Pixie Dust for the Soul

A D&D Adventure
By Grondax

3.5 Edition rules

Silver Medal Winner, Second Mythmere's Master DM Competition

Basic DM Information

Iron Circle – In fact there are four of these. They will eventually become two pairs of Ring Gates.

Paint – The Pixie Dust will be used in a paint that will complete the Ring Gates

Antlered Ogre – In order to get said Pixie dust they will have to fight an Ogre Mage with an antlered headdress. The headdress in question was obtained by the slaughter of a Druid.

General Overview of the Quest

The PC's will be expected to obtain Pixie Dust from a druid as the final component for the local wizard to complete two pairs of ring gates. One pair will be given to PC's upon completion of the quest.

- When the PC's enter/return to a town, perhaps forced to retreat from a dungeon, they will of course want to replenish their potions. (I've yet to see a group that isn't addicted to a few good potions and scrolls when they can get them) Upon entrance to the magic shop the Wizard will refuse them service. This is a good place for interaction between the PC's and the NPC. Eventually he will offer them service if they retrieve Pixie Dust from a Druid in the Grove Outside the city.

- When they reach the Druid Grove they will find it decimated, and all the druids killed by gruesome means. Someone with skills in Necromancy will come in handy, but a survival check can work also to find out that it was a band of Ogres in pursuit of material wealth, and where they went.

- When they finally find the den it will contain 4 Barbarian Ogre's (Each CR 7), and an Ogre Mage (CR 8). Upon defeat the PC's can find the Pixie Dust among other belongings that the Ogre Mage has.

- Returning the Dust to the Wizard will mean completion of the quest, and they will get a pair of Ring Gates. Additionally the Wizard will again sell them goods, and the PC's can, if they choose, spend some downtime to learn some new skills.

DM Options

Of course every DM has different players. So this section will give some tips on how to allow your players to survive no matter what their mind set, or to maybe make things a little harder for them. Also, I don't railroad my characters at all. They can do whatever they please. Feel free to give them more incentive to complete the quest (I especially like the on I suggested in the Wizard shop)

The Wizard Shop – I know some players enjoy harassing the local merchants. By all means give him Imprisonment. We'll see how receptive your players are when the only way to get their friend back is to get some Pixie Dust.

The Druid Grove – By all means add more clues, or even road signs for those hack and slash players who haven't even filled out the skills portion of their sheet. You can also tone down the weapons the two dead Druids have. My opinion on items is that if you can beat someone of equal or slightly higher EL with the item then you deserve the item.

Pixie Forest – I can see death in many a parties future. Some people don't seem to realize that it is within the DM's power to give them an impossible victory. If you have they type of people who won't back down then just have them face 1d6 + 2 pixies per day. They will still of course never find the village.

Skeleton Ruins – Undead are an odd group of creatures. I've seen groups that could take undead 5 CR higher than them, and groups slaughtered by what should be a normal battle. A well-prepared party around level 10 could win easily against what I put them against. By all means increase the power levels & numbers of the foes. Looking through the Monster Manual I've never thrown a Mohrg at my party before. Throw two of them in and it will be a nice even fight ^_~

Ogre Den – This is an odd place. I'd have to say the worst time would be for the hack and slash party that goes right to the end every time. They'll face the worst odds, and from both sides none the less. If that sounds like your party feel free to have the two ogres eating attack as the players pass by.

Beyond all that I would say be aware of what kind of DC checks your players are capable of (as most numbers are in respect to those I play with), and adjust such things to suit you. Also, it is wholly possible that they use skills not noted. Feel free to tweak where you feel something should be added

DM Information

Delay Spells – This functions just like the Psionic Feat Delay. It applies to one spell, which can be delayed for up to 5 turns. After the delay wears off the spell functions as normal. It costs a spell slot one level higher than the spell.

Moon-Ivy Armor – is a close fitting body-suit that grows every night and dies at the end of every day. You put on a wreathlike choker before going to sleep. Overnight a tight but flexible bodysuit of ivy grows over your body. When you awaken you are wearing a tough fibrous light armor. Removing the choker causes the armor to wither in 5 rounds.
+ 4 AC, Max dex + 6, AC penalty + 0, Spell failure 10 %, speed normal, weight 5 pounds.

