

B2.5

1
FIRST
EDITION

Blizzard on the Borderland



PACESETTER
GAMES & SIMULATIONS



Adventure Background

Blizzard on the Borderland is a short adventure supplement designed for use with the classic TSR adventure, **B2 The Keep on the Borderlands**. The adventure is designed to take place sometime after the PCs have completed (or nearly completed) their exploration of the Caves of Chaos. Alternatively, this small set piece can be dropped into just about any campaign.

An early winter has struck the Borderland area and the first snow has fallen. Temperatures have plummeted, catching many unprepared. The cold weather has been augmented by a shard of ice from the eighth plane of Hell - a plane of perpetual winter. The *ice shard* has been entrusted with the evil wizard, Sangarith, who is an agent of the temple of Geryon.

The temple has operated in the wilderlands and the shrine at location K (**B2 The Keep on the Borderlands**). After the PCs have cleared the Caves of Chaos (and assumedly location K), the evil temple has decided to take more direct action against those who are infringing upon its territory.

The humanoids that were gathering within the Caves of Chaos were preparing to launch an attack against the Keep and take it as a prize and use it as a fortified base to expand the control of the temple of Geryon. The leaders of the temple have devised another plan, which is the basis of this adventure.

Sangarith has taken up residence at one of the quarries

that was used to mine the stone used to build the Keep. The wizard has used the *ice shard* to bring on the early winter and snow. He has also hired a group of evil dwarves to create a breach in the outer wall of the Keep.

Sequence of Play

This adventure starts within the walls of the Keep. While the villain Sangarith and his minions have been actively initiating the plan to occupy the Keep, no overt action has taken place. Sangarith has used the *ice shard* to bring on an early winter and snow. While the cold weather is early, none suspect that evil magic is at work.

The PCs will have recently completed their forays into the Caves of Chaos - the passage of a month or so. But more or less time may have passed based on your campaign. Sangarith plans on breaching the Keep during a blizzard. He has a scroll that he will use to summon a group of 30 frost devils. The devils will enter the Keep through the breach and defeat the defenses. A smaller group of humanoids - those who survived the PCs' attack on the Caves of Chaos will follow to secure the Keep until reinforcements arrive (about five days later).

The breach in the Keep wall will be created by a group of four dwarves in the employ of Sangarith. At this point the PCs will be brought into the adventure by the Keep's castellan.

Guests in the Keep

With the early winter striking the Borderland area, the Keep has received a surge of guests. Nearly all the rentable space is full. A small merchant caravan recently arrived and their wagons fill the fountain square area (location 13; KotB). The merchants have set up stalls to sell their wares; mostly food-related.

Other temporary Keep residents include six woodcutters, three trappers selling furs, a secretive wizard, and four jovial dwarves (posing as stone masons). Also, a merchant caravan (eight wagons) is set up within the Keep. Each wagon is owned by a merchant and sells some general wears or food. The caravan traverses the edges of the wilderland and services the various villages including the Keep. The merchants are fairly well-known among those in the Keep as the caravan typically makes four stops per year at the Keep.

Woodcutters: These six men are all very large and powerful. They have the mannerisms of a wilderland barbarian and are not particularly sociable. The woodcutters are besieged with requests for firewood and work long hours. They generally keep to themselves; most consider them antisocial, at best. However, the need for firewood is great.

Trappers: Unlike the woodcutters, the trappers are fairly amiable. They are actively trying to sell their furs - and business is good. All three of the men make it their business to be in everyone's business. They ask many questions - all of this designed to increase sales, but outwardly may seem obnoxious to many.

One of the trappers is in the employ of Sanganith. He acts as a messenger and spy. The trapper informs Sanganith on the happenings within the Keep as well as relays messages to the dwarves.

Trapper (2nd level fighter) AC 8; HD 2; hp 15; #AT 1 or 2; Dmg +1 *hand axe* 1d6 +2 or long bow 1d6; SA None; SD None; MV 120; AL NE; Thaco 20; EXP 20 +2 per hp.

S 12 I 11 W 9 D 11 C 12 CH 9

Equipment: +1 *hand axe*, long bow. He wears leather armor and a pouch with 2d12 gp, 2d10 sp, and 1d4 gems worth 5d10 gp each. He has one quiver of arrows: 20 normal and six *arrows of animal slaying* [bear] (see **New Magic Items** section).

Crystaelis Redstar: A very young, female wizard, Crystaelis is wary and secretive. She is searching for other adventurers in hopes of forming her own group. She is not interested in joining an established group - she prefers to start her own group. However, she is not above helping out on a temporary basis, but she will have to be convinced and paid as an equal party member.

Crystaelis Redstar (2nd level magic-user) AC 7; HD 2; hp 7 #AT 1; Dmg dagger 1d4; SA Spells; SD Spells; MV 120; AL NG; Thaco 20; EXP 95 +2 per hp.

S 9 I 17 W 10 D 17 C 11 CH 14

Equipment: dagger, pouch: 1d4 pp, 3d10 gp, and 1d12 sp. Scroll (four spells): *magic missile*, *sleep*, *read magic*, *shocking grasp*.

Spells: *burning hands*, *charm person*

Dwarf Masons: These dwarves do possess some masonry skills, but they are actually evil mercenaries. They have been hired by the temple of Geryon to infiltrate the keep and create a breach for Sanganith to exploit. The dwarves are amiable and pose as stone masons for hire. They claim to be searching for employment by those seeking to settle around the keep.

The dwarves do not carry their weapons or wear their armor unless they have an impending need. They are very adept at disguising their true nature. The dwarves speak only of masonry - which tends to bore anyone but themselves.

Dwarf (second level fighter) AC 5 (10); HD 2+2; hp 17, 14, 12, 11; #AT 1; Dmg 1d8 or by weapon; SA None; SD None; MV 60; AL NE; Thaco 18; EXP 35 +3 per hp.

Equipment: Each dwarf has a battle axe, two hand axes, pack (with general equipment), chain mail armor, helmet, and some general adventuring gear (rope, oil flask, lantern, etc.). Most of their equipment is kept in their room. Additionally, the team possesses all small hand tools specific to masons, as well as shovels, picks, chisels, etc. The 17 hp dwarf has a *portion of rockbane* (see **New Magic Items** section).

Chapter One: The Breach

The plan to breach the thick wall the Keep is an intricate one. The outer wall of the Keep is nearly three feet thick and made of slabs that are two feet tall and six feet wide. The dwarves possess a magical elixir that shatters any stone material; albeit slowly. The liquid penetrates stone and causes it to weaken until it shatters.

