

# FENRIR'S FURY

A Sidetrek Adventure™  
for 4-5 6th level characters



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**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

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Presents

# FENRIR'S FURY

## A SIDETREK ADVENTURE™

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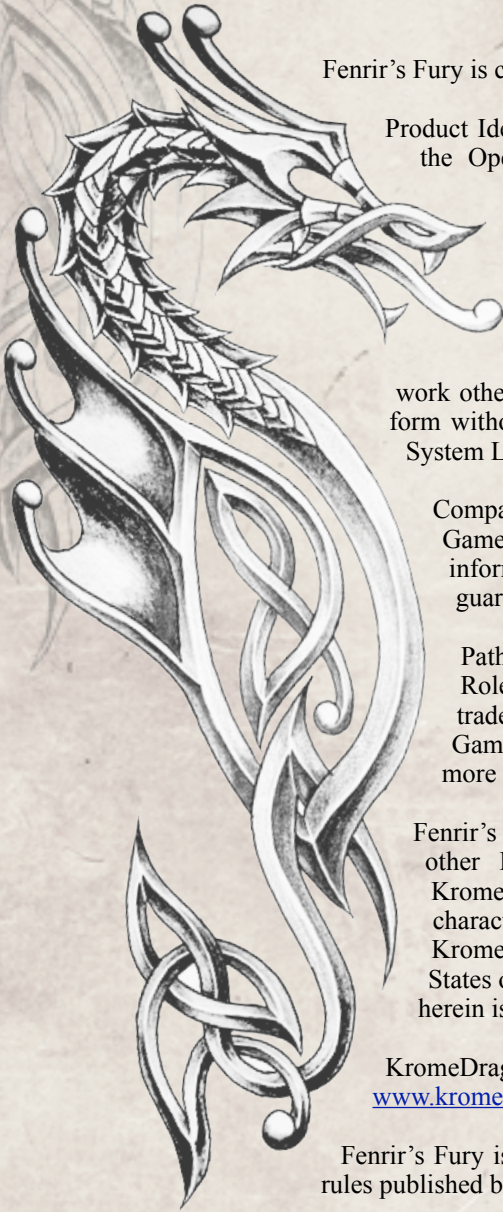
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# FENRIR'S FURY

Fenrir's Fury is a Sidetrek Adventure™ designed as a small expedition to be inserted within a larger adventure setting. It is ideal for red herrings, fleshing out characters or locations, or just providing an experience boost. A GM can add Fenrir's Fury into any ongoing adventure with just a little forethought to create a more rewarding experience for the players. Played as a stand alone adventure, Fenrir's Fury can be completed in about 4 hours, making it ideal as a quick one night game.

## DM Background

In the frozen wilderness of the Nordlands, a quiet hunting community was nestled among the forested mountains near the icy fjords. Its people followed the Old Gods, spirits of the land and beings of nature. They lived in balance with their surroundings under the guidance of the Druids.

The local druid was a man named Vidar. He lived modestly in a small house with his wife and many children. He instructed his people to live simple, happy lives in harmony with their land and one another. He taught the farmers to give honor to the land for its bountiful harvests. He taught the hunters to give honor to creatures of the wilderness that gave their lives so that the people might live.

One fall day, Vidar returned to his village from such a hunt. Instead of rejoicing and celebrations for his return he was greeted with tragedy. The village was reduced to charred ruins. Their meager treasures had been looted. The villagers were either dead or taken as slaves. Stricken with grief, Vidar found his own family, murdered in his scorched home.

That day, the druid Vidar died, and the rabid wolf shaman, Fenrir was born. Fenrir's icy heart swelled with hatred. He hungered for justice and craved revenge. He painstakingly sought the identities of the merciless raiders who had stolen his life. Searching through the ashes and rubble, he finally found what he sought, a piece of foreign jewelry.

At last he found someone that knew the identity of the jeweler, Boden, a poor jeweler in the village of Volksfelt. The object of his fury now had a name: Volksfelt. His quest for revenge led him north into the winter wilderness where he forged alliances and bargained for the utter destruction of Volksfelt.

Supported with the spirits and creatures of the lands, Fenrir plotted a scheme for the eradication

of his hated foes. He would wait patiently until the unsuspecting villagers could be caught unawares during one of their many drunken celebrations. Once distracted, they would be incapable of fending off the multi pronged attack he had orchestrated. First the deceitful fey folk known as the huldra would sneak into the village and attack the feasthall, killing the vile chieftain, Bastijn-Wolfsjerte and his men-at-arms, the huskarls.

Once the assassination of Jarl Bastijn was commenced, Fenrir would unleash the local ice trolls against their common enemy, the village of Volksfelt. The ice trolls reveled in their role to kill every man, woman, and child that had had so tormented their own lives. Then, to ensure the totality of Volksfelt's destruction, Fenrir would unleash a local ice elemental to demolish what little remained.

There would be a few survivors, of course. They would seek out their attacker. But Fenrir was confident they would never succeed in robbing him of his revenge. The land itself would rise up and protect him, it's valiant champion. And he had attained the services of a local yeti tribe to patrol the approaches to the sacred circle from which he would direct the assaults. Regardless, none could possibly stand against the mighty Fenrir and his wolf companion Sköll.

## Adventure Summary

The PCs arrive in Volksfelt and are taken to the Mjodhal, the village's great feasthall. There they meet Jarl Bastijn and his advisors before enjoying a feast in their honor. The PCs have the opportunity to engage in two great viking pastimes: a Lie-Tell and a brawl.

As the brawl is coming to a close the festivities are interrupted by Fenrir's attacks. First the PCs must defeat the huldra that have been discharged to kill the jarl. Then they must defeat rampaging ice trolls that attack the villagers. Finally the PCs face off against an ice elemental with orders to level the remains of the village.

After recuperating, Jarl Bastijn sends the PCs off to search for and destroy the mad man responsible for the attacks. They must navigate the frozen northern wilderness and fight past his last defenders before confronting Fenrir himself.

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## Adventure Hooks

As GM you know the best way to get your players and their characters into an adventure. You may use the following hooks to spur new ideas or modify them to make them appropriate for the characters' interests.

- The party is wandering through the area and seeks shelter in the village for the night.

- The party has heard of the recent troubles that have plagued the village and have come to answer the jarl's call for heroes.

If the PCs take some time to ask around or investigate the area they learn more about the village.

### Gather Information or Knowledge (local)

**DC 10:** Volksfelt is a village upon the southern shore of the fjord Langfjord. The villagers are mostly fishermen and loggers.

**DC 15:** Volksfelt was once quite prosperous and influential. A nearby gold mine provided great wealth until it played out.

**DC 20:** Jarl Bastijn has sent out messengers seeking great heroes to come to the village's aid.

**DC 25:** A druid, calling himself Fenrir, has declared war upon Volksfelt. But no one knows why.

## Scene 1: To Tell Lies (CR 4)

Arriving in Volksfelt, you are quickly escorted to the feast hall, Mjodhal, a magnificent public longhouse that resembles an inverted viking longship. The narrow entrance steps down into a raucous interior. Two rows of long tables are separated by massive fire pits upon which elk are roasted. Seated upon an antlered throne is the Jarl, Bastijn-Wolfshjerte, clad in wolf skins and wearing a golden headband. Jarl Bastijn welcomes you warmly as honored guests.

Mjodhal is a long and narrow building used for feasts, celebrations, ceremonies and any occasion for drinking. Jarl Bastijn-Wolfshjerte is attended by his advisors Kwint-Denkloge, Steef-Baererhud, the skald, Kvasir, as well as his lovely wife, Dahm Katen. Seated along the rows of long tables are the Huskarl, the warrior-retainers loyal to the jarl. Today, Mjodhal hosts

the marriage feast of Elof and Kaia.

Ale, mead, and akvavit (a yellowish vodka) are served from great open barrels and ferried to revelers by thralls (slaves) in drinking horns. Mjodhal reeks of sweat, alcohol, meat, and burnt pine nettles which are used to freshen the air.

