

A MAGIC OF FAERÛN WEB ENHANCEMENT
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A DRUID'S GROVE

Magic of Faerûn has chapters on Understanding Magic, Magic Variants, Practitioners of Magic, Places of Power, Spells, Magic Items, and Creatures. This sample druid's grove is a place of power that could not be constrained within the 192 pages of this sourcebook.

The grove of renewal

Deep in the bowels of the land, where the earth's fires melt rock and belch poisonous gases, there exists an ancient druid circle known as the Grove of Renewal. Its reputation for powerful magic precedes it.

However, very few know how many of the tales are true and how many are exaggerated.

The Grove of Renewal is presented as an adventuring site for PCs seeking a natural adventure.

going to The grove of renewal

Your PCs may go to the grove because . . .

they need to rescue someone.

they need to cure a curse, disease, or other affliction.

they get tricked into it.

they need *protection from elements*.

they have to convince the druid overseers that the time of the prophecy has not come.

Rumors of the grove

You can use rumors to build tension among your players before they actually take their characters to the Grove of Renewal. Feel free to

Additional credits

This layout intentionally begins on page 2. There is no page 1.

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embellish the rumors below, add your own, or toss in a touch of the truth. Roll 1d10 to randomly determine what your characters hear.

1. The grove once stood above ground, but one of the grove's overseers angered Silvanus, and the god melted all the land around the grove, causing it to sink down into its current cavernous location.
2. The grove's magic has degraded.
3. No one ever returns from the Grove of Renewal.
4. An evil cult has taken possession of the grove.
5. Silvanus cursed the grove.
6. The grove is gone, swallowed up by the fires.
7. A basilisk found its way to the grove and turned all the druids to stone.
8. The druid overseers are thousands of years old.
9. The grove's overseers have learned the rejuvenating power of fire and can resurrect or heal anyone.
10. An element of the truth (to be determined by the DM).

How to find the grove

Your PCs may use the Cantlowe Crossroads to get to the Grove of Renewal or they may travel for months through hazardous terrain to find it. Few survive the latter path. Other methods to reach the grove do exist. Some who have been there can teleport the characters in, though they usually require steep payment or they will send your PCs there with lies about what they'll find once they arrive. The only sure way out is through the Purgung.

The nature seers

Fiery eyes gleam from secret places in the Grove of Renewal, watching. The Nature Seers, as they call themselves, scrutinize those who come to their grove. They number four and each embraces an element (Fire, Water, Earth, Air). Ancient beyond imagining, these half-elemental druids have always been here. Prophecy predicts that someday, "The Mother shall tire of her children's profanities and shall spew forth her fire upon the land to cleanse and renew it. On that day, the Nature Seers shall enact their final purging."

The Nature Seers have visages permanently marked by the element with which they're joined. They speak little, if at all, and have mannerisms and personalities that reflect their element. The one called Phlogiston is the leader and guides the others in their rituals. Being of such an ancient age makes these druids seem alien. They don't understand civilization or culture and have no need for either. They don't know history or politics. They know only the ebb and flow of the world's energies, and they serve their purposes.

➤ **Phlogiston:** Male half-fire elemental/half-great wyrm red dragon Drd20; CR 47; Colossal outsider (fire); HD 40d12+400 plus 20d8+200; hp 953; Init +2; Spd 40 ft., fly 200 ft. (clumsy); AC 52 (touch 4, flat-footed 50); Atk +50 melee (4d8+17, bite) and +48 melee (4d6+8, 2 claws) and +47 melee (2d8+8, 2 wings) and +47 melee (4d6+25, tail slap); Face/Reach 40 ft. by 80 ft./15 ft.; SA Crush, tail sweep, breath weapon, frightful presence, spells, spell-like abilities; SQ Immunities, blindsight 360 ft., keen senses, druid abilities; SR 32; AL N; SV Fort +44, Ref +30, Will +45; Str 45, Dex 14, Con 31, Int 28, Wis 32, Cha 28.

Skills and Feats: Animal Empathy +30, Bluff +58, Concentration +63, Diplomacy +50, Escape Artist +42, Intimidate +32, Jump +57, Knowledge (arcana) +47, Knowledge (religion) +47, Knowledge (nature) +70, Listen +64, Scry +70, Search +49, Sense Motive +42, Spellcraft +70, Spot +64, Wilderness Lore +44; Alertness, Cleave, Expertise, Flyby Attack, Great Cleave, Heighten Spell, Hover, Improved Initiative, Maximize Spell, Multiattack, Power Attack,

Quickened Spell-Like Ability, Snatch, Sunder, Track, Weapon Focus (bite), Weapon Focus (claw), Wingover.

