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**1**  
FIRST  
EDITION

# Blizzard on the Borderland



**PACESETTER**  
GAMES & SIMULATIONS







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# Blizzard on the Borderland

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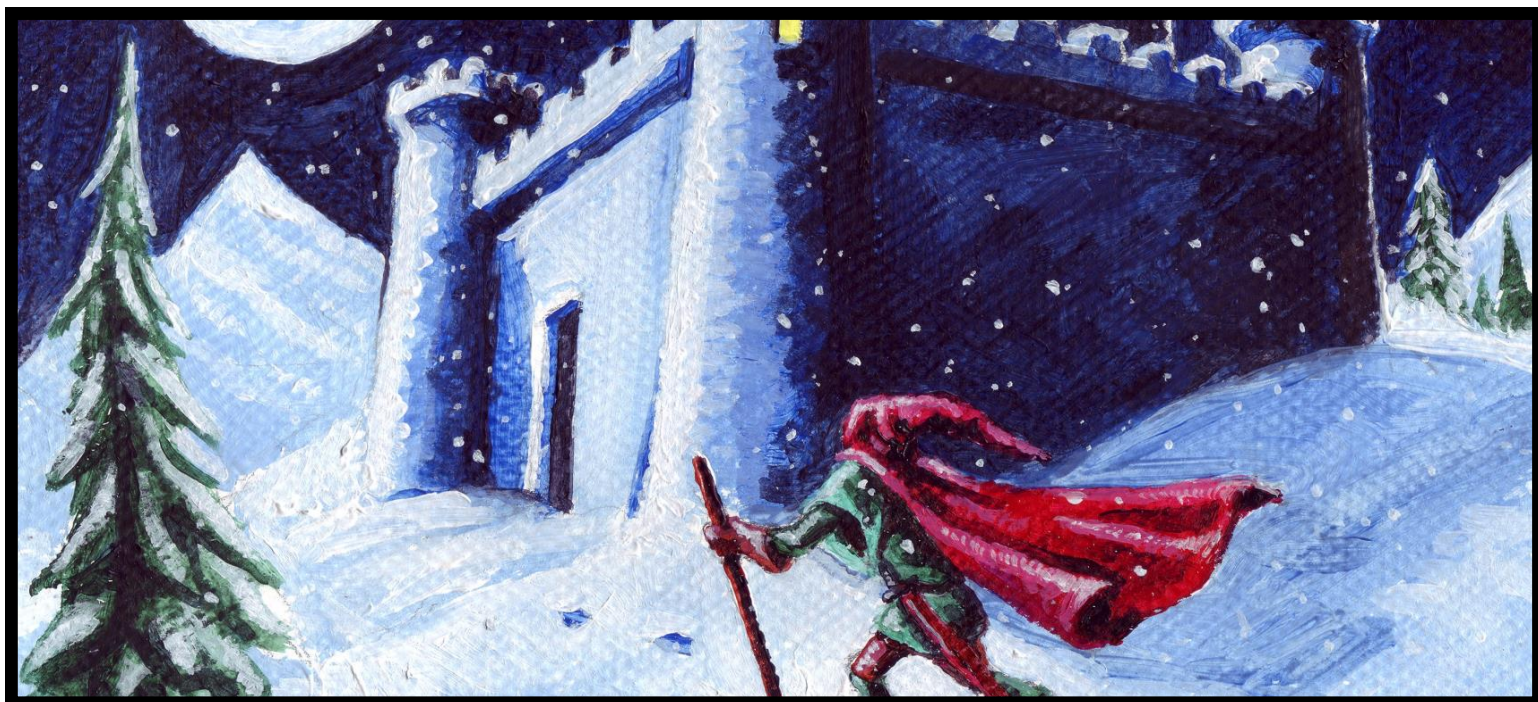
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## Credits

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Cover Illustration: Stefan Poag



### Designer's Notes - January 2, 2015

Welcome to **Blizzard on the Borderland!** This is my idea of a sequel adventure for TSR's classic module, KotB. Every year, typically during the Christmas holiday, I am fortunate enough to get away to Florida with my family. My idea of vacation is to just relax and "get away." And by get away, I mean do a whole lot of nothing. But being the guy I am, I can't do that entirely. So, I write D&D adventures as my get away.

Several years ago, I decided that I wanted to thank all of you who support Pacesetter Games by writing an adventure and giving it away for free. For those of you who have been with us for some time, you know we dabble in sequels for TSR classic modules. I decided this would be the route for my annual free adventures—many of us have a common, or shared, experience with those modules, so a focus on those adventures seemed a natural choice for me. Besides, I like them a lot!

So what you are holding is the result of one of those free adventures. It was originally designed and released just after Christmas 2015. There is nothing terribly elaborate about these adventures—I typically pull art from adventures we have previously published and I hand-draw all the maps (so they are not works of art!). This adventure, like all the others, was completely designed within the aforementioned two weeks. From conception to completion, I don't spend any more time than that on these short adventures.

As I have mentioned, these adventures are my "fun" project. It's my way to relax; and hopefully, to provide you some enjoyment. Whether you play these adventures as written, mine them for your own adventures, or just get in some old school reading, these are simple designs that give you a glimpse of how I played back in the day.

### Designer's Notes, Part II - May 3, 2020

For whatever reason, **Blizzard on the Borderland** is an adventure I am most asked about. Certainly, its inspiration module gets the credit in my eyes. To that end, we actually printed (a somewhat expanded) version about a year after it was first released. And the demand for more has never subsided. Again, I don't take any credit for that—B2 KotB is just that good, even today. So here we are with another expansion to my sequel. This version includes some new art, specific to this adventure, and professionally designed maps by a real talent, Raven Evermoor! I hope you enjoy it!