After a feast of elk and potatoes, skald Kvasir begins a round of Lie-Tales. Lie-Tales is a game of boasting to determine who can tell the most outrageous "tall tale" while keeping the tale remotely plausible.

The Lie-Tell is a **skill encounter** that every character can participate

in and consists of three rounds. The goal of the Lie-Tell is to find who can tell the most outrageous tall tale while keeping it credible.

Participants in the Lie-Tell may make skill checks using either Bluff, Diplomacy, Intimidation (to dare anyone to challenge the authenticity of your story), Knowledge (history, nobility, religion), or Perform (act, comedy, oratory).

To pass the first round, participants must succeed at a DC (10) skill check. GMs should reward players that come up with a tale with a +2 bonus to their skill check. The first round of Lie-Tell weeds out the worst storytellers. There is much laughter and drinking in celebration of successes and failures.

To proceed beyond the second round, participants must succeed at a DC (15) skill check. GMs should reward players that come up with a tale with a +2 bonus to their skill check. The stories get better, the drinking is heavier and a good time is had by all.

The third and final round pits only the best storytellers against one another. In this round, Skald Kvasir (N human bard 4) himself participates using Perform (oratory) +13. Participants must succeed at a DC (20) skill check. The participant with the highest total above 20 is declared the Champion Liar. If there are no skill checks of 20 or above the Lie-Tell is declared not worthy of reward.

## Skill Encounters

**Skill encounters are an excellent way to offer challenging encounters to your players without combat. They offer an opportunity to let seldom used skills and abilities shine and let combat take a back seat.**

**Further reading for skill challenges can be found in "Skill Encounters- Non-Combat Challenges" by 4th Dimension Games.**

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**Rewards** the Champion Liar receives a golden drinking horn which depicts the viking god Donar consuming the seas from an enchanted drinking horn. The golden horn is worth 200gp.

## Scene 2: Feasthall Revelry (CR 4)

The Champion Liar has been declared with many toasts in the Liar's honor. A rowdy bunch of huskarls begin bickering over the best story. Before long blows are exchanged. The entire feasthall erupts in a drunken brawl.

After the Lie-Tales end a good hearted brawl commences. Brawling is a way of life amongst the vikings and participating in the brawl is a way for warriors to display their ofermod, or fearlessness. Anyone that does not participate in the brawl earns nip, or dishonor, and is mocked and bullied by more honorable men.

Characters in a brawl engage in combat as usual, except that participants only use fists and mugs or other non-lethal improvised weapons. **These improvised weapons, as a general rule, inflict 1d3 non-lethal damage and in addition require a Fort save with a DC of (10+damage dealt) or be Staggered for one round.**

The brawl remains good humored unless a PC inflicts lethal damage or uses a spell that inflicts lethal damage, which causes all participants to turn upon the offender with murderous intent. An offender may use Bluff, Diplomacy, or Intimidate with a DC 20 to calm the mob and return the brawl to a friendly melee. The use of shields is seriously frowned upon, and shield wielders find that no one will fight them until the shield is lowered.

The brawl lasts up to 10 rounds or until 6 Huskarls are knocked unconscious. The CR of this encounter reflects the "friendly" nature of the brawl.

### Huskarls (x6)

CR 1

XP 400

Human fighter 2

N Medium humanoid

**Init** +5; **Senses** Perception +4

#### *Defense*

**AC** 15, touch 11, flat-footed 18 (+4 armor, +1 Dex)

**hp** 16 (2d10+5)

**Fort** +5, **Ref** +1, **Will** +1; +1 vs. fear

**Defensive Abilities** bravery +1

#### *Offense*

**Speed** 20 ft.

**Melee** unarmed +1 (1d3+3 nonlethal) or longsword +5 (1d8+3/19-20) or dagger +5 (1d4+3/19-20)

#### *Tactics*

**Before Combat** The huskarls have drunk more than their fair share and are inebriated. All attack rolls at are a -4 penalty (already deducted from attack score).

**During Combat** The huskarls attack with unarmed attacks or use mugs or other improvised weapons. All attacks are intended to deal nonlethal damage.

**Morale** Huskarls all fight until unconscious or dead.

#### *Statistics*

**Str** 17, **Dex** 13, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8

**Base Atk** +2; **CMB** +5; **CMD** 16

**Feats** Alertness, Animal Affinity, Improved Initiative, Rapid Reload

**Skills** Handle Animal +5, Intimidate +3, Knowledge (local) +1, Perception +4, Profession (farmer) +5, Sense Motive +3, Survival +5

**Languages** Common

**Combat Gear** hide armor; **Other Gear** buckler, dagger, longsword, 10 sp

## Scene 3: Death from Beyond (CR 6)

The great raucous company suddenly becomes quiet. All turn to stare at the entrance of Mjodhal. Stepping through the doorway are two beautiful, red haired women, clad only in the sheerest of green gowns.

The few Huskarls that are conscious are drunk and ill prepared for the sudden attack. Servants scream and flee the battle. It is up to the PCs to defeat Fenrir's first wave of attack, the fey known as huldra.

Fenrir negotiated with the huldra for their services. While he promised them great magic and living slaves, he intends to destroy them himself after the raid. Fenrir has sent the huldra specifically to kill Jarl Bastijn and his huskarls to make destroying the rest of the village easier.

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Huldra appear as beautiful women. Their fox-like tails and the wood-lined hollow in her back betrays her fey nature.

## Huldra CR 4

Pathfinder Campaign Setting: Lands of the Linnorm Kings  
XP 1,200

CN Medium fey

**Init** +3; **Senses** darkvision 60 ft., low-light vision, scent; Perception +12

### *Defense*

**AC** 17, touch 14, flat-footed 13 (+3 Dex, +1 dodge, +3 natural)

**hp** 38 (7d6+14); regeneration 3 (acid or fire)

**Fort** +4, **Ref** +8, **Will** +7

**Immune** charm and compulsion effects; **Resist** cold 10

### *Offense*

**Speed** 30 ft.

**Melee** slam +7 (1d6+4), tail slap +7 (1d6+4 plus 1d4 Cha damage)

**Special Attacks** lashing tail, manipulate luck

**Spell-Like Abilities** (CL 4th; concentration +8)

**Constant**—detect snares and pits, endure elements, pass without trace

**3/day**—charm person (DC 15), daze monster (DC 16), wood shape

**1/day**—deep slumber (DC 17)

### *Tactics*

**During Combat** The huldra attempt to Charm Person on anyone they perceive as a genuine threat. Charmed victims are ordered to assist the huldra in their mission.

**Morale** The huldra have been hired to perform this mission on behalf of Fenrir. They are not suicidal and will retreat using their Wands of Obscuring Mists when reduced to 10 hp or less.

### *Statistics*

**Str** 19, **Dex** 17, **Con** 14, **Int** 12, **Wis** 14, **Cha** 19

**Base Atk** +3; **CMB** +7; **CMD** 21

**Feats** Deceitful, Dodge, Mobility, Power Attack

**Skills** Bluff +16, Disguise +16, Escape Artist +13, Knowledge (nature) +11, Perception +12, Stealth +13, Use Magic Device +14

**Languages** Common, Giant, Sylvan

**Combat Gear:** Potion Cure Light Wounds x2, Potion Speak with Plants, Wand of Obscuring Mists (19 charges)

**Other Gear:** Gem- Black Pearl (500 gp)

### *Special Abilities*

**Lashing Tail** (Su) A huldra's tail slap is a primary attack. In addition, each time a huldra damages a

creature with her tail slap, she deals 1d4 points of Charisma damage, causing her target to grow progressively more deformed and ugly with each strike. A DC 15 Fortitude save negates the Charisma damage. The save DC is Constitution-based.

