



SECRETS OF THE FOCHLUCAN COLLEGE

A Web Enhancement Adventure
Site for *Complete Adventurer*

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Complete Adventurer offers a wealth of new spells, prestige classes, feats, and magic items for bards and rogues. According to a sidebar in the description of the Fochlucan lyrist prestige class, a college for bards is located on the shores of Loch Firrnen, a few miles from the town of Oakenway. This adventure site details that haven of peaceful study.

Secrets of the Fochlucan College is an adventure site that can be dropped into any area that has a large, clear lake. A variety of adventures can take place here, since outsiders frequently infiltrate the college to search for its secrets. As always, feel free to adapt the material presented here as you see fit to make it work with your campaign.

PREPARATION

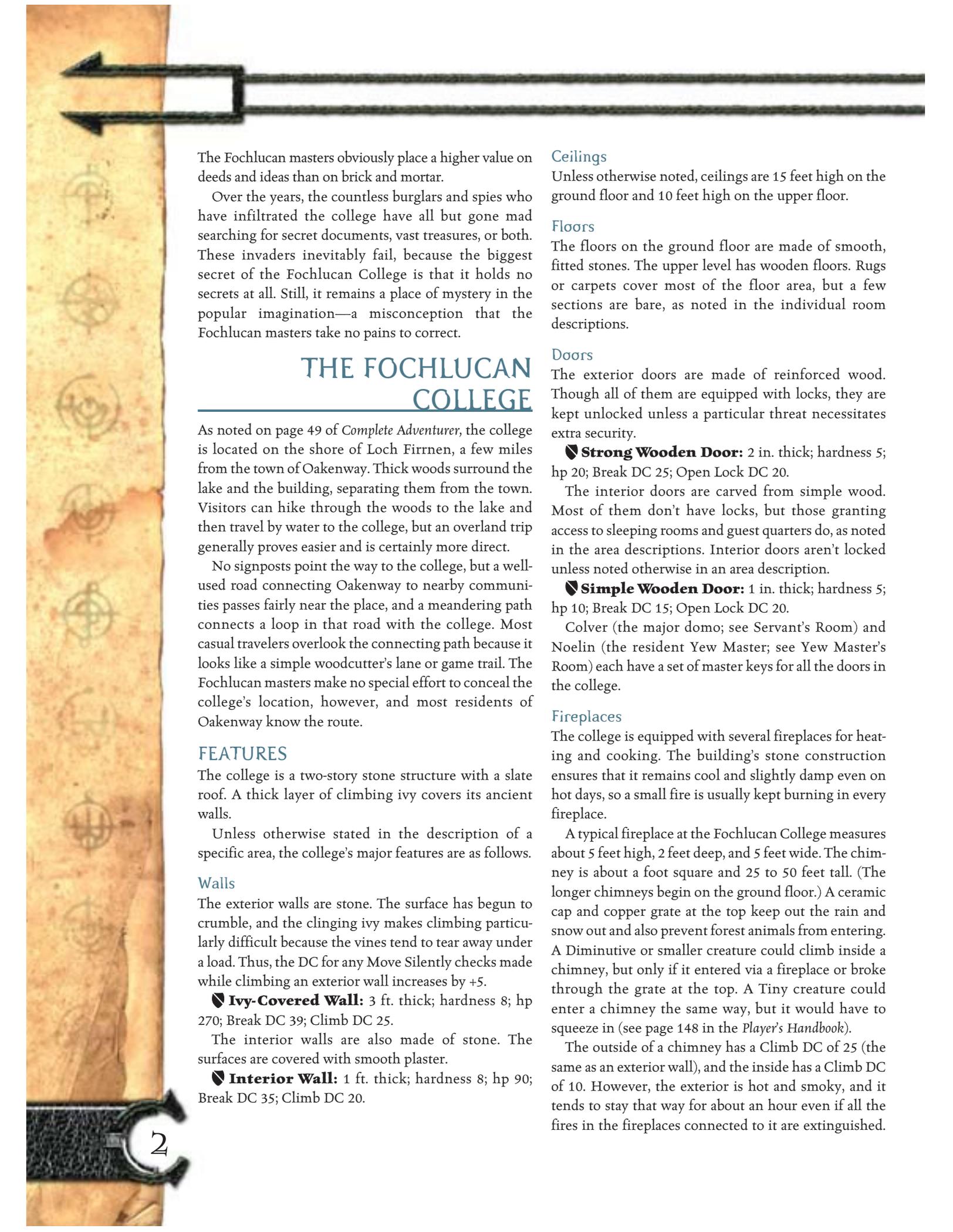
You (the DM) need the D&D core rulebooks—the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*—as well as *Complete Adventurer*—to use this adventure site. The information presented here utilizes the D&D v.3.5 rules.

To get started, print out the adventure site, including the map. Read through it at least once to familiarize yourself with the situation, site, and major NPCs (particularly their motivations). You must decide what kind of action takes place—whether the PCs simply stumble upon the site or have a reason to visit. Monster and NPC statistics are provided with each encounter area in abbreviated form.

BACKGROUND

Visitors to the famous (or as some would say, infamous) Fochlucan College often come away disappointed. Given the reputation the Fochlucan masters have gained for international intrigue, most travelers expect to find a bustling citadel of learning that is also a bastion of military strength—with furnishings and a treasury to match. Instead, they find a sleepy country retreat where a handful of distracted scholars study the minutia of the past, without so much as an armed guard in sight. Thanks to a hardworking staff of servants, the whole building is spotless, but the age of its furnishings is obvious. Detractors might call the place threadbare or shabby, but it has a comfortable, lived-in look. In fact, the college looks much like a rural manor belonging to an impoverished noble family whose members have long been accustomed to empty coffers.

The college's worn appearance reflects the building's true role as a meeting place for energetic people who occasionally need a place to rest or confer with colleagues.



The Fochlucan masters obviously place a higher value on deeds and ideas than on brick and mortar.

Over the years, the countless burglars and spies who have infiltrated the college have all but gone mad searching for secret documents, vast treasures, or both. These invaders inevitably fail, because the biggest secret of the Fochlucan College is that it holds no secrets at all. Still, it remains a place of mystery in the popular imagination—a misconception that the Fochlucan masters take no pains to correct.

THE FOCHLUCAN COLLEGE

As noted on page 49 of *Complete Adventurer*, the college is located on the shore of Loch Firrnen, a few miles from the town of Oakenway. Thick woods surround the lake and the building, separating them from the town. Visitors can hike through the woods to the lake and then travel by water to the college, but an overland trip generally proves easier and is certainly more direct.

No signposts point the way to the college, but a well-used road connecting Oakenway to nearby communities passes fairly near the place, and a meandering path connects a loop in that road with the college. Most casual travelers overlook the connecting path because it looks like a simple woodcutter's lane or game trail. The Fochlucan masters make no special effort to conceal the college's location, however, and most residents of Oakenway know the route.

FEATURES

The college is a two-story stone structure with a slate roof. A thick layer of climbing ivy covers its ancient walls.

Unless otherwise stated in the description of a specific area, the college's major features are as follows.

