

BX14

Third of 5 Modules

A COLD DAY IN HELL

DESIGNED BY BILL BARSH



The giants are planning war. They are searching for something hidden deep in their past. Something that will unite the races and tribes. Something that has been hidden in history but waiting to be found.



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A Cold Day in Hell

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GM Introduction

Fog of War is the first module in the **Return of the Giants** series produced by designed by Pacesetter Games & Simulations. This module is designed for four to six characters of 7th to 9th level and uses the BX RPG system. No particular character class is required though a balanced party is recommended. At least two fighter types would be helpful.

This module is set in the Misty Isles campaign setting produced by Pacesetter Games & Simulations. It is not necessary to use the Misty Isles setting and these modules can easily be adapted for most any campaign setting.

In **Fog of War**, the Player Characters (PCs) will go up against a squad of fog giants and their minions as they search for a secret temple. Within the temple lies a clue to the location of a long-lost giant palace that holds the key to uniting all the giant races. A small, and very secretive, sect of giants (from each evil race) is attempting to unite the giants in order to reclaim their dominance in the world. The giants have sent several squads of giants on missions to find various hidden temples in order to locate the ancient and all-but forgotten House of Narimemar. Narimemar was the last giant king who somehow managed to hold together the giant kingdom with the help of some very powerful and mysterious magic. It is this magic that these contemporary giants seek to control in order to unify the splintered races of giants and then wage war.

Fog of War is the introductory module to this new series of modules. Each module will feature a specific race of giant, though not every race will be included. The final module, **Myth of the Giant King**, includes the revelation of how the various giant races came to be and the magic used to control them.

GM Background

When the world was much younger giants ruled the lands. However, at that time there was a single race of the creatures. They ruled for a thousand years without threat. But eventually the kingdom fractured. Factions demanded more control, land or power. Decay had set in and the rule of the giants was threatened from within. As the kingdom began to fail, one of the ruling houses stepped forward and took command.

Somehow, the House of Narimemar gathered support and took control of the entire giant kingdom. For another 300 years the giants ruled, led by House Narimemar. Secretly, Narimemar had made a pact with powerful human arch mage. The mage, Rislavin, used his considerable powers to control the rival factions of giants. However, in order to unite the giant factions, Rislavin had to



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infuse each with varying elements of magic. Rislavin used these elements to control the giants and link each faction.

Catastrophe ensued when Rislavin finally perished and his spells failed with unforeseen effect. The giant factions, instead of simply shunning the magic that secretly bound them, became polarized as the elemental effects of the spells were released and consequently consumed them. It was the birth of the giant races that roam the world today. From a single race of giants came many others.

Immediately, the House of Narimemar failed and the giants became fractured and their kingdom collapsed. Narimemar, now crippled with age, and his kingdom in ruin, ordered the gates to his mountain keep sealed. Several giant clans attempted to enter the gates, but failed. It was then decided that a magical device, the *finding cube*, would be created so that later generations could find the House of Narimemar. Several loyal giants reasoned that at some time the kingdom could be reborn but the secrets held in the House of Narimemar would be needed.

Now, many centuries later, several giant kings have conspired to unite and again rule the world. They have decided to find the House of Narimemar and discover the secrets of the magic that gave the power to rule the world.

In **A Cold Day in Hell**, the Player Characters (PCs) will go up against a glacial devil and his minions in order to locate another section of the *finding cube* (described later). The glacial devil guards a secret that grants him vast power over the race of frost giants. When the frost giants first became a race of their own, they were among the good-aligned giants. In fact, they were, as a race, lawful good. But the first generation of frost giants were under attack by the fire giants, who were much stronger in number. The first frost giant king, mistaking the glacial devil for a benevolent god, made a pact to save the frost giants from certain doom.

The glacial devil, in an act of treachery and deceit, killed the first frost giant king and placed his heart within a corrupting pyre of flaming ice within his fortress in hell. The heart still beats, but it is completely corrupted with evil...an evil which turned the frost giants from good to evil. The frost giant king's eldest daughter somehow managed to resist the corruption and she penetrated the glacial devil's lair. However, before she could destroy her father's heart, she was frozen within a slab of ice. The princess wears a set of plate armor; within that armor is a section of the *finding cube*.