Respectfully,

*Bill Barsh*

### Adventure Intent

While KotB was not the first D&D module my group played, it was certainly one of the most memorable. But unlike some other TSR classics, a sequel never came. So for us, that was the end of the road.

Thinking back on the adventure, our group did very little with the Keep itself. That was my thought when I designed this adventure. The Keep is well-described in the adventure, but adding a secret basement or what-have-you didn't seem to do it justice. Revenge was the way to go for me. That is the story line herein.

While it may seem the Keep is the object of Geryon's vengeance, the PCs should feel some foreboding as the adventure moves along. Now, Geryon vs. PCs just isn't going to work at this level of adventure, but the players don't need to know that. Give them a run for their money; it is never too early to go to war with an arch-devil!



## Adventure Background

**Blizzard on the Borderland** is a short adventure supplement designed for use with the classic TSR adventure, **B2 KotB**. 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 plane of Water; specifically, a region of perpetual winter. The *ice shard* has been entrusted to the moderately capable and evil wizard, Sanganith, who is an agent of the temple of Geryon.

The temple has operated in the wilderlands and the shrine at location K, the Caves of Chaos (**B2 KotB**). After the PCs have cleared the Caves of Chaos (and assumedly location K), the vile priests of evil temple have decided to take more direct action against those who are infringing upon “their” territory and violating their unholy citadel—a shrine dedicated to the arch-devil, Geryon.

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. Furthermore, their goal was to 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.

Sanganith has taken up residence at one of the abandoned quarries that was used to mine the stone for the construction of the Keep. Sanganith used the *ice shard* to bring on the early winter and snow. But in doing so, he has also

invoked the law of unintended consequences (see Chapter 6: Song of the Snow Sorceress). He also hired a group of evil dwarves to create a breach in the outer wall of the Keep. Sanganith must defeat the Keep or suffer a vile and most painful fate.

## Sequence of Play

This adventure starts within the walls of the Keep. While the villain Sanganith and his minions have been actively initiating the plan to occupy the Keep, no overt action has taken place. Sanganith has used the *ice shard* to bring on an early winter and snow. While the cold weather is early and somewhat more severe than normal, none suspect that evil magic is at work. There are plenty of “old-timers” willing to share stories of much more horrific winters.

The PCs 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. Sanganith plans on breaching the Keep during a blizzard— one of his own creation via the *ice shard*. He has a magical scroll to summon a group of 40 frost devils. The devils will enter the Keep through the breach and defeat the defenders and crush all resistance. A smaller group of goblins - 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 Sanganith. At this point, the PCs are brought into the adventure by the Keep’s castellan. It is a nefarious and detailed plan; one that the PCs will unknowingly aid.



## Chapter One: 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 wood-cutters, 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 unless they have been over-served. 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. One of the woodcutters actively relates a story of a mysterious voice that sings in the wood (see Chapter 6: The Song of the Snow Sorceress).

**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 obnoxious to many.

One of the trappers is in the employ of Sangarith. He acts as a messenger and spy. The trapper informs Sangarith, and the dwarves, on the happenings within the Keep.

Lead 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).

Trapper (2) AC 7; HD 1; hp 8, 7; #AT 1; Dmg by weapon; SA +2 to hit; SD None; MV 120; AL NE; Thaco 19; EXP 15 +1 per hp. Each carries a short bow (20 arrows), spear, dagger, 2d6 gp, and 3d8 sp. The 8 hp trapper has a *healing potion*.

**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 party. 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 +1 *dagger* 1d4+1; 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:** +1 *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 Sangarith to exploit. The dwarves are amiable and pose as stone masons for hire; note, they are actual masons. 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 *po-tion of rockbane* (see **New Magic Items** section).

### Design Note #1

Odds are, you did not just finish running **Keep on the Borderlands**. In fact, you may not have played it in decades! So what is a GM to do? Fake it. Most likely you know the back story of **KotB** (if not, turn in your OSR ID card right now [Erik Tenkar gives them out]). In brief, a distant keep is under threat by hordes of humanoids (and a secret evil temple). PCs arrive, destroy, and loot everything. Everybody agrees Gary was a genius! End of background. Getting back to our little problem; either establish the fact by GM fiat, or remove the fact the PCs had anything to do with the aforementioned KotB. This does not really affect the story of this adventure, it just eliminates the aspect of revenge against the PCs (or make it a case of mistaken identity). Either way, there is evil to purge. Moving on.

## Chapter Two: 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) applied 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 small breach in the wall; destroying most a single block. 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 quarry 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, much larger breach. This time, the breach will occur in the middle of night, as a blizzard rages.

### Escort Duty

After the outer wall has been initially damaged by the dwarves (see above), the PCs are approached by the Keep's castellan. He hires the PCs for the day to escort the dwarves (who do not bring their weapons or armor) to a nearby quarry to recover three new granite blocks. The castellan offers 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.

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.

The quarry is 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. Because there is only 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 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 on the way to the quarry and one on the way back. Roll 1d6 and if the result is a 1-3, consult the wandering monster chart on page 7.

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.



### Chapter Three: 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 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 (who is simply mistrusted by the Temple's priests). The ogre is very intelligent and has purposely avoided contact with his targets. The frost ogre has 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 is warned of the PCs' approach by one of the ice hounds. The ice hound stands watch on the hill top. The frost ogre remains in his cave hoping the PCs do not discover his lair. See the cave entrance (location B; **Wilderness Map**).

It will take the dwarves approximately eight hours to carve out the three blocks. The group has 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 initially attempts to avoid the PCs, but if his lair is discovered, he immediately goes on the offensive and attacks all those near the hill. He is not aware the dwarves are in the employ of his, well, employers. A messenger that was to alert him of the plan failed arrive (see Chapter 6, page X)

#### 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 is snowing when the PCs arrive and the slab is 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. Beneath the snow (just several inches) are indications that the area not as vacant as it appears. Bones and ice hound feces lie under the snow near the entrance to the ice ogre's cave. While this will not help the PCs locate the hidden slab, it should provide an indication that something is amiss on the hill.