Walls

The exterior walls are stone. The surface has begun to crumble, and the clinging ivy makes climbing particularly difficult because the vines tend to tear away under a load. Thus, the DC for any Move Silently checks made while climbing an exterior wall increases by +5.

◆ **Ivy-Covered Wall:** 3 ft. thick; hardness 8; hp 270; Break DC 39; Climb DC 25.

The interior walls are also made of stone. The surfaces are covered with smooth plaster.

◆ **Interior Wall:** 1 ft. thick; hardness 8; hp 90; Break DC 35; Climb DC 20.

Ceilings

Unless otherwise noted, ceilings are 15 feet high on the ground floor and 10 feet high on the upper floor.

Floors

The floors on the ground floor are made of smooth, fitted stones. The upper level has wooden floors. Rugs or carpets cover most of the floor area, but a few sections are bare, as noted in the individual room descriptions.

Doors

The exterior doors are made of reinforced wood. Though all of them are equipped with locks, they are kept unlocked unless a particular threat necessitates extra security.

◆ **Strong Wooden Door:** 2 in. thick; hardness 5; hp 20; Break DC 25; Open Lock DC 20.

The interior doors are carved from simple wood. Most of them don't have locks, but those granting access to sleeping rooms and guest quarters do, as noted in the area descriptions. Interior doors aren't locked unless noted otherwise in an area description.

◆ **Simple Wooden Door:** 1 in. thick; hardness 5; hp 10; Break DC 15; Open Lock DC 20.

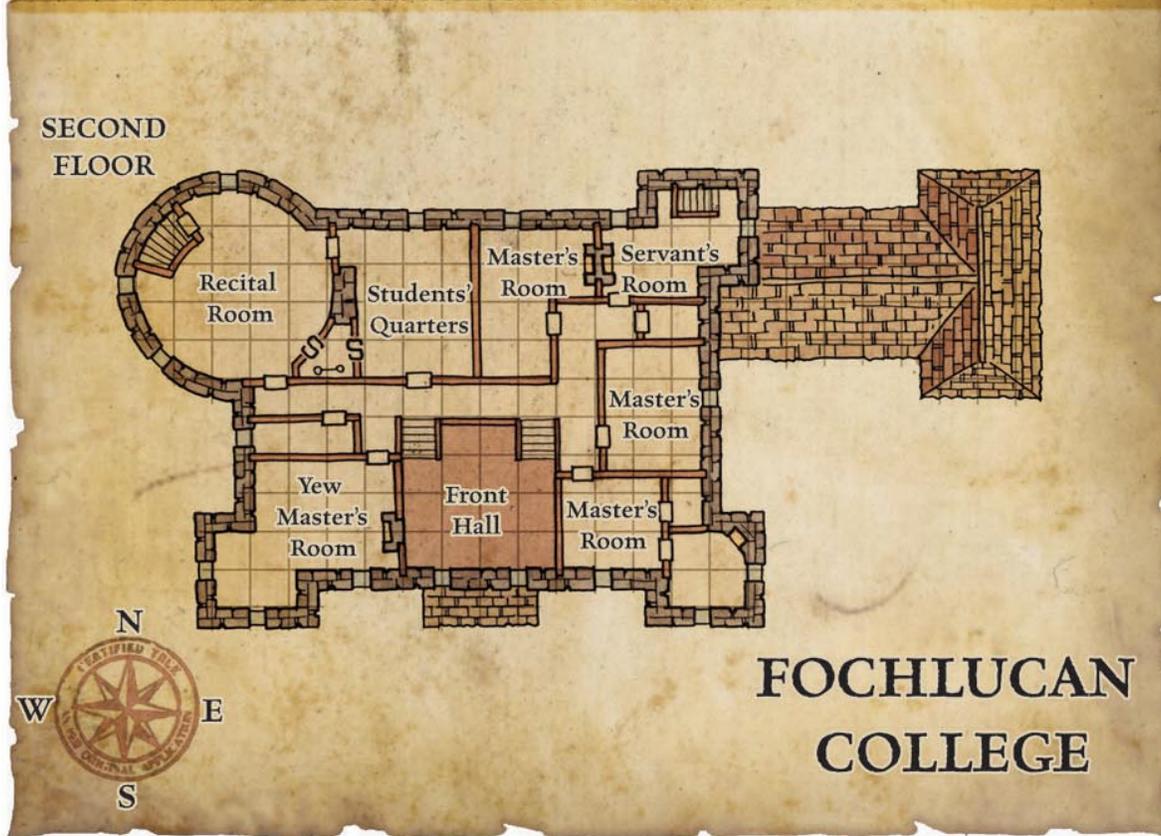
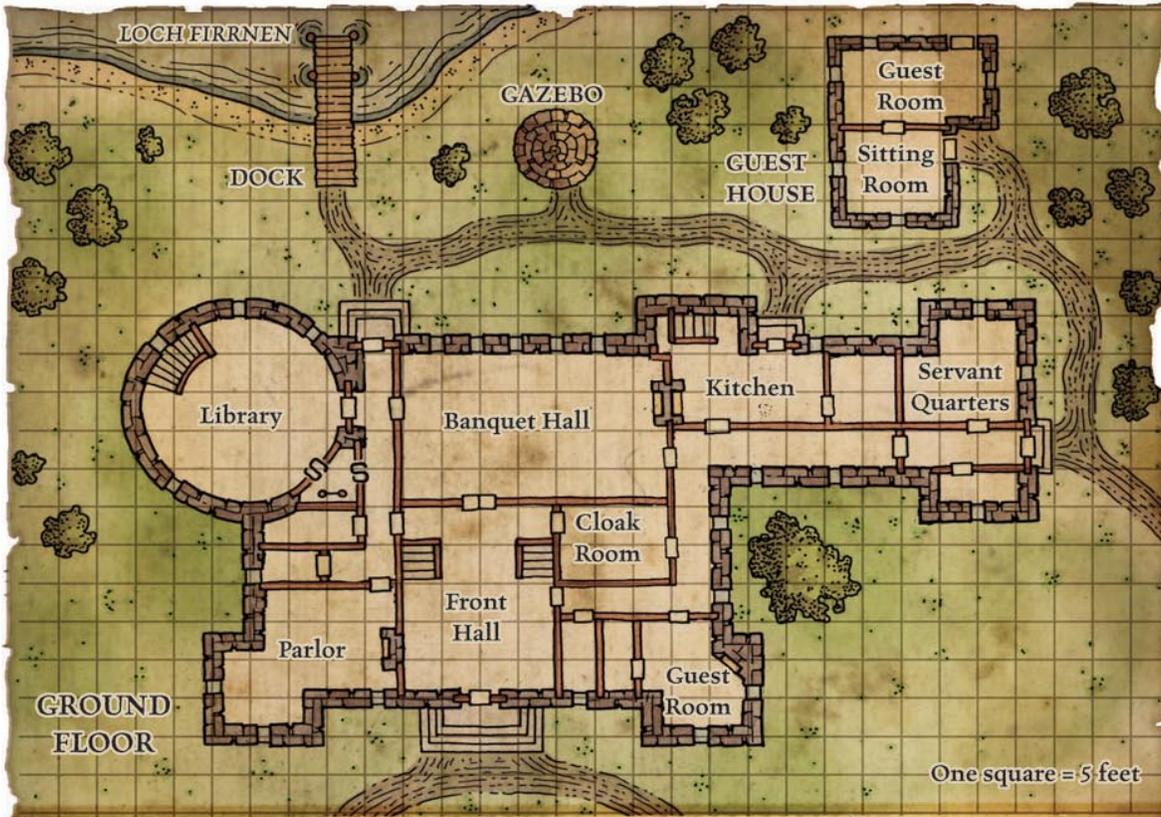
Colver (the major domo; see Servant's Room) and Noelin (the resident Yew Master; see Yew Master's Room) each have a set of master keys for all the doors in the college.

