

WAR OF WOLVES



THE ICE KINGDOMS

ROLE PLAYING ADVENTURES IN THE FROZEN NORTH

by CS Barnhart

MAD MARTIAN GAMES PRESENTS

WAR OF WOLVES



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INTRODUCTION

During the last few years of his life Thane Huldur created a series of waypoints between his holdings in city of Thron and the village of Ainhild. Chief among these are two villages, Tuluth and Zulern. Both are located on the trade route the leads directly to Ainhild. The construction of these two villages has caused problems with the Fenrir tribes in the area. Farms, temples, and fortifications of the Einheriar of Thron have been built over hunting lands, burial grounds, and other sacred sites of the Fenrir. The Fenrir have made formal requests at local things and have requested the thane return these lands and leave them behind. Of course Huldur refused to do so up to the day he died, and his son Egil is no different. This has made the villages unsafe as Fenrir nomads harass travelers and caravans.

Now two “Fenrir” warriors and their followers have stepped up their tactics, actively killing and burning anything built by the settlers. Except these two are not really Fenrir warriors and neither are their followers. Instead they are actually Einheriar bandits using the tense situation developing between the Thane and the Fenrir to mask their crimes. Agnar, the leader of the bandits, and Bael, his second in command, have a plan to raid a few villages and weak outposts before turning around and collecting the ransom for killing Fenrir. Agnar does have a secret weapon, a sorcerer name Azra-Loki has joined his band recently enabling them to set the stage for their raids and make them more convincing as Fenrir warriors. Azra-Loki however isn't here just to help Agnar and Bael commit their crimes, he is in turn using them to get his hands on the *Tome of Black Stars* that will help him grow in power and lead him to the *Gem of the Black Star*. This book is in the possession of the priests of the village of Zulern.

Agnar is actually out for revenge on two fronts. Ten years ago he was a tavern owner in Kloss, a settlement founded by Thane Huldur. Kloss was destroyed by Fenrir raiders and Agnar's family were killed. He holds a grudge against the follow up settlements of Zulern and Tuluth for taking the place of Kloss. He especially blames the innkeeper of Tuluth who was once his apprentice. He sees the opportunity to destroy the settlements, and kill locals of the two villages, while at the same time placing the blame on the Fenrir as a sign from Khoss and Uthin. And

now that Thane Egil is about to send his army to destroy the Fenrir, Agnar feels he has accomplished his goal.

The tragic irony is that Azra-Loki was the Fenrir leader who led the raid on Kloss then years ago.

The characters are either hired by Thane Egil, or one of his proxies, or some villagers or otherwise are enlisted to find, stop, and kill the Fenrir raiders. They have 30 days until the Thane will dispatch his army to raze the entire area.

ENCOUNTERS

While travelling to Tuluth or Zulern the characters have a 1 in 6 chance of having a random encounter every 6 hours. If there is no encounter do not roll for another encounter until a number of hours has passed equal to the last random encounter roll (ie, roll a D6, on a 1 there is a random encounter and no roll for the next 6 hours. One a roll of 2-6 there is no encounter and no further check for a number of hours equal to the encounter check roll.). Once an encounter number has been used it is changed to none and no encounter occurs when it is rerolled.

Bear: A ravenous bear driven mad by hunger. It will attack the party on sight.

Refugees: Refugees fleeing one sort of struggle or another, roll 1d6:

1	Fleeing a Hungry Bear. 1d4 refugees.
2	Fleeing a revenge seeking Druid. 1d6 refugees.
3-5	Fleeing Bandits (50% chance of normal bandits, 25% Fenrir raiders, 25% Agnar's fake Fenrir). 2d6 refugees.
6	Natural disaster (fire, flood, etc). 2d10 refugees.

Wolf: A pack of wolves taking advantage of the chaos to feast on livestock and settlers alike. 2d4 wolves are in the pack.

Fenrir Nomads: 1d6 Fenrir Nomads are encountered. They start as indifferent and may very well attack the party

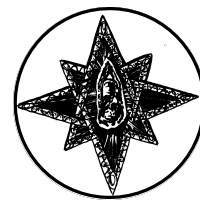


Table 1: Random Encounters

1d12	Encounter
1	Bear: AC 7, Move 12, HD 3 + 3 (13 hit points), THACO 17, Attack 2 claws (1d3) and 1 bite (1d6), Size M, Morale 10, XP 175, Special if a bear hits with a claw by rolling 18 or higher, it automatically inflicts an additional 2d4 hug damage to its victim.
2	Refugees (Einheriar): AC 10, Move 12, HD 1 – 1 (3 hit points), THACO 20, Attack 1 dagger (1d4), Size M, Morale 9, XP 15.
3	Wolf: AC 7, Move 18, HD 3 (13 hit points), THACO 18, Attack 1 bite (1d4 + 1), Size S, Morale 10, XP 65.
4	Fenrir Nomads: AC 7 (leather armor), Move 12, HD 2d10 (16 hit points), THACO 19, Attack 1 short sword (1d6) or 1 short bow (1d6), Size M, Morale 15, XP 65: 2nd level Fenrir fighters.
5	Refugees (Einheriar): AC 10, Move 12, HD 1 – 1 (3 hit points), THACO 20, Attack 1 dagger (1d4), Size M, Morale 9, XP 15.
6	Boar: AC 7, Move 15, HD 3 + 3 (13 hit points), THACO 17, Attack 1 gore (3d4), Size S, Morale 12, XP 175, Special a boar will fight for 1d2 rounds after it is reduced below 0 hit points, or to –6 hp.
7	Fenrir Druid: AC 7 (leather armor), Move 12, HD 4 (17 hit points), THACO 18, Attack 1 scimitar (1d8), Size M, Morale 15, XP 175: 4th level Fenrir druid, Special +2 to saves vs. fire and electricity, passes through natural overgrown areas without hindrance or damage. Spells: 1) <i>animal friendship, locate animals or plants, pass without trace</i> , 2) <i>fire trap, warp wood</i> . His wisdom of 13 allows him to cast one extra 1st level spell from the ones he already knows.
8	Refugees (Einheriar): AC 10, Move 12, HD 1 – 1 (3 hit points), THACO 20, Attack 1 dagger (1d4), Size M, Morale 9, XP 15.
9	Bandits: AC 8 (leather armor), Move 12, HD 1 (3 hit points), THACO 20, Attack 1 short sword (1d6) or 1 short bow (1d6), Size M, Morale 12, XP 7: 1st level Einheriar thieves, Special pick pockets 20%, open locks 15%, find/remove traps 10%, move stealthily 15%, hide in shadows 10%, detect noise 15%, climb walls 65%.
10	Fenrir Totemic Monk: AC 5, Move 12, HD 9d8 (44 hit points), THACO 16 or 12 unarmed, Attack 5/2 unarmed strikes (1d10 + 4), Size M, Morale 15, XP 4000: 9th level Fenrir Totemic monk, Special move stealthily 70%, hide in shadows 65%, detect noise 65%, climb walls 95%, can hit creatures struck by up to +4 or better magic weapons, +2 to saves vs <i>charm</i> spells, immune to disease, lay on hands as a 9th level paladin, ambidextrous, two weapon fighting (fists). Spells 1) <i>animal companion, animal friendship, invisibility to animals, locate animals or plants</i> , 2) <i>chant, charm animal, messenger, slow poison</i> 3) <i>cure serious wounds, hold animal, snare</i> 4) <i>dispel magic, exorcise</i> 5) <i>atonement</i> . His high wisdom (15) allows him to cast two extra 1st level spells and one extra 2nd level spells from the ones he already knows.
11	Huirdu Gypsies: AC 10, Move 12, HD 1 (4 hit points), THACO 20, Attack 1 dagger (1d4), Size M, Morale 11, XP 65: 1st level Huirdu bards, Special pick pockets 15%, detect noise 25%, climb walls 55%, read languages 10%.
12	Refugees (Einheriar): AC 10, Move 12, HD 1 – 1 (3 hit points), THACO 20, Attack 1 dagger (1d4), Size M, Morale 9, XP 15.

depending on how the party acts and the circumstances of the encounter.

