

# The Golden Harp



## Sample HARP Adventure

By: Anthony Maletta (Jan. 2004)

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### Background:

This adventure takes place in the wooded lands of Hadrian. This is a land that would be quite reminiscent of medieval Europe

At the upcoming fair, rumor has it that a Magical Golden Harp will be auctioned off to the highest bidder. Naturally this will attract many nobles from the nearby lands as well as other unsavory folk who would rather make their fortunes at the expense of others.

### Character Involvement Possibilities:

- ☯ One of the party members wishes to learn more of the Harps Magical abilities and wants to attend the Fair prior to the auction on Midsummers eve.
- ☯ One of the party members wishes to attempt to steal this Golden Harp (with a little help from his friends)
- ☯ A Harper approaches the party offering them a job as additional assurance that the Golden Harp will make it to the auction block.
- ☯ While resting between adventures and enjoying the local fair, a group of determined bandits attack the unsuspecting revilers. The disorganized militia could sure use a hand protecting the citizens as well as protecting the Golden Harp.

### Overview of the Fair:

The fair allows the characters to engage in friendly competition (e.g. the archery and riddle contests) and win great prizes (e.g., a finely-crafted +15 short bow, the Red Book of Riddles, and livestock!)

A group of determined bandits will attack the fair to attempt to steal the Golden Harp which is being held inside a guarded shed.

### The Bandits:

	LVL	INIT	BMR	ATTACKS	DB	SH	HITS
Bandit Leader	5	10	16	69 LSwd* 88 S.Bow	60*	NO	97
Bandit #1	3	8	14	65 LSwd* 83 S.Bow	50	NO	80
Bandit #2	3	8	12	63 LSwd* 80 S.Bow	45	NO	76
Bandit #3	2	7	12	59 LSwd* 60 S.Bow	40	NO	65
Bandit #4	2	5	11	59 LSwd* 53 S.Bow	45	NO	63
Bandit #5	1	5	12	56 LSwd* 50S.Bow	45	NO	54
Bandit #6	1	4	11	60 LSwd* 55 S.Bow	45	NO	50
Bandit #7	1	4	12	45 LSwd* 60 S.Bow	45	NO	61
Bandit #8	1	4	12	54 LSwd* 50 S.Bow	45	NO	54

If the party is assisting in protecting the Golden Harp from these would be thieves, then there will be 2 extra guards. If the party is just fighting the bandits, there will be 4 additional guards for a total of 6.

**The Guards:** (2 or 6 depending upon the characters involvement)

	LVL	INIT	BMR	ATTACKS	DB	SH	HITS
Guards	3	12	14	63 L.Swd* 70 S.Swd	75*	YES	85

**The Nobles:** (from 1 to 3 nobles will mobilize to defeat bandits)

	LVL	INIT	BMR	ATTACKS	DB	SH	HITS
Nobles	5	16	15	93 L.Swd* 82 Spear	85*	YES	115

50% chance each of having 10 power points and 3 lists.

### **The Golden Harp:**

After the bandit attack is repelled, the auction will commence the following day. There will be 3 to 8 bidders. The starting bid is 5000 gold pieces. One of the bidders will get the cost up to 6000 gold pieces before acquiescing the Harp.

### **The HARPS Magical Ability:**

This Harp grants a bonus of +25 to any spells from the Harpers sphere if played while the spell is cast. This also negates any penalties from not having at least one hand free while it is being used.

In addition when scaling spells the casting time is always treated as one round regardless of the power points involved!



### **Awarding experience points:**

By either repelling the Bandit attack and or saving and or stealing the Harp, a minor party goal should certainly be awarded.