**Manipulate Luck** (Su) Once per day, a huldra can manipulate another creature's luck by spending a full-round action, during which the huldra must remain in physical contact with the target creature. When the huldra uses this ability, she must choose whether she is imparting good luck or bad luck. A creature granted good luck gains a +2 luck bonus on all saving throws, attack rolls, and skill checks, while a creature afflicted with bad luck takes a -4 penalty on all saving throws, attack rolls, and skill checks. A DC 17 Will save negates the effect. Huldras cannot be the target of this ability. This effect lasts for 24 hours and is a curse effect. The save DC is Charisma-based.

## Scene 4: Troll Invasion (CR 6)

Outside Mjodhal, the sounds of battle can be heard. Villagers run for their lives as massive, blue-green skinned trolls batter at homes, rend villagers and wreck havoc upon the village. A few brave warriors fight in scattered bands in a vain attempt to halt the monsters' destruction.

Fenrir's second attack wave upon the village consists of ice trolls with which he has allied. The trolls rampage through the streets of Volksfelt killing any one they see and destroying buildings as they proceed. The ice trolls take a severe toll upon the village, killing scores of men, women and children before finally being destroyed.

The PCs are able to engage a pair of the deadliest ice trolls. The GM should describe surrounding battles as soldiers rally and gang up on other attacking trolls. The battles are brutal with many people suffering horrendous deaths.

## Ice Troll x2 CR 4

XP 1,200

CE Large humanoid (cold, giant)

**Init** +4; **Senses** darkvision 60 ft., low-light vision; Perception +9

### *Defense*

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AC 17, touch 13, flat-footed 13 (+4 Dex, +4 natural, -1 size)

**hp** 45 (6d8+18); regeneration 5 (acid or fire)

**Fort** +5, **Ref** +8, **Will** +2

**Immune** cold

**Weaknesses** vulnerable to fire

## *Offense*

**Speed** 30 ft.

**Melee** battleaxe +7 (2d6+4), bite +2 (1d6+2), claw +2 (1d4+2) or bite +7 (1d6+4), 2 claws +7 (1d4+4)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** rend (2 claws, 1d6+6)

## *Tactics*

**Before Combat** The ice trolls have been instructed to kill as many people as possible.

**During Combat** Ice trolls use their Intimidating Prowess to intimidate opponents. While they fear fire, ice trolls will kill opponents wielding fire first.

**Morale** Ice trolls will use their Lightning Reflexes to withdraw from combat if their hit points are reduced to 5 or less.

## *Statistics*

**Str** 19, **Dex** 18, **Con** 16, **Int** 9, **Wis** 10, **Cha** 7

**Base Atk** +4; **CMB** +9; **CMD** 23

**Feats** Intimidating Prowess, Lightning Reflexes, Skill Focus (Perception)

**Skills** Intimidate +7, Perception +9, Survival +4

**Languages** Giant

**Combat Gear** battleaxe

## Scene 5: Living Ice (CR 5)

The last of the ice trolls have fallen. Volksfelt is overcome with the cries of mourning. Soldiers continue to battle raging fires, women cradle shattered husbands, mothers wail before their slain children, and broken warriors fall beside slain wives. The air grows silent as the ground shudders ominously.

The last phase of Fenrir's attack begins. The PCs have 5 rounds to prepare before their opponent appears. A large ice elemental descends upon the village with orders to kill the remaining survivors and level the village to the ground.

**Large Ice Elemental**

**CR 5**

XP 1,600

N Large outsider (air, cold, elemental, extraplanar, water)

**Init** +5; **Senses** darkvision 60 ft., snow vision; Perception +11

## *Defense*

AC 17, touch 10, flat-footed 16 (+1 Dex, +7 natural, -1 size)

**hp** 68 (8d10+24)

**Fort** +9, **Ref** +7, **Will** +2

**DR** 5/—; **Immune** cold, elemental traits

**Weaknesses** vulnerable to fire

## *Offense*

**Speed** 20 ft., burrow (ice and snow only) 20 ft., swim 60 ft.

**Melee** 2 slams +12 (1d8+5 plus 1d6 cold)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** numbing cold (DC 17)

## *Tactics*

**Before Combat** The ice elemental has been commanded to kill any survivors and destroy any buildings left standing.

**During Combat** The ice elemental moves through the snow and ice covered ground with ease.

**Morale** The ice elemental fights to the death.

## *Statistics*

**Str** 20, **Dex** 12, **Con** 17, **Int** 6, **Wis** 11, **Cha** 11

**Base Atk** +8; **CMB** +14; **CMD** 25 (can't be tripped)

**Feats** Cleave, Great Cleave, Improved Initiative, Power Attack

**Skills** Intimidate +11, Knowledge (planes) +9, Perception +11,

Stealth +8, Swim +13

**SQ** ice glide, icewalking

## *Special Abilities*

**Ice Glide** (Su) A burrowing ice elemental can pass through nonmagical ice and snow as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A control water spell cast on an area containing a burrowing ice elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

**Icwalking** (Ex) This ability works like the spider climb spell, but the surfaces the elemental climbs must be icy. The elemental can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice.

**Numbing Cold** (Su) When an ice elemental deals cold damage to a creature, that creature must succeed on a DC 17 Fortitude save or be

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staggered for 1 round. The save DC is Constitution-based.

**Snow Vision (Ex)** An ice elemental can see perfectly well in snowy conditions and does not take any penalties on Perception checks while in snow.

## Scene 6: Avenge Volksfelt (CR 6)

Volksfelt sets about the long and arduous task of recovery. It is a time to mend wounds and regain one's strength. The blood soaked Jarl Bastijn, flanked by Steef and Kwint, hobbles toward you amid the wounded.

Bastijn leans upon his mace wearily. His red rimmed eyes betray the sorrow he feels. "Friends, you have come to Volksfelt and received poor hospitality. It grieves me that your arrival has been marred by ungenerous circumstances. You have fought bravely and earned honor and the gratitude of my people. Yet I must ask more of you.

"These attacks were coordinated. The druid known as Fenrir has plagued our village for days. But now, Volksfelt is at the breaking point. Another raid and we are destroyed. I beseech you, find the villain behind the attacks. Bring me his head and you shall be rewarded with gold. Rest this night, gather your strength, and depart upon the sun's return."

If asked, Jarl Bastijn tells the PCs that both Elof and Kaia are dead (unless the PCs specifically saved them in the battle) as are skald Kvasir and his beloved wife, Katen. The PCs may rest and recover during the night. The village's last remaining healing potions can be provided to mend remaining wounds if needed. The next morning the PCs are greeted, once more by Jarl Bastijn. He sends the PCs off with a stirring speech of glory and revenge.

The PCs find that it has snowed overnight, making it more difficult to follow the tracks left by the previous night's attackers (snowfall reduces movement by half). Fortunately the sheer number of raiders makes it easier to follow the trail, even if they did try to cover their trail.

The environment is cold and care should be taken to prepare for the temperature and weather. See [Cold Dangers in the Pathfinder Roleplaying Game](#).

**Resolve the overland trek as a skill challenge with each primary skill check taking an hour.** One, and only one, character is the Primary Skill User of the encounter. Only her rolls count towards success or failure. Other characters may assist the Primary Skill User. Each success from secondary characters add +2 to the primary leader's roll. Failed rolls from secondary characters do not hurt the outcome.

The **Primary Skill User** during the overland trek must succeed at five DC 20 Survival checks. Failure indicates some event happens. After five successes the party arrives at a frozen river crossing where the next encounter occurs.

**Secondary Skill Users** may assist the Primary Skill User by succeeding at DC 15 Knowledge (nature), DC 15 Perception, DC 20 Knowledge (geography), DC 20 Handle Animal, or DC 20 Stealth. Each secondary success adds +2 to the Primary Skill User's roll.

Each failure by the Primary Skill User results in an event in the following order. Reuse these events or create new events to challenge characters using the environment as inspiration.

**Freak Storm-** The party must find shelter from a sudden ice storm. Finding shelter requires a DC 25 Survival check. Success allows the party to find a suitable shelter to wait out the storm, which lasts 1d6 hours. Failure exposes the players to the storm which requires a DC 15 Fort check per hour or suffer 1d6 nonlethal damage.

