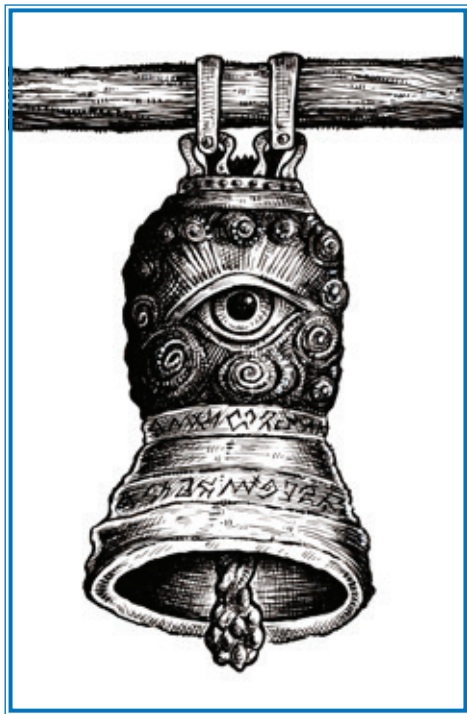


SMOKING WYRM MONOGRAPHS

VOLUME ONE, NUMBER ONE



FOR WHOM THE BELL TOLLS

By José Luiz F. Cardoso



FOR WHOM THE BELL TROLLS

A 1st-level scenario for jöttnar, huldrefolk, and risi of all types

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*With special thanks to Megan Smith
for her kindness and unhesitant support.*

This is an open scenario for 1st-level Jöttnar, Huldrefolk, and Risi (4–6 players). Considering their wide range of powers, trolls make excellent characters for non-linear and sandbox adventures.

In this scenario, the trolls are called by a fearsome risi to sneak into the local human village and steal a holy bell, whose ringing has weakened her powers (and is driving the trolls mad).

If the judge allows it, trolls can roll unique occupations from the list on page 3. Remember that 1st-level trolls start with 1d4 extra hit points (from their 0-level). Because these occupations were made for 1st-level trolls, they do not offer a weapon (just pick a normal weapon listed for the troll class). Roll 1d4: Huldrefolk add +4; Risi add +8.



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Table 1: Troll Occupations

Roll	Occupation	Items
1	Ex-Troll-Under-The-Bridge	Sack of 1d10 random “tolls” (old coins, buttons, ladys’ favors, cattle bones, pitchfork pieces, broken shields, etc.). The judge can use their favorite table, or just roll for trade goods from Table 1-3: Occupations (<i>DCC RPG</i> , p.22–23).
2	Mountain Troll	Signal horn (25% chance of magic horn that can control goats, cattle, and sheep—or drive them mad; the troll doesn’t know), or a fetid and ragged cattle-skin cloak.
3	Forest Troll	Living tree club (if planted in soil, will grow to a normal-sized tree in 1 turn; otherwise, use as club), or a small sack with 3d5 magical berries (berry satisfies the eater for a full day, or provokes sudden bursts of explosive flatulence).
4	Cave Troll	Large sack full of dwarven and halfling bones.
5	Glade Dancer	Ointment for curing sprained ankles, or jug of wine.
6	Cattle Stealer	A runestone with which the holder can communicate effectively with one type of animal. Roll 1d5: (1) cows; (2) horses; (3) sheep; (4) dogs; (5) cats.
7	False Farmer (you farm, but without skill)	Magic pitchfork that always repairs itself after breaking but deals only 1d3 damage in combat.
8	False Highborn (adept at pretending you are nobility)	Fancy nobles’ clothing (includes one crown or rod made of tin).
9	Rhyme Collector	Worn and patched book of rhymes and lore. A 0-level character who hears one of these rhymes will laugh or cry hysterically, without fail.
10	Fairy Godmother	Damaged magic wand. For each use, roll 1d10: (1–5) sheds light in a 5’ radius for 1 turn; (6–9) generates enough sparks to light kindling; (10) fizzles with a weak “POP!” and can’t be used again for 24 hours.
11	Wandering Peddler	Sack containing 2d4 weird items. At any time, you can declare to have in the sack one mundane item perfect for the situation at hand; at the judge’s discretion, it behaves oddly, is defective, or even slightly cursed, e.g., a torch that generates a lot of smoke, a dagger that shatters after a successful attack, or a crowbar that irrevocably bends after the first attempt to use it.
12	Re-roll with a d8 (and add nothing).	

Area 1: A Job from Stonetooth

Scene: You are summoned and threatened by Stonetooth, a risi troll.

Location: The cave home of Stonetooth. Accompanying her are 1d3+2 þurs (feral trolls) whom she holds sway over.