Crush (Ex): Creatures in the area suffer 4d8+25 points of damage and must make a Reflex save (DC 40) or be pinned.

Tail Sweep (Ex): Deals 2d8+25 points of damage to all creatures up to Medium-size in a half circle with a diameter of 40 feet (Reflex DC 40 half).

Breath Weapon (Su): Can breathe a 70-ft. cone of fire once every 1d4 rounds for 24d10 points of damage (Reflex DC 40 half).

Frightful Presence (Ex): Creatures within 360 feet of Phlogiston when he attacks or charges become panicked (if they have 4 or fewer hit dice) or shaken (if they have 5 to 59 hit dice) for 4d6 rounds (Will DC 47 negates and immunizes to his frightful presence for one day).

Spell-Like Abilities (Sp): As Sor19 (DC 17+spell level): 12/day—*locate object*; 3/day—*suggestion*; 1/day—*discern location, eyebite*. As Sor60 (DC 17+spell level): 1/day—*burning hands, elemental swarm* (fire only), *fire seeds, fire shield, fire storm, flaming sphere, incendiary cloud, plane shift, produce flame, wall of fire*.

Druid Abilities: Nature sense, woodland stride, trackless step, resist nature's lure, wild shape (Tiny to Huge animal 6/day, Small to Large elemental 3/day), venom immunity, a thousand faces, timeless body.

Immunities (Ex): Immune to sleep, paralysis, fire, disease, organic poisons. Gain +4 bonus to Fortitude saves against poison. Double damage from cold except on a successful save.

Keen Senses (Ex): Phlogiston sees four times as well as a human in low-light conditions and twice as well in normal light. He has darkvision with a range of 1,200 ft.

Possessions: Ring of fire elemental command, bracers of armor +8, ring of wizardry I–IV, crystal ball with true seeing.

Druid Spells Prepared (6/8/8/8/7/7/6/6/5/5; base DC = 21 + spell level): 0—*create water* (2), *flare, light, naturewatch**, *purify food and drink*; 1st—*endure elements, entangle* (2), *faerie fire* (2), *goodberry, obscuring mist* (2); 2nd—*charm person or animal, chill metal, delay poison, heat metal* (2), *lesser restoration, speak with animals, tree shape*; 3rd—*contagion, greater magic fang* (2), *meld into stone, neutralize poison, poison, protection from elements, speak with plants*; 4th—*control plants, flame strike, freedom of movement, murderous mist*, quench* (2), *rusting grasp*; 5th—*awaken, commune with nature, control winds, inferno** (2), *tree stride, wall of fire*; 6th—*antilife shell, find the path, greater dispelling* (2), *liveoak, wall of stone*; 7th—*control weather, creeping doom, fire storm, summon nature's ally VII, true seeing, wind walk*; 8th—*finger of death, reverse gravity, summon nature's ally VIII, whirlwind, word of recall*; 9th—*earthquake, foresight, mass heal, shapechange, summon nature's ally IX*.

Sorcerer Spells Known (6/15/14/14/14/8/7/7/7/7; base DC = 17 + spell level): 0—*acid splash**, *arcane mark, detect magic, ghost sound, mage hand, mending, prestidigitation, ray of frost, read magic*; 1st—*comprehend languages, corrosive grasp*, cure light wounds, magic missile, true strike*; 2nd—*cat's grace, invisibility, resist elements, see invisibility, zone of truth*; 3rd—*dispel magic, displacement, haste, lightning bolt*; 4th—*confusion, cure critical wounds, explosive cascade*, fire shield*; 5th—*break enchantment, cone of cold, dominate person, wall of force*; 6th—*analyze dweomer, fire spiders*, heal*; 7th—*greater ironguard*, greater restoration, power word stun*; 8th—*mind blank, Oiluke's telekinetic sphere, summon monster VIII*; 9th—*meteor swarm, time stop, true resurrection*.

➤ **Tempestine:** Female half-water elemental/half-storm giant Drd20; CR 35; Huge outsider (Electricity); HD 19d8+114 plus 20d8+120; hp 408; Init +6; Spd 40 ft., swim 30 ft. (hide armor); AC 25 (touch 10, flat-footed 23); Atk +46/+41/+36/+31/+26/+21 melee (2d8+27/15–20, Gargantuan scimitar +5); Face/Reach 10 ft. by 10

ft./15 ft.; SA Spell-like abilities; SQ Druid abilities, immunities, freedom of movement, rock catching, water breathing; AL N; SV Fort +30, Ref +14, Will +24; Str 41, Dex 14, Con 25, Int 18, Wis 23, Cha 17.