**Avalanche-** The party is below an avalanche of snow and rock. The PCs may notice the oncoming avalanche with a DC 20 Perception check. A success by any one in the party allows the party to avoid the bury zone of the avalanche and finds themselves instead in the slide zone. Failure indicates the party did not react soon enough and is in the bury zone.

Characters caught in the bury zone suffer 8d6 points of damage or half that if they succeed at a DC 15 Reflex save. Regardless the characters are buried in the snow and suffer 1d6 points of damage for each minute they are buried.

Characters in the slide zone suffer 3d6 points of damage or take no damage if they succeed at a DC 15 Reflex save. Those that fail the Reflex save are buried in the snow and suffer damage as above.

**The High Pass-** The chosen route takes the party through a high mountain pass. Characters must succeed on a DC 15 Fort save each hour or be fatigued. This event remains until a the

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Primary Skill User succeeds at the primary Survival check.

**Heavy Snowfall-** A heavy snowstorm drops 1d4 feet of snow. Movement is reduced to one quarter. The number of primary success required to end this encounter increases by 4.

## Scene 7: Yetis Attack (CR 6)

The difficult journey through the northern wilderness has been long and arduous. Yet another obstacle lies before you: a frozen river.

The yeti have been stationed at the edge of the frozen river to ambush any village survivors coming to seek revenge. If the PCs are not attempting to approach with stealth the yeti automatically see them coming and prepare the ambush. If the PCs are approaching stealthily have the yeti make opposed Perception checks against the party's Stealth checks. If the yeti are successful they prepare to ambush the party from the frozen river.

### Yeti x2

CR 4

XP 1,200

N Large monstrous humanoid (cold)

**Init** +1; **Senses** darkvision 60 ft., scent; Perception +10

#### *Defense*

**AC** 17, touch 10, flat-footed 16 (+1 Dex, +7 natural, -1 size)

**hp** 45 (6d10+12)

**Fort** +6, **Ref** +6, **Will** +6

**Immune** cold

**Weaknesses** vulnerability to fire

#### *Offense*

**Speed** 40 ft., climb 30 ft.

**Melee** 2 claws +9 (1d6+4 plus 1d6 cold)

**Space** 10 ft.; Reach 10 ft.

**Special Attacks** frightful gaze, rend (2 claws, 1d6+6 plus 1d6 cold)

**Before Combat** If the yeti are in the river in ambush, they wait for up to 15 rounds until the PCs are either adjacent to them or crossing the river before they attack. The party has a -5 penalty to Perception checks for the surprise round.

**During Combat** The yeti ignore opponents that have succumbed to their gaze attacks, focusing their attacks on more threatening foes.

**Morale** The yeti withdraw from combat when reduced to 5 hit points or less.

#### *Statistics*

**Str** 19, **Dex** 12, **Con** 15, **Int** 9, **Wis** 12, **Cha** 10

**Base Atk** +6; **CMB** +11; **CMD** 22

**Feats** Cleave, Great Fortitude, Power Attack

**Skills** Climb +21, Intimidate +9, Perception +10, Stealth +1 (+9 in snow); Racial Modifiers +4 Stealth (+12 in snow)

**Languages** Aklo

#### *Special Abilities*

**Cold** (Su) A yeti's body generates intense cold, dealing 1d6 points of cold damage to any creature that contacts it with a natural attack or unarmed strike, or whenever it hits a foe with its claws or rend attack.

**Frightful Gaze** (Su) Creatures within 30 feet that meet a yeti's gaze must succeed on a DC 13 Will save or stand paralyzed in fear for 1 round. This is a mind-affecting fear paralysis effect. A creature that successfully saves cannot be affected again by the frightful gaze of that yeti for 1 day. The save DC is Charisma-based.

**Development** Crossing the frozen river is no easy task. The ice is brittle and a square of ice will collapse if more than 150 lbs is placed upon it. A successful DC 15 Survival or Acrobatics check allows a character to cross the frozen river without incident. Failure results in the ice cracking, plunging the character into the frigid waters which deals 2d6 cold damage per round unless a DC 15 Reflex save is made. Swimming across the river requires a DC 10 Swim check and deals 2d6 cold damage per round.

## Scene 8: Into the Wolf's Mouth (CR 9)

The frozen wilderness opens up into a clearing of light snow and stone. A circle of fifteen-foot tall menhirs surrounds a small hill, upon which are massive monolithic standing stones.

The menhirs that form the circle are 5 feet wide and 15 feet tall. Each menhir is treated as hewn stone with a break DC 50, hardness 8, 540 hp, and a DC 25 Climb.

The monolithic standing stones are 5 feet wide and 20 feet tall. The standing stones are considered magically treated hewn stone with a break DC 70, hardness 16, 1,080 hp, and a DC 25 Climb. The monoliths are also the source of an

# FENRIR'S FURY

*Unhallow* effect (with endure elements as its spell effect).

## Fenrir

CR 9

Male Human Druid (Wolf Shaman) 10  
NE Medium

**Init** +3; **Senses** Perception +11

### *Defense*

**AC** 21, touch 13, flat-footed 20

(+3 Dex, +2 natural, +6 Hide +2)

**hp** 106 (10d8)+40 (20 hp expire when *bear's endurance* end)

**Fort** +11, **Ref** +8, **Will** +13, +4 vs. spell-like and supernatural abilities of fey and spells and effects that utilize and target plants

### *Offense*

**Speed** 20 ft., Woodland Stride

**Melee** sickle +1 (frost) +13/+8 (1d6+6)

**Space** 5 ft.; Reach 5 ft.

### **Prepared Spells**

Druid (CL 10th):

**5th** (DC 19)- ~~*aspect of the wolf*~~\*, *cure critical wounds*

**4th** (DC 18)- ~~*freedom of movement*~~\*, *spike stones*, ~~*strong jaw*~~<sup>APG</sup>\*\*\*, ~~*thorn body*~~<sup>APG</sup>

**3rd** (DC 17)- *call lightning*, ~~*magic fang (greater)*~~\*\*\*, *meld into stone*, *wind wall*

**2nd** (DC 16)- ~~*aspect of the bear*~~\*, *bear's endurance*\*, ~~*bull's strength*~~\*\*\*, *burning gaze*<sup>APG</sup>, *fog cloud*

**1st** (DC 15)- *cure light wounds* (x2), *endure elements*\*, *entangle*, *obscuring mist*

**0th** (DC 14)- *create water*, *know direction*, *light*, *purify food and drink*

\* Already cast upon himself, \*\* Already cast upon Sköll, <sup>APG</sup> Spell is from the Advanced Player's Guide.

### *Tactics*

**Before Combat** Fenrir casts the following spells upon himself: *endure elements* (24 hrs duration); *freedom of movement* (100 min duration); *aspect of the bear* (10 min duration); *aspect of the wolf* (10 min duration); and *bear's endurance* (10 min duration). He has cast the following spells upon Sköll: *bull's strength* (10 min duration); *magic fang- greater* (10 hrs duration); and *strong jaw* (10 min duration).

Fenrir can perform bull rush, grapple, and overrun combat maneuvers without provoking attacks of opportunity as long as *aspect of the bear* remains.

Fenrir can make a trip combat maneuver as a swift action as long as *aspect of the wolf* remains.

This trip attack does not provoke attacks of opportunity.

Fenrir can move and attack normally for the duration of *freedom of movement*, even under the influence of magic that usually impedes movement, such as paralysis, solid fog, slow, and web. All combat maneuver checks made to grapple the target automatically fail. The subject automatically succeeds on any combat maneuver checks and Escape Artist checks made to escape a grapple or a pin.

