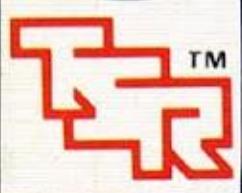




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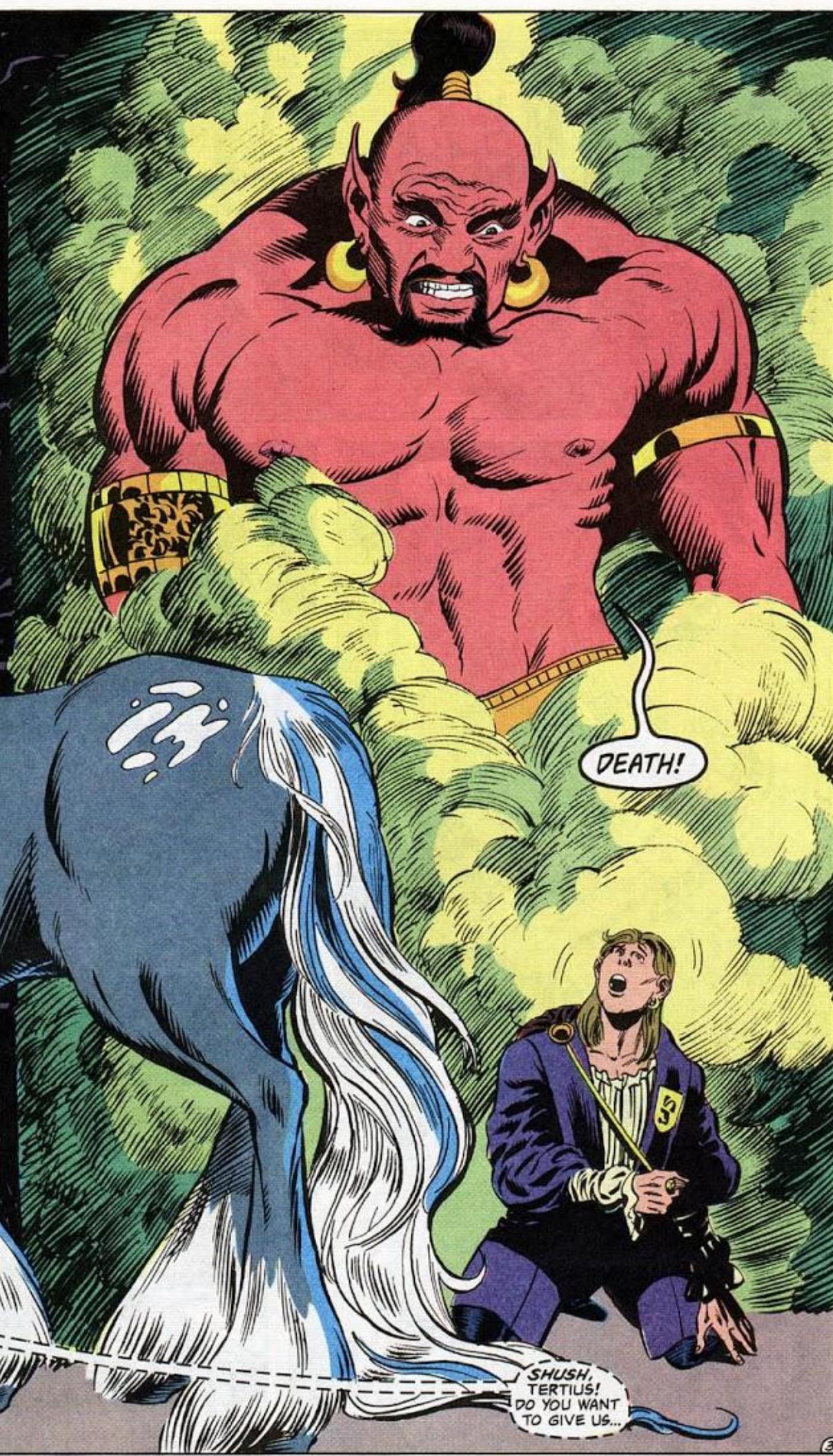
"THE MOONPENGUIN'S EYES. NOT UNCLE'S."



# DOWN IN THE DEPTHS

CATSPAN QUARTET PART FOUR

"JUST WATCH..."