Mask of Pain – This item is similar in every way to the Mask of the Skull detailed in the DMG except that instead of being struck dead the target takes 4d6 + 4 points of dmg on a failed throw and 2d6 + 4 dmg on a failed throw. It looks like a charred black grinning skull. The mask of pain can be put inside the Dark Skull (ogre treasure chamber), to create a skull of death. The only way for the PC's to figure this out is to ask the wizard Philroth about either item.

Ring Gates – Detailed in the DMG

Druidic Headdress – This is a headdress that looks like little more than two large antlers, however, when the tuft of skin, which links the two antlers, is placed to the scalp it adheres to the persons scalp. It then grants them +1 wis + 1 dex + 1 con bonuses. If the subject dies or wills to take the headdress off it will immediately come off. Otherwise it is nearly impossible to get off (unless you wish to scalp the person).

Pixie Dust – This sparkling silvery dust is created by several different Fae but primarily used by pixies. It comes in long, thin, silvery vials. The contents finely coat a 5-foot square, and any passage through it stirs up the dust for 1d6 rounds. The contents can also be blown at the target as a ranged touch attack (max range 5 feet). A creature affected by the dust must make a Fort save (DC 15) or begin shrinking to the size of a grig (tiny). They also act as if they were under the effect of the charm person spell from a 9th level caster, obeying the person who spread the dust. Both effects last for 9 hours.

Detailed DM Guide

Many things detailed in this section can be changed to suit your needs. For further details on how to customize this quest to fit your goals you can refer to DM Options

that appears later in this section.

The Magic Shop

This will likely be the first stop of the PC's quest. It appears as a rundown shack and hosts the normal assortment of magic items that you allow your players to buy in your Campaign. The only difference is that the Wizard inside is not in the mood to deal with customers. This is because he has misplaced the final component needed to create a pair of ring gates. He needs Pixie Dust in a paint that is used as the final component in the creation of the ring gate. Eventually he will bestow the PC's with the task of fetching more from the local Druid grove.

The room is Fifteen feet wide by twenty feet deep. The room is divided into two sections by a four by five by fifteen-foot desk that the wizard stands behind. It divided the room about two thirds of the way back. The desk hampers the movement of anyone trying to reach the wizard (Movement ½), additionally it provides him a +2 bonus to AC while he is behind it. There are two doors placed in the front and the back, and rugs cover both. Besides a few potions and scrolls there is nothing else in the front room. The back room is a veritable mess. A party attempting to ransack it would be wise not to take anything. It is all unmarked and could be potentially hazardous to the player's health. A player attempting to figure out an item must take an hour and make a spell craft check (DC 25) or fail to recognize the item. Someone that does make a successful check will obtain a random potion or scroll of your choice.

The Wizard – Philroth
LV/CR – 12
Familiar: Hawk
Race: Human
Hit Dice: 12D4 (32 Hp)
Initiative: +1
Speed: 30 Feet
Armor Class: 16 (Mithril Chainmail + 6, Dex + 1)
Base Attack/Grapple: N/A (He will only use spells)
Attack: N/A
Special Abilities: Spell Resistance 21
Feats: Quicken Fireball, Delay * Fireball
Saves: Fort +4, Reflex +5, Will +9
Abilities:
Wis – 11
Str – 9
Con - 10
Dex - 11
Cha - 12
INT - 14
Treasure: Freedom of Movement Scroll, Lightning Bolt Scroll, 1 Cure Serious Wounds Potion for each member of the party
Skills: Bluff 14, Concentration 22, Diplomacy 11, Intimidate 21, Listen 13, Move Silently 11, Spot 13
Spells: Two Quickened Maximized Fireballs, Two Teleport, One Summon Swarm Bats (*2)

If he detects any spell casting &/or hostilities he will attempt cast a quickened delayed* 1 turn Fireball 12D6 dmg (Leaving the building negates), and will teleport away. The explosion will destroy anything of value within the store. If this attempt fails he will summon a swarm of bats and attempt to escape through the back. If this fails he will submit to the players.

*Acts like the Psionic ability to delay spells. Look in the information section for more details.