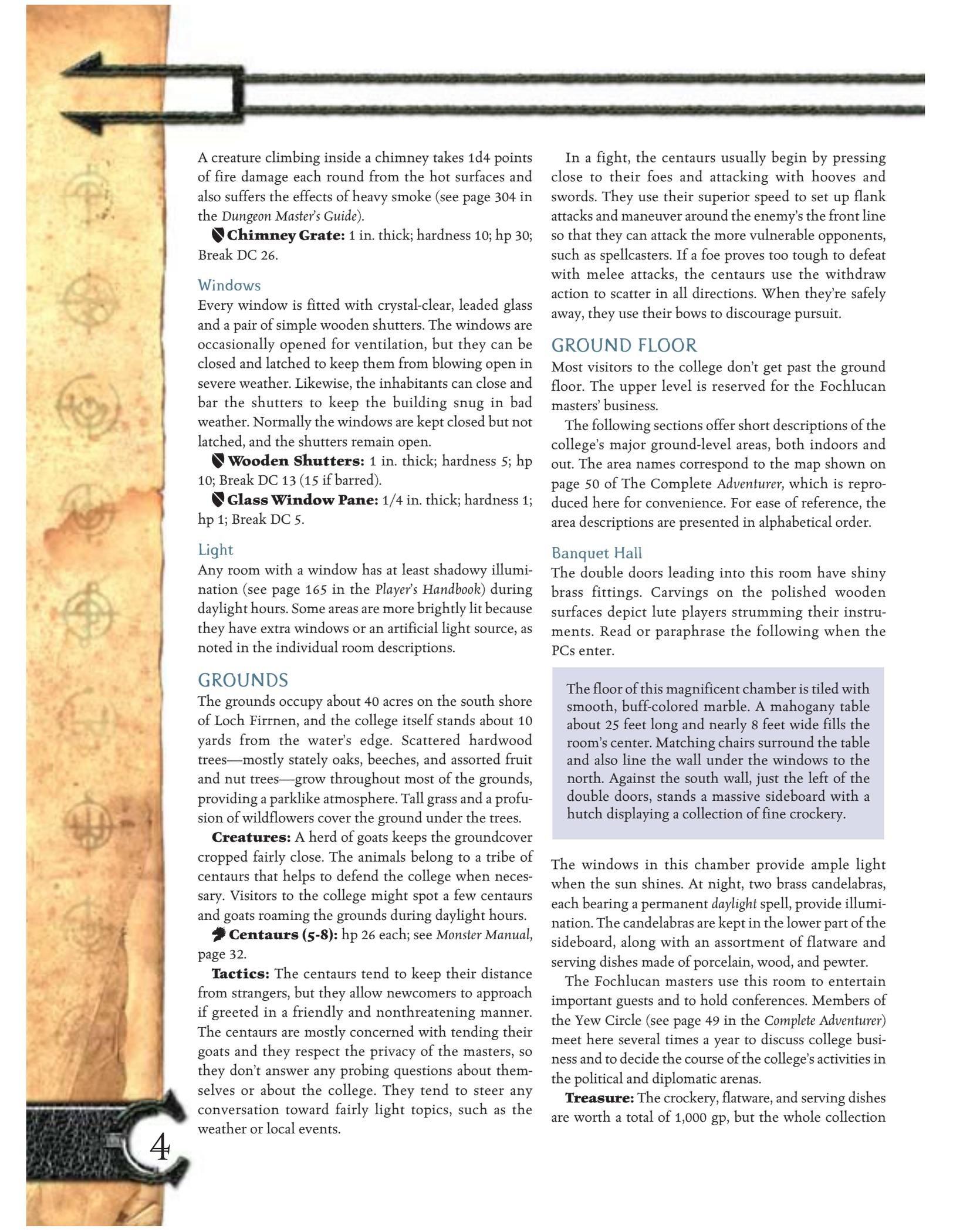
Fireplaces

The college is equipped with several fireplaces for heating and cooking. The building's stone construction ensures that it remains cool and slightly damp even on hot days, so a small fire is usually kept burning in every fireplace.

A typical fireplace at the Fochlucan College measures about 5 feet high, 2 feet deep, and 5 feet wide. The chimney is about a foot square and 25 to 50 feet tall. (The longer chimneys begin on the ground floor.) A ceramic cap and copper grate at the top keep out the rain and snow out and also prevent forest animals from entering. A Diminutive or smaller creature could climb inside a chimney, but only if it entered via a fireplace or broke through the grate at the top. A Tiny creature could enter a chimney the same way, but it would have to squeeze in (see page 148 in the *Player's Handbook*).

The outside of a chimney has a Climb DC of 25 (the same as an exterior wall), and the inside has a Climb DC of 10. However, the exterior is hot and smoky, and it tends to stay that way for about an hour even if all the fires in the fireplaces connected to it are extinguished.





A creature climbing inside a chimney takes 1d4 points of fire damage each round from the hot surfaces and also suffers the effects of heavy smoke (see page 304 in the *Dungeon Master's Guide*).

◆ **Chimney Grate:** 1 in. thick; hardness 10; hp 30; Break DC 26.

Windows

Every window is fitted with crystal-clear, leaded glass and a pair of simple wooden shutters. The windows are occasionally opened for ventilation, but they can be closed and latched to keep them from blowing open in severe weather. Likewise, the inhabitants can close and bar the shutters to keep the building snug in bad weather. Normally the windows are kept closed but not latched, and the shutters remain open.

◆ **Wooden Shutters:** 1 in. thick; hardness 5; hp 10; Break DC 13 (15 if barred).

◆ **Glass Window Pane:** 1/4 in. thick; hardness 1; hp 1; Break DC 5.

Light

Any room with a window has at least shadowy illumination (see page 165 in the *Player's Handbook*) during daylight hours. Some areas are more brightly lit because they have extra windows or an artificial light source, as noted in the individual room descriptions.

GROUNDS

The grounds occupy about 40 acres on the south shore of Loch Firnen, and the college itself stands about 10 yards from the water's edge. Scattered hardwood trees—mostly stately oaks, beeches, and assorted fruit and nut trees—grow throughout most of the grounds, providing a parklike atmosphere. Tall grass and a profusion of wildflowers cover the ground under the trees.

