

GREYHAWK[®]

ADVENTURES

Official Game Adventure

Five Shall Be One

by Carl Sargent



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Introduction

Five Shall Be One is the first in a trilogy of modules set in the north-eastern lands of Oerik, the great continent of the World of Greyhawk.

These modules are designed to be played as a sequence. However, this module also has an alternative ending which brings the adventure to a conclusion for DMs who don't want to play the entire trilogy of modules.

How This Module is Laid Out

The events of this adventure are presented in the order they are most likely to occur. There is a defined linear storyline in the adventure, but players won't feel they are being shoehorned into the storyline because of the unfolding mystery of the prophecy of the Blades of Corusk: *The Five That Shall Be One*. In addition to the specified goals of the adventure—finding out about and locating certain important magical items—other events and encounters are listed as options for you to use. These provide extra flexibility and freedom in the adventure script.

The content of this module is meant for your eyes only. Any text that appears in a box is meant to be read aloud (or summarized) to the players. Players should not read other parts of the adventure. If you intend to role-play an adventurer in this adventure, DO NOT read any further!

The Setting

The *WORLD OF GREYHAWK*® boxed set is useful as general background to this adventure, but isn't required for playing it. The information given in this pack tells you all you need to know to run the adventure smoothly. However, if you want to convert the adventure for use outside the *Greyhawk* world, you will need to read the material below on barbarians and the barbarian lands of Greyhawk and consider carefully how to set this adventure in another game world.

Locating References

When information from another source is

required the page number of the reference is given along with an abbreviation of the book in which it is found. The following abbreviations are used:

PHB means the *AD&D*® 2nd Edition *Player's Handbook*. *DMG* refers to the *AD&D* 2nd Edition *Dungeon Master's Guide*. *MC* refers to the *Monstrous Compendium*, and *MCG* refers specifically to the *Monstrous Compendium, GREYHAWK*® Adventures supplement. *WG* refers to the *WORLD OF GREYHAWK* boxed set.

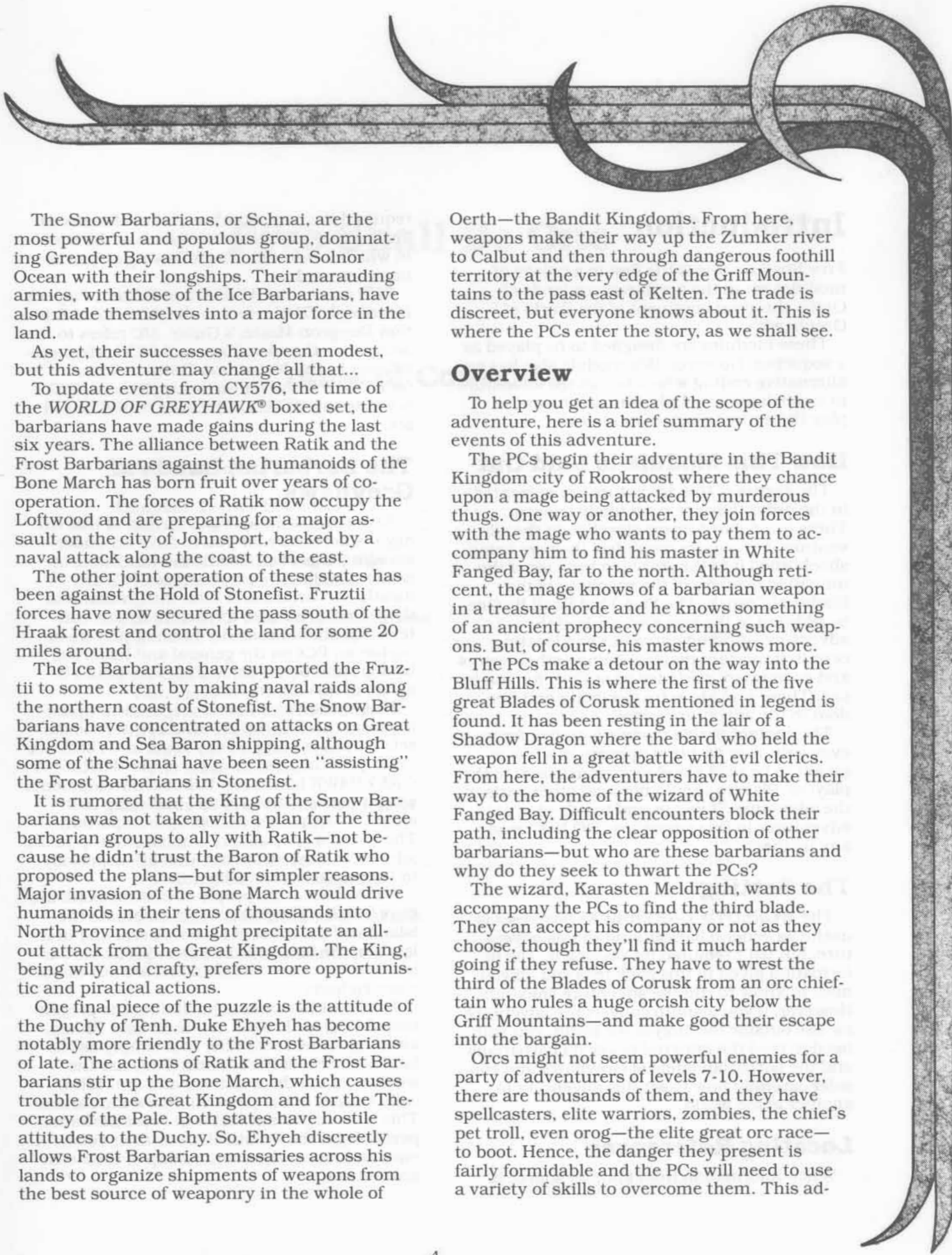
The Barbarian Lands of Greyhawk

To understand the broad themes of this trilogy it's necessary for you to have an understanding of barbarian cultures and lands in eastern Oerik. The pregenerated PCs are mostly barbarians and their integration into the adventure is also important in this context. You should consider briefing players of barbarian PCs on the general and historical background below since their PCs would be aware of this information.

