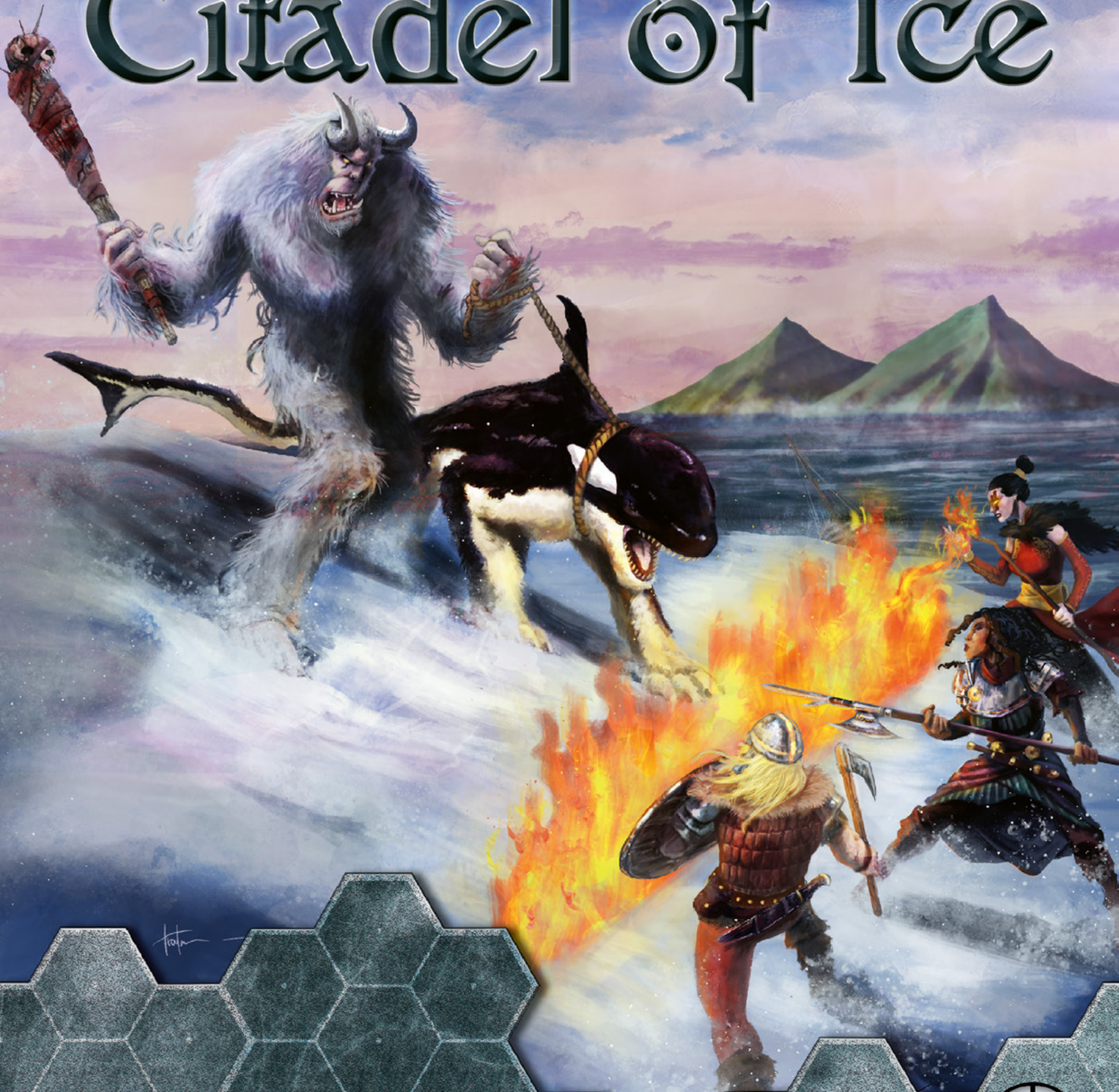


The Fantasy Trip™

Citadel of Ice



by David Pulver





A Swiftly Sinking Fortress

An iceberg on which sits a wealthy temple broke loose from the coast and is drifting in the ocean. A team of adventurers must journey to the floating tomb before it melts, taking its treasure with it.

The zealous Enokian priests and the savage followers of Ekajag are trapped together on a rapidly sinking iceberg. Wyverns circle overhead, and horrible beasts roam the surface and underside.

The adventure features:

- A collection of ice-themed monsters
- A secret power lying hidden beneath the caverns and tunnels in the ice
- Competing factions striving for control of the iceberg

Will you rescue or pillage? Slay or save? What marvels may be found in the heart of the ice? An adventure for 4-6 veteran characters of 37 points or higher.

The Fantasy Trip™



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Citadel of Ice



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Citadel of Ice

Local fishermen and merchants spot an iceberg as it drifts toward warmer waters; upon its crest stands a tower enshrouded in ice. Wyverns circle above: a clear indication of the presence of magic items. What creatures and treasures can be found in this frozen ark? Welcome to **CITADEL OF ICE**, where you will explore a floating labyrinth full of cold-themed monsters. Plan your visit quickly: the iceberg is melting, taking its treasure with it.

This adventure is suitable for a veteran party (e.g., 4-6 characters of 37+ points). A larger weaker group could also manage. A group preferring diplomacy to hack and slash can engage with multiple factions, and clever roleplayers can avoid having to carve their way through all opposition.

Background

Long ago, a yeti tribe dwelt on a glacier spilling into an arctic sea, under the shadow of the frozen volcano they called Gog Ekajag: The Smoking God. One day, yeti hunters and their wolf-whale pets pursued a polar bear onto a remote section of the glacier, jutting into the freezing water below. There they found a cave leading into a maze of caverns, and a chamber filled with green ice. Frozen within the ice, a monstrous giant. They decided it was an avatar of Gog Ekajag, and their shamans built a shrine there, the Heart of Ice, and worshiped the frozen god with bloody rites. Though far from civilization, the tribe still encountered whaling vessels or shipwrecked sailors from time to time: They ate them, sacrificed the foundlings to Gog Ekajag, or a bit of both.

Then came Father Lambert, a human priest devoted to missionary work among the “barbarian” non-humans. A skilled linguist, he had evangelized among the woodland sasquatch, the yeti’s distant kin; he quickly recognized the similarities with the yeti language. He won converts amongst them before they could kill or eat him, sharing his faith in the Omnipotent Enok.

Lambert’s mission ended when rival Gog Ekajag shamans martyred him on the ice-giant’s altar. His religion sent further missionaries, this time powerful wizard-priests. Yeti converts to Enok grew, and at the urging of the missionaries, they rose up and drove out the Gog Ekajag shamans and their followers. They carved a Temple to Enok out of the ice atop the glacial spur, claiming it as holy ground. The bones of mar-