**Unmodified Scores** Init +1; AC 18; +1 Natural Armor; Ref +6; hp 86; Str 16; Dex 12; Con 14; Sickle +1 (frost) +11/+6 (1d6+4); +10 CMB; +12 on trip maneuvers; CMD 21; Climb +1; Stealth +6; Swim +8

**During Combat** Fenrir uses spells such as *entangle*, *obscuring mist* and *spike stones* to control the battlefield while Sköll attacks the intruders. While he casts spells during the combat, Fenrir stays behind cover and monologues about the justice he is bringing against the village for killing his family. Only when Sköll dies or when he runs out of spells to cast does Fenrir transform into a dire wolf and join the combat. When reduced to less than 20 hit points, Fenrir will use *meld into stone* to retreat into a menhir and cast healing spells until he is ready to fight again.

**Morale** Fenrir fights to the death.

### *Statistics*

**Str** 20, **Dex** 16, **Con** 18, **Int** 8, **Wis** 18, **Cha** 10

**Base Atk** +7; **CMB** +12 (+14 on trip maneuvers); **CMD** 25

**Feats** Augment Summoning, Combat Casting, Endurance, Leadership, Skill Focus (Stealth), Spell Focus (Conjuration), Toughness

**Skills** Climb +3, Diplomacy +7, Handle Animal +10, Heal +4, Perception +11, Sense Motive +11, Stealth +8, Survival +16, Swim +10,

**Languages** Common, Druidic

**Special Qualities** Animal Companion, Nature Bond, Nature Sense, Orisons, Resist Nature's Lure, Totemic Summons, Totem Transformation, Trackless Step, Wild Empathy, Wild Empathy +10, Wild Shape, Woodland Stride,

**Possessions** boots of the winterlands; cloak of resistance +2; hide armor +2; ring of animal friendship; metamagic rod of lesser persistent; sickle +1 (frost); Scroll (Remove Disease); Scroll (Protection from Good); Scroll (Neutralize Poison); Scroll (Cure Critical Wounds) (x2)

### *Unmodified Scores*

Init +1; AC 18; +1 Natural Armor; Ref +6; hp 86; Str 16; Dex 12; Con 14; Sickle +1 (frost) +11/+6

# FENRIR'S FURY

(1d6+4); +10 CMB; +12 on trip maneuvers; CMD 21; Climb +1; Stealth +6; Swim +8

## Special Abilities

**Spontaneous Casting** A druid can channel stored spell energy into summoning spells that have not been prepared ahead of time. He can "lose" any prepared spell in order to cast any Summon Nature's Ally spell of the same spell level or lower

**Totemic Summons** (Su) At 5th level, a wolf shaman may cast summon nature's ally as a standard action when summoning canines, and these summoned creatures gain temporary hit points equal to his druid level. He can apply the young template to any canine to reduce the level of the summoning spell required by one. He can also increase the level of summoning required by one in order to apply either the advanced or the giant template, or increase it by two to apply both the advanced and giant templates. This ability replaces a thousand faces.

**Totem Transformation** (Su) At 2nd level, a wolf shaman may adopt an aspect of the wolf while retaining his normal form. He gains one of the following bonuses: movement (+20 enhancement bonus to land speed), senses (low-light vision, scent, +4 racial bonus to Survival when tracking by scent), or natural weapons (bite [1d4 plus trip] for a Medium druid, +2 CMB to trip). Using this ability is a move action. While using totem transformation, the wolf shaman may speak normally and can cast speak with animals (canines only) at will. The wolf shaman can use this ability for a number of minutes per day equal to his druid level. These minutes do not need to be consecutive, but they must be used in 1-minute increments. This is a polymorph effect and cannot be used while the druid is using another polymorph effect, such as wild shape.

**Trackless Step** (Ex) You leave no trail in natural surroundings and cannot be tracked. You may choose to leave a trail if so desired.

**Wild Empathy** (Ex) You can improve the attitude of an animal. This ability functions just like Diplomacy checks made to improve the attitude of a person. You roll 1d20+10 to determine the Wild Empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use Wild Empathy, you and the animal must be within 30 feet of one another under normal circumstances. Generally, influencing an animal in this way takes 1 minute, but as with influencing people, it might take more or less time. You can use this ability to influence a

magical beast with an Intelligence score of 1 or 2, but you take a -4 penalty on the check. A wolf shaman can use wild empathy with canines as a full-round action with a +4 bonus.

**Wild Shape** (Su) At 6th level, a wolf shaman's wild shape ability functions at his druid level + 2. If he takes on the form of a canine, he instead uses his druid level + 2.

**Woodland Stride** (Ex) You may move through any sort of non-magical undergrowth (such as natural thorns, briars, overgrown areas, and similar terrains) at your normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect you.

## Fenrir in Dire Wolf form

When Fenrir shifts into Dire Wolf form he gains the following abilities:

Low-Light vision; Scent; Trip; +4 Str; -2 Dex; +4 natural armor. These modifiers do stack with the spells cast in preparation of combat.

### Defense

AC 24, touch 12, flat-footed 23  
(+2 Dex, +6 natural, +6 Hide +2)

hp 106 (10d8)+40 (20 hp expire when *bear's endurance* end)

Fort +11, Ref +7, Will +13, +4 vs. spell-like and supernatural abilities of fey and spells and effects that utilize and target plants

### Offense

Speed 20 ft., Woodland Stride

Melee bite +15 (1d8+7 plus trip)

Space 10 ft.; Reach 10 ft.

### Statistics

Str 24, Dex 14, Con 18, Int 8, Wis 18, Cha 10

Base Atk +7; CMB +13 (+15 on trip maneuvers); CMD 26 (30 vs trip)

## Sköll Companion Wolf

N Large animal (companion)

Init +7; Senses low-light vision, scent; Perception +11

### Defense

AC 22, touch 21, flat-footed 10 (+1 Dex, +12 natural, -1 size)

hp 94 (9d8+54)

Fort +10, Ref +9, Will +4 (+8 vs enchantments)

### Offense

Speed 50 ft.

Melee bite +15 (2d8+11 plus trip) and bite +8 (2d8+11 plus trip)

# FENRIR'S FURY

**Before Combat** Fenrir has cast *bull's strength* (10 min duration); *magic fang- greater* (10 hrs duration); and *strong jaw* (10 min duration).

**Unmodified Scores:** Str 24; bite +11 (1d8+7 plus trip) and bite +6 (1d8+7 plus trip)

**During Combat** Sköll attacks any opponent that approaches Fenrir, using his Trip attack as often as possible to make opponents more vulnerable.

**Morale** Sköll fights until dead.

## Statistics

**Str 28, Dex 16, Con 21, Int 2, Wis 12, Cha 6**

**Base Atk +6; CMB +14; CMD 27 (31 vs. trip)**

**Feats** Combat Reflexes, Improved Initiative, Power Attack, Skill Focus (Perception), Toughness

**Skills** Perception +11, Stealth +9, Survival +4 (+8 scent tracking); Racial Modifiers +4 Survival when tracking by scent

## Special Abilities

**Link (Ex):** A druid can handle her animal companion as a free action, or push it as a move action, even if she doesn't have any ranks in the Handle Animal skill. The druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

**Share Spells (Ex):** The druid may cast a spell with a target of "You" on her animal companion (as a spell with a range of touch) instead of on herself. A druid may cast spells on her animal companion even if the spells normally do not affect creatures of the companion's type (animal). Spells cast in this way must come from a class that grants an animal companion. This ability does not allow the animal to share abilities that are not spells, even if they function like spells.

**Evasion (Ex):** If an animal companion is subjected to an attack that normally allows a Reflex save for half damage, it takes no damage if it makes a successful saving throw.

**Devotion (Ex):** An animal companion gains a +4 morale bonus on Will saves against enchantment spells and effects.

## Conclusion

The return trip back to Volksfelt is relatively uneventful. Upon returning to Volksfelt the PCs are welcomed as heroes. Jarl Bastijn commissions the creation of a masterwork story shield commemorating the hero's deeds to be erected in Mjodhal, as well as a poem composed by a famous wandering skald (bard). As rewards, Jarl Bastijn offers each party member a golden armband depicting their deeds. Each armband is worth 1,000gp (this represents a large percentage of the village's treasury).

