

Lagamur, land of adventure and peril

Lagamur was the original home of elves and dragons. They warred for thousands of years not only over their dominance of the continent, but for control of an ancient artifact known as the Orb of Power. This artifact was eventually split into two parts, the Orb of Light and the Orb of Darkness. The elves allied with the metallic dragons eventually prevailed and banished the chromatic dragons from the planes of mortals. In turn the metallic dragons left Lagamur for worlds beyond.

The elven hegemony over Lagamur was first challenged by the arrival of dwarves, and while some conflicts occurred, it was nothing compared to the wars fought between the newly arrived the humans, and elves. Elves were blamed for unleashing a magical plague upon the humans, and in turn were eventually felled by a similar plague supposedly the work of humans. Elves were even enslaved by humans for a time and slowly retreated to the Forever Forest that remained under controlled.

Humans established an empire and drove back ravenous hordes of humanoids, only to have their empire crumble as barbarians from the northern island of Nirvandia invaded Lagamur. What arose was a patchwork of small unstable kingdoms amidst which the remnants of the old empire and the Theocracy of Sunatar slowly rose as leaders.

The mortal races of Lagamur were eventually brought together during the First Draconic War when the chromatic dragons unleashed their fury once more upon Lagamur. Faced with the unrelenting advance of the dragons and their allies, elves, dwarves and humans were forced to put away their difference and ancient rivalries, and band together in order to survive. Or at least try...



“Winter falls upon Lagamur and the Draconic War comes to a standstill. The chromatic dragons control the north and the alliance between the mortal races is tenuous at best. The elves have given to the humans a secret weapon that may turn the tide in the west, but the enemy armies surround the outpost. The Company of the Dragonslayers of Karina is given the task of escaping the siege of Forgadin Fortress and carrying the weapon west. As the Dragonslayers of Karina attempts to evade the draconic armies, a second group sneaks out of the fortress. The squires and apprentices of the company escort a mysterious box across the snow covered canyons...”

Adalina, Priestess of Sunatar (Class- Cleric)

Adalina is a devout believer of Sunatar the Sun God. Her homeland has thus far not suffered the worst of the war and she volunteered to serve in the front lines. Her master, Bishop Numerido joined the company of the Dragonslayers of Karina, Adalina respects his decision, but she has reservations about fighting alongside non-believers.

She is devout, serious and not afraid of battle, but often underestimates those who do not follow Sunatar.



Johanos the Brave, squire to Sir Gordel of Karina (Class — Fighter)

Johanos is the illegitimate son of a minor noble living in Karina. He honed his skills with the sword as a pit fighter and eventually a city guard until his half-brother Baron Theodosius inherited the title. He then became a squire to his brother and has served him through the war after Theodosius joined the company of the Dragonslayers of Karina. He is a childhood friend of Balthazar. Although he is thankful for his half-brother's help he is still resentful of his dead father's indifference and longs to prove himself.



Mithinia, Wizardess of the Magiocracy of Alicstar (Class - Magic User)

Mithinia is the apprentice to Juvenal the Warlock, Master of the Arcane School of Alicstar. She explored forbidden magics and even stole a wand, which brought great shame to her master. He accepted exile for them both to spare her life. That saved them when the Magiocracy fell. He joined the Dragonslayers of Karina when the war began. Mithinia is smart, curious and fearless, often to her detriment, but she is typically upbeat, always seeing a silver lining no matter how hard the situation may seem.



Balthazar the Fox, scout) from Karina (Class — Thief)



Balthazar grew up in the streets of Karina. He is a childhood friend of Johanos, although in their older years they grew apart. A poor orphan who grew up in the streets, Balthazar did anything he had to survive, eventually becoming a thief. When the guild master called for the assassination of Baron Theodosius, Johanos half-brother, Balthazar betrayed the thieves' guild and helped his old friend. Becoming a wanted man he joined Johanos' half-brother entourage.

Sar'Kethria, Seeker of the Wind Hunt, Archer from the Wild Forest (Class — Elf)

Sar'Kethria grew up in the Wild Forest and for most of her long life only saw humans when they foolishly attempted a raid into the ancestral home of the elves. Humans and elves have a long history of conflict but the return of dragons, which the elves fought in time ancestral, has made of them allies of necessity. Her sister and teacher Dillis'Athir joined the Dragonslayers of Karina, and Sar'Kethria has learned that the



dwarves and humans she disdained for so long can be fast and loyal allies.