Skills and Feats: Animal Empathy +35, Climb +34, Concentration +42, Diplomacy +35, Intimidate +23, Jump +34, Knowledge (nature) +36, Knowledge (religion) +24, Listen +22, Perform +22, Spellcraft +30, Spot +25, Wilderness Lore +38; Cleave, Combat Reflexes, Expertise, Forge Ring, Great Cleave, Heighten Spell, Improved Critical (falchion), Improved Initiative, Power Attack, Quicken Spell, Sunder, Weapon Focus (falchion).

Spell-Like Abilities: 1/day: *acid fog, call lightning* (Drd15), *chain lightning* (Sor15), *cone of cold, control water, elemental swarm* (water only), *fog cloud, horrid wilting, ice storm, obscuring mist, plane shift, water breathing*. 2/day: *control weather* (Drd20), *levitate* (Sor20). All as Sor39 (DC = 14 + spell level) except where noted.

Druid Abilities: Nature sense, woodland stride, trackless step, resist nature's lure, wild shape (Tiny to Huge animal 6/day, Small to Large elemental 3/day), venom immunity, a thousand faces, timeless body.

Freedom of Movement (Su): Continuous as spell.

Immunities: Immune to disease, organic poisons, and water effects. Gains +4 racial bonus to Fortitude saves against poison.

Rock Catching (Ex): Can catch rocks of up to Large size.

Water Breathing (Ex): Can breathe underwater indefinitely and can freely use her spell-like abilities while submerged.

Possessions: *Ring of water elemental command, Gargantuan scimitar* +5.

Spells Prepared (6/7/7/6/6/6/5/4/4/4; base DC = 15 + spell level): 0—*create water, detect magic, flare, light, naturewatch**, *purify food and drink*; 1st—*camouflage**, *cure light wounds, blinding spittle, endure elements, faerie fire, goodberry, obscuring mist*; 2nd—*charm person or animal, chill metal, cloudburst**, *delay poison, one with the land**, *resist elements, summon swarm*; 3rd—*blindsight**, *contagion, cure moderate wounds, greater magic fang, plant growth, poison*; 4th—*dispel magic, murderous mist**, *quench, reincarnate, rusting grasp, sleet storm*; 5th—*animal growth, commune with nature, drown**, *ice storm, memory rot**, *transmute mud to rock*; 6th—*antilife shell, crumble**, *find the path, greater dispelling, wall of stone*; 7th—*heal, quickened poison, storm tower**, *true seeing*; 8th—*command plants, finger of death, quickened dispel magic, summon nature's ally VIII*; 9th—*cast in stone**, *shambler, shapechange, summon nature's ally IX*.

*New spell presented in *Magic of Faerûn*.

Strong Root: Female half-earth elemental/half treant Drd20; CR 30; Gargantuan outsider (earth); HD 21d8+189 plus 20d8+180; hp 556; Init +2; Spd 30 ft.; AC 24 (touch 4, flat-footed 24); Atk 2 slams +41/+31/+21 melee (slam 4d8+15); SA Animate trees, trample, double damage against objects, half-elemental abilities; SQ Plant, fire vulnerability, half damage from piercing, immune to disease, immune to earth effects, +4 bonus to saves against poison; AL N; SV Fort +33, Ref +11, Will +26; Str 41, Dex 6, Con 29, Int 12, Wis 20, Cha 12.

Skills and Feats: Hide +10*, Intimidate +25, Knowledge (nature) +41, Listen +47, Sense Motive +45, Spot +47, Wilderness lore +45; Alertness, Blind-Fight, Cleave, Craft Rod, Craft Staff, Great Cleave, Improved Initiative, Iron Will, Maximize Spell, Power Attack, Silent Spell, Still Spell.

*+16 racial bonus to Hide checks made in forested areas

Animate Trees (Sp): A treant can animate trees within 180 feet at will, controlling up to two trees at a time. It takes a full round for a normal tree to uproot itself. Thereafter it moves at a speed of 10 and fights as a treant in all respects. Animated trees lose their ability to move if the treant who animated them is incapacitated or

moves out of range. The ability is otherwise similar to *liveoak* as cast by a 12th-level druid.

