



THE TROUBLE WITH MYLVIN WIMBLY

BY ANDREW McCRAY

The enemy you hunt may not be the enemy you find.

Artwork by Roger Raupp
Cartography by Diesel

Andrew McCray was introduced to the D&D® game by his dad, the DM of Andrew's group for three years. When his father resigned as gamemaster, the group selected Andrew as his successor. Currently a freshman planning to major in psychology at Millsaps College in Jackson, Mississippi, Andrew hopes that the publication of Mylvyn Wimbley breaks the streak of bad luck he has had in getting his work published.

This Basic D&D game scenario — best used as a diversion between two longer adventures — is designed for a party of 6-10 characters from 1st to 3rd level, preferably including at least one halfling. If the party is more or less powerful than the recommended size and level, the DM should increase or decrease the number of orcs under the control of the chaotic magician.

The DM may choose between reading the Adventure Background to the players or playing out the PCs' first encounter with Mylvyn Wimbley.

Adventure Background

Having left town a little later than expected on an expedition to check out an offer of employment, your party is caught in the middle of a large forest by nightfall. Realizing that there is no inn for miles, you set up camp in a clearing in the woods. After making a warm fire and picking guard shifts, you drift off to sleep, one by one.

Not too long after the second shift begins, everyone is jolted from sleep by a shout from the guard. You catch a glimpse of a short, humanlike creature racing into the underbrush. The guard explains that he stepped out of camp for a moment to collect firewood. When he returned, he discovered a scrawny halfling digging into one of the backpacks. He yelled, and the startled halfling grabbed one of the packs and fled into the woods.

You scramble to your feet and begin skimming through the packs to find out what the little fugitive took. A magic-user in your group exclaims that the pack containing his (or her) spell books is missing. [If there are no magic-users or elves in the party, the DM should select some other item of great importance for the halfling to steal.]

For the Dungeon Master

Mylvin Wimbley, a loyal friend and hard worker among halflings, once answered an advertisement looking for a fighter to serve as a traveling magic-user's bodyguard. The magic-user, Lazambar the Magician, preferred a human fighter or an elf. However, when forced to pick between Mylvin, who could speak several languages, and a dwarf who put his pants on backward and inside out, Lazambar decided that the halfling was better than no guard at all.

As the weeks went by, Mylvin gradually learned that his employer — despite his grandfatherly looks — was truly chaotic. Mylvin, being neutral himself, merely ignored this difference in opinion as far as their personal relationship was concerned. On one expedition, Mylvin followed Lazambar to an orc encampment where, much to his surprise, he witnessed the charismatic magician gain an orc band as allies, with the help of a few spells. For the next several weeks, Mylvin traveled with Lazambar and the orcs, searching for a treasure Lazambar thought was buried in the region. While hunting for the loot's location, the band camped in a small cave within a large rock near the center of the woods.

In the middle of the second week, one of Lazambar's orc patrols was surprised and almost eliminated by a party of adventurers who had moved into the area. The sole orc survivor of the ambush struggled back to camp and managed to warn Lazambar about the presence of the intruders before he died. Within minutes, the magic-user had his orcs ready and launched a hasty, poorly planned counterattack. Mylvin, in his capacity as bodyguard, accompanied Lazambar and the orcs. He was holding his own in the clash when he suddenly recognized two of his old friends in the opposing band. In a predicament between his duty to his employer and his loyalty to his friends, Mylvin quietly withdrew from the fight and observed from behind a tree on a nearby hill.

After inflicting heavy casualties on the orcs, the severely wounded intruders retreated from the forest. Mylvin's two halfling friends, however, were captured by the orcs when they tried to escape. Lazambar was enraged at the damage his forces had taken; he had lost more than half of his orc allies

in the costly battle. In revenge, Lazambar decided the halfling prisoners should be tortured to death. Mylvin suggested that Lazambar hold the prisoners for ransom instead, since their deaths would not benefit the magician's cause. Although Lazambar did consider the idea, he dismissed the thought and ordered an orc blacksmith to create branding irons with which to torture the prisoners.