*2 Summoning the swarm of bats causes any player that doesn't pass a Will save (DC 23) to cower for two rounds.

Bat Swarm (For more information Refer to Swarms in the Monster Manual 1 v.3.5)
Diminutive Animal (swarm)
Hit Dice: 3d8 (14 hp)
Initiative: +2
Speed: 5 feet, fly 40 feet (good)
AC: 16 (+4 size, +2 dex)
Base Attack: +2
Attack: Swarm (1d6)
Space: 10 feet
Special attacks: Distraction, wounding
Special Qualities: Blindsense 20 ft, half damage from slashing and piercing, low-light vision, swarm traits
Saves: Fort +3, Ref +7, Will +3
Skills: Listen + 11, Spot + 11
Feats: Alertness, Lightning Reflexes
CR: 2

Interaction with the Wizard:
The Wizard is gruff and straight to the point; however, this becomes a problem to the PC's because he dislikes them. Cunning will be required to get him to spill the beans about his quest.

The Wizard is Unfriendly with respect to Diplomacy Checks. Getting him to become Indifferent will cause him to tell the players that he is missing the final ingredient to create a magic item. If the players offer to help at this point (or succeed in getting him to become friendly) he will divulge all the information to them about the quest.

Inquiring about the four metal rings will cause him to become indifferent to the players.

Leaving the store will also cause him to become indifferent. If you come back later he will still be indifferent.

Winning an opposed bluff check to convince the wizard that he does want to sell you goods (making mention of 'special goods' gains a +4 bonus) will make him Friendly.

Additional a Gather Information Check of 28 will gain the information, however, it is up to the PCs to further inquire about how to get the pixie dust.

Also, Knowledge (arcane) 23 will reveal that the rings are those of a ring gate.

(Gives information on a ring gate, revealing also that the rings is much too big to be a normal ring gate)

After getting the quest asking him for help will gain a healing potion for each person of the level of the DM's choice.

The Druid Grove

This is perhaps the most interesting venue that the players will visit. It will provide the jump into the rest of the quest, and their actions will determine how long the quest will take.

A trip into a the forest reveals several things to the players as they travel down the path to the Grove.

For a forest under the control of druids it seems devoid of life. During their trip on the path they will not see or hear anything if they travel during the day. If they travel at night they will hear foreboding sounds that are very unnatural. A knowledge check (Nature/Geography) of 20 at any time will alert the players that something is wrong.

Upon reaching the grove the few huts they see will be torn apart or in smoldering ruins and several bodies litter the ground both of forest creatures and druids.

A quick search of the huts will reveal a dead ogre in one of the ones still on fire. Someone who just makes a quick search of the area must make a DC 25 Check, someone who searches the huts must make a DC 15 check, and someone who is looking for enemy bodies gets a +4 to their roll. Taking 10 will likely reveal the body, unless they haven't taken any skill points in search.

Using Speak with Dead or a similar spell on the Druids body, which is in the best condition, will reveal that they were attacked and pillaged by five Ogres, and an Ogre mage (one of which they killed). If asked where they attacked from he will say from the east (They actually attacked from the east and the west, but it is fragmented.). If questioned if they missed any valuables he will hint at a book in one of the torn down shacks. Taking the time to do a thorough search of the shack will reveal a Tome of Understanding (+1) written in Druidic. They can only find this if they previously asked the corpse, or if they use the ruins to build a fire to burn the Druids in (which you can reveal with a General Knowledge check of 29 (-15 if the person making the check is a druid))

The two druids are both wearing chokers of moon-ivy armor*, and have magic +1 scimitars, which count as good for purposes of overcoming dmg resistance. Other than that they have nothing of importance or worth.

*Refer to the information section for more details

A survival check of 13 reveals that they came in from both the east and west, but left to the north. Going north will reveal a path of destruction that will allow anyone following to continue to follow with a DC check of 10 each mile. Heading true north will achieve the same result reaching a path at the base of the mountains.

If they get lost at any time it will deposit them at any place they could directly get to.

- Lost heading north will deposit in the Fae village, Ritual Site, or back at the grove, heading east will put you at the ogre nest, the exit to the forest, or back at the grove, and so on.