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WRITER

JAN  
DUURSEMA  
PENCILLER

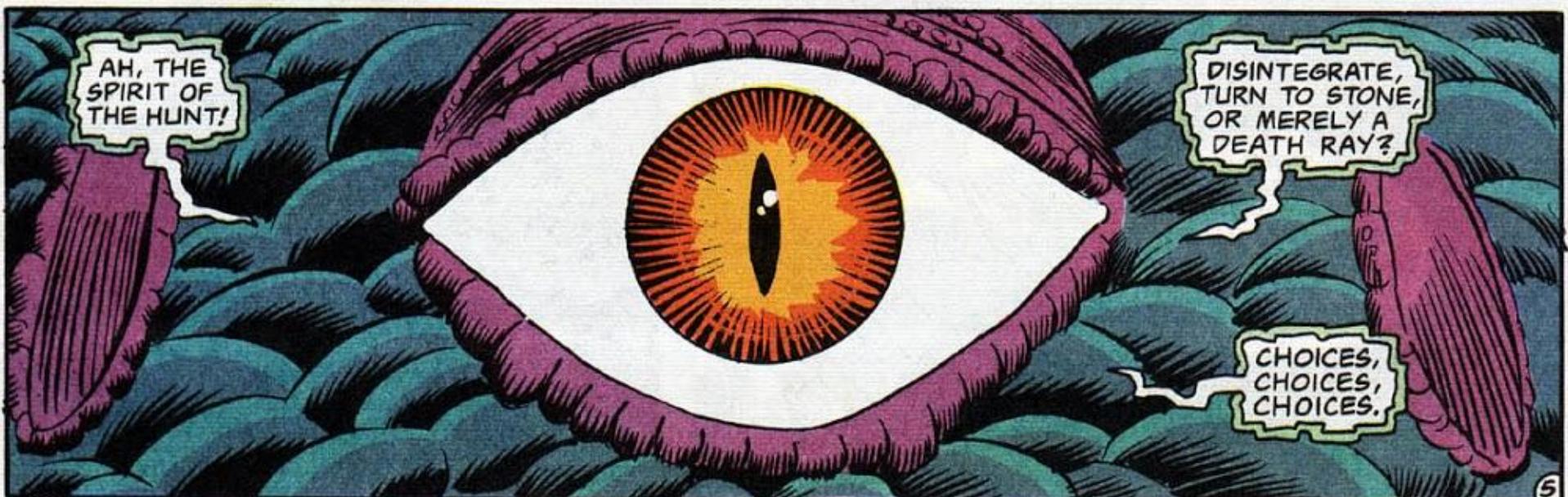
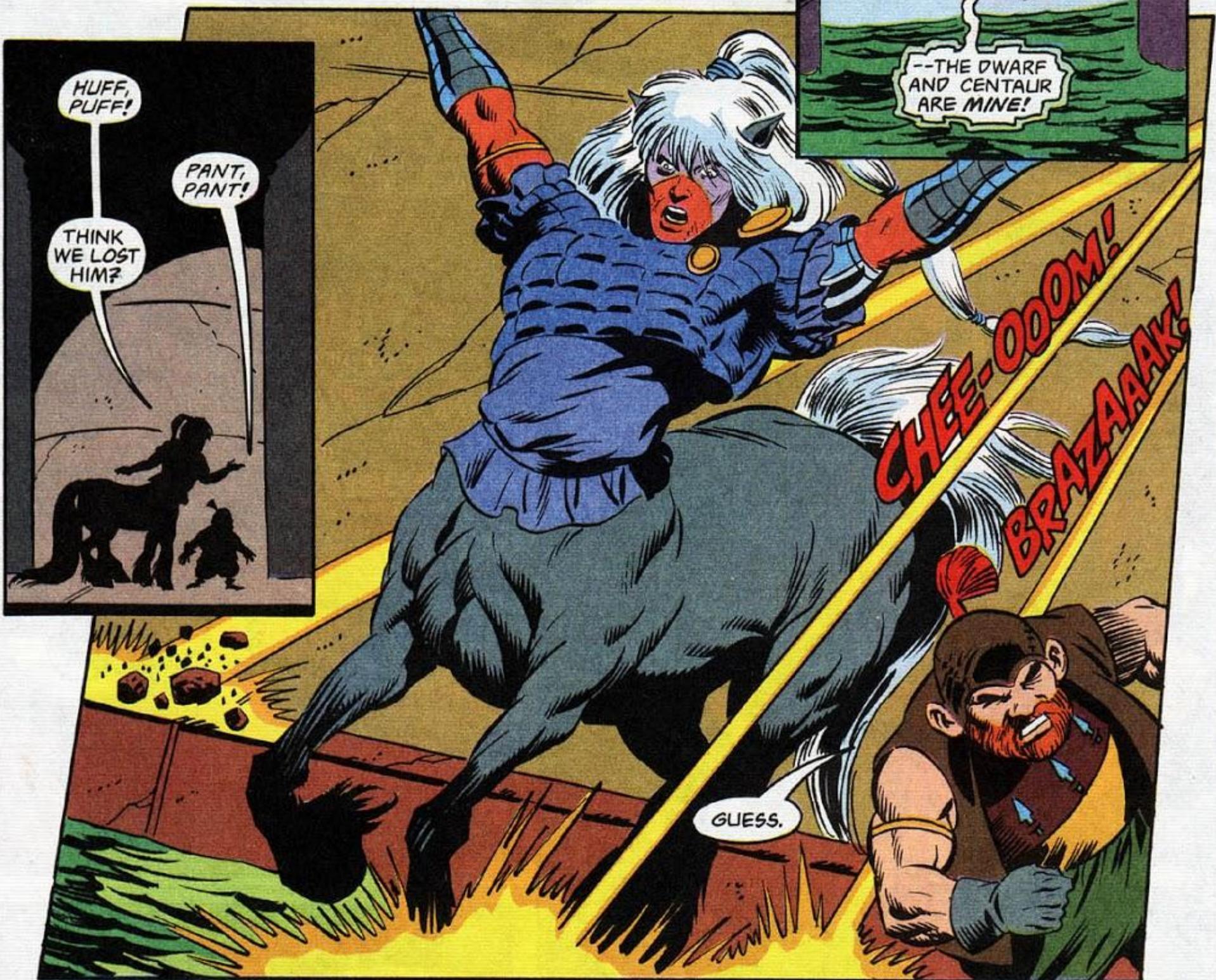
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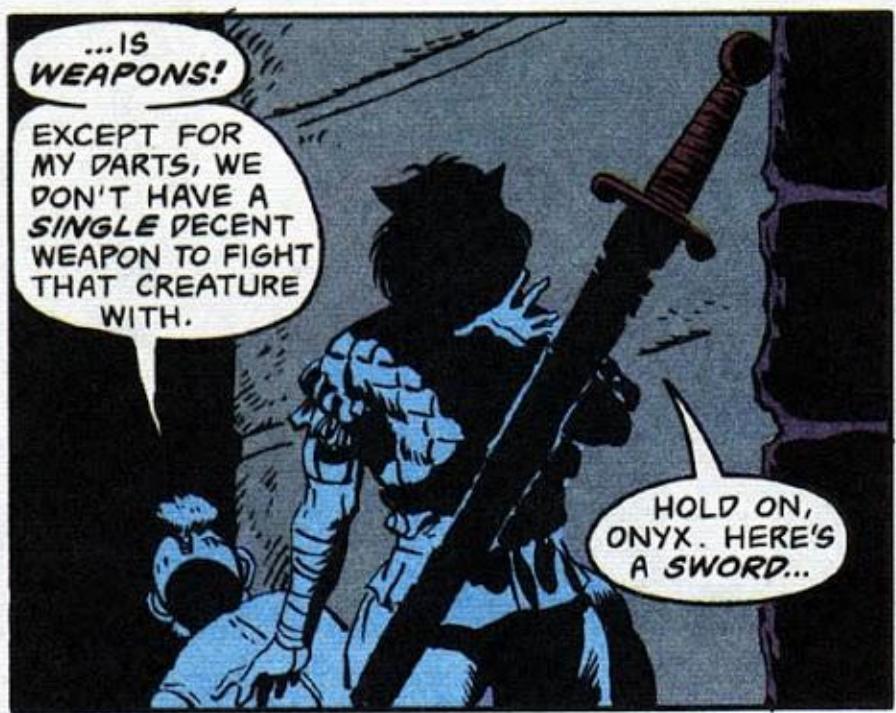
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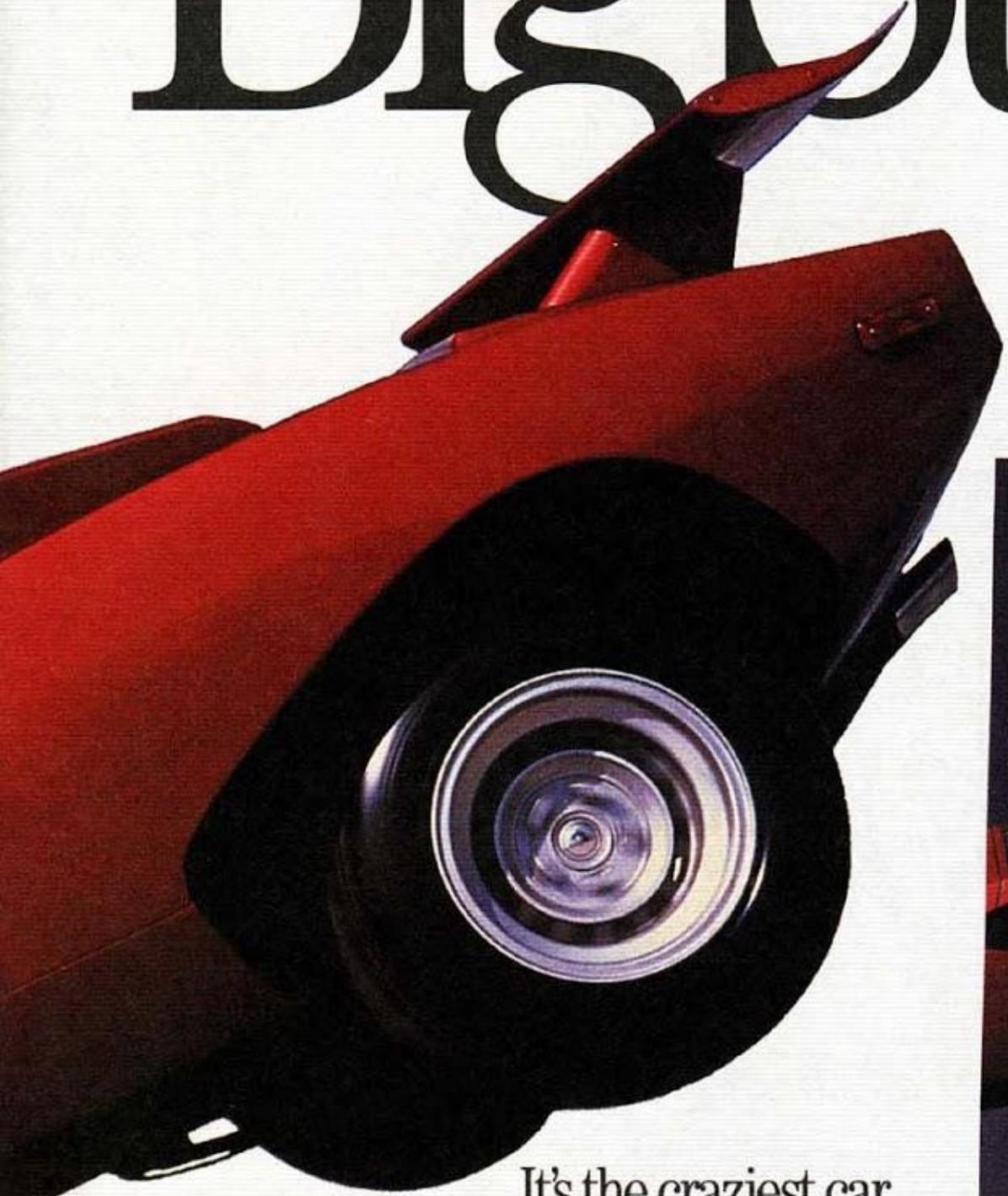








