Dream of the White Hawk

The Nevermore Campaign

A Basic Fantasy Role-Playing Game Adventure
For 4 to 8 Player Characters, Levels 4 to 8

Release 2

Credits

Playtesters: Alan Jett and Mike Brantner

Introduction

Dream of the White Hawk: The Nevermore Campaign is an adventure series for the **Basic Fantasy Role-Playing Game**. The adventures herein are intended for 4 to 8 player characters, levels 4 to 8.

These adventures were all created for use in my campaign world, Nevermore, and in particular in and around the nation of Parth. Of course, you may wish to use the adventures herein with a different campaign world; there is no reason they can't be made to fit well into any Basic Fantasy RPG campaign.

> **The Flying Island:** Everyone thought it was just a story, until you saw it high above... the Flying Island. You have flown to the island to learn its secrets, and possibly to possess the fabled treasures hidden there, but your party isn't the only group interested in this mobile piece of real estate...

> **Saviare Castle:** The Lord of Saviare Castle has summoned you to perform a service for him. He has promised you great wealth if you succeed. The only problem is, everyone knows that your new patron, Albrect Sword-of-Saviare, is an ancient and powerful vampire...

> **Dungeon of the Wizard of Parth:** He was one of the most mysterious wizards ever known; no one knew where he came from, and no one knows why he disappeared. But the spirit of his wife is guiding you toward the answers... dare you follow?

> **About Nevermore:**
>
> It was 1986, and I was about to enter the Air Force. Many who presumably knew had told me that role-playing games were popular in the military, so I had every expectation that I'd be able to continue my gaming habits with a new group after arriving at my duty station. I had run games in my world of Glain, as well as a variety of more poorly-defined worlds, for several years at that point. I felt the need for a change.
>
> With the help of an artistic friend, I created a new map. I filled the map with the things I had felt were missing from those earlier games, though frankly I couldn't tell you now what was so different about Nevermore.
>
> I ran many different games during my four year tour of duty, but I have to admit that Nevermore alone left me with happy memories of adventures that went well.
>
> You can find more information about Nevermore here:
>
> http://tower.newcenturycomputers.net/nevermore/

If you might be a player in any of these adventures, **stop reading now!** *Beyond this point lies information meant only for the Game Master's eyes!*

GM's Introduction

The Dream of the White Hawk

Keeping players moving can be difficult, especially if you have a new group. Here is a means of keeping things moving without building a "railroad:"

To begin with, one player characer must acquire a certain magical medallion. This device is made of platinum, circular in shape with a hawk on it in low relief, hanging from a stout chain. It will detect as magical, but no wizard will be able to determine its function.

The player character who owns the device will begin to have dreams in which he or she watches a white hawk flying. Each dream will depict the area where the character is sleeping, but in daylight, and the hawk will be seen to fly away in a certain direction. If the player characters follow the dream guide, she will lead them to whatever adventure locale the GM desires.