Jab of House Jordul, Warrior from the Iron Kingdom (Class — Dwarf)



Jab is a smith and warrior from a house aligned to the Iron Throne. He and his wife were sent along with the mission of the dwarven ambassador to the human lands.

Jab's wife joined the Dragonslayers of Karina while he worked the smiths, making weapons for the human's army; she died when the city fell and Jab left the workshop for the battlefield. Jab has lost his reason for living and throws himself into battle with abandon. He has joined this secret mission at the behest of Garrios, leader of the Dragonslayers of Karina.

Pufenios, alias Puff Puff, purveyor of hard to get items & refugee from Karina (Class — Halfling)

Pufenios, like many halflings living among humans, lived in the fringes of their settlements. His family made a modest living by trading to other halflings and Pufenios lived better than many of his kin. When his parents passed he squandered most of the family fortune and was soon destitute. He relied on cons and tricks to survive until the authorities caught him. He would have been hung for his crimes in Karina were it not for the fall of the city. Pufenios was saved by Jenessilia, halfling and member of the Dragonslayers of Karina. Impressed by her bravery, and a little smitten by her beauty, he has sworn to be a better halfling and become an adventurer.



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Dungeons & Dragons Character Sheet

Name: Adaliana, Priestess of Sunatar **Class:** Cleric
Player: _____ **Level:** 5
Alignment: Lawful **XP:** 12,001

Ability	Score	Adjustment	Armor Class	2	Hit Points Max	28
Strength	16	+2	Attack, Damage, Open Doors		Saving Throws	
Intelligence	12	-	Language(s)		Death Ray or Poison	9
Wisdom	16	+2	Saving Throws vs. Spells		Magic Wands	10
Dexterity	12	-	Missile Attack Rolls, AC		Paralysis or Turn to Stone	12
Constitution	11	-	Hit Points/Level		Dragon Breath	14
Charisma	14	+1	Reaction		Rod, Staff or Spell	13

Languages:

Imperial (Common)

Wounds

Target AC	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	4	-5
Attack Roll	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20

THACO

Special Abilities & Spells

Spellcasting

1st lvl — 2 spells

Cure Light Wounds*

Detect Evil

2nd level — 2 spells

Bless*

Hold Person

**Reversible Spell*

Turn Undead (RC page 15)

Prime Requisite: 16 - XP Adj. +10%

Equipment & Treasure

Mace +1 (+3, 1d6+2)

Sling (+0, 1d4+2) 30 rocks

2 Potions of Healing

Potion of Diminution

2 Scrolls Cure Light Wounds

Holy Symbol

49gp, 7ep, 80sp, 23cp

1 jade (100gp)

2 onyx (50gp)

Banded Mail

Shield +1

Backpack & Bedroll

Rope (50')

2 Holy Water Vials

2 Waterskins

Rations, 10 days

Tinderbox & Lanterns

3 Flasks of oil

Winter clothes and boots

Dungeons & Dragons Character Sheet

Name: Johanos the Brave Class: Fighter
 Player: _____ Level: 5
 Alignment: Neutral XP: 16,001

Ability	Score	Adjustment	Armor Class	2	Hit Points Max	38
Strength	18	+3	Attack, Damage, Open Doors		Saving Throws	
Intelligence	10	-	Language(s)		Death Ray or Poison	10
Wisdom	11	-	Saving Throws vs. Spells		Magic Wands	11
Dexterity	12	-	Missile Attack Rolls, AC		Paralysis or Turn to Stone	12
Constitution	16	+2	Hit Points/Level		Dragon Breath	13
Charisma	12	-	Reaction		Rod, Staff or Spell	14

Languages:

Imperial (Common)

Wounds

Target AC	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	4	-5
Attack Roll	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20

THACO

Special Abilities

None

Equipment & Treasure

Normal Sword +2 (+5, 1d8+4)