Boar: A wild boar is sighted. It only attacks if it is attacked.

Fenrir Druid: A “rogue” Fenrir Druid is in the area seeking revenge for how his people have been offended by the settlers. He is 4th level. He will harass the party with his spells and abilities but will only use lethal force if he believes they are “part of the problem”.

Bandits: 2d4 bandits will attack the party only if they outnumber the characters. They will attack from range or ambush, or both if possible. If they do not outnumber the party they will flee if possible. Otherwise they will pose as refugees (but rather unconvincingly).

Totemic Monk: A lone Fenrir Totemic Monk has come to the area to investigate the occurrences and to find those responsible. He will stand in the middle of the road and challenge the party (one at a time) to unarmed combat. He is 9th level. Regardless of whether he realizes he is on the same side of the characters or not, the Totemic Monk will not team up with them or help them.

Huirdu Gypsies: Travelling Gypsies (30%) or a Gypsy camp (70%). There are 3d4 Gypsies and they will offer food, comfort, companionship, games, music, dance, fortune telling, and other entertainment (for a price). Each Gypsy is a 1d4 level thief with one being 2 levels higher than the highest rolled.



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Timothy J. Hines

THE MAP

Using the map of the area provided with this adventure it is possible for the characters to search and explore the immediate area around Zulern and Tuluth. Paying careful attention you can see that the area isn't too far from the Mournwood and it is possible that characters that stray too far from the main storyline may wind up within the haunted forest. They may also wind up in the city of Thron or deeper into the territory of the Fenrir (or even further north into the lands of the Ursan). Ideally the adventurers will concern themselves with Tuluth, Zulern, Kloss, the bandit camp, the mausoleum and the related incident sites where Agnar and Bael have performed their crimes.

These additional areas are as follows.

1. The Village of Zulern: See Encounter Two.

2. Ruined Farm: A farm house that has been burnt down and the inhabitants killed by the "Fenrir" bandits.

3. Robbery Victims: A small group of Huirdu Gypsies that have been robbed and bound to trees, left to die. The Huirdu can provide folk medicine and quickly forged herbal remedies to heal 1d2 hit points for each character. They will be able to tell the characters that they were attacked by Fenrir warriors, but they refused to communicate with the Huirdu, almost like they didn't understand what the Huirdu were saying, even though they speak Fenrir.

4. The Village of Tuluth: See Encounter One.

5. Ruined Farm: Another destroyed farm house. Fenrir items are left behind (bits of cloaks, holy symbols, etc).

6. Hanged Men: Several Einheriar travelers killed and left hanging from trees. Fenrir runes are left marking the

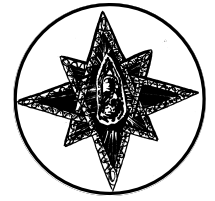


Figure 1: Area Map

bodies and trees. An appropriate skill test (knowledge, culture, etc) will reveal these Fenrir markings are not accurately written/drawn and look pretty fake.

- 7. **The Village of Zulern:** See Encounter Two.
- 8. **The Bandit Camp:** See Encounter Three.

9. **Agnar's Hideout at the Village of Kloss:** See Encounter Four.

10. **The Mausoleum:** See Encounter Five.

ENCOUNTER ONE: TULUTH

As midday approaches you can see a large plume of smoke in the distance. It is in the same direction as you're traveling so you continue east. It takes almost the rest of the days travel before you can see what is creating all the smoke. You crest one last hill and see the village of Tuluth in ruins.

Parts of the village are still on fire while others sections just smolder. You see a large camp of tents to the north of the village. It looks as if most of the village's inhabitants are there as well. You can make out a few who are trying to keep a bucket brigade going from the local water source but most have given up. From your best guess half the village's buildings lie in ruin and even those that are still standing have suffered a lot of fire damage.

As you approach the village you see the people around the tents start gathering together. Some have actual weapons while others have picked up pieces of wood or large rocks. They approach you as a group and stop about thirty feet away.

Their leader appears to be a Bride of Uthin dressed in scale armor and brandishing a broadsword. She takes a step forward, raising her sword and shield. "State your business in Tuluth and it better be good."

Tuluth was a village of 140 inhabitants before the disaster struck. Now only 33 remain. Many have run off into the surrounding countryside but the Fenrir and the fires they set killed many of the village's residents. Needless to say the survivors are devastated. Drop the hints of children crying for their parents, men just staring at what is left of the village, and all that sort of stuff. Most of the villagers will not talk with the characters long before scurrying off. They drop a piece of information that might or might not be of use to the characters.

Don't just have the characters make a roll of a die and collect the information, have them make checks after role playing some. If they warrant multiple pieces of information, give it out in pieces, each from a different villager. It is possible different characters learn different things, based on how they roll (and preferably how they role play). But never let the dice dictate role playing. But don't punish characters for not being the best role players. Let a combi-

nation of player skill and character skill guide the results.

As the players can easily tell the Fenrir raiders, or more accurately Agnar and Bael, have already been here. Agnar and Bael stopped in yesterday to restock supplies and get a good night's rest. In the middle of night they left their inn, killed the gate guards, let their followers inside and attacked the village.

The characters can pick up a lot of information here that may come in useful latter. First they have to gain the trust of the villagers as right now they are pretty biased against newcomers.

The villagers are currently considered "unfriendly" towards the characters. Rolls should not replace roleplaying but a successful charisma check changes them to "indifferent". Another successful check changes them to friendly. These checks are penalized by 2 for every Fenrir in the group. Each Ursan in the group further penalizes the check by 1. Any strong wolf connection (pets, familiars, etc) increase the penalty by 1.

Reward good roleplaying but if all they want to do is roll a dice then roll some dice. Any show of strength from the player characters scatters the villagers back to their make shift camps.

If the characters can manage to get the villagers to "friendly" they are invited back to their camps and can question survivors about what happened. If they agree to help those manning the bucket brigade they can also find information. Otherwise all they can do is investigate the village itself for clues.

ASHES TO ASHES

The characters find a few dozen oddly placed piles of ash in the streets. When they look closer at them they find bits of bone and jewelry in those piles and an occasional skulls. These are the villagers that were turned to ash by Azra-Loki's *fireball* spell.

BRIDE OF UTHIN

If the characters talk to the Bride of Uthin they will find out her name is Shera Sundottir. She was present during the raid but was attacked from behind after she responded

