

Advanced Dungeons & Dragons

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UNKNOWN

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THE SECRET OF SELUNE'S EYE

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JUST ONE
QUESTION,
PALADIN!

WHAT
IN THE NAME
OF THE BRIGHT
LADY TOOK YOU
SO LONG?



DON'T
BE IN SUCH
A RUSH, YOU
JACKAL!

YOU'LL BE
GREETING THE
GODS OF THE
LOWER PLANES
SOON ENOUGH!

GNNHHH!

WHAT'S IT
TO BE, EH,
MAGGOT?

ESOPHAGUS
MASHED--

UNGH!

--OR SKULL
CRUSHED?

IN HIS
SADDLE
POUCH
SHOULD
BE...

...THE KEY
TO OUR
MANACLES!

SHACKLED!
WEAPONLESS!
YOU'RE EASY
PREY FOR ME,
CENTAUR!

YOU'D HAVE
BEEN BETTER
OFF RESIGNING
YOURSELF TO
SLAVERY--





BUT I CAN'T SLEEP,
LADY LUNA! I'M
STILL AFRAID THE
WOLVES WILL ATTACK
ME AGAIN! *

THERE ARE NO
WOLVES HERE,
CHILD.



*AS THEY DID LAST ISSUE.--B.

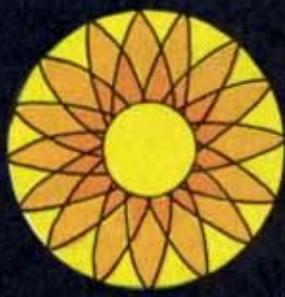
BUT IF YOU PROMISE
ME YOU'LL FALL ASLEEP
RIGHT AFTERWARDS, I'LL
TELL YOU A STORY.

WHAT
KIND OF
STORY?



A STORY ABOUT A
BEAUTIFUL YOUNG
GODDESS--

--WHO
DWELT IN A MAGIC,
MYSTIC REALM WHERE
ALL WOMEN WERE
GODDESSES AND ALL
MEN, GODS!



"HER LIFE COULD
HAVE BEEN ONE
OF COMPLETE EASE
AND CONTENTMENT--

--BUT ALAS, LIKE MANY
AN IMPULSIVE YOUNG
MAIDEN, SHE HAD GROWN
BORED WITH SUCH THINGS--!!

"AND SO SHE... BORROWED...
HER FATHER'S WAND OF POWER--

--AND SOARED
ALOFT IN A
FILMY GLOBE
OF FORCE--

"...IT WAS
ON A BARREN
BROODING
PLANE--

--THAT SHE BECAME INFATUATED
WITH A DARKLY HANDSOME WARRIOR--



--TO LEARN
WHAT LIFE
MIGHT HAVE TO
OFFER HER IN
OTHER
REALMS --!!



--WANLY LIT
BY A BLOOD-
RED MOON--



--WHO PERSUADED HER TO EMPLOY HER FATHER'S GODLY POWER--



--TO TRANSPORT HIM AND HIS FOLLOWERS TO THIS VERY WORLD!

--BUT ONCE THERE, HE AND HIS MINIONS REVEALED THEIR TRUE SELVES--



--HIDEOUS CHANGELING MONSTERS BENT ON DESTRUCTION AND CONQUEST!!

"AND HE WOULD HAVE KILLED HER--"

--HAD NOT A YOUNG MAGE, PASSING BY ON HORSEBACK, HEARD HER CRIES AND BRAVELY DASHED TO HER RESCUE...



