

# Fiery Eyes

## Lv. 12 Challenge

This scene was used as a two-tier combat for a party of five adventurers of level 12. While difficult, it proved to be a fun scene with lots of room for improvisation and cool actions.

## Background

This scene is set in the Mournlands in Eberron (<http://en.wikipedia.org/wiki/Eberron>), where magic has run wild and spells have begun to take a life of their own.

Vaen ml'Aen Tajo, or Last Sight Vision, is the leader of a small settlement of benign living spells. However, they have recently been captured as slaves by a raiding party consisting of aggressive living spells, led by the dangerous Ixen Garmth, or Flaming Sphere.

During transport, the raiding party and their prey have been caught inside an Everlost Mist and are currently trying to get out. Ixen is forcing Vaen to reveal a path that can lead them out of the deadly mist.

The player character's have also been caught inside the Everlost Mist and happens upon the raiding party and the captured living spells. How they resolve this is up to them, but Ixen Garmth is not one to leave prey, or a tasty arcane snack behind.

## Terrain

The party finds themselves in a spot of Everlost Mist. The mist ambushes those outside of it, by appearing out of nowhere to swallow them, even if it's already been there for quite awhile.

In the middle of this particular patch of mist, lies a small church and graveyard with a small fountain, everything in ruins. This place still holds sufficient holy energy to hold the Mist at bay. However, the holy energy has been corrupted, affecting the dead bodies inside the graveyard.

- **Graveyard**

The graveyard has been corrupted, causing the dead bodies to become active. Everyone standing on the grass or a grave of the graveyard is subject to the Grasping Hands Hazard at the end of every round.

### Everlost Mist - Lv. 14 Hazard

*An unnatural mist, emanating from ground rises up and swallows your party whole. The mist is too thick to see, before it clears up a bit. But haven't you been by this spot countless times before?*

The mist extends in a one-mile radius, acting as a miniature version of the Mournlands themselves. The mist at the edge is too thick to see through. Anyone caught inside the mist's radius is effectively trapped, because the mist does not allow creatures to leave. Anyone that reaches the edge of the mist and continues walking, will find himself walking back into the area on the opposite side.

There is but one path through the mist that allows an exit, but it is extremely hard to find (4x DC 26 Perception or Nature). The path can also be located through a strong Scrying ritual. Alternatively, the mist can be dissipated by overloading it with magical energy (4x DC 26 Arcana, Nature or Religion).

The mist is conscious, but not sentient. It feeds itself by consuming the life force of any living beings inside its radius. It does by attacking living beings with solid forms of mist. While unnoticed, treat the mist forms as being hidden until their first attack (DC 30 Perception to notice).

**Attack:** +17 vs. Fortitude

**Hit:** The target loses a healing surge.

### Grasping Hands - Lv. 12 Hazard

*Suddenly, hands burst forth from the barren graves, grasping at your legs and feet. They seem determined to drag you into their graves.*

**Attack:** +15 vs. Reflex

**Hit:** Target is grabbed (DC 21 to escape). If the target is already grabbed by Grasping Hands, the target is instead restrained and prone (save ends).

- **Fountain**

The fountain in the middle of the graveyard is broken, but still contains water. It can be used as a device to hasten the combat, by using it to submerge Ixen Garmth, weakening him severely.

- **Church**

The church serves as a safe haven from the Everlost Mist, providing the time needed for more complex rituals. Ixen is forcing Vaen to reveal a path through the mist.

Ixen's presence in the ruined church causes fires to start all around him. After four rounds, or if Ixsen has joined the fight, the church starts to burn. Vaen, injured and weak, can't leave the church unaided, and will die four rounds after the church starts burning.

While in the church, Ixen Garmth is not aware of the player characters, unless they enter the church.

## Notable NPC's

- **Vaen ml'Aen Tajo**

The living embodiment of a Last Sight Vision spell, Vaen looks a large collection of spectral eyes from all manner of creatures. He tries to be a good leader and is currently cooperating with Ixen in an attempt to keep his villagers alive. Currently severely weakened and wounded due to Ixen Garmth's torture.

- **Swarm of captive villagers**

There is a gargantuan swarm of living spells on the battlefield, being contained by a forcefield, cast by Forcefield. The force field can be broken with four successful, appropriate attempts to break it as a standard action (DC 26). It can also be disabled by killing Forcefield and performing a single DC 26 standard action afterwards.

Once freed, the living spells flee into any place they can find, trying to avoid the mist.

One of the villagers is a Create Water spell, who can be used as a device to hasten combat, by submerging Ixen Garmth completely in water.

- **Ixen Garmth**

The living embodiment of a Flaming Sphere spell, Ixen is fire incarnate. Cruel and ruthless, he raids the Mournlands in search of slaves to use and arcane creatures to consume.

As the living embodiment of fire, he is weak against being completely submerged in water, which weakens him severely.

