

## Glossary of Selected Ulutiu Terms

**ahsukk:** a trade board comprised of kiam from several neighboring Iulutiu villages that arbitrates disputes during sukkiurchit

**aituiskotuk:** adult Angulutiuans who have participated in only a single ikili

**akykulutik:** a type of ykulutik where the accused is sealed in a cave with a bear, wolf, or other predator

**akukujik:** the section of an ukujik without pits

**anarkiirik:** the second syllable of an infant's name, derived from either the first or second syllable of a close family friend

**anariak:** a bonding ritual where the ariak dresses a newborn in his or her first clothes

**andlitiving:** a large room of a snowhouse used for meat storage

**Angulutiuans:** the nomadic caribou-herders of Angalpuuk

**ahtkoat:** a messenger who carries invitations to koatulit

**aiskotuk:** the group of Angulutiuans and animals left behind when the iskotuk migrates

**ariak:** a family friend who dresses a baby in his or her first clothes (as part of the anariak ritual)

**artewgak:** a slender harpoon used to hunt seal

**awekwquka:** a celebration to honor a child's first seal kill

**bikik:** a sled fitted with a square sail for increased speed

**biknach:** a Nakulutiu structure used for meat storage, consisting of a wooden platform resting on four stone pillars

**ceenach:** a Nakulutiu house made from stone

**dinjik:** a pit trap resembling a snowhouse used to catch wolf and fox

**eaas:** the fundamental precept of quokoku describing the essence of life

**ekaa:** a barbed arrow used to hunt caribou and other herd animals

**ekotupa:** an arranged marriage made by the couple's parents without the couple's knowledge or permission

**equkoku:** a ritual feast to honor the dead

**eyklak:** a bulky bow used by Innugaalikurit

**garnok:** a sling consisting of a foot-long bone rod with a leather thong on one end and a small cup on the other

**gazanga:** Iulutiu name for a family's oldest male child

**heteff:** white sled dog, found mainly in Alpuk

**hiuchupuk:** a water sled with inflated seal skins attached to the runners

**hukek:** a spike made of bone used to dig holes for Angulutiu tents

**huuk:** also called a singdown, this is a method for resolving minor disputes by exchanging insults performed as short songs

**igdluling:** the long connective passage of a snowhouse

**huykulutik:** a form of ykulutik where the accused is tied to a tree and shot at by an archer

**Innugaalikurit:** polar dwarves living primarily in the Novularond

**igdluarn:** a snowhouse room used for fresh meat and blubber storage

**ijukujik:** section of a ukujik containing meat pits

**ikaap:** emergency Angulutiu sled made from stacks of caribou skins

**ikili:** one complete migration of an Angulutiu caribou herd

**ilupiquan:** lining of seal or caribou skin fastened to the interior walls of a snowhouse

**iniagak:** Angulutiu morale officer

**intang:** bone hoop used for drying wet clothes

**inuksuk:** V-shaped line of snowmen used to drive caribou towards waiting hunters

**ipipykulutik:** a form of ykulutik where the accused is dangled headfirst inside a crevasse

**iquemelum:** the advisory body of a village

**ituiskotuk:** Angulutiu adults who have participated in more than one ikili, but who are unable to participate in any more because of age or injury