Event: The crone informs the party of her plan and their part in it:

1. A nearby village erected a temple to the Gods of Law and placed an enchanted bell in the temple which is disrupting her magic and weakening all the trolls of the region.
2. Stonetooth orders the party to enter the village and steal the bell.
3. To accomplish this, Stonetooth gives the characters a magic potion that must be poured in the village's well. The potion will change the water and leave the humans drunk, inducing a magical slumber after 24 hours have passed.
4. After that, the party can enter the temple and retrieve the bell, so it can be destroyed in Stonetooth's cauldron.

If the party accepts Stonetooth's task, she gives the party the potion. On the other hand, if they refuse, the witch explains she commands the þurs to attack. The þurs attack for subdual damage.

When the first party member or the first þurs is defeated (or if the party accepted the mission outright), the tolling of the temple bell is heard. The sound can be heard inside Stonetooth's cave and will leave the crone writhing in pain on the ground for a brief moment. The sound is clearly painful to the characters (1d8 subdual, DC 15 Will save for half), but they are too weak as trolls to be as affected as Stonetooth (the more powerful the troll, the greater the effect of the bell).

Any troll who touches the **magic bell** with bare skin suffers 1d4 damage, is knocked prone, and is stunned for 1d4 rounds. Using gloves or any kind of cloth is enough to avoid this. A troll carrying a bell cannot use any magic power or spell (passive mutations are not affected). If struck by a cold iron hammer, the bell acts as a DC 22 *dispel magic* against all trolls in hearing range (roughly 5 miles). Failure disrupts all troll abilities and causes pain (2d4 damage for every 4 HD). A DC 20 Fort save is also required, with failure leaving a troll stunned and prone for 1 round per 4HD.



Stonetooth: Init -1; Atk claw +2 melee (1d4+2) or curse (DC 16 Will save) or spell; AC 15; HD 3d12; MV 15'; Act 1d20; SP curse, wildshape, control þurs; mutations: *heightened Stamina* (invulnerable to electrical attacks), *heightened Strength* (speed reduced by 10'), *temporary invulnerability* (ignore first 5 damage each round), *asymmetrical body* (one leg longer than other); spells (+6 spell check): *color spray*, *levitate*, *phantasm*, *ray of enfeeblement*; SV Fort +6, Ref +0, Will +5; AL C; Crit III/1d10.



Wildshape: Stonetooth usually assumes the shape of a barn owl or bear.

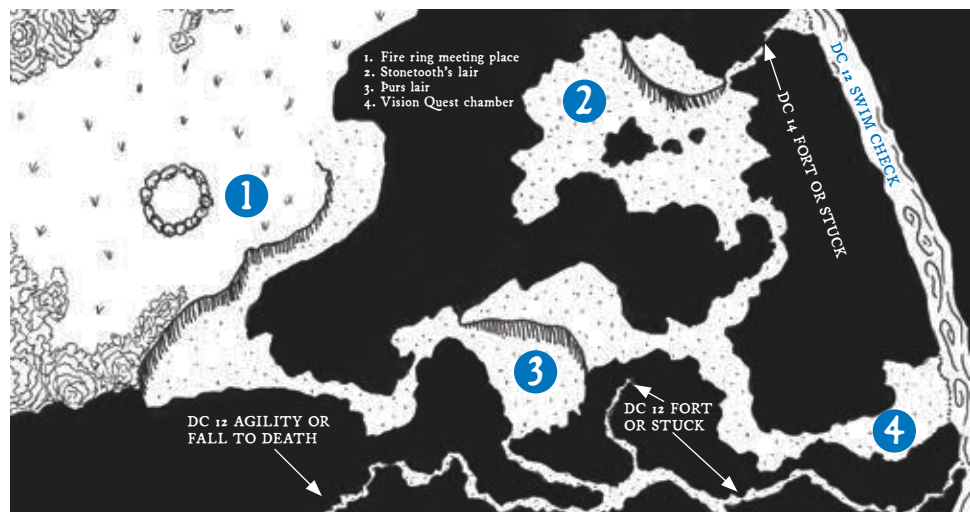
Curses: In addition to the specifics below, each curse imposes a -1 Luck penalty to target, which lasts until the curse is lifted, or is slain:

Betrayer's Curse: Whenever the victim misses a melee attack, re-roll the attack (with the same attack bonus) against a random nearby ally. If the victim wounds themselves with this attack, the curse is removed.

Witch's Boon: On a successful melee attack against Stonetooth, the victim receives a minor corruption (*DCC RPG*, p.116).

Ensorcell þurs: The þurs must succeed on a DC 16 Will save or be controlled as if by *charm person* (result 18–19; *DCC RPG*, p.131). Stonetooth can control no more than 4x her Hit Dice in þurs at any given time, and control lasts until she dismisses it.

Stonetooth already has þurs under her command. We provide four options for the judge to work with, although more may be needed. Feel free to explore the troll rules and make additional þurs as you desire up to the limit Stonetooth can control.



