

VER Intro 4-04

Seen and Not Seen

**A One-Round D&D LIVING GREYHAWK[®]
Verbobonc Regional Introductory Adventure
by Rishi Agrawal and Michael K. Drummond**

The town of Taymouth is buzzing with rumors of mysterious disappearances along a rarely traveled road in the Gnarley Forest. Investigation only leads to more secrets. A mysterious group of people living in the woods and a noble's caravan converge at a campground along the road. The night will not pass uneventfully. An Introductory regional adventure for 1st level characters only.

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and

the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Reporting

As this is an Introductory adventure, its play is not reported to the RPGA.

Living Greyhawk

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK *Gazetteer*.

Living Greyhawk Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by

virtue of a class ability (i.e. animal companions, familiars paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

- Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
- If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLS are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the face that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Regional introductory adventure, set in Verbobonc.

Characters native to Verbobonc pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Only first level characters may play this adventure.

	Mundane Animals Effect on APL	# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
6	6	8	9	10	
7	7	9	10	11	

Only first level characters may play this adventure.

Areas of Influence

This adventure allows the use of the following influence points for purposes of the Verbobonc Influence Document: the Family and any Gnarley Forest Influence.

Adventure Background

The town of Taymouth is buzzing with rumors of mysterious disappearances in the Gnarley Forest. Many travelers have been trying to cross the Gnarley along a small road running through the center of the Gnarley, only to disappear into thin air. Although this road is not as well maintained or patrolled as the road that runs parallel to the Volverdyva River, it is a direct route to Dyvers and can cut days off a journey. The road is more dangerous because it is heavily wooded, providing ample places for bandits to hide. The few clearings along this road are prized as safer campgrounds along a dangerous path.

The truth is that the disappearances can all be linked to an aggressive group of gnolls, under the harsh new leadership of a gnoll ranger named Yip Yip. Some of the gnolls have taken refuge in an abandoned dungeon. They are unable to access most of the underground passages, but they still enjoy the hidden nature of their new lair. Yip Yip has not treated his followers well; they are

overworked and underfed. Still, many of them are afraid of Yip Yip and they continue their raids since they lack other options.

Lord Willem Haxx is a former mayor of Verbobonc City and an important figure in the region, both in politics and business. Due to his involvement in shipping and trade, he has ties to “the Family,” a secretive crime organization with much influence over Verbobonc.

Lady Haxx, a striking woman, was once accused of marrying Lord Haxx simply for economic gain. She turned out to be quite a businesswoman in her own right, and makes frequent trips to Dyvers in order to oversee the interests of House Haxx. When the characters encounter her caravan, she is returning from one of these trips.

Adventure Summary

This adventure can easily be run in about 90 minutes but could take as long as three hours, depending on how much role-playing your players want to do. Try to get a feel for what they want to do.

The characters meet in the town of Taymouth, on the Western edge of the Gnarley Forest. There, they hear about the Autumn Harvest Festival in Ketter’s Hearth. They also hear rumors of people, including messengers, disappearing into thin air while traveling through the forest.

Encounter 1: At the end of the first day, the characters come across the Gnarley Folk, a group of humans who live in the forest, and a caravan coming from the opposite direction. They find that the caravan returns from Dyvers and is accompanied by Lady Haxx herself. During the night, both the Gnarley Folk and the Haxx camp are attacked and the characters must make a choice. The characters help in the battle by taking on a small chunk of the invaders.

Encounter 2A: The Gnarley Folk discover that the gnolls have kidnapped one of their own and ask for the characters’ help.

Encounter 2B: Lady Haxx discovers that one of her attendants has been kidnapped and ask for the characters’ help.

Encounter 3: The characters track the gnolls to an abandoned dungeon. They find nothing of interest until they get to a hallway where flames shoot from the walls, preventing the characters from proceeding. At first, the flames may appear to be

randomly firing, but they in fact follow a regular pattern. If there are no rogues in the party to disable the trap, the characters can easily get past the hallway without taking damage if they simply discover the pattern.

Encounter 4: The characters discover the mastermind behind the raids: a gnoll ranger named Yip Yip. He attacks from the darkness, hoping to use it to his advantage. The characters recover the hostage and return her to the appropriate camp.

Introduction

NOTE: There is no set amount of time for this introductory portion. If you want to just summarize the events in the introduction for the players and then move right into the adventure, then that is your option. Presented here is a full role-playing encounter if you have a lot of time and you think the players will enjoy it.

