


A GRINNING GOBLIN ADVENTURE



THE SECRET OF TALLOW FALLS


 Supplement

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 [The Grinning Goblin World](#)

 [Credits](#)

 [Game Mechanics](#)

 [The Measure Of All Things; Man](#)

 [Introduction](#)

 [Encounters](#)

1: The Valley

2: Old Cled

3: The Shrine Of A'Pect

4: A Hunting We Will Go

5: The Tower Of Thron

6: Outside The Tower

7: Inside The Tooth

8: The Common Room

9: The Storage Rooms

10: The Goblin Sleeping Chambers

11: Morgak's Chambers


12: The Sentries' Chambers


13: The Cellar


14: The Prison Cells


15: The Home Of B'loth


[Encounters Summary](#)

 [Cast Of Characters](#)

 [Enchanted Items](#)

 [Maps](#)

 [Player Handouts](#)

 [D20 Supplement](#)



The secret of tallow falls

Grinning Goblin World



Welcome to Grinning Goblin Adventures. We are very happy to share with you our passion and excitement for Role Playing Games. Inside, I am sure you will be entertained, surprised and challenged.

Each adventure is carefully designed, play-tested and checked by a team of role-playing enthusiasts. We are looking for, and wish to create, an adventure that will whisk you away and challenge your sword arm as readily as your mind.

Grinning Goblin Adventures are not simple 'hack and slash' adventures. Each has a theme, a set of goals, puzzles and

mysteries to solve. To complete your experience and provide you with surprises (both for the Game Master and for each Player Character) we've included Villains and Heroes to each adventure. As well, there are Mythical and Haunted beings that are used in this adventure - and may be used in other adventures of your making.

Since everyone has different 'styles' of Role-Playing, and because of the many different 'Gaming Systems' that exist, we decided to design a Generic Scoring System. This adventure may be used with any gaming system you wish - and with a little imagination, you can tailor this adventure to fit into your existing campaign.

Use this adventure as a single stand-alone adventure for a weekend gaming session or use it as part of a multi-part gaming campaign. Interchange various adventures together. If you have a great idea - send it to us, we always warmly appreciate your input and grow with your feedback.

We strongly believe that the objective to Role-Playing is 'Playing' - and we will continue to do our best to bring to you fun, entertaining and playable adventures. Enjoy.

Credits

Chris Bell - Writer • Katie Balfe - Artist • Rhonda Bell - Editor • Chris Bell - Artistic Director
I Need Some Artwork.com - Design and Layout • Play testers: The Sanctuary Games Horde

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The Secret of Tallow Falls

Game Mechanics



For those of you who have used pre written adventures before the contents of this introduction will not be new to you, but you may want to peruse the following anyways. For those of you who have never run an adventure before the following will prove most useful.

We at Grinning Goblin Adventures have designed a series of adventures that may be played using any existing Role-Playing Game system. To accomplish this we have developed a basic Human template to be used to compare all other systems against. This baseline human can be used in such a way that almost any character in our adventures can be easily converted into any game system. Of course, if any monster that is required in one of our adventures already exists in your gaming system, it would be advisable to use that version.

If you do need to use our stats for a monster, the easiest way to think of them is as statistic modifiers. In our system, an average Human has a value of 1 for the three physical statistics and the three mental statistics. Simply multiply the stat modifier of our creature with the corresponding statistic that your gaming system would assign an average human,

and you have the stat of our creature in your gaming system. If an average Human in your system has a strength of 8, and the target creature in our system has a strength of 1.5, that creature in your system would have a strength of 12 ($8 \times 1.5 = 12$).

When it comes to Skills, it works a little differently. In most systems Skills are given descriptions or rankings to provide an idea of how capable your character is in a particular skill. For our character and monster Skills we have simply given each Skill possessed a ranking, which can be compared to your system which will provide an idea of that characters proficiency. If one of our characters is described as having the melee skill at a master level, and in your system someone with a melee skill of 87% and up is considered to be a master with that skill, then in your game he has a melee skill of 87% or higher (the exact value is left to the game masters discretion). We have deliberately left the ranking system simple to allow the game master to tailor the opposition to PC's participating in his adventures.

One of the most difficult aspects of Fantasy Role-playing Games to convert is Magic. What we have done in our system is to provide the Gamemaster with a general indication of the practitioners ability level (similar to skills) and also provide an idea of the types of magic he is capable of performing. An example of an 'Illusionist' like David Copperfield might be described in one of our adventures as a wizard who is a novice in the use of magic and is limited to low power spells in the areas of summoning and illusion.

From this information it should be relatively easy to choose what spells are available to the character and how capable he is at using them in your chosen rule system. make our adventures available to be used with most RPG rule systems.

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The Secret of Tallow Falls

Measure Of All Things; Man

The sample character that follows is supplied for two purposes; firstly, it describes the conventions and format used in this adventure to detail any creatures or characters met by the Player Characters, and secondly it illustrates the conversion of a basic human into some of the most prevalent game systems. The "Other" column is supplied to act as a worksheet for your convenience, in case the character attributes used in your game system are not listed.

Typical Man

Description: This is the character's physical appearance.

History: This will detail any historical information known about the character.

Temperament: This describes the base emotional reactions the Player Characters can expect upon encountering the character or creature.

Religious Beliefs: This describes a religious affiliation if applicable, or a code of conduct/set of morals.

Followers: This will identify if the character has rank in an organization, or if a creature is a pack leader.

Skills: These are general skills that don't fit into either combat or defensive categories.



KEY STATS	GRINNING GOBLIN	3-18	PERCENTILE	OTHER
Human Warrior Level: 1 HP: 6 AC: 10	STRENGTH	1	11	55%
	AGILITY	1	11	55%
	FITNESS	1	11	55%
	KNOWLEDGE	1	11	55%
	PERCEPTION	1	11	55%
	PERSONALITY	1	11	55%

ATTACKING INFO	
No. Attacks: 1	
SKILLS These are skills in combat or a weapon. If the character has any relevant racial abilities they will be listed here as well.	SPELLS Any attacking spells are listed here.

DEFENDING INFO	
Armor Class: 1	
SKILLS These are skills that aid the character's defence. If the character has any relevant racial abilities they will be listed here as well.	SPELLS Any defending spells will be listed here.

MOVEMENT
Walk: 10 Run: 40 Fly: n/a Swim: 5

WEAPONS/ARMOR	EQUIPMENT	VALUABLES
Any weapons or armor carried by the character.	General belongings of the character.	Any valuables or magic items carried by the character.

Introduction

Old Promises

A cool breeze moved down the mountain slope, pushing the acrid scent of the burning dead away from the hastily erected camp. Hundreds of tents covered the fields where only hours ago a raging battle had been fought. Swordmaster Kane made his way through the throng of tired and wounded men, stopping here and there to give a word of encouragement and to toast the victory they had won this day. It had been a brutal campaign that had lasted months and cost countless lives, but in the end they had succeeded in pushing the goblin tribes back into the mountains.

Kane's tent was no larger than that of his men. A simple bedroll and his meager belongings were piled in one corner. Next to them stood his armor, now cleaned and repaired, having been badly dented and scarred during the fighting. Kane began to don the armor he had worn for many years when a slight cough drew his attention to the tent's entrance.

"Sir, I have assembled the troops for your inspection," came the voice of Fither, his aide.

"Not now Fither, I have other business to attend."

Fither gave him a curious glance, "His Majesty wishes to meet with our new ally, and has requested that all of his Swordmasters attend him."

"Humph!" Kane grunted. He knew he shouldn't have been so curt with Fither as they had been through a lot together. He deserved Kane's respect and gratitude. Slipping his sword into its sheath, Kane made his way out onto the ravaged fields. Fither followed alongside Kane. "What do you think of this beast his Majesty has allied himself with, Sir?"

"I think that His Majesty is a wise man, and it is not for me to say if he is right in this or

not... however, you saw as well as I how it tore through the goblins' ranks. I think it would be Unwise to make an enemy of such a creature."

"You saw it up close, didn't you Sir?" asked Fither.

Kane stopped. He made a face, as smoke from a pyre of burning goblins washed over him. Fither watched Kane's face as he surveyed the torched and churned alpine fields around him. Not far off, mountains rose like the teeth of some giant dragon; that was where the last of the goblins fled.

Kane turned to face Fither. "It was more like a force of nature than a beast of these woods. It tore through them like the wind and left behind it nothing but goblin corpses. It never seemed to tire either; it fought on even when I pulled our men back to rest. Whatever it is, I hope I never have to fight it because I know that I wouldn't stand a chance."

There was a place near the middle of the battlefield that had somehow avoided destruction during the fighting. Around this spot several of the armies' engineers were in the midst of quickly erecting what appeared to be large stone monolith.

Kane approached the gathered Swordmasters. They looked just as nervous about the coming council meeting as he.

"Kane!" shouted a tall man in dark leathers, "So glad you could join us!"

"Willin. Are you still alive? I was sure you'd have been killed this time!" laughed Kane

"Sorry old friend, but it looks like you're still going to have to introduce me to your sister."



"Not in this lifetime I won't. What do you think of his Majesty's plan?"

Willin was a veteran like Kane and the two had fought in many campaigns together. Kane admired him for his keen tactical mind and skilled sword arm; they had saved each other's lives countless times. He trusted his opinion implicitly.

"I'm not sure about this creature, Kane, but I think his Majesty has a plan; perhaps it is his intention to inform us what that plan is. Why else would he have called for us"?

"You're probably right Will, you know how much I hate it when he keeps us in the dark."

"Here they come!" barked Isan, one of the other gathered Swordmasters.

Kane turned slowly in the direction Isan indicated. What he saw was one of the most amazing and frightening creatures he had ever seen. It stood easily two heads taller than the king and appeared to be part bear, part bull, and part man. Its skin looked to be made of granite, and the hair that covered most of its body could easily have been the roots of trees.