By nightfall, Lazambar was ready to begin the execution. The evil magician placed his irons into a roaring fire. Then he ordered the orcs to tie the halflings to two large oaks so that they faced one another. When the irons grew white-hot, Lazambar selected one and walked to face the larger of the prisoners. In a flurry of indecision, Mylvin started forward, only to be stopped short by thoughts of loyalty to his employer. But the bound halfling's eyes implored him to help in the name of the friendship they once had shared and the bond of their common race. Grabbing another iron, Mylvin charged the chaotic magician. The metal burned through the magic-user's robe and buried itself in his right thigh. Lazambar screamed in pain, and Mylvin dropped the iron and fled.

Although Mylvin never knew it, he saved his friends' lives. The orcs bolted from the camp in an attempt to kill the little traitor; Lazambar drank a *potion of healing* and raced after his henchmen. Left alone in the clearing, the agile halflings managed to wriggle free of the orcs' sloppy knotcraft and ran off in panic. A filthy and exhausted Lazambar returned to his camp to find the prisoners gone; he swore to get even with Mylvin Wimbley if he had to stay in the woods forever.

Now, two months later, Mylvin is still hiding and running in this part of the woods. His supplies are almost gone and he was twice attacked when he asked for food and assistance from travelers in the forest. Mylvin would be perfectly willing to leave the woods and go home, but he knows he must kill Lazambar or have no security anywhere. The orcs, on the magic-user's orders, have set traps and laid ambushes but have not yet succeeded in capturing the halfling.

The forest in which the adventure takes place is quite extensive; only a portion of these woods, however, is shown on the map. The trees stand relatively close together, but a few

clearings do exist. Within this handful of clearings are set the many traps and ambushes of the evil Lazambar.

In the center of a large clearing stands a huge rock. Ages ago, it stood in a river bed. The interior of this tremendous boulder has been eroded into three chambers (areas 8, 9, and 10).

The forest map has been drawn so that each hex is about 120' across. Most unencumbered PCs can walk one hex per turn and run three hexes per turn. Mylvin is unencumbered.

Trying to catch a halfling who doesn't want to be caught, in the middle of a dark woods under the moonlight, is a tricky business. Mylvin Wimbley hides from the PCs, leads them into traps, and does everything in his power to evade his pursuers and escape to his small cave hideout (area 10).

The path Mylvin follows to return to his hideout is marked on the map. He runs out of the adventurers' camp toward the northeast, then follows the marked trail and does not deviate from it unless he is forced to do so. Each turn, Mylvin advances one hex along the path toward his hideout. However, if he sees torchlight or any other artificial light source, he runs for three hexes down the trail during the next turn. He also begins to run if the PCs enter his present hex or if they make a lot of noise in an adjacent hex.

The presence or absence of light is important in this scenario. Any creature with a light source — torch, lantern, or magical illumination — is noticed by anyone in the same or any adjacent hex. The carrier of a light source has no chance to surprise. Since the orcs do not regularly carry torches, their chances of surprise are unaffected.

The benefits of carrying a light include an increased chance of finding traps (detailed for each trap) and an easier job of tracking the elusive Mylvin. Parties walking with a light source have a chance of spotting Mylvin Wimbley's escape route. If the PCs are in a hex that Mylvin has passed through, as marked on the map, they have a 25% chance to notice broken twigs, overturned stones, bootprints, and other signs of Mylvin's passing, including his direction of travel. For each elf or halfling in the party, the chance increases by 15% to a maximum of 85%. For example, a party that includes an elf and two halflings has a 70% (25% base + 15% for one elf + 30% for two

halflings) chance to track Mylvin from their present hex if Mylvin has been there previously.

If the party searches a hex that Mylvin has not entered recently, there is a 40% unmodified chance to find a large number of bootprints leading toward Lazambar's headquarters. These prints may be followed, without any chance of losing the trail, because the orcs have no reason to cover their tracks. If the party is not carrying a light source, the PCs automatically forfeit any opportunity to discover both Mylvin's and the orcs' tracks.