Taymouth lies on the banks of the Velderdyva River on the western edge of the Gnarley, which looms ahead. The forest is thick and, from this vantage point, little can be seen in the woods. After a few feet, the trees seem to melt into shadows of black and green.

On the edge of town, overlooking the river and perhaps one hundred yards from the forest, is a tavern, which always seems like a good place to start. This one is called the Orcslayer’s Inn. Walking inside reveals a spacious, but comfortable, common room. Paintings decorate the walls, showing people of all races killing orcs in every manner imaginable.

If the characters already know each other, then it’s likely they traveled together on the way here. If not, then this would be a good place for them to meet. Have the characters introduce themselves.

At this point, the players should hear about the Autumn Harvest Festival in Ketter’s Hearth. As the players hear about it, they are approached.

An elderly man comes forward, using a cane for support. “Ah yes, Ketter’s Hearth. If I were a younger man, I would go to this Festival myself. Forgive me for eavesdropping. The name is Brigham.” He continues without waiting for a response. “Now the best way to get to Ketter’s Hearth is to follow the Velderdyva to the north and then cut through the woods to the east. You definitely do not

want to go the other way, through the woods to the east. People have been disappearing.”

Here’s a summary of what Brigham knows:

- Individuals have been disappearing into thin air trying to cut through the forest.
- Jansen’s Runners are offering a reward for anyone who can find out what’s happening.
- The road through the middle of the Gnarley is less traveled than the road along the Velverdyva and has fewer patrols, but it can cut as many as three days off a journey to Dyvers.
- The road is more dangerous because it is heavily wooded, providing ample places for bandits to hide. The few clearings along this road are prized as safer campgrounds along a dangerous path.
- It can’t be bandits since some messengers from Jansen’s Runners have also disappeared. Most bandits know that the Runners don’t carry anything valuable, just messages.
- It is rumored that the road is used by smugglers that are working for the Family. [He whispers as he says this and looks around nervously.]
- Some people say there’s a green dragon that has been eating the travelers, but that’s ridiculous. Everyone knows that green dragons only eat adventurers.

Before ending the conversation, he makes sure to mention:

“I keep saying they should send adventurers to see what’s going on. But no one has been brave enough to step forward.”

If the players visit the offices of Jansen’s Runners asking about a reward, they can speak to a clerk. Here is a summary of what he knows:

- Jansen’s Runners is a message service that runs between Verbobonc and Dyvers.
- Most of the runners are young and travel alone.
- The runners do not carry anything of value.
- The service does not transport goods, only messages.

- These disappearances have never occurred in the past.
- Jansen’s Runners does not have any enemies or major competitors.
- The service protects the privacy of their customers and the content of the messages is unknown to the runners.
- The reward is 100 gold per character, plus an extra 50 gold per character if any of the messages can be retrieved.

Encounter One: Who Let the Dogs Out?

The Gnarley is unusually quiet. Although the omnipresent chatter of fauna still exists, the forest is comparatively dark and silent. Sometimes shadows pass by and sometimes there is movement in the woods. And over there, a pair of eyes or just an illusion?

If the players are sufficiently on edge, you may want to run the following optional encounter.

Pick a random player and read the following to him or her.

A chittering sound comes out of the blackness as a ball of fur and teeth leaps towards you.

Have the players roll initiative. A squirrel falls out of a tree to land on one of the characters. The squirrel does not attack unless the characters attack it first. If you need stats for the squirrel, use the stats for the weasel on p. 282 of the Monster Manual, but don’t use the Attach special ability.

After traveling for most of the day it is soon time to make camp. Fortunately, you approach a large clearing adjacent to the road. Remnants of tents and campfires are obvious and one group of about twenty humans has already taken advantage of this common campground. They are dressed in ratty clothes and look like they have lived in the woods for some time.

These are the Gnarley Folk. They have also suffered disappearances, so they are reserved and distrustful of outsiders. They Gnarley Folk start off with an attitude of unfriendly. A DC 15 Diplomacy check is required to adjust their attitude to indifferent, as detailed on p. 72 of the PHB.

The Gnarley Folk do not have a lot of information. They live in the woods, but they don’t have any

information on the disappearances. All of the people who disappeared have been alone.

After settling in the campground, the sound of horses and wagons approaches from the East. There are mounted guards that wear the livery of a noble house.

The characters can identify the symbol of Lord Haxx with a DC 12 Knowledge (local: VTF) or Knowledge (nobility and royalty) check.

The horses slow to a trot as the wagons come to a halt.