It strode beside the king in long measured steps; its spade like hands flexed in barely contained energy. Kane studied the way it observed its surroundings. Nothing

escaped the beast's gaze, including Kane.

Kane's King stopped several paces away from the monolith, the creature waiting patiently at his side. He inspected the monolith and asked the creature several questions, to which it responded in a voice, which sounded to Kane, more like an avalanche than any voice he had

ever heard.

"Well! Don't stand their gawking like a bunch of village boys, come over here. I wish you to meet a new friend of mine." The King called out to his most trusted generals and advisors.

"I suppose we should do as he says," shrugged Will.

"That might be a good idea." Kane said as he began to pick his way over some fallen debris.

The Swordmasters arranged themselves in a semicircle around their lord, but none too close to the beast. The King smirked knowingly at his men's caution. "Today," he said in his most Kingly voice "is the beginning of a new era of peace for our land." Then he added "And all of you are going to help me make sure it lasts."

Kane groaned inwardly. A King's peace always meant war for his soldiers.



Encounter #1: The Valley



Cast Of Characters:

- Typical Villager (Hero)
- Master Meridd (Hero)



Multimedia Reference:

- Horse sounds



Read this to the Players:

Master Meridd pulls a chair from a nearby table and sits down with you.

" It's the strangest thing, about two months ago William Akine and his wife and three sons up and disappeared. What I mean is, I think they left, no one saw them leave, but Will, he had talked about leaving many times, and his wife she was no farmer. No offense meant to her but she probably would have been more at home in one of them big cities to the south if you no what I mean. But anyways, the whole family up and disappears one day, and some of the other town folk start to whispering about ghosts and demons come down out of the mountains and snatch them away. Now I'm not one to

believe such nonsense, but a couple of weeks later, Old Less up and disappears too. It could have been something nasty I guess, we do have wolves and bears and such around these parts, but a lot of the others get it in their heads that something in the woods is stealin' people away in the night. Now me, I try and tell people that's nonsense but they wont have none of it, and they want someone to go to the King and have him send someone to kill this beast that has started hunting us. So we sent Roland, Anors son, to go and get help, that was a month and a half ago and we still haven't had word from him. Most think the beast caught him, and I'm starting to believe it myself. The worst part of it is this; several of the woodsmen who live nearby started talking about tracks that they found in the woods, tracks like nothin they ever seen before. Well that's all it took for some of the other families to pack and leave. Now there are about half of us left and I think most of them are thinking about leaving, even though they have nowhere to go. And so here I am, an Innkeeper with no one to keep, and a village with no one to live in it. I think that I to shall have to leave soon beast or no beast, for no harvest means no merchants, and no merchants means no money or food, and that means death during winter in these mountains.

Game Master Text:

Introduction to the Thron Valley

Welcome to "The Secret of Tallow Falls," a Grinning Goblin adventure. This adventure has been specifically designed to allow the Game master to insert it into any existing campaign. The adventure itself takes place in the Thron Valley. The valley should be located at the foot of a mountain range far from the center of any Kingdom. The Valley is home to the small village of Tallow Falls, consisting of about 60 families all of whom are freemen engaged in the agricultural trade. The Valley follows the course of a small but swift flowing river, which flows down, out of the mountains and eventually joins many others which make their way to far away lands.

As one approaches the village along the well-traveled dirt roads, the land begins to rise and the terraced fields of the village begin to dot the valley floor. As the village draws nearer, the farms appear closer and closer together. The village itself is a quaint collection of small cottages and craft shops built around the "Home of the Hanging Bow", the local inn. The Inn is a small affair with only six rooms, as the only travelers they get are merchants, and those are few and far between. When the adventures arrive they will be the only travelers to have visited the Inn in some time and Meridd Longfoot, the innkeeper, will treat them like gold.

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The Secret of Tallow Falls

It is the beginning of fall when the adventurers arrive at the village, drawn by the rumors of lost gold and stories of ancient ruins. (Actually the game master can use any reason to get them there, but the lure of ancient treasures almost always works.) The troop of brave adventures will probably be tired from their long journey, a mug of cold ale and a hot meal will be a welcome break from dried fruit and cheese.

As the travelers pass the farms on the way to the village, they may notice that several of them have not been harvested and may ask the locals about it. However due to recent events, the locals are not very receptive to outsiders and most will probably lock themselves indoors until the adventurers go away. The only person who is not terrified at this point (although he is very concerned) is

Special Notes:

After telling his story to the PC's Meridd will answer any questions he can, however there isn't much more he can tell them. He will provide rooms for the PC's if they wish, and can direct them to any of the homes involved in the first disappearances. If the PC's ask about the tracks found by the

Meridd the Innkeeper. Meridd will welcome the travelers into his Inn and offer them everything they might require, from food and lodgings to any services the villagers might offer. After the group has had their fill of food and drink Meridd will broach the subject of their purpose in the village, as they are obviously not merchants nor the kings men, come to collect the taxes. If the party says that they are adventurers looking for treasure or ruins, Meridd will tell them that he has never heard of such rumors but that doesn't necessarily make them untrue. Perhaps these lost ruins are the source of all the disappearances. This should make the party sit up and take notice. Read the Players' text allowed if they ask him about the empty farms or his statement about missing villagers.

hunters, Meridd will direct them to old Cled, one of the few remaining ones who lives in the woods not far from the village.

Due to the lack of customers, Meridd will provide food and lodging at 75% of normal price in hopes that the PC's will decide to stay.

Encounter #2: Old Cled

Read this to the Players:

The hunting path that you are following winds its way up the side of the valleys north side, every once in a while the opposite side becomes visible to you through a break in the thick foliage. Suddenly you are in the open, standing near a swiftly flowing river, whose origin lies much further up the mountainside. Old Cled leads you over to an area of muddy ground near the riverside.

"Here they are," he grunts, indicating the tracks that lie by river.

"These ones are the freshest, maybe a day and a half old at the most. I found them when I come here to get some fresh water the day before last. I've never seen tracks like this before, and I've been huntin these woods all my life."

As you inspect the tracks it becomes obvious that they head back into the woods, heading north up the mountainside.



Cast Of Characters:

- Old Cled (Hero)



Multimedia Reference:

- stream sound



Game Master Text:

If the PC's decide to follow Master Meridds directions and visit Old Cled, he suggests that they wait until morning. Meridd will show the PC's to their rooms, If the PC's decide to set watch allow them to do so. Nothing will occur that evening and the morning is brisk and bright, a good start for any adventure. The trip to Old Cleds will take the Characters no longer than an hour. Old Cled will be home when they arrive there and will answer any questions to the best of his ability. Old Cled is one of the few people in the Valley who is directly descended from the original

settlers, and he is the only one who knows the location of the Shrine of A'Pect. If asked about the strange tracks in the valley, Cled will lead the PC's along one of the small hunting paths for about two hours. The path climbs higher into valley until it comes to a small open area near the river, the falls are still about a days travel from the location of the tracks. Cled will show the PC's the tracks near the edge of the riverbed; if the party contains anyone with knowledge of humanoids or tracking they will instantly recognize the tracks as those of goblins.

Special Notes:

The tracks become very difficult to follow, as the goblin hunting party that left them took great pains to cover their tracks on their way back to their camp at the tower. If the PC's decide to follow the tracks, this will prove most difficult, requiring several tracking tests of considerable difficulty. If the Pc's are successful in following the tracks they will eventually reach the site of the Shrine of A'pect. As the Party approaches the Shrine Old Cled will become nervous and will stop the party to tell them the story of a Bear man That haunts the woods

the truth. He told me that this beast could run down a deer, catch it in its huge clawed hands, and break it in two just like you or I could snap a twig. My Grandfather told me that this beast would come down out of its home to hunt those unfortunate enough to wander into its hunting area, the border of which was said to be just beyond an old shrine to some god or another. I don't know which one but I do know that the place the shrine is said to lie is not far from here. I don't think I'll be going much further with you, I'm old, and I don't have the taste for adventure that some do. If you decide to go on I wish you the best of luck and I hope to see you again soon. Goodbye."

Read or paraphrase the following to the players.

"When I was a boy, I used to live with my Grandfather, and he used to tell me stories of the bear man of the mountain. This beast is said to roam these slopes hunting for those who come too close to his home. I didn't believe of course, but what with the disappearances lately maybe he was telling

Old Cled cannot be convinced to stay; He is old and somewhat suspicious of this part of the forest. He will attempt to return to his home but will not quite make it, as he will be captured by a goblin hunting party on its way to the village. The hunting party will then return to the Shrine where they will rest before they return to the tower at the falls.



Encounter #3: The Shrine Of A'Pect

Read this to the Players:

The goblin tracks lead into a large open field filled with mountain flowers at the end of their short summer life. Near the center lies an ancient shrine now apparently a waypoint for the goblins that roam the area. The once beautiful statue which stood at the center of a manmade pool now lies in ruins. Its head and arms have been hacked off, and they now lie in the stagnant and putrid waters. It becomes

clear to you what the purpose of the pool has become. Surrounding the shrine several totem like poles have been placed in a rough circle. Upon closer inspection it becomes obvious that the poles have been constructed using the remains of several of the villagers. While this may have at one time been a place of solitude and sanctuary, it no longer has the feel or look of anything resembling a holy place.

Game Master Text:

The Area around the shrine is currently used as a rest area for goblins traveling between the tower and the village. If the players approach the shrine during the day it will be abandoned (if they arrived at the shrine with Cled it will be late afternoon) if

they arrive at night for some reason, then a goblin hunting band will be camped out there with Cled as a prisoner. The goblin band will be in the process of continuing their work of defiling the shrine.