Trample (Ex): A treant or animated tree can trample Medium-size or smaller creatures for 2d12+5 points of damage. Opponents who do not make attacks of opportunity against the treant or animated tree can attempt a Reflex save (DC 20) to halve the damage.

Double Damage against Objects (Ex): A treant or animated tree that makes a full attack against an object or structure deals double damage.

Plant: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

Fire Vulnerability (Ex): A treant or animated tree takes double damage from fire attacks unless the attack allows a save, in which case it takes double damage on a failure and no damage on a success.

Half Damage from Piercing (Ex): Piercing weapons deal only half damage to treants, with a minimum of 1 point of damage.

Half-Elemental Abilities: 1/day—*earthquake, elemental swarm, iron body, magic stone, plane shift, soften earth and stone, spike stones, stone shape, stoneskin, wall of stone* (as Sor 28). DC = 11 + spell level.

Possessions: *Brooch of shielding; gem of seeing; ring of elemental resistance, major; rod of flame extinguishing*.

Spells Prepared (6/7/6/6/6/6/4/4/4/4; base DC = 15 + spell level): 0—*create water, detect magic, flare, guidance, resistance, virtue*; 1st—*endure elements, entangle, faerie fire, goodberry, invisibility to animals, obscuring mist, pass without trace*; 2nd—*charm person or animal, chill metal, heat metal, hold animal, resist elements, wood shape*; 3rd—*call lightning, dominate animal, meld into stone, plant growth, protection from elements, spike growth*; 4th—*cure serious wounds, dispel magic, quench, reincarnate, rusting grasp, summon nature's ally IV*; 5th—*atonement, control winds, cure critical wounds, death ward, tree stride, wall of thorns*; 6th—*antilife shell, greater dispelling, healing circle, summon nature's ally VI*; 7th—*control weather, heal, summon nature's ally VII*; 8th—*finger of death, repel metal or stone, summon nature's ally VIII, word of recall*; 9th—*mass heal, shapechange, summon nature's ally IX, sympathy*.

Exclamor: Male half-air elemental/half-androsphinx Drd20; CR 33; Huge outsider; HD 36d10+252 plus 20d8+140; hp 683; Init +5; Spd 50 ft., fly 80 ft. (poor); AC 32 (touch 9, flat-footed 31); Atk +50 melee (2d6+13/19–20, 2 claws); Face/Reach 10 ft. by 20 ft./10 ft.; SA Pounce, rake 2d6+5/19–20, roar, spell-like abilities, druid abilities; SQ Immunities; AL N; SV Fort +39, Ref +27, Will +31; Str 33, Dex 12, Con 25, Int 18, Wis 24, Cha 19.

Skills and Feats: Animal Empathy +24, Bluff +22, Concentration +27, Diplomacy +42, Intimidate +40, Intuit Direction +21, Knowledge (arcana) +33, Knowledge (nature) +40, Knowledge (religion) +33, Listen +45, Move Silently +19, Search +22, Sense Motive +25, Spellcraft +24, Spot +45, Wilderness Lore +25; Alertness, Blind-Fight, Cleave, Endurance, Expertise, Flyby Attack, Great Cleave, Heighten Spell, Improved Critical (claw), Improved Critical (rake), Improved Initiative, Power Attack, Quicken Spell, Silent Spell, Spell Penetration, Sunder, Track, Weapon Focus (claw), Weapon Focus (rake).

Pounce (Ex): If Exclamor leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Rake (Ex): If Exclamor pounces onto a creature, it can make two rake attacks (+50 melee, damage 2d6+5).

Roar (Su): Exclamor can roar three times per day. The first time it does this, all creatures within 500 feet are struck by fear for 36 rounds (Will DC 32 negates). A second roar during the same encounter paralyzes all creatures within 250 feet for 1d4 rounds (Fort DC 32 negates), and deafens all those within 90 feet for 2d6

rounds (no save). A third roar during the same encounter inflicts 2d4 points of temporary Strength damage to all within 250 feet for 2d4 rounds (Fortitude DC 32 negates). In addition, any Large or smaller creature within 90 feet is thrown to the ground and suffers 2d8 points of damage (Fort DC 32 negates). This third roar also deals 50 points of damage to any stone or crystalline object within 90 feet; magic items and held or carried objects can avoid damage with a successful Ref save (DC 32).

Spell-Like Abilities: 1/day as Sor56 (DC = 14 + spell level): *air walk, chain lightning, control weather, control winds, elemental swarm* (air only), *gaseous form, obscuring mist, plane shift, whirlwind, wind wall*.