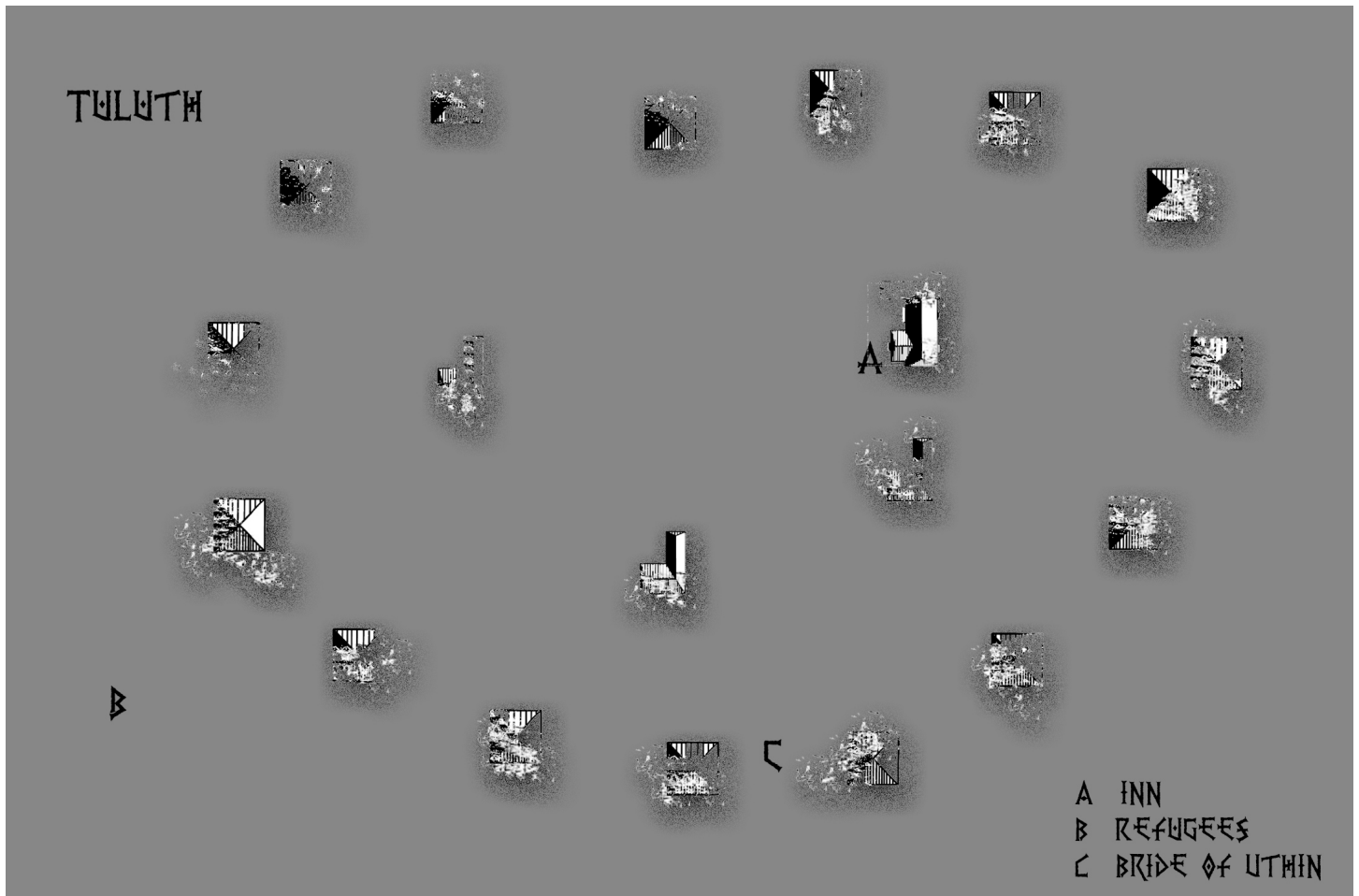
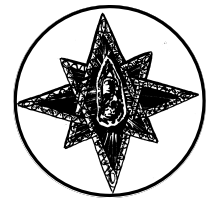


Figure 2: Tuluth

to a call for help from the gate guards. When she arrived at the gate she saw several of the guards dead and then was knocked out. If on friendly terms with the party she will reveal that Tuluth only exists because a similar raid destroyed Kloss ten years ago and new settlers were able to take the jobs those who died in Kloss originally had for Thane Huldur. However, the innkeeper survived the attack of Kloss and was able to survive by taking over Thane Huldur's need for a new merchant leader in the replacement settlements.

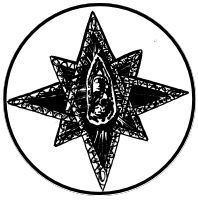
TRACKING

A Wilderness Lore (tracking) skill check will find several sets of footprints leading out the village. If followed they all eventually lead away from Tuluth, joining up together north of the village. The tracks are a mix of boots and horses. A second successful tracking check reveals that there are not as many attackers in the Fenrir party as

the villagers' story would suggest. The tracks lead to the Wilderlands near Zulern. While they don't go into Zulern the characters will lose the trail near the village.

THE INN

If they know where to look for the tavern they find that a third of it still stands. The innkeeper's widow (the innkeeper was killed in the fire) will confirm that one room is amazingly mostly intact though severely burnt. Inside this room they find the charred remains of the tavern's owner, though a careful inspection will reveal he was stabbed before he was burnt, not the same as the fireball victims outside, but as if he was covered in oil and set ablaze. They find a 3-foot circle of the floor is totally untouched by fire or anything else. Inside the circle are a line of ancient runes that were untouched by the flames. Burnt parchment and scroll remnants little the circle. A successful Spellcraft check (or knowledge: Arcana or sim-



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ilar skill/ability, or a mage using their intelligence ability score) will reveal that this was a magical scroll used during the fire, probably some sort of flame or fire protection. The innkeeper's widow will confirm that the room was rented to someone named Agnar.

NOT AGAIN

One of the elders of the village will speak of how they survived a similar attack ten years ago when the village of Kloss was destroyed by Fenrir raiders. They will speak of a gaunt Fenrir shaman who led the raid and of the sacrifices that were made to their wolf god afterwards. The elder only escaped because a young warrior named Agnar protected them. Agnar lost his family and tavern in the raid and swore vengeance on the Fenrir.

After the characters have gathered what information they can they can move on to **Encounter Two: Zulern** either by just continuing on their path through Thane Egil's villages or through tracking the Fenrir horde. Or they can go looking for Agnar in **Encounter Three: Agnar's Hideout**.

If the characters are that stumped have the innkeeper's widow show up while they are poking around in the ruins of the inn. She is gruff and not very clean but she can drop a hint or two if needed to get things back on track.



Timothy H. H. H.



Timothy J. Flinn 19-

ENCOUNTER TWO: ZULERN

It is approximately 30 miles from Tuluth to Zulern. On foot it takes two days of travel while only one day passes if the characters are mounted. If walking they arrive mid-afternoon on the second day. They arrive just before dusk on the first day if they ride.

The journey east to Zulern passes uneventful^a. Those you passed on the road going the other way had heard rumors of a large fire in Tuluth but none had any information of use. You have been traveling through a small wooded area for the past hour and when you emerge you

see Zulern ahead. From this distance you are guessing the village contains a few hundred or so inhabitants and has three major roads converge on it. A large wooden wall surrounds the village and you can see several marks on it that suggests its strength has been tested in the past.

^aOf course if a random encounter occurs this line may be false and will need to be omitted.

At this point Agnar and Bael have not entered Zulern yet but the characters do not know this. The guards upon entering question them. The guards appear very nervous



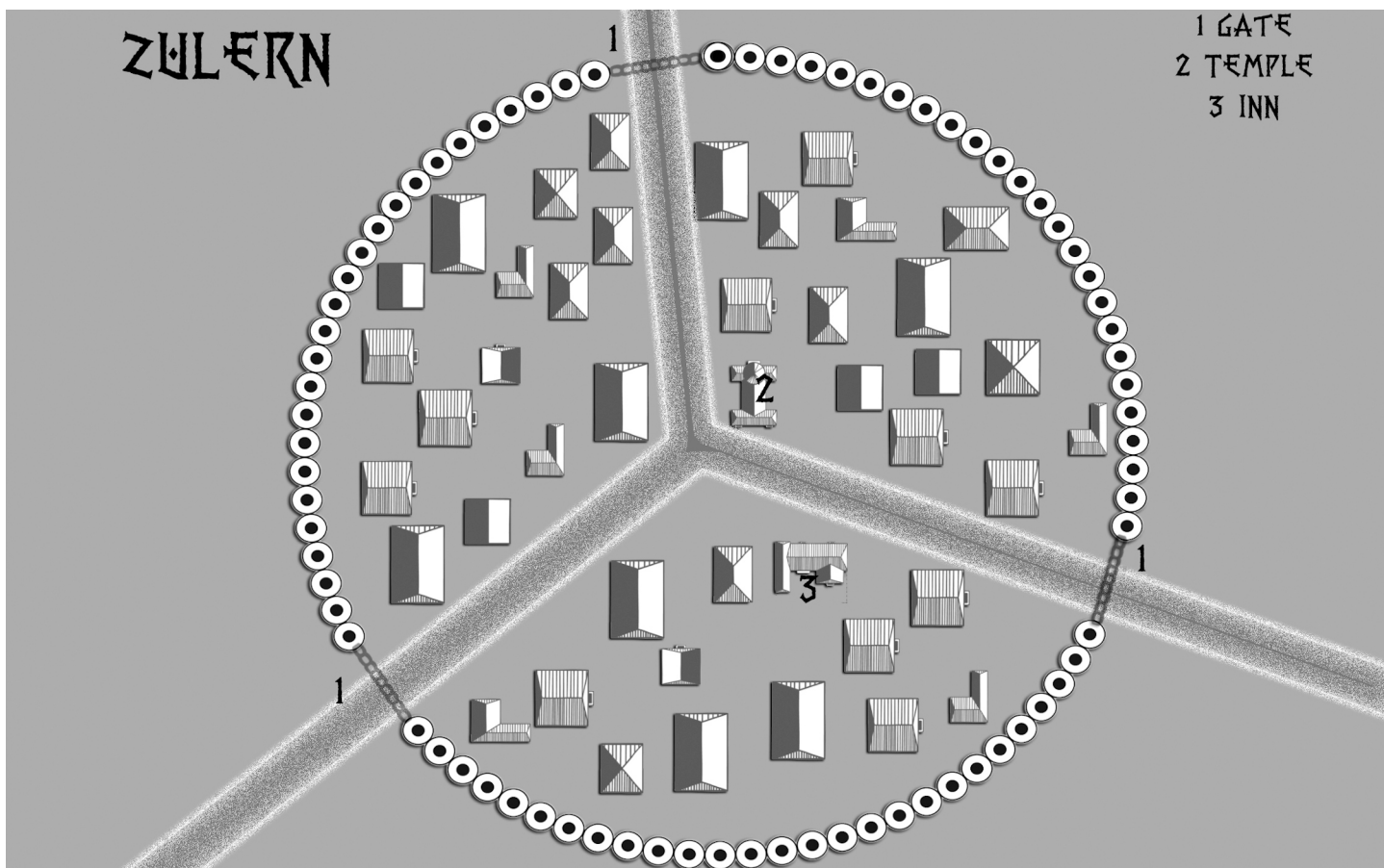
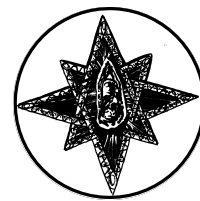