Wandering monsters are rare in this part of the woods, but they do appear occasionally at night. Every third turn, the DM should roll 1d8. On a roll of 1, a chance encounter occurs. The DM should determine the direction of approach and roll again to determine the nature of the encounter:

1-2. 1-4 orcs (AC 6; HD 1; hp 5 each; MV 120' (40'); #AT 1; Dmg by weapon type; Save F1; ML 8; AL C) carrying spears and looking for Mylvin. Each orc has 1-10 sp on his person.

3-4. 2-5 giant rats (AC 7; HD 1½; hp 3 each; MV 120' (40'); #AT 1; Dmg 1-3 + disease; Save normal man; ML 8; AL N) out hunting for food.

5-6. 1-6 orcs (same as above) with short swords, on their way to relieve the guards on duty at area 6. Each orc has 1-10 sp on his person.

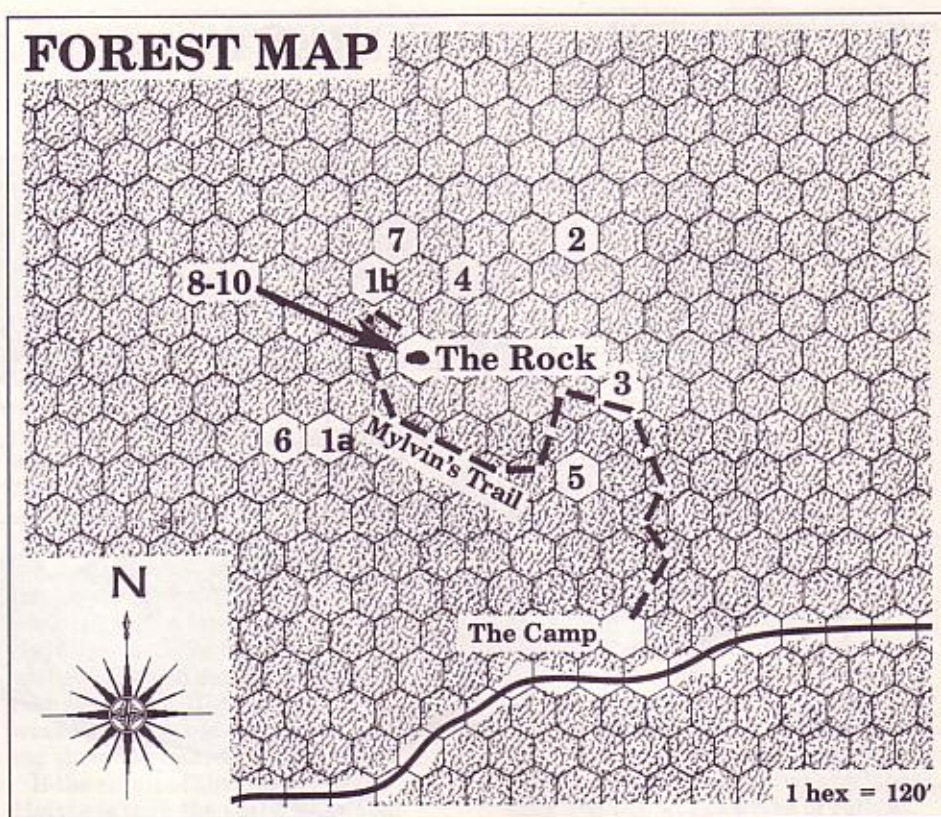
7-8. 1-6 orcs (same as above) with short swords, returning to Lazambar's headquarters.

Encounter Locations

The encounters given here are shown on the Forest Map.

1a and 1b. The Pits. These two areas each contain a poorly camouflaged pit. The pits are easy to spot (90% chance) in daylight, but at night they are discovered only 50% of the time by walking PCs who carry some form of artificial light. Running PCs take a 15% penalty on their chance to discover the pits, and those PCs who are moving without a light receive a -20% penalty. Any PC who steps on top of a pit falls in, but companions who are following close behind have a 90% chance to stop in time if walking, 30% if running.