**iuak:** bone blade resembling a machete

**Iulutiuans:** the main Ulutiu tribe, living primarily in Alpuk

**iurit:** assembly called by a Nakulutiu urit where new kaiurit are announced for the coming year

**jakerek:** single-passenger caribou sled

**jegaung:** gambling game where bone slivers are tossed into an animal skull filled with holes

**jokitarpo:** game where participants compete to see who can make the ugliest faces

**jukikewquka:** feast to honor a child who kills his or her first bird or other small animal

**jyykach:** a kaiurit requiring all non-believers to be killed on sight

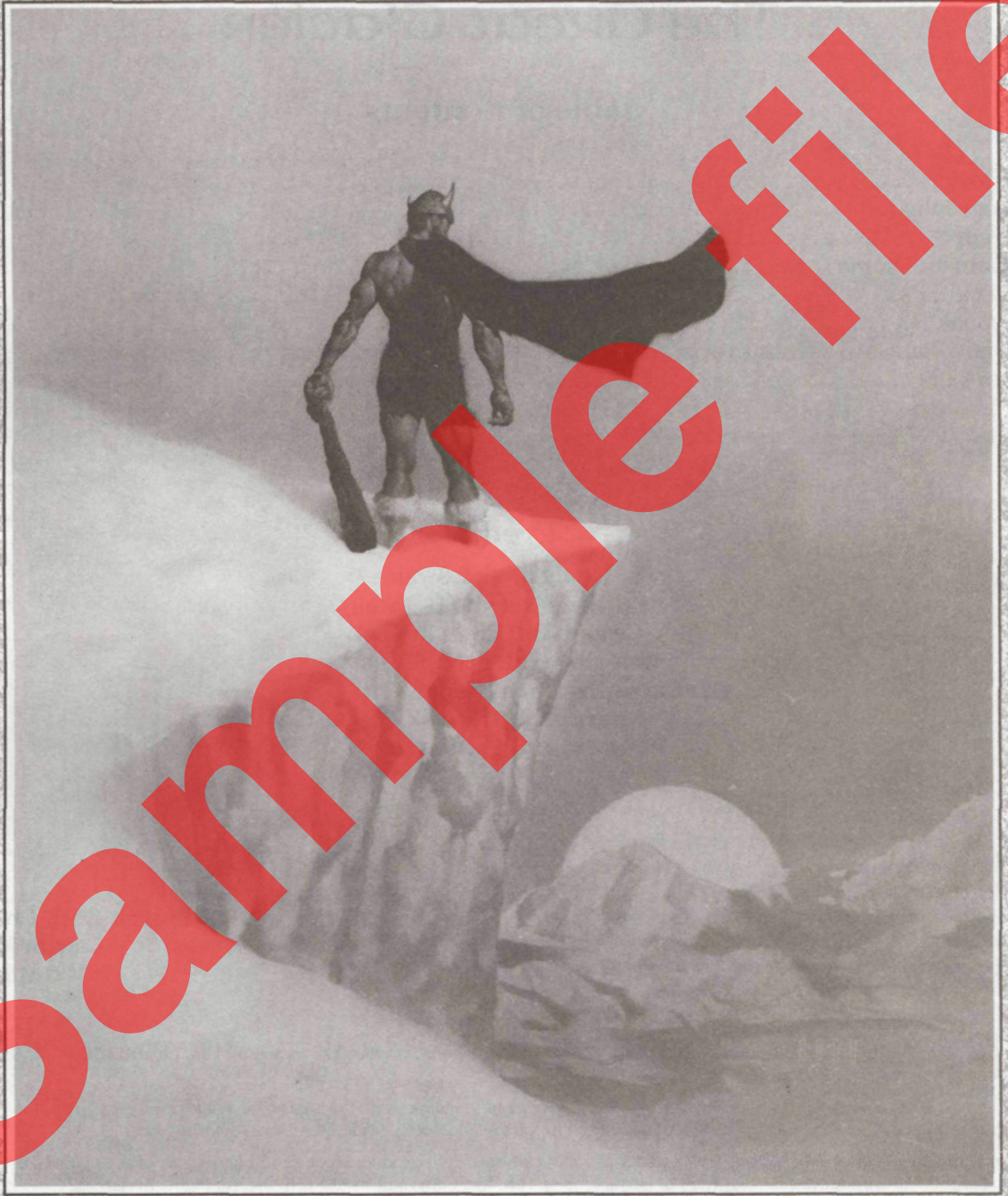
**kaituiskotuk:** Angulutiuans who have yet to participate in an ikili

**kaiurit:** set of Nakulutiu religious edicts that vary from year to year

**kaquling:** the outermost, open section of a snowhouse

**kayak:** single-person boat, fast-moving and easy to maneuver





Sample file



OFFICIAL GAME ACCESSORY

## The Great Glacier

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### Credits

**Design:** Rick Swan  
**Editing:** Newton H. Ewell  
**Cover Art:** Robh Ruppel  
**Interior Art:** Scott Rosema  
**Cartography:** Tom Reed & Chris Farris  
**Typography:** Tracey Zamagne  
**Production:** Paul Hanchette

TSR, Inc.  
POB 756  
Lake Geneva  
WI 53147 U.S.A.



