

CASTLE SAVIARE

The Nevermore Campaign

by Chris Gonnerman

An Iron Falcon Adventure Module for 4 to 8 Characters of levels 3 to 6

An ancient, crumbling castle stands atop a rocky outcrop on an island in the dark and dismal Saviare Swamp. Rumor has it that the dungeons beneath the old castle abound with monsters and treasures... dare you enter?

Castle Saviare: The Nevermore Campaign

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1st Edition, Release 3



Table of Contents

Introduction.....	1	Level 4 Key.....	4
The Castle.....	2	Level 1 Map.....	5
Notes About The Dungeon.....	2	Level 2 Map.....	6
Level 1 Key.....	3	Level 3 Map.....	7
Level 2 Key.....	3	Level 4 Map.....	8
Level 3A Key.....	3	Open Game License.....	9
Level 3B Key.....	4		

Introduction

An ancient, crumbling castle stands atop a rocky outcrop on an island in the dark and dismal Saviare Swamp. A major trade road passes nearby, but traders dare not spend a night on the island. Rumor has it that the dungeons beneath the old castle abound with monsters and treasures... dare you enter?

Castle Saviare: The Nevermore Campaign is an adventure module for the **Iron Falcon Rules for Classic Fantasy Role-Playing**. The adventure herein is intended for 4 to 8 player characters of levels 1-4.

This adventure was created for use in my campaign world, Nevermore, particularly in and around the nations of Parth and Sabien. Of course, you may wish to use this adventure with a different campaign world; there is no reason it can't be made to fit well into any Iron Falcon campaign.

About Nevermore:

It was 1986, and I was about to enter the Air Force. I had been told 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 been using my world of Glain for several years at that point, and 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 tour of duty, but I have to admit that Nevermore alone left me with happy memories of adventures that were fun for all.

The version of Nevermore presented here differs from others that I have published or talked about before. This is an early Nevermore, before the Sunderings that broke the continent into pieces. It seemed only fitting to present a historically early version of that world as the first published **Iron Falcon** adventure module.

*If you might be a player in this adventure, **stop reading now!** Beyond this point lies information meant only for the referee's eyes!*

The Castle

As the introductory text explains, Castle Saviare (SAHV-ee-air) was built on a rocky outcropping in the midst of the Saviare Swamp. At about that same time, a trade road was built between the kingdoms of Sabien and Parth; the castle was built as an outpost of the King of Parth, to protect the road from highwaymen and other marauders.

During the Orc Wars, the garrison stationed at Castle Saviare was reduced repeatedly, as the troops were needed to fight the war. During the Second Orc War, the King of Parth requested that the kingdom of Sabien man the castle, and this they did for many years.

It was during the Third Orc War that the castle fell. The previous wars were disorganized affairs, with orcish armies led by enthusiastic but not terribly competent orcish chieftains. The Third Orc War was different, with the orcs led by an evil high priest named Carulo Sanagora. Besides his magic and his greater grasp of strategy and tactics, Sanagora also brought powerful allies to the battlefield.

The final battle of the Third Orc War took place at Castle Saviare. Rather than an all-out frontal attack, the orcish armies moved to flank the Parthians; Sanagora believed that taking the Castle would give him a strong position from which he could force the Parthians to grant the orcs (and by extension, the evil high priest) dominion over the disputed territories.

The orcish armies did prevail against the Castle, slaying almost all of the Sabienite forces within before reinforcements could arrive from both Parth and Sabien. But Sanagora had miscalculated... his army was weakened from the battle and could not withstand the hammer-and-anvil tactics employed by the two kingdoms.

Sanagora was slain, along with most of his army, and the two kingdoms proclaimed victory. Castle Saviare had been terribly damaged, though, and after much discussion of who would pay for repairing it, the decision was made that the site would be abandoned.

Since then, the dungeons beneath the castle have become infested with a variety of monsters. They

have recently begun raiding caravans on the road, causing the King of Parth to offer a reward for clearing out the dungeons of the castle. For each humanoid monster slain, he will pay a flat sum from the following schedule:

Kobolds	25 GP
Goblins	50 GP
Orcs	75 GP
Hobgoblins	100 GP
Bugbears	125 GP
Ogres	150 GP
Giants	200 GP

Note that not all of the creatures above may be found in the dungeon; the King simply likes to make sure that all options are covered.

Notes About The Dungeon

This is a sort of a "split level" dungeon; level 1 is offset to one side from level 2, which is just 10 feet below level 1; level 3 is in two parts, each offset from level 2 and arranged below level 1; level 4 is then offset under level 2. There are several pits on levels 1 and 2 which drop characters into levels 3 and 4, respectively, as well as a secret staircase leading from level 1 to level 3a.