Purs 1 (“Tom”): *Tom is a hulking 9’ tall form with dull eyes, warty protrusions like a horny toad, and clutches a pipe between his tusked teeth.* Init +2; Atk axe +4 melee (1d8+2); AC 11; HD 2d12; MV 35’; Act 1d20; SP mutations: telekinesis (lift & move one target with Str 12; Act 1d16 bash attack with item moved for 1d4 damage), mental defenselessness (no save vs. domination or mind control); SV Fort +4, Ref +2, Will -1; AL C; Crit M/1d6.



Purs 2 (“Bertti”): *Bertti is a hunched, broadly-built (even for a troll!) with a dangling nose and quills bristling all over his shoulders and arms (his left reaching nearly to his knees). His body never shows damage.* Init +2; Atk axe +4 melee (1d8+3) or spines +3 missile fire (special); AC 13; HD 2d12; MV 30’; Act 1d20; SP infravision 40’, mutations: spines (3d6 to one target, or 1d6 each to 2 adjacent targets), empathy (sense emotional, motivational state of up to 3 targets; may project an added emotional state of choosing on to targets), multiple personalities (6 random personalities; DC 12 Will save when damaged, or personality change occurs); SV Fort +4, Ref +3, Will -1; AL C; Crit M/1d6.



Purs 3 (“Viljami”): *Except for his long straggly hair and pointed ears, Viljami is almost “normal” looking, and could likely pass for just a rather ugly human.* Init +2; Atk axe +4 melee (1d8+2); AC 13; HD 2d12; MV 20’; Act 1d20; SP immune to fire, mutations: regeneration (MCC RPG, p.59), temporary invulnerability (ignore first 10 damage each round), special vulnerability (2x damage from all attacks), diminished body part (heart 3x too small; hates all holidays & celebrations); SV Fort +8, Ref +7, Will -1; AL C; Crit M/1d6



Purs 4 (“Hannes”): *Covered in scutes, Hannes stands about 8’ tall; he constantly argues with himself, his eyes darting around independently.* Init +1; Atk axe +4 melee (1d8+5); AC 15; HD 2d14; MV 50’; Act 1d20; SP infravision 40’, mutations: dual brain, telepathy (read 1 target’s surface thoughts), weak willed (vacillates between attack options; DC 10 Will save to use ability purposefully); SV Fort +7, Ref +3, Will +2; AL C; Crit M/1d6.



Area 2: Going to the Village

Scene: You journey to the human village. This is uneventful except for one encounter: The Boy.

Location: Traveling toward the village, the party approaches a trail near the woods’ verge, and see a cow with a rope around its neck running down the trail. They also hear a child screaming for help, and the sound of multiple beasts howling and snarling. From their vantage point, the party can see a young human boy surrounded by wolves equal in number to the characters.

Boy: Init +1; Atk punch -2 melee (1); AC 11; HD 1d4; MV 20’; Act 1d20; SP thief skills (pick pocket +6, hide in shadows +4); SV Fort -1, Ref +1, Will -1; AL N; Crit II/1d4.



Wolves: Init +3; Atk bite +2 melee (1d4); AC 12; HD 1d6; MV 40’; Act 1d20; SV Fort +3, Ref +2, Will +1; AL N; Crit M/1d6.

Event 2-1: The party does not interfere and the boy is eaten by the wolves. *Go to Area 3: The Village.*

Event 2-2: The party defends the boy from the wolves. Because the wolves are concentrating on the boy, the party will have the advantage of surprise.

Presuming the party defeats the wolves, the boy is amazingly pleased with the party and not scared by their appearance. He tells them he was going to sell his “magic cow” in the village to get food for his poor dying mother, but it betrayed him and ran away. He never knew his father and believes he is a famous bard from a powerful jarl in the south fjords. His mother just calls him “Boy,” so that is his name.

Boy is worried that more wolves will attack and asks if he can travel with the party to the village. If the party agrees, *go to Event 2-3*; otherwise, *go to Area 3: The Village.*

Event 2-3: The boy talks nonstop, worships the characters ... and is a born rascal who “cries wolf” *ALOT*. He has two main goals:

1. To seek the party’s help in getting back his magic cow, which (he claims) can talk.
2. To steal from the party. The boy’s crying is false and every time he clings to or hugs a character, he can make a free pick pocket check to see if he can steal something without the character noticing. If he manages to steal anything (including, possibly, Stonetooth’s potion), the boy will use the first opportunity when the party is busy to sneak into the village. He will try to sell what he stole, but not before finding his “treacherous” magic cow, which seems to have run along the trail and into the village. If he is caught, *go to Event 2-4*; otherwise, *go to Area 3: The Village*.

3-1

Event 2-4: If caught stealing, or if the party decides to punish the Boy, he will beg for mercy and exchange his life for “a magic stone that can call thunder.” If the party agrees, he will take them to a nearby clearing and ask to be released before disclosing the location of the stone. He will get some distance from the party, screaming the stone’s position, before running away and quickly disappearing into the woods.