- **Raiding party**

Ixen Garmth's raiding party consists:

- 10x Cloud of Daggers
- 2x Hellhounds
- 2x Glitterfire
- 1x Forcefield

## Combat setup

The scene is setup as a two-tier combat, with one combat in the graveyard and the other combat in the church.

However, it is entirely plausible that the players trigger both combats over time.

*Average damage;* All damages are averaged, to speed up combat. If an enemy deals a critical hit, add 10 damage for an at-will attack and 15 for an encounter or recharge power (except for the Clouds of Daggers).

## Church

Ixen Garmth is in the church, watching Vaen, guarded by his two Hellhounds and five Clouds of Daggers.

He is initially unaware of the player characters, until they either enter the church or free the villagers. If this happens, he joins the fight immediately, preferring to incinerate any potential foes.

## Graveyard

In a corner of the graveyard the villagers are kept in a massive blob of living spells, contained and transported in a force field.

Forcefield himself guards the villagers, alongside with five Clouds of Daggers and two Glitterfires.

The Glitterfires are hiding on the ground in plain sight, waiting for any potential prey to walk past them to catch them unawares.

# Stats (Church)

<b>1x Ixen Garmth, Flaming Sphere</b> <b>level 15 Elite Skirmisher</b> large aberrant magical beast (blind, ooze, fire)
<b>Initiative:</b> +10 <b>Senses:</b> Perception +8, blindsight <b>HP:</b> 300; <b>Bloodied:</b> 150 <b>AC:</b> 29; <b>Fortitude:</b> 28; <b>Reflex:</b> 27; <b>Will:</b> 26 <b>Resist:</b> 20 Fire <b>Speed:</b> 4, fly 8 (hover) <b>Saving throws:</b> +2; <b>Action Points:</b> 1
<b>Traits</b>
<b>O Blazing Husk * Aura 3 * Fire</b> Any enemy that starts its turn within the aura takes 15 fire damage.
<b>O Scorching Heat * Aura 1 * Fire</b> Enemies in the aura can't benefit from resist fire.
<b>Standard Actions</b>
<b>m Slam (at-will) * Fire</b> +20 vs AC; 10 damage plus 14 fire damage
<b>M Incinerating Crash (at-will, recharge 5,6) * Fire</b> +18 vs Fortitude; 24 fire damage and ongoing 10 fire damage (save ends). Target is pushed 2 squares and knocked prone. Fireball can shift 2 squares and through the target's square.
<b>Move Actions</b>
<b>M Rolling Strike (melee basic, at-will) * Fire</b> Shift 8 squares and make two attacks during this movement. +18 vs Reflex; 15 fire damage and the target is knocked prone.
<b>Skills:</b> Athletics +18, Endurance +20 <b>Str</b> 22 (+13); <b>Dex</b> 12 (+8); <b>Wis</b> 13 (+8); <b>Con</b> 26 (+15); <b>Int</b> 12 (+8); <b>Cha</b> 12 (+8)

## Notes

If Ixen Garmth is completely submerged in water, he weakens considerably. He loses the Scorching Heat trait and his resistance against fire. Blazing Husk also becomes Aura 1 instead of 3.

## Credits

Ixen Garmth is based on the Living Flaming Sphere, by Wimwick (Neil Ellis) of Dungeon's Master.com (<http://dungeonsmaster.com/2011/02/living-spells/>)

<b>5x Cloud of Daggers - level 14 Minion</b> medium aberrant magical beast (blind, ooze, force)
<b>Initiative:</b> +12 <b>Senses:</b> Perception +7, blindsight <b>AC:</b> 26; <b>Fortitude:</b> 27; <b>Reflex:</b> 28; <b>Will:</b> 26 <b>Speed:</b> fly 8 (hover)
<b>Standard Actions</b>
<b>m Whirling Cuts (at-will) * Fire</b> +15 vs Reflex; 12 force damage.
<b>M Shredding Cloud (at-will) * Fire</b> +15 vs Fortitude; 12 force damage and the Cloud moves into the target space, without provoking attacks of opportunity. The target takes 10 ongoing force damage until the Cloud no longer inhabits the target's space.
<b>Str</b> 18 (+11); <b>Dex</b> 20 (+12); <b>Wis</b> 10 (+7); <b>Con</b> 20 (+12); <b>Int</b> 10 (+7); <b>Cha</b> 12 (+9)

<b>2x Firebred Hellhound - level 15 Brute</b> medium elemental beast (fire)
<b>Initiative:</b> +10 <b>Senses:</b> Perception +17, blindsight <b>HP:</b> 180; <b>Bloodied:</b> 90 <b>AC:</b> 28; <b>Fortitude:</b> 28; <b>Reflex:</b> 26; <b>Will:</b> 27 <b>Resist:</b> 10 Fire <b>Speed:</b> 8
<b>Standard Actions</b>
<b>m Maul (at-will) * Fire</b> +18 vs AC; 15 damage plus 6 fire damage.
<b>C Fiery Breath (at-will, recharge 4,5,6) * Fire</b> Close blast 3; + 16 vs Reflex; 17 fire damage.
<b>C Exploding Fur (at-will, recharge 6) * Fire</b> Close burst 3; + 18 vs Reflex; 24 fire damage.
<b>Str</b> 22 (+13); <b>Dex</b> 14 (+9); <b>Wis</b> 19 (+11); <b>Con</b> 24 (+14); <b>Int</b> 6 (+5); <b>Cha</b> 12 (+8)