The dwarves have (or will) apply the liquid to a portion of the outer wall. The wall will shatter a short time later (three block sections are affected). The break creates a breach in the wall that is approximately four feet high and six feet long. A

loud crash will echo through the Keep and the guard will rush to investigate.

This event triggers the inclusion of the PCs. The castellan has hired the dwarves to repair the wall. The dwarves require protection for the trip to the closest quarry (several small quarries were used to cut the stone used to build the Keep). The castellan also sends three wagons and six laborers to assist in transporting the stone blocks.

When the group arrives at the quarry (location A on the Wilderness Map), the dwarves immediately begin carving three blocks from the cliff wall. The breach is easily repaired with the new stone blocks supplied by the dwarves. However, the dwarves have sabotaged the repair. They have created numerous small cavities and cracks in the blocks and mortar. The dwarves have poured water into the fissures which will freeze and expand, fracturing the blocks and creating another breach. This time the breach will occur in the middle of night, as a blizzard rages.

Escort Duty

After the outer wall has been damaged by the dwarves (see The Breach), the PCs are approached by the Keep’s castellan. He will attempt to hire the PCs for the day to escort the dwarves to a nearby quarry to recover three new granite blocks. The castellan will offer the PCs 50 gp each with a bonus of 50 gp each if they encounter trouble (monsters). All gold received from the castellan is also counted as experience points for each PC. If questioned about using Keep soldiers, the castellan will reply that his men - while good garrison soldiers - may not be up to the challenge of some of the monsters roaming the wild.

The quarry is only about 1.5 miles from the Keep, but since the PCs cleared the Caves of Chaos, humanoid raiders have stalked the area around the Keep in search of vengeance.

The expedition will leave at first light - the dwarves estimate it will take at least eight hours to carve the stone blocks. Since there is only about 10 hours of daylight at this time of year, the castellan pushes for an early start so that the group does not have to return in the dark of night.

The dwarves will ride in a large wagon that is pulled by four draft horses. Two other wagons of similar size follow the dwarves; each loaded with three human laborers. Each wagon can haul a single stone block. A wagon could carry two blocks but its speed is reduced by 1/2. The dwarves and laborers will not join any melee. They will watch and retreat to the Keep if the PCs are obviously losing any battle.

There are two chances of encountering a wandering humanoid group; one the way to the quarry and on the way back. Roll 1d6 and if the result is a 1-3, consult the wandering monster chart on page 4.

Human Laborer (6) AC 10; HD 1-1; hp 4, 4, 3, 3, 3, 2;; #AT 1; Dmg 1d3 or by weapon; SA None; SD None; MV 120; AL CG; Thaco 20; EXP 10 +1 per hp. Each of these men carries a hand axe 1d6.

Area A: The Quarry

A low hill just 1.5 miles from the Keep was used as a quarry to produce building materials. The hill has a limited amount of granite as most of the useable material was previously cut away. The dwarves will locate a small vein of serviceable granite to produce the three stones they require (location A, wilderness map).

A frost ogre (see **New Monster** section) has moved into the caves (location B, Wilderness Map). He is a mercenary of the Temple of Geryon and has been sent to the area to spy on the Keep and Sanganith. The ogre is very intelligent and has purposely avoided contact with his targets. The frost ogre has

- Roll 1d4 to determine which group is encountered. Only one such group can be encountered per sortie into the wilderness.
1.

Orc (7) AC 6; HD 1; hp 8, 7, 7, 6, 5, 4, 3; #AT 1; Dmg 1d8 or by weapon; SA None; SD None; MV 90; AL LE; Thaco 19; EXP 10 +1 per hp. Carry long sword 1d8 and/or spear 1d6. Each orc also has 1d10 gp and 2d10 sp.
2.

Berserker (5) AC 7; HD 1; hp 8, 7, 6, 6, 4; #AT 1; Dmg 1d8 or by weapon; SA +2 to hit; SD None; MV 120; AL NE; Thaco 19; EXP 15 +1 per hp. Carry long sword 1d8. Each berserker has 2d6 gp. The 8 hp berserker has a *potion of spells* (See **New Magic Item** section).
3.

Ogrillon (3) AC 6; HD 2; hp 14, 12, 11; #AT 2; Dmg 1d6+1 fist / 1d6+1 fist; SA None; SD None; MV 120; AL CE; Thaco 16; EXP 28 +2 per hp. The 14 hp ogrillon wears silver bracelet inset with pearls worth 100 gp.
4.

Gnoll (4) AC 5; HD 2; hp 15, 12, 11, 10, 7; #AT 1; Dmg 2d4 or by weapon; SA None; SD None; MV 90; AL CE; Thaco 18; EXP 28 +2 per hp. Each gnoll carries a halberd (1d10) and six javelins (1d6 +1 for strength). Also, each gnoll possess 2d10 gp, 3d12 sp, and 1d4 rubies worth 25 gp each.

three ice hounds (see **New Monster** section) as pets; he uses them to transport messages to his contacts deeper in the wilderness (an outpost shrine).

The frost ogre will be warned of the PCs' approach by one of the ice hounds. The ice hound stands watch on the hill top. The frost ogre will remain in his cave hoping the PCs do not discover his lair. The cave entrance (location B; Quarry Cave Map).

It will take the dwarves approximately eight hours to carve out the three blocks. The group will have one hour of daylight remaining to return to the Keep.

Area B: Quarry Cave

This small cave system was carved out of the hill when it was quarried for building materials used in constructing the Keep. A frost ogre has taken residence and uses the hill to observe the Keep and traffic on the nearby road. The ogre has three ice hounds as pets. He uses the hounds to transport messages to his superiors (not detailed in this adventure). The frost ogre will initially attempt to avoid the PCs, but if his lair is discovered, he will immediately go on the offensive and attack all those near the hill.

B1. Entrance

DM's Description: The entrance to the caves is covered by a large slab of rock. The slab is very thin and can be moved easily by anyone with a strength score of 15 or more. Note, it will be snowing when the PCs arrive and the slab will be partially covered by snow. The PCs must make a successful search for secret doors roll to locate the slab and entrance. However, all searchers receive a -1 bonus to their rolls.

B2. Hounds

DM's Description: If the frost ogre has been warned of the PCs' approach to the hill, all three ice hounds will be guarding the lair at this spot. The ice hounds will attack any who move the entry slab. This will alert the frost ogre of intruders.

Ice Hound (3) AC 5; HD 3; hp 17, 14, 12; #AT 1; Dmg 1d8; SA breath cold for 3 damage; SD cold resistant; MV 120; AL NE; Thaco 16; EXP 105 +3 per hp.

B3. Ice Hound Kennel

DM's Description: This chamber is bare with the exception of numerous bones that litter the floor. Most of the bones are from animals, although some can be identified as humanoid. A layer of frost covers everything in the chamber.

