

WARLOCKS BEYOND THE GATE

Encounter Level 10

Use this encounter with the area description on page 116.

SETUP

The party can get here through various means: speaking the password in the Dark Speech, using the Platinum Key, or even stealthily piggybacking on the arrival of a demon lord.

Read the text below if the PCs have not spoken the Dark Speech or shown a pass. They are attacked by the drow warlocks here.

As the PCs are confronted by the warlocks, read:

You hear a word, a ripping sound that tunnels directly into your mind, like the words that the bone naga spoke in Zelatar. Your shields and weapons quiver in your hands.

TACTICS

The warlocks are both protected by *entropic warding* to begin with, and as soon as it is clear that the party shouldn't

be here, they both use *Quickened Spell-Like Ability* (*eldritch blast*) to get two shots off in the first round.

In the second round, they use their wands to full effect while flying, Saz'zt firing his *wand of Evard's black tentacles* to slow the party down, Ruthenoc activating his *wand of chain lightning* (and using one of its three remaining charges). In the third round, Ruthenoc attacks with another double *eldritch blast*, targeting flying characters, archers, or spellcasters (in that order). Saz'zt flies over the party to attack a vulnerable rogue or spellcaster in the rear ranks (anyone lightly armored).

If one of the warlocks is killed, the other uses *invisibility* and flees, going to warn the drow and carnevus in area F3 that intruders have arrived.

CONCLUSION

If the warlocks are killed or incapacitated, the PCs can enter the Demonweb Pits proper. They can take either the right or left path. Visitors here for the Council have been told to follow the left spiral downward until they reach the spider golem door and must show their pass again to enter the Grand Council Chamber (encounter F10). Refer to The Demonweb Pits map on page 117 for additional locations in the Demonweb.

RUTHENOC

CR 8

hp 34 (8 HD); DR 2/cold iron

Male drow warlock 7*

*Complete Arcane 5

CE Medium humanoid

Init +1; Senses darkvision 120 ft.; Listen +2, Spot +8

Languages Common, Elven, Undercommon, Abyssal

AC 21, touch 13, flat-footed 20

Immune sleep

SR 18

Weakness light blindness

Fort +4, Ref +3, Will +5 (+7 against spells and spell-like abilities); +2 against enchantments

Speed 30 ft. (6 squares)

Melee rapier +8 (1d6+1/18–20 plus poison)

Ranged hand crossbow +7 (1d4/19–20)

Base Atk +6; Grp +7

Atk Options Point Blank Shot, *Quickened Spell-Like Ability*, poison (Fort DC 13, unconscious 1 minute/unconscious 2d4 hours)

Special Actions *eldritch blast* 4d6 2/round, *baleful utterance*

Combat Gear drow poison, *wand of chain lightning* (3 charges), *wand of alter self* (6 charges)

Spell-Like Abilities (CL 7th):

At will—*detect magic*

1/day—*dancing lights*, *darkness*, *faerie fire*

Invocations Known (CL 7th):

Least (at will)—*baleful utterance*, *entropic warding*, *spiderwalk*

Lesser (at will)—*walk unseen*

Abilities Str 13, Dex 13, Con 10, Int 14, Wis 10, Cha 14

Feats Dark Speech, Point Blank Shot, *Quickened Spell-Like Ability* (*eldritch blast*), *Weapon Focus* (rapier)

Skills Hide +1, Concentration +10, Knowledge (arcana) +10, Listen +2, Search +5, Spot +8, Spellcraft +8, Use Magic Device +10

Possessions combat gear plus rapier, hand crossbow with 20 bolts, armband of jet (400 gp), ornamental silver dagger (200 gp)

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. In addition, they take a –1 circumstance penalty on attack rolls, saves, and checks while operating in bright light.

Eldritch Blast (Sp) Standard action; range 60 feet; twice per round; +8 ranged touch; 4d6 damage. *Complete Arcane* 7.

Baleful Utterance (Sp) When a warlock speaks a single syllable of the Dark Speech, he affects an object or area as if by a *shatter* spell. If a creature is holding or wearing the target of the spell and the target is destroyed, the creature must make a DC 14 Fortitude save or be dazed for 1 round and deafened for 1 minute. This is a sonic effect.

Entropic Warding (Sp) When this invocation is activated, chaotic energies swirl around the warlock, deflecting incoming arrows, rays, and other ranged attacks (as *entropic shield*). The warlock leaves no trail (as *pass without trace*) and cannot be tracked by scent.

Walk Unseen (Sp) Use *invisibility* (self only) as the spell.