◆ **Creatures:** A herd of goats keeps the groundcover cropped fairly close. The animals belong to a tribe of centaurs that helps to defend the college when necessary. Visitors to the college might spot a few centaurs and goats roaming the grounds during daylight hours.

◆ **Centaurs (5-8):** hp 26 each; see *Monster Manual*, page 32.

◆ **Tactics:** The centaurs tend to keep their distance from strangers, but they allow newcomers to approach if greeted in a friendly and nonthreatening manner. The centaurs are mostly concerned with tending their goats and they respect the privacy of the masters, so they don't answer any probing questions about themselves or about the college. They tend to steer any conversation toward fairly light topics, such as the weather or local events.

In a fight, the centaurs usually begin by pressing close to their foes and attacking with hooves and swords. They use their superior speed to set up flank attacks and maneuver around the enemy's front line so that they can attack the more vulnerable opponents, such as spellcasters. If a foe proves too tough to defeat with melee attacks, the centaurs use the withdraw action to scatter in all directions. When they're safely away, they use their bows to discourage pursuit.

GROUND FLOOR

Most visitors to the college don't get past the ground floor. The upper level is reserved for the Fochlucan masters' business.

The following sections offer short descriptions of the college's major ground-level areas, both indoors and out. The area names correspond to the map shown on page 50 of *The Complete Adventurer*, which is reproduced here for convenience. For ease of reference, the area descriptions are presented in alphabetical order.

Banquet Hall

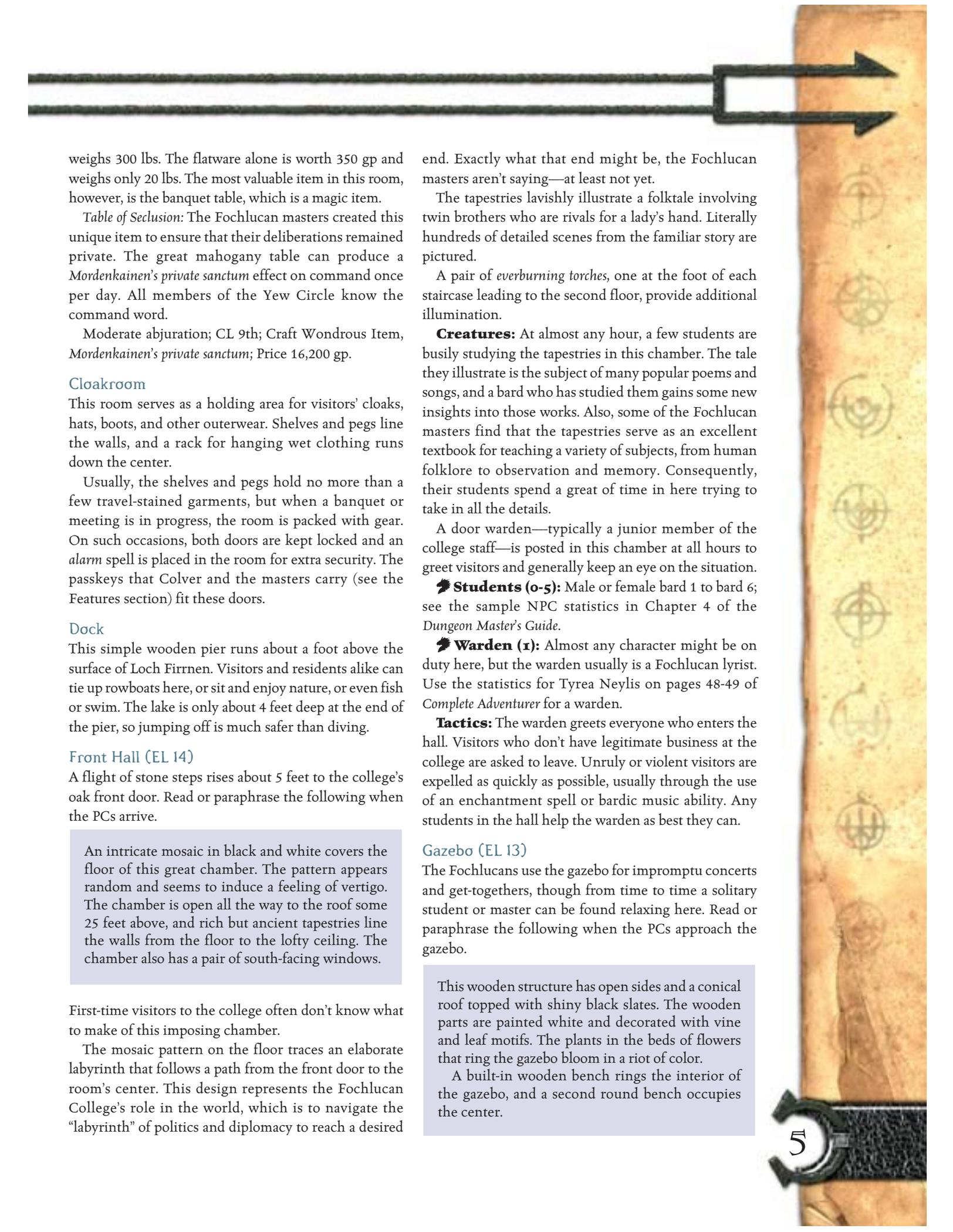
The double doors leading into this room have shiny brass fittings. Carvings on the polished wooden surfaces depict lute players strumming their instruments. Read or paraphrase the following when the PCs enter.

The floor of this magnificent chamber is tiled with smooth, buff-colored marble. A mahogany table about 25 feet long and nearly 8 feet wide fills the room's center. Matching chairs surround the table and also line the wall under the windows to the north. Against the south wall, just the left of the double doors, stands a massive sideboard with a hutch displaying a collection of fine crockery.

The windows in this chamber provide ample light when the sun shines. At night, two brass candelabras, each bearing a permanent *daylight* spell, provide illumination. The candelabras are kept in the lower part of the sideboard, along with an assortment of flatware and serving dishes made of porcelain, wood, and pewter.

The Fochlucan masters use this room to entertain important guests and to hold conferences. Members of the Yew Circle (see page 49 in the *Complete Adventurer*) meet here several times a year to discuss college business and to decide the course of the college's activities in the political and diplomatic arenas.

◆ **Treasure:** The crockery, flatware, and serving dishes are worth a total of 1,000 gp, but the whole collection



weighs 300 lbs. The flatware alone is worth 350 gp and weighs only 20 lbs. The most valuable item in this room, however, is the banquet table, which is a magic item.

Table of Seclusion: The Fochlucan masters created this unique item to ensure that their deliberations remained private. The great mahogany table can produce a *Mordenkainen's private sanctum* effect on command once per day. All members of the Yew Circle know the command word.

Moderate abjuration; CL 9th; Craft Wondrous Item, *Mordenkainen's private sanctum*; Price 16,200 gp.

Cloakroom

This room serves as a holding area for visitors' cloaks, hats, boots, and other outerwear. Shelves and pegs line the walls, and a rack for hanging wet clothing runs down the center.

