



OP30 – TOTEM TROUBLES

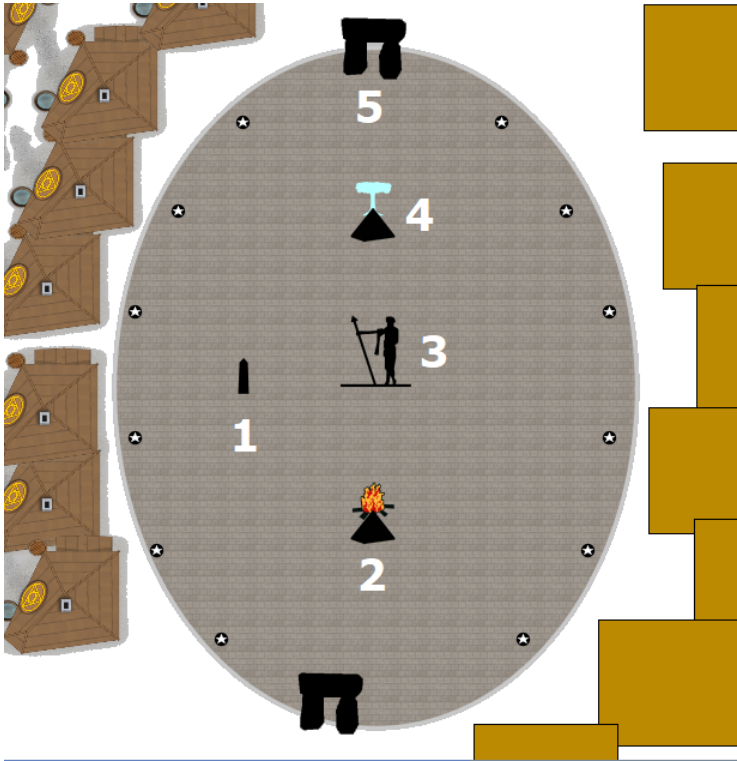
An Adventure in Filbar™

Your time in Anu has been safe but boring and your group is looking to get out and begin your careers as fresh faced delvers. A crowd has begun to gather in the public area and your curiosity gets the best of you...

A scenario for 4, 1st level PCs and a DM

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Player's Info: The day begins anew in the big city of Anu and a crowd is gathering in the central plaza. Curious, you and your associates head that way and notice a cart is the point of interest. Straining in the middle of the crowd. A man in wizard robes stands atop his cart, waves his hands and a large totem rises off the cart and lands upright on the cobblestones with a loud crash. The crowd surges forward to examine the large, wooden tower filled with carved images of monsters. The wizard begins to regale the party with the recovery of the totem and has the citizens enthralled with his recitation when a child screams. The totem shudders and the four sections of the tower break apart causing their "monster images" to animate and attack the throng!

DM Info: This short scenario was created for a quartet of first level PCs in an urban setting. The wizard lost his party but recovered a cursed totem that he and his group were looking for. Unbeknownst to the wizard, the item is cursed and the four visages on the foreign post have sprang to life! As the citizens flee for their lives, the PCs will have to quell the disturbance as the city guard is nowhere in sight. As the creatures emerge from their wooden prison, The Griffon adorning the top of the post will animate and grab the wizard carrying him up into the sky before dropping him to his death on the cobblestones below. The creature will then descend for a drink of water at the fountain where the PCs will have to deal with it.

The party will be caught up in the middle of the crowd but be close enough to observe that there are four main "creatures" that make up the totem. The Griffon is at the top, a large goblin will be below that followed by a large panther creature with a small automaton cradled in the large feline's paw. Each of these creatures will animate and separate to create chaos across the plaza.

1. **Goblin Boss** – Stunned by the witnessed event, you and your cohorts watch as a very large Goblin jumps into the crowd and begins to attack the innocent citizens as people run in every direction. Your chance to shine is upon you and you race in to fight this civic menace. Each PC will need to DC12 vs. Dexterity initially other fight at disadvantage in this encounter. There are many citizens in the area possibly making it difficult for the PCs to attack. **Goblin Boss** AC17 HP22 D +4 1d6 +2 Scimitar (x2 but 2nd is at disadvantage) 0/+2/0/0/-1/0 No treasure
2. **Giant Panther (Tiger)** – Smiles cross your face as several citizens thank you profusely for saving them. The accolades are short lived as screams are heard by a monument tipped with a ceremonial flame. The scattering crowd parts and gives you a view of an enormous panther slashing open the chest of a guard causing him to drop to the ground and rolls under the monument. This creature will attempt to assault the covered guard to no avail and give the PCs advantage on the initiative roll. **Giant Panther** AC12 HP40 D +5 1d10 +3 bite & 1d8 +3 claw, pounce is not present in this case +3/+2/+2/-4/+1/-1 The creature turns back to wood upon death.
3. **Magma Mephit** – With the panther down, you notice a cadre of guards have their hands full near the center of the plaza. The small, childlike creature has turned into a reddish orange imp-like creature. You rush forward as the creature expels fire from its mouth and it ignites one guard and two civilians! **Magma Mephit** AC11 HP24 D +3 1d4 +1 & 1d4 fire damage or Fire Breath DC11 vs. Dexterity save for half of 2d6. Creature explodes when killed for same save -1/+1/+1/-2/0/0 no treasure
4. **Griffon** – Nursing your wounds from the previous encounter is interrupted as a bloody limb skitters across the cobblestones. Looking north you spot the cause. The Griffon that adorned the top of the strange totem has torn a citizen in half and is now drinking from a fountain. As you move forward it spots you and glares intently at you. A loud screech fills the air causing the remaining citizens to cower in fear. **Griffon** AC12 HP55 D +6 1d8 +4 Beak & 2d6 +4 Claws +4/+2/+3/-4/+1/-1 creature turns into wooden shards upon death
5. **Wizard's Body** – The din of battle subsides and additional guards pour into the cobblestone park and begin to render aid to the injured. You gather your compatriots and investigate the mangled body of the wizard that initiated the problem. The blood soaked robe holds the smashed remains of the slender man. Tattered pages blow across the plaza but you stomp your foot down on one page that turns out to be a spell (random). A broken coin purse holds 55gp and a parchment under the body is torn but has "Hochman's Totem" that is still legible.