## B2. Hounds

**DM's Description:** If the frost ogre has been warned of the PCs' approach to the hill, all three ice hounds are guarding the lair at this spot. The ice hounds attack any who move the entry slab. This alerts the frost ogre of intruders. The hounds pursue any who flee and ice ogre is not be long in following. His orders are clear; kill anyone who detects his presence!

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 are from animals, although some can be identified as humanoid. A layer of frost covers everything in the chamber. There is no treasure in the area. The bones have clearly been gnawed and broken.

## B4. Empty Chamber

**DM's Description:** This chamber appears empty on first glance. However, substantially obscured by ice, a small alcove holds a brass lantern. Breaking the ice to access the lantern makes substantial noise. The lantern has no fuel. This is a *lantern of warmth* (see **New Magic Items** section).

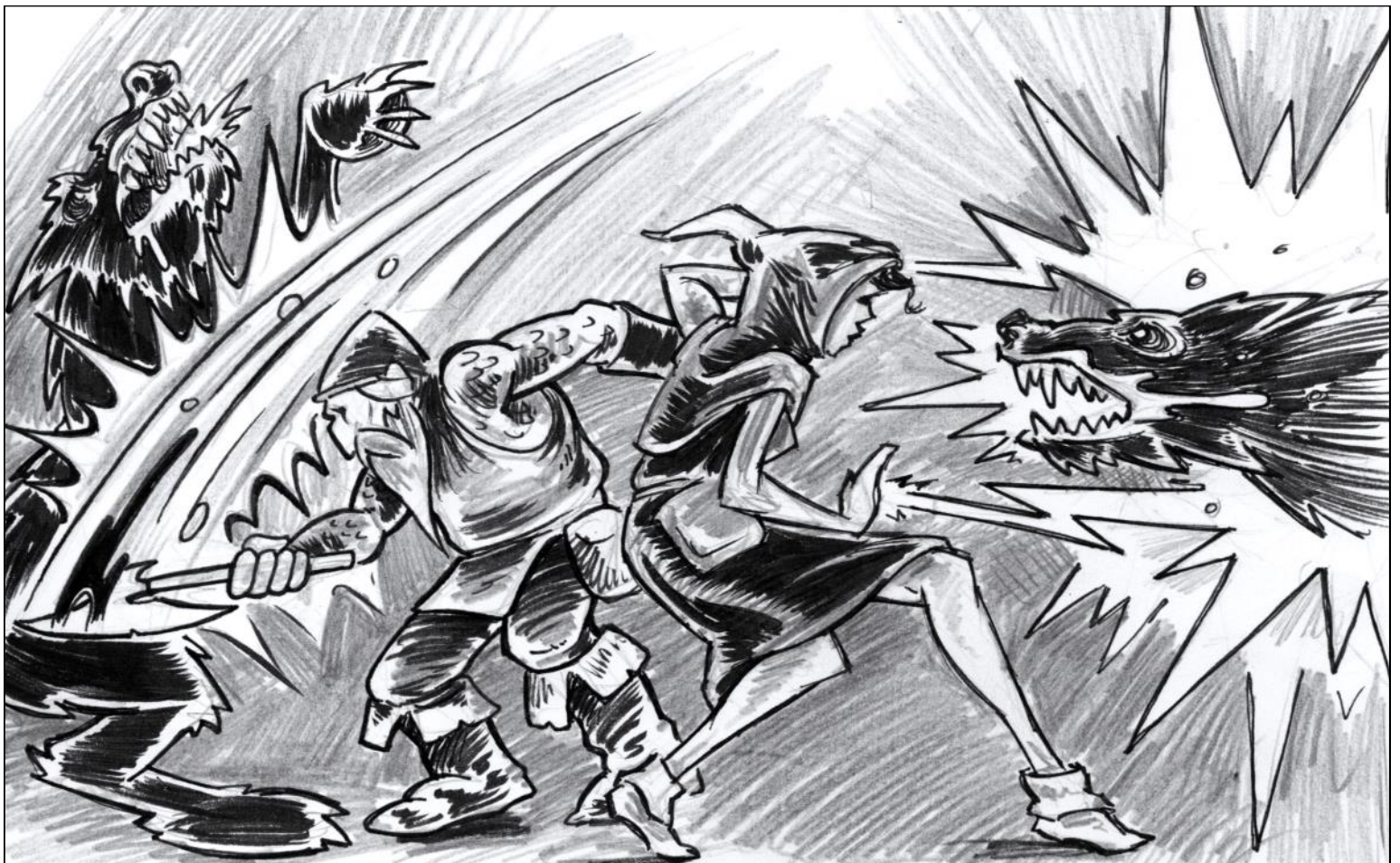
## B5. Frost Ogre

**DM's Description:** Starkly out of place, this chamber contains roughly-made furniture including a bed, desk, and a 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 platinum necklace (150 gp) that is also clearly missing five inset gems. The necklace is a *necklace of frost* (see **New Magic Items** section), but does not radiate magic or function unless it is first mended [a jeweler can repair at a cost of 500 gp plus the requisite gems].

