The Thule
The Far Northern Lands of Ice

An Expansion to the Goid
By Joseph Hallenbeck
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1. Introduction

This is an expansion onto the Goid (see The Great Bowl and The Coasts of Nanna), therefore the world described herein exists within the realm of the other works and is designed to function easily alongside these other ‘parts’ of the whole. Within this relationship the lands of the Thule lies far north of the Nannoan coasts and is cut off from the world by two massive mountain ranges known as the Vegg and Sydvegg.

Primarily this setting is for low level characters, it has been designed to uniquely give a playground by which new players can be introduced to the hobby of Dungeons and Dragons without sacrificing the level of detail and creative storytelling common to past campaign settings. Thus the Thule introduces each of the elements of game play: role-playing, combat, and dungeon crawling without pushing the politics and economics heavy systems of the rest of the Goid.
2. Landscapes

2.1 The Flatts

Stretching outwards from the lee side of the Vegg is an incomprehensible landscape of ice and snow that stretches out as far as the eye can see. Completely unexplored the Flatts is the most inhospitable place in the Goid. Life here is incomprehensible, the inhabitants more similar to nightmarish monsters then to natural life forms, only the small citadel of Kirke is willing to challenge this climate.

The Flatts are known for storms that can reach fifty below zero with wind speeds that throw a medium-sized character hundreds of feet through the air, combined with no free flowing water, and no edible plants nor animals this landscape can easily kill the ill prepared. The most notable feature of the Flatts is its quarantined nature: it is nearly inaccessible. The Ribbon, along with the imposing Vegg cut the flats off from the world, leaving only a single underground route to access these deadly terrains.

The Flatts (CR 5-7)

1          White Pudding (Frostburn)  CR 6
1-2        Spirit Polar Bear (Frostburn)  CR 5
2-4        Ice Memphits (MM1)  CR 3
1          Remorhaz (MM1)  CR 7
1          Frost Salamander (MM2)  CR 7
1          Immoth (MM2)  CR 9
1          Chraal (MM3)  CR 6
1          Snow Flake Ooze (MM3)  CR 5

2.2 The Vegg

The Vegg is a long wall of impenetrable crags that rise up in a vertical column of rock from the ice sheets of the Storhat Glasere to scrape the sky. Believed to be completely impenetrable, the Vegg crosses the world in ring encircling the northernmost point of the sphere. Near the heart of these mountains it is almost always night, and a brewing storm of snow and ice is dumped upon its peaks throughout the year. The only known method of climbing past the first rise of cliffs is by the Spok Isbre—the black glacier that has cut a canyon through the heart of the Vegg.

Composed primarily of granite the Vegg raises in a series of terraces from the ice and slopes that average in excess of 100% grade. The initial wall of stone is covered in caves, rocky crevasses, and sheets of ice. This initial wall is nearly vertical, and climbs over three thousand feet to a shelf by which the mountain peaks grow from. Vegetation in sparse in the Vegg, composing primarily of small fungi and grasses, most sources of water are frozen, and the only known inhabitants of the region are dangerous giants, undead and aberrations.

The Vegg (CR 3-5)

2-3        Snow Cloaks (Frostburn)  CR 4
2-3        Yetis (Frostburn)  CR 3
1          Spirit Brown Bear (Frostburn)  CR 5
1          Ettin, plus 2 Brown Bears  CR 5
2-4  Grimlocks, plus 1-2 Wolves (MM1)  CR 3
Each has 2 levels of either barbarian or sorcerer.
2  Peryton (MoF)  CR 3
1  Snow Flake Ooze (MM3)  CR 5
2-4  Jack Frosts (DoR)  CR 3

2.3 Spok Isbre
The black glacier—the Spok Isbre is a place of childhood horror tales and adult nightmares. This sheet of black ice cuts its way from the highest peak of the Vegg down to the Storhat Glasere. Infused with negative energy this devil ice drains the lives of those who venture upon it, and those who die upon its sleek surfaces, become its guardians.

