

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



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

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



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



MERCION™
Good Cleric Female*

Lawful Elder (7th level cleric)

Strength	10	Dexterity	9
Intelligence	12	Constitution	9
Wisdom	17	Charisma	17

Armor Class 2 Hit Points 35

Weapon: mace +1

Armor: plate mail; shield



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



FIGGEN™ Halfling

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; elvencloak



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



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



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



BOWMARC™ 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
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Weapons: sword +1 (energy drain); flail

Armor: plate mail; chain mail; shield; helmet



ZARGASH™

Evil Cleric

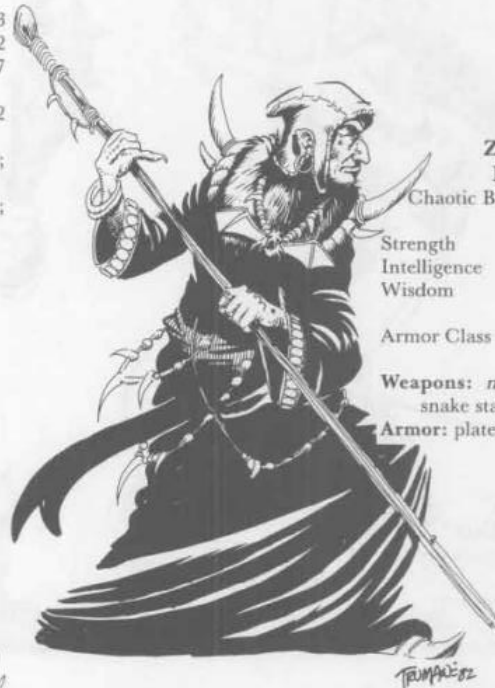
Chaotic Bishop (7th level cleric)

Strength	8	Dexterity	10
Intelligence	10	Constitution	10
Wisdom	15	Charisma	16

Armor Class	2	Hit Points	38
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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
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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
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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



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



DREX™
Evil Warrior*

Chaotic Myrmidon (6th level fighter)

Strength	15	Dexterity	14
Intelligence	9	Constitution	11
Wisdom	10	Charisma	10

Armor Class 6 Hit Points 39

Weapons: sword +1; dagger

Armor: leather +1; shield; helmet



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