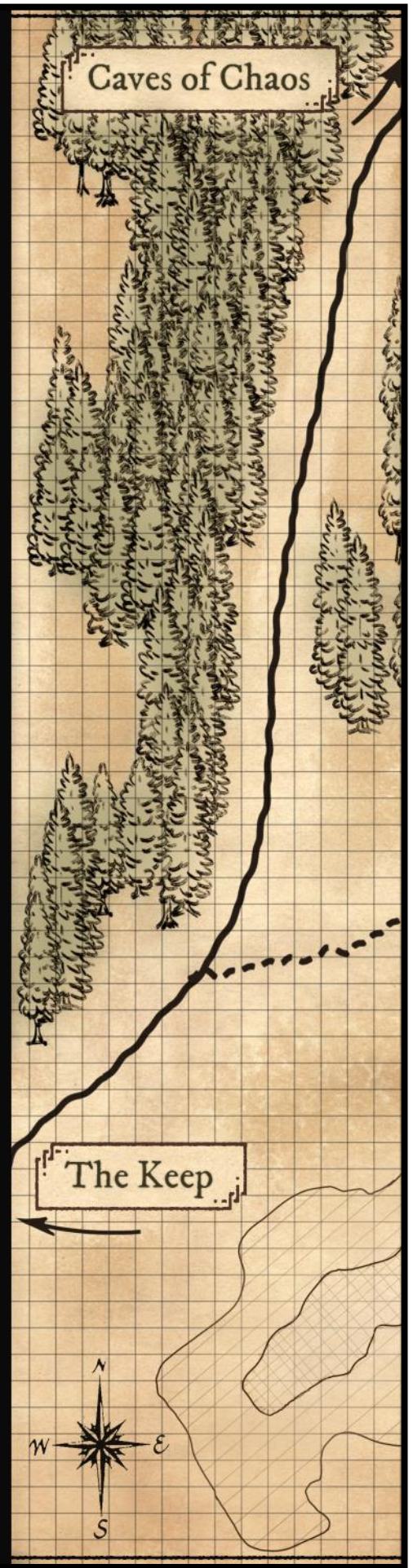
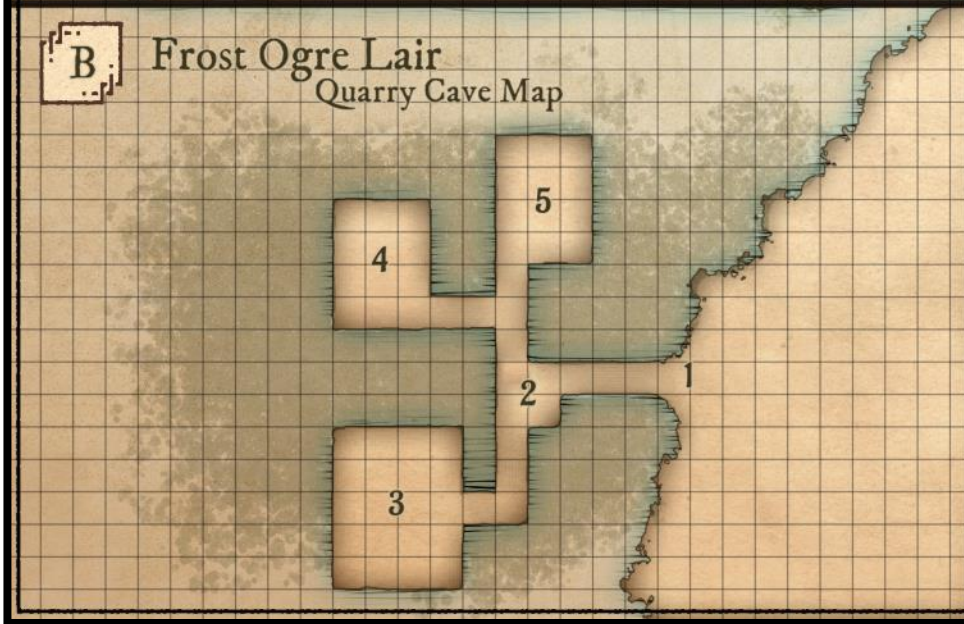
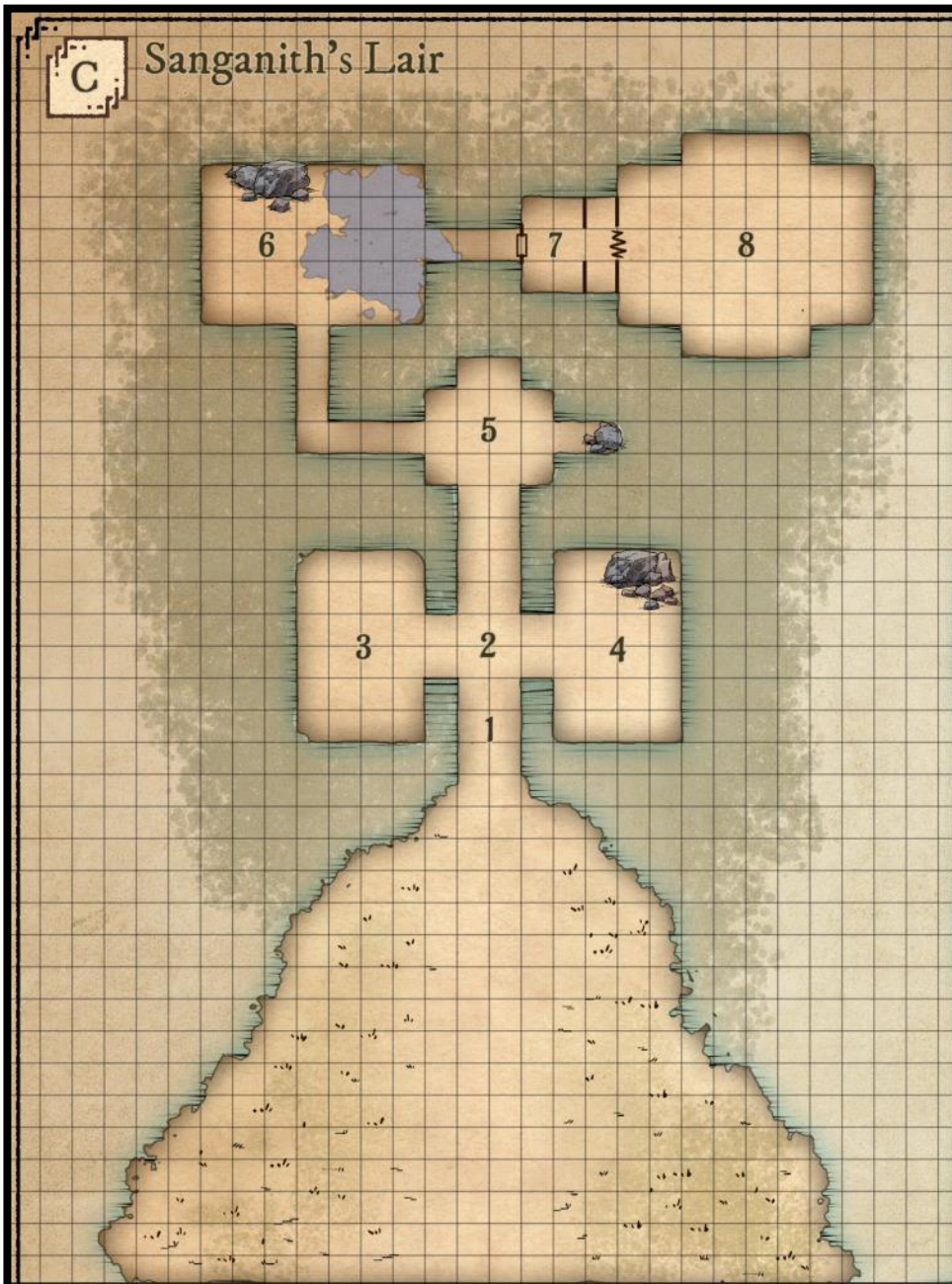
The ogre rushes to aid the ice hounds if combat takes place at location 2. If the battle goes poorly for the ogre and his hounds, he attempts to flee the caves and disappear into the wild.