Special Notes:

If the PC's search the area around the shrine they will find the remains of several of the villagers torn and bloodstained clothing. There is nothing of value at the shrine, except the knowledge of the villagers' untimely end. If any of the PC's is

a priest they will slowly become aware of a feeling of evil and dread, this is due to the curse that has been placed on the shrine by Morgak the white. There is nothing for the players to do here except maybe give the villagers what decent burial they can.

Encounter #4: A Hunting We Will Go



Game Master Text:

This next encounter will occur after the characters leave the shrine, or if they

decide to camp there, it will happen just as night is falling. One of the characters will here the sound of twigs snapping and underbrush being disturbed about 30 to 40 feet away from the parties location, if camped in the woods, or it will come from the border of the field if they stayed near the shrine. What the PC's hear, is the goblin hunting party heading back to the shrine for a rest before heading on to the tower. If the PC's surprise the goblins they will have a distinct advantage, as the goblins are not expecting to encounter any one in the woods due to the fear they have fostered in the village. If however the goblins become aware of the PC's first they will scatter into the woods and underbrush in an attempt to ambush the PC's. These are uncommon goblins in that they are well versed in

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The Secret of Tallow Falls



Cast Of Characters:

- Goblin Hunter (Villain)
- Old Cled (Hero)



Multimedia Reference:

- Campfire sound



Cast Of Characters:

- Goblin Hunter (Villain)
- Old Cled (Hero)



military procedures, and have developed a series of bird and animal calls to allow them to communicate without revealing their location. They will use the bound form of Old Cled as bait and surround the players as they investigate. While the party is distracted, the goblins will strike at any character who has their back turned to them. If, after 3 turns of combat, the goblins appear to be losing the fight (a distinct possibility) they will disappear into the woods and try to make their way to the tower. If any of them escape they will warn Morgak at the tower and the goblins will be prepared for them when and if the PC's arrive there. The players should try to capture at least one of the goblins. If they are successful it won't take much to get some info out of him (they may be well trained but they are goblins). The goblin prisoner will beg for his life wheedling and pleading pathetically, he will offer anything in his power to grant (not much) if the

players will let him go. If forced to he will reveal the presence of the goblin force at the Tower of Thron. He will give directions on how to reach the tower, and give a rough estimate of the size of the force there, but will refuse to accompany the party, as he knows it would mean his death.

If some of the goblins escape, (they will be almost impossible to capture once they have scattered) it would be possible for the party to track them, although it would be quite difficult and will require four successful skill rolls to follow the trail all the way to the tower. If all of the goblins are killed, it will be very difficult for the party to locate the hunting bands final destination; Old Cled will inform the party that he heard them talking about the falls teeth, perhaps they were referring to Tallow Falls. In this case Cled will direct them towards the river and tell them to follow it upstream until they reach the falls.

Encounter #5: The Tower Of Thron

Read this to the Players:

From a distance, the towers that straddle the top of Tallow Falls, appear look like a pair of huge teeth, the one on the south having been broken at some time in the distant past. A light is visible on the top of the tower that still stands, and the remains of a bridge that once spanned the distance between the two juts out at about half way up the side of the tower.

Following a well trod path that runs along the edge of a canyon the falls have cut, you reach a spot about 100 yards from the front of the tower, where a small group of goblins appear to be playing some sort of dicing game. They appear to be totally oblivious to their surroundings.

Game Master Text:

How the players approach the tower will depend heavily on the outcome of their encounter with the goblin hunting band. If any of the goblin bands made it back to the tower they will have informed Morgak of the parties presence in the woods to the south, and the probability of their interference in Morgaks plans. Morgak will, in this case, have all of the goblins on alert and will have positioned strike teams throughout the tower. In the case that the goblins are unaware of the party's approach, Morgak will have only those goblins required for the

immediate defense of the tower on guard. These goblins are not expecting any problems, so their guard will be somewhat down, making it easier for the party to infiltrate the tower with out Morgaks knowledge. It will be the first priority for any goblins that are attacked to sound the alarm and therefore alert the rest of the goblins in the tower. It will take about 5 or 6 minutes for the goblins to awake and begin to search the tower for the intruders. If the PC's are discovered inside the tower the goblins will try to lead them into the upper

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10

The Secret of Tallow Falls



Cast Of Characters:

- Goblin Hunter (Villain)



Multimedia Reference:

- Waterfall sound



areas near to where Morgak has made his residence. Once the characters confront Morgak he will draw the combat out onto the crumbling remains of the bridge, which once crossed over the falls. There he will attempt to throw the characters over the side of the bridge. Morgak is not afraid to fall and will use his ring of levitation to stop his fall, and escape, leaving the rest of the goblins to their doom at the hands of the party. If Morgak succeeds at killing or capturing there party he will throw them into the dungeon cell until sunset the next day, at which time he will hold their execution on the bridge. The exact method of execution is left up to the Game master, however

Special Notes:

Whether or not the goblins are aware of the players, depends on if they have been alerted to the immanent arrival of the PC's. If they are unaware of the PC's then the party should have no problem sneaking up on the gambling goblins. If however they have been warned, then what appears to be a lone group of goblins will actually turn out to be a well-planned ambush. Unseen in the bushes are several goblins, armed

Morgak is partial to beheadings.

Please note that Morgak is not stupid and will attempt to escape if at anytime it appears as if he will lose the fight with the party. If any goblins are present during the fight on the bridge, Morgak will instruct them through their secret language to destroy the remaining superstructure of the bridge. This will take about five rounds of uninterrupted work, at which point the bridge will collapse and anyone on it will fall to their deaths unless some means of flight is available. Morgak will attempt to take as many of the party with him hoping that he will be able to activate his ring in time to avoid death.

with short bows, and they have set up a cross fire in front of the tower in an attempt to slay the intruders. It should be very difficult for the party to discover the hidden troops but if they take proper precautions, or come up with a well thought-out plan, give the advantage to them, as the goblins know how to take orders, but aren't much for surprises.

Encounter #6: Outside The Tower



Read this to the Players:

As you push past the thick foliage, the

ground before you opens up to reveal the remains of two towers, one on each side of the river. The one on the far bank having crumbled to the ground centuries ago is now just a pile of moss covered stone blocks worn smooth by years of rain and wind. The tower on this side however still stands. Light pours forth from a window about halfway up its length and group of approximately 5 or 6 goblins are gathered at the steps that lead up to the entrance. They appear to be engrossed by some kind of game of chance and seem to be unaware of your presence.

Game Master Text:

The only approach to the tower is from the front, as the river on one side and the cliff face on the rear. If any one tries to climb the cliff face they will find it a most difficult task, as the face is covered in a fine moss like

growth that is extremely slippery. You, as the game master, will have to provide an appropriate difficulty number for the system being used.

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The Secret of Tallow Falls



Cast Of Characters:

- Goblin Hunter (Villain)



If the goblins are unaware of the PC's, they will try to retreat if possible and remove the plank that separates the stairs from the tower proper. If the goblins are aware of the

PC's then they will attack as stated previously, attempting to draw the PC's into the ambush with Morgak.

Special Notes:

If the Characters are about to be ambushed, they will have only one chance to spot the goblin archers that have hidden themselves in the ruins on the other side of the river. If they do not see them the twelve goblin archers at medium range, will subject them to an attack. If the Players try to ambush the goblins, they will find this difficult but not impossible, as there is no approach to the tower that does not expose the PC's to the goblin's view.

Please note that the goblin archers will not be hidden if they have no fore knowledge of the PC's approach, and they will be in the common area just inside the entrance of the tower. If they hear the sounds of battle they will immediately pull the wooden bridge into the tower barring the PC's entrance. They will then head for the hidden chamber behind the waterfall and make their way to the PC's rear and attempt to ambush them from the bushes.

Encounter #7: Inside The Tooth

Game Master Text:

The following information assumes that the goblins are unaware of the parties' presence. If they are aware however, they

will at no time be surprised by the party and will attempt to lead them up to Morgak's chamber.



Cast Of Characters:
• Goblin Hunter (Villain)

Encounter #8: The Common Room

Read this to the Players:
The stairs outside of the tower lead to a simple wooden plank that acts as a bridge to a crudely constructed door.
(If they try to force the door they will find it is not locked even if the goblins were aware of their approach.) When they open it read the following aloud.
As the door opens, the sounds of dozens of goblins involved in all manner of distractions assaults your ears. It's almost as bad as the smell, which hits you next. As you peer cautiously into the room you can see that all of the creatures are involved in eating, fighting, sleeping, as well as other unmentionable pastimes. They appear totally unaware of your presence.



Cast Of Characters:
• Goblin Hunter (Villain)

Game Master Text:

The common room is filled with goblins, about thirty in all, and they are all involved in some form of activity such as eating, fighting, sleeping etc. It will take them at least one round to react in an organized fashion. They will attempt to first surround

the PC's then herd them up the stairs into Morgak's chamber. If severely outclassed they will fight till the death, but several will run to the stairs at the back of the chamber and try to draw them into Morgak's trap.

Special Notes:

You need to read the previous if the goblins are unaware of the PC's presence; if the goblins are aware of the PC's approach, then they will remove the board leading to the entrance, and attempt the ambush

described earlier. All of the goblins in the room are armed and armored, as most of them were just relieved from duty, or are about to go on their assigned patrol.

Encounter #9: The Storage Rooms

Read this to the Players:

This room is filled to overflowing with bags of food, casks of wine, and other liquids to vile for anyone other than a

goblin to drink. Best of all, the room is filled with arrows, bows, crude daggers, and short swords.

Game Master Text:

These rooms are unoccupied and are filled with all manner of weapons, food, drink, and other items the Game master might wish to

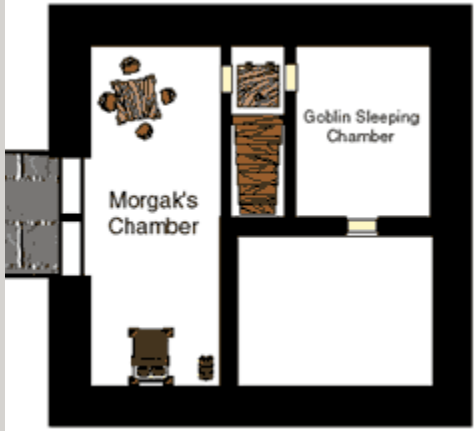
place in here. Both room are identical. The room to the right of the stairs has a small stairway that leads down into the cellar.