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Adventure Start

1. Entrance to the Caves

In the race to find the House of Narimenar before the evil giant clans you have struck first blood. You defeated the fog and cloud giants as they sought out the first piece of the *finding cube*. Using those two segments of the cube, you have discovered the location of the Ice Gate, a place venerated by frost giants and key to finding the next piece of the *finding cube*.

You have travelled deep into the mountains and across a massive glacier. Now, near the center of the glacier you see a cave framed by two stone statues of frost giants, one male and one female.

GM Description: This is the entrance a series of tunnels and caves that leads to the Ice Gate. The Ice Gate will transport anyone who enters to the eighth layer of hell and, specifically, the lair of the glacial devil and the missing section of the *finding cube*.

The statues will not animate and are only decorative. However, the PCs will discover, as they approach, piles of bones (various animals and humanoids) lying close to the cave entrance. The caves are home to a family of yeti.

2. Yeti Cavern

GM Description: This cave is the primary lair of a family of yeti that prowl the glacier. The younger yeti dwell in this cave. They will, most likely, detect the approach of the PCs and they will hide in the chamber (under piles of snow and ice and behind some boulders). The yeti will attack any intruders. If a battle takes place in this room, the two elder yeti in location 3 will come to investigate.

Under a pile of bones, the yeti have collected 631 gp, ten pieces of jade worth 50 gp each and seven +3 *arrows*.

Yeti (6) AC 6; HD 4+4; hp 30, 25, 22, 21, 19, 18; #AT 2; Dmg claw 1d6 / claw 1d6; SA freeze attack on attack roll of 20 for 2d8 damage, freeze (paralyzation) by gaze for three rounds; SD Invisible in winter climate, impervious to cold, take +50% damage from fire; MV 150/50; INT 6; AL N; EXP 275/hp; Thaco 15. They carry no treasure.



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3. Adult Yeti Cavern

GM Description: This cave is home to two elderly yeti. They will investigate any activity in location 2. These two have a nest and inside the PCs will find 189 gp, 300 sp, a silver ring inset with a ruby worth 750 gp, and *two potions: healing, fire resistance*.

Yeti (2) AC 6; HD 4+4; hp 34, 30; #AT 2; Dmg claw 1d6 / claw 1d6; SA freeze attack on attack roll of 20 for 2d8 damage, freeze (paralyzation) by gaze for three rounds; SD Invisible in winter climate, impervious to cold, take +50% damage from fire; MV 150/50; INT 6; AL N; EXP 275/hp; Thaco 15. They carry no treasure.

4. The Chamber of Warmth

A thick cloud of fog emanates from this chamber. It is significantly warmer in this area than anything you have felt in days. Water drips from thousands of ice stalactites hanging from the ceiling.

GM Description: This chamber is occupied by a water elemental that serves the glacial devil. It will remain in “water” form on the floor until the PCs enter. It will then form and attack. It will also send plumes of water toward the ceiling which will dislodge ice stalactites. The stalactites will fall at a rate of 1d4 per round. They have a thaco of 20 and inflict 1d6 damage. The water elemental has no treasure.

Water Elemental (1) AC 2; HD 12; hp 72 #AT 1; Dmg water fist for 5d6; SA None; SD +2 wpn to hit; MV 60/20 s180/60; INT 7; AL N; EXP 1,900; Thaco 10.

5. Fun for the GM

GM Description: This room contains two notable items. A single gold coin rests in the center of the room on an icy floor beneath a massive ice stalactite. There is nothing dangerous in this room. Have some fun with it!



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6. Ice Fountain

A fountain made of ice is set against the south wall of this chamber. The fountain is formed by jagged pieces of ice. A thin pillar of ice stretches from floor to ceiling within the fountain. What appears to be water flows along the surface of the pillar and into the bowl of the fountain.

GM Description: Drinking the water from the fountain will bestow complete cold resistance for 24 hours. The magic water will retain its magical properties if transported.