A tribe of kobolds lives on the first level. They maintain all the traps in the dungeon (unless otherwise noted) and are tolerated by all the intelligent monsters in return. The kobolds thus know almost every nook and cranny of the dungeon; successfully interrogating one could be very useful to adventurers attempting to clear out this dungeon.

Level 1 of the dungeon is populated (generally) by monsters up to 2 hit dice; level 2 has monsters up to 4 hit dice; level 3, up to 6 hit dice; and level 4, up to 8 hit dice. There are exceptions to this rule; in particular, level 3 is the home of a vampiress (a former ally of Sanagora, now trapped on the island due to the sluggishly-flowing waters of the swamp) and level 4 houses a black dragon, who enters and exits the dungeon through a submerged cavern.

Level 1 Key

1.	15.
2.	16.
3.	17.
4.	18.
5.	19.
6.	20.
7.	21.
8.	22.
9.	23.
10.	24.
11.	25.
12.	26.
13.	27.
14.	

Level 2 Key

28.	43.
29.	44.
30.	45.
31.	46.
32.	47.
33.	48.
34.	49.
35.	50.
36.	51.
37.	52.
38.	53.
39.	54.
40.	55.
41.	56.
42.	

Level 3A Key

- | | |
|-----|-----|
| 57. | 63. |
| 58. | 64. |
| 59. | 65. |
| 60. | 66. |
| 61. | 67. |
| 62. | |

Level 3B Key

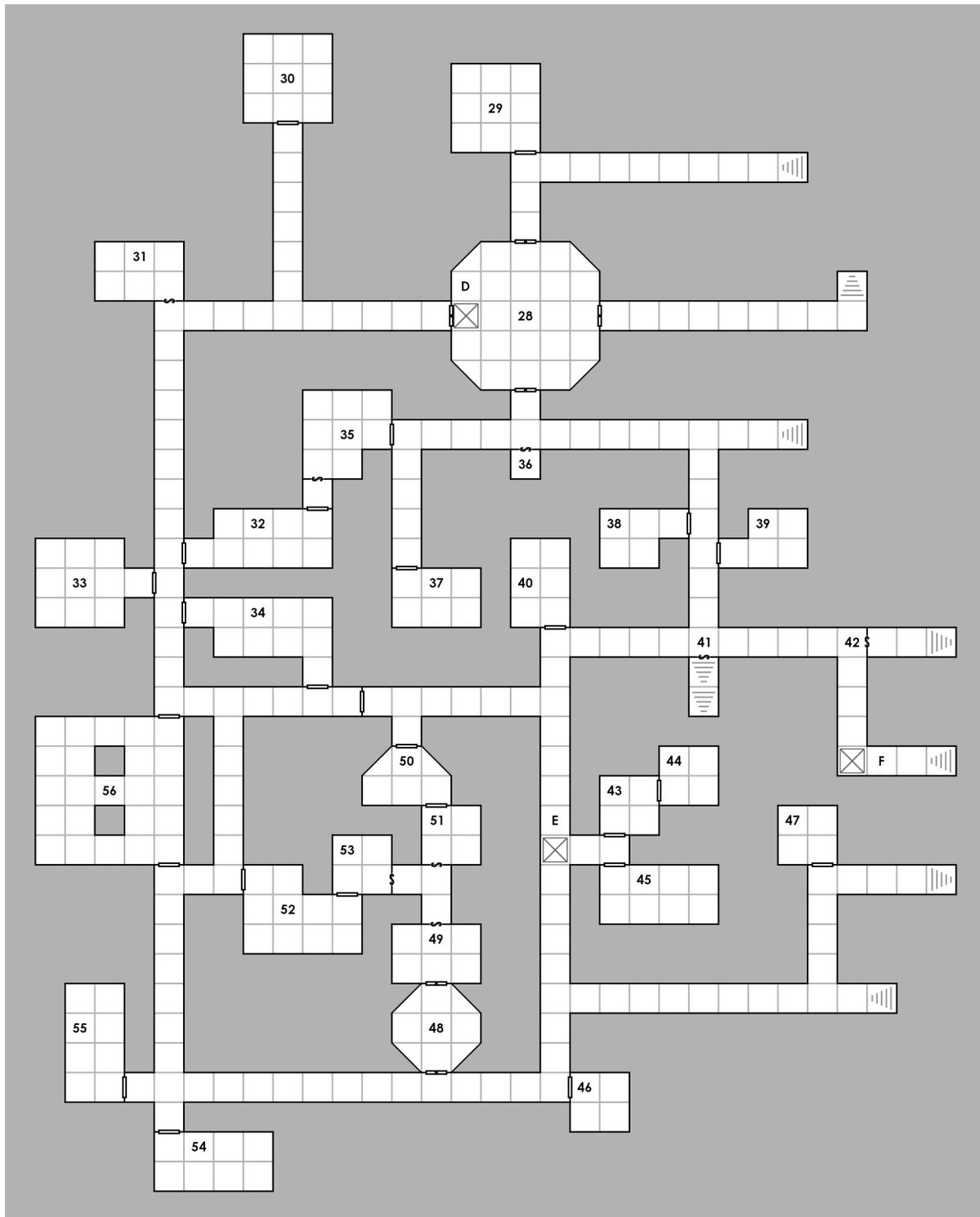
- | | |
|-----|-----|
| 68. | 76. |
| 69. | 77. |
| 70. | 78. |
| 71. | 79. |
| 72. | 80. |
| 73. | 81. |
| 74. | 82. |
| 75. | 83. |