B4. Empty Chamber

DM's Description: This chamber is empty.

B5. Frost Ogre

DM's Description: Starkly out of place, this chamber contains roughly-made furniture including a bed, desk, and chair. A pair of lanterns hang from the ceiling of the chamber. Under the bed, the ogre has a cache of treasure in a leather sack: 120 gp, 74 ep, 11 thin silver rings (10 gp each), a broken gold necklace (150 gp) that is also clearly missing five inset gems. The necklace is a *necklace of frost* (see **New Magic Items** section), but will not radiate magic or function unless it is first mended [a jeweler can repair at a cost of 500 gp].

The ogre will rush to aid the ice hounds if combat takes place at location 2. If the battle goes poorly for the ogre and his hounds, he will attempt to flee the caves and disappear into the wild.

The desk holds 14 blank pieces of parchment, an ink well, and quill. The ogre sends a note to his superiors every two days. The ink is a special mixture and cannot be frozen. The ink grants any document it is used upon a +4 saving throw against fire.

Frost Ogre (1) AC 5; HD 4+1; hp 25; #AT 1; Dmg 1d10 or by weapon +6; SA sleet storm, chill blast; SD cold resistant; MV 90; AL LE; Size L; Thaco 15; EXP 280 +5 per hp. Carries a long spear 1d8 +6. He wears six large silver rings worth 5d10 gp each.

Chapter Two: The Attack

Immediately after the dwarves return with the three blocks, they will repair the wall. This process will take about two hours. The dwarves have sabotaged the blocks by boring holes and filling them with water. The dwarves have also sabotaged a layer of blocks directly above and adjacent the replaced blocks. The second breach is triggered by the arrival of blizzard in the night. The blizzard brings heavy snow, piercing wind, and below freezing temperatures (which freezes the water in the blocks and causes them to shatter). This breach is approximately 12' wide and six feet tall.

Immediately after the blocks shatter, Sangarith summons a small army of frost devils and they enter the Keep through the breach. At some point during the incursion the alarm is raised.

Frost Devils

Moments after the outer wall of the Keep fails (the second occasion), Sangarith will summon the frost devils (30) to attack the Keep. The blizzard is raging and the Keep's defenders are slow to react. Without the help of the PCs, the Keep will surely fall.

Sangarith will remain outside the Keep with his goblin minions. Exactly one turn after the frost devils enter the Keep,

he will send his goblins through the breach. He will accompany them; however, he be cautious and enter last.

The frost devils will focus their efforts solely on Keep guards and any who pose a threat. It is important to note the frost devils can only be damaged by magical weapons. Therefore, most of the Keep guards have no ability to hurt a frost devil. When the humanoids enter, most of the guards will engage the more familiar enemy. Those with magical weapons will continue to battle the frost devils. The frost devils' goal is to reach the eliminate all defenders. At that point, Sangarith will take as many hostages as possible and force a parley. He will release his prisoners if the Keep is abandoned - he will remain true to his word.

If the attack is thwarted, Sangarith will retreat with as many of his humanoids that remain. He will use the frost devils to cover his retreat. Sangarith will return to his lair (location C; Wilderness Map).

The dwarves will leave the Keep during the incursion - they have been paid and do not wish to be part of the attack. If the PCs are successful in stopping Sangarith, the castellan will report the dwarves - it is possible the PCs will be hired to track them down. If Sangarith has escaped, the PCs are hired to find his lair - he must have one close.

The PCs can find Sangarith's lair by interrogating any of the humanoids that may be captured - frost devils will not surrender. Otherwise, they will have scour the wilderness. One clue is that Sangarith's lair is significantly colder than the area around it. This unnatural cold is due to the *ice shard* in Sangarith's lair.

C. Sangarith's Lair

This area was used as a gravel and sand pit when the Keep was constructed. The gravel pit floor is 50' below the forest floor and sheer walls ring the area. A ramp leads into the pit and to a narrow path through a massive patch of *frost thorn* (see **New Monster** section). The *frost thorn* also rings the entire cliff area (see map).

Sangarith relies on the *frost thorn* to defend his lair from all enemies and he posts no guards around the pit. However, just within the cave complex, at location 1, a young winter wolf guards the entrance. The caves are deathly cold and only those with natural or magical cold resistance can avoid the effects of the *ice shard*. For each turn spent within the caves, an unprotected PC (or anything else), will suffer one hit point of damage. Furthermore, a -1 penalty is applied to all combat rolls or ability checks involving strength or dexterity. Lastly, unprotected PCs always lose initiative (individually).

The caves are illuminated fully by lanterns which are spaced at 30' intervals in the halls and hanging from the ceilings of all chambers.

1. Entrance

DM's Description: Two piles of snow, cleared from the path leading to this cave entrance, flank the cave mouth. Lying behind one of the snow piles, and completely hidden from view, is a young winter wolf. It is very alert and will notice the approach of trespassers unless they have taken magical precautions (i.e. invisibility).

Unless detected, the wolf will surprise trespassers on a 1-3d6. It will attack and bark to alert those within Sangarith's lair. Sangarith and his minions will immediately come to investigate any disturbance.

Winter Wolf AC 5; HD 6; hp 23; #AT 1; Dmg bite 2d4; SA frost breath 6d4 save vs. dragon breath for half damage; SD Immune to cold; MV 180; AL NE; Thaco 13; EXP 245 +5/hp

2. Pit Trap

DM's Description: A thin sheet of ice covers a pit at this location. The pit is only five feet square and centered in the hallway. If a PC crosses the pit, the ice cover will collapse and the PC will fall 10' into a pool of freezing water (a further 10' deep). The water is fed by and underground stream which bisects the pit and keeps the water from freezing over completely. A PC will suffer 1d2 cold damage per round while in the water and possibly drown if wearing heavy armor. There is no saving throw to avoid the cold damage (magically protected, from cold, PCs suffer no damage).

If the winter wolf was unable to warn the creatures in the lair, the sound of a PC crashing through the ice surely will. Sangarith and his minions will investigate immediately if the pit trap is triggered.