The desk holds 14 blank pieces of parchment, an ink well, a quill, and eight candles. The ogre sends a note to his superiors every two days; a messenger arrives but is now a day late (see Chapter 6). The ink is a special mixture and cannot freeze. The ink grants any document it is used upon a +4 saving throw against fire and immunity to cold.

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 silver rings worth 5d10 gp each.

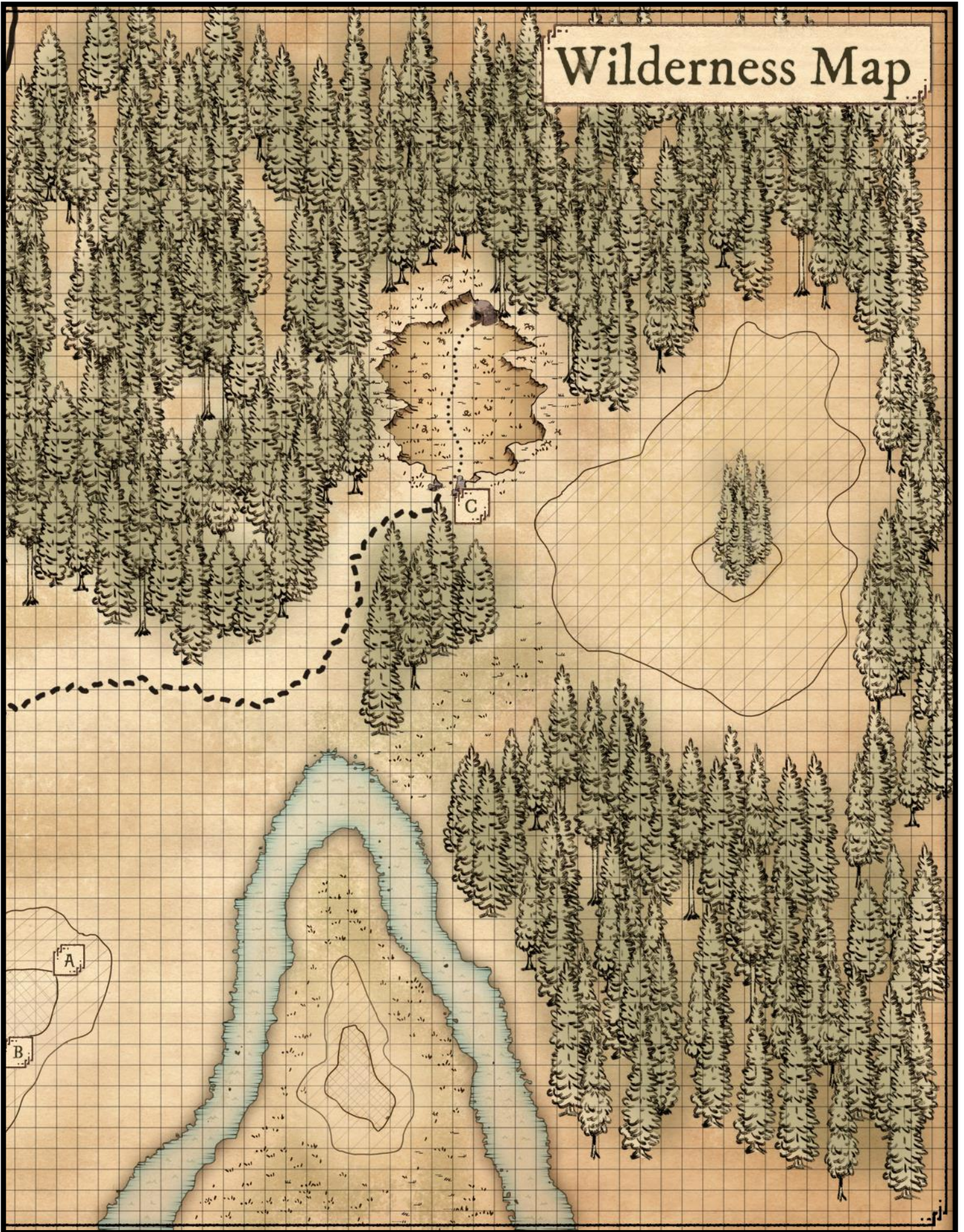








# Wilderness Map





## Chapter Four: The Attack

Immediately after the dwarves return with the three blocks, they repair the damaged Keep wall. This process takes about three 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. This second breach is triggered by the arrival of a blizzard later that 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 nine feet tall and 15 feet wide.