TSR Ltd.  
120 Church End, Cherry Hinton  
Cambridge CB1 3LB  
United Kingdom

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## Introduction



*"Survival is a way, but it is a war that can be won, so long as we struggle against nature instead of each other."*

—Inum, Iulutian philosopher

The Great Glacier—ominous, forboding, mysterious. Perhaps no other region of the Forgotten Realms is as misunderstood. Many, for instance, believe it to be nothing more than a featureless mass of solid ice.

They are wrong.

Others believe it to be utterly devoid of life, that neither man nor beast could long survive its bitter weather and bleak terrain.

They are wrong.

And they say that whatever else may be true or untrue about the Great Glacier, it is most certainly a place of great danger, a land where death comes suddenly, unexpectedly, brutally.

About that, they are right.

### About This Book

This book may be used by the DUNGEON MASTER™ either as a source of ideas for campaigns of her own design, or as a sourcebook to broaden her understanding of one of the Forgotten Realms' least-documented regions. The book is divided into several sections, each detailing a particular aspect of the Great Glacier:

The Introduction begins with a general overview of the region, along with a few pointers for staging adventures.

Part One features a brief history of the Great Glacier, including speculations as to its origin and the rise of its people, and a look at the relationship between the Great Glacier and its neighbors.

Part Two examines the Great Glacier's geogra-



phy, weather, and special physical features. The region's natural hazards are described in detail, as are survival tips for first-time explorers.

Part Three is the largest section of the book, describing in detail the natives of the Great Glacier, collectively known as the Ulutium.

Part Four focuses on the flora and fauna of the Great Glacier—vegetation, animals, and monsters.

Part Five lists places of interest, all of which can be found on the enclosed color map. For convenience, locations are listed in alphabetical order.

Part Six presents some notable personalities of the Great Glacier, including statistics, background information, and personality notes. Among those listed are the great Ulutium philosopher Inum and the legendary human explorer Palus Frohm of Damara. Words of wisdom from Inum begin each section of the book, while advice from Palus can be found at the end.

Part Seven features an introductory adventure, "Snow Baby," designed to introduce player characters to the Great Glacier.

The Appendix describes a number of monsters unique to the Great Glacier. The inner cover panels feature a glossary of terms relevant to the Ulutiums. Boxed material found throughout the text features gaming notes, historical details, and other information for the DM's edification.

### Campaign Notes

As the DM peruses this book, and particularly when she develops her own Great Glacier adventures, she is advised to keep the following points in mind:

#### Think Cold

Close your eyes and imagine a cold winter's day. Not a chilly day or a brisk day, but a day of freezing, bitter cold so intense that it turns your fingers blue and your breath to frost. A day of biting, numbing cold that penetrates your clothes like icy needles, making your eyelids stiffen and your nostril linings freeze.

You have just imagined a warm day in the Great Glacier.

#### Think Hungry

Survival in the Great Glacier centers on the search for something to eat. Animal life is scarce, and vegetation is virtually non-existent. Natives of the Great Glacier are not inclined to share their precious food with strangers.

#### Think Isolated

Though pockets of civilization exist throughout the Great Glacier, they are few and far between. The Ulutiums are wise to the region's dangers and seldom stray far from home; explorers counting on assistance from natives may be sadly—and fatally—disappointed.

Ulutium settlements are primitive by Realms standards. Spell components are hard to find, most magical items are unheard of, and no amount of money can buy such exotic items as mirrors, spyglasses, or chicken eggs.

#### Think Lost

The terrain of the Great Glacier gives new meaning to the word "bleak." Flat, white plains stretch for miles in every direction, utterly devoid of landmarks to help travelers find their way. The sky is cloudless, the wind often still. Days pass in silence—not the howl of a wolf, nor the gurgle of a stream. Only the distant rumble of an avalanche, or the muffled screams of a lost, snowblind explorer occasionally break the endless silence of the Great Glacier.

