



Foray to Filmarion Wood

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NEW BIG DRAGON
GAMES UNLIMITED

For Characters Levels 6-9

Background (for the DM)

The farmers of Talysdour Hamlet are exasperated. For months, their farmlands have been ravaged and their crops eaten by what they believe to be giant burrowing rodents of some sort. Whatever is digging under their fields and eating their crops is also finding its way into the hamlet's homes and stealing the residents' prized possessions (see **Local Rumors**). In truth, the culprits are a small tribe of dirt giants living in a burrow located in nearby Filmarion Wood.

A few weeks after the problem began, the hamlet sent the three strongest men of the area (the Bellion brothers) to investigate. No word has come of them since.

The hamlet then offered a reward to any adventure who could resolve the issue. The only taker was a fighter of moderate renown named Anroth the Stalwart. The man set out two weeks ago, but the village has heard nothing from him. The troubles, however, have continued.

Though the hamlet is far from well off, they have scrounged up 753 gold pieces to offer as a reward, and agreed to allow any adventurers accepting their quest to keep any of their stolen "prized possessions" which they promise includes several magic items. They just want the nuisance gone.

Local Rumors

Roll 1d12 per local encountered to determine which rumor that local has heard. Once a rumor from 1-7 has been heard (by the PCs) ignore that result on subsequent rolls and use the result of 8-12.

1. It's giant shrews. I seen 'em. They ate my cabbage and stole my magic sword!
2. It's giant ferrets. I seen 'em. They ate my melons and stole my wife's necklace. Both heirlooms!
3. It's giant rats. I seen 'em. They ate my leeks and stole my grandfather's sword! I sure miss those leeks, but that sword was cursed. Good riddance.
4. It's giant rats. I seen 'em. They ate my artichokes. And worse still... they are wererats. Just like my uncle.
5. It's giant rabbits. Great big sort. With nasty, big, pointy teeth!
6. Aww... they're all crazy. There ain't no giant- HEY! Where did my potatoes go?
7. I bet them harpies ate the Bellion boys. There's harpies in them woods. Bet you didn't know that.

8-12. Too busy with/worried about getting fence built to bother with to PCs.

Wandering Monsters

The following table is a list of suggested Wandering Monsters for Filmarion Wood, particularly in the area around the dirt giant lair. This list may be adjusted at the DM's discretion, but it is suggested that the **Local Rumors** also be adjusted accordingly (e.g., the wererats and harpies relate to rumors 4 and 7, respectively).

Wandering Monsters: Forest Area Near Dirt Giant Lair

Check every 3 turns.

1. 1d3 pilferers (7th-level thieves)
2. 2d6 giant oil beetles
3. 1d6 giant boar
4. 2d8 wererats
5. 1d3 giant hawks
6. 1d2 devil swine
7. 1d4 oil beetles
8. 1d6 harpies

Area Around Dirt Giant Lair

Filmarion wood is not particularly fantastic or spectacular as forests go, but is nonetheless idyllic. The long branches of the elder oaks take the soft hands of the younger trees, almost appearing as if they are pulling them skyward. Streams of sunlight splinter through the foliage and scatter over the soft ground where patches of long grass dance with wildflowers.

Anroth the Stalwart's Traps

In the area directly around the holes that enter the dirt giants' lair, several rope traps have been laid by Anroth the Stalwart. Since Anroth made no mention of traps to the people of the Hamlet, no warning of their presence should be given to the PCs.

These simple rope traps will snare the ankle of the victim and suspend that victim upside down from the nearest tree (to the indicated trap on the map). Cutting down an ensnared victim will take 1 round, assuming the rope (from which the victim hangs) can be reached (approximately 20' from the ground).

These traps are indicated on the map for the **Area Around Dirt Giant Lair in Filmarion Wood** using a "do not enter" symbol accompanied by a superscript number (e.g., ⚠⁵). The superscript number represents the chance in 10 (e.g., 5=50% chance) of one of the PCs detecting that trap (without actively searching them out). Once aware of

the presence of traps, or if actively searching for them, parties with thieves, rangers, or halflings in their number receive a cumulative bonus of 10% per "qualifying" character, in addition to an overall bonus of 10% for the party. Party movement while searching for traps should be adjusted accordingly.

Emerging Dirt Giants (Wandering Monsters)

For every turn the party spends in the immediate area around the lair (i.e., "on the map") there is a 1 in 6 chance that 1-2 dirt giants will emerge from one of the 2 lair entrances above numbered areas **2** or **3**. Checks for emerging dirt giants should be made in addition to any normal wandering monster encounters (as indicated in **Wandering Monsters** above).