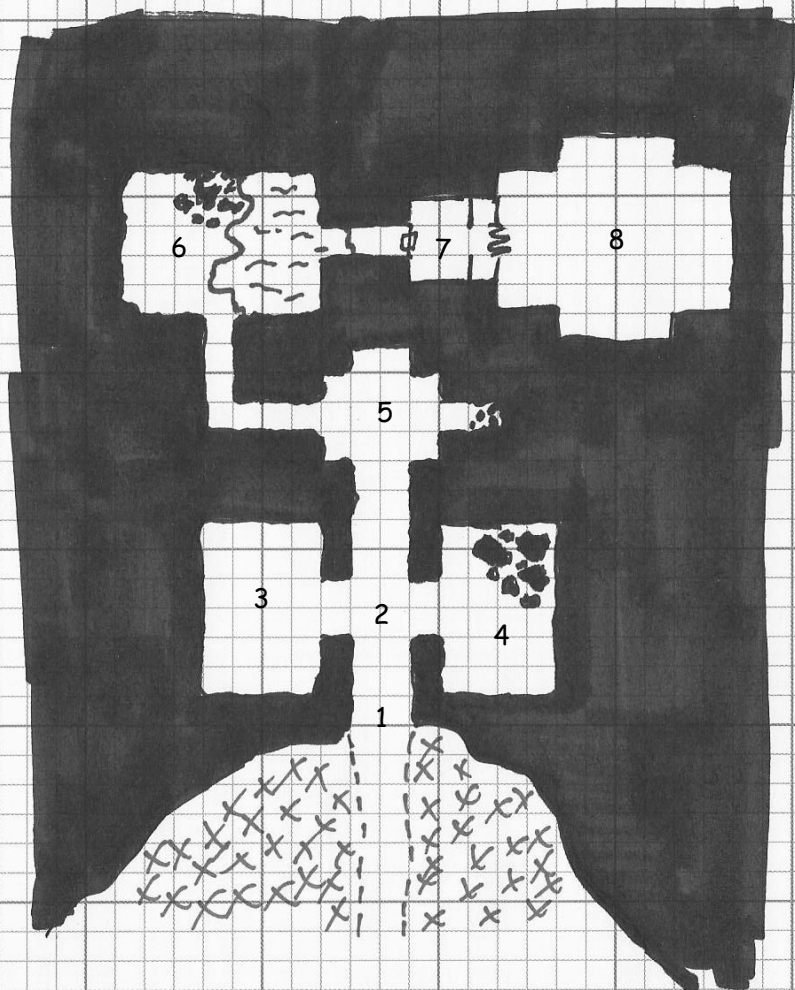
3. Goblins

DM's Description: The goblins that are in the employ of Sangarith lair in this chamber. The goblins are fearful of Sangarith's other minions but trust the wizard implicitly as he has always treated them fairly. These goblins are the surviving members of the tribe that was destroyed within the Caves of Chaos and they despise adventurers, in general. They will most likely be the first to reach intruders. The goblins will fight to the death and enter a mad frenzy at the site of adventurers. The goblins receive a +1 bonus to all attack rolls but suffer a -2 penalty to their AC. Any goblins that were killed in the Keep battle must be subtracted from this group.

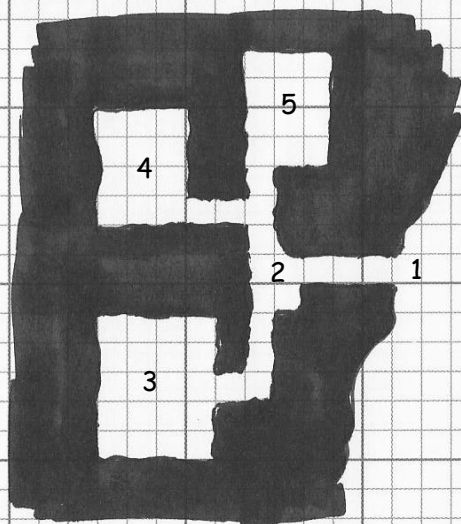
The goblins drink from the magic pool at location 6 each morning which provides them with protection from cold for 24 hours.

The goblins' chamber contains bedrolls, a few small chairs, and cooking stove. The goblins only light the stove when they are cooking.