SAZ'ZT

CR 9

hp 64 (8 HD); DR 1/cold iron

Male drow fighter 4/warlock* 4

*Complete Arcane 5

CE Medium humanoid

Init +3; Senses darkvision 120 ft.; Listen +8, Spot +12

Languages Abyssal, Common, Elven, Undercommon, Draconic

AC 19, touch 13, flat-footed 16

Immune sleep

SR 19

Weakness light blindness

Fort +6, Ref +5, Will +6 (+8 against spells and spell-like abilities); +2 against enchantments

Speed 30 ft. (6 squares)

Melee mwk rapier +10 (1d6+4/18–20) and

mwk short sword +11 (1d6+4/19–20)

Ranged +10/+10 quickened ranged invocation (2d6)

Base Atk +7; Grp +11

Atk Options Point Blank Shot, Power Attack, Quicken Spell-Like Ability (*eldritch blast*)

Special Actions *eldritch blast* 2d6, *baleful utterance*

Combat Gear *wand of slow* (13 charges), *potion of cat's grace*, *potion of invisibility*, *wand of Evard's black tentacles* (24 charges)

Spell-Like Abilities (CL 4th):

At will—*detect magic*

1/day—*dancing lights*, *darkness*, *faerie fire*

Invocations Known (CL 4th):

Least (at will)—*baleful utterance* (see Ruthenoc), *eldritch spear*, *entropic warding* (see Ruthenoc).

Abilities Str 18, Dex 17, Con 13, Int 15, Wis 13, Cha 11

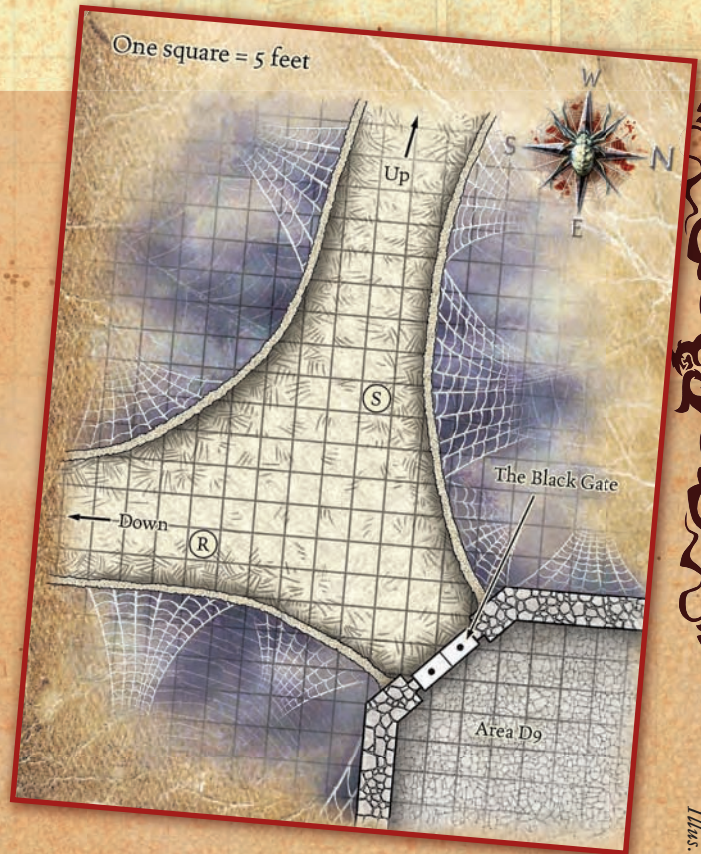
Feats Dark Speech, Point Blank Shot, Power Attack, Quicken Spell-Like Ability (*eldritch blast*), Two-Weapon Fighting, Weapon Focus (short sword), Weapon Specialization (short sword)

Skills Concentration +7, Intimidate +6, Listen +6, Search +6, Sense Motive +6, Spot +10, Use Magic Device +6

Possessions combat gear plus +2 *mithral chain shirt*, masterwork short sword, masterwork rapier, 39 gp

Light Blindness (Ex) See Ruthenoc.

Eldritch Blast (Sp) Standard action; range 250 feet; +14 ranged touch; 2d6 damage. *Complete Arcane* 7.



TACTICAL MAP DETAILS

Creatures: Ruthenoc (R) and Saz'zt (S) take their guard duties seriously and regard everyone who comes through the Black Gate with suspicion.

The Black Gate: The two warlocks can see through several enchanted sections of the Black Gate without opening it, allowing them to see anyone approaching. This gives them time to prepare a warm welcome; they use line of sight through the gate to cast *baleful utterance* on those on the other side, shattering weapons, shields, and whatever else they can find.