Mylvin Wimble has fallen into each of these 15' x 15' pits once, so he no longer ventures into these areas unless he is



trying to escape from an enemy. Fortunately for him, both pits were only 5' deep when he fell in, and he escaped easily. Lazambar later ordered the orcs to deepen both pits to 10'. Because of the roughness of the walls, any PC rolling his dexterity or less on 1d20 is able to climb out of the pit during the next round. Anyone falling into either pit takes 1-6 hp damage.

There are several small metal cups, attached to a cord tied to the camouflaging branches, that rattle loudly when anything falls into a pit. If someone falls into pit 1a, there is a 75% chance that three members of the orc detachment just west of the pit (area 6) arrive in 7-12 rounds. The drunken orc guards at area 7, just beyond pit 1b, are unable to make any organized response to the rattling sound.

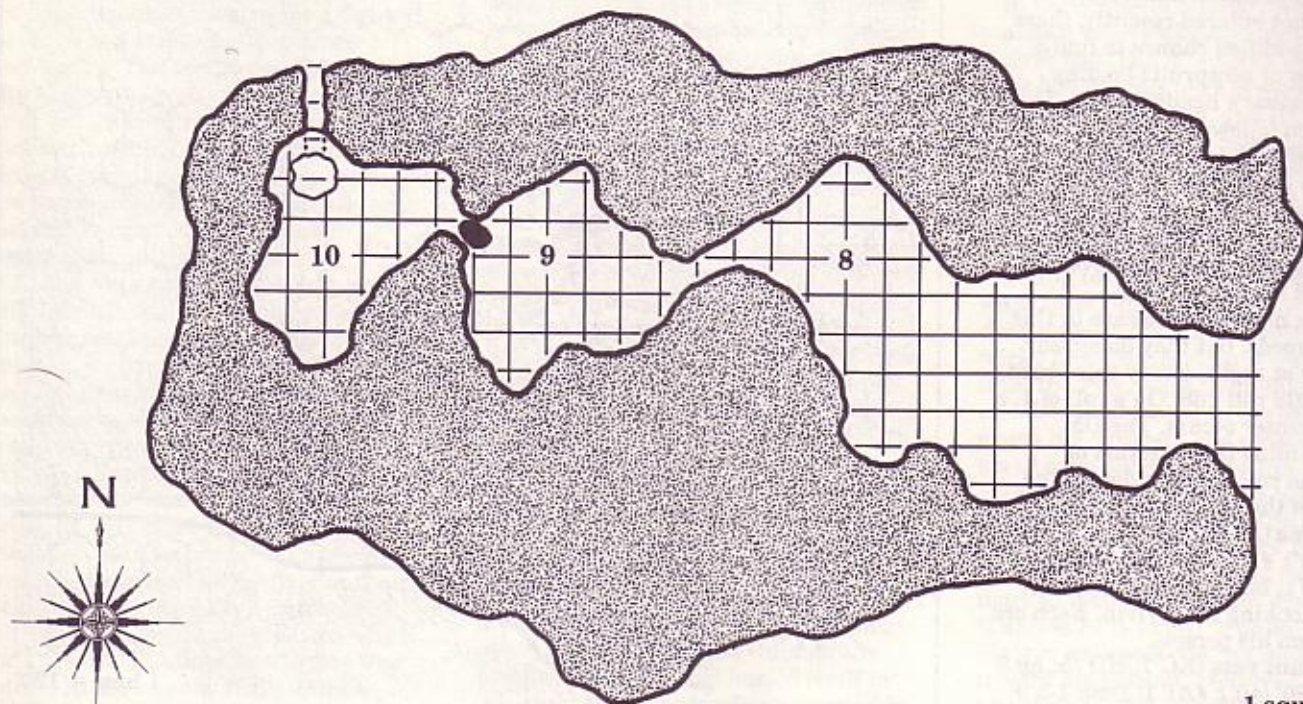
2. The Mound of Dirt. This mound was made by the orcs from the dirt they removed to make the pits at areas 1a and 1b. Lazambar forced the orcs to carry the dirt here to prevent enemies from guessing the locations of the pit traps. The soil-and-clay mound is about 20' long, 20' wide, and 6' tall. PCs

attempting to run over the mound must roll their dexterity or less on 1d20 or lose their footing on the loose soil.