The guards start off with an attitude of indifferent. If questioned, here's what they know:

- The caravan contains Lady Haxx herself.
- They have heard rumors of the disappearances but don't believe them.
- They are traveling to Verbobonc from Dyvers.

If any characters mention the Family, the guards pretend they don't know what the characters are talking about, except in the unlikely event that a character is a member of the Family meta-org. In that case, the guards pull that character aside and explain the need for discretion.

When it is time to camp, ask the characters where they would like to camp. The middle of the clearing is safest, so the characters probably want to make camp there. The Haxx camp is to the east edge of the clearing, and the Gnarley Folk are to the west edge.

Shortly before midnight, cries come from the both the Gnarley Folk to the west and the Haxx guards to the east. Sounds of battle erupt all around and you hear people shouting warnings from all around. "We're under attack! Gnolls! Gnolls!" Both camps call for help.

The characters need to make a choice. You should discourage them from splitting the party. The characters will face a smaller band of gnolls, though both camps are occupied fighting other gnolls.

Setup: The encounter is the same, no matter who the party helps. The characters approach the gnolls from the East or West of the camp depending on which group they seek to aid (set characters up on the East if they aid the travelers, West if they aid the noble). This is basically a clear map as the party is well within the clearing. The gnolls are a single move action away (30')

from their target and the characters are in turn 30' away from them. There is ample lighting from surrounding campfires, and as the characters have to move before the encounter begins, they can start combat with their weapons out.

Gnoll Raiders (4): Male Gnolls; CR 1*; Medium Humanoids (Gnoll); HD 2d8+2; hp 8, 7, 6, 6; Init +0; Spd 30 ft.; AC 14, touch 10, flat-footed 14; Base Attack/Grapple +1/+3; Atk +3 melee (1d8+2/x3, Battleaxe) or +1 ranged (1d6+2/x2, javelin); Full Atk +3 melee (1d8+2/x3, Battleaxe) or +1 ranged (1d6+2/x2, javelin); SA --; SQ Darkvision 60 ft.; AL CE; SV Fort +4, Ref +0, Will +0; Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8

Skills and Feats: Listen +2, Spot +3; Power Attack

Possessions: Battle Axe, 2 javelins, Leather Armor; Shield, Light Steel (rusted [half item hp])

*CR is approximate they are lacking regular hit points and equipment

The gnolls are poorly equipped and look to be haggard and malnourished (thus their lowered hit points and armor class). If the gnolls beat a DC 10 spot check then they are aware of the characters approach and open the surprise round by throwing one of their javelins at the biggest character and then closing into melee with the nearest opponent. If they are surprised or if they are in melee when it is their turn in the surprise round, then they simply engage in melee combat at their initiative.

This group routs quickly should half of their number fall (including being tripped). They do not panic as they flee and withdraw tactically. If pursued, the gnolls seek to continue their escape and after 1d4 rounds they are joined by four more gnoll raiders with the same statistics as their fallen comrades.

If all the characters fall, then either the Gnarley Folk or the Haxx guards rout the gnolls and stabilize the characters, but the characters earn no XP for this Encounter.

If the characters do not attack the gnolls on either front then they are not accosted.

If the characters helped the Gnarley Folk, move to Encounter 2A. If they helped the Haxx camp, move to encounter 2B. If they helped the Gnarley folk, then the Haxx camp wants nothing to do with them, and vice versa.

Encounter 2A: Gnarley Folk

After helping the Gnarley Folk, the party is approached by their leader:

“Thank you for your help. My name is Duell and I lead this tribe. It seems we were wrong to initially distrust you. We now believe the gnolls were responsible for the disappearances among our people all along. With your help, we were able to rout the gnolls, but one of our own has gone missing. It seems that a young woman was taken by the gnolls. She was alive when she was taken, and if there’s any hope of rescue, we would be grateful for your help. We can help you track the gnolls and provide some healing.”

The Gnarley Folk want the characters to leave right away. If the party insists on resting, the Gnarley Folk allows the party to stay with them; the party is able to get a full eight hours of rest. The Gnarley Folk have a limited number of healing spells, which they offer for free. (Depending on how badly the party was injured, the DM can use some discretion here to determine the extent of their healing.)

Encounter 2B: Lady Haxx

After helping the Haxx guards, the party is summoned to Lady Haxx’s tent.

Lady Haxx herself thanks you for your help. “Fine adventurers, you have done a great service to our house this day. Unfortunately, not all is well. One of my attendants has been abducted by those gruesome beasts. Unfortunately, the guards have to stay here to help watch the caravan, but we can reward you well if you will track the gnolls to their lair and find my missing attendant.”