2 Spears - Melee (+3, 1d6+3), Ranged (+0, 1d6+3)

2 Daggers - Melee (+3, 1d4+3), Ranged (+0, 1d4+3)

Potion of Levitation

Rope (50')

Plate Mail

Grappling Hook

Shield

Rations, 15 days

Winter clothes and boots

2 Wineskins

Backpack & Bedroll

Tinderbox & 6 Torches

Large Sack

12 Spikes & Hammer

Prime Requisite: 18 - XP Adj. +10%

67gp, 30sp, 16ep, 23cp

Dungeons & Dragons Character Sheet

Name: Mithinia the Wizardess Class: Magic-User
 Player: _____ Level: 5
 Alignment: Neutral XP: 20,001

Ability	Score	Adjustment	Armor Class	7	Hit Points Max	14
Strength	9	-	Attack, Damage, Open Doors		Saving Throws	
Intelligence	18	+3	Language(s)		Death Ray or Poison	13
Wisdom	15	+1	Saving Throws vs. Spells		Magic Wands	14
Dexterity	13	+1	Missile Attack Rolls, AC		Paralysis or Turn to Stone	13
Constitution	9	-	Hit Points/Level		Dragon Breath	16
Charisma	12	-	Reaction		Rod, Staff or Spell	15

Languages:

Imperial (Common), Aehelf'ven'Tir (Elven),
 Duarfe (Dwarven), Goblin

Wounds

Target AC	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	4	-5
Attack Roll	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20

THACO

Special Abilities

1 st lvl — 2 spells
<input type="checkbox"/> Charm Person
<input type="checkbox"/> Read Magic
2 nd level — 2 spells
<input type="checkbox"/> ESP
<input type="checkbox"/> Invisibility
3 rd level — 1 spell
<input type="checkbox"/> Fireball
Prime Requisite: 18 - XP Adj. +10%

Equipment & Treasure

3 Daggers - Melee (+0, 1d4), Ranged (+1, 1d4)	
Dagger, Silver - Melee (+0, 1d4), Ranged (+1, 1d4)	
Ring of Protection +1	Spellbook
Scroll - Light	Winter robes and boots
Scroll - Knock	Belt & 2 belt pouches
Potion of Healing	Backpack & Bedroll
Finderbox & Lantern	Waterskin
4 Flasks of oil	Rations, 10 days
Mirror (hand size)	1 pearl (500gp)
12gp, 11ep, 17sp, 8cp	1 jade (100gp)

Dungeons & Dragons Character Sheet

Name: Balthazar the Fox Class: Thief
 Player: _____ Level: 5
 Alignment: Chaotic XP: 9,601

Ability	Score	Adjustment	Armor Class	5	Hit Points Max	17
Strength	15	+1	Attack, Damage, Open Doors		Saving Throws	
Intelligence	13	+1	Language(s)		Death Ray or Poison	11
Wisdom	11	-	Saving Throws vs. Spells		Magic Wands	12
Dexterity	17	+2	Missile Attack Rolls, AC		Paralysis or Turn to Stone	11
Constitution	10	-	Hit Points/Level		Dragon Breath	14
Charisma	14	+1	Reaction		Rod, Staff or Spell	13

Languages:
Imperial (Common), Hooblen (Halfling)

Wounds

Target AC	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	4	-5
Attack Roll	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20

THACO

Special Abilities

Open Locks: 35%
Find & Remove Traps: 30%
Climb Walls: 91%
Move Silently: 40%
Hide in Shadows: 28%
Pick Pockets: 40%
Hear Noise: 50%
Read Languages: 80%
Backstabbing +4 to hit, x2 dmg
 Prime Requisite: 17 - XP Adj. +10%

Equipment & Treasure

<u>Short Sword (+1, 1d6+1)</u>	<u>Blackjack (+1, 1d2+1)</u>
8 Daggers (2 Silver) - Melee (+1, 1d4+1), Ranged (+2, 1d4+1)	
<u>Light Crossbow (+2, 1d6) 60 quarrels and 2 quivers</u>	
<u>Leather Armor</u>	<u>Bag of Holding</u>
<u>Rope (50'), 12 Iron Spikes</u>	<u>Lamp of Long Burning</u>
<u>Grappling Hook, Hammer</u>	<u>Ointment of Healing</u>
<u>Rations, 20 days</u>	<u>Potion of Speech</u>
<u>5 Wineskins, Mirror small</u>	<u>Tinderbox & 6 Flasks of oil</u>
<u>Thieves Tools, 10' pole</u>	
<u>Winter cloak & Boots</u>	<u>130gp, 235sp, 422sp</u>