If asked about Fenrir's accusations of fatal raids against his village, Jarl Bastijn explains that his village has not had the strength of manpower to go raiding in several years. Decades ago, when the village was stronger and more prosperous, they did engage in raiding, as nearly all viking villages do. Now, the village is just too poor to finance such an expedition.

During the following weeks the ice troll and ogre raids upon the village end and prosperity slowly begins to return to the village. Eventually hunters from the village find a new gold vein and prosperity does return to the village.

## Further Adventures

Further adventures in the north are likely. GMs know their players best and are best suited to develop other adventures. Use the following as seeds to develop for continuing adventures in the north.

- Even though Fenrir has been defeated, ice troll raids continue. Jarl Bastijn employs the party to carry out attacks on nearby ice troll tribes to drive them away from Volksfelt.
- A new vein of gold has been discovered in the nearby mountains. The surrounding lands are treacherous and lairs of yeti make mining impossible. Clear the surrounding area of threatening yetis.
- While the village is being rebuilt it is attacked by a clan or ogres.

# FENRIR'S FURY

## APPENDIX I- Village of Volksfelt

### Volksfelt Village

N village

**Corruption** +1; **Crime** -8; **Economy** -5; **Law** -1; **Lore** +1; **Society** -3

**Qualities** insular, superstitious

**Danger** +0; **Disadvantages** hunted

#### *Demographics*

**Government** overlord

**Population** 70 (63 humans, 6 halflings, 1 half-elf)

#### **Notable NPCs**

Jarl Bastijn-Wolfshjerte (CN male human fighter 5), Advisor Kwint-Denkloge (CN male human rogue 4), Advisor Steef- Baererhud (N male human barbarian 2), Skald Kvasir (N human bard 4), Dahm Katen (LN female human aristocrat 3)

#### *Marketplace*

**Base Value** 250 gp; **Purchase Limit** 1,250 gp;

**Spellcasting** 1st

**Minor Items** 1d4; **Medium Items** 1d2; **Major Items** —

The poor village of Volksfelt lies nestled in a valley between two mountains upon the southern shore of the Langfjord, a fjord that stretches more than 60 miles long and over a mile wide at Volksfelt.

The village's economy revolves around fishing and logging, supplemented by game hunting in the dangerous forested mountains. A played out gold mine once made the village prosperous. The locals cling to their community and tell tales of greater days with dreams of greatness once more.

The surrounding mountains are home to terrible ice trolls and ogres that routinely raid the village.

## APPENDIX II- Glossary of Terms

Akvavit- A very potent alcohol flavored with herbs.

Dam- The title for a wife of a Jarl.

Donar- Viking god of thunder and war.

Drinking Horn- A drinking vessel traditionally made from a hollowed out antelope horn.

Fjord- A long, narrow inlet with steep sides or cliffs, created in a valley carved by glacial activity.

Huskarls- Free warriors loyal to the Jarl.

Jarl- The leader of a tribe or village of vikings.

Lie-Tell- A traditional viking game where participants compete to tell the most outrageous story while keep the story somewhat plausible.

Menhir- A large upright standing stone.

Mojdhall- The name of the feathall in Volksfelt.

Nip- Dishonor

Ofermod- Fearlessness

Skald- A bard

Thrall- A slave

Vinteranda- Amoral fey of the bitter cold.

Volksfelt- A viking village along the fjord, Langfjord.





# FENRIR'S FURY

Scene 1: To Tell Lies (CR 4).

Scene 2: Feasthall Revelry (CR 4)

Scene 3: Death from Beyond (CR 5)

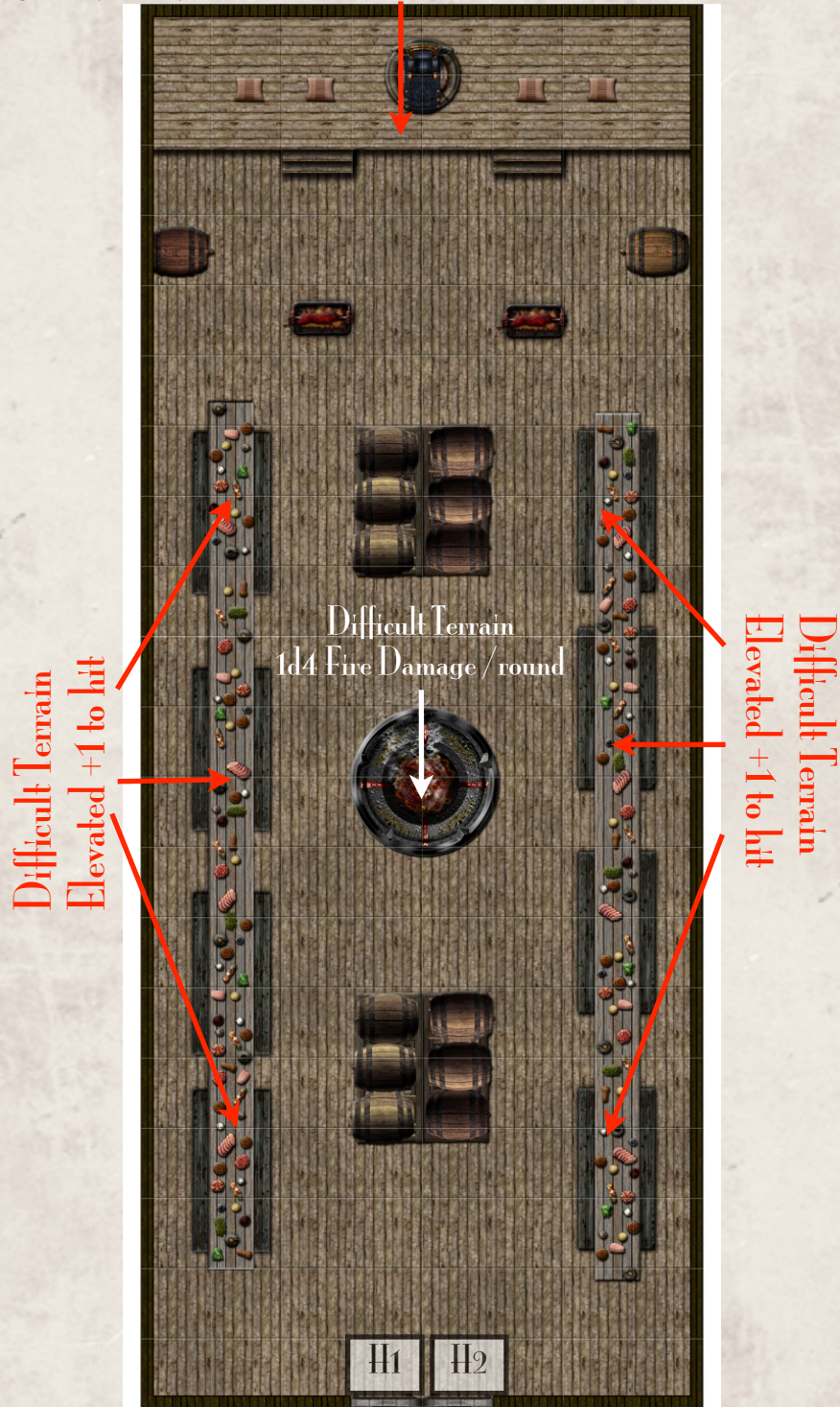
Scene 3.  
Beginning Positions  
Place PCs