## Stats (Church)

<b>2x Glitterfire - level 13 Controller</b> large aberrant magical beast (blind, ooze, radiant, fire)
<b>Initiative:</b> +11 <b>Senses:</b> Perception +6, blindsight <b>HP:</b> 97; <b>Bloodied:</b> 48 <b>AC:</b> 25; <b>Fortitude:</b> 24; <b>Reflex:</b> 28; <b>Will:</b> 26 <b>Resist:</b> 10 fire, 10 radiant <b>Speed:</b> 6
<b>Standard Actions</b>
<b>m Ashen Slam (at-will) * Fire</b> +17 vs AC; 14 damage plus 5 fire damage.
<b>C Glitterdust (at-will) * Radiant</b> Close burst 1; + 15 vs Reflex; 16 radiant damage and the target is blinded until the end of the glitterspark's next turn.
<b>Move Actions</b>
<b>M Fuel the Oven (at-will) * Fire</b> Requirement: The glitterfire must not have a creature engulfed and the target must be blinded. +15 vs Fortitude; The target is pulled into the glitterfire's space and is grabbed. The target is dazed and takes ongoing 20 fire.
<b>Skills:</b> Stealth +16; <b>Str</b> 14 (+8); <b>Dex</b> 20 (+11); <b>Wis</b> 10 (+6); <b>Con</b> 18 (+10); <b>Int</b> 15 (+8); <b>Cha</b> 18 (+9)

### Notes

The Glitterfire prefers to hide itself on the ground, pretending to be a normal pile of ash. It delays until it can attack a foe next to it with Glitterdust and Fuel the Oven.

<b>5x Cloud of Daggers - level 14 Minion</b> medium aberrant magical beast (blind, ooze, force)
<b>Initiative:</b> +12 <b>Senses:</b> Perception +7, blindsight <b>AC:</b> 26; <b>Fortitude:</b> 27; <b>Reflex:</b> 28; <b>Will:</b> 26 <b>Speed:</b> fly 8 (hover)
<b>Standard Actions</b>
<b>m Whirling Cuts (at-will) * Fire</b> +15 vs Reflex; 12 force damage.
<b>M Shredding Cloud (at-will) * Fire</b> +15 vs Fortitude; 12 force damage and the Cloud moves into the target space, without provoking attacks of opportunity. The target takes 10 ongoing force damage until the Cloud no longer inhabits the target's space.
<b>Str</b> 18 (+11); <b>Dex</b> 20 (+12); <b>Wis</b> 10 (+7); <b>Con</b> 20 (+12); <b>Int</b> 10 (+7); <b>Cha</b> 12 (+9)

<b>1x Forcefield - level 14 Controller</b> medium aberrant magical beast (blind, ooze, force)
<b>Initiative:</b> +14 <b>Senses:</b> Perception +17, blindsight <b>HP:</b> 103; <b>Bloodied:</b> 51 <b>AC:</b> 27; <b>Fortitude:</b> 28; <b>Reflex:</b> 28; <b>Will:</b> 24 <b>Immune:</b> Force <b>Speed:</b> 6
<b>Traits</b>
<b>Repulsion Field * Force</b> Melee attacks that hit Forcefield deal half damage. Ranged attacks from more than 5 squares deal half damage.
<b>Standard Actions</b>
<b>m Force Mace (at-will) * Force</b> + 19 vs AC; 20 force damage.
<b>r Magic Missile (at-will) * Force</b> Range 10; Targets one creature Effect: Target takes 12 force damage.
<b>A Force Cage (at-will, recharge 6) * Force</b> Area burst 1 within 10 squares; Targets creatures within burst; Creates a zone within the area that prevents targets from leaving the area. The zone lasts until Forcefield uses Force Cage again, or until the start of the his turn after he has been hit.
<b>R Fragile Prison (encounter, recharge on miss) * Force</b> Range 10; +17 vs Will; one creature; target is removed from play (save ends). The target can choose to attack the prison (all defences 25, resist 10 all). If the target damages the prison, Forcefield takes the damage instead. For every 5 damage, targets gets a +1 to saving throws to escape the prison, until they escape.
<b>Skills:</b> Arcana +18 <b>Str</b> 6 (+5); <b>Dex</b> 18 (+12); <b>Wis</b> 20 (+12); <b>Con</b> 16 (+10); <b>Int</b> 22 (+13); <b>Cha</b> 10 (+0)

### Notes

Forcefield keeps enemies away using Force Cage at the beginning of combat. If a spell caster proves to be sufficiently dangerous, he imprisons one in his Force Prison. Avoiding melee, he tries to kill off his foes with Magic Missile from a distance.