7. Glacial Wyrm

GM Description: The entirety of this room is difficult to see as snow and wind blast throughout. The snow and wind originate from the Ice Gate set against the east wall.

After the PCs have had a few minutes to investigate the chamber, a glacial wyrm will emerge from the gate and attack.

Glacial Wyrm (1) AC 0/2/4; HD 11; hp 65; #AT 1; Dmg bite 6d6; SA Swallow whole on attack roll of 20; SD Save vs magic +4; MV 120/40; INT 6; AL N; EXP 2,700; Thaco 11.

8. The Ice Gate

GM Description: A jagged ring of ice forms a large circle along the east wall. No amount of magic or effort will allow the PCs to see through the gate. Any who enter the gate will be transported to location 10—the eighth layer of hell! A matching gate at location 9 will return the players to this location.

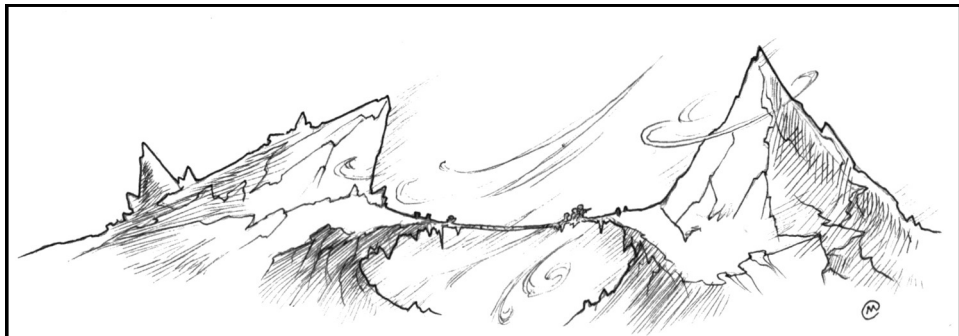
The Eighth Layer of Hell

This layer of hell is extremely cold and unless those from the prime material plane are resistant to cold, magical or otherwise, they will suffer 1d4 damage per turn. Otherwise, the atmosphere is normal. **However, a constant snow storm restricts vision to 30'.**

Locations 10-19 are all located on floating ice islands. The islands are connected by ice bridges which are extremely slippery. While the PCs can move normally on the islands, movement on the ice bridges is restricted to 1/4 movement. If the PCs try to move faster on the ice bridges, they must make a dexter-



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ity check at a -4 penalty. A PC who fails the dexterity check will slide off the bridge and be forever lost (or you can get creative).

Flying or levitating on this level is extremely dangerous. Terrible wind shears blast the air just above the islands. There is a 20% chance per round of a wind shear striking any PC that is flying or levitating (even just inches above the ground). If a PC is hit by a wind shear, he will strike the ground (if he is above it) and suffer 1d6 damage. A character that is not over an island or bridge, will be blasted away and must make an intelligence check at -2 penalty or become lost in the storm. That character has a 10% +1 per point of wisdom chance per round of rediscovering the island complex. The character will find a random island.

9. The Ice Gate

GM Description: A jagged ring of ice forms a large circle along the east wall. No amount of magic or effort will allow the PCs to see through the gate. Any who enter the gate will be transported to location 7. A matching gate (location 8) will return the players to this location.

10. The Cold

Seemingly hovering in air, this floating ice island is surrounded by blasts of icy cold wind and thick clouds of snow. The snow falls so fast and thick, you can barely see. The footing appears treacherous but with care you can move relatively easily.

GM Description: This island is not guarded.



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11. Ghasts in the Ice

GM Description: One inch under the ice floor of this island are 12 ghasts. They are located near the edge of the island at intervals which resemble the numbers on a clock. The ghasts will not animate unless one is attacked or damaged or until a PC nears the center of the island. The ghasts cannot be seen unless the PCs wipe away a one inch layer of snow.

If combat occurs, the two frost giants at location 13 will hurl huge chunks of ice at the PCs. Note, the frost giants can see an unlimited distance in the snow storm. They will target any PCs that become paralyzed. Otherwise, they will target random PCs.