The **runestone** is authentic, but dangerous. Every time the runestone exchanges owners (and Boy was the last), a storm forms, the skies quickly growing dark, and peals of thunder echo. After 1 minute, if the new owner is still holding the runestone, they will be struck by a lightning bolt for 3d6 damage (DC 16 Reflex save to avoid). The owner and everyone within 30' must also succeed on a DC 15 Fort save or be knocked prone for 1 round and deafened for 1 hour.

3-2



Area 3: The Village

Scene: You try to poison the village well.

Location: This is a normal human village with around 800 souls. Their greater numbers are what keeps the trolls away, since it is well known humans mob hunt trolls for sport.

The village is surrounded by wooden walls and has a gate. During the day, guards wander within the village and patrol just outside the walls; at dusk, the gates are barred, and torches are lit on the walls at regular intervals—after all, this is troll country! Guards manning the gate bear spears and keep bows within reach. Guards on the wall have bows at the ready, while pairs patrolling outside the walls consist of a bowman and spearman.

Town Guards: Init +0; Atk spear +1 melee (1d8) or bow +1 missile fire (1d6); AC 14; HD 1d8; MV 25'; Act 1d20; SV Fort +1, Ref +1, Will +0; AL L; Crit III/1d7.

Approximately 30 guards are active at night (4 on the gate, the remainder manning the walls). If an alarm is raised, 1d4 guards arrive at a location every 2d6 rounds. It takes a few minutes for the rest to awake and arm themselves. During the day, double the number of guards active and responding.

It is possible to enter the village unseen, but the party must be swift and silent between patrols; stealth is their best option.

Townfolk: Init -2; Atk makeshift weapon -1 melee (1d4-1); AC 9; HD 1d4; MV 30'; Act 1d20; SV Fort -1, Ref -2, Will -1; AL varies; Crit II/1d5.

Doom Clock: The judge can track the party’s ability to get to the well without raising the village’s alarm by using a Doom Clock. Place a set of 6 counters (poker chips, stones, etc.) visible to the players. Every time the party fails a check to go unnoticed, makes noise, or raises a ruckus, remove 1 counter. If the party does something particularly stupid or noisy, remove 2 (a fumble usually warrants 2). When all counters are removed, the village goes on full alarm as described above. The Doom Clock cannot replace common sense; if characters climb the walls and set fire to a house, loudly proclaiming their attack, forget the clock and raise the alarm!



The well itself is not guarded, but there are two complications: Old Bear (**Event 3-1**), and the Cow (**Event 3-2**). Randomly determine which is encountered first.

Event 3-1: Old Bear is the village's surly old man. He stumbles through the square with the well, loudly complaining about his empty jug and wearing only a loincloth below his stinking bear hide. He is also a "retired" berserker, but still quite capable of going into full rage!

Old Bear: Init +2; Atk axe +3 melee (1d8+2); AC 14; HD 2d12; MV 30'; Act 1d20; SP battle madness (when wounded, +5 hp, and +2 to attack, damage, & saves for 1 turn); SV Fort +3, Ref +2, Will +0; AL N; Crit IV/1d10.