Special Notes:

These rooms are used to store equipment that Morgak plans to use in his attempt to

overrun the valley and set up a base for his coming war with the lands past the valley.

Encounter #10: The Goblin Sleeping Chambers



The diagram shows a floor plan with two rooms. On the left is 'Morgak's Chamber' containing a desk, a chair, and a small table with items. On the right is a 'Goblin Sleeping Chamber' containing a bed. A doorway connects the two rooms.

Read this to the Players:
Read the following only if the goblins are unaware of the PC's approach.

"You all cringe as the large crudely built door swings open on rusty hinges; luckily the noise has not disturbed the two dozen sleeping goblins that fill the room. As you begin to discuss your options one of the sleeping creatures blarily opens his eyes, it only takes a second for his brain to register the situation and he lets loose with a piercing shriek that causes many of his fellows fall out of their beds in a daze.



Cast Of Characters:
• Goblin Hunter (Villain)



Game Master Text:

This room is used by goblins that are too drunk, tired, or injured, to join their fellows in the common room. All of the goblins here will be asleep when the players enter, as long as

the PC's have not caused any sort of loud commotion (such as combat). If the goblins are aware of the PC's presence then they will be prepared for a fight when the PC's arrive.

Special Notes:

If the goblins are aware of the party before they arrive then the PC's will have quite the fight on their hands, as the goblins will again attempt ambush the party. The door located at rear of the sleeping chamber leads to a long room filled with equipment

and treasure stolen from the bodies of the captured villagers. Most of the contents consist of clothing and other useless items however a locked chest at the back contains coinage and jewelry worth approximately 500 gold pieces.

Encounter #11: Morgak's Chambers.



Read this to the Players:

The door to this room is unlocked, just like the other doors in this old tower. As you

open the door to this chamber you are surprised to find it occupied by the largest, palest, most vicious-looking goblin you have ever seen. He rests casually on a throne made from human bones, one hand holding the recently severed head of a poor villager, the other holds a wicked-looking curved scimitar. He glances up at your party, then stands. He tosses the head to the side and beckons the group forward, he takes a practiced swing in the air before him, and it becomes obvious to you that this goblin is neither slow nor stupid and will be no easy victory.

Game Master Text:

The room opposite of the goblin sleeping chamber, is the private room of Morgak. When the PC's arrive at this room they will find Morgak seated in his large throne made from the bones of several of the town residents. He will not immediately attack the PC's, but will attempt to convince them to leave before they die (he is impressed with their skill) he may even ask them to join him in his conquest. (Morgak is an extremely good judge of character and should be played so by the GM.)

If it comes to a fight, which it probably will, Morgak will lead his assailants out onto the bridge where it is narrow enough that only one PC may attack him at a time. Once out there he will attempt to grapple

with the PC closest to him and toss him over the edge. If it appears that the PC's are going to win the fight he will flee (he is not stupid). He will leap off the bridge and use the ring of levitation to slow his descent to the bottom of the falls, where he should have enough time to make his way around the other side of the river and back to the goblin lands through the pass. Once there, Morgak will attempt to raise another army so he may begin his campaign of conquest anew.

If the goblins are aware of the PC's approach, Morgak will have six goblins with him and will use them to wear down the PC's first, before he fights any of them himself.

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The Secret of Tallow Falls

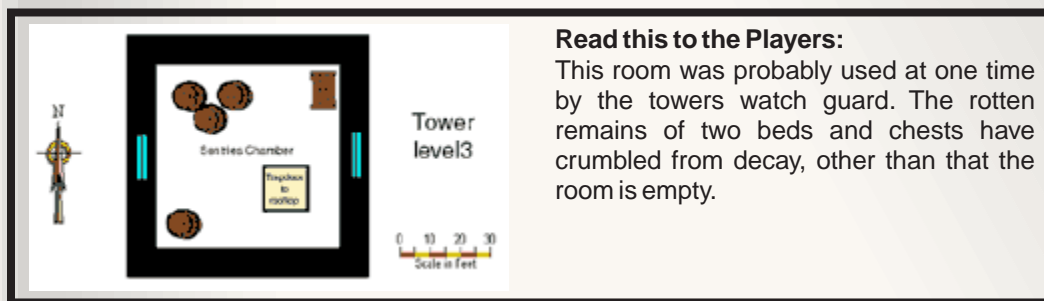
Special Notes:

If the Players are victorious over Morgak, they may search the room. Its contents consist of a large bed, underneath which, Morgak has placed a plaything who is bound and gagged. She was once the mill owners daughter, he is now dead, and she is in shock and will be unresponsive for many days due to the trauma she has suffered. In an alcove in the wall Morgak has placed his treasures in a very securely locked chest, which has been rigged with a poison needle. The needle must be located before it can be removed; anyone poisoned by the needle will die in 10 rounds if an antidote of some sort is not found. (Morgak

has a vial of antidote on his person in a small pocket in his cloak. It holds enough antidotes for two poisonings.) The Chest contains a suit of Dwarven Chain mail which he kept as a trophy from a previous battle, several gemstones that he was going to use to hire mercenaries (totaling about 3000 gold in value), There is also, at the bottom of the chest the "Blindfold of Krzack." (See Game masters resources for a description of this magical device).

Other than these items and the ones on Morgaks person there is nothing of value in the room.

Encounter #12: The Sentries' Chambers



Read this to the Players:

This room was probably used at one time by the towers watch guard. The rotten remains of two beds and chests have crumbled from decay, other than that the room is empty.

Game Master Text:

This chamber will be empty of goblins if Morgak loses the fight with the PC's, otherwise there will be two goblins playing cards, waiting for their

shift to start. They will attempt to fight off the PC's if they are attacked but will surrender if they are badly outnumbered.

Special Notes:

The piles of rubble are home to a pair of huge rats who are most unhappy with the player's intrusion of their home. They will attack any one

disturbing the piles of rubbish; any one bitten by the rats has a 65 percent chance of contracting a disease of the game masters choosing.



Cast Of Characters:

- Goblin Hunter (Villain)
- Rats, Large (Villain)

Encounter #13: The Cellar



Cast Of Characters:
• Ogre Torturer (Villain)



Read this to the Players:

The goblins have obviously taken up the fine art of torture, as this room contains everything a good torturer would need to keep him happy. Iron maidens, racks, thumbscrews, they're all here. So is a huge ogre who seems to think you are his next victim.

Game Master Text:

These stairs lead down into a darkened room. Unless the party has some form of

light they will not be able to see or function effectively.

Special Notes:

The ogre will attack the party with all of the items at his disposal. He is huge but none too smart unless it involves torture, that he excels at. He will use any large object as a club with which to bash the party members.

After the party defeats the ogre they may search the room, if they do, there is a good chance they will find the secret door which leads to the stairwell down to the waterfall chamber.

Encounter #14: The Prison Cells



Cast Of Characters:
• Typical Villager (Hero)

Read this to the Players:

This short hallway contains six old prison cells, their doors are ajar having rusted in place over the centuries of disuse. Five ragged people are huddled against the wall

of the last cell and don't notice you at first. After a moment, one of them does and soon you have your hands full with several exhausted but nonetheless happy villagers.

Game Master Text:

These cells have not been used in a VERY long time, and the locks are almost useless. The only reason the prisoners have not attempted to escape is the presence of the Ogre and the fact that

they would be caught by the goblins even if they did get by the Ogre. The goblins have kept the prisoners relatively well fed, as they taste better that way.

Special Notes:

The villagers do not want to explore the rest of the dungeon and will refuse to leave the cell unless they are going home. It will take some convincing to make them believe that the goblins have been killed or driven out of the tower. The villagers have heard the goblins talking about the beast that lies

behind the secret door in the torture room and that the goblins are afraid of it. The villagers will not go there but they do believe that the goblins are terrified of whatever lies behind the door and the only way that they (the Goblins) would enter is if they were with Morgak.

Encounter #15: The Home Of B'loth



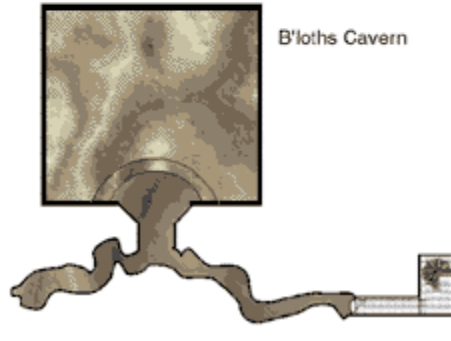
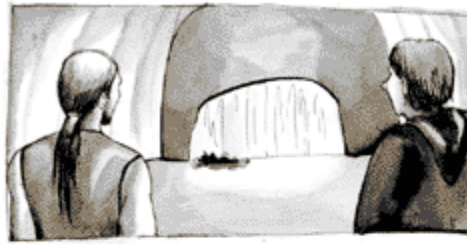
Cast Of Characters:

- B'loth (Hero)



Multimedia Reference:

- waterfall sound



B'loths Cavern

Read this to the Players:

Once long ago, a man came to this valley to rid it of the race of goblins who lived here. I fought alongside this man, whose name was Thron, it is after this man that

these towers were named. The towers were built to stand as a warning s to all the evils that would try to pass through here and into the valley. Over time the towers faded from the memory of others, but not mine. I am one with the land and have remained here since that time for I will always be the guardian of this pass, or so I thought. One of these goblins, a chosen of their god it is said, was able to sneak through the pass, and find the shrine which is my link to the land. He desecrated the shrine, severing my connection with the earth, and as my strength left me, this horrible being waited until I could no longer stand and lead his hoard of disgusting little creatures to this tower. I thought that I would die knowing that I had failed in my task to protect the peoples of the valley, however now here you are. You must have fought off the goblins or you would not be here. Please, you must help me, for If you don't I will die and the valley will die with me.