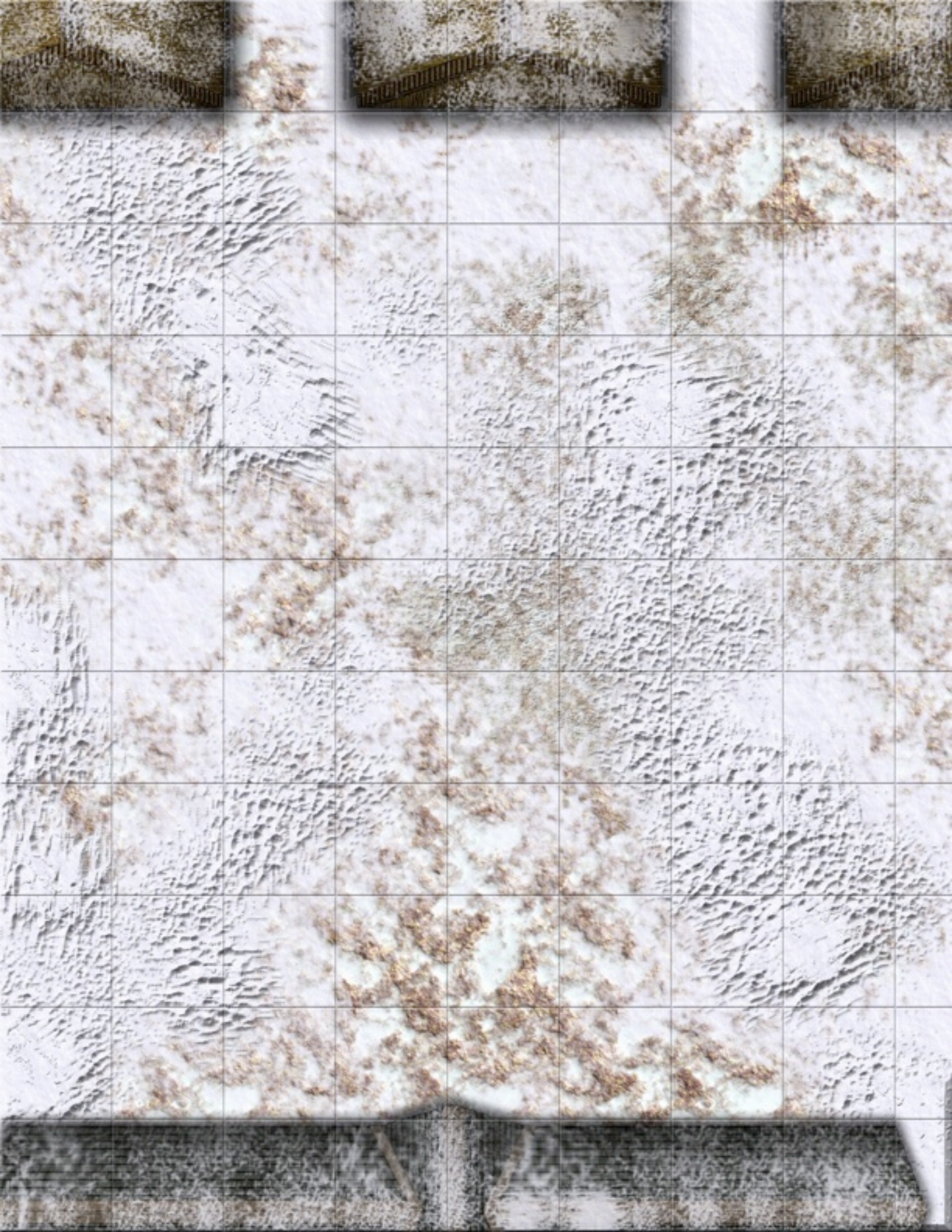
anywhere on map,  
then add huldra at  
positions marked