Ghast (12) AC 6; HD 3; hp 17 each; #AT 3; Dmg 1d4 claw / 1d4 claw / 1d6 bite; SA paralyze, stench; SD Undead; MV 150/50; INT 6; AL C; EXP 80; Thaco 17.

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13. Frost Giants

GM Description: Two frost giants guard this island. They will attack any who cross the ice bridge (or per location 11).

Frost Giant (2) AC 4; HD 10+1d4; hp 71, 58; #AT 1; Dmg battle axe 4d6; SA hurl boulders 2d10; SD Immune to cold attacks; MV 120/40; INT 9; AL C; EXP 1,600; Thaco 11. Each frost giant carries a sack with 1d8x100 gp.



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14. Frost Giants

GM Description: Two frost giants guard this island. They will attack any who cross the ice bridge (or per location 12).

Frost Giant (2) AC 4; HD 10+1d4; hp 66, 49; #AT 1; Dmg battle axe 4d6; SA hurl boulders 2d10; SD Immune to cold attacks; MV 120/40; INT 9; AL C; EXP 1,600; Thaco 11. Each frost giant carries a sack with 1d8x100 gp. Each frost giant carries a sack with 1d8x100 gp. The frost giant with 49 hit points wears a *scarab of protection* (3).

15. Target

GM Description: This island, unlike the rest, has no covering of snow. It simply does not stick to the icy surface. Treat like an ice bridge. Within moments of the PCs arriving at this island, they will hear a massive sound coming from the north. Two mastodons will charge the PCs from location 16. If a PC is struck by the first attack of a mastodon, he must make a dexterity check at -4 penalty or slide off the island to his doom (or you can get creative).





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Additionally, if there are any frost giants at locations 13 or 14, they will join the battle to defeat the PCs. The giants charge into melee. Giants cannot slip.

16. The Frost Giant's Daughter

GM Description: Two mastodons roam this island. They will charge any PCs that enter location 15.

When the PCs eventually arrive at this island they discover, at its center, a massive pillar of clear ice. The pillar reaches skyward and disappears into the snow storm. Inside the pillar is a female frost giant. She is the daughter of the first frost giant king and, therefore, a princess. The princess is beautiful with long blonde hair and pale skin. She has deep blue eyes and appears, but for her size, to look exactly like a human female.

The princess can be freed from her ice prison if the ice pillar is simply touched by any sort of flame. The pillar instantly melt away and she will be free. The princess will be disoriented for a short bit of time, but when she gathers her senses she will attempt to talk to the PCs. She speaks common.

The princess will tell the PCs that she has come to destroy a diabolical glacial devil and avenge her father and somehow lift the curse that plagues the frost giants. She is not aware that she has been imprisoned for a thousand years. The PCs may, at some point, notice that one of her armor plates is a section of the *finding cube*. The princess will offer to trade the section if the PCs agree to help defeat the glacial devil.

Mastodon (2) AC 6; HD 12; hp 64, 59; #AT 2; Dmg choice of two on any round: tusk 2d8, trunk 2d6; SA Stomp 2d6; SD Cold Resistant; MV 90/30; INT 3; AL N; EXP 1,900; Thaco 10.





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Frost Giant Princess (1) AC 0; HD 14+1d4; hp 90; #AT 1; Dmg +3 *battle axe* 5d6+3; SA hurl boulders 2d10; SD immune to cold attacks; MV 120/40; INT 12; AL L; EXP 2,300; Thaco 9. The princess carries a blue-tipped spear (+2 weapon). She wears a *ring of regeneration* which, combined with the magic of her ice prison, has kept her alive, though in a comatose state. The glacial devil thinks she is dead!

17. The Glacial Devil

This island is much larger than the rest and the snow seems to thin somewhat. An impossible sight greets you as you exit the ice bridge. A tower of blue flame rises before you as it reaches skyward. Inside the flame you see a crystal blue heart. The heart is beating and you swear you can even hear it. Occasionally, you see a black wisp of flame lick at the heart.