Game Master Text:

The secret door leads to a passageway, which in turn leads to a massive set of stairs carved from the bedrock itself. The stairs descend about 50 feet and lead into a beautiful natural cavern passageway light by the faint glow of crystals imbedded in the cavern walls. The passageway leads to the home of B'loth, the guardian of the valley. The Chamber that is his home is huge, it measures over 100 feet from side to side and runs almost 250 feet in length. The walls themselves are covered in carvings

depicting the history of the Valley of Tallow Falls and the goblin pass.

The end of the chamber is opens revealing the waterfall. It is near there, that the PC's will find the form of B'loth the Guardian surrounded by the remains of most of the missing villagers. B'loth is almost dead and doesn't even have the power to lift his own head, he can however talk and if the PC's try to communicate with him, he will tell his story and try to convince them to re-consecrate the shrine.

Special Notes:

It is up to the players to save B'loth. To do this, they must re-consecrate the shrine encountered earlier. This task can be as difficult or easy as the game master sees fit, however it should be seen as a holy event. Once the players have done this, B'loth's strength will return and the valley will be safe once more. As a gift to the

PC's, B'loth will give to them his staff. (See magic section for details). Once the valley is safe, trade will slowly begin once more and Tallow Falls will once again prosper. Upon the PC's return , they will find themselves touted as the saviors of Tallow Falls, their names living on in the hearts and minds of the Villagers for a long, long time.

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The Secret of Tallow Falls

ENCOUNTER SUMMARY

Item	Encounters															
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	
Cast of Characters																
B'loth																●
Goblin Hunter			●	●	●	●	●	●		●	●	●				
Master Meridd	●															
Morgak The White											●					
Ogre Torturer													●			
Old Cled		●	●	●												
Rats, Large												●				
Typical Villager	●														●	
Enchanted Items																
Blindfold of Krzak												●				
Ring of the Feather												●				
The staff of B'loth																●
Maps																
B'loth's Cavern																●
Thron Valley	●															
Tower Ground Level													●			
Tower Level 1								●								
Tower Level 2									●							
Tower Level 3											●					
Tower Rooftop												●				
Media Files																
Campfire sound			●													
Horse sounds	●															
Old creaky door sound												●				
Stream sound		●														
Waterfall sound					●											●



CAST OF CHARACTERS

B'loth

Description: B'loth is a physical manifestation of nature and his body mirrors that. His height varies depending on his mode but he always towers over others. His appearance includes attributes of the animals that roam the area that he protects in this case cariboo bears and wolves.

History: unknown

Temperament: His temperament is much like nature, unknowable

Religious Beliefs: Unknown

Followers: none

Skills: Bloth has access to a vast variety of skills and is a Master in all of them



KEY STATS		GRINNING GOBLIN	3 - 18	PERCENTILE	OTHER
Unique Gaurdian Level: 20 HP: 150 AC: 20	STRENGTH	4	33	190%	
	AGILITY	3	26	145%	
	FITNESS	5	41	235%	
	KNOWLEDGE	3	26	145%	
	PERCEPTION	4	33	190%	
	PERSONALITY	1	11	55%	

ATTACKING INFO		DEFENDING INFO	
No. Attacks: 5		Armor Class: 20	
SKILLS	SPELLS	SKILLS	SPELLS
None	None	B'loth can not be killed by any normal means; only the destruction of the lands he protects or the defiling of nature will weaken him enough to be killed. If he is destroyed in battle he will reform in about one month's time.	None

MOVEMENT	WEAPONS/ARMOR	EQUIPMENT	VALUABLES
Walk: 60 Run: 400 Fly: 50 Swim: 50		None	

Goblin Hunter



Description: These creatures stand Approximately 3 and 1/2 feet tall. Their faces bear a perpetual scowl. They tend to dress in poorly cured animal hides. Their dark skin allows them to hide well when night falls and their large pale eyes provide them with excellent night vision

History: N/A

Temperament: Nasty, plain and simple

Religious Beliefs: None worth mentioning

Followers: N/A

Skills: Hunting (Skilled)

Tracking (Skilled)

Cooking Humans (Master)

KEY STATS		GRINNING GOBLIN	3 - 18	PERCENTILE	OTHER
Goblin Hunter Level: 2 HP: 15 AC: 2	STRENGTH	.8	9	46%	
	AGILITY	1.3	13	69%	
	FITNESS	1.4	14	73%	
	KNOWLEDGE	.7	8	42%	
	PERCEPTION	1.4	14	73%	
	PERSONALITY	.5	7	33%	

ATTACKING INFO		DEFENDING INFO	
No. Attacks: 2		Armor Class: 2	
SKILLS	SPELLS	SKILLS	SPELLS
Melee (Skilled)	None	None	None

MOVEMENT	WEAPONS/ARMOR	EQUIPMENT VALUABLES
Walk: 35 Run: 120 Fly: 0 Swim: 0	Crude armor and weapons- usually the equivalent to hide armor and short swords or short bows	



Master Meridd

Description: Short and plump master Meridd is a man who enjoys his food and wine and his waistline shows it. He is a pleasant fellow who is generally concerned for the welfare of his **town** and the those who sleep under his roof.

History: Master Meridd opened his Inn 22 years ago and has never been outside of the Valley.

Temperament: Friendly

Skills: Listen (Skilled)

Cooking (Master)

Winemaking (Skilled)

Story Telling (Moderate)

KEY STATS		GRINNING GOBLIN	3 - 18	PERCENTILE	OTHER
Halfling Inn Keeper Level: 3 HP: 5 AC: 0	STRENGTH	.7	8	42%	
	AGILITY	1.1	11	60%	
	FITNESS	.7	8	42%	
	KNOWLEDGE	1.2	12	64%	
	PERCEPTION	1.2	12	64%	
	PERSONALITY	1.5	14	78%	

ATTACKING INFO		DEFENDING INFO	
No. Attacks: 1		Armor Class: 0	
SKILLS	SPELLS	SKILLS	SPELLS
None	None	None	None

MOVEMENT	WEAPONS/ARMOR	EQUIPMENT	VALUABLES
Walk: 15' Run: 65' Fly: n/a Swim: n/a		A well used cloth and goblet that he seems to be constantly polishing	



Morgak The White

Description: Morgak is a horrifying mutation of typical goblin stock. He towers over the others at a height of almost 7 feet. Unlike other goblins Morgak's skin is a pasty white in color and his eyes appear as dark pits in his skull

History: Unknown

Temperament: Very Intelligent but cruel and heartless

Religious Beliefs: N/A

Followers: The goblin hunters

Skills: Hunting (skilled)

Tracking (Master)

Intimidation (Master)

KEY STATS	GRINNING GOBLIN	3 - 18	PERCENTILE	OTHER
Goblin (mutant) Warrior Level: 7 HP: 50 AC: 6	STRENGTH	2	18	100%
	AGILITY	1.6	15	82%
	FITNESS	2	18	100%
	KNOWLEDGE	1.6	15	82%
	PERCEPTION	1.5	14	78%
	PERSONALITY	1	11	55%

ATTACKING INFO	DEFENDING INFO								
<p>No. Attacks: 2</p> <table border="0"> <tr> <td style="text-align: center;">SKILLS</td> <td style="text-align: center;">SPELLS</td> </tr> <tr> <td>Melee (Master) Tactics (Master) Morgak can also see in complete darkness as if it were daylight.</td> <td>None</td> </tr> </table>	SKILLS	SPELLS	Melee (Master) Tactics (Master) Morgak can also see in complete darkness as if it were daylight.	None	<p>Armor Class: 6</p> <table border="0"> <tr> <td style="text-align: center;">SKILLS</td> <td style="text-align: center;">SPELLS</td> </tr> <tr> <td>Morgak is immune to damage from any weapon that has not been blessed by a holy priest. He also heals at an abnormally fast speed. If Morgak is injured but not killed (this includes maiming) his injuries will have healed by the end of a twenty four hour period.</td> <td>None</td> </tr> </table>	SKILLS	SPELLS	Morgak is immune to damage from any weapon that has not been blessed by a holy priest. He also heals at an abnormally fast speed. If Morgak is injured but not killed (this includes maiming) his injuries will have healed by the end of a twenty four hour period.	None
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MOVEMENT	WEAPONS/ARMOR	EQUIPMENT	VALUABLES
Walk: 30 Run: 150 Fly: 0 Swim: 0	Stolen Chainmail armor A wicked looking double bladed axe		Ring of the Feather Blindfold of Krzak



Ogre Torturer

Description: Huge, the Ogre stands about 10 feet tall and weighs about 450 lbs and all of it bone and muscle. His cromagnon like face is capable of a wide range of emotions however anger and cruel humor are the only ones he is likely to show

History: N/A

Temperament: Loves to make things scream

Religious Beliefs: N/A

Followers: N/A

Skills: Torture things (Master)

KEY STATS	GRINNING GOBLIN	3-18	PERCENTILE	OTHER
Ogre Torturer Level: 4 HP: 45 AC: 4	STRENGTH	2.5	22	123%
	AGILITY	1.2	12	64%
	FITNESS	2	18	100%
	KNOWLEDGE	.7	8	42%
	PERCEPTION	2	18	100%
	PERSONALITY	.3	5	24%

ATTACKING INFO	DEFENDING INFO								
No. Attacks: 2	Armor Class: 4								
<table border="0"> <thead> <tr> <th>SKILLS</th> <th>SPELLS</th> </tr> </thead> <tbody> <tr> <td>Hurt things with big objects (Skilled) The Ogre has a very acute sense of smell and is able to hunt others by smell alone. His perception value is high due to this.</td> <td>None</td> </tr> </tbody> </table>	SKILLS	SPELLS	Hurt things with big objects (Skilled) The Ogre has a very acute sense of smell and is able to hunt others by smell alone. His perception value is high due to this.	None	<table border="0"> <thead> <tr> <th>SKILLS</th> <th>SPELLS</th> </tr> </thead> <tbody> <tr> <td>None</td> <td>None</td> </tr> </tbody> </table>	SKILLS	SPELLS	None	None
SKILLS	SPELLS								
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SKILLS	SPELLS								
None	None								

MOVEMENT	WEAPONS/ARMOR	EQUIPMENT VALUABLES
Walk: 40 Run: 100 Fly: 0 Swim: 0	Ragged clothes and various implements of torture. Hot Pokers Knives etc	



Old Cled

Description: Old Cled appears ancient compared to the rest of the village. His face is weather beaten and worn but not unkindly and he wears his hair pulled back in a ponytail to prevent it from getting in the way when he hunts.