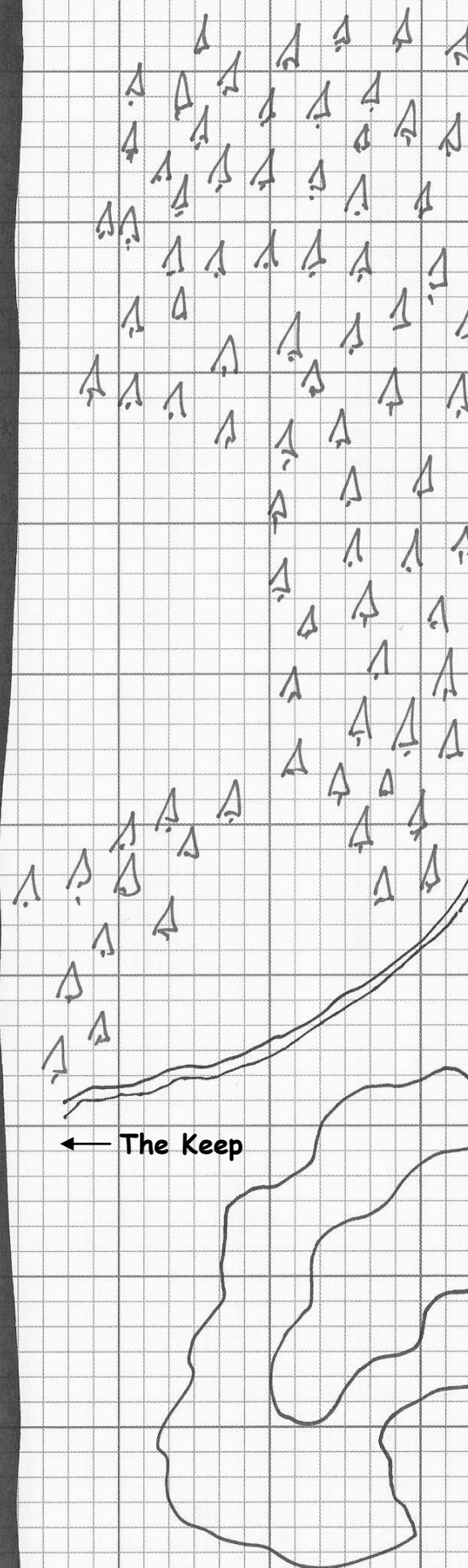
Sanganith's Lair



Frost Ogre Lair
Quarry Cave Map

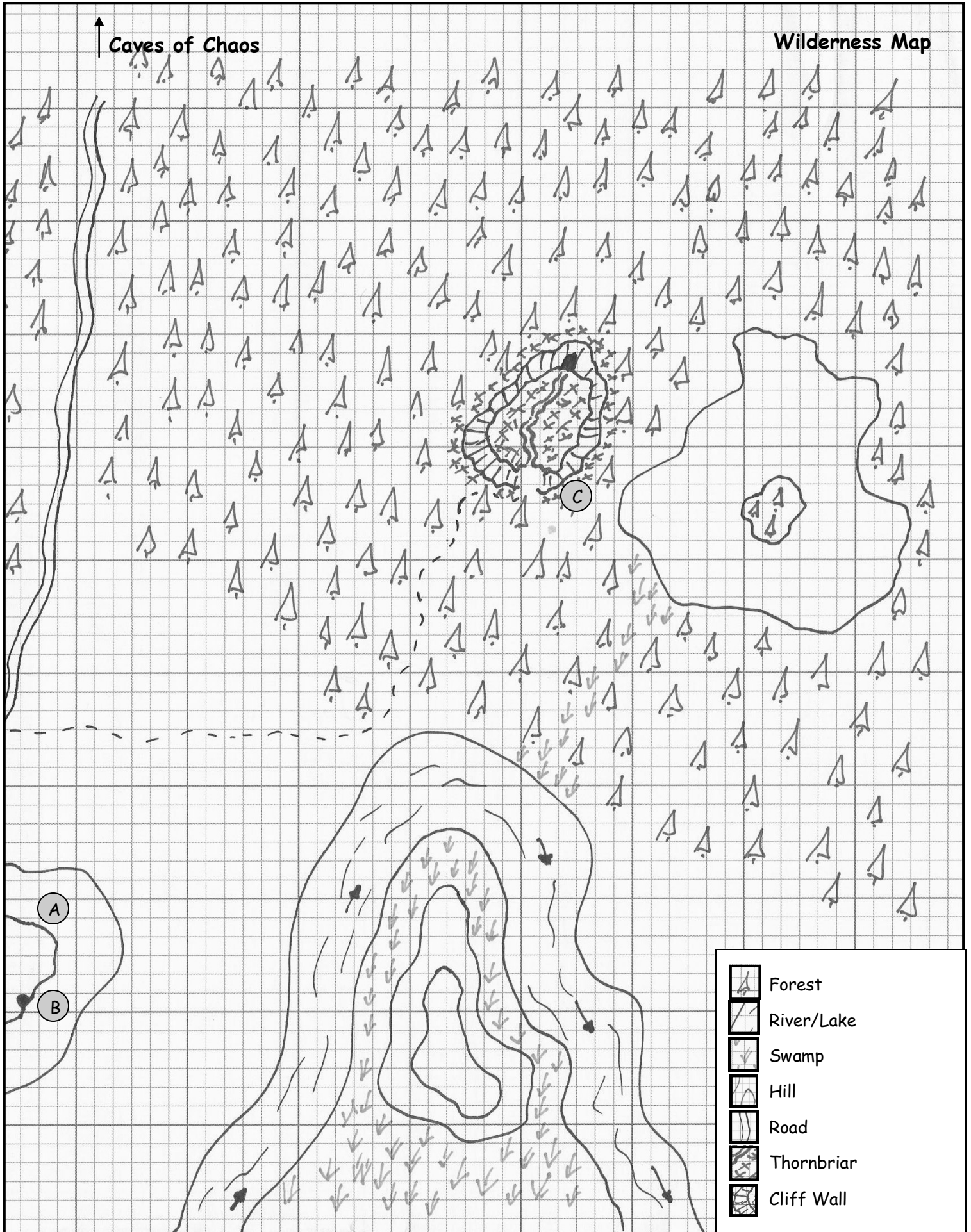


Wilderness Map



↑ Caves of Chaos

Wilderness Map



Goblin (12) AC 6; HD 1-1; hp 5 each; #AT 1; Dmg 1d6 or by weapon; SA None; SD None; MV 60; AL LE; Thaco 20; EXP 10 +1/hp. Carry short sword 1d6 and/or crossbow 1d4.

4. Collapsed Chamber

DM's Description: This chamber is partially collapsed and Sanganith uses it as a storage room. The goblins have managed to kill a pair of deer and the carcasses hang from the crossbeams that have been set to support the ceiling. There is no danger of further collapse in the chamber as the *ice shard* has frozen the earth.

5. The Statue and the Minotaur

DM's Description: A decapitated statue of an armored, female warrior stands in the center of this chamber. The head is lying in the northwest corner under a pile of snow. If the head is reset on the statue, it will magically fuse back into place. The PC that accomplished the deed and the statue will vanish in a flash of brilliant red light immediately thereafter.

The PC has been transported through time and space to the Caves of Chaos! A party of PCs has found the lair of the minotaur as well as his secret cache of treasure. When the PC arrives it is a scene of carnage:

A dizziness quickly leaves your mind and you are shocked to see you are no longer in the ice caves! Before you, a gory battle rages. A huge minotaur, clad in chainmail lashes and lunges with a golden spear. In a flash, the minotaur impales a young warrior, clearly a woman; she is badly wounded and retreats. It is clear the statue from the ice is representation of the woman warrior. A dwarf, badly bleeding steps in front of the minotaur and swings wildly with his axe. A young wizard steps from the shadows of the cavern's fringes and fires a single flaming dart from his outstretched hand. The minotaur, already bruised and bloody, howls in a mix of anger and pain.

The PC may take any action as normal at this point. If he merely observes, the minotaur will kill the dwarf and the magic-user over the next few rounds of combat but suffer no additional damage. The dwarf and wizard plead throughout for help. It will then turn and attack the PC.

If the PC helps the remaining adventurers and defeats the minotaur, he will remain at this location (time) for exactly five additional rounds. The PC will return to location 5 in the exact amount of time he was gone. He will have time to accept a reward from the PCs - choice of: **+1 spear** (gold inlaid worth 2,000 gp), **staff of healing** (17), +1 plate mail (human-sized), or silver necklace inset with 12 small emeralds worth 1,600 gp.

The PCs, if questioned, will say they stumbled upon the

minotaur's caves and discovered his cache of treasure only to be attacked when the minotaur entered the chamber. The magic-user will explain that the woman warrior is his younger sister and he is indebted to the PC. A half-elven cleric lies unconscious amid the clutter of the chamber.

DM's Note: In the original battle, the wizard managed to escape and he returned many years later - and much more powerful - and destroyed the minotaur. He created the magical statue in hopes someone would come through time and change events - returning his sister to life. This sequence can be witnessed by all the players.

6. Ice Bridge

DM's Description: This chamber is rough-hewn and partially collapsed. Large rocks and small piles of earth litter the northern section of the chamber. Water falls from a hole above the debris and forms a pool that covers half the chamber. Even though the air temperature is well below freezing, the pool does not freeze over. The falling water moves swiftly to several crevices three feet under the water's surface which stops the water from freezing.