Dirt Giant Lair

Wandering Monsters

For every turn the PCs spend inside the lair, there is a 1 in 6 chance of encountering 1-2 dirt giants.

Light Sources Inside the Lair

Once inside the lair, visibility will be greatly reduced in the shafts leading down into the lair. At the bottom of the downshafts and throughout the remainder of the dirt giant lair, there is absolutely no light whatsoever.

Though dirt giants are essentially "blind" (unable to see normal or magical lights of any type), any light source that generates heat (e.g., torches) will be "felt" by any dirt giant within range of the light source, and eliminate any chance of surprise against the "aware" dirt giants.

1. Cave-in

At one point this appears to have been an entrance and quite possibly a room of some sort. However, a cave-in seems to have destroyed whatever it was.

2. Shrine

At the end of this 50' long x 30' wide room is a weird shrine composed of miscellaneous possessions from the hamlet-folk (rakes, cloth, mirrors, etc.) In front of the shrine on all fours is a dirt giant (hp: 41) that seems to be praying until he "clicks" (see **New Monster: Dirt Giant**) and realizes that someone is behind him and it's not another dirt giant.

If the PCs spend a round searching the shrine, they will find a silver necklace (worth 200 sp).

3. Family Room #1

In this round room approximately 40' in diameter, 2 female dirt giants (hp:27,23) are each "suckling" a young dirt giant (hp:16,14)

that both must be near to adolescence judging by their size (a bit old to be breast feeding for sure, but who are you to tell a dirt giant family how to live their lives?)

If a moderate amount of noise is made in this room (e.g., a battle), then the dirt giants from encounters **4** and **5** (family rooms #2 and #3 respectively) will enter and join the defending dirt giants.

4. Family Room #2

Another family room approximately 40' in diameter, where an adult male dirt giant (hp:42), his female mate (hp:33) and their 2 young (hp:25,23) are sleeping (unless awoken by noise from area **2** or engaged by the PCs).

5. Family Room #3

Another family room approximately 40' in diameter, where an adult male dirt giant (hp:42) shows his youngest (hp:8) how to burrow, by digging a hole in the middle of the room. His female mate (hp:33) and his other 2 young (hp:28,26) watch in amusement (unless distracted by noise from area **2** or engaged by the PCs).

6. Food Stores

Piled high in this 80' long x 60' wide room are the fruits and vegetables stolen from the farmers of the hamlet. Atop the pile is a naked human (Anroth the Stalwart, see **NPCs**), coiled in a cocoon of rope and piece of cloth stuffed in his mouth to keep him from talking. Sitting in front of the heap, staring forward with looks of utter boredom in their eyes are 3 dirt giants (hp: 49,40,39).

If released, Anroth will waste time introducing himself and tossing out his credentials (many of which sound made up) before offering up any useful knowledge to the PCs.

The gist of Anroth's story revolves around his setting of the traps with his three men when they were ambushed. He sacrificed himself so his men could escape. Though Anroth is quite handsome and charismatic, he also has an aura of "shmarmy" about him. He sounds like he's trying to convince himself that this is what happened. He probably got caught in his own trap.

The giants stripped him of his belongings—a crossbow, chain mail, a magic ring and a wand of trap detection—before throwing him on the "food pile." Though he doesn't understand the dirt giants' clicking or grunting, he definitely knows when he's being sized up for dinner.

7. Chieftain's Chamber

This 90' long x 60' wide room slopes steeply upward about 30'.

It appears there is a pecking order among the dirt giants and at the top of the chain is the chieftain (hp:61). He's popping open melons like grapes, sucking out the insides, and tossing the rinds aside where 4 dirt giant sycophants (hp:48,40,39,30) fight for the rinds and gobble down whatever they can before another of them tries to grab it away.

At the far end of the room is the horde the dirt giants have accumulated, including: a jeweled gold arm band (1300 gp), a delicate woven gold bracelet (300 gp), a brooch (200 gp), a bloodstone (100 gp), a tiger eye agate (500 gp), a banded agate (7 gp), a piece of azurite (70 gp), a cut glass decanter (400 gp) containing a **potion of climbing**, a **-1 sword** (cursed), and a **+1 sword** that *detects evil* in a 10' radius, as well as all of Anroth's possessions: a **+1 crossbow**, **+1 chain mail**, a **+1 ring of protection**, and a **wand of detecting traps** (7 charges).