Temperament: Gruff on the exterior but he has a core as unmovable as the earth on which he travels.

Skills: Hunting (Master)
Tracking (Skilled)
Cooking (Skilled)
Wilderness Survival (Skilled)

KEY STATS	GRINNING GOBLIN	3 - 18	PERCENTILE	OTHER
Human Hunter Level: 5 HP: 16 AC: 0	STRENGTH	.8	9	46%
	AGILITY	1	11	55%
	FITNESS	1.4	14	73%
	KNOWLEDGE	1.3	13	69%
	PERCEPTION	1.4	14	73%
	PERSONALITY	.9	10	51%

ATTACKING INFO		DEFENDING INFO	
No. Attacks: 2		Armor Class: 0	
SKILLS	SPELLS	SKILLS	SPELLS
None	None	None	None

MOVEMENT	WEAPONS/ARMOR	EQUIPMENT	VALUABLES
Walk: 18' Run: 70' Fly: n/a Swim: n/a		Hunting Gear (rope Knives etc.)	



Rats, Large

Description: Measuring about one foot long without tail, these rats are mean and vicious.

History: N/A

Temperament: Nasty

Religious Beliefs: N/A

Followers: N/A

KEY STATS	GRINNING GOBLIN	3 - 18	PERCENTILE	OTHER
Rat	STRENGTH	.2	5	19%
Rat	AGILITY	.7	8	42%
Level: 1	FITNESS	1	11	55%
HP: 3	KNOWLEDGE	.2	5	19%
AC: 1	PERCEPTION	1	11	55%
	PERSONALITY	.2	5	19%

ATTACKING INFO	DEFENDING INFO												
No. Attacks: 1	Armor Class: 1												
<table border="0"> <thead> <tr> <th>SKILLS</th> <th>SPELLS</th> </tr> </thead> <tbody> <tr> <td>Eat things (Master)</td> <td>None</td> </tr> <tr> <td>Attack Things (Skilled)</td> <td></td> </tr> <tr> <td>Disease: anyone bitten by the rat has a 65% chance of contracting a disease of the Game masters choosing.</td> <td></td> </tr> </tbody> </table>	SKILLS	SPELLS	Eat things (Master)	None	Attack Things (Skilled)		Disease: anyone bitten by the rat has a 65% chance of contracting a disease of the Game masters choosing.		<table border="0"> <thead> <tr> <th>SKILLS</th> <th>SPELLS</th> </tr> </thead> <tbody> <tr> <td>None</td> <td>None</td> </tr> </tbody> </table>	SKILLS	SPELLS	None	None
SKILLS	SPELLS												
Eat things (Master)	None												
Attack Things (Skilled)													
Disease: anyone bitten by the rat has a 65% chance of contracting a disease of the Game masters choosing.													
SKILLS	SPELLS												
None	None												

MOVEMENT	WEAPONS/ARMOR	EQUIPMENT	VALUABLES
Walk: 6 Run: 25 Fly: 0 Swim: 0		N/A	

Typical Villager

Description: A wide range of appearances

History: N/A

Temperament: Various

Religious Beliefs: Various

Followers: none

Skills: Professional Skill (Skilled)

One or two others at moderate levels (Gamemaster's choice)



KEY STATS	GRINNING GOBLIN	3-18	PERCENTILE	OTHER
Human				
Various				
Level: 1				
HP: 5				
AC: 1				
STRENGTH	1	11	55%	
AGILITY	1	11	55%	
FITNESS	1	11	55%	
KNOWLEDGE	1	11	55%	
PERCEPTION	1	11	55%	
PERSONALITY	1	11	55%	

ATTACKING INFO	DEFENDING INFO
No. Attacks: 1	Armor Class: 1
SKILLS	SKILLS
1-Handed Weapon (Novice)	None
SPELLS	SPELLS
None	None

MOVEMENT	WEAPONS/ARMOR	EQUIPMENT	VALUABLES
Walk: 30 Run: 150 Fly: 0 Swim: 0	maybe a small knife	The clothes on their back	

ENCHANTED ITEMS

Ring of the Feather

Legendary Powers: Anyone wearing the Ring of the Feather gains the ability to levitate up or down at the rate of one foot per second. The wearer may also move horizontally at a normal walking pace. The effects of the ring will last for as long as the wearer is able to concentrate on the ring, distractions such as combat require a concentration check to see if the possessor can retain his concentration. Any attempt to use the ring to halt a fall also requires a

concentration check for the wearer to activate the ring before he reaches the end of his fall. If the wearer is successful, his fall will halt immediately and he may use the ring as normal.

History: The ring appears as plain band of silver with the image of several birds' feathers etched along the outside of it.

Last Known Location: On the finger of Morgak the White.

Blindfold of Krzak

Legendary Powers: When someone puts on the Blindfold of Krzak it becomes immediately obvious of the items first property, that of rendering the wearer translucent. While the wearer is not totally invisible it becomes very difficult for an observer to see the wearer unless the wearer is moving. If the wearer is on the move he appears as a warped translucent version of himself. game turns anyone trying to spot the wearer would have a modifier applied to his attempt, making it very difficult to spot the wearer, at night time this attempt would become virtually impossible. Another ability bestowed upon the wearer is the ability to see invisible and

translucent creatures or people (this includes natural or magical invisibility)

History: The blindfold is a long strip of hide from a Night Haunter; a semi invisible creature that stalks the night while it hunts its prey. The blindfold is translucent and can be seen through when worn, it takes about a month of curing and enchanting to create one of these items. However the process has been lost for several centuries now, if someone were to rediscover the steps required to make one of these items they would surely make a fortune in the process.

Last Known Location: In the possession of Morgak the White

The staff of B'loth

Legendary Powers: The staff allows the wielder to control the actions of all mundane creatures in sight. These creatures will do whatever the wielder commands including self sacrifice. The wielder may also alter the weather in the immediate vicinity once per day. These abilities may only used by someone who has received the staff as a gift.

History: The staff was created at the same time that B'loth came into being and should he ever die the staff will disappear along with him.