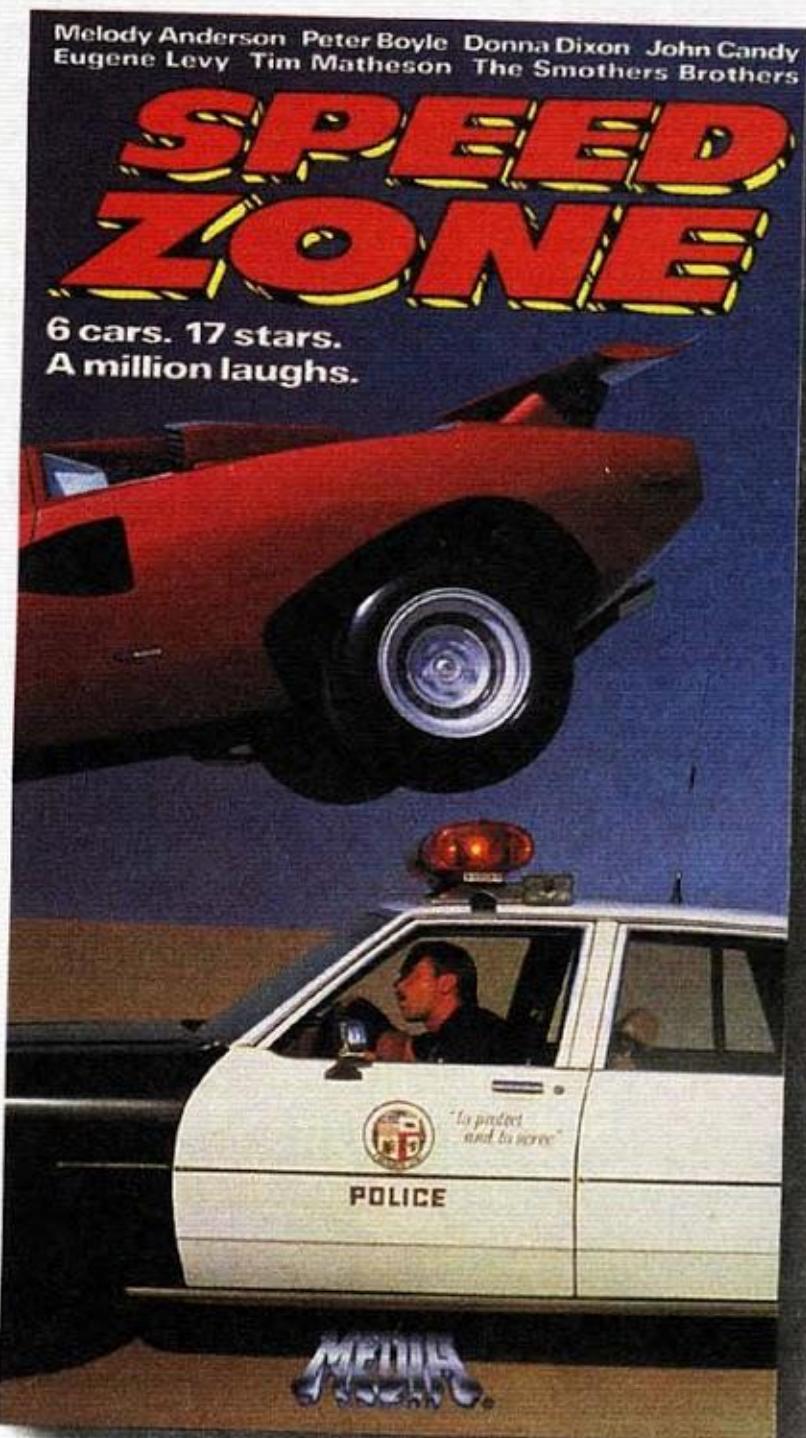
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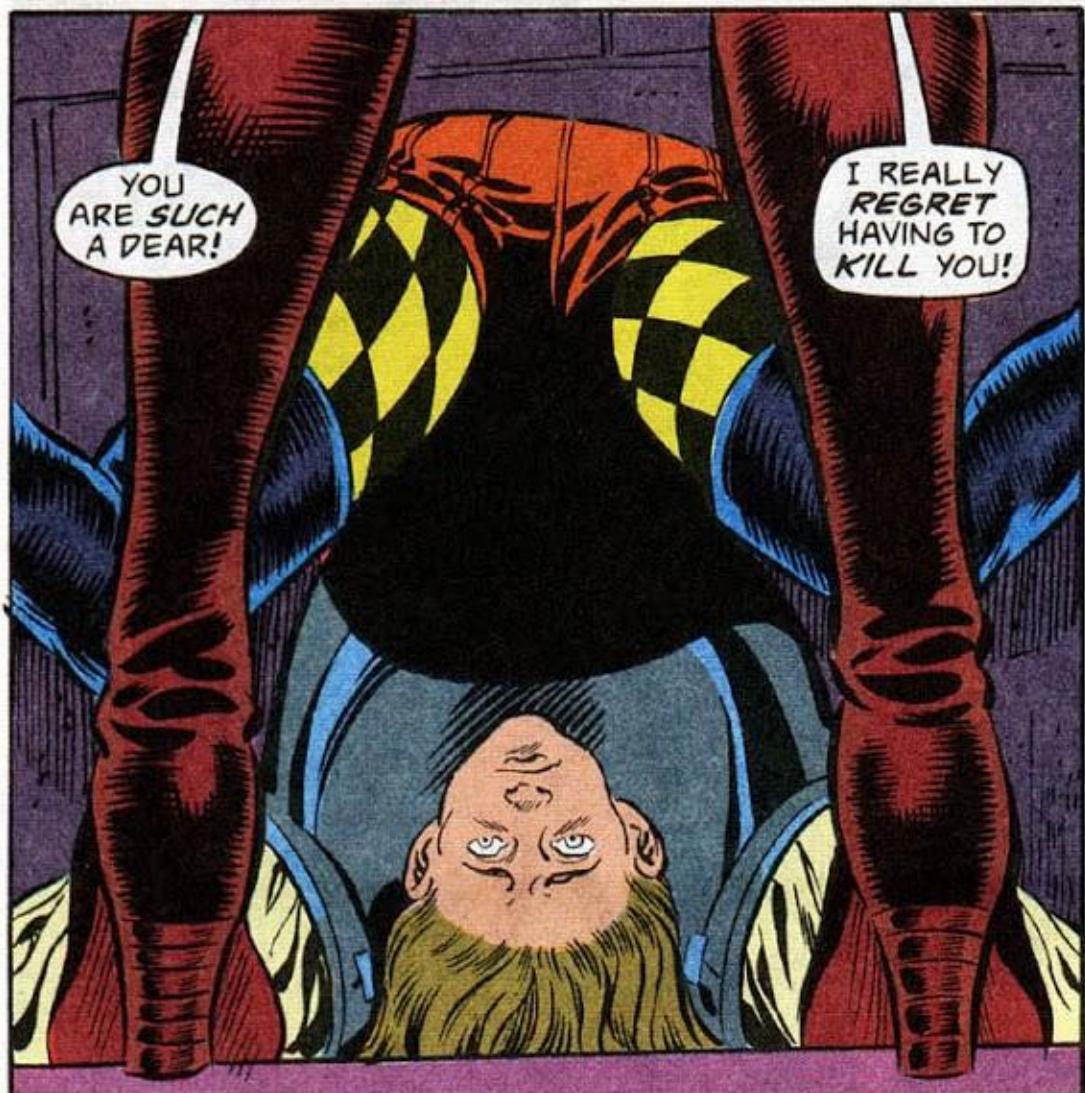
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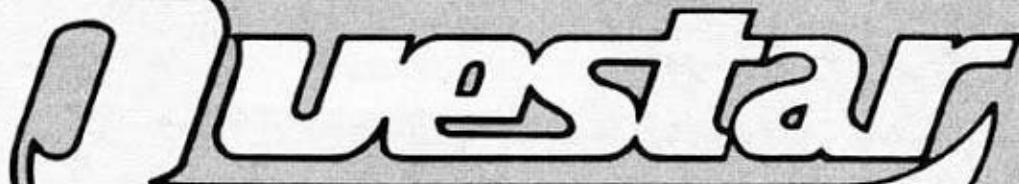