3. The Branch Trap. The orcs thought this trap might incapacitate Mylvin so he could be easily captured. Unfortunately, the stupid orcs picked a branch 3½' from the ground, and it sails harmlessly over Mylvin's head. On the ground, a raised trip wire is tied between two oak trees. Walking PCs have a 50% chance of stepping on the trip wire; running PCs have a 90% chance of touching the trigger. If the thin trip wire is touched in any way, a large branch swings forcefully between the trees, hitting the first PC to pass between the trees if the party is headed north or west; however, the back of the PC immediately following the leaders is hit if the party is heading south or east.

Quite possibly, the PCs might notice this trap before they activate it. Thieves can spot the trap with the usual chances, and elves and halflings have a 25% chance to notice the trap. There is no chance, however, of finding the trap while running or moving without light. The PC who spots the trap sees a huge

THE ROCK IN THE FOREST



1 square = 5'

branch wrapped back around the side of its tree and tied to a stake on the other side of the trunk. Touching the trip wire causes the loop to slide off the stake, releasing the branch in a forceful arc.

Mylvin has enjoyed this futile attempt to catch him, and suffers no remorse for leading his many tormentors here for a free belly ache. An elf, human, or orc takes 2-8 hp damage if hit by the branch. Dwarves are hit on the forehead (or back of the head) and take only 2-5 hp damage, but must save vs. breath weapon or be knocked unconscious for 2-5 turns. PCs wearing plate mail take 2 hp damage less than indicated on the die, and PCs running south or east — the direction the branch swings — take 1 less hp damage. The trap always does at least 1 hp damage, even if the final result is less than 1. Halflings suffer no adverse effects, as the branch swings above their heads.

4. The Net Trap. If PCs are not running when they approach this area, they may notice that leafy shadows in daylight form a diamond pattern on the ground. They can discover the reason for this by looking up. Stretched

between the trees surrounding this clearing is a 50' × 50' fisherman's net with weights attached in several places. When a PC enters this hex, he crosses a trip wire set by the orcs (50% chance of springing the trap, causing the net to fall). A PC standing near the edge of the net must roll his dexterity or less on 1d20 to avoid being trapped by the falling net. Those PCs standing squarely within the clearing have no chance to avoid being trapped by the net. Entangled PCs require 3-30 rounds to get free.

Mylvin has already examined this particular trap in detail, and he knows the trip wire locations and what happens if one is pulled. As a result, he does not enter this area while being pursued. He has, however, led various groups of orcs into the trap by standing as bait near the middle and escaping when the orcs charge. He might do the same to the PCs if necessary.

5. The Snare Trap. Four of the trees in this section of the woods are equipped with foot-grabbing snare traps. PCs walking with light sources have an 80% chance to notice either the ropes hanging from the trees or the loops below,

thus avoiding the embarrassing and uncomfortable problem of finding themselves suddenly hanging upside down in the middle of the clearing. If the PCs are running or moving without light, they receive cumulative penalties of 40% (running) and 30% (no light) to locate the traps.

Anyone who is not aware of the traps has a 40% chance of being grabbed by one of the snares. PCs snatched from the ground by these devices are totally helpless until another PC cuts the rope. When the rope is cut, an elf or human suffers no harm if he puts out his arms to break the fall. But 6' off the ground is quite high for a dwarf or halfling. These races take 1-3 hp falling damage if no move is made to catch them.

6. Orc Ambush. There are six orcs (AC 6; HD 1; hp 7, 6, 6, 4, 3, 2; MV 120' (40'); #AT 1; Dmg by weapon type; Save F1; ML 8; AL C; 3 have crossbows, all have short swords) hiding in this dark clearing. They do not hesitate to attack a party that includes elves, but if the party has no elves, they react positively on a roll of 9 or better on 2d6. If the reaction is positive, and if the adventur-

ers perform no hostile act, they offer to take the PCs to Lazambar.