GM Description: The PCs have found the heart of the first frost giant king. If the princess is with the PCs, she will prepare to throw her spear at the heart (she will hit it automatically). However, before she can make her move, the glacial devil will appear with two frost giant guards. The devil will initially display shock at seeing the princess. It will quickly alter its surprise to anger and it will command its minions to attack. The glacial devil will also move to attack. The devil will retreat if its hit points are reduced to on half value. The glacial devil will not gate in help. To do so in its own lair would simply be too embarrassing.

The princess will help the PCs battle the glacial devil but she will not attack the frost giants unless she has no other choice. If she survives (as well as the PCs) the battle, she will throw her spear into the heart and destroy it. Immediately, every frost giant on the planet will collapse for one hour. The giants will awaken and all the evil in their hearts will be gone (they will revert to lawful good). The princess will thank the PCs for their help and exit.

The glacial devil has a small horde of treasure at location 18.

Glacial Devil (1) AC -4; HD 11; hp 66; #AT 4; Dmg claw 1d4 / claw 1d4 / mandible 2d4 / tail 3d4; SA special; SD +2 or better to hit, spell immunity, immune to cold attacks; MV 60/20; INT 15; AL C; EXP 3,500; Thaco 11.



Death from Above

Frost Giant (2) AC 4; HD 10+1d4; hp 60, 51; #AT 1; Dmg battle axe 4d6; SA hurl boulders 2d10; SD Immune to cold attacks; MV 120/40; INT 9; AL C; EXP 1,600; Thaco 11. Each frost giant carries a sack with 1d8x100 gp.

18. Treasure

GM Description: A single iron chest rests at this location. The chest is open and the PCs will easily see that it contains treasure. A pressure plate in front of the chest will trigger a powerful *dispel magic* which will cause the magic surrounding the floating islands and bridges to fail. After 15 rounds all the islands and bridges will collapse. They will begin to fail immediately (for dramatic effect). This will give the PCs approximately three rounds to gather treasure and escape at normal movement (including the reduced rate to safely cross the bridges).

The chest, which cannot be moved, contains 500 pp, 1,500 gp, 10 diamonds worth 100 gp each, 25 rubies worth 50 gp each, a long sword *frost blade*, a *wand of cold* (21), and a *rod of resurrection* (14).

Ending the Adventure

This module will come to a close when the PCs have obtained the brass panel of the *finding cube* and have escaped the eighth layer of hell. At this point, the DM may run any of the other modules in this series. They do not need to be run in any particular order. When the PCs obtain all five plates they will be able to find the House of Narimemar, which is detailed in module CSM6.

The Finding Cube

This magical box is approximately one foot square. The box has only five sides, or panels. When all five panels are connected, they will magically form an open-ended cube. A ray of light will emerge from the open end of the cube and point toward the House of Narimemar. Basically, the finding cube acts as a compass, though it only points to the House of Narimemar.

Additionally, when a panel is held, a map will appear on the reverse side depicting the location of the four other panels. Each panel is made of gold and silver and is worth 500 gp. If all five panels are assembled, the entire cube has a value of 5,000 gp.