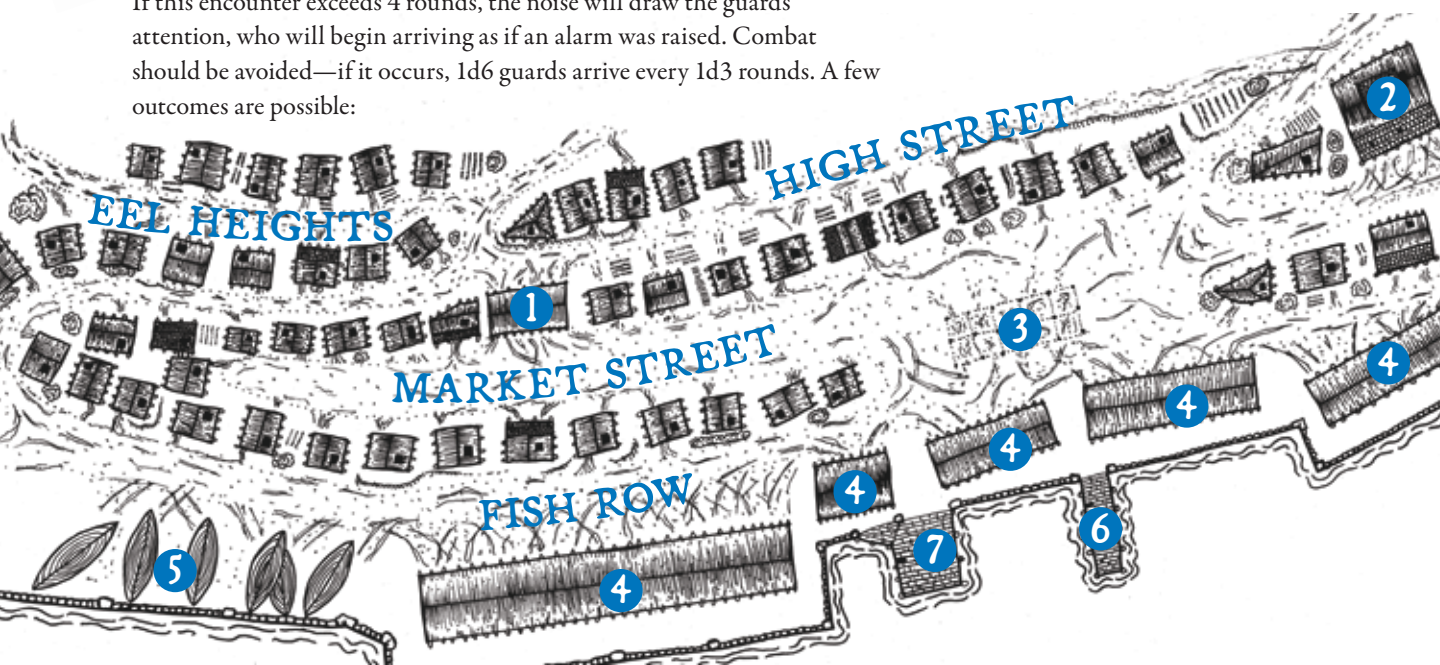
This plays out one of two ways:

1. **Scenario 1:** *Boy stole Stonetooth's potion.* As party arrives at well, Old Bear is on Market Street chasing Boy and shouting for "his drink." Boy has a large jug he liberally pours out teasingly.
2. **Scenario 2:** *Boy did not steal the potion.* In this case, Old Bear smells Stonetooth's potion, mistaking it for a powerful drink, and wants it!

2-3

If this encounter exceeds 4 rounds, the noise will draw the guards' attention, who will begin arriving as if an alarm was raised. Combat should be avoided—if it occurs, 1d6 guards arrive every 1d3 rounds. A few outcomes are possible:

1. The party is apprehended by the guards. The guards will place the party in the village jail (Market area 2). They will take the party's weapons only and will not recognize what the potion is. The guards will not touch anything that seems magical. The party will be left in jail while the priestess (Village area 4) is summoned, judges them abominations before her god, and begins building a funeral pyre upon which to burn the party alive. It will take four days to bring in enough wood to burn the party successfully. Pyres are set up on a hill above High Street. The party can, of course, try to escape and carry on, in which case, *Go to Event 3-3*.
2. The party fails to drop potion in well; needs to regroup and re-attempt. Ad lib village response. *Go to Event 3-2 when possible.*
3. The party is run off but succeeds at dropping in the potion. Yay! Wait for the village to fall asleep, and then *Go to Area 4: The Temple*.
4. Combat is short, no one dies, and no guards are notified. In this case, the party has caught the attention of the magic cow, who calls to them to see if they will free it. *Go to Event 3-2*.
5. Boy is killed. All party members lose 1 Luck.
6. Old Bear is killed. All party members earn 1 less XP for this encounter.



MARKET LEGEND

1. WELL
2. SHERIFF
3. CATTLE PENS
4. FISH PROCESSING
5. BOATS
6. SLEEPWALKER'S WHARF
7. WIDE WHARF

Event 3-2: As the party gets close to the well, a cow in the cattle pens moos loudly, attracting villagers (Luck check). If the party draws near to the cow, it will speak. This is Litteitri, a dwarf, who is cursed and needs help—his “Name Stone” was stolen from him by “a demonic goblin.”

Attacking the cow just raises more noise. Litteitri can change his shape to any domestic livestock when no one is looking (he is the “magic cow” the party saw running from Boy) but cannot assume his original form as a dwarf without the runestone. He cannot attack Boy because when he was cursed, Boy was the owner of the runestone, and Litteitri was bound to obey him. If Boy is still accompanying the party, he will instantly recognize the cow as “his magic cow” and will take it away to sell in the stock yards (Village area 8), saving the party the hassle.

Litteitri *also* wants the village’s bell, but out of spite; he wishes to forge a weapon more powerful than the one forged by his older brother, Eitri. If slain, Litteitri will curse his killer with his death throes.



Litteitri the dwarf: Init +5; Atk dagger +5 melee (1d6+deed die); AC 10; HD 5d10+15; MV 20'; Act 2d20; SP infravision 60', death curse, mighty deed (1d5), shield bash (1d14 action die), dwarven underground skills, patron:Dzzhali; SV Fort +2, Ref +5, Will +5; AL L; Crit IV/1d16.