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 the battle for the Keep is on.

### Frost Devils

Moments after the outer wall of the Keep fails, Sangarith summons the frost devils (40) 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.

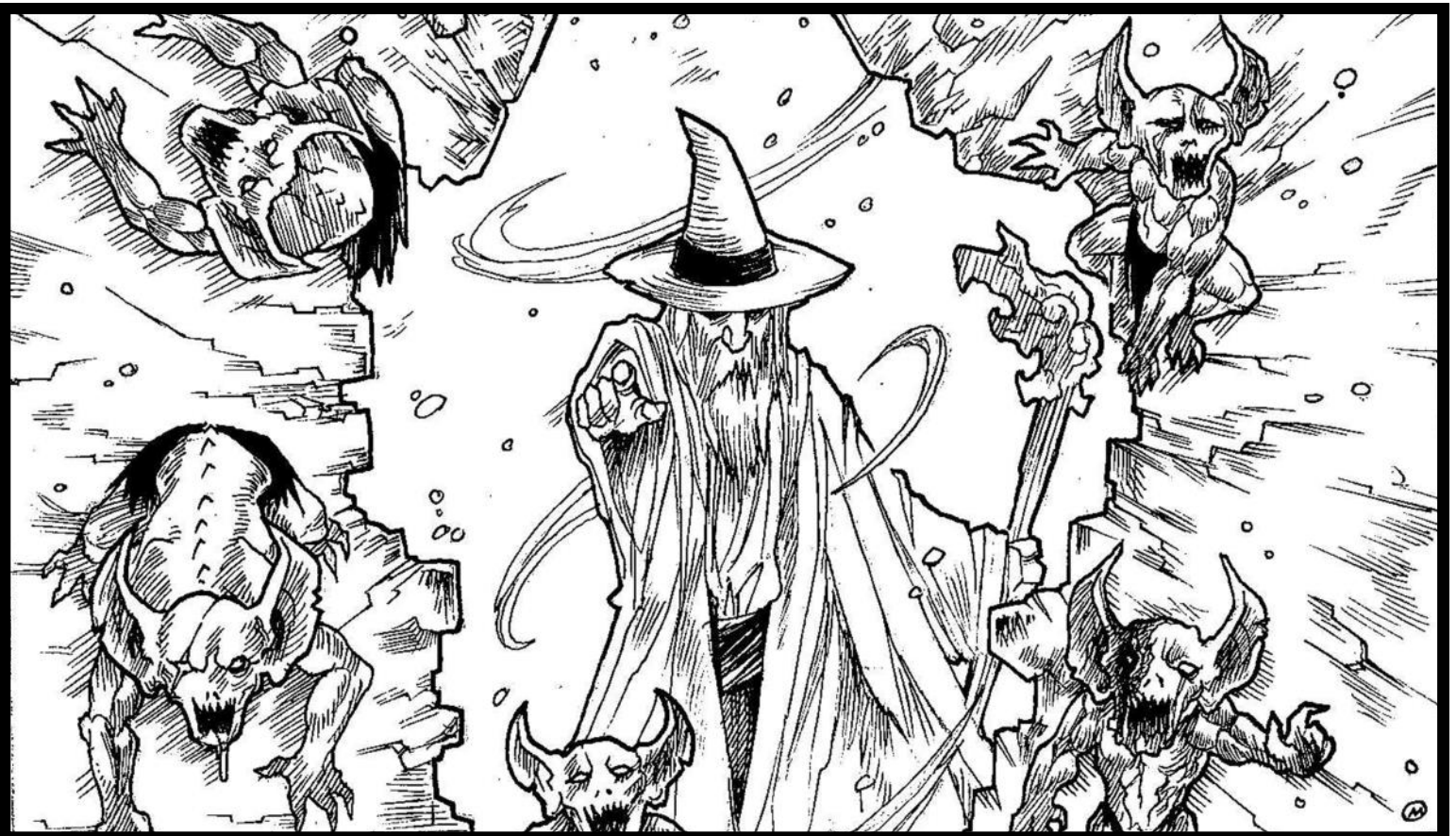
Sangarith remains outside the Keep with his goblin minions; he is not particularly brave nor is he over-confident. Exactly two turns after the frost devils enter the Keep, he sends his goblins through the breach. Sangarith accompanies them; however, he will be cautious and enter last.

The frost devils focus their efforts solely on Keep guards and any who pose a threat or carry weapons. 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 (other than by hurling oil flasks; a tactic that does not immediately come to them). When the humanoids enter, most of the remaining guards engage the more familiar enemy. Those with magical weapons continue to battle the frost devils. The frost devils' goal is to reach the eliminate all defenders. At that point, Sangarith takes as many hostages as possible to force a parley. He releases his prisoners if the Keep is abandoned - he may be evil, but he is generally honest. See page 17 for attacker statistics.

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

The dwarves 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 reports the dwarves - it is possible the PCs are be hired to track them down. If Sangarith has escaped, the PCs are hired to find his lair - he must have one close; its what evil does.

The PCs can find Sangarith's lair by interrogating any of the humanoids that may be captured - frost devils do not surrender. Otherwise, they 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. The trappers that are staying at the Keep (see Chapter One), are aware of the variance in temperature near Sangarith's lair. They will convey that information, albeit for

a small price. They do not know it is the lair of the wizard or that anything is amiss in that area (other than the extreme cold temperature). This fact will not come to them until after the attack.