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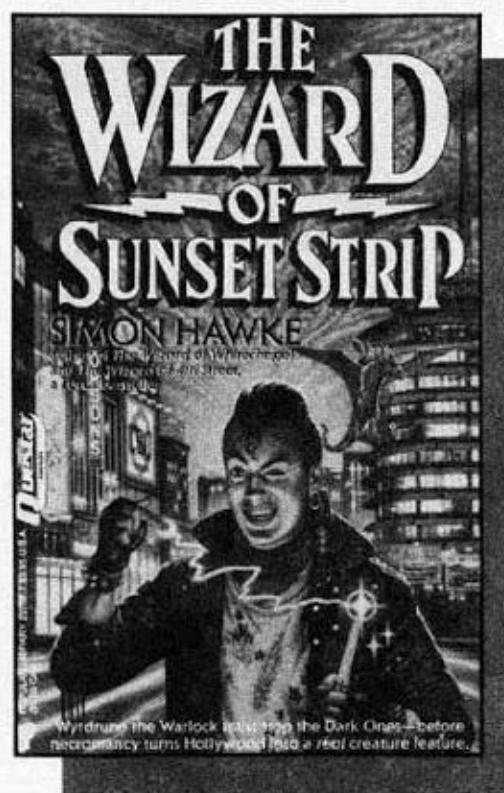


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Cover art by Dave Mattingly  
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### **A WORD FROM Brian Thomsen**



I've just finished reading a wonderful new book by Simon Hawke called *The Wizard of Rue Morgue*. I know this month's book is **THE WIZARD OF SUNSET STRIP** (and it is undeniably a winner), but I read that one months ago.

You see, as an editor, I always have to read one year ahead. What I'm reading in manuscript now will appear in book form next year. In a

## **Also this month: A New STARWOLVES Novel!**

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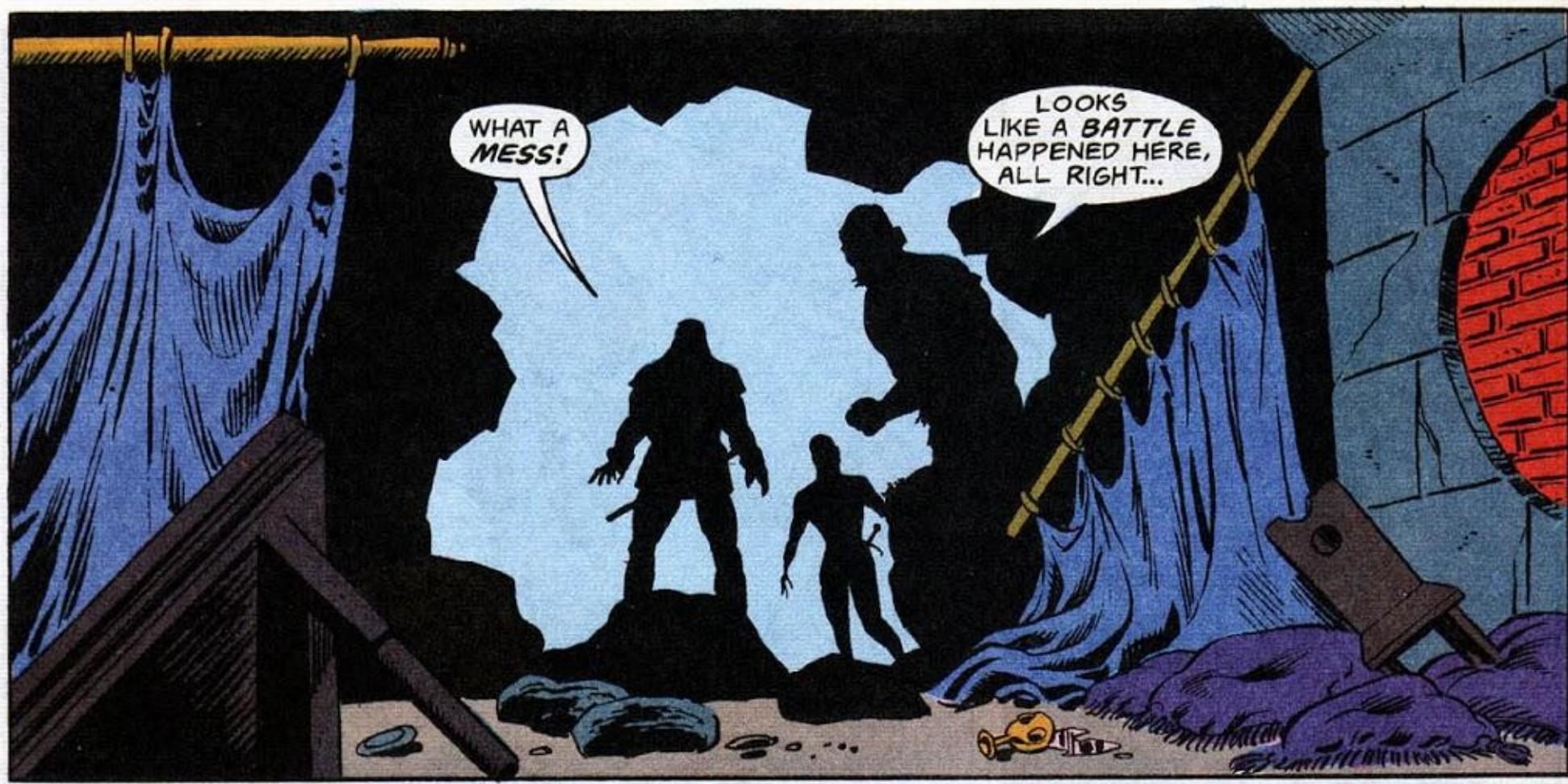
sense, all of publishing is science fictional—because we are always working in the future. Our 1989 is your 1990.