Usually, the shelves and pegs hold no more than a few travel-stained garments, but when a banquet or meeting is in progress, the room is packed with gear. On such occasions, both doors are kept locked and an *alarm* spell is placed in the room for extra security. The passkeys that Colver and the masters carry (see the Features section) fit these doors.

Dock

This simple wooden pier runs about a foot above the surface of Loch Firren. Visitors and residents alike can tie up rowboats here, or sit and enjoy nature, or even fish or swim. The lake is only about 4 feet deep at the end of the pier, so jumping off is much safer than diving.

Front Hall (EL 14)

A flight of stone steps rises about 5 feet to the college's oak front door. Read or paraphrase the following when the PCs arrive.

An intricate mosaic in black and white covers the floor of this great chamber. The pattern appears random and seems to induce a feeling of vertigo. The chamber is open all the way to the roof some 25 feet above, and rich but ancient tapestries line the walls from the floor to the lofty ceiling. The chamber also has a pair of south-facing windows.

First-time visitors to the college often don't know what to make of this imposing chamber.

The mosaic pattern on the floor traces an elaborate labyrinth that follows a path from the front door to the room's center. This design represents the Fochlucan College's role in the world, which is to navigate the "labyrinth" of politics and diplomacy to reach a desired

end. Exactly what that end might be, the Fochlucan masters aren't saying—at least not yet.

The tapestries lavishly illustrate a folktale involving twin brothers who are rivals for a lady's hand. Literally hundreds of detailed scenes from the familiar story are pictured.

A pair of *everburning torches*, one at the foot of each staircase leading to the second floor, provide additional illumination.

Creatures: At almost any hour, a few students are busily studying the tapestries in this chamber. The tale they illustrate is the subject of many popular poems and songs, and a bard who has studied them gains some new insights into those works. Also, some of the Fochlucan masters find that the tapestries serve as an excellent textbook for teaching a variety of subjects, from human folklore to observation and memory. Consequently, their students spend a great of time in here trying to take in all the details.

A door warden—typically a junior member of the college staff—is posted in this chamber at all hours to greet visitors and generally keep an eye on the situation.

🗡️ **Students (0-5):** Male or female bard 1 to bard 6; see the sample NPC statistics in Chapter 4 of the *Dungeon Master's Guide*.

🗡️ **Warden (1):** Almost any character might be on duty here, but the warden usually is a Fochlucan lyricist. Use the statistics for Tyrea Neylis on pages 48-49 of *Complete Adventurer* for a warden.

Tactics: The warden greets everyone who enters the hall. Visitors who don't have legitimate business at the college are asked to leave. Unruly or violent visitors are expelled as quickly as possible, usually through the use of an enchantment spell or bardic music ability. Any students in the hall help the warden as best they can.

Gazebo (EL 13)

The Fochlucans use the gazebo for impromptu concerts and get-togethers, though from time to time a solitary student or master can be found relaxing here. Read or paraphrase the following when the PCs approach the gazebo.

This wooden structure has open sides and a conical roof topped with shiny black slates. The wooden parts are painted white and decorated with vine and leaf motifs. The plants in the beds of flowers that ring the gazebo bloom in a riot of color.

A built-in wooden bench rings the interior of the gazebo, and a second round bench occupies the center.

The assortment of flowers has been carefully selected to provide blossoms through most of the year.

Creatures: One Fochlucan has made the gazebo her permanent quarters. Elibroviel the pixie grew up near the college and spent her youth bedeviling its students and masters. Having absorbed much of their knowledge over the years, she eventually decided to become an adventurer. These days, she functions as the college's unofficial sergeant-at-arms and its chief liaison to the sylvan creatures living near Loch Firren.

✦ **Elibroviel:** Female pixie rogue 4/druid 2/bard 3/Fochlucan lyrist 2; CR 14; Small fey; HD 10d6 plus 2d8; hp 44; Init +4; Spd 20 ft., fly 60 ft. (good); AC 21, touch 17, flat-footed 21; Base Atk +8; Grp +1; Atk +14 melee (1d4–3/19–20, masterwork short sword) or +14 ranged (1d6–2/[TS]3, +1 longbow); Full Atk +14/+9 melee (1d4–3/19–20, masterwork short sword) or +14/+9 ranged (1d6–2/[TS]3, +1 longbow); SA sneak attack +2d6, special arrows, spell-like abilities; SQ animal companion (Gawyn; link, share spells), bardic knowledge +7, bardic music (countersong, *fascinate*, inspire competence +1, inspire courage) 5/day, damage reduction 10/cold iron, evasion, greater invisibility, low-light vision, nature sense, spell resistance 26, trap sense +1, trapfinding, unbound, uncanny dodge, wild empathy +8, woodland stride; AL NG; SV Fort +5, Ref +16, Will +15; Str 5, Dex 19, Con 11, Int 14, Wis 17, Cha 22.

Skills and Feats: Bluff +10, Concentration +8, Decipher Script +9, Diplomacy +13, Escape Artist +8, Gather Information +13, Hide +16, Jump –9, Knowledge (nature) +15, Listen +11, Move Silently +11, Open Lock +9, Perform (stringed instrument) +23, Ride +8, Search +8, Sense Motive +7, Sleight of Hand +11, Speak Language (Druidic), Spot +9, Survival +12, Use Magic Device +7; Combat Reflexes, Dodge^B, Lingering Song*, Mobility, Spring Attack, Weapon Finesse.

* New feat from *Complete Adventurer*.

Languages: Aquan, Common, Druidic, Elven, Sylvan.

Sneak Attack (Ex): Elibroviel deals 2d6 extra points of damage on any successful attack against flat-footed or flanked targets, or against a target that has been denied its Dexterity bonus for any reason. This damage also applies to ranged attacks against targets up to 30 feet away. Creatures with concealment, creatures without discernible anatomies, and creatures immune to extra damage from critical hits are all immune to sneak attacks. Elibroviel may choose to deliver nonlethal damage with her sneak attack, but only when using a weapon designed for that purpose, such as a sap (blackjack).

Special Arrows: Elibroviel carries 2 arrows that deal no damage but cause sleep. Any opponent, regardless of Hit Dice, that is struck by one of these arrows must succeed on a DC 18 Fortitude save or be affected as though by a *sleep* spell.

Spell-Like Abilities: 1/day—*lesser confusion* (DC 17), *dancing lights*, *detect chaos*, *detect good*, *detect evil*, *detect law*, *detect thoughts* (DC 18), *dispel magic*, *entangle* (DC 17), *Otto's irresistible dance*, *permanent image* (DC 22; visual and auditory elements only), *polymorph* (self only). Caster level 8th.

Animal Companion (Ex): Elibroviel has a hawk named Gawyn as an animal companion.

Gawyn: Male hawk companion; CR —; Tiny animal; HD 1d8; hp 4; Init +3; Spd 10 ft., fly 60 ft. (average); AC 17, touch 15, flat-footed 14; Base Atk +0; Grp –10; Atk or Full Atk +5 melee (1d4–2, talons); Space/Reach 2-1/2 ft./0 ft.; SQ low-light vision, tricks (assist attack*, attack, guard, home*, hunt, seek, steal); AL N; SV Fort +2, Ref +5, Will +2; Str 6, Dex 17, Con 10, Int 2, Wis 14, Cha 6.