The Spok Isbre entirely composed of ebony ice (see Frostburn pg15), this gives all undead a +2 profane bonus to attacks and saves as well as a +4 bonus to turn resistance. Furthermore anything that dies upon the Spok Isbre and is left upon its surface will rise as an undead minion upon nightfall, a guardian to defend the ice from trespassers. The glacier is fairly steep and slick, making it impossible for carts or wagons to be moved up its surface—however pack animals will move upon it with little difficulty, and those on foot can move at a half rate up its slopes.

The Spoke Isbre (CR 2-4)
*  Ghoul (MM1)  CR 1
*  Ghast (MM1)  CR 3
*  Shadow (MM1)  CR 3
*  Medium or Large Skeleton (MM1)  CR 1/3 or 1
*  Wight (MM1)  CR 3
*  Medium or Large Zombie (MM1)  CR 1/2 or 1
*Some random assortment of each.

2.4 Is Sjo
A gleaming blue lake of immaculate beauty resides atop the glacier, breaking apart the solid white mass of ice to offer comfort and support. The locals call this Lake Is Sjo, the ice lake, even though it never freezes, even in the harshest of winters. The fish here are abundant and exotic and the lake is alive with animal and plant, a hearty provider for those in desperate need.

The Is Sjo was formed several hundred years ago when the Storhat Glasere passed over an open volcanic fissure deep within the rock. This fissure heated the massive glacier, melting it into a large pool of fresh water. Fish, plant life adapted to life in the Is Sjo, and when humanity stumbled upon the lake, a town formed to take advantage of this manna in the wastes.

Is Sjo (CR 1-3)
1  Vodyanoi (Frostburn)  CR 3
1  Medium Spirit Shark (Frostburn)  CR 2
2-4  Leech Swarm (SW)  CR 1
2-5  Giant Leech (SW)  CR 1/3
2.5 Storhat Glasere
A massive plane of frozen ice stretches out between two mountain ranges. Its white expanse devoid of vegetation this giant valley glacier lumbers its way to the sea, crushing and grinding mountains to pebbles in its wake. The Storhat Glasere is all this and more, it is an ice-cave filled, crevasse covered death trap that neither man nor beast lives upon, save those that are most feral.

The Storhat Glasere begins in the nook where the Sydvegg and Vegg ranges meet, from there it grows into a massive ice sheet that fills the valley between the two ranges. Moving several hundred feet annually this sheet of ice pushes its way to the Ise Hav where it tumbles into the sea. Its barren surface is unique, rivers of water flow across its surface, as well as bore beneath, lakes of melted water pool, and cracks open to swallow those who don’t tread lightly. Vegetation is scarce, consisting primarily of those lichens that grow upon the rocks and soil that are carried atop the ice river.

<table>
<thead>
<tr>
<th>Storhat Glasere (CR 1-2)</th>
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<tbody>
<tr>
<td>2 Frost Goblins (Frostburn)</td>
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<tr>
<td>1 Fighter, 1 Cleric</td>
</tr>
<tr>
<td>2-5 Snow Spiders (Frostburn)</td>
</tr>
<tr>
<td>1-2 Spirit Wolf (Frostburn)</td>
</tr>
<tr>
<td>2 Worgs (MM1)</td>
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<tr>
<td>1 Ice Serpent (MoF)</td>
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2.6 Sydvegg
Not as tall as its close cousin, the Sydvegg rises from the glacier, dividing this frozen land from the meek climates of the south, where food is plentiful and weather mild. Here a maze of peaks, valleys and canyons climb upwards from the harmonious valleys of the south to the white, treeless crags of the north. While the Vegg divides the Storhat Glasere from the Flatts, it is the Sydvegg, that isolates the Storhat Glasere from the rest of the world.

Known by southerners for its dragons the Sydvegg makes up for its milder topographical difficulties with an abundance of dangerous beasts that deter all but the strongest from attempting to push their way through these mountains, better to try by the Ribbon says many a wise man. Its southern slopes are covered in lodge pole pines, cedars, and on the upper slopes, bushes and grasses. The northern slopes resemble the range’s cousin, the Vegg, with sheer cliffs of white granite, frozen sheets of ice, and drifts of snow.