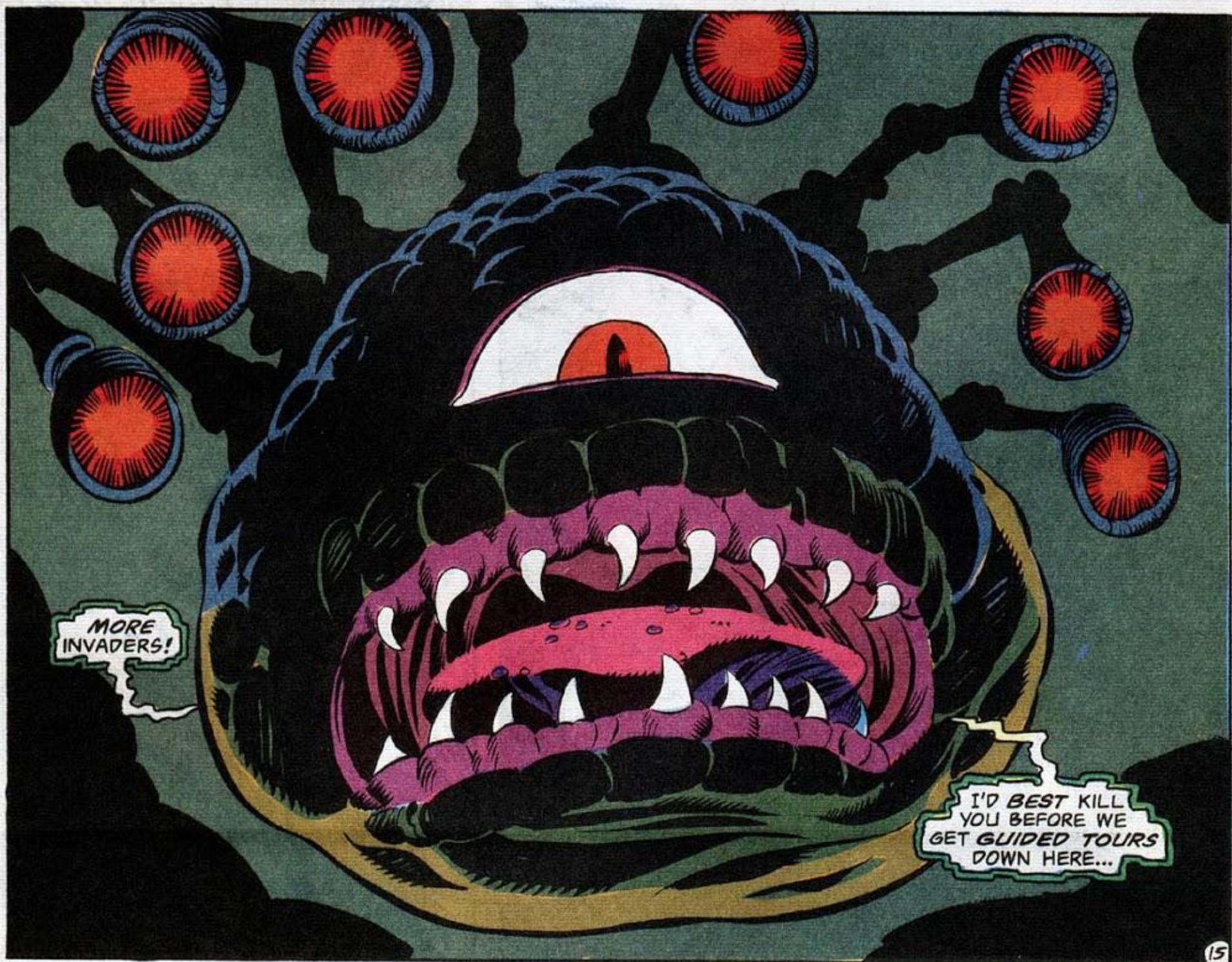
However, working so far ahead definitely has its advantages: I always have a sneak peek at Simon Hawke's next magical adventure.

When you see me around, ask me for a glimpse into Questar's future.