Lady Haxx encourages the characters to be well-rested in order to be at full strength, and leave when the sun is out. The party can stay at the Haxx camp for the night and get a full eight hours of rest. Unlimited healing is available at a rate of 10 gp per *cure light wounds* (Caster level 1st) spell from a cleric of Olidammara traveling as part of Lady Haxx’s retinue.

Encounter 3: Burning Down the House

If the characters helped the Gnarley Folk, they have a tracker with them. If not, then a DC 10

Track or Search check is required to follow the trail.

After about an hour of travel, you come across the bodies of two gnolls. The bodies were simply left here without any attempt to hide them. There are now two sets of tracks leading from this location.

The gnolls had an argument on their way back to their lair. Two gnolls were slain and other two were sent back to the clearing to demand a ransom.

If the characters killed any of the gnolls in the nighttime attack, deduct their number from the tracks the characters find here.

The leader continued towards the lair along with the prisoner. A DC 15 Track check reveals the correct path. If the Gnarley Folk tracker is with the party, he automatically makes this check. If the party does not make this check, allow them a DC 10 Spot check to notice a human female’s shoe about ten yards down the path. The characters should now be on the correct path.

The tracks lead to a well-hidden hole that leads downward. If the tracks had not ended at this opening, it would have been easy to walk past without noticing it. The only thing emanating from the hole is darkness; no light or noise can be perceived.

The Gnarley Folk tracker does not go with the characters but waits for them. The characters now enter complete darkness. When the room is lit, read:

The light reveals an antechamber of worked stone that must have once been a hideout for the gnolls. Crude bedrolls and refuse are strewn about. Nothing of value remains. Upon closer examination, this passage is clearly not natural. Dust in some areas may have collected for centuries before the gnolls found this lair. Several passages lead from the room, but all are dusty except for a western passage which looks like it has been traveled.

The characters may want to explore the other passageways. Let the characters wander for a bit, if you’d like, but all other passages should eventually lead to dead ends.

The hallways eventually leads to a trap, though it is more of a puzzle.

An intermittent whooshing noise can be heard up ahead as light emanates from around the

corner. Taking a peek reveals an amazing sight. Fire springs from the walls of a long, straight hallway at random intervals.

Burning hallway puzzle trap: magic device; proximity trigger (*alarm*); manual reset; spell effect (*burning hands*, 1st-level caster, 1d4 fire Reflex Save DC 12 for half); Search DC 21; Disable Device DC 20. (NOTE: The search DC allows the rogue to find a series of levers behind a hidden panel in the stonework. The Disable Device check allows the rogue to maneuver these levers to turn off the fire. The panel is located in the first square in the hallway.)

The hallway is 45 feet long and five feet wide. Only the first and last squares are safe from the fire. The floor is covered with rubble and so characters cannot run and can only move at half speed.

The fire actually follows a regular pattern and smart players can easily move past this trap without taking any damage. The pattern is as follows:

Round 1: Fire

Round 2: No Fire

Round 3: Fire

Round 4: Fire

Round 5: No Fire

Round 6: No Fire

If you want to go into initiative rounds, the fire goes off on an initiative count of 0.

The pattern then repeats. So on Round 7, there is fire. On Round 8, there is none, etc.

Please note that the fire is off momentarily between Rounds 3 and 4 (for about 1 second). Unless a character moves more than 30' a round, the only safe time to go is during Rounds 5 and 6.

These bursts of flame illuminate this hallway, but the fire is not bright enough nor constant enough to provide illumination to other parts of the cavern (such as the room in the next Encounter).

Encounter 4: Yip Yip the Mighty

After going down a short hallway, you enter a large cavern. The stone has given way to natural earth, and it is impossible to determine how large this room may be.

On a DC 15 Listen check, the characters hear the hostage whimpering.

Setup: The characters encounter Yip Yip in his "lair" just after most of his pride has abandoned him due to their poor treatment. The lair itself is a relatively large cavern which is 60' across all told. There are several nooks and crannies (think outer edge of an inkblot) and in the northeast there is a mat on the ground with animal bones around it and a small cage holding Yip Yip's hostage.

The ground in this natural cave is covered in a thick layer of sand; there is enough here to cover the toes of the characters' boots. This has three effects: first, the DC of any Tumble check in this room is increased by 2 to represent the unstable flooring. The thick sand also grants any character a +2 to Move Silently checks. Finally, the thick sand allows Yip Yip to easily snuff out light sources that are knocked to the ground (see below).