Level 4 Key

- | | |
|---------------------------|------|
| 84. | 95. |
| 85. | 96. |
| 86. | 97. |
| 87. | 98. |
| 88. | 99. |
| 89. | 100. |
| 90. DRAGON'S LAIR: | 101. |
| | 102. |
| 91. | 103. |
| 92. | 104. |
| 93. | 105. |
| 94. | 106. |

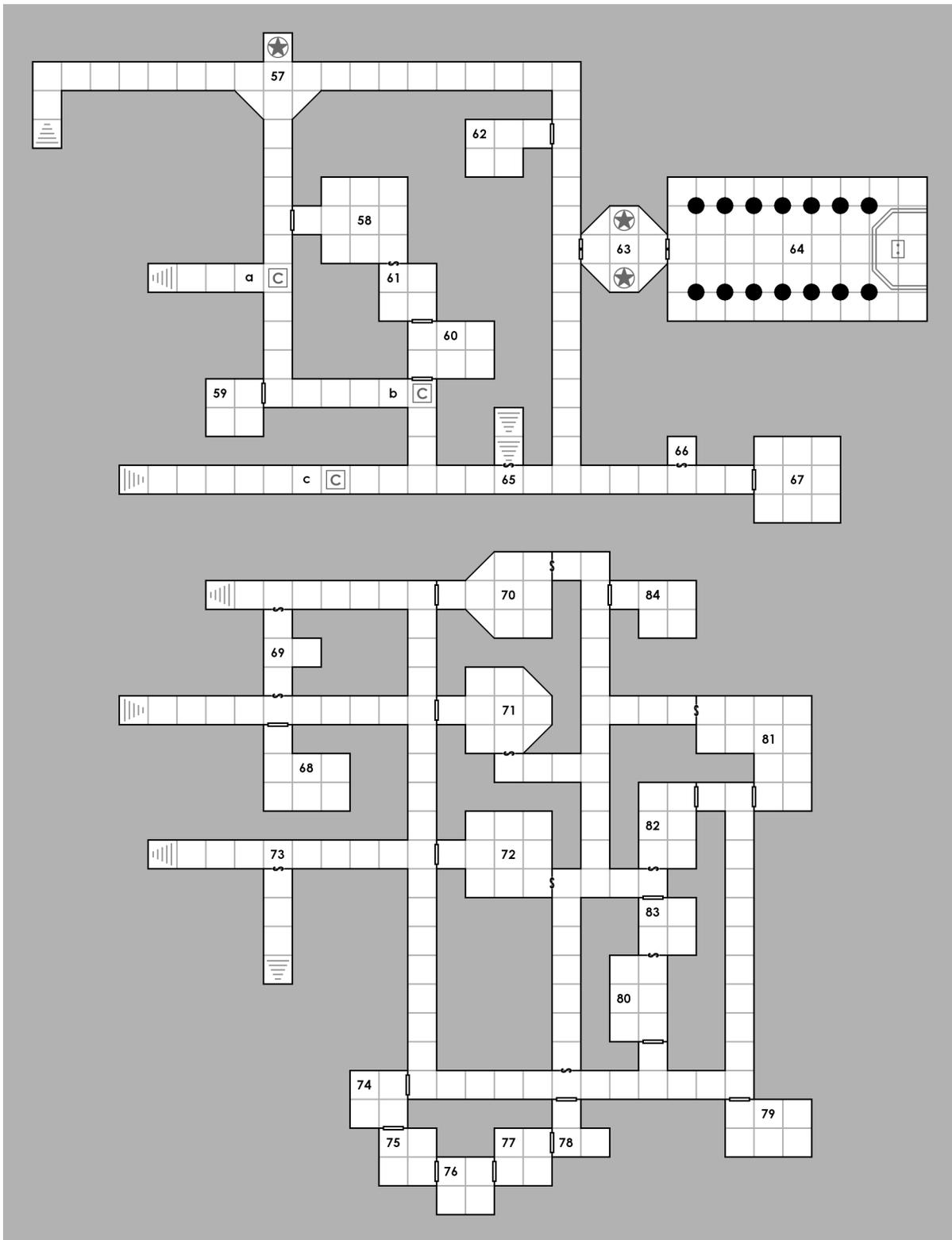
Level 2 Map

1 square = 1 scale inch (10 feet)