Skills and Feats: Hide +11, Jump –14, Spot +14; Weapon Finesse.

* New trick from *Complete Adventurer*.

Animal Companion Benefits (Ex): Elibroviel and Gawyn enjoy the link and share spells special qualities.

Link (Ex): Elibroviel can handle Gawyn as a free action. She also gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding Gawyn.

Share Spells (Ex): Elibroviel may have any spell she casts on herself also affect Gawyn if the latter is within 5 feet at the time. Elibroviel may also cast a spell with a target of "You" on Gawyn.

Bardic Music: Elibroviel can use bardic music five times per day. See the bard class features on page 29 of the *Player's Handbook*.

Countersong (Su): Elibroviel can use music or poetics to counter magical effects that depend on sound.

Fascinate (Sp): Elibroviel can use music or poetics to cause one or more creatures to become fascinated with her.

Inspire Competence (Su): Elibroviel can use music or poetics to help an ally succeed at a task.

Inspire Courage (Su): Elibroviel can use music or poetics to bolster her allies against fear and improve their combat abilities.

Evasion (Ex): If Elibroviel is exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, she takes no damage with a successful saving throw.

Greater Invisibility (Su): Elibroviel remains invisible even when she attacks. This ability is constant, but Elibroviel can suppress or resume it as a free action.

Trapfinding (Ex): Elibroviel can find, disarm, or bypass traps with a DC of 20 or higher. She can use the Search skill to find, and the Disable Device skill to disarm, magic traps (DC 25 + the level of the spell used to create it). If her Disable Device result exceeds the trap's DC by 10 or more, she discovers how to bypass the trap without triggering or disarming it.

Unbound: Elibroviel's druid oaths have been relaxed, allowing her to wear light metal armor with no loss of spellcasting, supernatural, or spell-like abilities. She also suffers no experience point penalty for multi-classing.

Uncanny Dodge (Ex): Elibroviel retains her Dexterity bonus to Armor Class even when flat-footed or targeted by an unseen foe (she still loses her Dexterity bonus if paralyzed or otherwise immobile).

Woodland Stride (Ex): Elibroviel may move through natural thorns, briars, overgrown areas, and similar terrain at her normal speed and without damage or other impairment. However, thorns, briars, and overgrown areas that are magically manipulated to impede motion still affect her.

Bard Spells Known (3/5/3 per day; caster level 5th): 0—*dancing lights*, *detect magic*, *ghost sound* (DC 16), *mage hand*, *open/close*, *summon instrument**; 1st—*grease* (DC 17), *sleep* (DC 17), *unseen servant*, *ventriloquism*; 2nd—*hold person* (DC 18), *see invisibility*, *summon swarm*.

* New spell from *Complete Adventurer*.

Druid Spells Prepared (caster level 4th): 0—*cure minor wounds* (2), *guidance*, *resistance*, *virtue*; 1st—*cure light wounds*, *faerie fire*, *produce flame* (+11 melee touch or +11 ranged touch), *speak with animals*; 2nd—*chill metal* (DC 15), *flaming sphere* (DC 15), *warp wood* (DC 15).

Possessions: Bracers of armor +3, ring of protection +2, masterwork short sword, +1 longbow with 18 arrows, 2 sleep arrows, ring of the ram, cloak of Charisma +2, Heward's handy haversack, potion of cure moderate wounds, potion of shield of faith +3, potion of magic fang, potion of protection from evil, masterwork lute, amethyst (10 gp).

Tactics: Elibroviel doesn't like to confront foes directly; she prefers to embarrass or bedevil them—perhaps by snatching items with her Sleight of Hand skill or by creating a silly illusion, such as a crying dragon alighting on the gazebo's roof. In a fight,

Elibroviel quickly uses her *Otto's irresistible dance* ability on the most dangerous-looking foe, then backs off to cast spells and use bardic music. If forced into melee, she defends herself with *produce flame* or with her *ring of the ram*.

Development: Elibroviel keeps her eyes and ears open for trouble, and she usually notices any unusual events at the college after a round or two. She quickly flies off to join any combat she discovers.

Guest House (EL 9, 10, or 11)

A half dozen of these small buildings stand on the college grounds; the one shown on the map is a typical example. Like the college, they have slate roofs and stone walls covered in climbing ivy. Unlike the college, each guest house is only one story tall. The interior consists of a sitting room and a sleeping room (shown on the map as a guest room).

The sitting room is furnished with a divan and a few armchairs, plus a writing desk. The sleeping room has two or three beds, each with a small trunk for storing personal gear at its foot. One or two wardrobes and chests of drawers for storing clothing round out the furnishings.

Anyone staying in a guest house is given a key to its door.

Creatures: The Fochlucan masters have wide interests and many friends, so a guest house may host almost any kind of visitor. Lillends visit the college often because they're drawn to the tapestries in the front hall and the delightful music that the bards produce. Thus, a few lillends generally occupy one or two of the guest houses at any given time. The majority of the houses, however, are empty unless a major event is occurring at the college.

Lillends (2-4): hp 45 each, see *Monster Manual*, page 168.

Tactics: The lillends aren't aggressive or prone to attack, but they defend the college and its members when necessary. In a fight, they often use *hold person* spells on the most belligerent foes. If the spell works, the lillends try to negotiate with the remaining opponents. Otherwise, one lillend attacks the most belligerent foe with melee or ranged weapons while her companions cast more spells or use bardic music abilities.

Guest Room

This room houses visitors who aren't staying long enough to merit opening a guest house. It's usually empty.

In appearance, the room is similar to a guest house. It is furnished with four comfortable beds (each with a



storage trunk at its foot), plus two wardrobes, two chests of drawers, and four small writing desks.

Kitchen (EL 2)

This chamber usually smells of fragrant herbs, fresh bread, hearty stew, or all three. Read or paraphrase the following when the PCs arrive.

A row of shelves along one wall is packed with foodstuffs and dinnerware, and a long trestle table doubles as workspace and dinner table. The table is about chest-high for a human, allowing most of the college's personnel to stand and work there without stooping. Tall stools allow folks to sit comfortably at the table during meals.

Metal pots, pans, and kettles dangle from hooks set in the ceiling. The fireplace is fitted with spits, hooks, and racks for cooking.

The floor is bare, smooth stone. The window in the north wall provides some light during the day, but most of the room's illumination comes from the fireplace and from an *everburning torch* set in a sconce next to the inner door.

All the college's meals are prepared here, and most are served here as well. The banquet hall is used only for very large gatherings.

Creatures: The kitchen is empty in the middle of the night. At all other times, three or four servants are at work here, either preparing a meal or cleaning up after one.

Cooks (3-4): Male or female human or half-elf commoner 2; hp 7.

Tactics: The cooks have no stomach for fighting. If attacked, they flee out one of the doors or up the stairs.

Library (EL 14)

This chamber is one of the most frequented rooms at the college.