Travel to the East

Most players might travel to the east due to obvious visual clues that will be provided. Really this shouldn't happen if they were smart enough to use the survival skill, however, it is taken into account.

Village of the Fae- *If your players are the stupid type refer to DM Options for information on how not to kill them in this part of the quest if they find their way here.

Traveling to the east will put them in the direction of the village of the Fae in the forest. The normally happy Pixies that protect it are not their selves after what happened to the druids. After they start to attack a Knowledge (Arcana/Nature) 15 reveals that they are invisible, however, the players can easily deduce it as they are pummeled for no apparent reason. It is worth a note that they do in fact need pixie dust, and for all intensive purposes it will require 20 pixies to provide enough dust to create the rings, and PC's who wish to end the quest this way are free to do so.

They players will never actually get to the village of the Fae, but if they travel in that direction they will be assaulted by 1D3 Pixies + 1D3 every 4 rounds until they turn back the way they came. Pixies weigh 8 pounds for purposes of collecting them to get dust (which requires 30 minutes of quite work per Pixie). Of course being good creatures, a party of noble PC's might want to think twice before butchering Pixies. (after killing one they should immediately recognize them for what they are)

Pixie - Small Fae
CR: 4
Hit Dice 1D6 (4 HP)
Initiative: +4
Speed: 20 feet, fly 60 feet (good)
AC: 16 (+1 size, +4 dex, + 1 natural)
Attack: Short Sword + 5 melee (1d4-1/19-20) or longbow +5 ranged (1d6-1/x3)
Space/Reach: 5ft/5ft
Special Attacks: 1/day Lesser Confusion (DC 14), Dancing lights, and dispel magic
Special Qualities: Dmg reduction 10/cold iron, greater invisibility, low-light vision, spell resistance 15
Saves: fort 0, ref 6, will 4
Abilities: Str 7, Dex 18, Con 11, Int 16, Wis 15, Cha 16
Skills: Concentration 4, Hide 8, Listen 8, Move Silently 8, search 9, spot 8
Treasure: 50% goods/50%items/No Coins

The Fae will use greater invisibility to their full advantage. This grants them total concealment in battle. That means that you cannot attack them – only a square you think they are in. If you choose correctly there is still a 50 % chance you will miss

even if you beat their AC.

Normally at the start of the battle they will use confusion on the party, and then they will use their bows at long range until the targets either leave or come closer. If they attempt to get closer to the village they will have no choice but to go into close range combat and use their short swords. They will usually keep one or two back if they have greater numbers to cast dispel magic if the need arises.

If the target leaves they will usually follow for a while before breaking back to their village. Anyone caught circling back around to the village will fight (The number of Fae retreated from / 2) + 4d6 + 1d6 every 4 rounds. If they attempt it again the number the dice will change to d8. The Fae will not attack a retreating enemy.

Traveling to the west

Anyone who travels this way will reach what seems to be a creepy ritual site made of large stones. Skeletons will inhabit the area and attack any who trespass. Anyone who defeats them and presses the buttons on the six pillars will reveal a nasty guarding a Skull of Pain*
*Refer to the information section for more details on this item

Skeletons – Refer to Skeletons in your monster manual for more details (Stat blocks for 4 different Skeletons are just too big)

5 Human Skeletons
2 Wolf Skeletons
1 Owlbear Skeleton

These skeletons will relentlessly attack the nearest target until it is destroyed, and then attack any remaining targets. The only way to keep them from following is to get out of their range of vision, or to kill them.

Once destroyed a spot check of 30, or a search check of 20 will reveal the six hidden buttons (-1 button for each 2 away from the DC it is). After the initial check searching for more buttons grants a new check at a +10 bonus, and searching for two hours will automatically reveal all the buttons.

If you press all the buttons the center of the ritual platform will open and a Standard Human Skeleton will emerge, however, he has +8 to his base attack; 8d12 hit dice; 21 AC. He will charge the nearest player and attack until dead, then continue. If he succeeds in a melee attack the target must succeed in a DC 17 Will save or be shaken for two rounds. Add other abilities as you see fit.

Searching the cove that he came out of will show a Mask of Pain.