If the orcs attack, the three archers (hp 6, 3, 2) each fire one quarrel from their crossbows, then all the orcs take up swords and attack. If their morale fails, they attempt to flee to Lazambar's headquarters; failing this, they surrender. Each orc has 1-20 sp on his person.

If the PCs fall into the pit at area 1a, the orcish archers are sent to investigate. If the party has slain the archers at the pit, the PCs find only three orcs with short swords here at area 6.

7. Drunk Guards. In this small clearing, three orcs (AC 9; HD 1; hp 6, 4, 3; MV 30' (10'); #AT 1; Dmg by weapon type; Save F1; ML 11; AL C) are sitting around a dying campfire. They have had a little more wine than they should have. Scattered about the outpost are 14 empty and two half-full wine bottles. The orcs are stationed here to check on the nearby pit (area 1b) and net (area 4) traps. In their present condition, however, the orcs are incapable of checking the traps.

When the PCs enter the orcs' camp, roll 2d6 for the orcs' reaction. If the result is above 7, the orcs burst into laughter, apparently finding the PCs' dress hilarious. If the result is 5-7, the orcs merely sit and stare in a drunken stupor. However, if the result is less than 5, the orcs insult the PCs for 3-12 rounds, then attack if the adventurers have not left. The orcs have spears but always swing last, at a -4 penalty to hit. PCs may avert violence by offering another bottle of wine, which the orcs eagerly accept, assuming the adventurers join their little celebration. Each orc carries 1-12 sp.

8. Lazambar's Headquarters. A narrow pathway leads up the side of this huge rock. Next to the path, in a protective niche in the stone, stand several excavation tools, all covered with dirt. In addition to the spades and shovels, the niche contains a small cart, its interior walls encrusted with dirt.

At the top of the path, an opening in the rock leads into the cave that serves as the headquarters for Lazambar's operations to capture the halfling. The statement "all wounds heal through time" is untrue in this case. Lazambar's rage has only gotten worse since Mylvyn fried his leg. In fact, the magic-user is on the verge of insanity.

The cave is lit by torches held in makeshift holders. When the PCs enter, 10 orc guards (AC 6; HD 1; hp 8, 7 (x2), 6 (x2), 5, 4, 3 (x2) 2; MV 120' (40'); #AT 1; Dmg by weapon type; Save F1; ML 8; AL C) move to halt the intrusion by blocking the passageway to the rear section of the cave (area 9) and aiming crossbows at the PCs. As long as the PCs do not attack, Lazambar the Magician emerges from the back of the cave in two rounds.

If the party does not have Mylvyn Wimby, roll 1d10 and subtract the number of halflings in the party. If the result is greater than 1, Lazambar talks with the party briefly, responding to their questions to the best of his knowledge. If he is probed about the halfling, he tells the PCs a condensed version of the DM's history, modified to sound like the traitorous halfling roasted Lazambar's leg with a branding iron while he slept. He might be willing to let the group spend the rest of the night here if they have no halflings or elves, but he would prefer to bid them farewell, asking them to report findings to him.

If the result of the roll is 1, or if Mylvyn is with the party, Lazambar orders the orcs to attack and retreats to the back of the cave. Four orc archers each let one quarrel fly, then all the orcs attack. The orc archers and their leader (8 hp) use short swords in combat; the rest employ spears. If the orcs lose morale, they retreat to the rear of the cave. As long as Lazambar is alive and within sight, they continue to fight; the orcs surrender if Lazambar dies, surrenders, or disappears. Each orc has 1-20 sp, and each orc archer has 2-7 extra quarrels in his quiver, for use in prolonged missile battles.

9. The Sleeping Cave. When the party arrives at the back of the main cavern, they find a narrow tunnel leading to a smaller cave. Six cots are scattered about this enclosed area. A chest is hidden beneath each of the cots and a backpack lies on top of one of the beds. The decor of this sleeping room is dominated by a large rock set into the west wall. Some resourceful orc has set a stubby candle atop the rock, and the wax has melted down the stone in gray rivulets.