Figure 3: Zulern

and ask a lot of questions about where the characters have been and what their business is in Zulern. As long as they have a story that is reasonable they are allowed entry. Adjust what they see based on their arrival time.

Many of the villagers have heard rumors of other communities being burned down and some folks have spoken to people fleeing from these catastrophes. Feel free to drop any of the rumors from the previous encounter that the characters might have missed if they spend the time to talk to people.

AGNAR AND BÆL

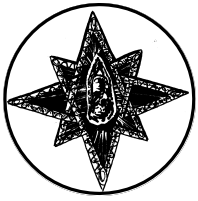
If the characters remain in the village then Agnar and Bael enter the village the day after the characters arrive in Zulern. They stroll through the main gate with Azra-Loki at around noon and head straight to the Blazing Hearth Inn and book a room. Agnar retires immediately and does not leave for the remainder of the day. Bael drinks in the common room of the inn during the day but does not stray

too far from Agnar. Azra-Loki explores the village, looking for weak points that are the best target for his magic and for anyone who may be a threat.

BANDIT RAID

During their evening in the village, just as the sun begins to set, several bandits wearing wolf skin helmets ride through the village on horseback, they are followed by a dozen or so bandits on foot wearing black hoods over their heads and wolf pelts over their clothing. As the characters react to the ruckus, by leaving one of the buildings or the inn, they can see several of the horsemen riding off, each carrying hostages or loot over their horses. If the characters try to pursue these horsemen they are cut off by the hood wearing bandits on foot. It only takes a matter of minutes (rounds) for the escaping riders to disappear into the Wilderlands.

Each bandit on foot is armed with a club or short sword. Half of them have small shields with grinning wolf heads painted crudely on them.



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The bandits fight until they are dead and seem to have no fear (a side effect of Azra-Loki's magic).

Bandits on Foot: AC 8 (leather armor), Move 12, HD 1 (7 hit points each), THACO 20, Attack 1 short sword (1d6), Size M, Morale 12, XP 15: 1st level Einheriar fighters.

Bandits on Horse: AC 8 (leather armor), Move 12, HD 2 (14 hit points each), THACO 19, Attack 1 short sword (1d6), Size M, Morale 12, XP 35: 2nd level Einheriar fighters.

TEMPLE THEFT

During the fight Agnar and Bael will break into the village's temple to steal the *Tome of Black Stars* for Azra-Loki. Azra-Loki will cause a diversion by casting *fireball* at the north side of the village (which is the opposite side of the raid). He will enhance the raid with his illusion magic as necessary to let the bandits on horseback escape.

A. ENTRY AND MEETING HALL

This spacious room is filled with tables where patrons can get a meal and limited space for the needy to sleep at night.

B. CONGREGATION HALL

Rows of pews for worshippers to attend services fill the main room of the temple. From here, they can see the altar at the center of the priest's chamber where the high Godi of Zulern gives his services.

C. PRIEST'S CHAMBERS

This chamber houses the altar where the *Tome of Black Stars* is held. It has room to host the high Godi and his servants as well as special guests.

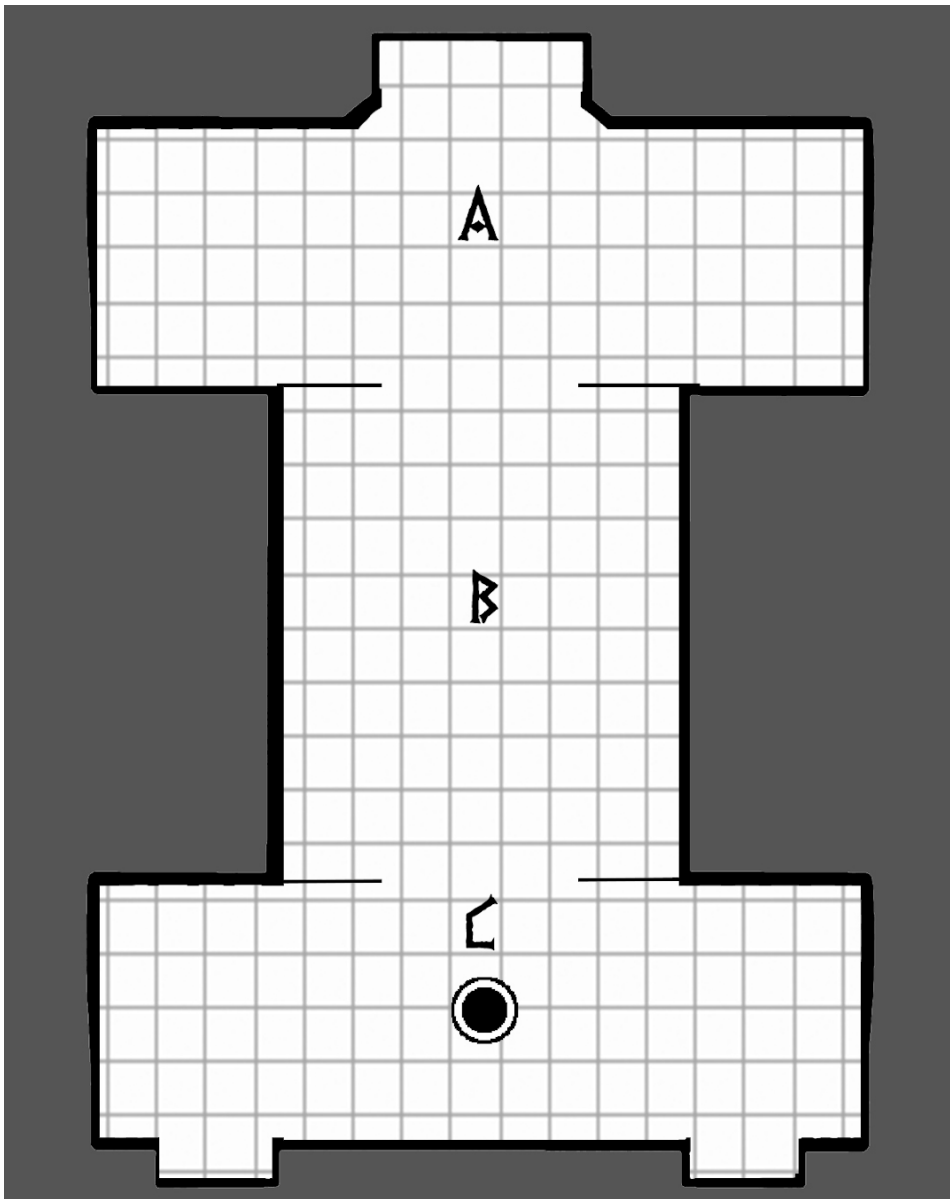


Figure 4: The Temple at Zulern

ENCOUNTER THREE: THE BANDIT CAMP

The riders are quite reckless in their movements through the wilderness around Zulern. Plenty of broken branches, disturbed mounds of leaves, and obvious hoof prints in the mud and dirt makes tracking them easy. Any attempt to track is at +2 (+10%).