Going North

If they have a hard time getting to the Ogre’s den the players can deduce with a 10 knowledge check (Dungeons) that Ogres build their dens in mountains. Then they

just have to follow the mountains. It is easy enough for the stupid party that doesn't know to use the survival skill. (I know I bash a lot on stupid players, but then again I read the 'what's a DM to do portion of this board) Normally you would secretly roll this for the person with the highest bonus, and tell him if he got it right.

The Den –

Entrance –

The entrance to the den is a steep 50-foot hole made of damp mud. It requires a DC 20 (careful) Climb check to climb down with light/low light vision, DC 15 with dark vision, and DC 25 climbing down blind. At the bottom is an Ogre so throwing a lighted stone, for example, will alert them to your presence. Otherwise, if they chose to move quietly, their role is opposed to his listen attempt. If he fails they will be able to effectively sneak up on him if the party is using dark vision only. Otherwise he will become aware of them as they reach the bottom (likely the same time they do) and combat will start as normal. If he hears them coming down he will get a bonus round and be to the side of the exit to the entrance tunnel and full attack the first person to exit. He will not alert the others, however, the ogre mage will likely hear the fighting and prepare for the PC's. (Listen Check 18 to hear the fighting) The other three Ogres will not be able to hear as the DC is impossible for them to make as they are distracted and being loud themselves.

Reception Area –

This is a thirty by thirty foot circular room with a 20-foot high domed ceiling. It is braced with crude wooden joints. There are two exits. One at the far end, which consists of a door, and another hole like the one the PC's entered to the right. There is a chair at the far end, which the ogre is sitting in if he did not detect the party.

The Ogre will attack the closest party member seeking to inflict as much damage as possible, however, if he has a choice he will attack the one who appears to be weaker. The chair, if thrown at him, can be used to distract him for a turn.

The sleeping Area –
Taking the path to the right will put them in the sleeping area, which consists of five straw mats. It is really smelly and dirty, however, there is nothing of really of interest. A search check reveals gold coins equal to the search DC (ie. Search of 15 reveals 15 gold coins.) This only applies once.

The hallway –
Opening the doorway reveals a patch that goes fifty feet ending with another door, and two torches on either side of it. As you travel down the hall there are three other doors, two on the right and one on the left. It is well braced by strong wooden braces, and looks somewhat new.

First door on the right

This is just a storage closet. It is 5 by 5 and packed with goods. Anyone who takes the time to ransack it will find 10 usable trail rations and eight quarts of water. Doing so, however, will alert the ogre in the door to the left.

Second door on the right

This is the eating room. It is 30 by 20 and adorned with a large table that takes up most of the space. A ten by ten table sits in the middle with food on it. There are no chairs. There are two ogres inside eating food. Listening at the door with a DC check of 5. A move silently check of 15 allows them to open the door without alerting the ogres giving them a surprise round in combat. The table can be flipped over and used as partial cover from attack for two people. The food is all raw and not fit for eating. Opening this door first will alert the Ogre in the room to the left who will join the Ogre mage.

Left door

This is a small armory. It contains hide armor, great clubs, and some javelins. The room is twenty by twenty, and the ogre inside is standing in the far corner. He'll notice the door if it opens and will throw a javelin at the first person to enter. Throwing a rack of weapons or armor down onto the ogre will stun it for one round and deal 1d4 dmg, however, there is a 50 % chance that he will catch it and throw it to the spare opposite where it came from. If there is a person there it will deal 3d10 dmg. There are four racks on each of the three walls.

Final Chamber

Listening to the door you cannot hear anything if the ogre is not inside. If he is you can hear loud breathing with a DC of 23 on a listen check. Opening the door will cause a loud gong-like sound to emanate trough the lair. It will alert any of the Four Ogres that are not dead, and they will come to aid the Ogre Mage.

The chamber is a semi-circle and a chamber. The semi circle has a ten-foot radius, and the room is thirty by thirty. The ceiling is twenty feet high.

Combat in the final chamber –

If the Ogre mage in unaware (First Ogre killed, but no others and he missed the check. 3 ogres left alive)
1st round – Stand in the middle of the room and cast cone of cold at the door.
2nd round - Use charm person on the strongest fighter unless surrounded. If surrounded he attacked the weakest looking person (usually the smallest)
3rd round – By this time the other ogres should have entered. He will back away and let them fight and maybe try to coax the charmed person into helping them.
Overall he will try to look out for his own butt during the fight.