Druid Abilities: Nature sense, woodland stride, trackless step, resist nature's lure, wild shape (Tiny to Huge animal 6/day, Small to Large elemental 3/day), venom immunity, a thousand faces, timeless body.

Immunities: Immune to disease, organic poisons, and water effects. Gains +4 racial bonus to Fortitude saves against poison.

Possessions: *Bracers of armor +6, ring of air elemental command.*

Cleric Spells Prepared (5/6/6/4; base DC = 17 + spell level; as Clr6): 0—*detect magic* (3), *detect poison, read magic*; 1st—*command, comprehend languages* (2), *divine favor, sanctuary**, *shield of faith*; 2nd—*bull's strength, cure moderate wounds**, *endurance, bold person, spiritual weapon, zone of truth*; 3rd—*create food and water, daylight, protection from elements**, *searing light*.

*Domain spell. Domains: Healing (casts healing spells at +1 level); Protection (generate protective ward for +20 bonus to next save).

Druid Spells Prepared (6/7/7/7/6/6/5/5/4/4; base DC = 17 + spell level): 0—*detect magic, flare, light, mending, naturewatch**, *purify food and drink*; 1st—*camouflage**, *cure light wounds* (2), *endure elements, faerie fire, goodberry, obscuring mist*; 2nd—*charm person or animal, chill metal, cloudburst*, delay poison, lifting gust*, resist elements, summon swarm*; 3rd—*blindsight**, *contagion, cure moderate wounds, greater magic fang, plant growth, poison* (2); 4th—*dispel magic, freedom of movement, murderous mist*, quench, reincarnate, rusting grasp*; 5th—*animal growth, binding winds*, commune with nature, cure critical wounds, insect plague, silent dispel magic, wall of thorns*; 6th—*antilife shell, find the path, greater dispelling, repel wood, summon nature's ally VI*; 7th—*control weather, quickened greater magic fang, storm tower*, true seeing*; 8th—*bombardment*, command plants, finger of death, summon nature's ally VIII*; 9th—*cast in stone*, earthquake, shapechange, summon nature's ally IX*.

*New spell found in *Magic of Faerûn*.

The purging

The Nature Seers purify those who come to them. Once you've arrived in their land, you're vulnerable. They judge all. They put you on trial. Many come on purpose, especially druids seeking to regain balance after they've spent too much time under the influence of civilization. Pity those who accidentally stumble across the Grove of Renewal.

The Purging is a process by which the Nature Seers burn away the imbalance in a mortal's soul. Through this process, the Nature Seers eliminate hatred, anger, self-loathing, guilt, insecurity, vanity, and all other aspects of a mortal's make-up that might imbalance her. The mortal emerges from the Purging free of the emotional burdens with which she entered the Grove. She forgets nothing, but simply comes to a deep understanding and acceptance of her past, present, and potential future. She is given no guarantee that she will not slip back into old habits once she has left the grove. The Purging offers her an opportunity for change, rebalances her to her own center, and then lets her accept or deny the balance.

In game terms, the Purging offers the character an opportunity to change alignment. Over the next tenday, the player then chooses

and roleplays whether she has developed a neutral balance with nature or if her attitude tips in either an evil or good, chaotic or lawful direction and how far it tips. It's an excellent opportunity to change alignments, but those firmly committed to a way of life need not change. For instance, a paladin who undergoes the Purging may choose to remain lawful good and a paladin or become an ex-paladin of another alignment.

The Purging also removes all poisons, cures all damage and eliminates scars. It returns the body to its purest, most healthy state. It eliminates the effects of any spell that changed the subject to something she's not naturally, especially transmutations, enchantments, necromancy, and illusions. The Purging cannot resurrect the dead unless magic caused an artificial death (death magic, transmutations or illusions).

The process of purging

The Purging has five stages. Each stage tests the PC and attempts to teach her respect for a particular element or aspect of herself. Each stage takes place between crossroads. The guardians at these crossroads willingly let any and all pass for this purpose. As the character emerges from the backroad (from the snake's mouth) and gets her first look at this hellish grove, she begins the section of the path known as the Fire Walk.

THE FIRE WALK

Passing through the crossroads brings the characters into a dead magic zone in the depths of volcanic caverns where pools of magma glow red.

Phlogiston, a male half-fire elemental/half-great wurm red dragon druid, rises up from the lava. It appears between the characters and the next dolmen. Its roar thunders and shakes the path. Do the PCs have the courage to continue without their magic?