*"The traveler in the Great Glacier must be constantly alert. So bright is the day and so gleaming the snow that it is difficult to tell where the land ends and the sky begins. To eyes grown weary from squinting, the terrain becomes a blur of indistinguishable images. The mountain ten miles distant appears as close as the snow bank ten feet away; the stretch of solid ground ahead may in fact be a gaping crevasse, ready to swallow the explorer whose eyes have betrayed him.*

*Three rules of survival:*

- "1. Rest frequently.*
- "2. Move carefully.*
- "3. Don't trust your senses."*

—from *Blood and Ice: Survival in the Great Glacier* by Palus Frohm



## Part One: History

*"Again and again, the pattern of history reveals a simple truth—that history has no pattern."*

—Innum

### Birth of the Great Glacier

In the beginning, there was an ocean.

A millennium ago, when the Realms were barren, a vast ocean filled the area now known as the Great Glacier, spilling south to the lands that would eventually become Vaasa, Damara, and Narfell. The ocean was still and uninviting; even if seafaring vessels had existed then, explorers would have found little of interest in its icy waters.

Ulutiu, however, found the ocean irresistible. It isn't known if it was the solitude that attracted him, or if its bitter temperatures invigorated him. Perhaps he felt an affinity with the aquatic creatures that thrived in its depths. Whatever the reason, once Ulutiu discovered the ocean, he never left it.

As for Ulutiu himself, he remains a mystery. From the writings he left behind, it's clear that he wasn't human, at least not in the accepted sense. He may have been an avatar of the gods, or an entity from another world seeking refuge in the Realms for reasons unknown. In any case, he wielded powerful magic—stronger, perhaps, than any magic wielded by the most skilled wizards of the Realm before or since.

By all accounts, Ulutiu enjoyed a life of peaceful reflection, avoiding involvement in the affairs of men or gods. He spent his days in a magically-constructed barge of ice, endlessly drifting in the waters he adored.

When the end of his life approached, it was no surprise that Ulutiu chose the ocean as his final resting place. To prepare for his death, he fashioned a necklace of enchanted ice, a delicate chain of glistening blue crystals that would ensure a peaceful afterlife on the ocean floor.

On his last day, Ulutiu lay down on his barge, then donned the necklace, activating its magic. As life ebbed from his body, the necklace began to glow, covering Ulutiu in a frosty glaze that ex-

panded and grew, encasing the entire barge in a tomb of magical ice. The barge sank under the weight of the ice, coming to rest on the ocean floor thousands of feet below.

Unfortunately, the magic of the necklace worked too well. The ice tomb continued to grow, chilling the waters around it, creating huge mountains of ice that towered above the hardening surface to pierce the clouds. Many years later, when the magic had reached its limit, the vast ocean was no more. In its place was a sprawling arctic wasteland. The Great Glacier was born.

Beneath it all, buried below tons of ice and snow, lay the corpse of Ulutiu, the glowing necklace still draped around his neck. He lies there today, undisturbed, forgotten. For the sake of the peoples of the Great Glacier, as well as those in the lands to the south, it is hoped that his rest continues. If the necklace of Ulutiu were removed, the enchantment would be broken, and the Great Glacier would surely begin to melt.

### Timeline of the Great Glacier

The dates below are taken from the Ulutian calendar, which is measured from the year of Ulutiu's death. The current year, 3909, corresponds to the Year of the Serpent (1359 DR) in the dating system used elsewhere in the Realms.

**0.** Ulutiu dies, his ice barge sinks, and the necklace of Ulutiu begins to freeze the ocean, giving birth to the Great Glacier.

**75.** The Great Glacier continues to grow, expanding south to cover the lands that will eventually be known as Vaasa and Damara.

**276.** A clan of dwarves from the Tortured Land refuse to participate in a dwarven war party preparing to raid peaceful settlements in the Border Forest. Convicted as traitors, the clan is exiled to the Great Glacier. The clan begins a year-long trek to the Novularond; all but four die along the way. The survivors are the forebears of a new race of arctic dwarves called the Innu-gaakalikurit (EE-nu-GA-ka-LEE-ku-rit).