Tracking them will lead the adventurers to the camp of the raiders within a few hours of the raid. However, if the characters cannot track (either they fail or do not have the necessary skills) they can do a general search of the area around the village, in which case it will take them a better part of the night to find the bandit camp. If the GM wishes they can proceed with a hex-crawl for the characters to stumble upon the camp. Alternatively if the characters capture one of the bandits during **Encounter Two** they may be able to persuade (with magic or another method) or otherwise be able to “convince” (or trick) the bandit to give up their allies. Or one of the captured women may escape and return to Tuluth with information on the bandit location.

While searching the forests the characters run the risk of an encounter (see random encounters).

THE RESCUE

The camp has 3 bandits on foot per character in the adventuring party plus one mounted bandit per character. In addition there are two bandits in the trees that will attack any character they can see with short bows (1d6 damage). A total of five villagers are held hostage, tied up and sitting at the center of the camp. Four camp fires are set around them with one guard set to the space between each fire (four guards in all, these guards come from the 3 bandits on foot per character and are not in addition to them).

There are several primitive shelters on the ground near the wood line. These are made of broken branches, roots, leaves, mud and other natural debris. Several more “huts” and platforms are visible in the trees above.

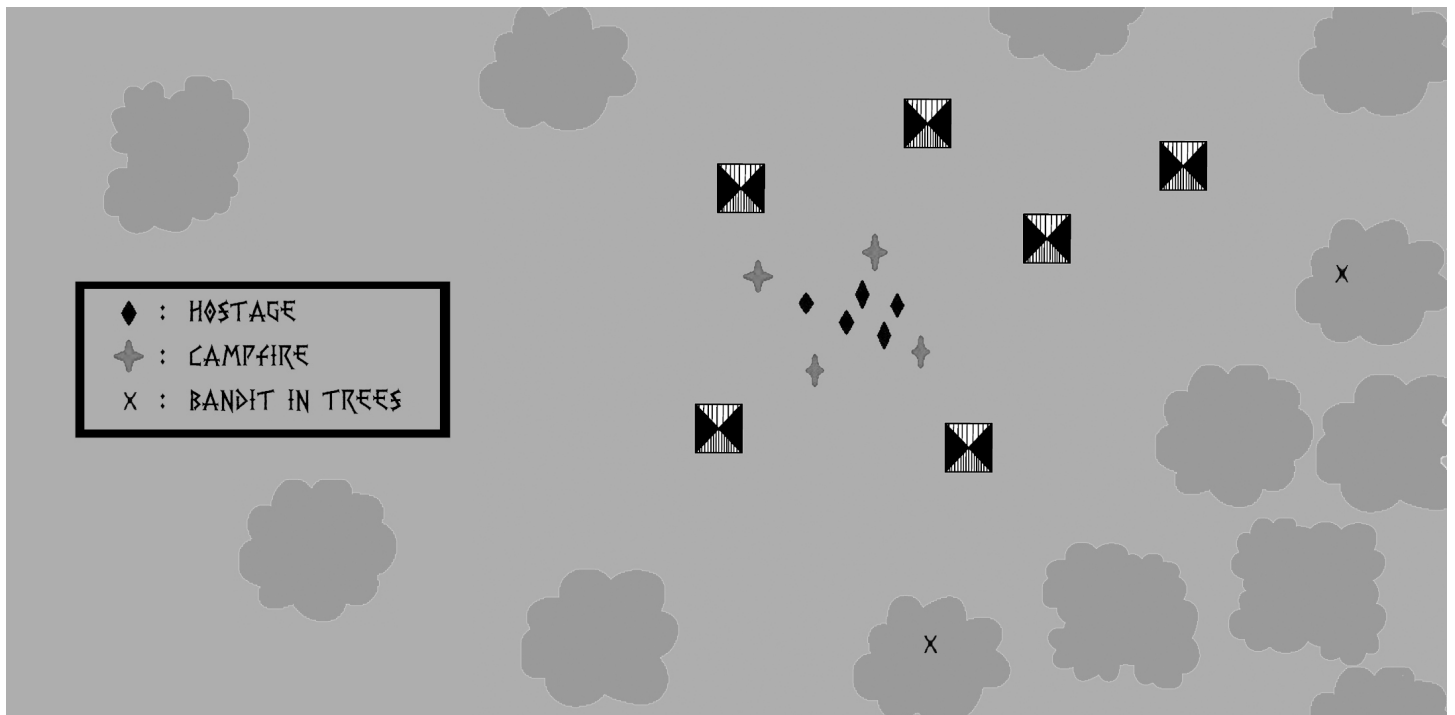
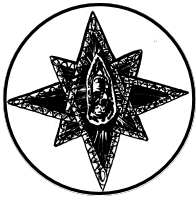


Figure 5: The Bandit Camp



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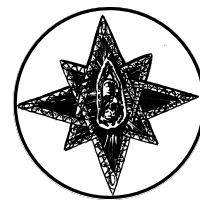


The characters can choose to attack the camp, try to infiltrate, or any of numerous tactics and strategies to overwhelm and defeat the bandits and save the hostages. Agnar, Bael, and Azra-Loki will let them as they are preparing to make their escape. Any surviving bandits that the characters capture will reveal that Agnar and Bael are behind the plot and that they are not really Fenrir. They are quick to rat out the truth about Agnar and Bael but know nothing really about Azra-Loki other than they are afraid of him and he uses his art of illusion to enhance and disguise their raids.

Bandits on Foot: AC 8 (leather armor), Move 12, HD 1 (7 hit points each), THACO 20, Attack 1 short sword (1d6), Size M, Morale 13, XP 15: 1st level Einheriar fighters.

Bandits on Horse: AC 8 (leather armor), Move 12, HD 2 (14 hit points each), THACO 19, Attack 1 short sword (1d6), Size M, Morale 14, XP 35: 2nd level Einheriar fighters.

Bandits in Trees: AC 8 (leather armor), Move 12, HD 1 (4 hit points each), THACO 20, Attack 1 short bow (1d6) or 1 short sword (1d6), Size M, Morale 12, XP 35: 1st level Einheriar thieves, Special pick pockets 20%, open locks 15%, find/remove traps 10%, move stealthily 15%, hide in shadows 10%, detect noise 15%, climb walls 65%.



FIGHTING FAKE FENRIR

The GM should drop hints that these Fenrir are not normal. From using armor and items not normally used to Fenrir to not understanding Fenrir language. By the time the fight at the Bandit Camp is in full swing the players (and thus characters) should be aware that these are not real Fenrir.

Agnar: AC 7 (studded leather armor), Move 12, HD 6 (38 hit points), THACO 15, Attack 1 two-handed sword (1d10), Size M, Morale 17, XP 420: 6th Level Einheriar fighter.

Bael: AC 8 (leather armor), Move 12, HD 5 (20 hit points), THACO 18, Attack 1 short sword (1d6) or

1 short bow (1d6), Size M, Morale 13, XP 270: 5th level Einheriar thief, Special pick pockets 35%, open locks 30%, find/remove traps 25%, move stealthily 30%, hide in shadows 25%, detect noise 30%, climb walls 80%, read languages 15%.

Azra-Loki: AC 10, Move 12, HD 6 (35 hit points), THACO 16, Attack 1 short sword (1d6), Size M, Morale 14, XP 975: 6th level Pohjolan Fenrir wizard, formerly 5th level fighter, Abilities 18 Intelligence.

