**PREROLLED**

These characters are based on the Official ADVANCED DUNGEONS, & DRAGONS Action Toy figures produced by LJN Toys, Ltd.

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**STRONGHEART™**

**Good Paladin***

Lawful 10th Level Lord (fighter)

- **Strength**: 13
- **Dexterity**: 12
- **Intelligence**: 12
- **Constitution**: 11
- **Wisdom**: 13
- **Charisma**: 17
- **Armor Class**: 2
- **Hit Points**: 68

**Weapons**: dagger; intelligent lawful sword +2 (Intelligence - 8, detect evil, healing - 6 hit points per day)

**Armor**: plate mail; shield; helmet

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**ELKHORN™**

**Good Dwarf Fighter***

Lawful Dwarven Champion (7th level)

- **Strength**: 9
- **Dexterity**: 13
- **Intelligence**: 9
- **Constitution**: 16
- **Wisdom**: 10
- **Charisma**: 11
- **Armor Class**: 2
- **Hit Points**: 67

**Weapons**: sword +1; hand axe; dagger

**Armor**: plate mail; shield; helmet

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**MERCIION™**

**Good Cleric Female***

Lawful Elder (7th level cleric)

- **Strength**: 10
- **Dexterity**: 9
- **Intelligence**: 12
- **Constitution**: 11
- **Wisdom**: 17
- **Charisma**: 17
- **Armor Class**: 2
- **Hit Points**: 35

**Weapon**: mace +1

**Armor**: plate mail; shield

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**RINGLERUN™**

**Good Wizard***

Lawful Sorcerer (7th level magic-user)

- **Strength**: 9
- **Dexterity**: 10
- **Intelligence**: 14
- **Constitution**: 9
- **Wisdom**: 13
- **Charisma**: 11
- **Armor Class**: 9
- **Hit Points**: 23

**Weapons**: dagger +1; staff power (21 charges left)

**Armor**: ring of protection +1

**Additional Language**: Hobgoblin

**Spellbook**:

- First level: charm person, detect magic, magic missile, read magic, sleep
- Second level: ESP, knock, levitate, web
- Third level: dispel magic, fireball, haste
- Fourth level: ice storm/wall

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**PERALAY™**

**Fighter Mage Elf***

Lawful 10th Level Lord Wizard (elf)

- **Strength**: 14
- **Dexterity**: 14
- **Intelligence**: 15
- **Constitution**: 17
- **Wisdom**: 10
- **Charisma**: 14
- **Armor Class**: 1
- **Hit Points**: 72

**Weapons**: sword +2; dagger; longbow and 15 arrows

**Armor**: chain mail +3; shield

**Additional Language**: Ogre

**Spellbook**:

- First level: charm person, light, magic missile, read languages, read magic, shield
- Second level: detect invisible, invisibility, mirror image, web, wizard lock
- Third level: dispel magic, fireball, hold person, lightning bolt, water breathing
- Fourth level: charm monster, confusion, wall of fire
- Fifth level: cloudkill

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**FIGGEN™**

**Halfling Sheriff***

Lawful Sheriff (8th level halfling)

- **Strength**: 13
- **Dexterity**: 13
- **Intelligence**: 10
- **Constitution**: 12
- **Wisdom**: 9
- **Charisma**: 10
- **Armor Class**: 2
- **Hit Points**: 45

**Weapons**: dagger +2; short sword; sling and 20 stones

**Armor**: plate mail; shield; helmet; elven cloak
MOLLIVER
Lawful Thief (8th level)
Strength 9  Dexterity 16
Intelligence 10  Constitution 16
Wisdom 9  Charisma 17
Armor Class 7  Hit Points 40

Weapons: sword +2; two daggers
Armor: leather +1; boots of levitation

DEETH™
Good Fighter*
Lawful Superhero (8th level fighter)
Strength 12  Dexterity 13
Intelligence 11  Constitution 16
Wisdom 13  Charisma 14
Armor Class 2  Hit Points 58

Weapons: flail +2 (damage 1d8+2);
          sword +2
Armor: plate mail; shield; helmet;
       scarab of protection

HAWKLER™
Good Ranger*
Lawful Myrmidon (6th level fighter)
Strength 13  Dexterity 16
Intelligence 11  Constitution 13
Wisdom 10  Charisma 12
Armor Class 7  Hit Points 45