If the Ogre mage is aware (First Ogre killed, but the mage made the check. 3 ogres left)
The Ogre will start invisible
1st round – He will cast a readied cone of cold when they all enter the room, and charge the nearest person.
2nd round – same tactics as first.

If the Ogre mage is aware with a friend (First Ogre killed with the check and The

Kitchen attacked first)
1st round – The ogre will throw a readied javelin, and then charge and attack
2nd round – The ogre will continue to fight. Attacking the strongest looking person
x round – When the ogre dies the Ogre mage will attack as 2. (If all the other ogres are dead he will always attack as 2)

The treasure chamber

There is a long hallway (10 by 60) that leads to a non-ornate treasure chamber. There is a Falling Block Trap in the hallway. There is a switch to turn it off next to the door, but it can only be found with a 27 search check. A rouge using trap-finding can find the trap with a search DC of 20. Then can either disable it with a DC of 25, or search thoroughly for the switch. Pressing it once disables the trap, and hitting it again activates it again. The block counts as a +15 melee attack dealing 6d6 points of dmg to everyone within two adjacent squares of where it fell.

The treasure room contains two vials of Pixie dust. (One of which is extra for the players) It contains boots of elvenkind, cloak of resistance + 3, a dark skull, and Gauntlets of Ogre Power. (All items detailed in the DMG, or Equipment guide – feel free to substitute for your own items) It also has 1d6*100 silver coins, and 1d8*10 gold coins, and 7 gems of average quality. *This can be changed to suit how much treasure you normally give away (I've been told I'm very generous with my items. You can likely get rid of everything minus the pixie dust and it will be very fair to the players)

Ogre – Large Giant
CR: 7
HD: 4D8 + 19 plus 4d12 + 16 (81 HP)
Initiative: +0
Speed: 40 Feet
Armor Class: 19 (-1 size, +5 natural, +4 +1 hide armor, ring of protection +1)
Attack: +1 greatclub +16 melee (2d8 + 13) or javelin + 6 ranged (1d8 + 8)
Space/Reach: 10 feet/10 feet
Special Attacks: Rage 2/day
Special Qualities: Darkvision 60 ft, low light vision, uncanny dodge, trap sense + 1
Saves: Fort + 12, Ref + 2, Will + 2
Skills: Climb + 13, Hide – 6, Jump +17, Listen + 6, Spot +2
Feats: Power Attack, Toughness, Weapon Focus (greatclub)
Treasure: Their equipment only

Ogre Mage – Large Giant
CR: 9-10
Hit Dice: 7d12 + 15 (55 HP)
Initiative: +4
Speed: 40 ft
AC: 23 (-1 size, +1 dex, +5 +1 chain shirt, + 8 Natural)
Full Attack: 2/ +1 Keen Bastard Swords +6/+6 (1d10 + 7 / 16-20)
Space/Reach: 10 ft / 10 ft
Special attacks: At Will/ Invisibility, 2/day charm person, cone of cold, 1/day sleep
Special Qualities: Darkvision 90 feet, regeneration 5, spell resistance 19

Saves: Fort + 7, Ref + 2, Will + 4
Skills: Concentration + 11, Listen + 10, Speelcraft + 10, Spot + 10
Feats: Combat Expertise, Improved Initiative, Weapon Proficiency Bastard Sword
Treasure: Chain Shirt, Bastard Swords, and Druidic Headdress +1 wis + 1 dex + 1 con (worn on the head)

End of the Quest

Once the players return the pixie dust to the Wizard he will finish making the paint, and paint them in front of the players if they choose to stay (takes 6 hours). He will then chant some stuff, and bang a pair of ring gates. The 5 by 5 rings will shrink to the correct 18 inches and all will be well with the world. If you wish for the players to be able to gain access to making the paint, or what not feel free to have them stay around and learn some of it.