Sanganith has used the *ice shard* to enchant the pool. Once every four rounds 15 (3' diameter) ice discs vanish and reform on the surface of the pool. The discs are three inches thick. One disc will form closest to the shore opposite location 7 (centered on shoreline). The discs float in an irregular pattern and are spaced approximately three to four feet apart. It is clear the ice discs can be used as "stepping stones" to reach location 7. However, the discs are a trap. If a PC steps onto any disc, with the exception of the one disc noted above (closest to shoreline at entry opposite location 7 [marked with a "d" on map]), the disc will vanish and the PC will fall into the frigid water. The water is only three feet deep. The ground beneath the water is littered with small stones and a PC must make a dexterity check to traverse the area or fall in completely. While PCs that are protected from cold suffer no ill effects (and drowning is unlikely), the negative effect of being completely wet are evident when the PC emerges from the water. A soaked PC will quickly realize all his possessions have frozen in a layer of ice. This reduces the PC's movement by 50% and he will suffer a -1 penalty to initiative rolls and -4 penalty to all dexterity checks.

If a PC steps onto the special disc (noted above) and remains on it for another complete round, the disc will float across the pool in one round. It will vanish thereafter and reappear at its origin location.

7. Guards

DM's Description: A group of four frost devils are stationed in this chamber to protect Sanganith from attack. The frost devils will attack all intruders (Sanganith's allies are exempt, of course). If a battle goes poorly for the frost devils they will retreat to location 8. The room has no furniture or decorations.

Frost Devil (4) AC 5; HD 2; hp 10, 9, 7, 6; #AT 1; Dmg claw 1d4+1 / claw 1d4+1; SA frost breath, icy clutch; SD cold resistant, +1 or better to hit, devil defenses; MV 60; AL LE; Size S; Thaco 17; EXP 285 +3 per hp.

8. Sanganith, Geryon, and a Bear Players' Description:

This chamber is fairly well-appointed with furniture including a bedroom set, desk and chair, two sofas and side tables. The floor area near the bed (east wall area) is covered with furs (elk, bear, and wolf). The west wall is dominated by a massive arch made completely of ice. Within the arch a black mist swirls. Hanging from a thin silver chain, in the center of the chamber, 15' off the floor, is a three foot long sliver of blue ice. Water slowly drips from the shard, but before the droplets reach the floor they freeze and shatter into snowflakes which in turn drift around the chamber until they disappear through a crevice in the ceiling. The ice shard glows with a bright blue light which illuminates the entire chamber. Standing directly beneath the ice shard is a massive cave bear. The bear is covered with a thin coat of ice and does not move.

DM's Description: Sanganith is in this chamber. If he is aware of the PCs' intrusion (most likely), he has previously cast his *invisibility* spell on himself. He will keep his distance from the PCs but stay near the arch - which is a gate to the eighth plane of Hell - the domain of the greater devil Geryon. Moments before the PCs enter the chamber, assuming they enter after defeating the frost devils at location 7, Sanganith has pleaded for help (via the gate).

Within two rounds of the PCs entering the chamber, a form materializes in the gate. It is Geryon. The devil will stare at Sanganith (he can see invisible creatures) and denounce the wizard for his failure. The PCs will hear Sanganith beg for forgiveness and aid, but Geryon has no patience. He will also threaten the PCs with destruction for "meddling" in his plans. At that point an **ice shade** (in the form of Geryon) will pass through the gate and attack a PC (assuming Sanganith is still invisible). Sanganith has seen enough and will attempt to

flee. However, he will first attempt to retrieve the *ice shard*. If he secures the *ice shard*, the wizard will use it to free the cave bear (which will immediately enter a frenzy and attack the intruders - the caves were his home before Sanganith arrived).

If the PCs catch Sanganith by surprise - should be damn near impossible - he will immediately plead for help from Geryon and the above noted events will commence.

An unlocked iron chest beneath Sanganith's bed contains some treasure the wizard has taken from his victims. The chest holds 197 gp, 59 sp, six pearls worth 100 gp each, a silver bracelet covered with magical ruins. A *read magic* spell will decipher the ruins which if read will transport the reader, as well as all living creatures within 30', to the Old Forest (see module T1 The Thing in the Valley) or the location of the DM's choice.

Sanganith, Human Magic-User (1) AC 5; HD 5; hp 19; #AT 1; Dmg 1d4 +1 w/ **+1 dagger**; SA Spells; SD Spells; MV 120; AL LE; Thaco 20; EXP 225 +5 per hp.

S11 I17 W11 D16 C15 CH12.

Spells: *sleep, burning hands, shield, invisibility, web, and lightning bolt.*

Equipment: He carries a **+1 dagger** and wears *bracers of AC 7*.

Cave Bear (1) AC 6; HD 6+6; hp 40; #AT 3; Dmg claw 1d8 / claw 1d8 / bite 1d12; SA hug 2d8 if hit roll equals 18 or better; SD None; MV 120; AL N; SZ L; Thaco 13; EXP 475 +8 per hp.

Ice Shade AC 4; HD 5; hp 30; #AT 3; Dmg claw 1d6 / claw 1d6 / tail 1d4; SA tail spike poison (save vs. poison +2 bonus) or become frozen for 2d4 rounds; SD +1 or better weapon to hit, immune to cold; MV 120; AL LE; SZ L; Thaco 14; EXP 280 +4 per hp.

Roster of Keep Defenders

Fighter Level 1 (56) AC 3; HD 1; hp 5 each; #AT 1; Dmg halberd 1d10, light crossbow 1d4, long sword 1d8, dagger 1d4; SA None; SD None; MV 60; AL CG; Thaco 20

Possessions: plate mail, halberd*, light crossbow**, long sword, dagger

*12 are armed with halberds

**20 carry light crossbows

Fighter Level 1 (112) AC 5; HD 1; hp 5 each; #AT 1; Dmg light crossbow 1d4, long sword 1d8, dagger 1d4; SA None; SD None; MV 90; AL CG; Thaco 20

Possessions: plate mail, light crossbow*, long sword, dagger

*40 carry light crossbows

Fighter Level 1 (4) AC 8; HD 1; hp 5 each; #AT 1; Dmg halberd 1d10, hand axe 1d6; SA None; SD None; MV 90; AL CG; Thaco 20

Possessions: leather, halberd, hand axe

Corporal #1 Fighter Level 1 AC 2; HD 1; hp 10; #AT 1; Dmg **+1 long sword 1d8**, dagger 1d4; SA None; SD None; MV 60; AL CG; Thaco 20

Corporal #2 Fighter Level 1 AC 2; HD 1; hp 9; #AT 1; Dmg long sword 1d8, **+1 dagger 1d4+1**; SA None; SD None; MV 60; AL CG; Thaco 20