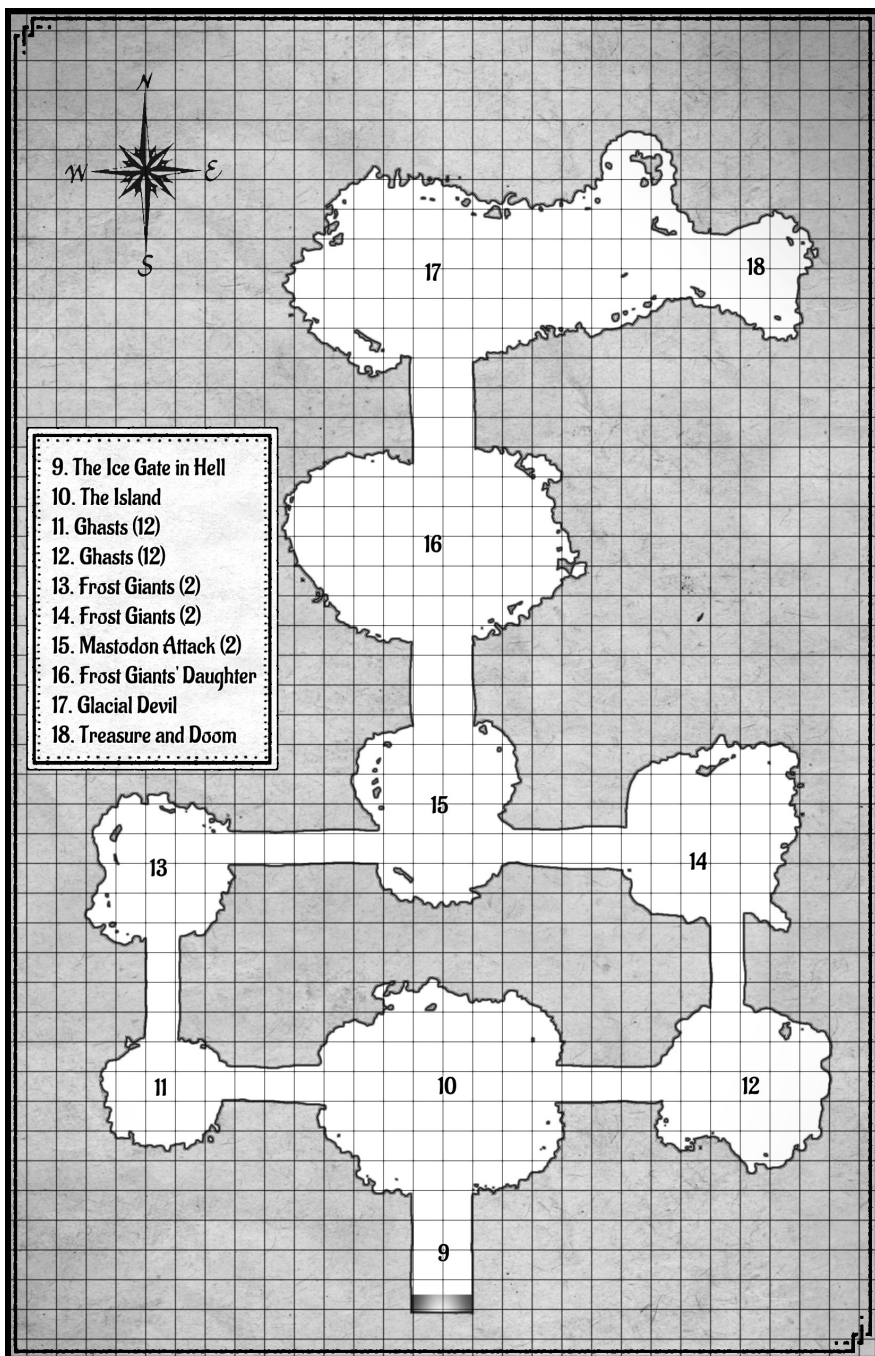


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1. Entrance
2. Yeti (6)
3. Yeti (2)
4. Water Elemental
5. The Gold Coin
6. Ice Fountain
7. Glacial Worm
8. The Ice Gate to Hell



Notes



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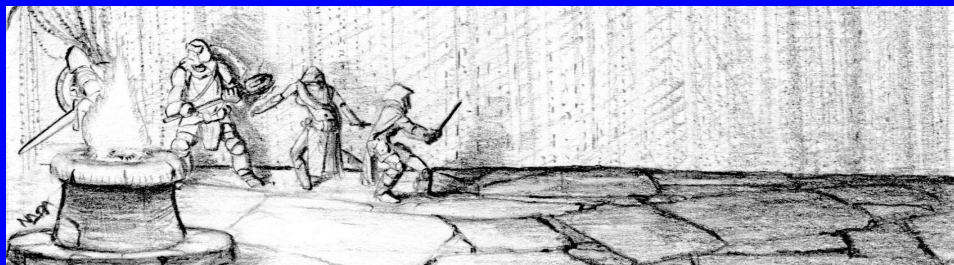
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