Weapons: long bow; 12 arrows +1;
          sword +1; dagger
Armor: leather

BOWMARCE™
Good Crusader*
Lawful Champion (7th level fighter)
Strength 11  Dexterity 12
Intelligence 9  Constitution 13
Wisdom 10  Charisma 12
Armor Class 2  Hit Points 45

Weapons: battle axe +1; sword +1
Armor: plate mail; shield; helmet;
       gauntlets of ogre power

VALKEER™
Good Norseman*
Lawful Swashbuckler (5th level fighter)
Strength 16  Dexterity 16
Intelligence 12  Constitution 12
Wisdom 11  Charisma 12
Armor Class 6  Hit Points 39

Weapons: sword +1; war hammer;
          hand axe
Armor: leather; shield; helmet
GRIMSWORD™
Evil Knight™
Chaotic Champion (7th level fighter)

Strength 15  Dexterity 13  Intelligence 10  Constitution 12  Wisdom 9  Charisma 7
Armor Class 2  Hit Points 52

Weapons: sword +1 (energy drain); flail
Armor: plate mail; chain mail; shield; helmet

ZARGASH™
Evil Cleric
Chaotic Bishop (7th level cleric)

Strength 8  Dexterity 10  Intelligence 10  Constitution 10  Wisdom 15  Charisma 16
Armor Class 2  Hit Points 38

Weapons: mace +1; war hammer; snake staff
Armor: plate mail; shield; helmet

KELEK™
Evil Sorcerer™
Chaotic Sorcerer (7th level magic-user)

Strength 15  Dexterity 10  Intelligence 15  Constitution 14  Wisdom 13  Charisma 7
Armor Class 9  Hit Points 33

Weapons: dagger +1; wand of cold (5 charges left); staff of striking (12 charges left)
Armor: ring of protection +1
Additional Languages: Orc
Spellbook:
First level: charm person, magic missile, read magic, shield, sleep
Second level: ESP, knock, mirror image, web
Third level: fireball, fly, haste
Fourth level: charm monsters

WARDUKE™
Evil Fighter™
Chaotic Superhero (8th level fighter)

Strength 16  Dexterity 11  Intelligence 9  Constitution 14  Wisdom 11  Charisma 11
Armor Class 2  Hit Points 59

Weapons: sword +1 (flames on command); battle axe; dagger
Armor: plate mail; shield; magical helmet (infravision 60 feet, causes wearer's eyes to glow red)
SKYLLA
Evil Magic-User
Chaotic Warlock (6th level magic-user)

| Strength | 9 |
| Dexterity | 11 |
| Intelligence | 12 |
| Constitution | 10 |
| Wisdom | 15 |
| Charisma | 11 |
| Armor Class | 9 |
| Hit Points | 22 |

**Weapons:** dagger +1; staff of commanding (10 charges left)

**Armor:** ring of protection +1

**Spellbook:**
First level: *charm person*, *floating disc*, *light*, *magic missile*, *read magic*
Second level: *detect invisible*, *knock*, *levitate*, *wizard lock*
Third level: *hold person*, *lightning bolt*

DREX
Evil Warrior
Chaotic Myrmidon (6th level fighter)

| Strength | 15 |
| Dexterity | 14 |
| Intelligence | 9 |
| Constitution | 11 |
| Wisdom | 10 |
| Charisma | 11 |
| Armor Class | 6 |
| Hit Points | 39 |

**Weapons:** sword +1; dagger
**Armor:** leather +1; shield; helmet

ZORGAR
Evil Barbarian
Chaotic Swashbuckler (5th level fighter)

| Strength | 18 |
| Dexterity | 13 |
| Intelligence | 10 |
| Constitution | 16 |
| Wisdom | 9 |
| Charisma | 12 |
| Armor Class | 5 |
| Hit Points | 37 |

**Weapons:** dagger +1; club
**Armor:** chain mail

ZARAK
Evil Half-Orc Assassin
Chaotic Cutpurse (5th level thief)

| Strength | 13 |
| Dexterity | 12 |
| Intelligence | 11 |
| Constitution | 16 |
| Wisdom | 15 |
| Charisma | 6 |
| Armor Class | 7 |
| Hit Points | 27 |

**Weapons:** *throwing dagger* +1 with magical returning (boomerang) ability
**Armor:** leather; potion of invisibility