Corporal #3 Fighter Level 1 AC 2; HD 1; hp 8; #AT 1; Dmg long sword 1d8, **+1 dagger 1d4+1**; SA None; SD None; MV 60; AL CG; Thaco 20

Sergeant Fighter Level 1 AC 1; HD 2; hp 16; #AT 1; Dmg **+1 long sword 1d8+1**, **+1 dagger 1d4+1**; SA None; SD None; MV 90; AL CG; Thaco 20

Possessions: chain mail, **+1 ring of protection**, **+1 shield**

Captain Fighter Level 3 AC 2; HD 1; hp 20; #AT 1; Dmg **+2 long sword 1d8+2**, **+1 dagger 1d4+1**; SA None; SD None; MV 90; AL CG; Thaco 18

Possessions: plate mail, shield

Baliff Fighter Level 4 AC 1; HD 4; hp 25; #AT 1; Dmg **+1 long sword 1d8+1**, long bow w/ three **+1 arrows** SA None; SD None; MV 60; AL CG; Thaco 18

Possessions: **+1 plate mail**, shield

Castellan Fighter Level 6 AC -2; HD 6; hp 40; #AT 1; Dmg **+2 long sword 1d8+2**, **+1 dagger 1d4+1**, **+1 spear 1d6+1** SA None; SD None; MV 60; AL CG; Thaco 16

Possessions: **+1 plate mail**, **+1 shield (+2 AC for dexterity 16)**, **elven cloak**, **elven boots**, **potion of levitation**, **potion of healing**

Adept Cleric Level 1 (5) AC 4; HD 1; hp 7, 7, 6, 6, 5; #AT 1; Dmg mace 1d6; SA None; SD None; MV 90; AL CG; Thaco 20

Possessions: chain mail, shield

Spells: cure light wounds, light, bless

Priest Cleric Level 3 AC 0; HD 3; hp 18; #AT 1; Dmg **+1 mace 1d6+1**; SA None; SD None; MV 60; AL CG; Thaco 20

Possessions: **+1 plate mail**, **+1 shield**

Spells: cure light wounds x3, light, bless, spiritual hammer, know alignment, hold person x2, dispel magic, prayer

Curate Cleric Level 5 AC 0; HD 5; hp 30; #AT 1; Dmg **+1 mace 1d6+1**, **snake staff**; SA None; SD None; MV 60; AL CG; Thaco 18

Possessions: **+1 plate mail**, shield, **+1 ring of protection**

Spells: cure light wounds x3, light, bless, spiritual hammer, know alignment, hold person x2, dispel magic, prayer, cure disease, cure serious wounds, neutralize poison

Advisor Fighter/Magic-User Elf Level 3 AC 0; HD 3; hp 17; #AT 1; Dmg **+1 long sword**, long bow w/10 **+1 arrows**; SA None; SD None; MV 60; AL NG; Thaco 18

Possessions: **+1 plate mail (+2 AC due to Dexterity 16)**

Spells: magic missile, burning hands, mirror image

New Magic Items

Arrow of Animal Slaying

These magic arrows are always made with shafts from black oak and feature a silver-tipped heads. The feathering is laced with the fur of the particular animal the arrow is designed to slay. Arrows of animal slaying effect specific animal types (i.e. bears, wolves, dogs). There are no arrows of this type that affect avian, reptile, or fish. This arrow inflicts triple damage (including all bonuses) when it strikes the appropriate animal. The arrows have a +1 bonus against all targets and a +2 bonus versus its specific animal type.

Value: 250 gp each (normally found is 1d12)

Ice Shard

These shards or ice appear as a large icicle approximately two feet long. They are deep blue in color and created in the eighth layer of Hell. The shard constantly sheds what appear to be snowflakes. However the snowflakes are magical and only melt if exposed to fire or after 24 hours of existence. The snowflakes radiate cold (-10° F) in a 100' radius. The shard sheds hundreds of these snowflakes per day. The snowflakes drift randomly and each day the radiate from the shard creating a larger area of cold (500' per day radius) to a maximum range of 15 miles.

A creature that touches the shard that is not magically or naturally cold resistant, will suffer 1d10 cold damage per round (or touch). Furthermore, the shard can fire a cold ray that has the same effects as petrification although the target is frozen in ice (save vs. wand). The effects can be canceled by using the shard or if the subject is immersed in magical fire (damage applies). An ice shard has unlimited uses. The shard can only exist outside the eighth plane of Hell for a 60 days before it melts.

Value: 10,000 gp

Necklace of Frost

When worn, this necklace provides protection from cold (per *ring of fire resistance*). Additionally, once per day, the wearer may create an ice dagger which acts as a *frost brand*. The dagger remains for 2d6+6 rounds.

Value: 2,000 gp

Potion of Rockbane

Created from the extract of the rare rockbane plant, this magical fluid causes rock to crack and shatter. A full potion bottle will destroy up to 10' cubic feet of solid stone. A single drop will destroy small stones and gems (grape-sized or smaller). The destruction occurs 1d6 +3 rounds after exposure to the substance. The fluid will inflict 4d12 damage to stone-based creatures (earth elemental, living statue, etc.) [time delay as above applies; no saving throw applicable].

Value: 1,000 gp

New Monsters

Frost Shade

Frequency: Rare

No. of Appearing: 1

Armor Class: 4

Movement: 120

Hit Dice: 5

% in Lair: N/A

Treasure Type: Nil

No. of Attacks: 2 (varies based on shape)

Damage: tendril 1d6 / tendril 1d6

Special Attack: poison

Special Defense: per devil, immune to cold, +1 weapon to hit

Magic Resistance: None

Intelligence: Low to Average

Alignment: Lawful Evil

Size: Small (varies based on shape)

Experience: 265 +5 /hp

Frost shade are native to the eighth plane of Hell and serve the arch devil Geryon. They are sub-devils that serve the more powerful devils when incursion to the prime material plane is required. Frost shades can dwell on the prime material plane indefinitely, but generally are used in cold regions. They appear as amorphous clouds of snow. They have no features but for two, glowing blue eyes. A frost shade can assume the shape of any creature, but only in as living ice statue. In their natural form they can lash out with icy tendrils which can inject a poison that freezes their victims.

When in a different form, the ice shade has the attack forms of that creature, but none of that creature's special attacks (spells, breath weapon, etc). The poison attack of a frost shade allows a save vs. poison (+2 bonus) or become frozen for 2d4 rounds. Successive attacks are cumulative.