Bookshelves line the walls in this chamber to a height of 12 feet, punctuated by large windows. Three ladders placed around the room give access to the upper shelves. The stone floor is mostly covered by a thick rug in a riot of color that looks like a blanket of autumn leaves.

The numerous windows admit plenty of daylight. Six 8-foot-tall, freestanding brass candlesticks that bear *continual flame* spells (caster level 9th) add to the illumination.

The library contains several thousand books. The exact composition of the collection varies over time as students, masters, and visiting scholars borrow volumes

of interest and later return them. The Fochlucan masters also write a few books of their own.

Creatures: One of the college librarians and a handful of students are here at all hours. (See the *Creatures* section of the Front Hall description for details.) Two librarians are present at the college at any given time, and the Fochlucans count nearly a dozen among their members. All are familiar with the collection and with books in general. The absent librarians spend much of their time acquiring or writing new books for the collection.

Loch Firmen (EL 5, 6, 7, or 8)

The clear water of the loch teems with fish. The shoreline is rather marshy, and the loch remains fairly shallow (about 4 feet deep) for about a hundred yards out from it. Clumps of cattails grow in profusion in the shallow portions. The lake is more than 8 miles wide, however, and the water is more than 300 feet deep at various spots around its midpoint.

Creatures: The loch is home to a tribe of nixes, and like the local centaurs, these creatures have agreed to help defend the college. To that end, a band of nixies lurks under the water about 100 yards from the end of the dock at all times, keeping an eye on the college.

Nixies (6-11): hp 3 each; see *Monster Manual*, page 235.

Tactics: The nixies stick to the water, but they swim into the shallows to fight if they must. They try to keep their distance from foes, attacking with their crossbows and using their *charm person* abilities. The nixies retreat to the depths of the lake if they feel endangered.

Parlor

Read aloud or paraphrase the following when the PCs enter this chamber.

An air of gentility and comfort prevails here, thanks to a thick, soft carpet done in rich brown shades, a pair of plush couches, and a crackling fire in the hearth. The nook in the southwestern corner sports four overstuffed armchairs. A pair of tall, freestanding candlesticks provides for nighttime illumination.

The Fochlucans find the armchairs a great place for long discussions of weighty matters, such as the current political situation or the best way to prepare fresh fish.

The room's windows keep it well lit during daylight hours. The candlesticks are just like the ones in the library. The Fochlucans tend to move them around, but one usually stands in the nook and the other near the fireplace.

Servant Quarters (EL 0, 1, 2, or 3)

This room is similar to the guest room, except that six servants live here permanently.

Creatures: During the day, this room is empty because the residents are working elsewhere in the college or on the grounds. At night, they are here sleeping.

Servants (0-6): Male or female human or half-elf commoner 1; hp 3.

SECOND FLOOR

This floor is generally off limits to visitors. Unauthorized folks who wander up here are first asked nicely to leave, then forcibly ejected if necessary.

Master's Room (EL 12)

Each of these three chambers contains two beds with curtained canopies, a divan, a worktable and writing desk, two wardrobes, two chests of drawers, a bookcase, and two trunks. The typical bookcase holds a few volumes borrowed from the library, plus several books that belong to the current residents. An *everburning torch* augments the light from the windows, and a colorful rug similar to the one in the library covers the floor.

Creatures: These rooms are reserved for Fochlucans who are currently pursuing projects at the college—usually the two librarians and wardens, plus anyone who currently has students working in the building. Typically, each room has one or two occupants, and each master has a key to her own room.

Master: Use the statistics for Tyrea Neylis on pages 48-49 of *Complete Adventurer*.

Recital Room

As the name suggests, the Fochlucans practice music here. This chamber resembles the library, except that the walls are covered with racks and shelves that hold a vast array of musical instruments. Most of the collection consists of stringed instruments, such as lutes, dulcimers, and harps, but a few drums and wind instruments round out the selection.

Servant's Room (EL 4)

The college's major domo, a human veteran named Colver, lives in this chamber. His room is much like the masters' rooms, except that it contains only one bed, one chest of drawers, one trunk, and one wardrobe. The bookcase holds ledgers containing records of the college's expenses over the years.

Creatures: Colver usually roams the college and grounds during the day, then returns here at dusk to handle paperwork.

Colver: Male human warrior 2/expert 3; CR 4; Medium humanoid; HD 2d8+5 plus 3d6+3; hp 27; Init +1; Spd 30 ft.; AC 12, touch 12, flat-footed 11; Base Atk +4; Grp +5; Atk or Full Atk +6 melee (1d4+1/19–20, masterwork dagger) or +6 ranged (1d6/[TS]3, masterwork shortbow); AL NG; SV Fort +5, Ref +2, Will +3; Str 12, Dex 13, Con 13, Int 14, Wis 11, Cha 10.

Skills and Feats: Bluff +4, Climb +6, Diplomacy +7, Handle Animal +5, Intimidate +7, Listen +7, Profession (scribe) +5, Ride +8, Sense Motive +5, Spot +7, Swim +6; Alertness, Persuasive, Toughness.

Languages: Common, Giant.

Possessions: Ring of protection +1, masterwork dagger, masterwork shortbow with 20 arrows, *oil of bless weapon*, *potion of shield of faith* +3, 2 *potions of cure light wounds*, *potion of mage armor*, set of master keys to the college.

Tactics: If danger threatens, Colver draws his dagger and beats a hasty retreat toward either the gazebo or the Yew Master's room.

Students' Quarters (EL 0–13)

This room resembles the guest room on the ground floor, except that it contains a dozen beds and the same number of trunks. The beds are arranged in two banks of bunks, each three wide and two high.

Creatures: The room could house anywhere from no students to more than a dozen at any given time.

Students (0-13): Male and female bard 1 to bard 6; use the sample NPC statistics in Chapter 4 of the *Dungeon Master's Guide*.

Tactics: In a fight, the students try to retreat through the recital room and then toward the masters' rooms or Yew Master's room. They use their bardic music and spells to keep their foes off balance.

Yew Master's Room (EL 13)

The college's senior members are called yew masters, and one of them is in residence at all times. The resident yew master oversees all the activities at the college and coordinates the defense of the building. Read aloud or paraphrase the following when the PCs approach the yew master's room.

This opulent chamber is lavishly furnished. The bed has a thick feather mattress, a down quilt, and a curtained canopy. To one side are a worktable and writing desk, and to the other side stand a wardrobe, a chest of drawers, and a trunk. A large bookcase spans one wall. The alcove at the south end is furnished with a low table and an overstuffed couch. On the floor is a heavy rug like the one in the library.

Only the books in the bookcase and the personal items in the chest change from one yew master to another.

Creatures: The current yew master in residence is a half-elf named Noelin, who is very much a typical member of the Yew Circle. He is known for his eclectic skills, wide interests, and detached manner.