<table>
<thead>
<tr>
<th>Sydvegg (CR 5-7)</th>
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<tbody>
<tr>
<td>1 Rabid Smilodon (Frostburn)</td>
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<tr>
<td>2-3 Snow Cloaks (Frostburn)</td>
</tr>
<tr>
<td>2-3 Spirit Brown Bear (Frostburn)</td>
</tr>
<tr>
<td>1 Ettin, plus 2 Brown Bears (MM1)</td>
</tr>
<tr>
<td>2-4 Trolls (MM1)</td>
</tr>
<tr>
<td>2 Peryton (MoF)</td>
</tr>
<tr>
<td>1-2 Rage Drake (MM3)</td>
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</tbody>
</table>
2.7 The Skrant
The massive ice flow of the Storhat Glasere pushed its way across the mountains continent towards the open waters of the Ise Have, where it plunges down into the salty depths of the sea. Here the glacier forms a three hundred foot wall of blue ice, a threat to the world at it crumbles into icebergs as it melts its way into the sea.

The Skrant is considered the easiest method to access the town of Byrise, by sailing into the iceberg infested waters of the Ise Have one can hope to latch onto the Skrant and climb up the ice-cliff to the glacier above. This is not without hazards, as the cliff is prone to collapse and inhabited by its own denizens of dangerous beasts.

2.8 The Ribbon
Stretching for hundreds of miles across the north flows a rainbow of light, pulsing and glowing in the night sky, dividing the harsh cruelties of the ice lands from the more gentle regions of the south. The Ribbon cuts across the land, bordering the Flatts from the Ise Have and cutting the inhabitants of the Storhat Glasere from their kin.

The Ribbon is a greater artifact, a prismatic wall that stretches several thousand feet into the sky and canvases hundreds of miles to encircle the Flatts. No living mage knows of why or how the Ribbon was created, and many have taken the opinion that it is a naturally occurring phenomenon.

2.9 Ise Hav or Rainbow Bay
A sea of ice, the Ise Hav is the most dangerous sailing grounds in the world. Open only in the summer months this sea is the source of icebergs the world over. Few in number are the foolish captains to attempt to brave these waters, yet trade subsists in these waters—nominally from the need for seal pelts in the southern regions.

The Ise Hav has all the dangers of a frozen sea. Its winter months the ice sludge freezes into a solid, impassable layer of frost that none dare enter, many a ship has been destroyed by being caught in this freeze. Beneath the icy waters is even more deadly threats, leviathans, dire orcas, and evil dragons slumber, awaiting the foolish to come their way that they might feast.

Ise Hav (CR any)

1-3 Zeuglodon (Frostburn) CR 9
3-4 Malasynep (Frostburn) CR 7
1 Kraken (MM1) CR 12
1 Caller from the Deeps (SW) CR 9
1 Scyllian (SW) CR 13
1 Leviathan (MM2) CR 25
1-2 Dragon Eels (MM3) CR 11
3. Towns and Peoples

3.1 Byrise

**Byrise;** Large Town; Pop 4,230; 3,000 gp limit; 634,500 gp assets; LN; 20% Human, 20% Dwarven, 15% Gnome, 15% Goblinoid, 15% Giants, 15% Other.

**Authority Figures:** Lord Grimwind Strongarm (storm giant, LG ftr10), Lady Lingale Strongarm (storm giant, NG drd14), Sheriff Ranger Norman Soldat (human, LN rng16), Lt. Sheriff Ranger Roger Skog (half-orc, CG brb13), Lt. Sheriff Ranger Klip Krog (uldara, CN rng15), Lt. Sheriff Ranger Vart Menolink (troll, LE rng11), Sheriffs (various humanoid LN rng5), Captain Bevo Vokte (dwarve, LG ftr15), Town Guardsmen (various humanoid LN rng4), Justice Dommer (ice weird, clr3).

**Other Influential NPCs:** Fungal Grower’s Representative Sir Bla (uldara, warlock10), Sir Hort (human, brb8), Fishermen Representative Sir Fisk (grimlock, rog6), Ice Miner’s Representative Sir Gull (dwarve, ftr7), Innkeeper Kro (domovoi, clr4), Barkeep Ollie (domovoi, rog3), Blacksmith Stal (domovoi, exp4/sor5), Store Clerk Tikk (domovoi exp11).