## 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+1**, 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

## Chapter Five: Sanganith

Located in another abandoned quarry (used for sand and gravel) near the Keep, Sanganith has made this area his headquarters. The entire area in and around the quarry is covered by frost thorn—a particularly dangerous plant (see below).

### C. Sanganith'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).

Sanganith 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 winter wolf surprises trespassers on a 1-3d6. It attacks and barks to alert those within Sanganith's lair. The goblins (area 3) and frost devils (area 7) 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 an underground stream which bisects the pit and keeps the water from freezing over completely. A PC suffers 1d2 cold damage per round while in the water and may 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. The goblins (area 3) and frost devils (area 7) immediately come to investigate any disturbance.

### 3. Goblins

**DM's Description:** The goblins that are in the employ of Sanganith lair in this chamber. The goblins are fearful of Sanganith'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 are the most likely to be the first to reach intruders. The goblins 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.

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 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, a woman; she is badly wounded and retreats. It is clear the statue from the ice cavern is a representation of the woman warrior. A dwarf, badly bleeding steps in front of the minotaur and swings wildly with his axe. A young wizard moves 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 for help until they are killed. The minotaur will then turn and attack the

PC. Combat should be handled appropriately. If the PC attempts to flee, he will run into an invisible barrier and not be able to escape the chamber.

If the PC helps the remaining adventurers and defeats the minotaur, he will remain at this location (and 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 before departing from the NPCs - 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 NPCs, if questioned, will say they stumbled upon the this cave and discovered this cache of treasure only to be attacked when the minotaur entered the chamber. The magic-user explains 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 - 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; the same magic forbids his direct interference. As an option, the PCs (that did not leave the chamber) can watch all the events through a magical reflection (think TV) that fills one of the walls of this chamber.

## 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 the 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. Regardless of how many frost devils were killed in the attack on the Keep, these four will be present when the PCs arrive.

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 is covered with the furs of 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 glowing 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 arch-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 Attackers

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*

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. The wolf will stay within 20' of Sanganith at all times.

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.

Frost Devil (40) 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.





## 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 of ice appear as a large icicle approximately two feet long. They are deep blue in color and created in the eight 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 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 wintery 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.

