

# Fenris

## Fenris, former slave of Tevinter

**Full Name:** Leto (Prior to lyrium ritual), Fenris thereafter

**Family:** Sister, Varania (Status up to GM/player), Mother (Deceased)

**Role:** Former bodyguard, fighter, lyrium warrior

**Race:** Elf (City, not Dalish)

**Allegiances:** Hawke (if campaign is set during DA II), self, Fog Warriors

**Homeland:** Tevinter Imperium (Seheron per DA II lore)



## Background

Little is known about Fenris, as he doesn't remember much of his own past thanks to the rituals that bound lyrium to his body by his former master Danarius. He managed to escape the Imperium thanks to being left behind during a Qunari raid on Seheron. After managing to escape for good, he fled to Kirkwall where he meets up with Hawke, a refugee from Ferelden who may help in his quest to get and stay free for good.

Prior to the ritual, he was Leto, who lived with his mother and sister, Varania in Danarius' villa in Minrathous. Unfortunately, he cannot recall much of his childhood but his sister can, however Varania may or may not tell him after he gets her passage from Tevinter and meets up in the Hanged Man. It is unknown if the siblings were born into service at his estate, or if Danarius bought them later on.

*(Concept of Fenris from Bioware™)*

When Danarius offered a boon and a chance to compete for the markings, Leto asked for the boon of freedom for his mother and sister. He fought and won, though his master had already decided that his faithful dog would become his loyal wolf. After the competition, his mother and sister were freed with a bit of gold in hand and he was prepared for a month for the ritual.

There is little known of how Leto spent his time in that month, aside from letters from one of his guards, Silus sent to his lover while on duty to watch over Leto. The ritual took days, scarring the elf physically and emotionally, some saying he never truly recovered his mind afterwards, though he was shown off as a prize ever after.

## Personality

In some of Silus' letters, he said Leto was quiet, with a shrewd wit that showed itself in unexpected moments. He was apprehensive about the ritual but not fearful for what was to come. He was comforted knowing his family was freed. That all changed after the days long ritual to brand him with Iyrium (a living, growing magical metal as discovered years after Fenris survived the branding) The Wolf was a different creature altogether from Leto. An effect of the ritual was that he'd lost all memory of who he was prior to that fateful day.

The elf was a bodyguard first and foremost, but also a living testament to Danarius' genius. His mind was damaged from the ritual, and he was loyal as, well a dog. His whole world was Danarius, and as far as he knew the magister was his only friend in the world. That changed after he was left behind when making sure his master was safe, and he awoke to find that Fog Warriors (page ref here) had rescued him, made sure he was healed and safe.

He learned to live as a free man for a while, until Danarius showed up for his prized pet months later. Though the Fog Warriors tried to stop him from reclaiming his wolf, the magister showed that Fenris was truly his by ordering him to slaughter his new friends, and he obeyed. However all dogs remember they are not actually wolves at some point, and he fled once he realized the betrayal of those who had shown him kindness and humanity for the first time.

After fleeing to Kirkwall, Fenris is suspicious of anyone who he may come across, even more so of mages even if they seem harmless upon first meeting. He will turn in blood mages especially after his experiences in the Tevinter Imperium. (**Note:** *he never turned in Merrill in DA II, likely so he would not damage his friendship with Hawke rather than being altruistic towards the Dalish mage*)

## Relationships

Fenris is hard to get to know, and he does not trust easily. Double or triple this if there is a mage in the group. After what he's experienced in the Imperium, he will be hard pressed to be friendly to a mage in the party or any mages that your group encounters during play.

If a player spends time getting to know Fenris, understanding that he has been traumatized, was literally property while in Minrathous and has not had a chance to grow up emotionally as a

free person would have. Anyone attempting to have a romantic relationship with Fenris (as an NPC or as a PC) should factor that in, and not be surprised by a reluctance to enter into a romance, nor having him respond negatively to early attempts at intimacy or him splitting off for at time as he does in the videogame for 3 years after the first encounter with Hawke.

Someone playing Fenris should consider the trauma that would be part of his backstory, which we'll cover more in the "Playing Fenris" section to follow. A content warning and/or "X" Card should be on hand for any scenes with Fenris discussing his past with a potential partner. *\*(This should be brought up in character creation in case it is a trigger for players or the GM)*

## Playing Fenris

Stories involving Fenris after he arrives in Kirkwall should center around trying to confront Danarius and win his freedom for good. He is quick to judge, hard to befriend and sure your PC's may betray him. If your campaign is set during the DA 2 game, then Varania should make an appearance but it can be up to the GM if she still betrays him.

Stories set after the events of Dragon Age 2 will be more homebrew than not, since we don't find out much information on what he gets up to after the defeat of Knight Commander Meredith, and a lot of factors will depend on how the GM and players decide the events post-DA 2 unfolded. Playing Fenris post-Kirkwall should show him as more matured, accepting that he is free with Danarius' death at his hands, open to what the future could bring to him and his companions.

Anything prior to his arrival in Kirkwall is up to the GM, but take note; anyone wishing to play Fenris as a PC during his enslavement should tread very carefully, especially since this is a sensitive subject and many players and GM's may not wish to have this role played at the table, especially if the player wishes to make it a major part of how they portray Fenris (or Leto).