Should Anroth die, his possessions are obviously up for the taking. But should he survive, he will not be willing to part with them, whether or not you saved him from becoming a dirt giant's meal. If pressed, he will offer up a map he's obtained that supposedly leads to a hidden horde of treasure. But knowing this shyster, it's just as likely a map to a harpy nest.

Monster Stats

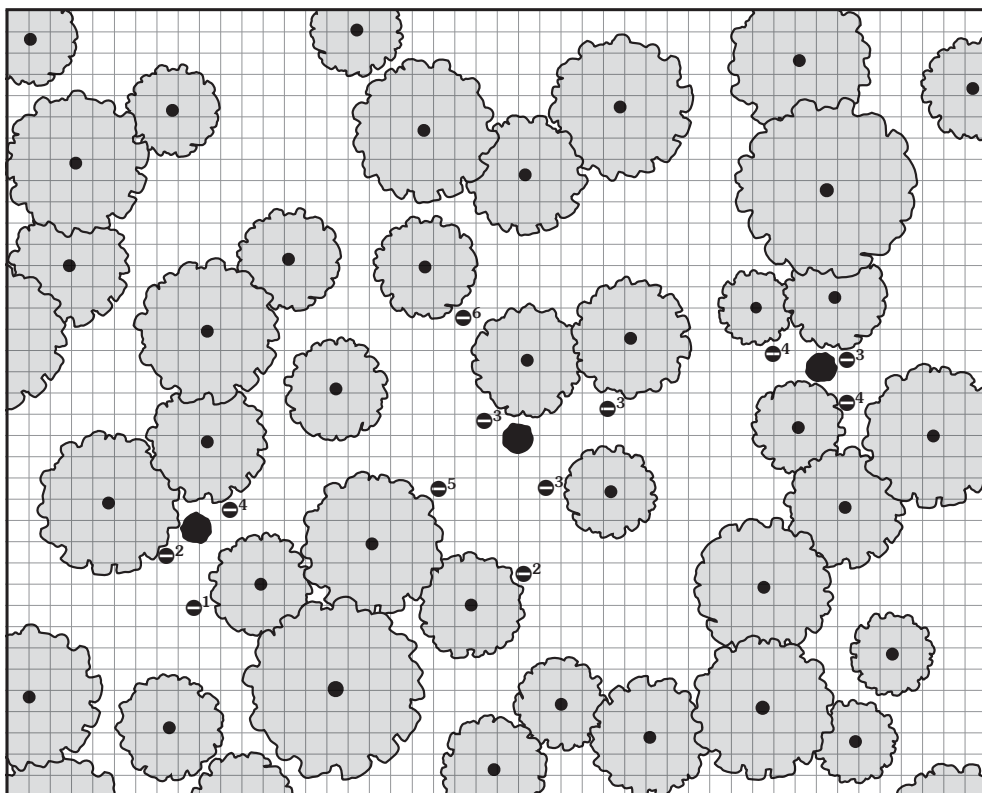
Beetles, Giant Oil: HD:2; AC:4; AT:1 bite (1d6) + 1 special; M:120'(40'); ST:F/1; squirts oil: on successful "to hit" roll causes victim to attack at -2 until cured.

Boar, Wild: HD:3; AC:7; AT:1 tusk (2d4); M:150'(50'); ST:F/2.

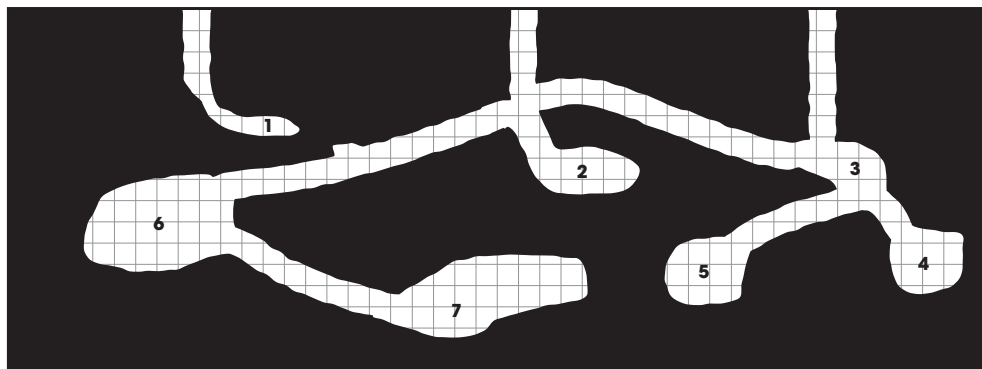
Devil Swine: HD:9; AC:3(9); AT:1 gore (2d6) or 1 weapon (1d8); M:180'(60') [lycan.] or 120'(40') [human]; ST:F/9; *charm person* (3x/24 hrs., saves against at -2, charmed victim unable to use spells or magical devices).