Last Known Location: In the possession of B'loth in the Valley of Thron



MAPS

Map #1

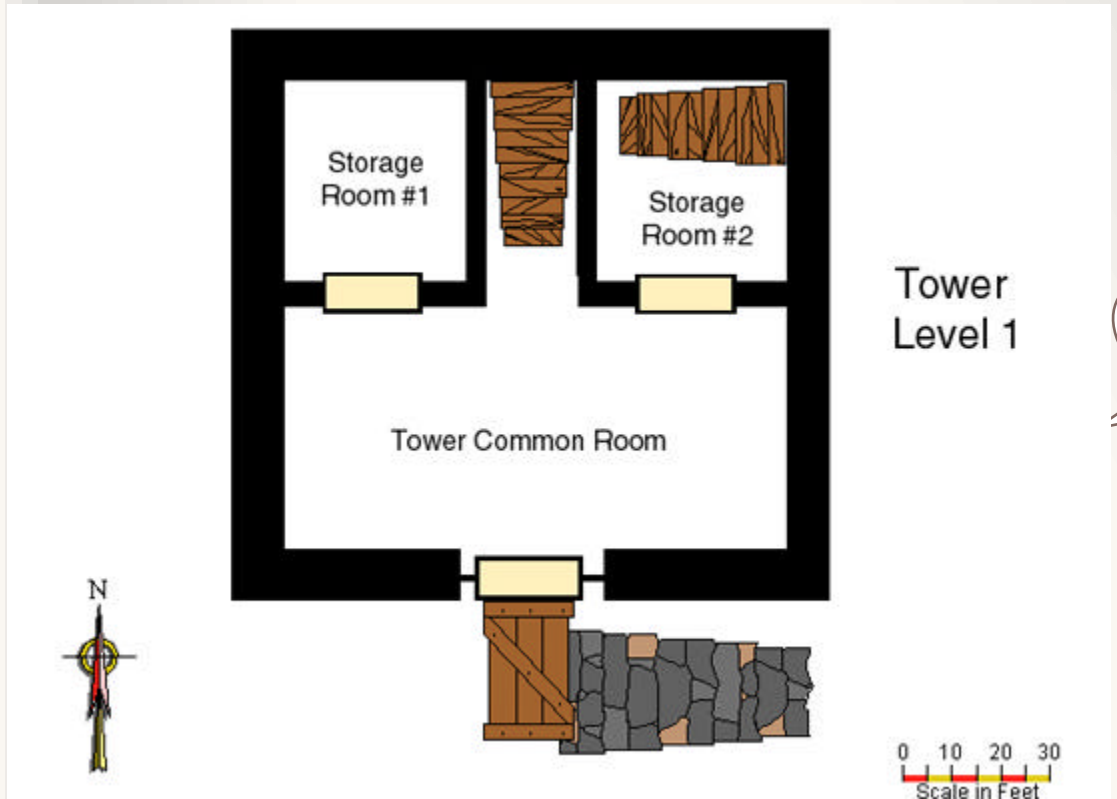


Tallow Falls

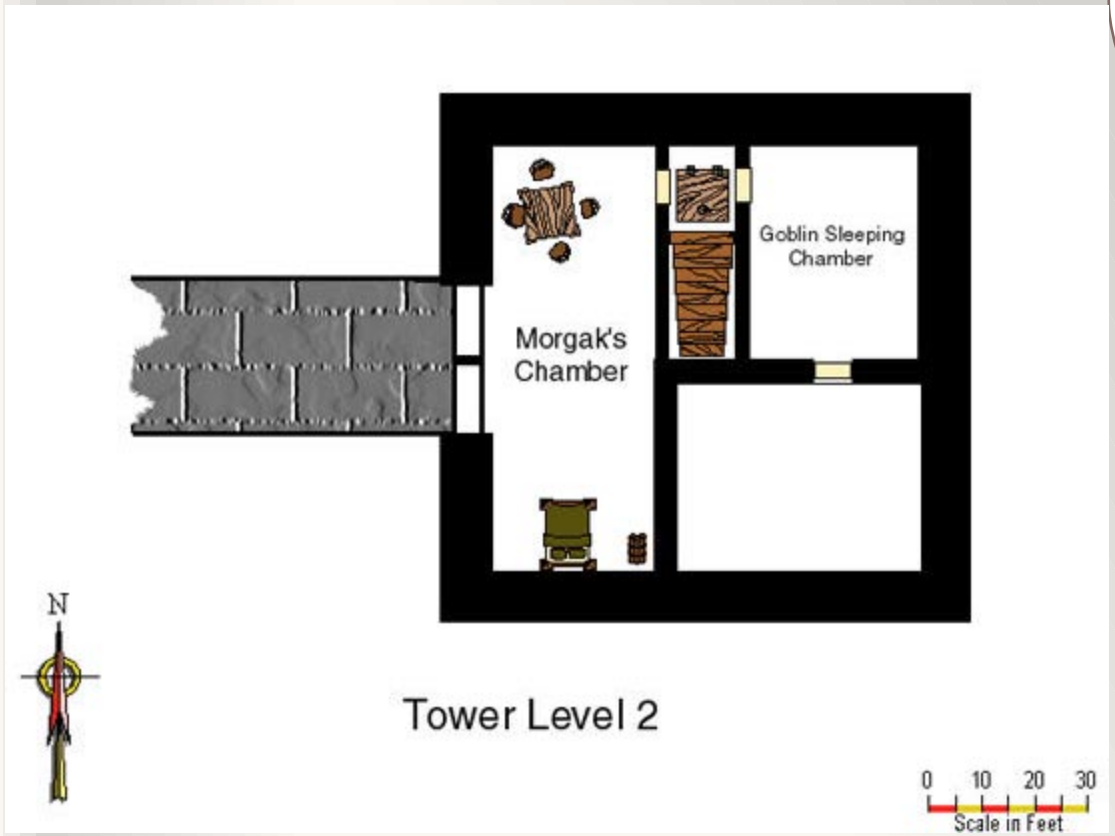
Map #2



Map #3

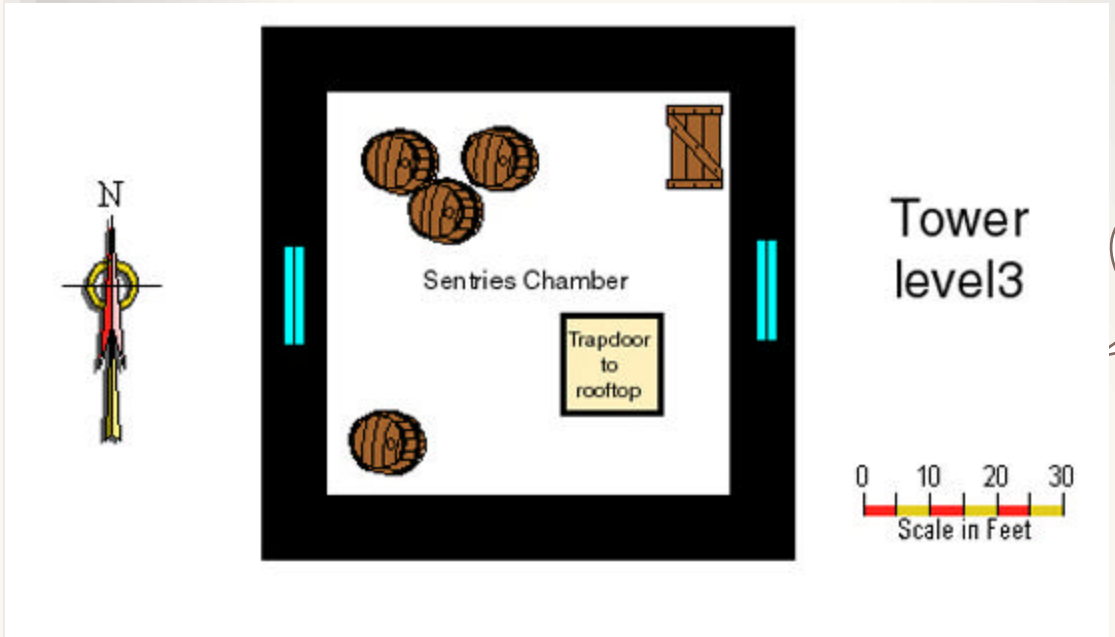


Map #4



Tower Level 2

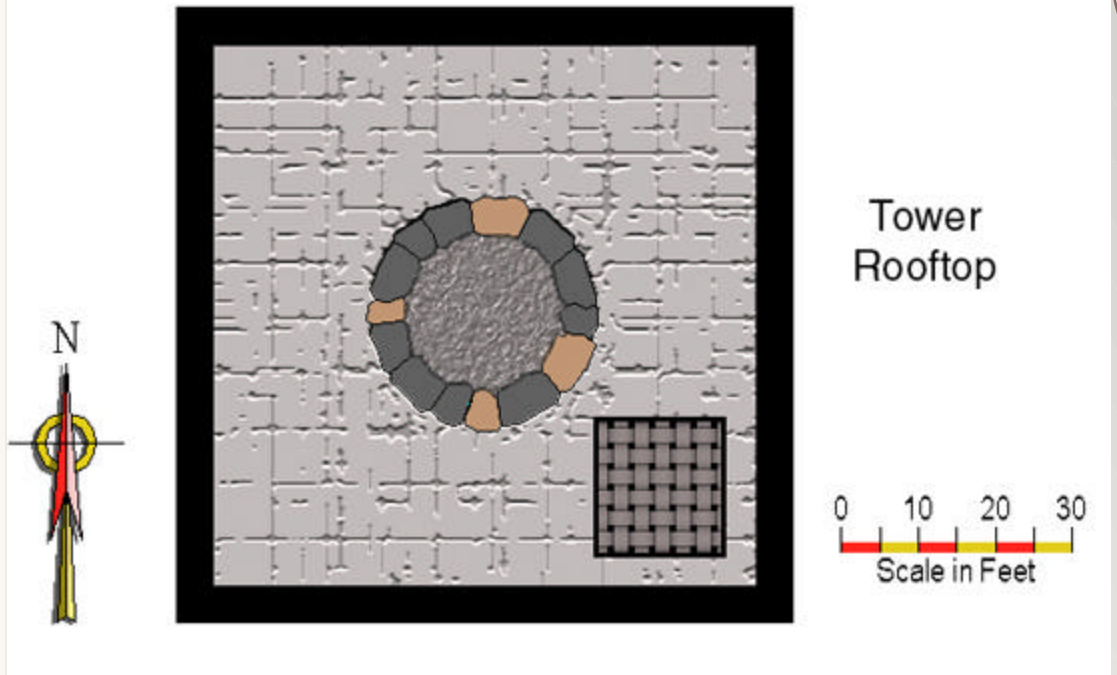
Map #5



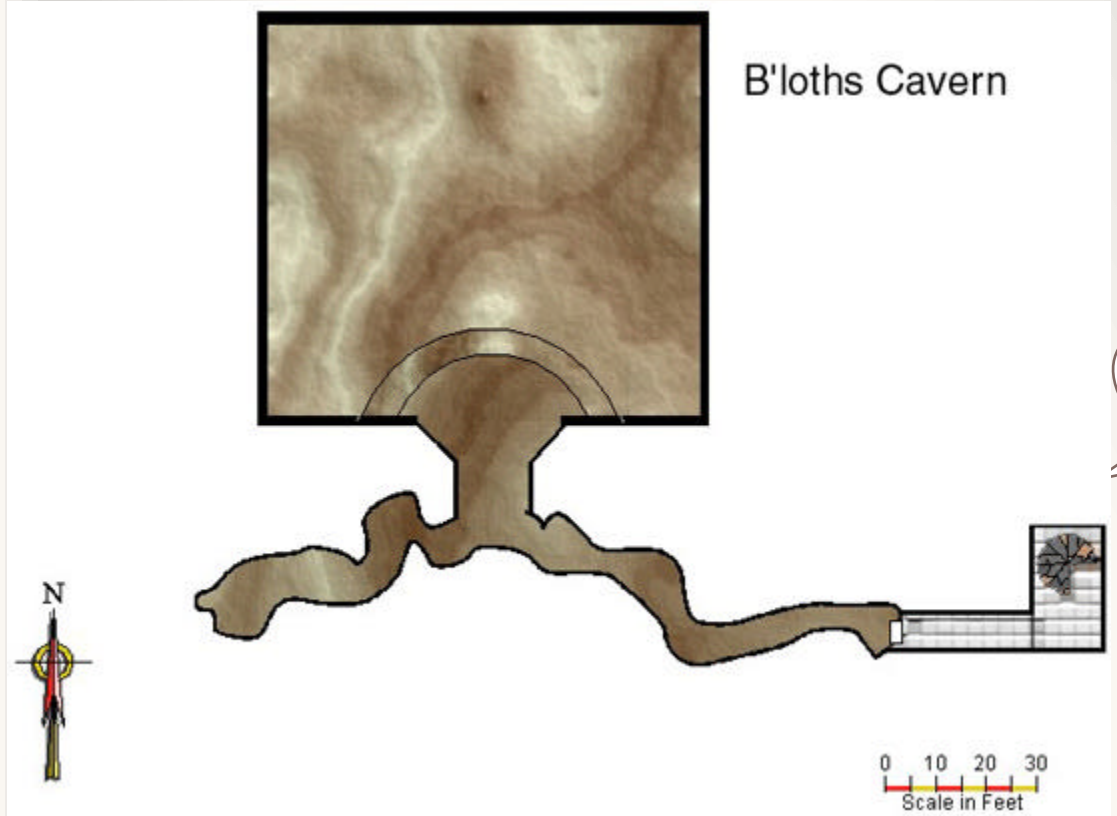
Tower level3



Map #6



Map #7



PLAYER HANDOUTS

Handout #1



Handout #2







Handout #5



Handout #6



<http://www.grinninggoblin.com>



Handout #8



Handout #9

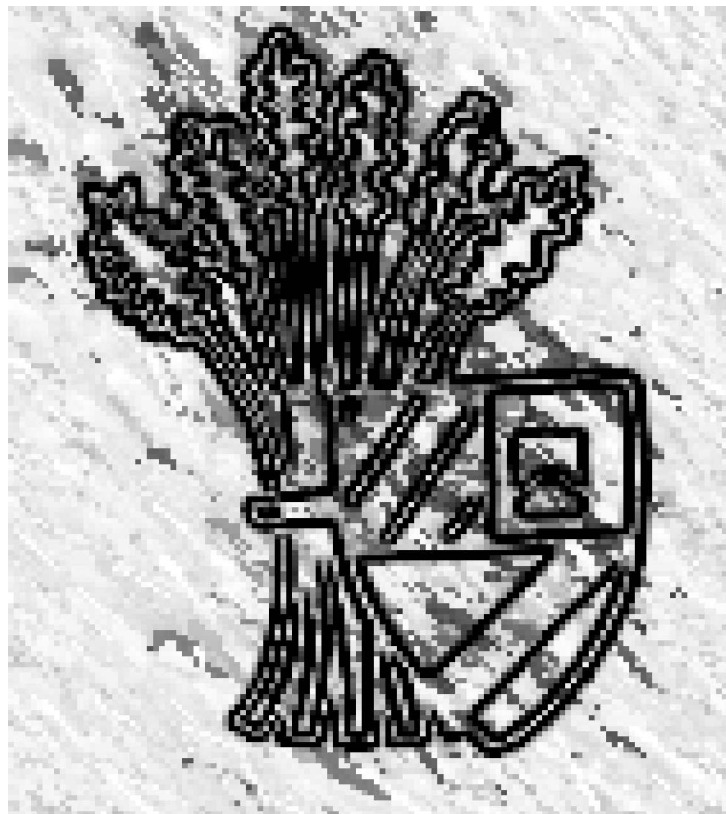


This document has been designed to provide Gamemasters with the statistics for any all Characters, and Enchanted Items presented in the Grinning Goblin Adventure, “The Secret Of Tallow Falls”.

“The Secret Of Tallow Falls” is intended for a group of 4 to 6 characters of moderate (3 to 5) level.

Gamemasters should feel free to modify the difficulty level of the adventure to suit his style of play and the experience of the adventuring party.

Limits on the availability of race and class should be decided on by the Gamemaster.



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B'Loth

Large Outsider

Hit Dice:	20D8+46 (147)
Initiative:	+12 (Dex, Improved Initiative)
Speed:	60 ft.
AC:	20 (-1 size, +8 Dex, +3 Natural)
Attacks:	2 Claws +33, Bite +27
Damage:	Claw 1D10+11, Bite 1D8+11
Face/Reach:	5ft. by 5ft./5ft.
Special Qualities:	Land Link
Saves:	Fort +15, Ref +8, Will +11
Abilities:	Str 33, Dex 26, Con 41, Int 26, Wis 33, Cha 11
Skills:	Listen +30, Spot +2
Feats:	Cleave, Great Cleave, Improved Critical (Claw) Power Attack, Sunder
Climate/Terrain:	Linked terrain
Organization:	Solitary (Unique)
Challenge Rating:	9
Treasure:	None
Alignment:	Lawful Good
Advancement Rate:	None

Notes:

Land Link: B'loth cannot be killed by any normal means; the only way to truly destroy him is to desecrate the land, which spawned him. As this area can reach massive proportions it is unlikely that anyone could permanently destroy him. If the creature is reduced to 0 Hit Points his physical body will crumble to dust only to reform after

Goblin Hunter

Small Humanoid (Goblinoid)

Hit Dice:	2D8 (9 hp)
Initiative:	+1 (Dex)
Speed:	30 ft.
AC:	14(+1 size, +1 Dex, +2 Leather armor)
Attacks:	Short sword +2 melee; or short bow +4 ranged
Damage:	Short sword 1D6-1, Bow 1D6-1
Face/Reach:	5ft. by 5ft./5ft.
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +2, Ref +1, Will +0
Abilities:	Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8
Skills:	Hide +6, Listen +3, Move Silently +4, Spot +3
Feats:	Alertness
Climate/Terrain:	Temperate, warm land, and underground
Organization:	Pack 1-15, Host 2-200
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement Rate:	By character class

Large Rats

Small Animal

Hit Dice:	1/2D8 (3 hp)
Initiative:	0
Speed:	15 ft.