This is not a railroad as such, unless the GM makes it so. The players should still be able to choose their character's actions. *It is very important not to force the players to follow the hawk.* Railroading the players is a quick way for the GM to lose their respect. Rather, this is meant to guide the characters whenever they don't know what to do next.
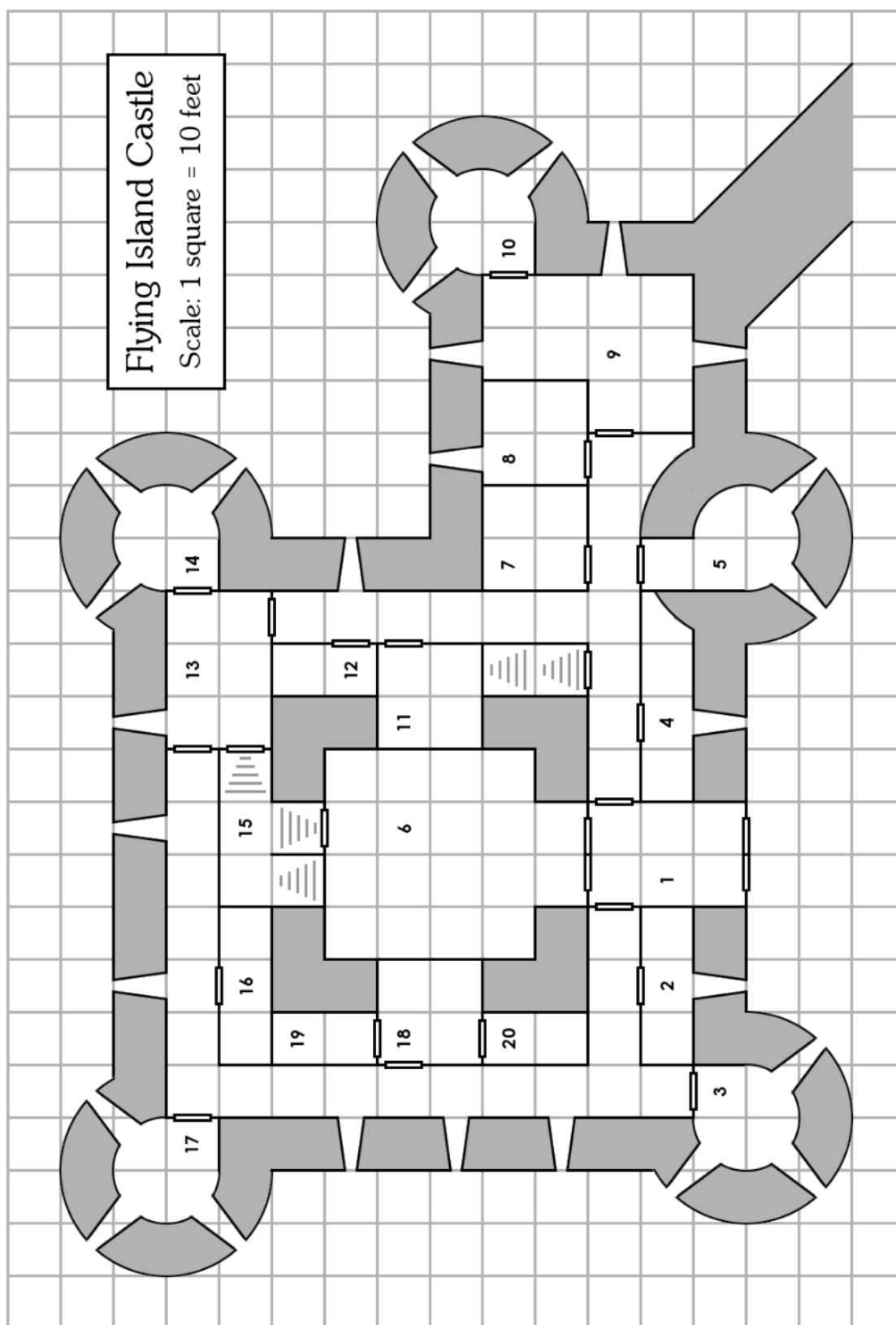
The white hawk in the dream is, in fact, the spirit of the wife of the famed Wizard of Parth, known only as the White Hawk of Parth. Her ultimate goal is to build up the player characters and then bring them to the Tower of the Wizard of Parth (the last adventure in this book).

The Flying Island

Player's Background   **GM's Information**

Monster	AC	HD	HP	THAC0	# Att	Damage	Morale
Sheep (8 Male)	7	2	10	16	1	1d4	3
Sheep (45 Female)	7	2	8	16	1	1d4	3
Sheep (11 Juvenile)	7	2	4	16	1	1d4	3
Bat (75)	8	1d2	1	20	1	1	4
Big Monster – Must replace PI critter I had to remove							
Hill Giant (Barg)	0	12 + 1d2	60	9	1	1d10+7 (2H Sword) or Rock 2d8, Range 20"	14
Hill Giant (Garg)	0	12 + 1d2	49	9	1	1d10+7 (2H Sword) or Rock 2d8, Range 20"	13
Stone Golem (2)	5 (+2 to hit)	14	60	7	1	3d8	20
Flying Cavalry (5)	5	5	49, 48, 43, 46, 36	16	3/2 or 1	1d8+4 (+2 STR, +2 Magic) or 3d6 Fireball (10' Radius, Save/Death 1/2)	14
Hippogriff (5)	5	3+3	15, 17, 13, 15, 14	17	3	1d6/1d6/1d10	14

Flying Island Castle

Scale: 1 square = 10 feet

10

9

8

7

5

14

13

12

11

4

15

6

1

16

2

19

18

20

3

17

Saviare Castle

Player's Background

In order to properly appreciate this adventure, it is important that the players know whom they are dealing with. The story below explains all. Note that, if this adventure is being used in another campaign world than Nevermore, some of the story will need to be amended.

