. The ceiling is almost 30 feet tall, allowing him to dance above the reach of most melee weapons while raining spells down upon his foes. Tzarrik fights to the death, as he is cornered and unwilling to surrender the *throne*, which he believes to be an item of great power. Remember that Tzarrik has had plenty of time to chart the PCs' progress. He uses his potions and spells to prepare for battle.

The illusions and spectral colors are a side effect of the *throne's* magic. Although the sky appears vast and the stars twinkle as if far away, anyone who ventures to the edge of the room encounters a boundary as per the dimensions of the room described here and shown on the map.

**Tzarrik, male hobgoblin Sor5:** CR 5; Medium humanoid (goblinoid); HD 5d4+10; hp 26; Init +3; Spd 30 feet; AC 13 (+3 Dex), flat-footed 10, touch 13; Base Atk +2; Grp +2; Atk +2 melee (1d4, dagger) or +5 ranged (1d8, light crossbow); SA Spells; SQ Darkvision 60 feet; AL NE; SV Fort +4, Ref +5, Will +6; Str 10, Dex 16, Con 14, Int 12, Wis 12, Cha 17.

**Skills:** Bluff +11, Concentration +10, Spellcraft +9. **Feats:** Combat Casting, Spell Focus (evocation).

**Possessions:** Dagger, light crossbow, bolts (20), robes, *pearl of power* (1st level), *necklace of fireballs* (type I), *cloak of resistance +1*, *potion of eagle's splendor*, *potion of blur*, *key of the way*.

**Spells:** Save DC 13 + spell level, 14 + spell level for evocations.

**Spells Per Day:** 6/7/5

**Spells Known:** 0—*acid splash*, *dancing lights*, *detect magic*, *ghost sound*, *read magic*, *resistance*; 1st—*burning hands*\*, *cause fear*, *grease*, *unseen servant*; 2nd—*flaming sphere*\*, *web*.

\* Evocation

## THE KEY OF THE WAY

This black metal rod is about 6 inches long. When inserted into the lock in the secret door in the southern wall of Room 12, it aligns the planes so that the passage leads to the chamber of the *throne of the Deep*. It may also open other similar passages within the secret lairs and hideouts that Urlen Sparlek once controlled. Tzarrik has not yet tried the key on the other secret doors in this place. Perhaps it opens gates to other worlds, hidden dungeons, and other forgotten places.

(Strong conjuration, caster level 20th, 2 lbs.)

## THE THRONE OF THE DEEP

Whoever sits upon the *throne of the Deep* gains the ability to look into any chamber within Looking Glass Deep (Areas 5 to 13 on the map, including corridors). The user picks a single square and can see and hear everything within range of his senses from that square. (Changing the *throne's* active square is a free action that can be performed only once each round.) All extraordinary and supernatural abilities, along with spells affecting the user, function as normal. The user can cause his voice or another effect to originate from the square as though the user were invisible within it. However, spells and effects that target the square do not harm the user.



A spellcaster seated upon the *throne* can cast a spell that targets a living creature in the room once every minute. Spells that affect an area, such as *fireball* or *minor image*, can be cast via the *throne* into the room as normal, without regard to this limit. (Spells cast via wands and scrolls must obey the time limit. Other magic items that target areas or creatures other than the caster do not function through the *throne*.) The *throne's* user casts these spells as if he were able to trace line of effect and line of sight from his chosen square.

The *throne's* user can cause any door he sees within the Deep to close shut and hold fast for 2d6 rounds. Opening a shut door requires a Strength (DC 20) check. The *throne's* master can use this option once every minute. Lastly, the *throne* floats above the ground while in use, as per the *levitate* spell (caster level 20th).

Anyone with at least one arcane caster level who sits upon the *throne* intuitively understands how to operate it. The *throne* crumbles to dust if it is removed from this chamber, as it relies upon the bizarre planar energies of this place to function.

Urlen Sparlek used the *throne* to spy on visitors. He planned on creating a more powerful version that would allow him to project his senses across the world, but never had the chance to finish it.

The *throne* is made of a strange, dull black metal. It has no gold-piece value, as the item is worthless if taken from Looking Glass Deep.

(Strong divination and abjuration, caster level 20th, 200 lbs.)

## HOBGOBLIN TACTICS

Tzarrik and his minions are no fools. They are experienced mercenaries who have fought for evil warlords, hobgoblin chieftains, and anyone else who could pay their fees. They see Looking Glass Deep as an opportunity to establish themselves as powerful warlords in their own right. Though their dreams have yet to materialize (and most likely never will, considering the *throne of the Deep* offers no power outside of the ruins), they put up a bitter fight to hold on to this place.

When you run this adventure, you must put yourself in Tzarrik's shoes, particularly when it comes to using the *throne's* special abilities. Remember that once Tzarrik spots the PCs, he tracks them relentlessly. He stops only to issue orders to his followers.

A typical plan of attack might begin once the player characters defeat the guards in Room 5 and alert Tzarrik. The sorcerer sends the cleric in Room 9 and the barbarians in Room 10 south through the secret door in Area 10 to Area 5. The warriors in Area 12 move to Area 5, too, while the dire boar remains in Area 12 to guard Tzarrik. Ideally, his soldiers attack from two sides at once. If possible, the barbarians use the secret doors and their superior speed to loop around to the party's rear. Tzarrik tries to catch the party in Room 5, and he avoids sending his men into combat in the 5-foot wide corridors if at all possible.

When you run this adventure, it might help to create counters or markers for the various hobgoblins to chart their movement as they position themselves. Remember to allow the PCs to make Listen checks, if appropriate, to hear the hobgoblins readying for battle.

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## LOOKING GLASS DEEP: A SHORT ADVENTURE BY MIKE MEARLS

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*This book utilizes updated material from the v. 3.5 revision.*

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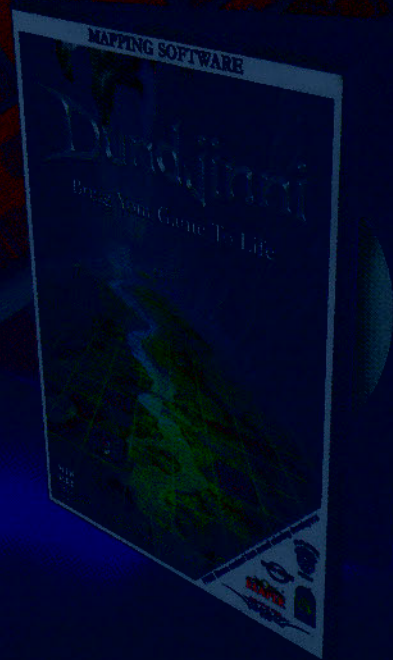
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