Yip Yip the Mighty: Male Gnoll Rgr2; CR 3; Medium Humanoid (Gnoll); HD 4d8+4; hp 22; Init +0; Spd 30 ft.; AC 14, touch 10, flat-footed 14; Base Attack/Grapple +3/+5; Atk +7 melee (1d8+3/x2, Masterwork Dire Flail) or +3 ranged (1d6/x3, shortbow); Full Atk +7 melee (1d8+3/x2, Masterwork Dire Flail) or +5 melee (1d8+2/x2 Masterwork Dire Flail) and +5 melee (1d8+1/x2 Masterwork Dire Flail) or +3 ranged (1d6/x3, shortbow); SA Favored Enemy: Human +2; SQ Darkvision 60 ft., Track, Wild Empathy; AL CE; SV Fort +7, Ref +3, Will +0; Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8

Skills and Feats: Hide +4, Listen +7, Move Silently +2, Spot +7, Survival +7; Exotic Weapon Proficiency (Dire Flail), Weapon Focus (Dire Flail), Track, Two-Weapon Fighting

Possessions: Masterwork Dire Flail, shortbow, 20 arrows, Studded Leather Armor, potion of cure light wounds

Yip Yip is ready for the characters. The racket caused by them encountering the fire trap means that he has slinked into one of the nooks in his cavern which gives him a good line of sight on the characters once they get to the center of the cavern (it blocks him from their vision at least until they reach the center, however. He waits there taking 10 on Hide checks (thus a DC 14 Spot check if his nook is fully illuminated [he has cover] by the torchlight or spotted by darkvision). If he is in the "shadowy" area then add +2 to Yip Yip's Hide check.

When he is spotted or when all the characters are visible in the center of the room, Yip Yip moves up and tries his best to reach and drop any characters bearing sources of illumination (after which he uses a move action to kick sand onto them in order to snuff them out once they hit the ground). If he is successful in this task he then backs off moving silently and attacking characters with darkvision first and humans second as they spread out to find him. (Please note that humans are his favored enemy.) If dropped to ¼ of his hit points he flees the combat down the trapped hallway. If cornered he attacks the weakest attacker in front of him, spitting curses as he falls.

If the characters helped the Gnarley Folk, go to Conclusion A. If they helped Lady Haxx, go to Conclusion B.

Conclusion A

As you emerge from the hole, the tracker warmly embraces the newly freed hostage. You quickly make your way back to the clearing, where the mood is somewhat melancholy.

Duell approaches you, "When the gnolls approached us with their ransom demands, we were able to get information out of them and found where they had taken those they had captured. We had hoped to find them alive..." His voice trails off as he regains his composure. "Here is some gold that we were able to get from the gnolls. We also found these." He hands over a stack of messages marked with the seal of Jansen's Runners.

The trip back to Taymouth is quiet, but calm. The forest no longer seems foreboding, but it maintains its peace out of respect for the dead.

Conclusion B

You quickly make your way back to the clearing with the newly freed hostage, where the mood is jubilant.

Lady Haxx approaches you and exclaims, "You have done it! And she seems none the worse for the wear. As promised, here is a reward for your heroics, and you have earned it all, down to the last copper piece! Well, if you are headed back towards Verbobonc, I insist you accompany us as our guests for the rest of the journey."

The trip back to Taymouth is joyful as you develop a rapport with Lady Haxx. The forest no longer seems foreboding, as the hours pass as quick as lightning.

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter 1:	120 xp
Encounter 3:	90 xp
Encounter 4:	150 xp
Helping the Gnarley Folk in Encounter 1:	50 xp
Roleplaying:	40 xp

Max XP: 450 xp (NOTE: characters **cannot** get full XP unless they help the Gnarley Folk during the first encounter.)

Treasure Summary

Encounter 1 loot:	10 gp
Encounter 4 loot:	190 gp
Reward from Jansen's Runners:	100 gp
Conclusion A, Gnarley Folk reward:	50 gp
Conclusion A, bonus Reward from Jansen's Runners:	50 gp
Conclusion B, Lady Haxx reward:	150 gp

Max Gold: 450 gp (NOTE: characters **cannot** get both the Lord Haxx and Gnarley Folk gold. Also, the characters cannot get the Bonus gold from Jansen's Runners unless they help the Gnarley Folk. Thus the characters **cannot** get full gp unless they help Lady Haxx during the first encounter.)