AC:	12 (+2 leather)
Attacks:	Bite +3 melee
Damage:	Bite 1d4-2
Face/Reach:	2.5ft. by 2.5ft./2.5ft.
Special Qualities:	Disease Carriers
Saves:	Fort +4, Ref +2, Will +1
Abilities:	Str 5, Dex 15, Con 11, Int 5, Wis 11, Cha 5
Skills:	Climb +3, Listen +5, Spot +4, Hide+5
Feats:	Weapon Finesse (bite)
Climate/Terrain:	Any land or underground
Organization:	Swarms (10-100)
Challenge Rating:	1.5
Treasure:	None
Alignment:	Neutral
Advancement Rate:	None

Master Meridd

Halfling Innkeeper

Hit Dice:	3D4 (5 hp)
Initiative:	0
Speed:	20 ft.
AC:	11 (+1 size)
Attacks:	Fist +1 melee
Damage:	Fist 1D2-1
Face/Reach:	5ft. by 5ft./5ft.
Special Qualities:	Halfling Traits
Saves:	Fort +1, Ref +1, Will +1
Abilities:	Str 8, Dex 11, Con 8, Int 12, Wis 12, Cha 14
Skills:	Climb +0, Hide +5, Jump +0, Listen +3, Move silently +4
Feats:	None
Climate/Terrain:	Any land or underground
Organization:	Unique
Challenge Rating:	1
Treasure:	None
Alignment:	Neutral Good

Morgak the white

Large Goblinoid

Hit Dice:	7D10 (54 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	30 ft.
AC:	16 (-1 size, +2 Dex, +5 Armor)
Attacks:	Great axe +14/9 melee
Damage:	Great axe 1D12+8
Face/Reach:	5ft. by 5ft./5ft.
Special Qualities:	Goblin Traits, Damage reduction10/Holy, Regeneration 4
Saves:	Fort +9, Ref +4, Will +4
Abilities:	Str 18, Dex 15, Con1 8, Int 15, Wis 14, Cha 11
Skills:	As goblin hunter +5, Knowledge (Tactics) +10
Feats:	Exotic Weapon (Greataxe), Weapon focus (Greataxe), Improved initiative, Power attack, Weapon Specialization (Greataxe), Cleave Point-Blank shot
Climate/Terrain:	Any land or underground
Organization:	Unique
Challenge Rating:	4
Treasure:	Ring of the Feather, Blindfold of Krzak
Alignment:	Neutral Evil
Advancement Rate:	By Class

Ogre Torturer

Large Giant

Hit Dice:	4D8+8 (26 hp)
Initiative:	-1 Dex
Speed:	30 ft.
AC:	16 (-1 size, -1 Dex, +5 natural, +3 hide)
Attacks:	Huge greatclub +8 melee
Damage:	Huge greatclub 2D6+7
Face/Reach:	5ft. by 5ft./5ft.
Special Qualities:	None
Saves:	Fort +6, Ref +0, Will +1
Abilities:	Str 21, Dex 8, Con15, Int 6, Wis 10, Cha 7
Skills:	Climb +4, Listen +2, Spot +2, Torture things +5
Feats:	Weapon focus (Greatclub)
Climate/Terrain:	Any land or underground
Organization:	Solitary
Challenge Rating:	2
Treasure:	Standard
Alignment:	Chaotic Evil
Advancement Rate:	By Class

Old Cled

Human Hunter

Hit Dice:	5D6 (16 hp)
Initiative:	0
Speed:	30 ft.
AC:	12 (+2 leather)
Attacks:	Knife +3 melee
Damage:	Knife 1d4-1
Face/Reach:	5ft. by 5ft./5ft.
Special Qualities:	None
Saves:	Fort +3, Ref +1, Will +6
Abilities:	Str 9, Dex 11, Con14, Int 13, Wis 14, Cha 10
Skills:	Climb +3, Listen +5, Spot +4, , Hide+5
Feats:	Tracking
Climate/Terrain:	Any land or underground
Organization:	Unique
Challenge Rating:	1
Treasure:	Standard
Alignment:	Neutral Good
Advancement Rate:	By Class

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