Three thousand years ago a clan of storm giants built a large hall upon a mountain-sized boulder that had happened upon the Storhat Glasere. Over time, this hall turned into the town of Byrise, the northernmost town in the world. Slowly the city walls formed over time, a spiraling street of terraces that rise up to the storm giant’s halls, the lowermost levels housing the domovoi merchants, the humans taking the middle levels, and the dwarves burrowing down into the rock to form a massive system of mines.

Byrise economics are simple, gold is an accepted standard, but barter is the primary methods of selling items. Food comes in the form of reindeer meat from the herders outside of town, fish from the fishermen, and large exotic mushrooms provided by uldara miners deep in the ice. Mead is the drink of the day, and honey the sweetener of choice, which comes from large bee stands set during the summer months during the short flowering time. Wood and iron ore comes from the Sydvegg, where many villagers spend the summer months mining. The dwarves have discovered blue ice deep in the glacier, this, typically rare commodity has become the cheapest of ores in the city and is used for nails, eating utensils, and doors—it is also the primary trade good that Byrise exports to the south.

3.1.a The Court of Strongarm

Ruling over the thriving artic town of Byrise is the Court of Strongarm, a group of charismatic and powerful storm giants and their dwarven brethren. For generations they have provided for the Storhat Glasere and its surrounds.

**Brief History**

The Strongarm clan of storm giants formed the town of Byrise some three thousand years ago when they built their hall upon the rise of rock near the Is Sjo. Slowly these gentle
giants gathered around them the adventurous and hearty, the dwarves, giants, gnomes, and humans who desired to create a home from this harsh lands. Slowly they tamed the Storhat Glasere and its surrounds, establishing order and peace.

**Organization**

- **Headquarters:** Byrise
- **Members:** 180
- **Hierarchy:** Monarchy
- **Leader:** Lord Grimwind Strongarm (storm giant, LG ftr10) and Lady Lingale Strongarm (storm giant, NG drd14),
- **Religion:** Various
- **Alignment:** LG/NG
- **Secrecy:** None
- **Symbol:** A gold crown with inset blue jewels ringing a mountain of blue ice.

**Heirarchy**

From their massive stone hall looking out over Glasere Lord Strongarm and his wife command all that they can see. Strongarm is the commander of the Sheriffs and the town guard. In war, he commands—abet, there has not been a war in the Thule in several over two thousand years. Beneath Strongarm is Captain Bevo Vokte (dwarve, LG ftr15), the captain of the town guard, and Justice Dommer (ice weird, clr3) who dispenses with the courts.

**Motivations and Goals**

The Court of Strongarm has the same goals as any monarchy, maintain power and provide stability for itself and its citizens.

**Members**

Lord Strongarm was trained in the traditional methodologies of warfare, he considers himself to be a powerful general and warrior, although this claim has yet to be tested by any army. His loving wife, who traveled from the southern regions to wed the ruler is a gentle spirit who often travels the Storhat Glasere administering to the sick and ill.

Captain Bevo Vokte is a resolute leader in the public square, a keeper of order he is without patience with wrongdoing. His town guards are proper and formal, equals to any guardsmen from metropolises in the south.

Justice Dommer is a peculiar individual, an ice weird, it has served as the court officer for nearly fifteen hundred years, dispensing justice with an almost eerie ability to sift truth from lies.
3.1.b The Sheriffs

The Sheriffs comprise a group of select rangers, druids, barbarians and nature orientated individuals who operate to outside of Byrise in the mountains, glaciers and forests surrounding the town proper.

Brief History

As Byrise began to form it became evident that the nomadic peoples that live on the outskirts of the village were in need of protection and care. To this end the new formed village formed the Sheriffs, a group of soldiers charged with keeping order and peace beyond the walls of the city. They were charged with the task of justice, both as detective, judge, jury, and executioner. Since then this relatively small group has grown to include a large following of powerful individuals, each operating loosely alongside one another, and many times, with conflicting allegiances.