Death curse: -2 Luck penalty. The victim will transform into a cow whenever combat breaks out. The curse cannot be lifted until Litteitri’s shade is summoned and three quests are completed to the spirit’s satisfaction.

If Litteitri get his name stone back (runestone from **event 2-4**), he will thank the party and vanish. This will not be end of either Boy or Litteitri (both return, unless killed, in **Event 5-2**).

VILLAGE LEGEND

- | | |
|---------------------|---------------------|
| 1. MARKET | 7. FISHING NET |
| 2. FARM MANOR | REPAIR MUD FLATS |
| HOUSE | 8. STOCK YARD |
| 3. GRAIN SILOS | 9. LIGHT HOUSE |
| 4. TEMPLE WITH BELL | 10. RELIGIOUS GROVE |
| 5. GATE | 11. MERCANTILE |
| 6. GRAVEYARD | HOUSES |

TO FOREST
& STONETOOTH ↑



Event 3-3: The jail (Market area 2) is a small building with a pit in the center of the first floor where guards look down. A ladder leads down to a dirt and natural rock basement, where six cells are dug into the walls and closed with iron bars. Each cell is large enough for a prisoner but is not meant for a long-term stay; this is a place where people are kept while awaiting their sentence (usually weregild, flogging, or execution). Guards in shifts of two or three watch from atop the pit. A ward is carved on the lip of the pit, preventing trolls from changing shape while below (-4d to checks).



The keys are kept by **Claviger** (Jail area 2). Claviger is a curmudgeon who should have died decades ago. He is a master crafter: his keys are assembled like a puzzle (use favorite puzzle and a timer, or just an DC 15 Intelligence check). Claviger's only joy is the suffering of others—he especially enjoys eating in front of the prisoners and emptying his nightsoil through their bars. However, he regrets his life and wished he had a second chance. Any troll capable of bringing back his youth (or fooling him into believing himself young) would be freed. There are two other prisoners that might assist in an escape and the judge should spread the party between them:

The Witch: A nameless woodlands hermit, set to be burned at the next summer solstice as a sacrifice to the Gods of Law. She cannot speak any known language but is a friend of beasts. She uses the village's rats to get food during the night, while everyone sleeps. If befriended or threatened she can help the party. If threatened, she will call on raven friends to pester the party in the future and the judge is welcome to ask for one to three Luck checks at crucial moments to avoid a raven stealing an item or trying to pluck out an eye—treat the last one as Mighty Deed of Arms rolling d20 + d3 for the raven.



The Witch: Init -2; Atk claw -2 melee (1d4-1) or curse (DC 16 Will save; see *DCC RPG*, p. 434 and Appendix C); AC 9; HD 3d6; MV 20'; Act 1d20; SP familiar, curse, spellcasting (+8 spell checks; *second sight*, *feather fall*, *chill touch*, *darkness*, *sleep*, *animal summoning*); SV Fort +4, Ref +0, Will +8; AL C; Crit II/1d6.

Toad—1d4 hp, AC 14, Atk bite +2 melee (1d3) or claws +2 melee (1d3 + medusa poison)

The Vagabond: A perfumed individual dressed like a “barbarian” from the south and flogged daily without much result. The Vagabond was caught courting (some) of the village's maidens (married and unmarried) and is now bound and gagged because the Claviger grew tired of his songs. The Vagabond is a troll named Cobweb who enjoys spreading mayhem for mayhem's sake. If freed, after helping the party, he will fly away.

The Vagabond (Risi): Init -1; Atk axe +4 melee (1d8+2); AC 15; HD 2d12; MV 30'; Act 1d20; SP infravision 30', *mind control* (cause up to 12HD in creatures to regard them as leader for 1 day), *heightened personality* (+3 on all PER checks), *special vulnerability* (light sensitive: -1d during daylight, +1d during night), *wildshape*. SV Fort +4, Ref +3, Will +1; AL C; Crit III/1d8.



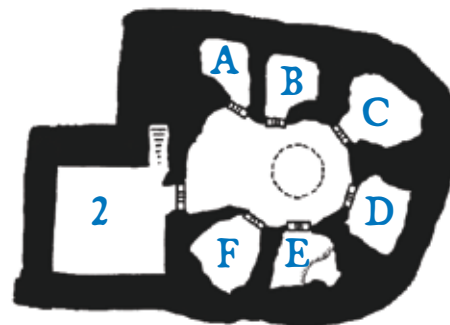
To the bonfire? Other options to escape if the trolls are jailed are (1) Boy, (2) Old Bear (who still wants his booze and will attack the jail), or (3) Stonetooth will send a torrential rain, which will flood the jail (the Claviger can't swim and the party can negotiate their freedom). Of course, at that point the party will owe Stonetooth a huge favor. Failing all that... Well, time to create new trolls! But the second group will face further resistance as the priestess and the villagers will be waiting.