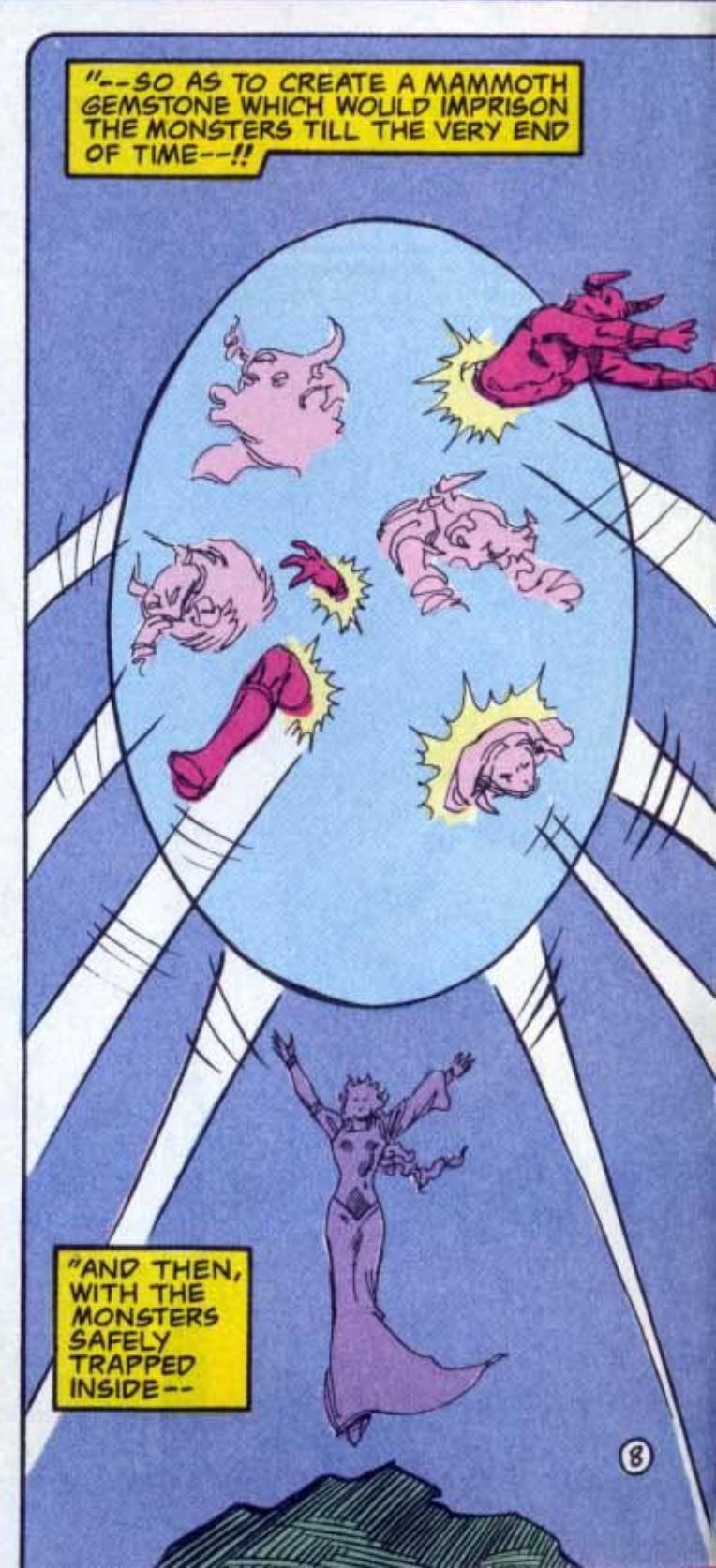
"WITH THE FIENDS MOMENTARILY DISTRACTED--

--THE GODDESS REACHED DEEP DOWN WITHIN HERSELF, DRAWING ON THE AWESOME POWER OF HER OWN LIFE FORCE--



--DRAINING IT AWAY BY DEGREES--

--SO AS TO CREATE A MAMMOTH GEMSTONE WHICH WOULD IMPRISON THE MONSTERS TILL THE VERY END OF TIME--!!