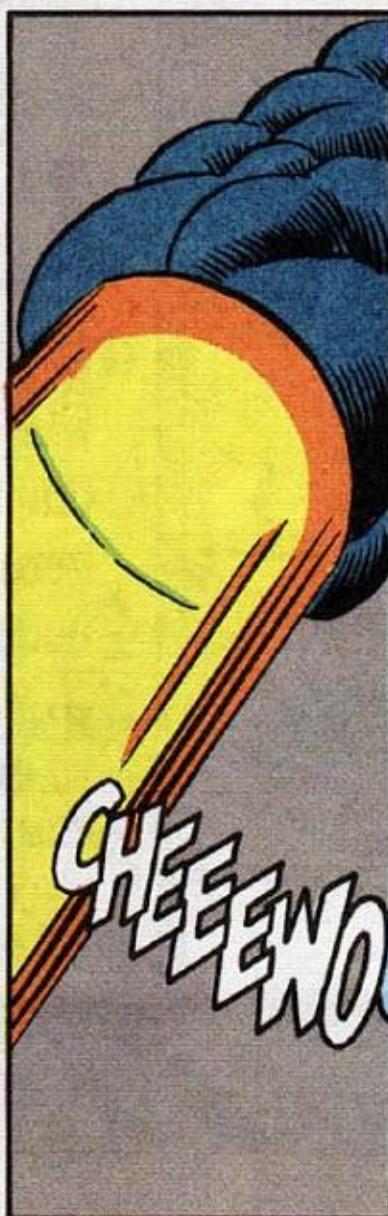


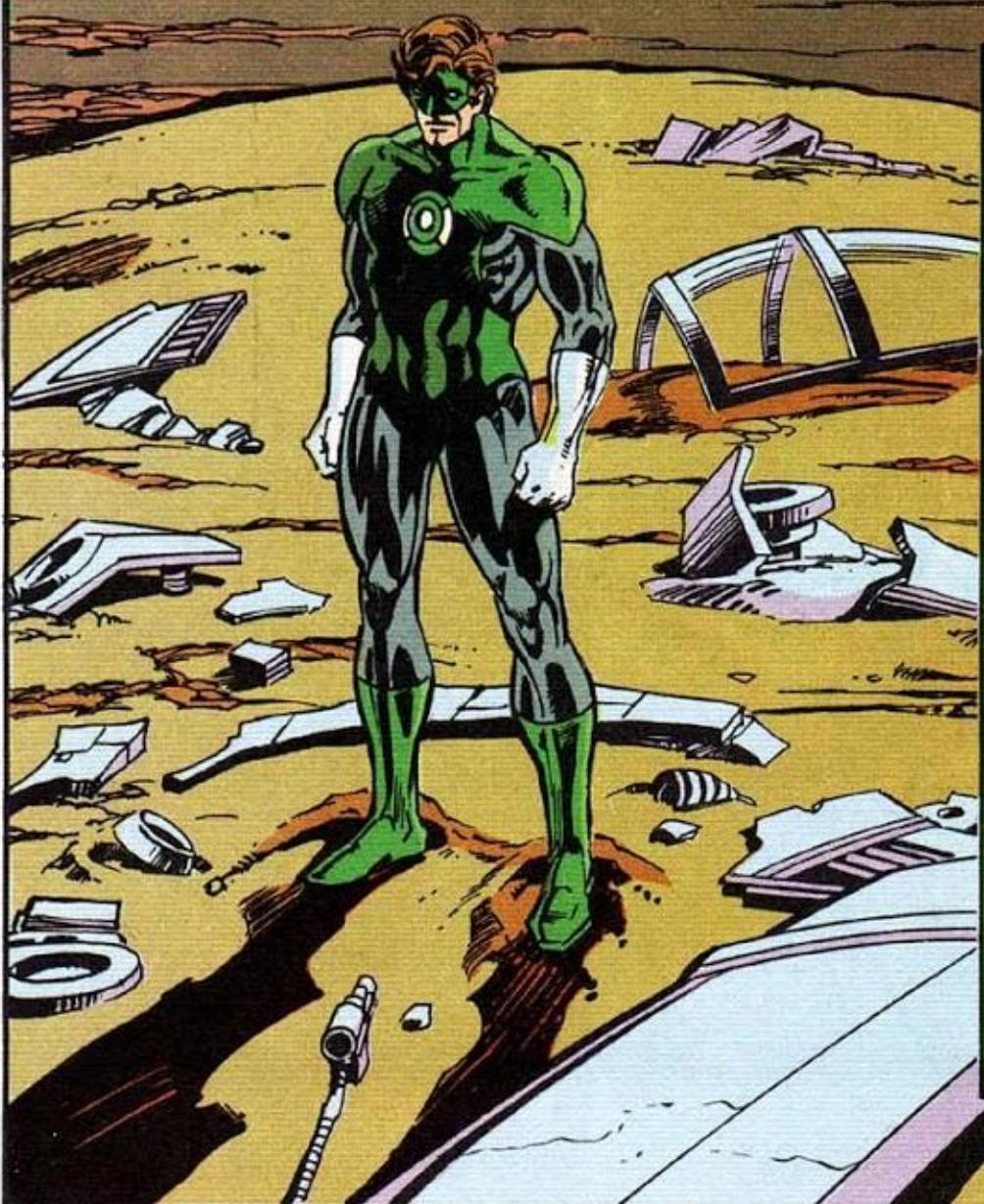
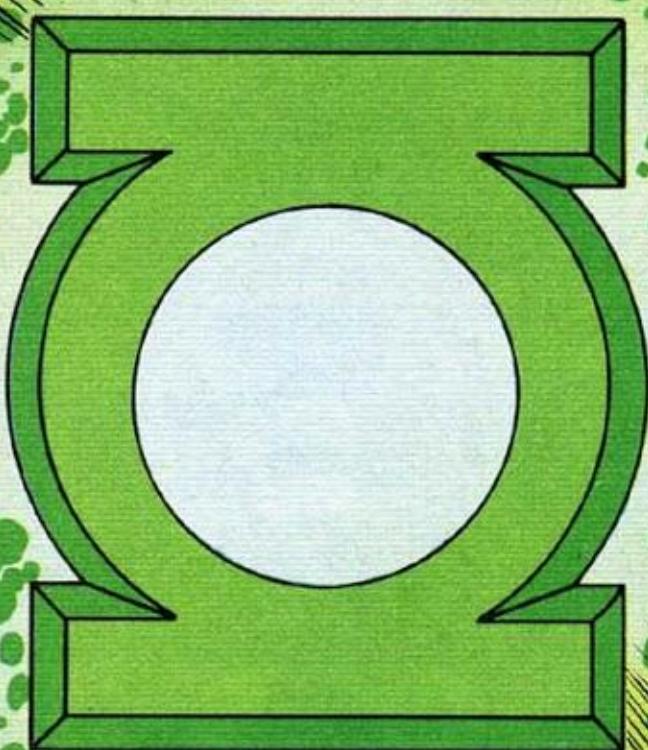












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HAVE CAST, WIZARD.  
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POWER OF MY  
MAGICS! WHAT?

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THE PERFECT TARGET  
FOR MY PSIONIC  
BLAST!

KHELBN,  
HE'S JUST AN...

...ILLUS...ION...

NO, OH  
NONONONO.  
DON'T HURT ME,  
OH NONONO.

ONYX, WHAT  
HAPPENED?

I DON'T  
KNOW,  
TIMOTH...

BUT I'D  
BET THAT  
TERTIUS IS  
BEHIND IT!