Giant, Dirt (Adult Female): HD:6+4; AC:3; #AT:2 hand gouges (1d6 ea.); M:90'(30')//M:150'(50'); ST:F/6; not affected by light; burrowing (2nd movement rating).

Giant, Dirt (Adult Male): HD:8+6; AC:2; #AT:2 hand gouges (1d6+2 ea.); M:90'(30')//M:150'(50'); ST:F/8; not affected by light; burrowing (2nd movement rating).



AREA AROUND DIRT GIANT LAIR IN FILMARION WOOD



SIDE VIEW OF DIRT GIANT BURROWS

Giant, Dirt (Chieftain): HD:9+7; AC:1; #AT:2 hand gouges (1d6+3 ea.); M:90'(30')//M:150'(50'); ST:F/8; not affected by light; burrowing (2nd movement rating).

Giant, Dirt (Young): HD:4; AC:4; #AT:2 hand gouges (1d4 ea.); M:60'(20')//M:120'(40'); ST:F/8; not affected by light; burrowing (2nd movement rating).

Harpy: HD:3; AC:7; AT:1 claws (1d4 ea.)/1 weapon (1d6) + special; M:60'(20')/150'(50'); ST:F/3; singing (charms all hearing unless save is made, draws victims in); +2 on all saving throws.

Hawk, Giant: HD:3+3; AC:6; AT:1 (1d6); M://450'(150'); ST:F/2; does double damage on first attack if surprising.

Pilferer (7th-level thief): HD:9(d4); AC:5; AT:1 weapon (1d8+1); M:120'(40'); ST:T/9; **+1 leather armor, +1 shield, +1 sword;** 50% chance of additional magic item (other than armor or weapon).

Rat, Giant: HD:1d4; AC:7; #AT:1 bite (1d3 + disease); M:120'(40')//60'(20'); ST:F/1.

Wererat (Lycanthrope): HD:3; AC:7(9); AT:1 bite (1d4) or 1 weapon (1d6); M:120'(40'); ST:F/3; surprise on 1-4 (on 1d6); summon 1d6 giant rats.

NPCs

Anroth the Stalwart (6th-level fighter): S:13; I:8; W:9; D:11; C:11; CH:15; HP:39(30); AC:3(9); #AT:1; D: by weapon, M:120'(40'); AL: (true) neutral; ST:F/6; MI: **+1 cross-bow, +1 chain mail, +1 ring of protection, wand of detecting traps** (7 charges); Anroth makes all attacks at -2; AC and HP in parentheses represent Anroth's stats when encountered nude in area 6.

Anroth could probably sell a mirror to a medusa, but he is careless and has no common sense. Every chance he gets, he'll repeat his personal motto, "You are the master of every situation."

New Monster

Dirt Giant

HD:8+6; AC:2; #AT:2 hand gouges (1d6+2 ea.); M:90'(30')//M:150'(50'); ST:F/8.

Dirt giants dwell in underground burrows and lairs found in almost any type of locale or climate. These burrows are often of the dirt giant's own construction, created with the aid of its powerful, oversized hands and talon-like fingers (burrowing movement appears as second "move" indication above).

In combat, the gouge of each of a dirt giant's hands does 1d6+2 points of damage (per hand) on a successful "to hit" roll.

From years of living underground, dirt giants have lost the use of normal eyesight, but have developed the ability to "see" in darkness through a type of "radar" that is accomplished with the aid of "clicking" sounds from their mouths. In turn, dirt giants are unaffected by light (e.g., flashing blindness attacks or visual illusions), but are essentially "blinded" in the presence of any type of silencing spell or effect (disabling the use of their clicking). Under the effects of this blindness, a dirt giant has an effective Armor Class of 6 and suffers a -4 penalty on "to hit" rolls.

Description: Dirt giants have calloused light to medium brown skin, wiry brown hair, and eyes that always appear to be squinting. They are 13' from head to toe, but usually scurry around on all fours (second movement rating, same as burrowing) and rarely stand upright (first movement rating), appearing "hunched" when they do. Their large hands feature imposing talon-like fingers and are often caked in clay and dirt. They rarely wear anything at all and are never seen holding a weapon of any sort.