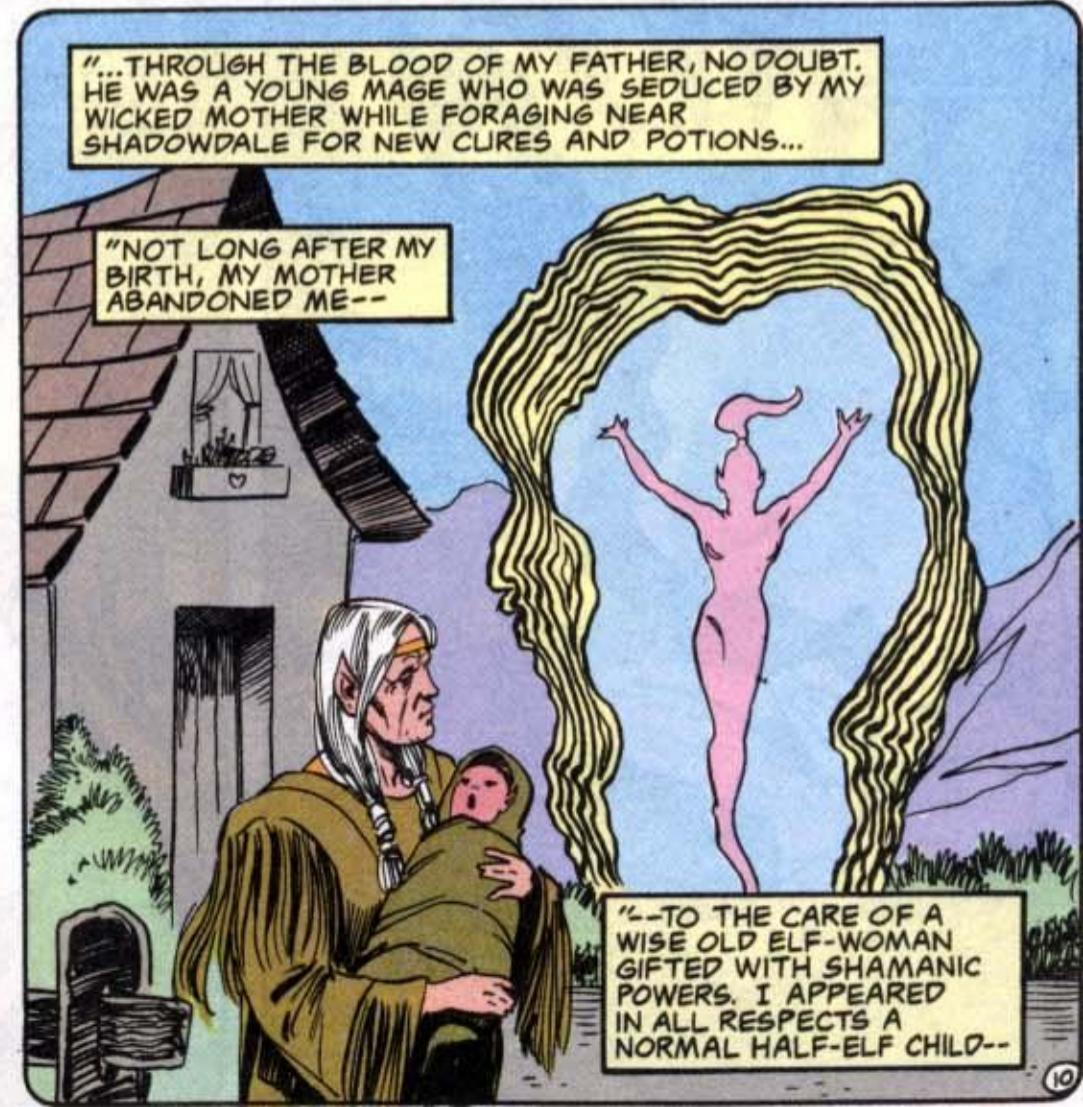


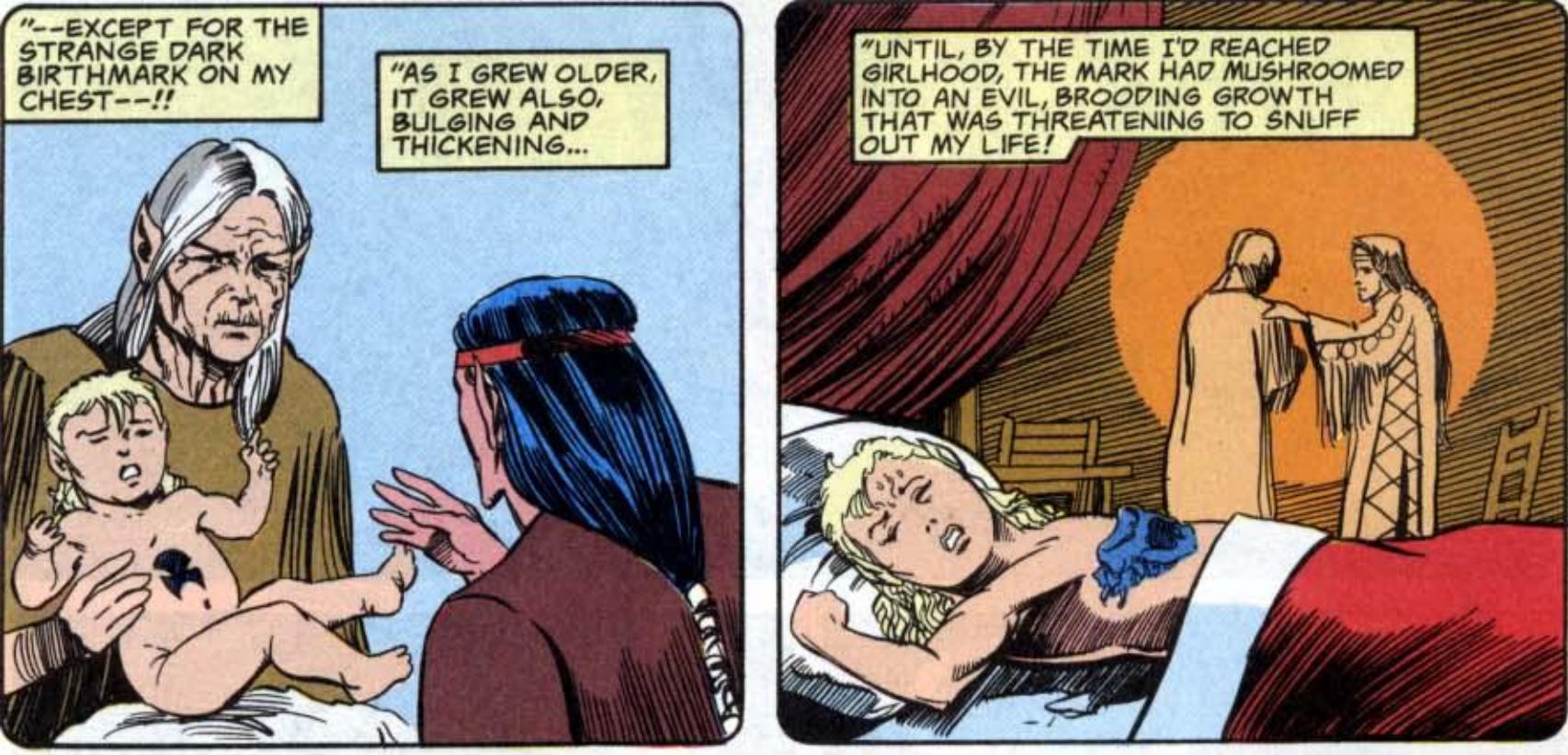
"AND THEN, WITH THE MONSTERS SAFELY TRAPPED INSIDE--

--SHE REDUCED THE GEM IN SIZE AND PRESENTED IT TO THE YOUNG MAGE, THAT HE MIGHT KEEP IT SAFE--!!

"HE HAD NO INKLING OF THE AWFUL PRICE SHE'D PAID TO DEFEAT THE MONSTERS AND THUS UNDO HER FOLLY...







AND RECENTLY
I DISCOVERED THAT
USING MY MAGIC
POWERS CAUSES PARTS
OF MY BODY TO TURN
TO CRYSTAL.

SOMEHOW
I MUST LOCATE
MY DARK ASPECT
AND RESOLVE THIS
PROBLEM, NOT ONLY
FOR MY OWN
SAKE--

--BUT ALSO
TO SPARE THE
WORLD FROM THE
EFFECTS OF HER
EVIL POWER!

WHAT ABOUT YOUR
FATHER, THE MAGE?
COULDN'T HE HELP?

I'M
AFRAID
NOT.

I DON'T
EVEN KNOW
WHO HE IS!