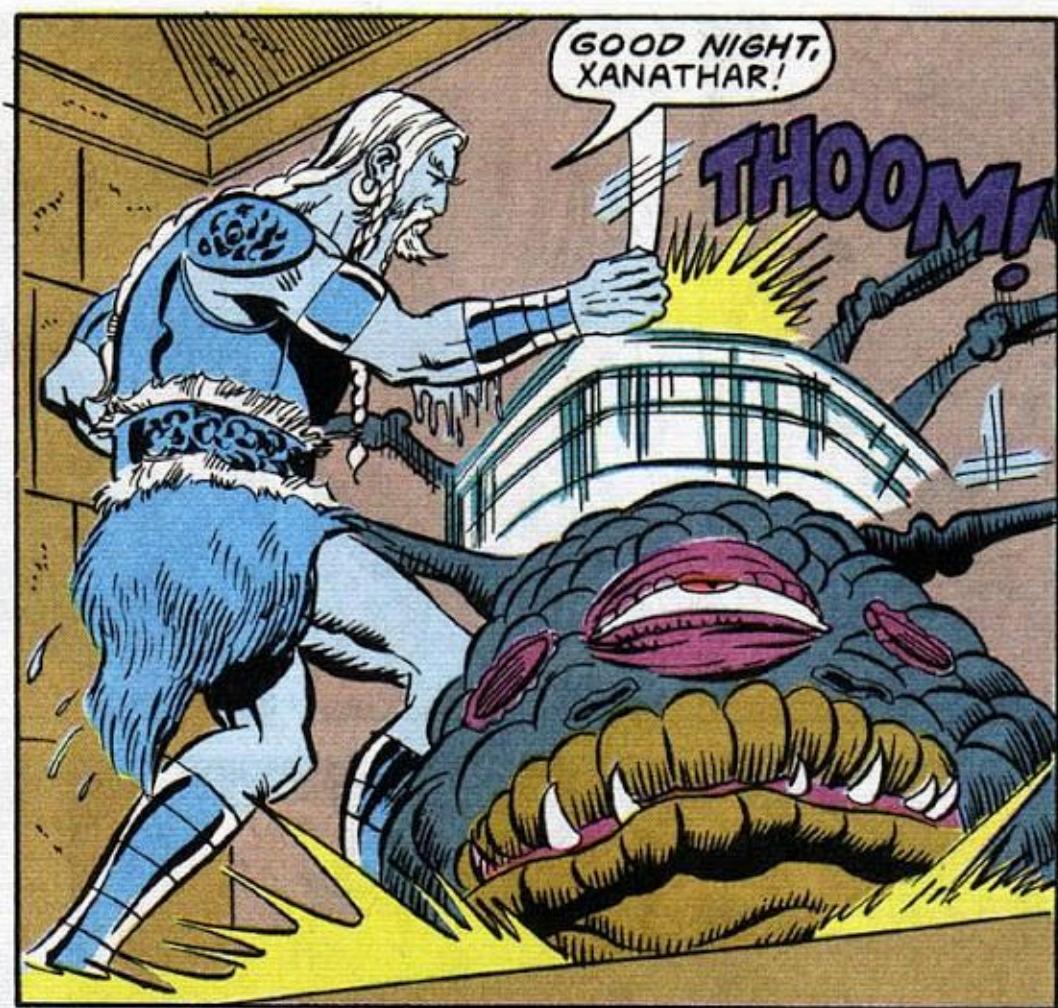
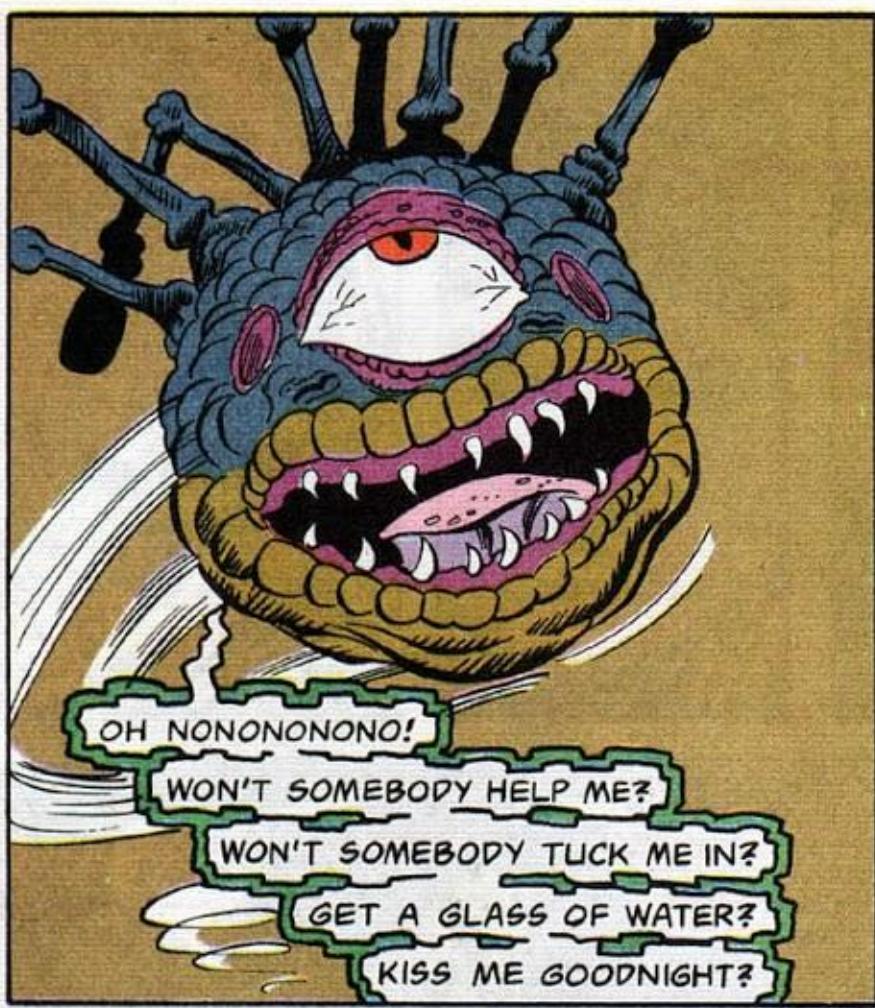
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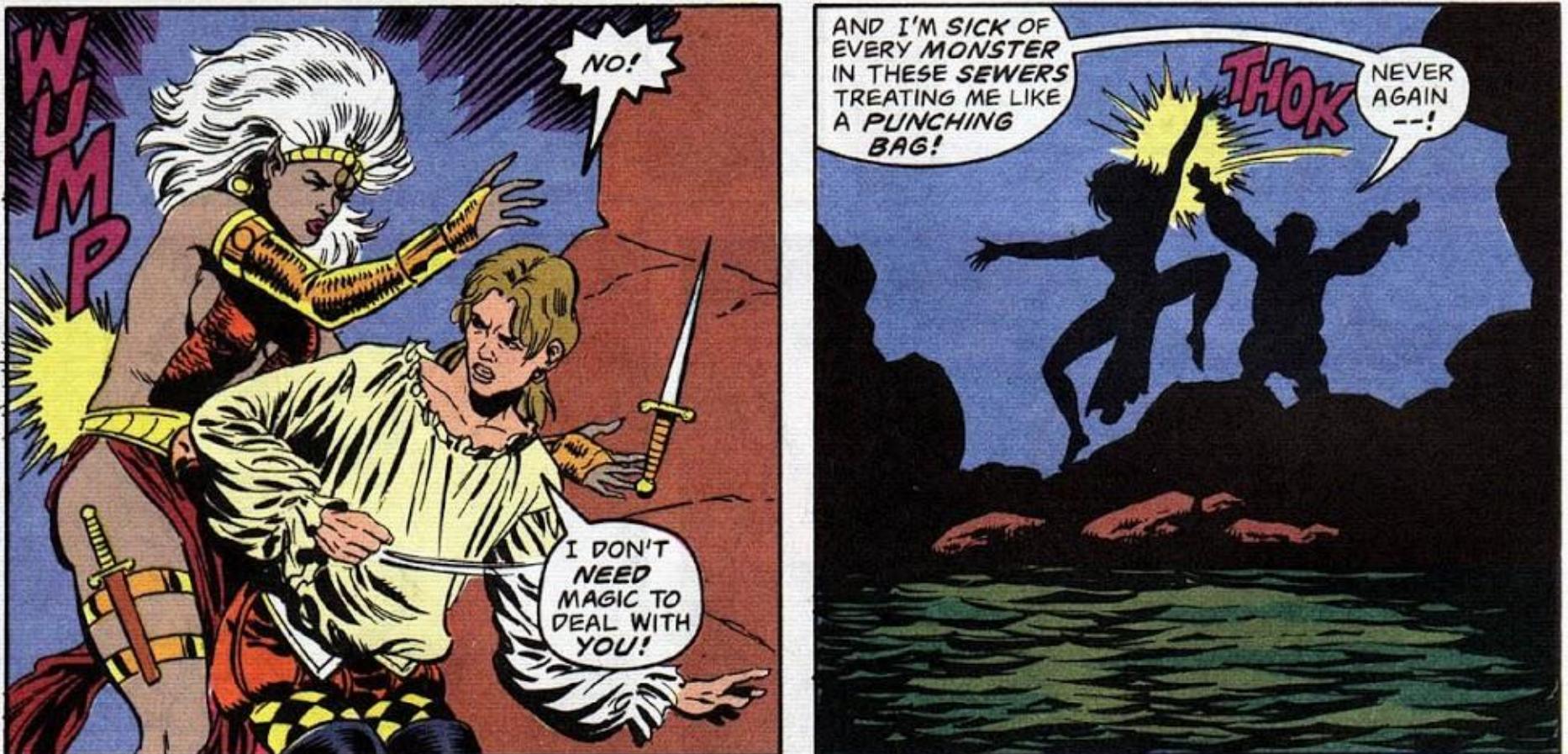
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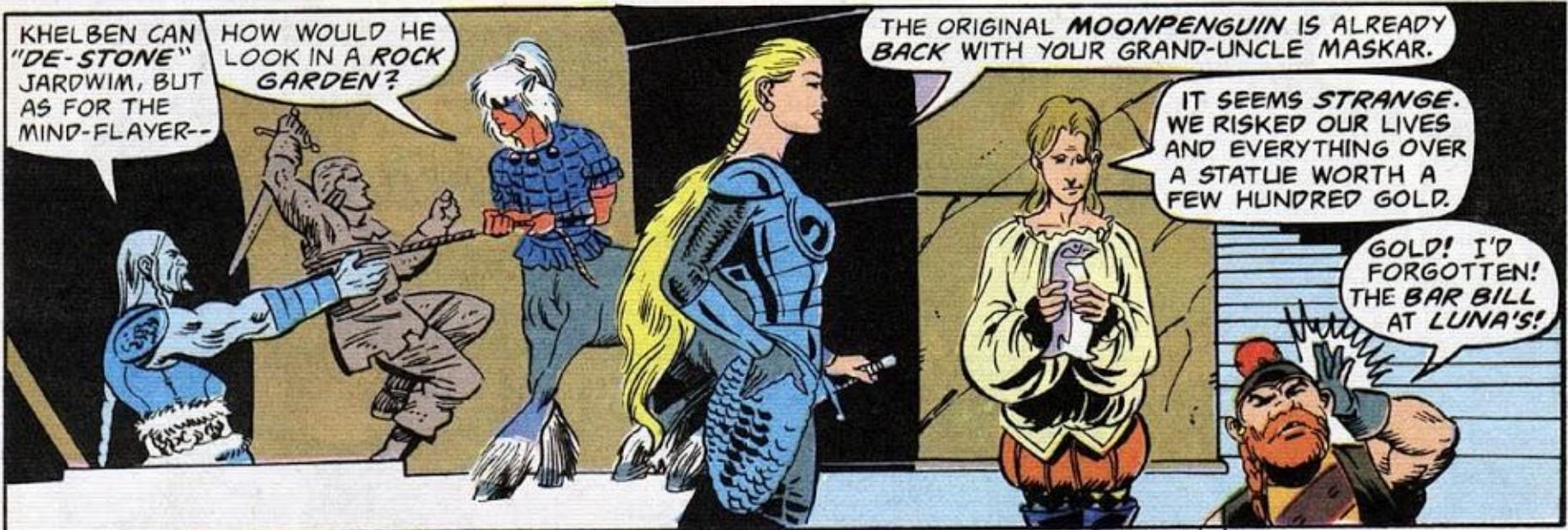
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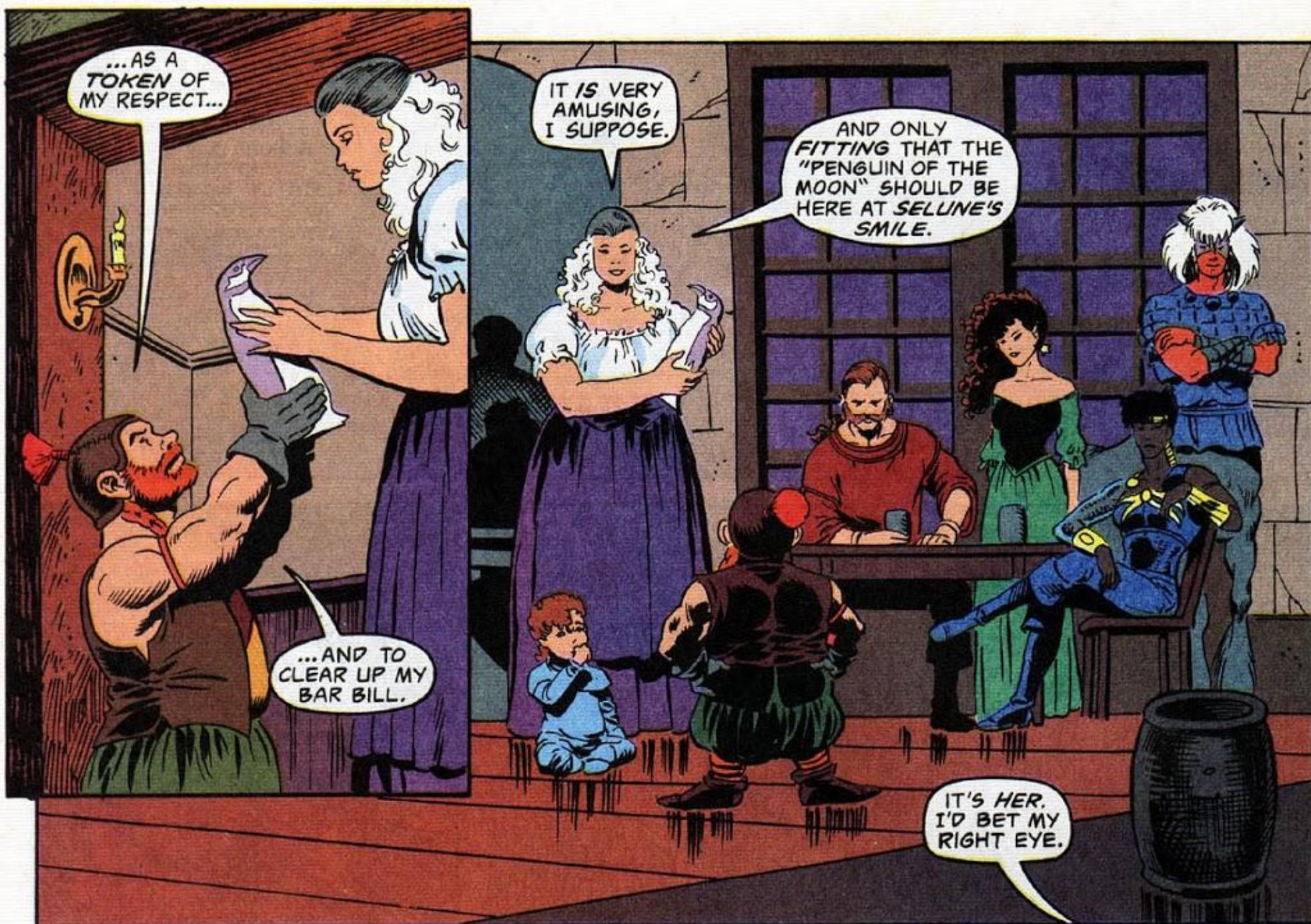