Players Information

In this section I've included some RP stuff that you can divulge to the players if you like it. I figure a little imagery from me to you ^_~

Entrance to the magic shop –

In the middle of a dusty street lays a small wooden shack. It is little more than a small cabin like structure it has a crooked sign that says simply, " Philroth's Magic Goods" in large black template letters. The inside is hardly more ornate. It is a small room maybe 20 by 20 and is decorated only by two doors at either end, covered in simple purple rugs, and a desk two thirds of the way back. It is wood like the rest of the building, but bare except for several potions and three scrolls.

A man behind the counter completes the look of the room. He is wearing plain black robes, which appear to be scuffed with dirt. However, he has a gentle face with hair made of long silver strands that fall below his shoulders. He appears to be studying four Iron rings that are each five-foot in diameter carved with ornate runes. When you enter he turns to examine you. After a minute he glares, "Not open" and returns to the rings.

Druid Grove –

(Entrance to grove)
As you leave the forest into a clearing the smell of smoke enters your nostrils. The grove appears hazy, and dried out. The tops of the trees seem far away from the desecration below. You can see a small complex torn apart with sections burned to the ground. The rubble is still smoldering. You can see several Fae and wolves littering the ground mauled and massacred in particularly vicious ways. You can see several wolf heads cut off and put on stakes, and Fae torn into pieces. You also see two men, who look like the local druids, outfitted in skins and with tanned skin that have also fallen. You can see that several trees to the east are smoldering as if lightning had hit them. Tracks litter the soft ground.

Skeleton ruins –

As you travel through the forest you see an eerie light emanating from a clearing about 50 yards away. As you near the clearing you can clearly see a ring of circular stone pillars decorated with odd runes, which are glowing pale silver. A myriad of skeletons can be seen walking within the confines of the ring, and in the very middle of a stone path is a large table made of what appears to be a dark rough stone. In the very center of it is a strange series of marking making up a circle divided into eight sections. The runes on the circle glow a pale green. No grass grows for about twenty feet around the ruins.

Ogre Den Entrance – As you reach the base of the mountains you see a well-worn path that leads up about thirty feet ending in a dark foreboding hole. The area around it has be cut away leaving a bare area for thirty yards around the hole.

Ogre Den Mage Chamber - As you enter the room looks reminiscent to a defiled cathedral. The room is decorated with large pillars bracing the walls instead of the normal wood braces, which allows the ceiling to reach nearly sixty feet in height. Strange idols decorate podiums through the room, and at the end two stairs curve away from each other and lead up a half a story where they converge on a door shrouded in flame. The whole room has an unholy feel about it as if demonic magic pervades it.

(Ogre mage appears) – The air in front of you shimmers for a moment, and suddenly there is an Ogre standing there, however, he is much more demonic in appearance. He has pasty bluish black skin and black eyes with little white dots for pupils. He has unkept hair that is black and greasy, which runs nearly halfway down his back. Jutting up from the hair is a pair of large dark antlers. He wears an apron of chain armor, and some patchy trousers. On his back are strapped two large bastard swords. Standing up to his full height of eleven feet he pulls out his swords, and charges.

When the Ogre mage dies the black flames seem to slowly dissipate from the door allowing entrance.

Treasure Chamber – As you enter the final room of the den it appears to be the sleeping chambers of the Demonic looking Ogre that attacked you in the cathedral room. There is a large red bed, which seems to have been crushed as matting for the ogre. Around it are several small piles of gold, gems, and precious items. Other than that the room appears little better then the normal ogres sleeping chambers.

End of the Quest - The Wizard takes a large can from behind the counter and sets it on the counter. He then opens it and adds the vile of pixie dust, which causes the black liquid to turn pale silver. As he stirs the liquid it starts to become thick and pasty. After several minutes he puts the first two rings onto the table, and starts to paint them. Taking excruciating pains not to miss a spot it is nearly an hour before he is finished painting the first pair of rings. Letting the paint dry he goes to the

second set of rings and starts to paint them. After those are done he returns again to the first set of rings, and takes out a large scroll filled with odd runes and symbols. He begins to read from the scroll, which causes the rings to glow a faint blue and start to hum in resonance with each other. As he reads the rings both start to shrink from their large size, and by the end are no more than Eighteen inches in diameter. "Remember only 100 pounds a day," the Wizard Gruffly beamed. With that he hands you the two rings and starts on the second set, now completely ignoring you.

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