IN FACT, ALL I EVER
LEARNED OF HIM IS THAT
HE ALWAYS WORE A
SPARKLING GEMSTONE
KNOWN AS SELUNE'S
EYE!

THEN... THAT
MAGE WAS--
MY FATHER?

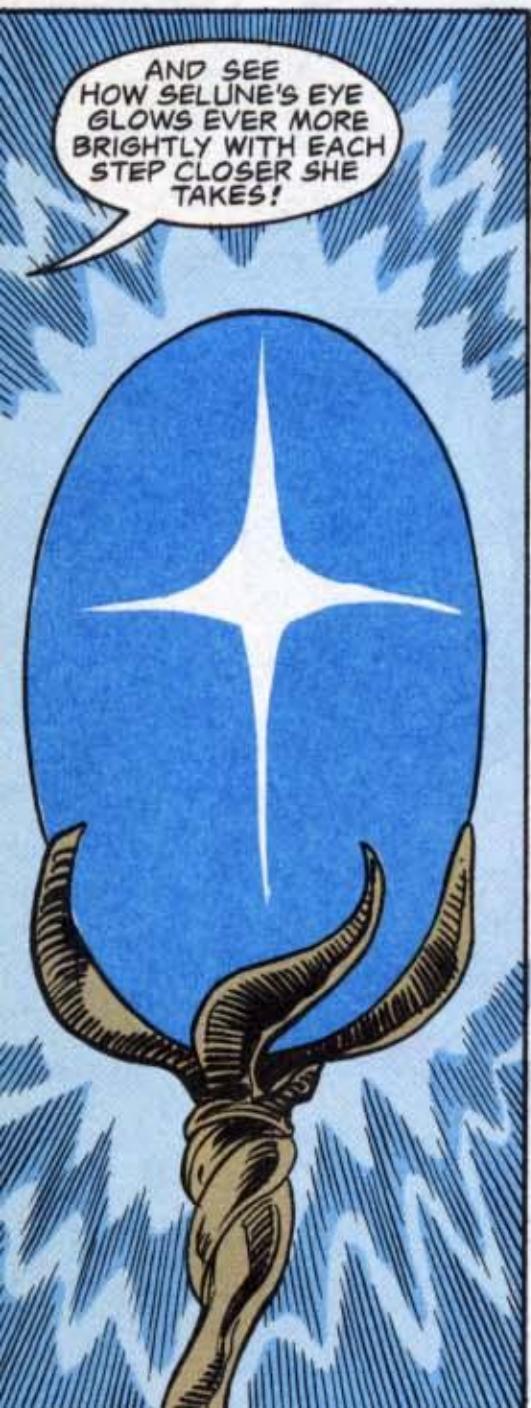
SELLUNE'S
EYE!