Dungeons & Dragons Character Sheet

Name: SarKethria, Seeker of the Wind Hunt **Class:** Elf
Player: _____ **Level:** 5
Alignment: Neutral **XP:** 32,001

Ability	Score	Adjustment	Armor Class	3 (4 no shield)	Hit Points Max	21
Strength	14	+1	Attack, Damage, Open Doors		Saving Throws	
Intelligence	17	+2	Language(s)		Death Ray or Poison	8
Wisdom	12	-	Saving Throws vs. Spells		Magic Wands	10
Dexterity	16	+2	Missile Attack Rolls, AC		Paralysis or Turn to Stone	10
Constitution	10	-	Hit Points/Level		Dragon Breath	11
Charisma	12	-	Reaction		Rod, Staff or Spell	11

Languages:
Imperial (Common), Aehelf'ven'Tir (Elven),
Gnoll, Goblin, Orcish, Sylvan, Draconic

<h3 style="margin: 0;">Wounds</h3>

Target AC	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	4	-5
Attack Roll	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20

THACO

Special Abilities & Spells

- 1st lvl — 2 spells
- Magic Missile Light
-
- 2nd level — 2 spells
- Mirror Image Invisibility
-
- 3rd level — 1 spell
- Fly
-
- Infravision
-
- Detect Secret & Hidden Doors
-
- Immunity to Ghoul Paralysis
-
- Prime Requisites: 14/17 - XP Adj. +10%

Equipment & Treasure

- Long Bow +1 (+3, 1d6) 40 arrows and 2 quivers
-
- Short Sword (+1, 1d6+1)
-
- Elven Boots (Heard 1 in 1d10)
-
- Spellbook
-
- 5 days rations
-
- Waterskin
-
- 1 amber (100gp)
-
- 3 agate (10gp each)
-
- 2 onyx (50gp each)
-
- Leather Armor +1
-
- Shield (not usable with bow)
-
- Winter clothes and boots
-
- Backpack & Bedroll
-
- Belt & Belt pouch
-
- 8gp, 3sp, 12cp

Dungeons & Dragons Character Sheet

Name: Pufenios, alias Puff Puff Class: Halfling
 Player: _____ Level: 5
 Alignment: Neutral XP: 16,001

Ability	Score	Adjustment	Armor Class	3	Hit Points Max	21
Strength	13	+1	Attack, Damage, Open Doors		Saving Throws	
Intelligence	13	+1	Language(s)		Death Ray or Poison	5
Wisdom	10	-	Saving Throws vs. Spells		Magic Wands	6
Dexterity	15	+1	Missile Attack Rolls, AC		Paralysis or Turn to Stone	7
Constitution	14	+1	Hit Points/Level		Dragon Breath	9
Charisma	11	-	Reaction		Rod, Staff or Spell	8

Languages:

Imperial (Common), Hooblen (Halfling),
Orcish

Wounds

Target AC	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	4	-5
Attack Roll	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20

THACO

Special Abilities

-2 to AC against larger than man sized opponents
+1 to Missile Weapons
+1 to Initiative
Hide in woodlands 90%
Hide in shadows 33%

 Prime Requisite: 13/15 - XP Adj. +10%

Equipment & Treasure

Short Sword (+1, 1d6+1) Sling (+2, 1d4+1) 30 rocks
3 Daggers (1 Silver) - Melee (+1, 1d4+1), Ranged (+2, 1d4+1)
Light Crossbow +1 (+3, 1d6+1) 60 quarrels and 2 quivers
Ring of Invisibility Banded Mail
Rations, 7 days Backpack & Bedroll
2 Wineskins Winter Clothes and Cloak
2 Belt Pouches Tinderbox
Small Sack Lantern & 6 Flasks of oil

23gp, 252sp, 89sp