Organization

Headquarters: Byrise
Members: 224
Hierarchy: Loose Militaristic
Leader: Norman Soldat (human, LN rng16)
Religion: Various nature deities
Alignment: N
Secrecy: None
Symbol: An oak leaf attached to a small twig

Hierarchy

The Sheriffs are under the direct command of Lord Strongarm, however he rarely must exercise control over these rogue agents. Instead he’s directed most of his authority to his trusted Sheriff Ranger Norman Soldat. Soldat then divides the Thule into three districts, the Sydvegg district, the Glasere district, and the Vegg district—each which is monitored by a Lt. Sheriff Ranger, Lt. Sheriff Ranger Roger Skog (half-orc, CG brb13), Lt. Sheriff Ranger Klip Krog (uldara, CN rng15), Lt. Sheriff Ranger Vart Menolink (troll, LE rng11) respectively. Beneath each of these rangers is roughly fifty to eighty Sheriffs who work individually and report upwards through the chain of command.

Motivations and Goals

The Sheriffs were formed to provide protection and a judicidal system for the surrounding areas. They seek to maintain order, protecting them from threats of monsters, marauders. Oft sought for their judicial prudence by the nomads, the Sheriffs are a welcome group in these often harsh regions.

Members

Sheriff Ranger Norman Soldat, a respected member of Strongarm’s court, is a native of Byrise. A man of some renown he has sought to organize and maintain the trusted order of the Sheriffs.
Lt. Sheriff Ranger Roger Skog is a half-orc barbarian who was raised in the many small mining and wood-cutting throps that spring into existence during the summer months in the Sydvegg. He spends the winter months in Byrise, but actively patrols the Sydvegg during the spring, summer and early fall providing negotiating trading rights with dragons, and defending the small villages from being overrun by evil monsters.

Lt. Sheriff Ranger Klip Krog is a native of the Fungal Mines beneath Byrise which he still calls home. He makes a constant clip of rounds across the Storhat Glasere, ensuring the continued protection and growth amongst the nomadic reindeer herders.

Lt. Sheriff Ranger Vart Menolink is the eccentric of the group. As the Lt. Sheriff Ranger of the Vegg, he often doesn’t deal with other humanoids often, nor is his group of rangers large to any extent. He patrols the lonely Vegg, rarely reporting in, and when he does, has little to report.

3.2 Kirke

Kirke; Hamlet; Pop 214; 100 gp limit; 1,070 gp assets; LE; 100% Human.

Authority Figures: Pontiff Gru (human, LE clr17), Cardinal Besk (human, LE clr12), Cardinal Strav (human, LE clr 15), Cardinal Ruw (human, NE clr13), Petitioners (human, any evil, clr5-10).

The monastery of Kirke was built upon the wastes of the Flatts where the harsh could and winds could blow through the stone structure, suffering its members with the ever present cold of the region. Although no road leads to the structure it can hardly be missed, its massive stone structure rises up from the flat terrain, beacon in the storm to those who are lost.

Over the past three hundred years the Cult of Ise grew into being the warmer climates of the world, a group of monks and clerics bent upon the belief that survival in the harshest of climates was the way to reach enlightenment. These madmen, driven by a need, traveled into the Flatts and within the sight of the Tarn bent their knees in worship. There they dragged the cold granite of the Vegg out across the ice to build their chapel to the worship of cold.
3.2.a The Cult of Ise

Brief History
The Cult of Ise was formed three hundred years ago. Their devote need to pursue the perfection of body drew them out to the coldest reaches of the world where they formed their monastic cult of cold.

Organization
Headquarters: Kirke
Members: 214
Hierarchy: Theocracy
Leader: Pontiff Gru (human, LE clr17)
Religion: ?
Alignment: LE
Secrecy: Extreme
Symbol: A shard of frozen blood

Hierarchy
The Cult of Ise is lead by Pontiff Gru who rules with absolute control and an iron fist. From the heights of the citadel he makes his proclamations of the faith. Beneath him rules the Cardinals Besk, Strav and Ruw—the cruelest of men who delight in the torment and torture of the petitioners.