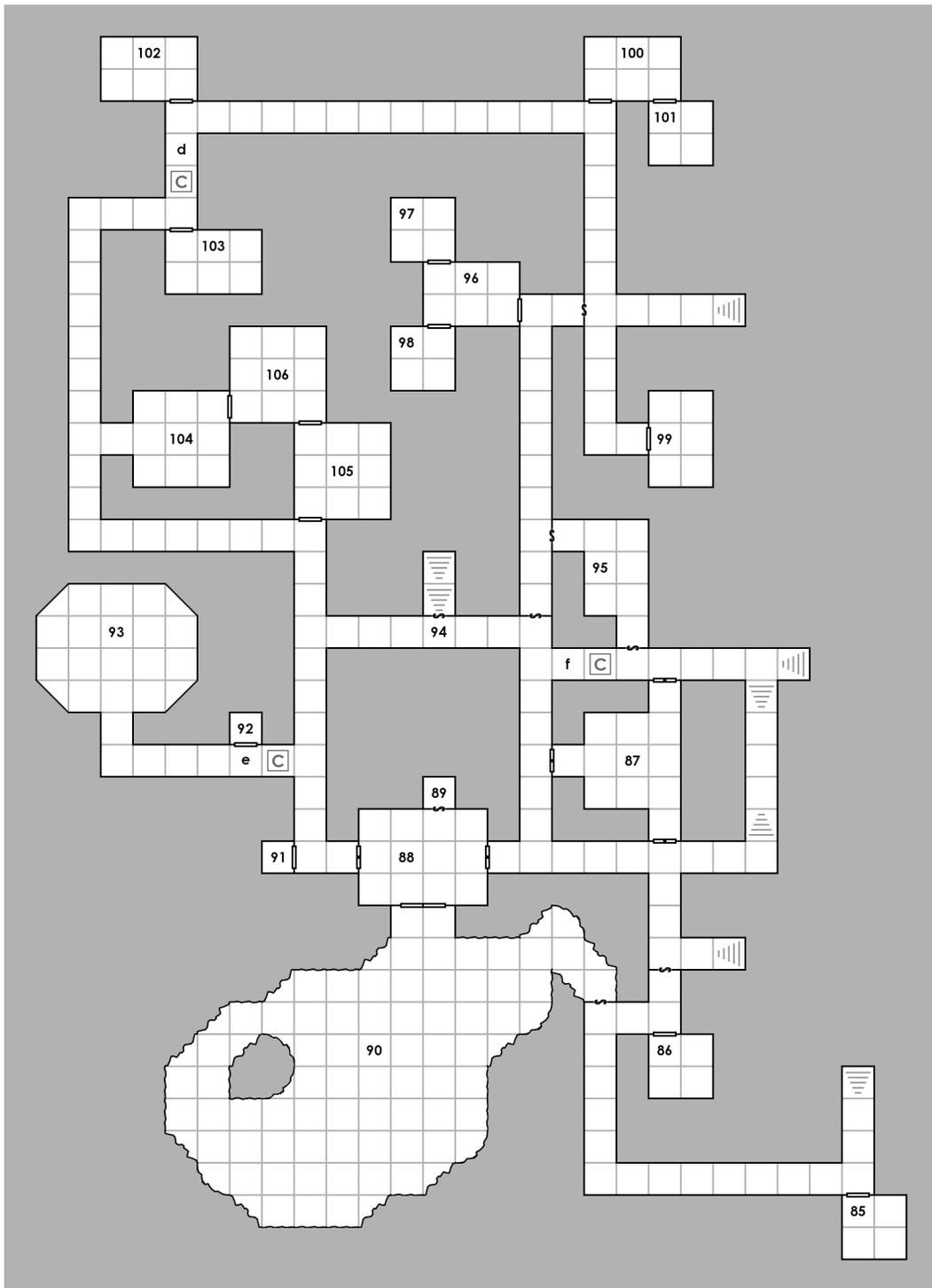
Level 3 Map

1 square = 1 scale inch (10 feet)



Level 4 Map

1 square = 1 scale inch (10 feet)



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