# 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.

## Ice Hound

**Frequency:** Rare

**No. of Appearing:** 1d12

**Armor Class:** 5

**Movement:** 120

**Hit Dice:** 3-5

**% in Lair:** 30%

**Treasure Type:** Nil

**No. of Attacks:** 1

**Damage:** bite 1d8

**Special Attack:** breath weapon, frost

**Special Defense:** cold resistance

**Magic Resistance:** None

**Intelligence:** Semi (3)

**Alignment:** Neutral Evil

**Size:** Large

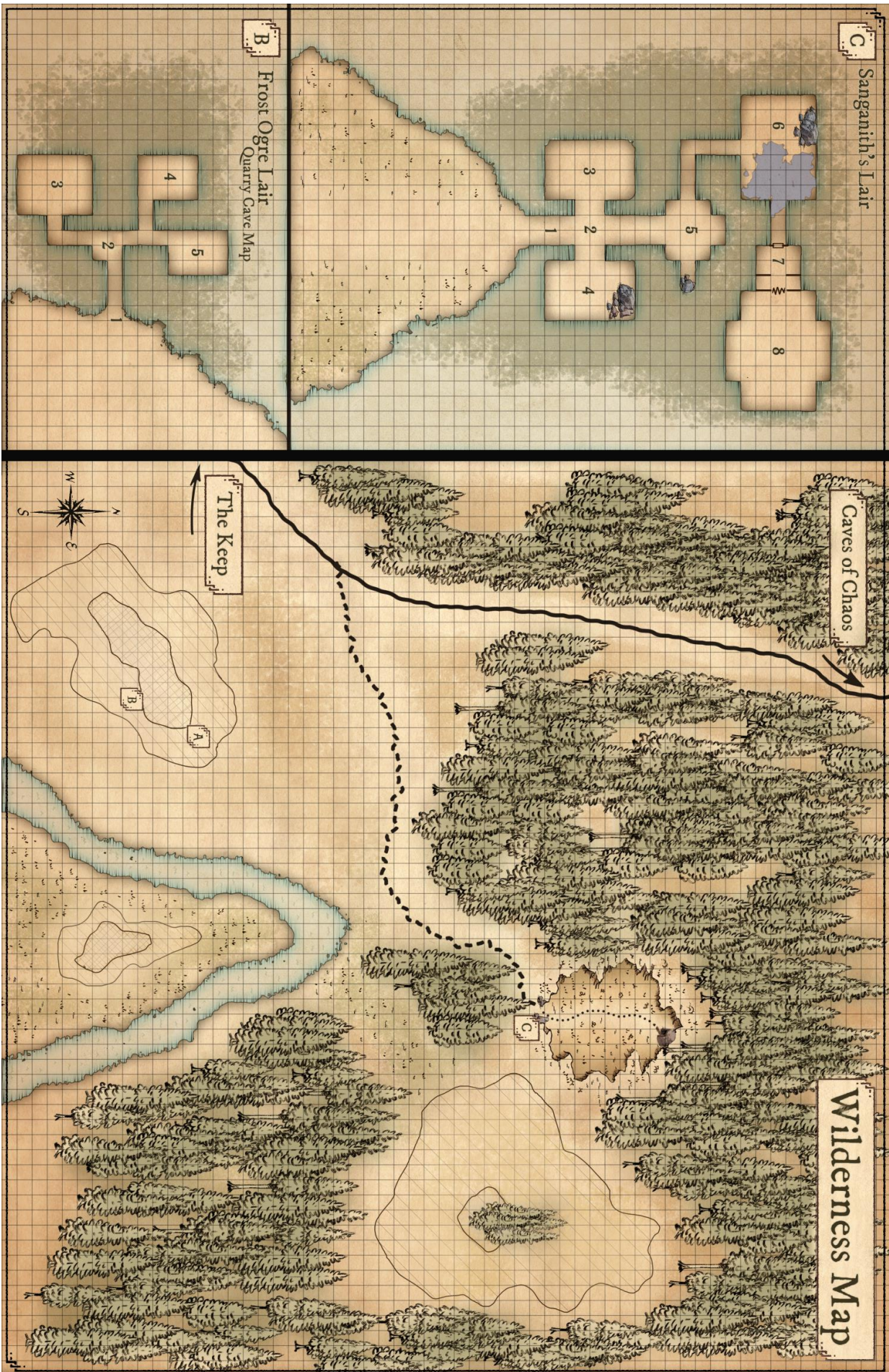
**Experience:** 120 +3/hp

Ice hounds are huge wolf-like dogs that are similar to wargs and only slightly less intelligent. They are often found in companionship with those humanoids and giants that live in the coldest reaches of the planet. They have an evil heart and are malicious toward any other dog or wolf.

These animals are always completely white and their eyes a clear blue. They have long hair and pointed ears. They make excellent watch dogs as they have keen senses that are unmatched by any of their kin. So much so that even the strongest white-out has no effect on their vision or other senses. When in a frigid environment (snow, ice) they are nearly undetectable when not moving (use same rules as a thief hiding in shadows with a 90% success rate).

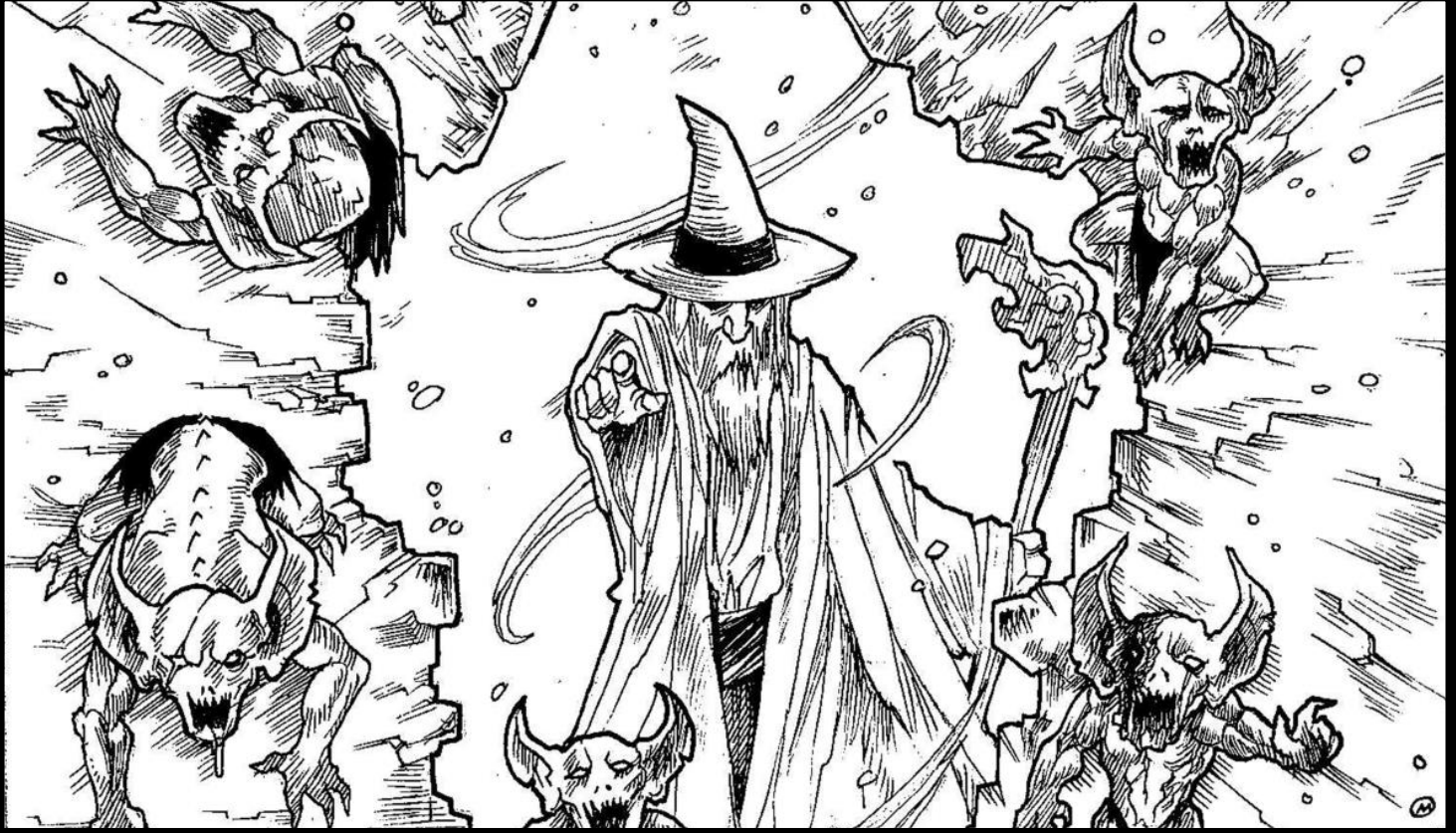
An ice hound can breath frost, similar to a hell hound's breath attack, that inflicts one hit point of damage per hit dice of the animal. A saving throw vs. breath weapon is applicable and success indicates half damage (rounding up). They can use this attack up to three times per day. Ice hounds are completely immune to cold (magical or otherwise) and suffer no damage or effects. They can travel across ice without penalty to their movement.







# 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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