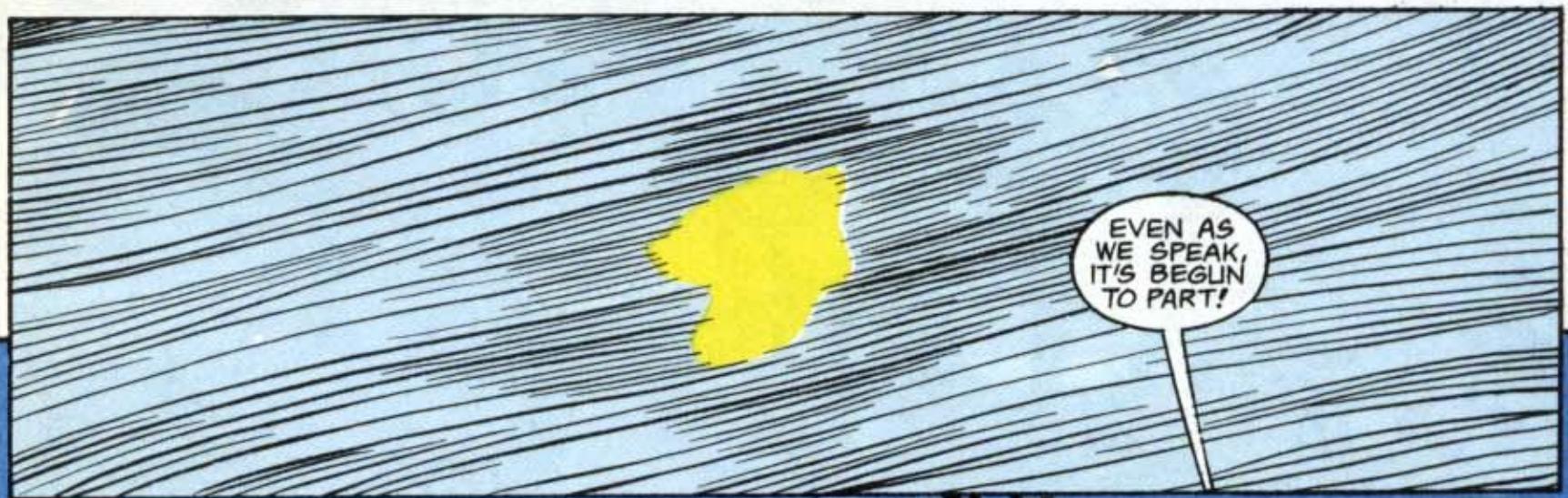






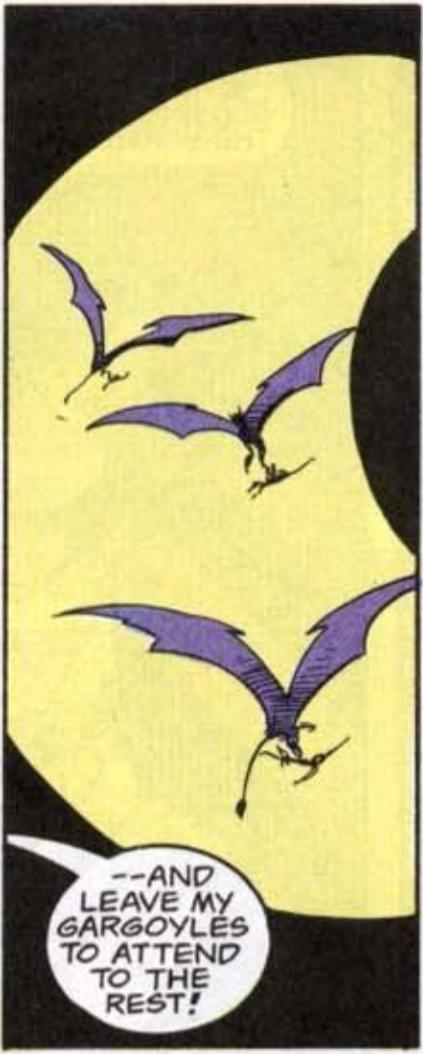


















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THE Advanced Dungeons & Dragons COMIC

—Jeff Grubb—
—Humble Recorder of the Realms—



ONYX THE INVINCIBLE

Dwarf of Great Renown
Level 4 Fighter
Level 4 Thief

Strength	16
Intelligence	14
Wisdom	12
Dexterity	17
Charisma	10
Constitution	18

THAC0 (To Hit Armor Class Zero): 16

Hit Points: 30

Alignment: Neutral Good

Armor Class: 5 (Leather armor plus Dex Bonus)

Preferred Weapons: Battle Axe, Dagger, Darts

Languages: Dwarven, Gnomish, Goblin, Kobold, Orcish, Common

Elminster's Notes:

Onyx the Invincible's full dwarfish title is Onyx, Blood of Placidor, which tells other dwarves that he is descended from the dwarven hero of the Battle of Twelvesuns. That he does not use the "traditional name" used within dwarven households is an indication of the young dwarf's rebellious nature. He calls himself instead "The Invincible," as if to dare others to challenge his claim.

Onyx is a native of Earheart, at the edge of the Great Rift, one of the few large dwarven nations left in the Realms. He is young by dwarven standards, being barely 35, and his impetuous and hot-tempered nature is written off by his elders as "the mad passions of youth."