Jail Occupants

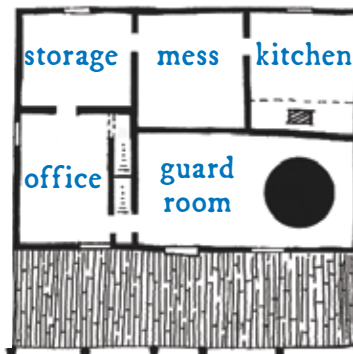
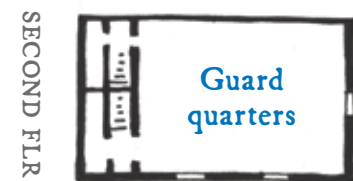
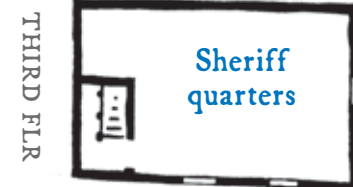
A: _____ D: _____

B: _____ E: _____

C: Vagabond F: Witch



JAIL BASEMENT



JAIL FIRST FLOOR

Area 4: The Temple

Scene: Trying to steal the magic bell.

Location: The temple is a large hall with the magic bell installed at the top of its entrance tower. Further details are left to the judge.

The temple is normally occupied by a priestess and 8 temple maidens. They are devoted to Law, and are responsible for maintaining the sanctity of the temple and ministering to the village's spiritual needs.

Event 4-1: The party poisoned the well. The maidens are present (and asleep), but the priestess is nowhere to be found—her divinations warned her that an unspecified danger was imminent, and she left the village to commune with her deity in the religious grove (Village area 10). The party *should* be able to retrieve the bell and sneak back out of the temple unhindered. However, if the party lingers in their attempt at retrieval (30 minutes or more), the enchantments laid upon the bell detect the presence of trolls and will rouse and alert the remaining maidens; they raise the alarm, and 2d4 guards arrive within 10 rounds to assist the temple.

Event 4-2: The party did *not* poison the well but attempt to steal the bell anyway. Once the party crosses the threshold of the temple, the enchantments laid upon the bell alert the temple's occupants to an intrusion by their enemies.

The priestess will raise the alarm, with guards arriving as in **Event 4-1**.

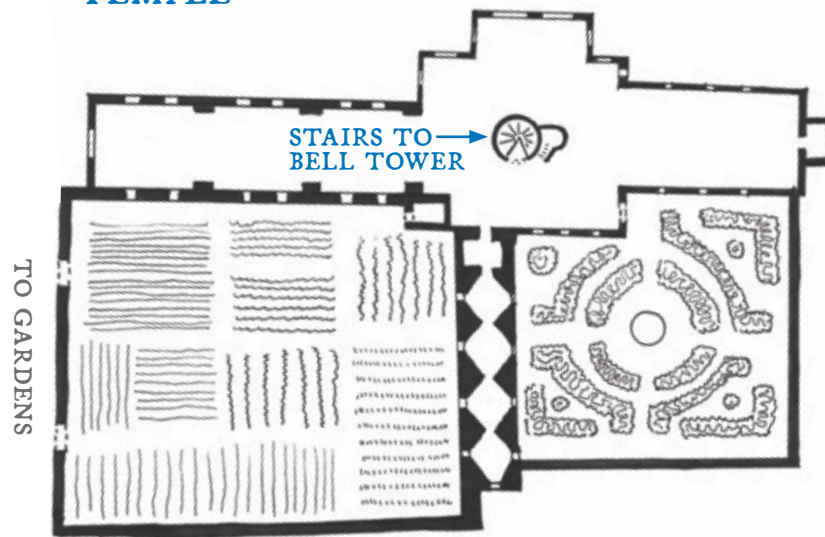
Priestess: Init +0; Atk staff +1 melee (1d4+1), *trollbane* +4 melee (see below) or *bolt of justice* (1d6+1); AC 11; HD 1d8; MV 30'; Act 1d20; SP trollbane, *bolt of justice* 3/day (50' range, DC 12 Will save for half), *turn troll*; SV Fort +1, Ref +0, Will +2; AL L; Crit III/1d8.

The priestess can turn trolls, as if a cleric turning unholy creatures (*DCC RPG*, p.30, 96), with a +5 on her check. The priestess' "trollbane" touch is also debilitating to trolls. On a successful attack, the troll can choose to take either 1d8 damage, or they can instead voluntarily gain a minor corruption.

Temple maidens: Init -2; Atk club -1 melee (1d4-1); AC 9; HD 1d4; MV 30'; Act 1d20; SV Fort -1, Ref -2, Will -1; AL L; Crit III/1d8.



TEMPLE



Area 5: Showdown at the Woods

Scene: The party delivers bell to Stonetooth

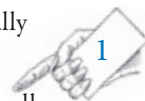
Location: The woods.