The Tale of Albrecht, Sword of Saviare

As told by Captain Lars Larson to the Bard Allan Payne

After the Battle of Saviare, we remained in the swamp to clean up the last of the Ophidian armies. King Albrecht decided to explore the ruined Castle, for he intended to annex the swamp. Long ago Saviare Swamp was part of Parth, you know, and the Treaty of Saviare allowed the reclaiming of former holdings by the reformed nations.

Ah, what do I know of treaties, anyway? King Albrecht called for his finest soldiers, and I was honored to be among them. There were six of us: Major Kavon, Captain Zane, Leftenants Bohl and Garvon, Sergeant Lowren, and myself. With King Albrecht we descended into the dungeons beneath Castle Saviare.

Someday when you need an epic, good Bard, I'll tell you the whole story of our descent; suffice to say that we fought many creatures, some I had seen before as well as many which defied description, and had reached the seventh level underground when we found her.

It was a torture chamber, and though it was ancient and decrepit it yet held many a metal implement of suffering. One whole wall was fitted with shackles, and at one end there was a woman. She was covered in dirt and wearing tattered garments, and yet she was the most beautiful woman any of us had seen.

With mighty blows of his warhammer Captain Zane shattered the chains which secured her, and we carried her out of that room of horrors to the suite we had cleared for our camp. Leftenant Garvon was a medic, and so he saw to our guest's health. She seemed to have no major wounds, but was pale and a bit emaciated. As he was wiping the dirt from her face she awoke.

Her eyes were large, clear, and blue, and captivated us all. She said her name was Gloria, and that she had been captured by a horrid vampire which meant to consume her as it had consumed her husband Thaddeus. King Albrecht offered her rations, but she said she was too sick to eat; but she did drink some water.

We should have seen the signs, my friend, but what man could have?

Late that night, or actually early the next morning if the truth be known, I awoke suddenly. I lay there confused, wondering what woke me in the silence of the dungeon darkness. I opened my eyes slowly, and looked around, and I saw her... biting Leftenant Bohl's throat, while he leaned against the wall in a daze. Beside them lay Captain Zane, pale as a sheet and not breathing.

A Vampire! What fools we were, I thought, as I cast about the room quietly, looking over my sleeping comrades for a suitable weapon. Then I saw it... the broken handle of an axe one of us had brought. I quietly leapt to my feet, grabbed the handle in one hand and Zane's warhammer in the other, and before she saw me coming I drove the stake between her shoulder blades. I stood there panting, from the stress more than the exertion, when I realized that Bohl was doomed also. I hammered again, and drove the axehandle through her and into his chest also.

My grisly work completed, I turned to my remaining comrades, who had awakened at this commotion. They all were apparently well, and I explained as best as I could; but the evidence spoke for itself. We were unsure whether Captain Zane would become a vampire also, so to be safe we crudely made another stake and drove it through his heart.

Safe, or so we thought. Did I mention that we camped in a suite of rooms? King Albrecht slept in the inner room, alone; by the time we remembered him and checked, it was too late. She had taken him first, and he had already made the change.

Garvon opened the door to the darkened room. I handed him a lit torch, and he stepped inside; a moment later he came flying out, knocking the rest of us down also. I was just getting up when I saw His

Majesty's crazed red eyes. He hit me, and that's the last I knew for a time.

When I awoke, I was in a different room, a large room appointed as a throne room, ancient and dusty. A few candles burned in sconces across the back wall, and sitting on the throne was King Albrecht. I stood up slowly, sore and reeling still, and he spoke.

I'll always remember what he said to me.

"Captain Larson. I'm happy to see you are well, for I owe you a favor. If you had not slain Gloria, I would be her slave now. Bad enough that the King of Parth should become this dread thing, but worse yet if he were also slave to one who was once a common prostitute.