Lazambar always felt he was close to catching Mylvyn, but he never knew just how close he was. If three PCs with a combined strength of 40 pull on the

rock, it rolls out of the way to reveal Mylvyn's hideout.

If Lazambar is forced to fight, he approaches the bed with the backpack and casts his spells. The first spell he casts — when he detects the orcs are losing in the front cave — is *mirror image*. He then casts *sleep* and *charm person*. If it becomes evident that he will not be able to defeat the party, he grabs his backpack — if he can — and casts *invisibility*. After doing this, he escapes to plot his revenge. When the PCs emerge from the cave, Lazambar follows them without their knowledge, if possible.

Five of the chests contain food and other supplies: torches, oil, etc. The other chest, the one under Lazambar's cot, contains only food and 100 additional quarrels for the orcish archers. Beneath the false bottom of this chest are 834 sp, two rubies (worth 50 gp each) in a small pouch, two *potions of healing*, and a map indicating some kind of treasure cache buried nearby. The DM may decide if the cache actually exists and what treasure it holds.

If the PCs grab Lazambar's backpack, they find two weeks worth of rations, three torches, a tinderbox, a small blanket, a purse containing 25 sp, and a bottle of watered wine. In addition, the backpack contains a falsified copy of the map in the chest; Lazambar never totally trusted the orcs and thought they might attempt to seek the hidden cache themselves. Besides the false map, Lazambar also kept his spell book in the pack. This spell book contains all the spells Lazambar knows. Needless to say, losing his spell book will handicap Lazambar significantly. If the party takes the spell book, they are visited by a plague of thieves in Lazambar's hire who try to steal every book in the PCs' possession until the magic-user gets his spell book back.

10. Mylvyn Wimby's Hideout. PCs who examine the northwest side of the huge boulder in the clearing notice a small gap in the bushes surrounding this side of the rock. If they probe the gap, they discover a small hole in the boulder that leads to a short tunnel. The hole is too small for all but crawling dwarves or smaller creatures, and the tunnel is no wider than the hole. Magical means of entry may, of course, also be used. About 10' in, the tunnel turns sharply upward and widens

significantly. Any PC who can fit through the tunnel may climb up into a small room that has served as Mylvin's hideout for the last two months.

This room is connected to Lazambar's headquarters through an opening in the east wall. A large boulder, shoved into the gap from the other side, blocks this opening. If three PCs with a combined strength of 40 push on the boulder, it rolls into a larger cave beyond, which is Lazambar's base of operations. The magic-user would have the orcs crawling all over this place if he knew about it. Mylvin often listened at the boulder for information about new ambushes.

If the PCs caught Mylvin earlier in the adventure, this room is uninhabited. If Mylvin has escaped their efforts, continue reading this section.

In the enclosed space, the PCs see a candle flickering; beyond that, a small creature huddles over the contents of a backpack (the one stolen from the PCs) which he has just emptied onto the ground. Piled about on the bare rock are numerous other items which the halfling has also taken. Obviously, this little thief made a regular habit of acquiring other people's things. If the PCs wait a few rounds, they hear sobbing and a quiet whisper of complaint: "So hungry . . . no food."

Mylvin Wimbley will certainly be surprised to learn that anyone has found his little hideout. If the PCs approach him with hostility, he cowers in a corner. If they attack, however, Mylvin fights as best he can with his short sword. In the third round of the fight, Mylvin begins to suffer stomach pains, and his "to hit" rolls are decreased by 2 until the fight is over.

If the PCs approach him sympathetically, Mylvin is willing to talk — once he is assured the PCs are not working for Lazambar. Mylvin can tell the PCs most of the information given in *For the Dungeon Master*. If the PCs offer him food and drink, he accepts without question. He knows he will die soon without sustenance; if the food is poisoned, it will just make the ending come a little quicker. After eating his fill, he becomes much more affable.

Mylvin is quite willing to give the PCs anything in the room they want that is not his personal property. The items the party may take include a box of nine pink candles, three backpacks, five iron spikes, a stuffed eagle, a crowbar, a small sack, a broken lantern, and

the party's backpack and its contents.