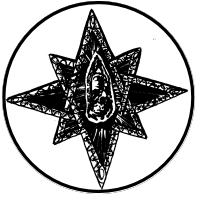
Wizard Spells:

1st level: *audible glamor, change self, charm, phantasmal force*

2nd level: *improved phantasmal force*

3rd level: *fireball, spectral force*





WAR OF WOLVES

THE TOME OF BLACK STARS

This magical book is overflowing with knowledge of unspeakable evil that can only benefit an evil wizard. As soon as it is read, its curse immediately activates and its reader's alignment instantly becomes chaotic evil. The curse affects its victim so that he has no desire to revert to his former alignment. Only an *atonement* spell can restore the reader's former alignment, but he will actively seek to avoid it. If the curse has affected a paladin but he is atoned to his former (lawful good) alignment, he still must submit to a second *atonement* spell and undertake a quest to restore his lost paladin abilities.

If a non-evil wizard so much as opens the book, she loses one level of experience and enough experience points to place her halfway to the level just lost. A *restoration* spell will restore these lost experience points and level. If she read even a single word from this book, a

wizard suffers 5d4 hit points of damage. The wizard then falls unconscious for a like number of turns and gains no more experience points until they submits to an *atonement* spell.

If any creature that is not a wizard reads even a single word from the *Tome of the Black Stars*, the creature must save vs. spell or go permanently insane. A *heal* spell or a *remove curse* spell followed by a month of complete rest will cure a creature driven insane.

The second magical ability of the tome only benefits evil aligned wizards, including specialist mages. When studied for one a week, the wizard gains one level and enough experience points to place him halfway to the level beyond that, and they permanently gains 1 point of intelligence. Wizards who become evil because of the *Tome Black Stars* recover their lost level and ignore the penalty to earn additional experience points if they complete this week of study, they then gain the bonus to intelligence but not the bonus to level.



ENCOUNTER FOUR: AGNAR'S HIDEOUT

Agnar has set himself up in an abandoned watch tower near the deserted village of Kloss. Kloss was an early settlement for Thane Huldur's followers as he tried to tame the Wilderlands. Kloss was destroyed by real Fenrir raiders over a decade ago. Agnar's wife and children were killed in that raid and his fortune was destroyed. His rage at that event, and Thane Huldur's lack of response, were critical factors that eventually led him to his current

course of actions. He spent the following ten years plotting his revenge, making allies, learning about his enemy and preparing for his war on the Fenrir.

The characters have either arrived at Agnar's Hideout by accident (they simply stumbled upon it), or they were led here by one of the bandits captured in **Encounter Four**, or they figured it out on their own from clues left behind in Tuluth and Zulern.

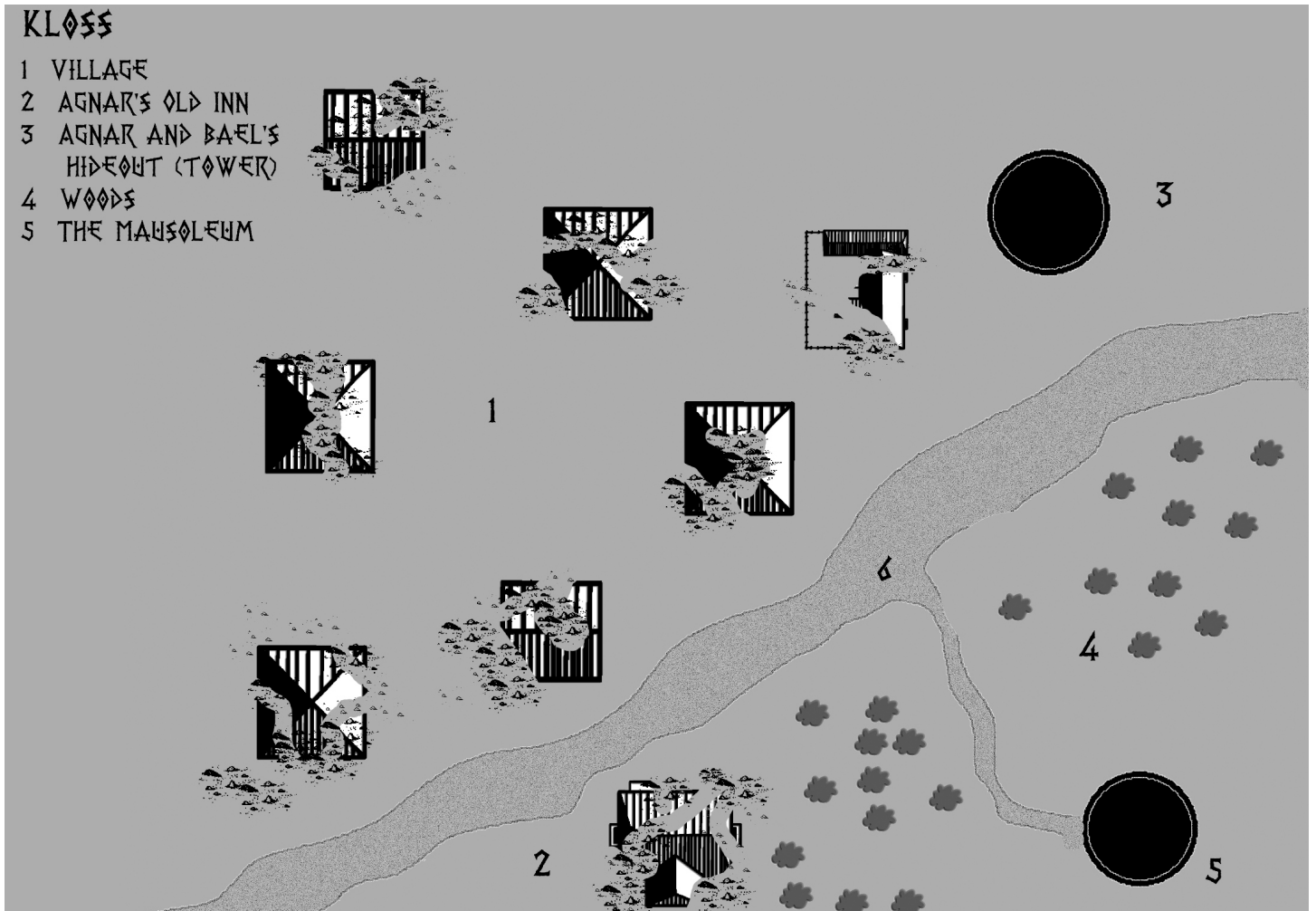
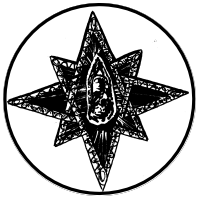


Figure 6: Kloss



WAR OF WOLVES

The tower stands two stories high overlooking the cemetery of Kloss. The first story is an empty room. Broken chairs and tables are scattered about and the one entryway is blocked by a large wooden door hanging off one hinge. The door can be ducked under or climbed over. It could also be broken/hacked through (AC 5 with 20 hit points) or moved by great strength (open doors based on strength). Climbing over or under inflict a -2 penalty for surprise rolls, and also gives the characters an initiative penalty of 3 for one round. Those that climb over must make a dexterity check or suffer 1d2 hit points of damage, while those that duck under must also make a dexterity check or suffer 1d3 hit points of damage. In both cases the characters may make a saving throw against breath weapon for half damage (minimum of 1).

The second floor is where Agnar and Bael have been staying when not raiding. There are two sleeping sacks and mats, plus an assortment of supplies (food, firewood, maps, etc).

The third level is simply a hidden archer's nest.

If the characters arrive here after the bandit camp, then Agnar and Bael are ready for them. Agnar is waiting on the first floor. He will use his ring of mirror image (given to him by Azra-Loki) to create 1d4+2 duplicates of himself after he ambushes the party (roll surprise upon them entering the tower, Agnar will attack the first character that enters if they are surprised, otherwise roll initiative).