"She told me many things as she held me in her dark spell, sipping at my lifeblood between sentences; how she had come past the castle at night with Thaddeus, her procurer, and several other girls, on their way to Parth from a Gaultic colony where they were no longer welcome; how an ancient, blood-starved vampire had slain all but her, being sated before he reached her; how he made her his vampire slave; how at last he was slain by a questing paladin, from whom she hid. Meals for a vampire are few here in the midst of this swamp, for they... we... cannot cross open water; yet somehow she survived.

"Major Kavon was the last man I slew. By then my bloodlust came under my control, and as he breathed his last he plead for your life, telling me that you destroyed Gloria and thereby secured my freedom.

"I owe you, then, and I will grant you your life. Go from here quickly, and tell all who ask that I was slain by an ancient vampire, and all with me save you were likewise slain. Do not tell them that the King of Parth is now a vampire, for it is an unseemly end and I would not have it known. Say instead that my last living act was to tell you to flee, and give warning; none will think you weak."

So I left that place, as quickly as I could, in fear the whole time until I crossed the bridge east of the Castle.

Why have I told you the truth, and not what my King bade me tell? Because if I lie, all would believe a nameless vampire of some distant age haunts Castle Saviare, and warriors would hasten to slay it. If instead I tell the truth, all will know that one of the seven greatest warriors in all the world has become undead, and rightly fear him. Who indeed can destroy him now?

Warn all who hear or read my tale, go not to Castle Saviare, nor pass it by night, nor even risk the afternoon lest you become trapped there, and surely die.

Main Characters

Albrecht, Sword-of-Saviare (Vampire)

Alignment	Chaotic Evil
Armor Class	1
Hit Dice	11
Hit Points	71
THAC0	9 (3 with longsword +2)
Movement	12, Fl 18 (C)
No. of Attacks	1 or 2
Damage per Attack	5-10 (1d6+4) or 1d8+7 (Longsword +2)
Special Attacks	N/A
Special Defenses	+1 or better weapon to hit imm. to sleep/charm/hold/poison/paralysis 1/2 damage from electricity/cold

Albrecht, Sword-of-Saviare (Human Warrior)

Alignment	Chaotic Evil
Armor Class	2
Hit Dice	11
Hit Points	71
THAC0	10 (4 with longsword +2)
Movement	12, Fl 18 (B)
No. of Attacks	2
Damage per Attack	1d8+7 (Longsword +2)
Special Attacks	N/A
Special Defenses	Regenerate 1 HP/Round

Thomas Weldrach (Human Thief)

Alignment	Neutral Evil
Armor Class	5
Hit Dice	5
Hit Points	19
THAC0	18
Movement	12
No. of Attacks	1
Damage per Attack	1d8+1 (Longsword +1)
Special Attacks	Backstab, +4 to hit, x3 damage
Special Defenses	Hide in Shadows 85% Move Silently 90% Climb Walls 90%

Albrecht's Treasure

Qty	Name
12000	Silver Pieces
2100	Gold Pieces
1	Longsword +2
1	Chainmail +3
1	Cloak of Flying
1	Ring of Regeneration

Dungeon of the Wizard of Parth

Introduction

Open Game License

Designation of Open Game Content: The entire text of Dream of the White Hawk (except the Open Game License, as explained below) is Open Game Content, released under the Open Game License, Version 1.0a (reproduced below) as described in Section 1(d) of the License. Artwork incorporated in this document is not Open Game Content, and remains the property of the copyright holder.

Designation of Product Identity: Product identity is not Open Game Content. The following is designated as product identity pursuant to OGL v1.0a(1)(e) and (7): (A) product and product line names, including Basic Fantasy Role-Playing Game; (B) all artwork, logos, symbols, graphic designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual representations, including the "eye" logo, which is the personal trademark of Chris Gonnerman for his various products; (C) logos and trademarks, including any trademark or registered trademark clearly identified as product identity by the owner of the product identity, and which specifically excludes the open game content.

More information on the Open Game License can be found at:

http://www.wizards.com/d20

The terms of the Open Game License Version 1.0a are as follows:

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3.Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5.Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6.Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Castles & Crusades: Players Handbook, Copyright 2004, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Castles & Crusades: Monsters Product Support, Copyright 2005, Troll Lord Games.

Basic Fantasy Role-Playing Game Copyright © 2006-2008 Chris Gonnerman.

Dream of the White Hawk: The Nevermore Campaign Copyright © 2005-2008 Chris Gonnerman.

END OF LICENSE