This section also includes historical updating from the *WORLD OF GREYHAWK* boxed set. This adventure trilogy is set in CY582, six years past the final timeline of the *WORLD OF GREYHAWK* boxed set. Political developments within the barbarian lands, including their alliances with other nations, are important. They form a crucial part of the backdrop to the adventure themes as they unfold—especially in later stages of the adventure.

All the barbarian people of eastern Oerik are pure Suloise. The Suel people dominate the islands off the coast of eastern Oerik and in the lands of the Scarlet Brotherhood. The barbarian Suel races are threefold and are our major concern here.

The Frost Barbarians (including the pregenerated PCs), or Fruztii, call their land Rhizia, although other races refer to it simply as the land of the Frost Barbarians. They are the weakest of the three nations and are technically vassals of the powerful Snow Barbarians. This is an important factor in Frost Barbarian psychology: the Fruztii chafe at their subservience and resent the overlordship of their eastern cousins.



The Snow Barbarians, or Schnai, are the most powerful and populous group, dominating Grendep Bay and the northern Solnor Ocean with their longships. Their marauding armies, with those of the Ice Barbarians, have also made themselves into a major force in the land.

As yet, their successes have been modest, but this adventure may change all that...

To update events from CY576, the time of the *WORLD OF GREYHAWK*[®] boxed set, the barbarians have made gains during the last six years. The alliance between Ratik and the Frost Barbarians against the humanoids of the Bone March has born fruit over years of cooperation. The forces of Ratik now occupy the Loftwood and are preparing for a major assault on the city of Johnsport, backed by a naval attack along the coast to the east.

The other joint operation of these states has been against the Hold of Stonefist. Fruzti forces have now secured the pass south of the Hraak forest and control the land for some 20 miles around.

The Ice Barbarians have supported the Fruzti to some extent by making naval raids along the northern coast of Stonefist. The Snow Barbarians have concentrated on attacks on Great Kingdom and Sea Baron shipping, although some of the Schnai have been seen "assisting" the Frost Barbarians in Stonefist.

It is rumored that the King of the Snow Barbarians was not taken with a plan for the three barbarian groups to ally with Ratik—not because he didn't trust the Baron of Ratik who proposed the plans—but for simpler reasons. Major invasion of the Bone March would drive humanoids in their tens of thousands into North Province and might precipitate an all-out attack from the Great Kingdom. The King, being wily and crafty, prefers more opportunistic and piratical actions.

One final piece of the puzzle is the attitude of the Duchy of Tenh. Duke Ehyeh has become notably more friendly to the Frost Barbarians of late. The actions of Ratik and the Frost Barbarians stir up the Bone March, which causes trouble for the Great Kingdom and for the Theocracy of the Pale. Both states have hostile attitudes to the Duchy. So, Ehyeh discreetly allows Frost Barbarian emissaries across his lands to organize shipments of weapons from the best source of weaponry in the whole of

Oerth—the Bandit Kingdoms. From here, weapons make their way up the Zumker river to Calbut and then through dangerous foothill territory at the very edge of the Griff Mountains to the pass east of Kelten. The trade is discreet, but everyone knows about it. This is where the PCs enter the story, as we shall see.

Overview

To help you get an idea of the scope of the adventure, here is a brief summary of the events of this adventure.

The PCs begin their adventure in the Bandit Kingdom city of Rookroost where they chance upon a mage being attacked by murderous thugs. One way or another, they join forces with the mage who wants to pay them to accompany him to find his master in White Fanged Bay, far to the north. Although reticent, the mage knows of a barbarian weapon in a treasure horde and he knows something of an ancient prophecy concerning such weapons. But, of course, his master knows more.

The PCs make a detour on the way into the Bluff Hills. This is where the first of the five great Blades of Corusk mentioned in legend is found. It has been resting in the lair of a Shadow Dragon where the bard who held the weapon fell in a great battle with evil clerics. From here, the adventurers have to make their way to the home of the wizard of White Fanged Bay. Difficult encounters block their path, including the clear opposition of other barbarians—but who are these barbarians and why do they seek to thwart the PCs?

The wizard, Karasten Meldraith, wants to accompany the PCs to find the third blade. They can accept his company or not as they choose, though they'll find it much harder going if they refuse. They have to wrest the third of the Blades of Corusk from an orc chieftain who rules a huge orcish city below the Griff Mountains—and make good their escape into the bargain.

Orcs might not seem powerful enemies for a party of adventurers of levels 7-10. However, there are thousands of them, and they have spellcasters, elite warriors, zombies, the chief's pet troll, even orog—the elite great orc race—to boot. Hence, the danger they present is fairly formidable and the PCs will need to use a variety of skills to overcome them. This ad-