If, after the halfling tells his tale, the PCs agree to eliminate Lazambar, Mylvin can lead them around the rock to the magic-user's headquarters (if the PCs have not previously been there). Mylvin has not recovered sufficiently to think of suggesting that the PCs move the boulder and surprise Lazambar and his orcs from behind, but the PCs may discover this possibility themselves.

If Lazambar is defeated, the halfling may become a henchman/ally for the party, if the DM believes the party could benefit from the association and the PCs are willing to add him to their band. If the halfling does not join the group, he returns to his hometown, marries his childhood sweetheart, and vows never to go adventuring again.

Concluding the Adventure

Just because the characters may have found Mylvin and defeated Lazambar doesn't mean this scenario is exhausted. The adventure, in fact, may be just beginning. The PCs may have Lazambar's treasure map and attempt to find the hidden cache. It is also quite likely that Lazambar (if he survives) will seek revenge on the adventurers, and of course, he still has a score to settle with Mylvin Wimbley.

NPC Capsules

Mylvin Wimbley is a 1st-level halfling adventurer and ex-bodyguard (AC 7; hp 6; MV 90' (30'); S 10, I 13, W 9, D 13, C 14, Ch 12; #AT 1; Dmg by weapon type (-1 for weakness); Save H1; ML 4; AL N). His present equipment includes leather armor, a crossbow with seven quarrels, a short sword, a backpack, a tinderbox, and a pair of unused torches. He gratefully accepts anything the PCs offer him to increase his supplies, because he has no money whatsoever to purchase the things he needs.

Mylvin Wimbley is fun to be around when times are good. In bad times, however, he tends to become withdrawn and moody. He is fiercely loyal to his friends and employers. PCs that allow him to join their party will find him a determined fighter who takes reasonable risks in combat, a willing negotiator when he can communicate with monsters, and a shrewd business dealer who can often (50% chance) get a weapon or suit of armor at only 80% of its list price. Due to his intelligence, he speaks

the language of pixies in addition to the common tongue and halfling speech.

Allowing Mylvin to join the party does have its drawbacks, however. He never agrees to be left alone with any magic-user. He also is moderately allergic to fur and begins sneezing violently if a large quantity of hair (a bear rug, for example) comes within 20' of his nose. The DM should roll for wandering monsters twice as often when this allergy is activated, and no surprise is allowed the party during one of Mylvin's sneezing fits.

In addition to his allergy, Mylvin has arachnophobia and lunges into the arms of the nearest person at the sight of a mere house spider. There is no telling what might happen if he sees one of the larger spider varieties common in dungeons.

Lazambar the Magician is a 4th-level magic-user, adventurer, and experienced cain-raiser (AC 9; hp 10; MV 120' (40'); S 12, I 17, W 8, D 12, C 9, Ch 16; #AT 1; Dmg by weapon or spell type; Save M4; ML 8 (9 if Mylvin is present); AL C). He uses a *dagger +1* in combat, but he also has two normal daggers in case something happens to the magical one. Lazambar is well stocked with supplies, and his backpack serves as an emergency pack. He speaks common, orc, goblin, and ogre.

Lazambar is a familiar figure in certain isolated areas of the world. People love to stage contests for him. The most popular form of these competitions is an archery contest with a moving target — Lazambar is given to the count of 10 to run as far as he can before the archers start shooting.

Lazambar's personality made him so popular with his magic instructor that he was given a spell book with only *read magic* in it. From this rather disappointing beginning, Lazambar has collected the following spells: *charm person*, *detect magic*, *hold portal*, *read magic*, *sleep*, *invisibility*, *levitate*, and *mirror image*. At the time of this adventure, he has memorized *charm person*, *sleep*, *invisibility*, and *mirror image*.

Lazambar's present objective is to exterminate Mylvin Wimbley but he is quite willing to add other targets to his list. He is very bigoted toward halflings and would love to leave each of them with the same scar on the right thigh that Mylvin gave him.