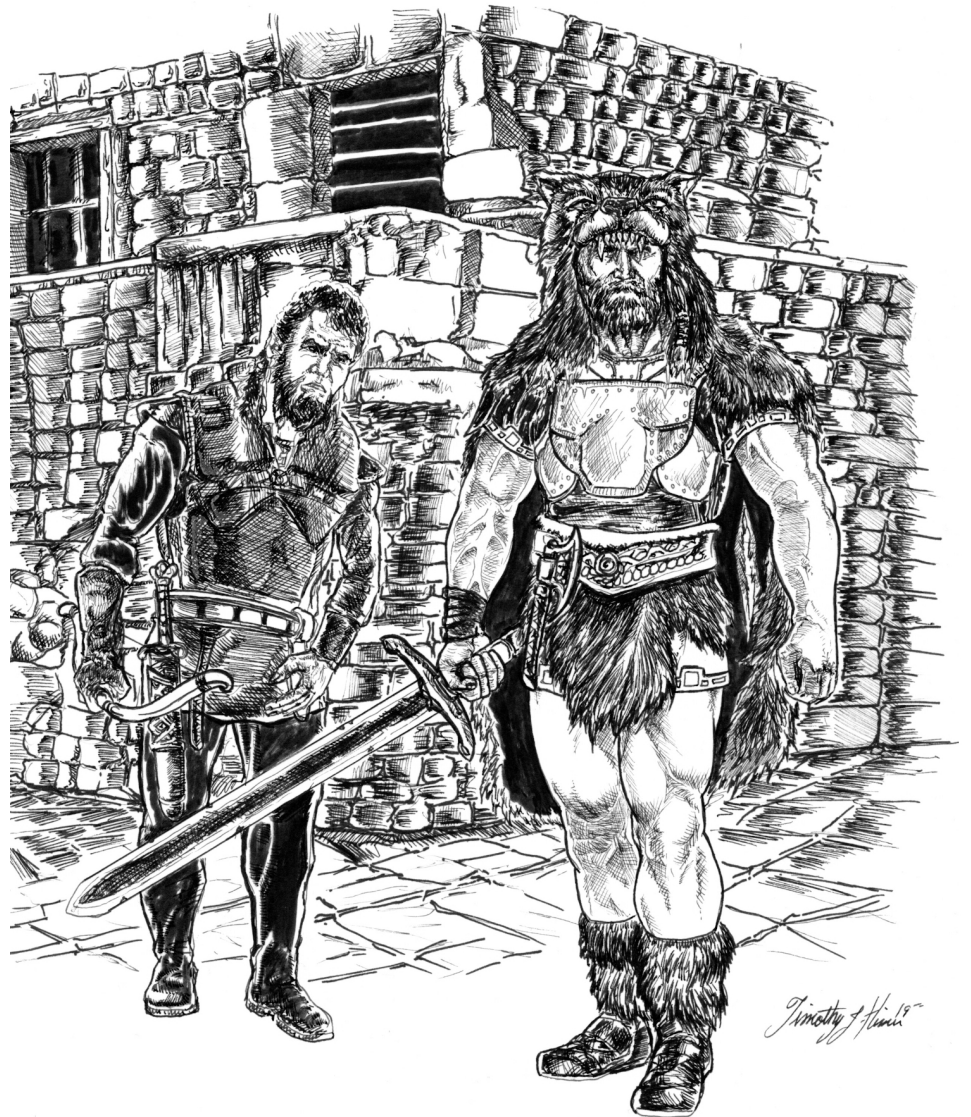
As soon as the first character enters, Bael will ambush the last member of the party from the archer's nest (gaining his full thief backstab bonuses).

If the characters stumble across the hide out by accident, there is a 25% chance Agnar and Bael are both gone, a 25% chance only Agnar is there, a 25% chance only Bael is there, and a 25% chance they both are there. In these situations they will not be prepared for the attack and will react based on the actions of the characters.

Azra-Loki is not present as he is searching the mausoleum for the *Gem of the Black Star*.

Agnar: AC 7 (studded leather armor), Move 12, HD 6 (38 hit points), THACO 15, Attack 1 two-handed sword (1d10), Size M, Morale 17, XP 420: 6th Level Einheriar fighter.

Bael: AC 8 (leather armor), Move 12, HD 5 (20 hit points), THACO 18, Attack 1 short sword (1d6) or 1 short bow (1d6), Size M, Morale 13, XP 270: 5th level Einheriar thief, Special pick pockets 35%, open locks 30%, find/remove traps 25%, move stealthily 30%, hide in shadows 25%, detect noise 30%, climb walls 80%, read languages 15%.



ENCOUNTER FIVE: THE MAUSOLEUM

The *Tome of the Black Stars* has led Azra-Loki to the Mausoleum of Kloss to seek out the *Gem of the Black Star*.

1. STAIRS (DOWN): 20' DOWN/LONG, 15' WIDE, WESTWARD

These stairs are 15' wide and steeply descend roughly 20' to the bottom where they open to a hall entry way into the mausoleum. The door at the base of the stairs is open allowing anyone access into the hall. The only light for the stairs are those naturally occurring outside or that are brought by the characters.

2. HALL: 10' LONG, 5' WIDE, WESTWARD

Roughly 10' deep and 5' wide, the hall is a short corridor that leads into the main mausoleum area. Flickering lights from the main mausoleum chamber partially illuminate the hall (reducing all darkness penalties by half).

3. CHAMBER: 25' DIAMETER

The main chamber is a 25' diameter circular room. All along the curved walls are stone grave markers, each covering a grave for the long dead residents of Kloss. To the north is a set of stairs heading up. The chamber is lit by six torches that are placed evenly around the chamber.

4. STAIRS (UP): 5' UP/LONG, 5' WIDE, NORTHWARD

These narrow stairs lead upwards roughly 5' opening onto a landing. They are 5' wide

and fairly cramped. Newly lit torches light the stairwell (2 torches on each side), making it even harder to go up the stairs more than two people at a time. (If more than two go up at once, everyone after the initial two must make a dexterity check at -1 per additional person or suffer 1 point of fire damage from being too close or making contact with a torch. Save vs. breath weapon will reduce this damage to 0).

5. LANDING: 10' WIDE, 5' LONG, NORTHWARD

The landing is essentially a larger, longer final step for the staircase. It looks straight into the library ahead (north), which opens up into a larger room. Unlike the chamber and stairwell, there are no torches here, but the lingering

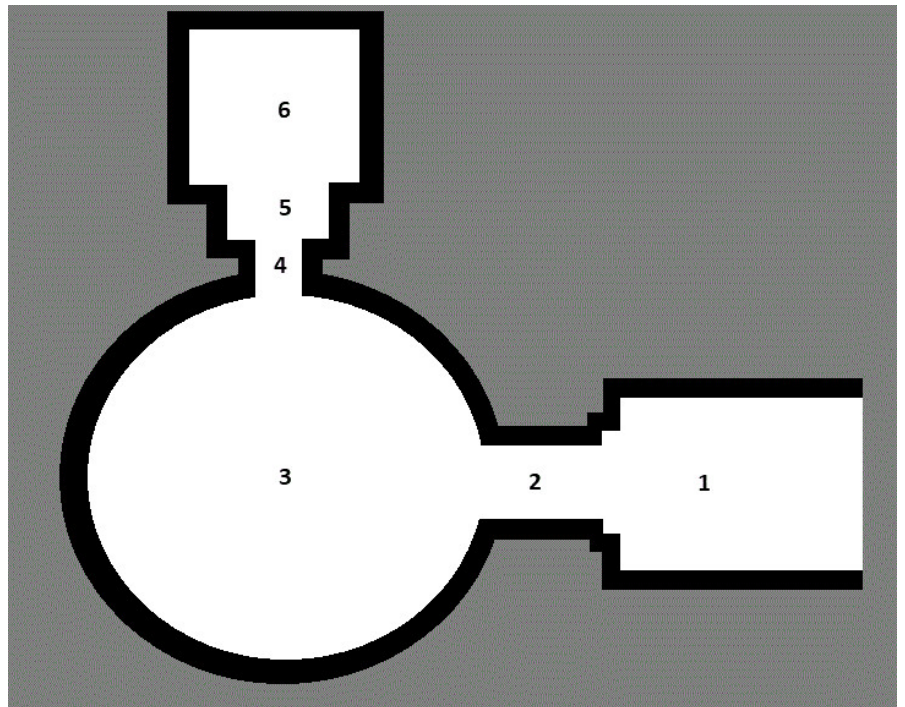
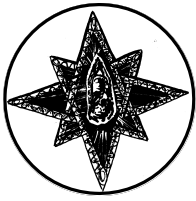


Figure 7: The Mausoleum



WAR OF WOLVES

light from the stairwell, plus the eerie green glow from the library illuminate the landing well enough to permit normal vision.

