

Beavers Dam



Sample HARP Adventure

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BACKGROUND/OVERVIEW

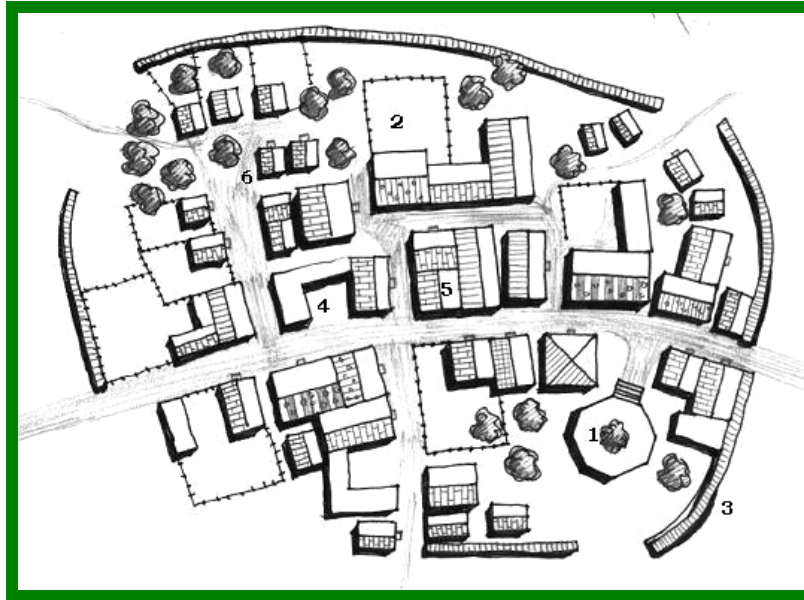
The village of Sirtathar is at the base of some mountainous terrain. There is a swift stream which originates from the mountain that provides water for all. About a week ago, the stream ran dry! A scouting party was sent part ways into the hills to investigate. They found that the stream had been dammed up. As they were investigating, the patrol was ambushed and slain by some very ferocious Giant Beavers and a Party of Men.

A note was found in the Village Inn which stated that unless 5,000 pieces of gold are delivered to the Beavers dam with in 3 days, that instead of just commanding giant beavers to dam the water supply, that wolves will be commanded to attack the Village! It was signed Radric the Beast Master.

In actuality, the clever group of scoundrels are being led by a self-professed beast master (a clever Fighter/Rogue and a conman who had stolen a ring of beast control). The group has controlled a pair of giant beavers to dam up the stream that provides Sirtathar with its water. The ransom note is bluffing regarding having wolves attacking the Village, but that is irrelevant as the Villagers have decided to pay the ransom demand so as to regain their water supply and not have the Village attacked by beasts!

The Village leader did agree that it would be a good idea to send an escort (i.e. the characters) along with the ransom money in the hopes that the threat can be eliminated without losing the gold pieces. If successful, the party will be awarded a minor party goal as well as 100 gold pieces each.

VILLAGE OF SIRTATHAR



KEY TO SIRTATHAR

1. **Village Hall** – The town council meets every other day at noon
2. **Home of Pharos & Berwyn** – The village leader & his wife live here
3. **Fortification** – This is more as a deterrent than a defense
4. **Inn** – At any given time, ten people are here. This is where the ransom note was found.
5. **Barracks** – The town levy musters here as well as trains
6. **General Store** – This shop is owned by a man called Gorin. (For Commerce and Trading, Refer to www.HARPHQ.com (Web Enhancements) for Trading guidelines)

CHARACTER INVOLVEMENT POSSIBILITIES

- ☯ The party members are approached by Pharos the Village leader and offered the job of escorting the ransom money in the hopes of defeating this threat (and saving the gold!).
- ☯ While traveling toward the Village of Sirtathar from the hills, the party stumbles across the Beavers Dam. When they arrive at the Village, they hear rumors in the Tavern. One of the characters (who has a crush on the Inn keepers daughter), offers to investigate the strange affairs
- ☯ While laying over at Sirtathar between adventures, one of the party members camping out in the hills witnesses the bandits controlling the giant beavers and decides that he wants to investigate the methods involved. He reports this to the party.

THE "BAD-GUYS"

Name	LVL	INIT	BMR	ATTACKS	DB	SH	HITS	Notes
Radric	7	10	18	115 LSwd* 96 Bow	75*	Y	112	Fighter/Rogue Ring of Animal Control
Boros	5	10	14	92 LSwd * 88 Bow	50	N	80	Fighter +15 Bow
Doren	4	8	12	68 LSwd * 80 Bow	45	N	76	Fighter Ring of Arcane Bolt
Guiles	3	7	12	59 LSwd 60 Bow	40	N	65	Rogue 12 Power Points
Morth	3	8	12	59 LSwd 53 Bow	65	N	63	Rogue +10 Sword
Rensin	2	6	12	62 LSwd * 50 Bow	45	N	54	Fighter +15 Flaming Sword
Brother	3	7	14	60 LSwd 55.Bow	45	N	50	Ranger 15 Power Points
Chino	3	5	16	65 Mantis Style 60 Bow	45	N	61	Monk
Loren	2	4	8	54 LSwd 50 Bow	45	N	54	Fighter

The NPCs are staying in a small abandon cottage near by the Dam that the Beavers have built. The NPCs will also have the terrain advantage in combat as they are situated above the paths that lead up the mountains into the beavers clearing. An alert watch is set both at day and at night and an attempt will be made to ambush the group carrying the ransom gold. The Giant Beavers will viciously defend their 3 young. If Radric is within 300' of the Beavers he can control one or both Beavers into attack the group (Requires concentration)

THE GIANT BEAVERS

# ENC	LVL	INIT	BMR	ATTACKS	DB	HITS
1-2	4	12	14	70 M-Puncture	70	85 & 80

The beavers where compelled to dam up the stream, and are not normally hostile unless defending their lair, their young or controlled by Radric.