**FENRIS (Former Tevinter Slave, Lyrium Warrior)**

**Level 12 Warrior**

### **Abilities (Focuses)**

- 4 Communication (Deception, Intimidation)
- 3 Constitution (Endurance)
- 4 Cunning (Tevinter Lore, Combat tactics)
- 4 Dexterity (Acrobatics, Combat Tempo)
- 0 Magic
- 6 Perception (Detect Magic, Detect Blood Magic)
- 5 Strength (Cleave, Mighty Blow)

7 Willpower (Morale, Survivor)

Speed	Health	Defense	Armor Rating
18	80	16	10 (+3 if equipped with Grafted Spirit Hide) (+3 from Ilyrium)

Weapon	Attack	Roll	Damage
Blade of Mercy	+4	2d6	+5
Lethandralis	+2	1d6	+2
Fist of Fury	+15	3d6	FATAL

**Note on Fist of Fury attack:** Some creatures can do a save, if wearing magical armor, if behind a Shield spell, or shield with magical properties, or if a large, epic or legendary creature such as a Dragon. Attack is also ineffective on non-corporal entities, such as spirits, or re-animated creatures like ghouls, revenants or other undead.

## Special Qualities

**[Tevinter Fugitive](#):** Veneer of Calm, Battle Tempo, Inner Reserves, Lyrium Ghost (upgrades to Lyrium Spectre), Spirit Pulse, Deflect

**Favored Stunts:** Killer Blow, (deals 2-6x physical damage to target), Cyclone (deals 1x-4x physical damage) Heartbreaker (Lethal damage, one hit kill when Fenris uses brands to rip heart out)

**Class Powers:** Vanguard, Defender, Warmonger, Mighty Blow, Whirlwind, Rally, Battlemaster, Battle Synergy

**Specialization:** Lyrium Warrior (Master)

**Talents:** Silver Tongue (Expert), Two Handed Weapon Style (Master), Linguist (Expert), Fade Step (Master),

**Equipment:** The Lost Memory (pendant), Band of Emancipation (Ring), Fog Warrior's Gift (amulet), Grafted Spirit Hide (armor)

**Threat:** Dire

## The Tevinter Imperium

Tevinter Imperium is the oldest extant human nation in [Thedas](#) and is ruled by a powerful magocracy. The leaders of the Imperium are called [magisters](#), and are led by the [Imperial Archon](#). In ancient times, the Imperium's power was unrivaled and its borders stretched across nearly the entire continent. In modern times, while Tevinter is a shadow of its former self in both size and power, it is still relatively powerful, and a major nation of Thedas.

The language of Tevinter is [Tevene](#), which Circle Mages often learn due to older texts having spells and books being written in Old as well as Modern Tevene. Others rarely know or have reason to learn the language.

**Notable characters of Tevinter Origin:** Altus Dorian Pavus, Magister Danarius, Fenris (Leto), Varania, Lt. Cremesius Acclassi, Gereon Alexius, Felix Alexius, Tallis, Orana, Hadriana, and Maevaris Tilani. *(a full list can be found on the [Dragon Age Wiki](#))*

## The Imperial Divine

While it may surprise most commoners in southern Thedas, the Tevinter Imperium was in fact the first nation to take up the Chantry as a national religion and become what is known as an "Exalted State" over one hundred years before Orlais. Hessarian, the prevailing Archon and the man who himself mercifully put the sword through Andraste as she burned, was declared as head of the Chantry and presided over the state's spiritual needs in the year -160 Ancient. Following a period of uprising, reformation, and bloodshed known as the Transfiguration, Tevinter changed from a magocracy whose people worshipped the Old Gods to a theocracy that worshipped The Maker.

When Orlais decreed Justinia I head of the Chantry of Andraste one hundred and sixty years later, the people of Tevinter were greatly upset. Tevinters considered their country an ancient, holy one, Andraste herself having lived and died in their nation, whereas Orlais was still seen as a young, upstart group of tribes by many. As a political move, the Archon reduced his role to that of only a ceremonial Chantry position, and the Orlesian Divine was seen as the head role of the Andrastian Chantry.

After nearly four ages of Orlais being the center of the Chantry, reinterpretations of the Chant of Light by the Tevinter clerics surrounding the tenet that "Magic exists to serve man, not rule

over him” caused the Orlesian Chantry to declare the Tevinter Chantry heretical in 3:87 Towers. While the Orlesian Chantry declared an Exalted March against Tevinter, the Imperium declared Grand Cleric Valhail, one of the more prominent members of the Tevinter Circle of Magi, as the “true” Divine. The split exists to this day, with the Imperial and Orlesian Divines being nicknamed the “Black” and “White” Divines by laypeople ever since the two branched from one another.

The current Imperial Divine is always a member of the Magisterium of Tevinter, giving them direct power over the state, and the Magisterium is responsible for voting in a new Divine, with the Archon getting the deciding vote. While there is no specified gender required to be the Imperial Divine, the majority have been male.

Similarly, while the Divine is not required to be a Magister, the re-emergence of a magocracy within a few generations of Hessarian means it is nearly impossible to ascend in the Imperial Chantry hierarchy without being a member of a Circle of Magi. As such, the Divine has always been a prominent member of the Tevinter Circle.