Event 5-1: While returning with their prize, the party is met in the woods by Stonetooth and 1 þurs for every 2 characters. Before the party hands over the bell, the priestess from Village area 4 (if still alive—otherwise substitute a captain of the guards) and 3d4 guards show up and demand the return of the bell.

The party can negotiate their way out or just try to run, leaving (hopefully) Stonetooth and the priestess to themselves. Clever players might try to sound the bell to cripple Stonetooth. Do not bother with morale rolls here; both sides fight to the death.

Event 5-2: Fleeing characters are met in the wood by Litteitri. The dwarf has a very large bear with him. Litteitri threatens the party with the bear unless they get "his bell." The bear obeys the dwarf. The bear is actually Boy, polymorphed (use Ogre stats, *DCC RPG*, p.422).

If anyone gets the runestone, the dwarf will obey as per *charm person* roll of a 15 (when runestone changes hands it summons a storm and lightning).



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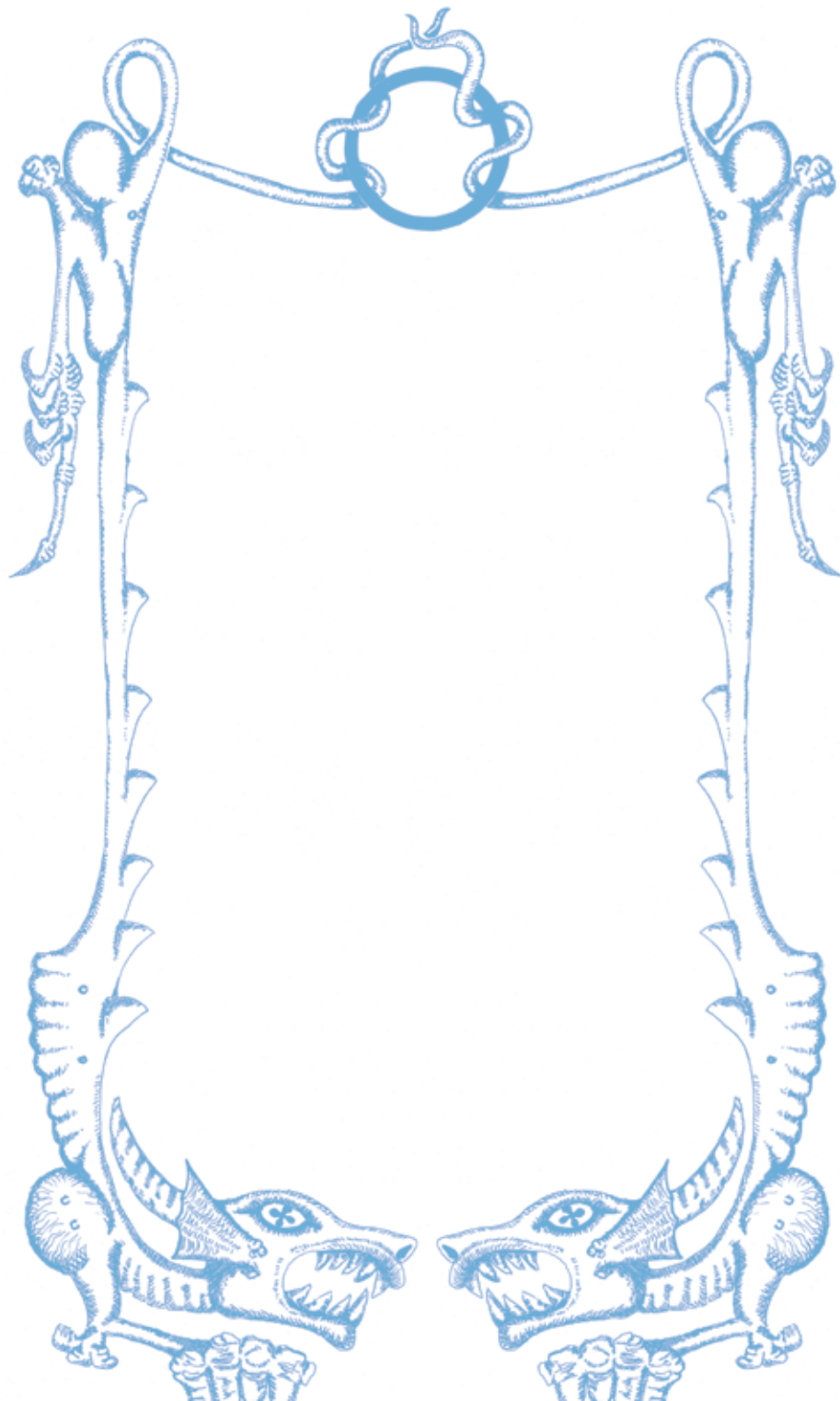
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