6. LIBRARY: 15' WIDE, 15' LONG

The library level of the mausoleum is 15' wide by 15' long. In the center is a stone table that seems to grow from the floor. The walls are covered in old book shelves, carved from the same stone as the walls themselves. The ancient tomes on these shelves are brittle and slowly rotting to dust and worms. A foul stench of rotten wood and paper ebbs through the air. At the alter stands Azra-Loki, a seeming frail man dressed in rotting and decaying wolf skins and the ceremonial wolf's head hood of the Fenrir people.

The sorcerer carries a black book in one hand and from the other hovers a black gem. A swirly mist of cosmic energy flows about his body, like foggy arms of the galaxy, showing glimpses of the night sky and other worldly scenes behind and around him. His eyes open, a green glint of light melts from them like steam from melting ice in the snow near a fire. A wicked grin cracks his lips, breaking his flesh as he does so. His voice is a harsh whisper, dry like the dead who die of thirst. But despite his weakness, his presence brings strength and power to the room.

"Yes dark one. They shall die."

NOTE: At this point Azra-Loki is consumed by the black powers of the book and the gem and the power of his new master, Thoth-Albrecht, commands he kill anyone who has seen him.

With the *Gem of the Black Star* and *Tome of the Black Stars* Azra-Loki is now a 8th level wizard, gaining 7 more hit points and increasing all of his spells by 2 levels. However, he only just got the *Gem of the Black Star* so he hasn't been able to gain any new spells (treat his number of spells as if he were 7th level, but he casts them as if he were 8th level).

insane with power and a desire for more. It was once a normal pale green prism *ioun stone* until it was cursed by Thoth-Albrecht. The Black Sorcerer uses the *Gem of the Black Star* to lure in powerful magic users to trick into being his servants.

Azra-Loki: AC 10, Move 12, HD 8 (42 hit points), THACO 16, Attack 1 short sword (1d6), Size M, Morale 14, XP 2000: 8th level Pohjolan Fenrir wizard, formerly 5th level fighter, Abilities 18 Intelligence.

Wizard Spells:

- 1st level: *audible glamor, change self, charm, phantasmal force*
- 2nd level: *improved phantasmal force, scare*
- 3rd level: *fireball, spectral force*
- 4th level: *phantasmal killer*



GEM OF THE BLACK STAR

The *Gem of the Black Star* is a special magical item. It is an *ioun stone* that gives its owner +1 level of experience, but only works for evil wizards. However it drives its user

AFTERMATH & NOTES

AGNAR AND AZRA-LOKI

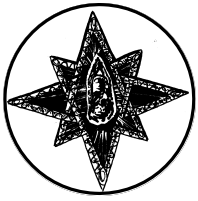
The adventure can take a massive change in direction if the characters learn about Agnar's past and discover that Azra-Loki was the raider responsible for this event. By talking to the right people in the villages and piecing together clues the GM leaves behind, the characters may have a chance to sway Agnar to avenge his family properly and take vengeance upon Azra-Loki. If the GM decides to take this angle they may want to set up additional encounters (perhaps during the **Temple Theft** part of **Encounter Two**) to move this plot forward. Random encounters like the Fenrir Druid or Fenrir Totemic Monk may provide ad-

ditional information on Azra-Loki's past. Added to the information learned in **Not Again** under **Encounter One** the characters should be able to draw the conclusion that Agnar's real enemy is Azra-Loki. The adventure could even be turned into one of redemption for Agnar instead of his villainous demise.

AGNAR AND BAEL

If Agnar or Bael (or any of their bandit followers) survive, they will flee toward The Mournwood in hopes of escaping to safety within the haunted forest.





WAR OF WOLVES

AZRA-LOKI

If Azra-Loki survives he will take the *Tome of the Black Stars* and the *Gem of the Black Star* west to look for Thoth-Albrecht.

CARIFF BLOODCLAW

Cariff Bloodclaw is a young Fenrir warrior attempting to petition the Thanes at the colloquy in *A GAME OF THANES* for justice. Cariff and his noble Fenrir warriors could make an appearance in this adventure if the GM wishes.

DUNKAR, SON OF DUNCAN

Dunkar is one of the antagonists from the adventure *A GAME OF THANES*. He hates Fenrir and actively tries to hunt and discredit them. The GM may desire to include Dunkar and his men in this adventure as either allies of Agnar and Bael or as additional enemies of Agnar's "Fenrir" raiders.

FENRIR

If the characters fail to uncover the truth and reveal the masquerade of "fake Fenrir" Thane Egil will send his army to Wolfheim to hunt down and kill the Fenrir. This will start a war that could involve the characters. Surely Thane Ornulf and Thane Rollo (see *THE GIRL WITH THE DEMON TATTOOS*, *A GAME OF THANES*, and *THE TEMPLE OF DRAWOH ROCK*) will take this opportunity to further their own strength in the area.

OTHER THANES

Those familiar with *THE GIRL WITH THE DEMON TATTOOS*, *A GAME OF THANES*, and *THE TEMPLE OF DRAWOH ROCK* will be familiar with the rivalry between Thane Egil and his neighboring Thanes Rollo and Ornulf. Could they be funding Agnar? Could they interfere other ways?

REFUGEES

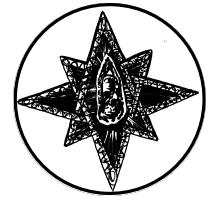
The refugees from Zulern and Tuluth will either head to Thron, Ainhild, or the Mournwood looking for a place to go for safety or to rebuild their communities. The characters may get involved in this process and help rebuild the villages, or merge them into one, or maybe even resettle Kloss. It is possible to use *WAR OF WOLVES* as a lead up to *INTO THE MOURNWOOD*.

TOME AND GEM

If they characters get the *Tome of Black Stars* or the *Gem of the Black Star* then they will either have to be extra careful with them, or one of their wizards will become possessed by the evil within these artifacts. Having these items will give them an intense craving to go west, toward the Frozen Thrones.

WOLFGAR

Depending on the results of *A GAME OF THANES*, Wolfgar, the Varyag barbarian warlord from the east, could still be ravaging and raiding Thanegard. If *WAR OF WOLVES* takes place before *A GAME OF THANES*, Wolfgar may still be passing near the area and his scouts may encounter the PCs cluing them in on the danger coming from the east. This may lead them to head west to warn the thanes at the Colloquy. If he was defeated at Mythic River then it is very possible that Olvaag of the Eastern Dwarves is now establishing claim to the region. The characters may encounter Olvaag's envoys.



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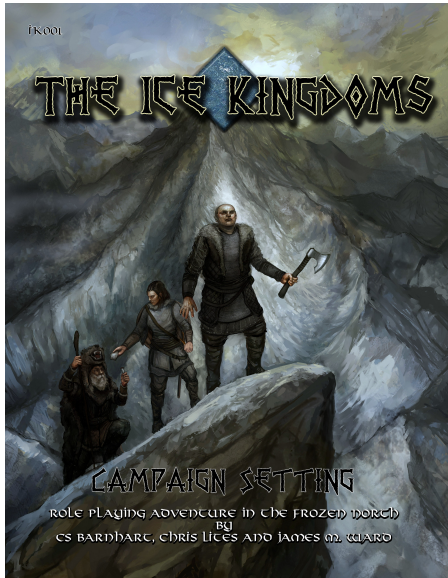
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