Noelin: Male half-elf rogue 3/druid 3/bard 3/fighter 1/Fochlucan lyrist 4; CR 14; Medium humanoid; HD 10d6 plus 3d8 plus 1d10; hp 53; Init +6; Spd 30 ft.; AC 20, touch 15, flat-footed 20; Base Atk +11; Grp +11; Atk +12 melee (1d8/19–20, masterwork longsword) or +14 ranged (1d6/[TS]3, masterwork shortbow); Full Atk +12/+7/+2 melee (1d8/19–20, masterwork longsword) or +14/+9/+4 ranged (1d6/[TS]3, masterwork shortbow); SA sneak attack +2d6; SQ animal companion (Julius; link, share spells), bardic knowledge +8, bardic music (countersong, *fascinate*, inspire competence +1, inspire courage, *suggestion*) 11/day, evasion, half-elf traits, nature sense, trackless step, trap sense +1, trapfinding, wild empathy +7, woodland stride; AL N; SV Fort +8, Ref +13, Will +13 (+15 against enchantments); Str 10, Dex 15, Con 10, Int 12, Wis 14, Cha 18.

Skills and Feats: Balance +4, Concentration +9, Decipher Script +8, Diplomacy +13, Gather Information +13, Hide +10, Jump +2, Knowledge (nature) +14, Listen +9, Move Silently +8, Perform (stringed instrument) +20, Ride +3, Search +7, Sense Motive +12, Sleight of Hand +8, Speak Language (Druidic), Spellcraft +4, Spot +9, Survival +6, Tumble +8; Dodge^B, Extra Music*, Heighten Spell, Improved Initiative, Lyric Spell*, Spell Focus (enchantment).

* New feat from *Complete Adventurer*.

Languages: Common, Druidic Elven, Sylvan

Sneak Attack (Ex): Noelin deals 2d6 extra points of damage on any successful attack against flat-footed or flanked targets, or against a target that has been denied its Dexterity bonus for any reason. This damage also applies to ranged attacks against targets up to 30 feet away. Creatures with concealment, creatures without discernible anatomies, and creatures immune to extra damage from critical hits are all immune to sneak attacks. He may choose to deliver nonlethal damage with his sneak attack, but only when using a weapon designed for that purpose, such as a sap (blackjack).

Animal Companion (Ex): The companion's abilities and characteristics are summarized below.

Julius: Male riding dog companion; CR —; Medium animal; HD 4d8+8; hp 26; Init +3; Spd 40 ft.; AC 19, touch 13, flat-footed 16; Base Atk +3; Grp +6; Atk or Full Atk +6 melee (1d6+4, bite); SQ evasion, low-light vision, scent, tricks (attack, come, defend, defensive guarding*, guard, heel, stay, track); AL N; SV Fort +6, Ref +7, Will +2; Str 16, Dex 16, Con 15, Int 2, Wis 12, Cha 6.

* New trick from *Complete Adventurer*.

Skills and Feats: Jump +13, Listen +5, Spot +5, Swim +4; Alertness, Dodge, Track^B.

Evasion (Ex): If Julius is exposed to any effect that normally allows him to attempt a Reflex saving throw for half damage, he takes no damage with a successful saving throw.

Animal Companion Benefits (Ex): Noelin has a riding dog named Julius as an animal companion. Julius and Noelin enjoy the link and share spells special qualities.

Link (Ex): Noelin can handle Julius as a free action. He also gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding Julius.

Share Spells (Ex): Noelin may have any spell he casts on himself also affect Julius if the latter is within 5 feet at the time. Noelin may also cast a spell with a target of "You" on Julius.

Bardic Music: Noelin can use bardic music eleven times per day. See the bard class features on page 29 of the *Player's Handbook*.

Countersong (Su): Noelin can use music or poetics to counter magical effects that depend on sound.

Fascinate (Sp): Noelin can use music or poetics to cause one or more creatures to become fascinated with him.

Inspire Competence (Su): Noelin can use music or poetics to help an ally succeed at a task.

Inspire Courage (Su): Noelin can use music or poetics to bolster his allies against fear and improve their combat abilities.

Suggestion (Sp): Noelin can use music or poetics to make a *suggestion* (as the spell) to a creature that he has already fascinated.

Evasion (Ex): If Noelin is exposed to any effect that normally allows him to attempt a Reflex saving throw for half damage, he takes no damage with a successful saving throw.

Half-Elf Traits: Half-elves have immunity to magic *sleep* effects. For all effects related to race, a half-elf is considered an elf.



Trackless Step (Ex): Noelin leaves no trail in natural surroundings and cannot be tracked.

Trapfinding (Ex): Noelin can find, disarm, or bypass traps with a DC of 20 or higher. He can use the Search skill to find, and the Disable Device skill to disarm, magic traps (DC 25 + the level of the spell used to create it). If his Disable Device result exceeds the trap's DC by 10 or more, he discovers how to bypass the trap without triggering or disarming it.

Woodland Stride (Ex): Noelin may move through natural thorns, briars, overgrown areas, and similar terrain at his normal speed and without damage or other impairment. However, thorns, briars, and overgrown areas that are magically manipulated to impede motion still affect him.

Bard Spells Known (3/4/3/1 per day; caster level 7th): 0—*dancing lights*, *detect magic*, *ghost sound* (DC 14), *mage hand*, *prestidigitation*, *summon instrument**; 1st—*alarm*, *charm person* (DC 16), *feather fall*, *lesser confusion* (DC 16); 2nd—*detect thoughts*, *enthrall* (DC 17), *invisibility*, *tongues*; 3rd—*confusion* (DC 18), *see invisibility*.

* New spell from *Complete Adventurer*.

Druid Spells Prepared (caster level 7th): 0—*cure minor wounds*, *detect magic* (2), *guidance*, *read magic*, *resistance*; 1st—*cure light wounds* (2), *faerie fire*, *longstrider*, *speak with animals*; 2nd—*chill metal* (DC 14), *flame blade* (+10 melee touch), *resist energy*, *summon swarm*; 3rd—*contagion* (DC 15), *poison* (DC 15); 4th—*flame strike* (DC 16).

Possessions: *Amulet of natural armor* +2, *bracers of armor* +3, *ring of protection* +3, masterwork longsword, masterwork shortbow with 20 arrows, *oil of bless weapon*, *potion of shield of faith* +3, *potion of cure light wounds*, *oil of greater magic weapon*, masterwork lute, set of master keys to the college, 5 gp.

Tactics: In a fight, Noelin tries to draw the foe outside, where Elibroviel (see the Gazebo entry) can help. He uses *summon swarm* and *confusion* spells in combination with *suggestion* (bardic music ability) to confound the enemy. Once he has the foe off-balance, he and Julius move to attack. Noelin tries to use Julius to flank opponents so that he can make sneak attacks.

Development: Noelin is quick to investigate any disturbance within the building, and he doesn't hesitate to attack visitors who become violent.

ABOUT THE AUTHOR

Skip Williams keeps busy with freelance projects for several different game companies, and he served as the sage of *Dragon Magazine* for eighteen years. Skip is a codesigner of the D&D 3rd edition game and the chief architect of the *Monster Manual*. When not devising swift and cruel deaths for player characters, Skip putters in his kitchen or garden (rabbits and deer are not Skip's friends) or works on repairing and improving the century-old farmhouse that he shares with his wife, Penny, and a growing menagerie of pets.