New Monsters

Frost Devil

Frequency: Rare

No. of Appearing: Varies

Armor Class: 5

Movement: 60

Hit Dice: 2

% in Lair: N/A

Treasure Type: Nil

No. of Attacks: 2

Damage: claw 1d4+1 / claw 1d4+1

Special Attack: ice breath, icy clutch

Special Defense: per devil, immune to cold, +1 weapon to hit

Magic Resistance: None

Intelligence: Low to Average

Alignment: Lawful Evil

Size: Small

Experience: 285 +3 /hp

Frost devils dwell primarily on the eighth plane of hell - the realm of eternal winter. They are servants to ice devils and Geryon (the greater devil). A frost devil has an uncanny resemblance to a kobold with a few differences. They are completely white in appearance and their horns are approximately a foot long. The skin of a frost devil is scaled like that of a snake. Their eyes glow a dull blue.

A frost devil primarily attacks with its claws. If both claws strike an opponent in the same round, the devil can initiate its icy clutch. The target suffers normal damage from the claw attacks and an additional 1d10 cold damage (save vs. spells applicable for half damage). Additionally, a frost devil may breath frost at a single target within 20'. The attack inflicts 2d8 damage (save vs. dragon breath for half damage). This attack may be used three times per day.

Frost Ogre

Frequency: Rare

No. of Appearing: 1d3

Armor Class: 5

Movement: 90

Hit Dice: 4+1

% in Lair: 10%

Treasure Type: Nil

No. of Attacks: 1

Damage: 1d10 or by weapon +6

Special Attack: Sleet storm, chill blast

Special Defense: cold resistance

Magic Resistance: None

Intelligence: Average

Alignment: Neutral Evil

Size: Large

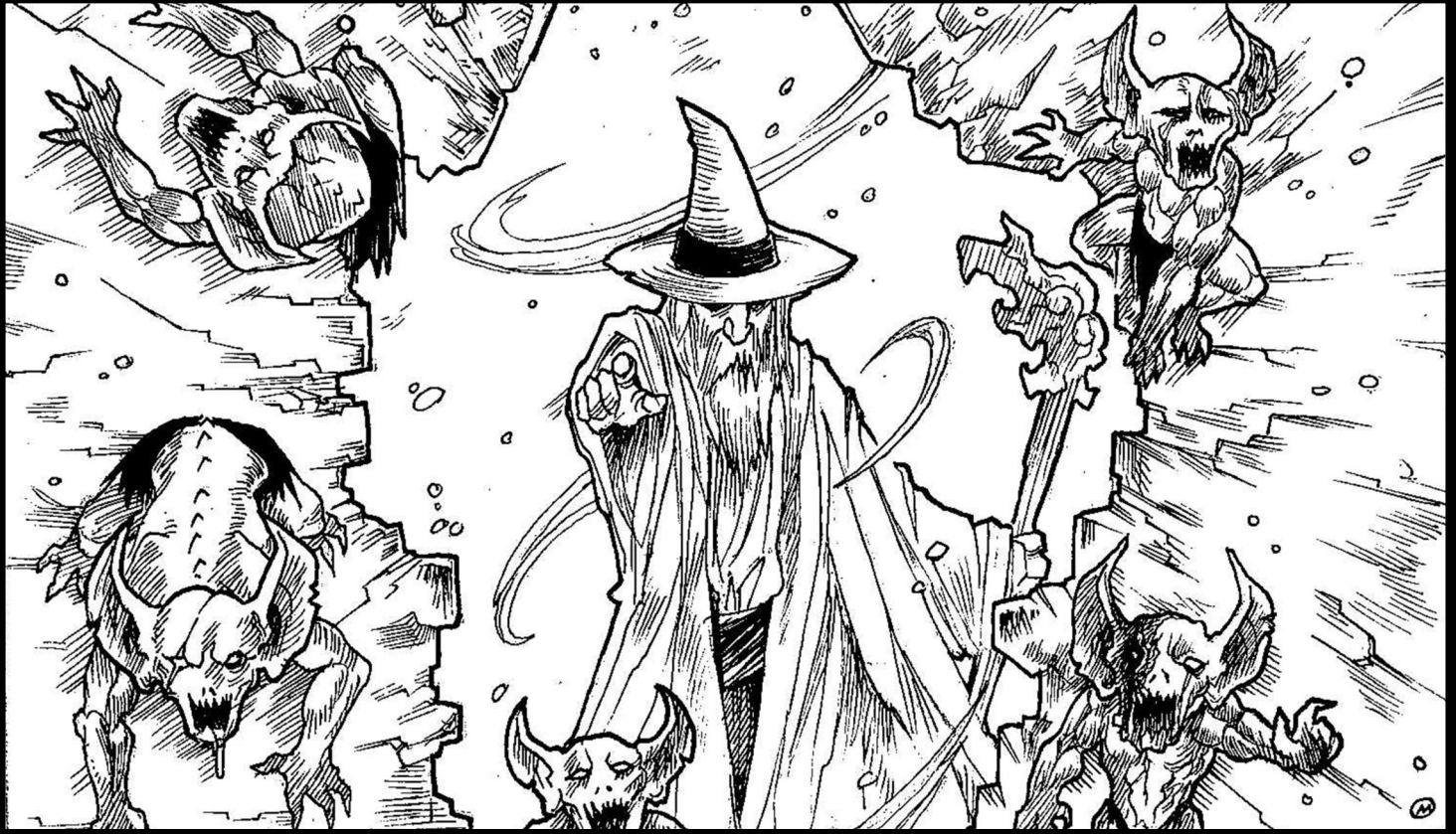
Experience: 280 +5 /hp

Similar to their ogre cousins, these creatures are large and powerful. However, they are much smarter than standard ogres. Frost ogres live primarily in cold environs and make their homes in caves or structures they have captured. These ogres are more solitary than their cousins and generally only associate with other races to suit a short-term goal. They are often hired as mercenaries.

Frost ogres can create a sleet storm in a 30' radius of themselves. This sleet storm obstructs the vision of creatures not accustomed to living in wintry conditions (-4 to all attacks). Additionally, the sleet storm inflicts one point of damage per round (save vs. spell each round for no damage). The sleet storm remains for 1d3 turns and can be summoned three times per day.

Additionally, a frost ogre can cast chill blast (see New Spells section) at will. All frost ogres are cold resistant. They appear as a normal ogre but their skin and hair are white and their eyes bright blue.

Blizzard on the Borderland



Winter has struck and the Keep struggles to combat the cold and snow.
But an ancient evil hides behind the piercing wind and ice waiting to destroy all in its icy clutch!
This adventure supplement details several encounters
to bolster TSR's **B2 The Keep on the Borderlands**.®

B2.5 Blizzard on the Borderland is an adventure for eight characters of second to third level
using the First Edition game rules.

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