H1= Huldra 1

H2= Huldra 2

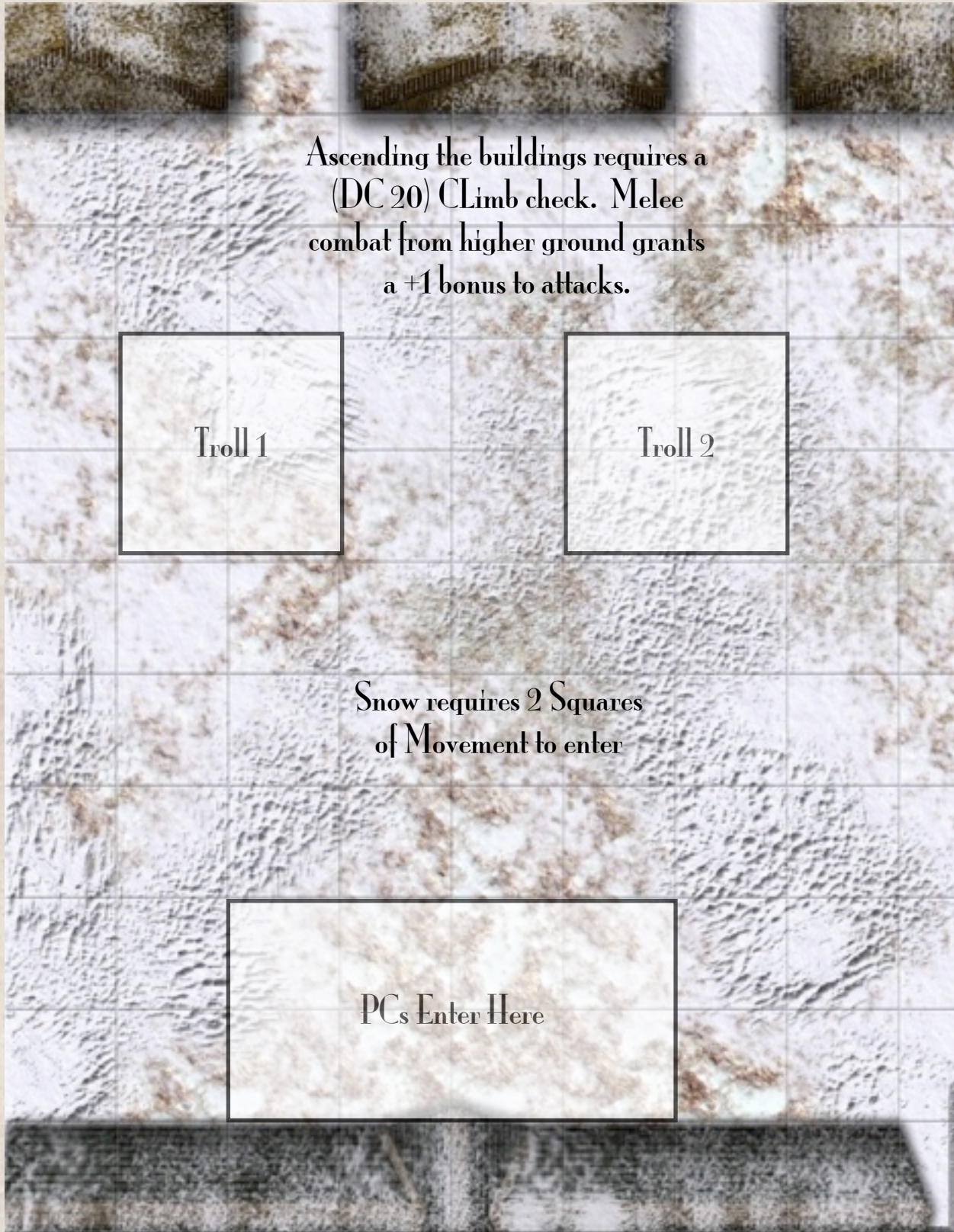
Elevated +1 to hit





# FENRIR'S FURY

## Scene 4: Troll Invasion (CR 6)



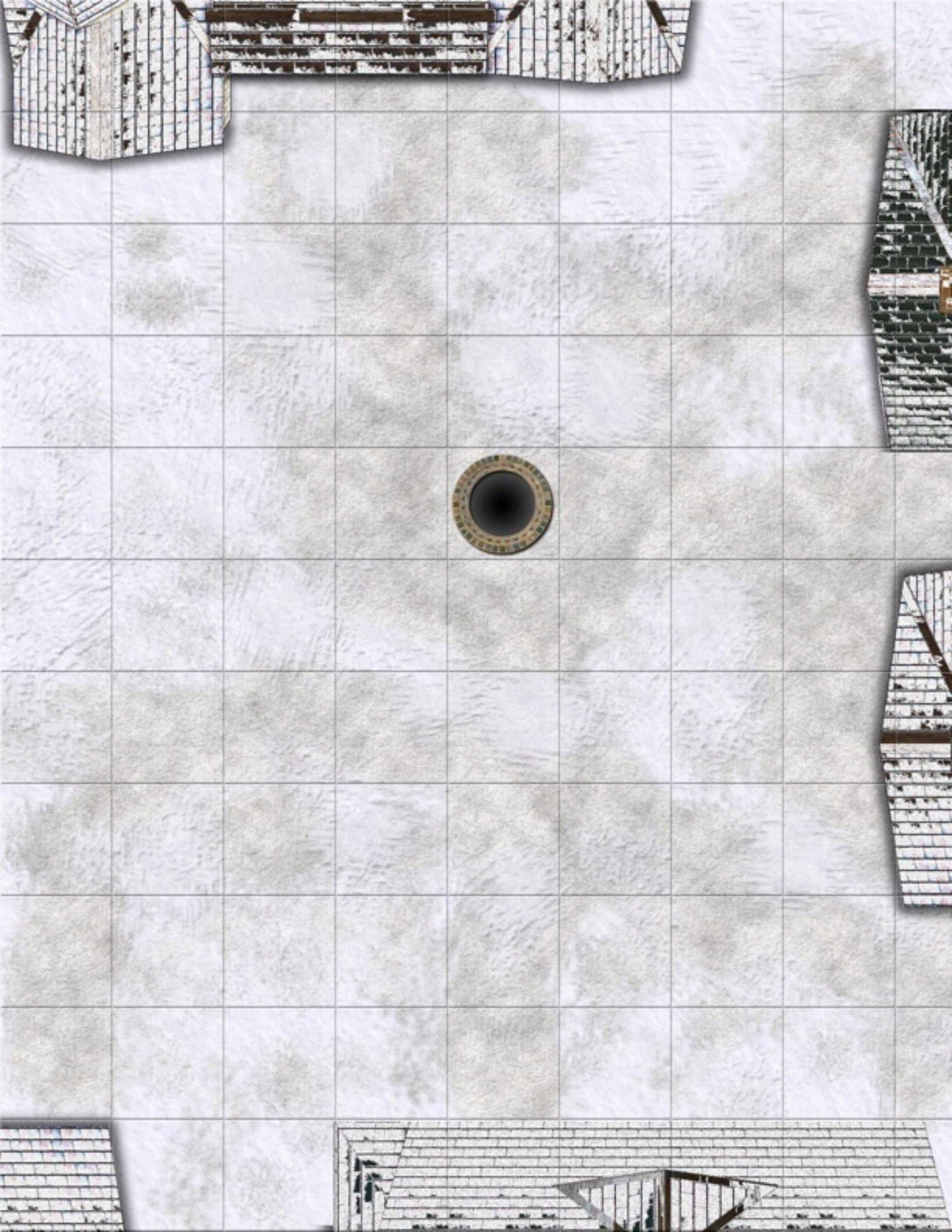
Ascending the buildings requires a  
(DC 20) CLimb check. Melee  
combat from higher ground grants  
a +1 bonus to attacks.

Troll 1

Troll 2

Snow requires 2 Squares  
of Movement to enter

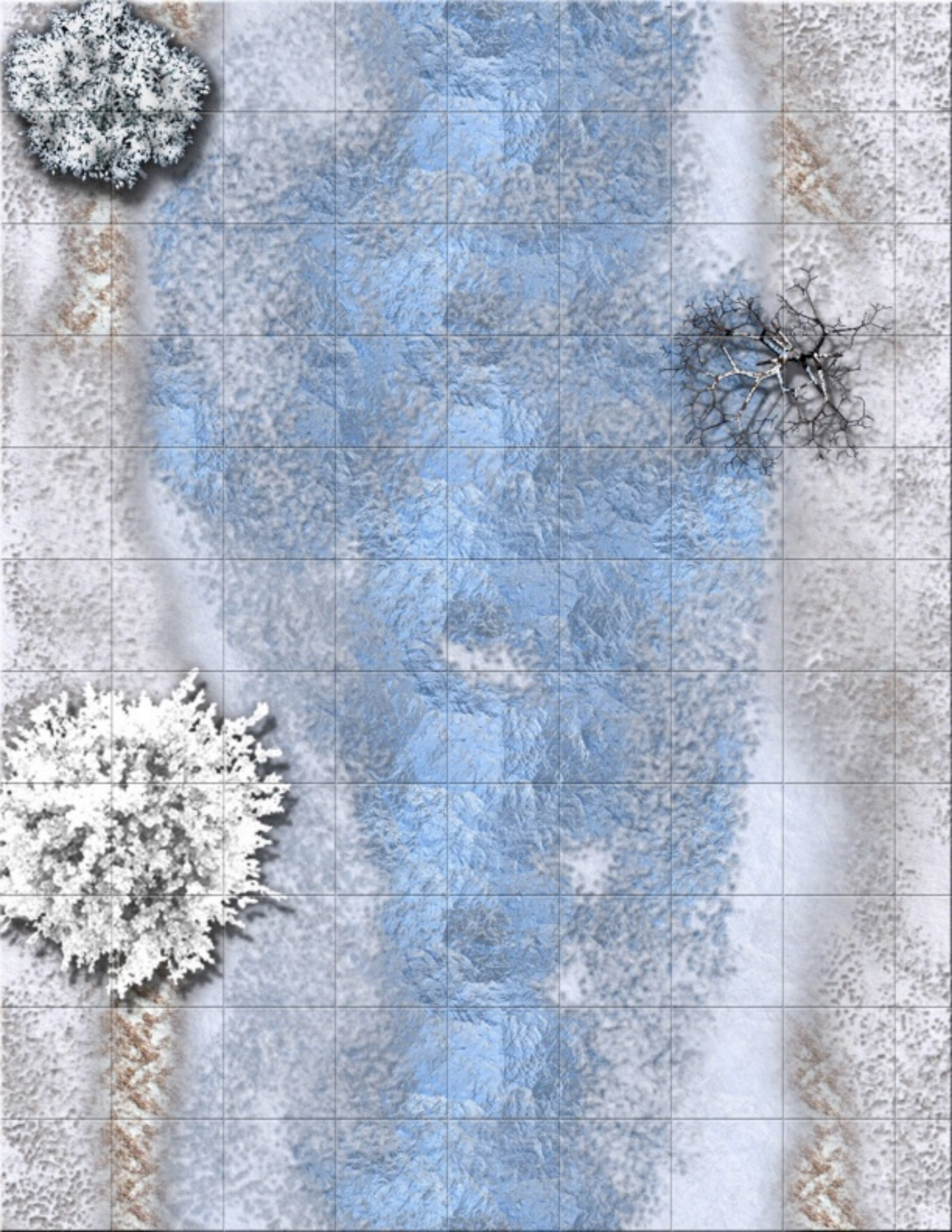
PCs Enter Here



# FENRIR'S FURY

## Scene 5: Living Ice (CR 5)





# FENRIR'S FURY

## Scene 7: Yetis Attack (CR 6)

Y1= Yeti 1  
Y2= Yeti 2



Snow requires 2 Squares  
of Movement to enter

Y2  
under the ice

Y1  
under the ice

PCs Enter Here

Ice is slippery and fragile.  
It costs 2 squares of movement to enter a square and Acrobatics checks increase by +5. Running or charging across the ice requires a (DC 10) Acrobatics check. There is a 1 in 6 chance for any object weighing more than 150 lbs to cause the ice to break.



# FENRIR'S FURY

## Scene 8: Into the Wolf's Mouth (CR 9)



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# SUFFER THE WRATH OF FENRIR'S FURY

In the frozen wasteland of the Norselands, a gentle druid returned to his village after a successful hunt. Upon his return he found his village reduced to a smoldering ruin, his home ransacked, and his family slaughtered. All love died that day, and his soul became a rock of ice, bent upon revenge. Thus begins the fury of the rabid wolf shaman, Fenrir.



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