Dwarves are an old race in the Realms, one that is in decline. Their numbers were never great, and their children are few. Further, their natural homes—the mountains and caverns—were coveted by other, more populous races, such as orcs and goblins. The long attrition of their numbers and the slow replacement of their losses have resulted in the demise of many dwarven nations. The great dwarven halls of the North have been overrun by monsters, or shut their doors, their people retreating to other holds to live in exile.

The diminishing of their race has

tended to make many dwarves sad and dour in nature. Most of their greatest achievements as a people are behind them. For that reason genealogy and who one's grandfather is is often more important than what a dwarf himself has accomplished.

Onyx The Invincible is an exception to that general rule. He is hot-tempered, rambunctious, and filled with an energy to go out and accomplish great things, especially if those great things bring in a bit of gold and offer a chance to hurt evil creatures larger than he is (and it is not a hard thing to be larger than a dwarf). He cares little for the distant past, intent instead on carving out his reputation across the Realms.

Early in his career, Onyx formed a partnership with the centaur Timoth Brighteyes. The pair make a very odd fighting team, with the dwarf riding into battle on Timoth's back. Onyx gains speed, maneuverability, and height from being with Timoth, while the centaur has a firm ally continually protecting his back. Onyx finds his ally's unflagging optimism misplaced, while Timoth believes that Onyx's gruff exterior is just an act to excuse him from having to be nice to those taller than he.

Onyx's elders, when they hear of him, think the lad is due either for greatness or a foolhardy and early death, so typical of their people who engage in adventuring. Onyx, on the other hand, is positive that he will be counted one day among the dwarven greats (with a footnote pointing out the help he has received from his friends).

IMIGIG ZU

New Monster

Frequency: Very Rare (Unique)

No. Appearing: 1

Armor Class: 2

Move: 12"

Hit Dice: 12 (60 hit points)

No. of Attacks: 1

Damage: By weapon +3 or 1-10

Special Attacks: See Below

Special Defenses: See Below

Magic Resistance: 10%

Intelligence: Genius

Alignment: Chaotic Evil

Size: M (7-1/2' tall)

Psionic Ability: Nil



Imgig Zu is the leader of an extra-dimensional race of evil beings. Whether this dimension is an alternate prime material plane, one of the Lower Prime Material Planes, or one of the Lower

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Planes, or a small demi-plane is as yet unknown. It is also unknown whether others of his race have his powers and abilities.

Imgig Zu has magical abilities as a magic-user of 13th level. In addition, he may shape-change into any humanoid form he desires. Imgig has proficiency in earth-based magic, such that he may [animate] stone statues; [move earth], cause [earthquakes], and turn [stone to flesh] and [rock to mud]. All of these abilities may be used once per day. These are in addition to any other spells he possesses as a magic-user. Imgig apparently lacks any magic that permits movement from one plane to another.

Imgig's natural appearance is of a four-horned, powerful humanoid with grey-green skin. He is extremely strong, and attacks with any weapon at +3 to hit and damage. He normally relies on his own natural abilities, but also uses a [staff of withering] (see Issue 1).

Legend says that Imgig's people were freed accidentally by the goddess Selune. Selune traveled to their lands, and Imgig appeared to her as a handsome young lord. The goddess, young as such beings go, fell in love with Imgig and brought him and his people into the Realms to settle. It was then that Imgig revealed his true form and nature, and the intent of his people not merely to settle, but to conquer the Realms.

So great was Imgig's power, he could have slain Selune, but she was rescued at the last moment by a mortal magic-user, noble in his bearing and actions. He distracted Imgig so that Selune could trap him and his people in a pocket dimension, using the basic energies of her being to bind them tightly into a gem.

The story, called the Song of Selune, has a number of endings, depending on where the tale is told and what point the teller is trying to make. In some versions, Selune learns her lesson and returns to her godly plane, taking the mortal magic-user with her. In others she perishes, only to be reborn with the next full moon. In still others, she lives, but rejects the love of the mortal mage because the energies she had lost aged or disfigured her fair form.

Such was the tale. Its factual base is proven by the existence of Imgig, who apparently escaped the trap that caught his fellow-creatures, and now plots to free them from their prison. He searches for the key (physical, magical, or mortal) that will allow him to let loose the others of his race on the Realms.

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