

# 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

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**Release 2**

### Credits

Playtesters: Alan Jeff 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, Albrecht 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/>

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*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!*

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**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 character 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.

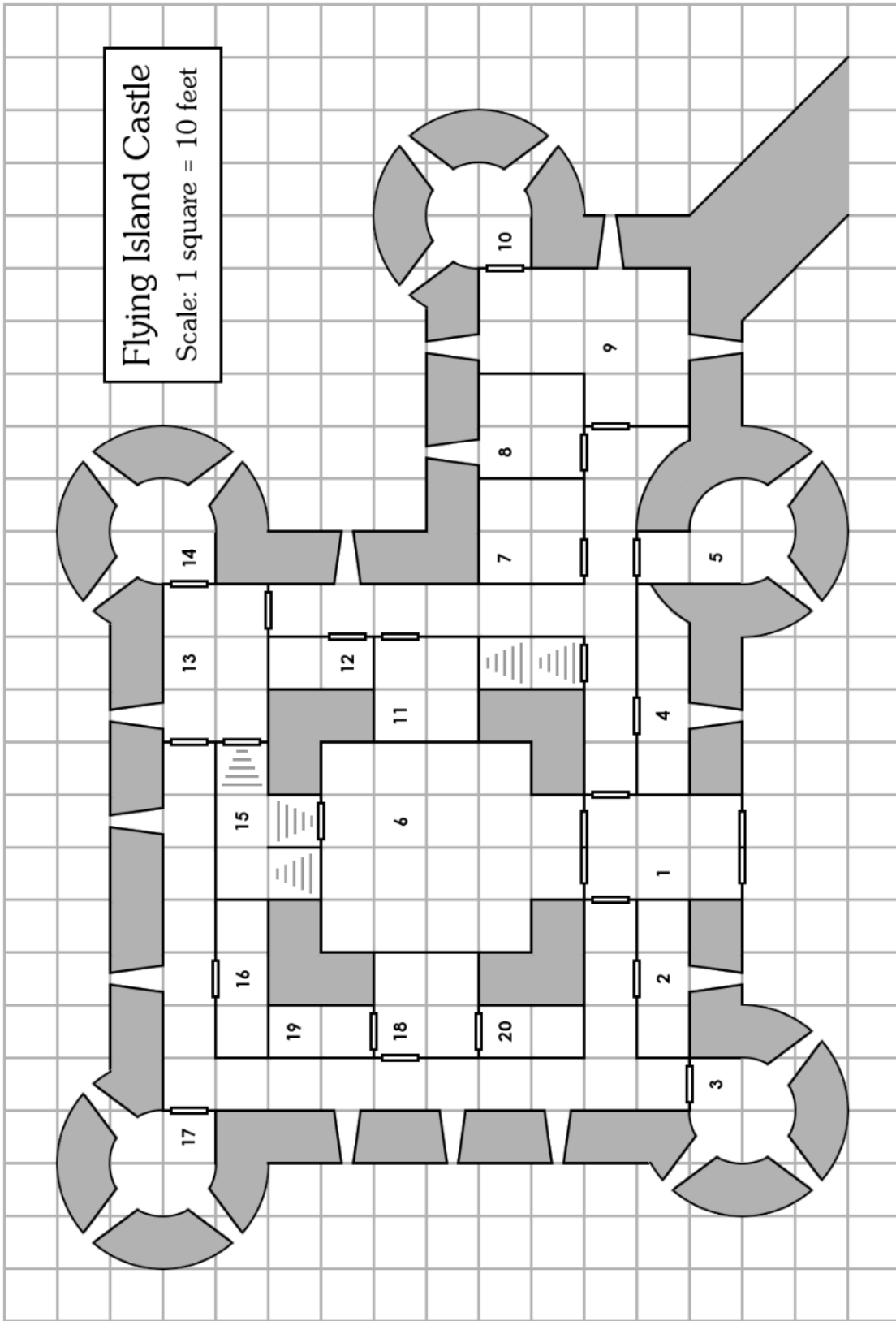
The white hawk in the dream is, in fact, the spirit of the wife of the famed Wizard of Parth, known only as the White Hawk of Parth. Her ultimate goal is to build up the player characters and then bring them to the Tower of the Wizard of Parth (the last adventure in this book).

## The Flying Island

### Player's Background

### GM's Information

Monster	AC	HD	HP	THACO	# 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
<i>Big Monster – Must replace Pl critter I had to remove</i>							
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



## 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
THACO	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**

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