The only true threat to the PCs is their own fear. They can turn back, face the Fire Walk again, and get to the Grove's crossroads, but the Grove's crossroads guardian refuses them no matter what they do to beg or threaten. The dragon doesn't pursue them. The PCs must confront the fiery dragon or find another means of escape.

This section of the path is merely a test of the PCs' courage. They must brave the dragon's Frightful Presence. Phlogiston will not attack, but defends himself if attacked. If the PCs are unsure of what to do, the dragon inclines his head toward the next dolmen and say, simply, "You must pass."

The dolmen beyond Phlogiston is a *portal* to the Earth Walk.

THE EARTH WALK

Once the PCs pass through the second dolmen, they're on the Earth Walk. They find themselves deep in an ancient forest. The PCs' magic returns in full. A path is marked leading away from their arrival portal. At the far end of the path, about 40 feet away, the characters can see the next dolmen.

Ten feet from the next dolmen in a ring is a *spike stones* trap 10 feet wide.

Once the PCs activate, disarm, or bypass the *spike stones*, Strong Root, a female half-earth elemental/half-treant, approaches and says, "The next *portal* requires a password to activate. Everyone here knows what it is." She then turns to leave and walks away.

If the characters attack Strong Root, she defends herself.

The PCs have several ways to learn the password. A *speak with animals, speak with plants, or stone tell* is the most effective way to get the information, since Strong Root has made sure that all these know the password. Alternatively, the PCs can attempt to track Strong Root who has left a trail, Wilderness Lore (DC 15). Also, the

PCs can return to the lava cave via the *portal* by which they entered this area and ask Phlogiston. A successful *divination* spell produces an image of a balanced scale.

The password is "Balance."

Speaking the password lets the PCs pass through the *portal* to the next part of the Nature Walk, the Air Walk.

THE AIR WALK

The characters find themselves in a snowstorm on the top of a snow-capped mountain, far from civilization. Exclamor has cast control weather, summoning a blizzard (For details, see Weather Hazards, Chapter 3: Running the Game in the *DUNGEON MASTER's Guide*). Exclamor, the male half-air elemental/half-androsphinx druid, greets the PCs as they exit the *portal* and point to another dolmen, mere feet away from the first.

"This *portal* will not activate for 24 hours. Try to survive," says Exclamor.

The test is simply surviving in the harsh environment for one full day. After the 24 hours, the *portal* opens. Passing through it starts the characters on the Water Walk.

THE WATER WALK

The characters emerge from the Air Walk *portal* in a cavern. The area is roughly circular with an 80-foot diameter. The center 60 feet is water. The PCs emerge on the 10-foot walkway that rings it. Tempestine, a female half-water elemental/half-storm giant druid, waits in the pool with her head and shoulders above water.

"Here, you must prove yourself able to meet the challenges presented by water," she says. "The test is simple. The *portal* is underwater, and a very challenging swim for an ordinary human. From the edge of the pool where the *portal* from the Air Walk stands, swim 20 feet straight down. There is a completely submerged tunnel that is 10 feet in diameter. The tunnel runs for 300 feet. At its end

is the fifth and final *portal*, which automatically lets you and whatever you carry pass through, if you are alive. If you die, the currents here are such that your body shortly returns to the surface of this pool."

Tempestine accurately describes the challenge. The characters must Swim a total of 320 feet (For details, see Swim, Chapter 4: Skills in the *Player's Handbook*). Since the swim takes places entirely underwater without any place to take an additional breath, the PCs risk drowning. For details, see The Drowning Rule, Chapter 3: Running the Game in the *DUNGEON MASTER's Guide*. This task can be accomplished in many ways. Unless skilled in swimming, the characters will probably have to resort to magic. The most obvious solutions are *potions of water breathing* or the *water breathing* spell. Alternatively, summoned aquatic creatures can tow a character. Desperate characters may ask for Tempestine's help. She takes the character to the *portal* in exchange for all the character's equipment.

THE CONCLUSION

If the PCs make it to the fifth and final dolmen, they have survived the Purging. They have earned the following perks:

- *endure elements* (all) for 24 hours;
- all lost hit points returned;
- curses removed;
- poisons and diseases cured;
- transmutations removed (return to natural state);
- both Crossroads Guardians have Helpful attitudes toward you;
- the druid overseers have Friendly attitudes;
- and the backroad returns them to the Cantlowe Library.

The experience of the whole of the Grove of Renewal is EL 5. Of course, if the characters were foolish enough to fight the druids, they gain experience based on the CR of the druid(s), assuming they survive.