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# THE Advanced Dungeons & Dragons COMIC

FROM THE DUNGEON  
By Jim Lowder

## The Lords of Waterdeep

Waterdeep has one of the most unusual governments on the continent of Faerun (perhaps even on the entire planet of Toril). The city is ruled by a mysterious group called "the Lords of Waterdeep."

The first Lords came into being hundreds of years ago, when the city was first becoming a major trading port. At that time, Waterdeep's future was in question. Some of the city's residents, led by a warlord named Raurlor, wanted Waterdeep to become a major military power. Others wanted to see the port become a place where crafts would flourish, not armies.

A great wizard, Aghairon, became the spokesman for those opposed to the warlord's plans. Though he presented a convincing argument in favor of a peaceful future and a majority of Waterdeep's population favored the mage's plan, Raurlor determined to pursue his dreams of conquest.

When no other options were left to him, Aghairon killed Raurlor in a duel. When the conflict was over, the mage called all the people of the city together and declared himself the first Lord of Waterdeep. He promised that from that time on, the city would respect wisdom, not armed might.

To this end, Aghairon gathered a few others of great wisdom to rule the city in secret. Unlike the mage, though, the other Lords never revealed their identities, wearing identical masks, helms, and robes in public. In addition, the Lords' helms made it impossible for mages to control their thoughts or read their minds.

At first, the populace of Waterdeep were suspicious of this new ruling body, and many wondered if they had traded one despot for another. But the Lords soon proved to be able leaders. Their laws were fair and their justice swift, so the city quickly accepted them.

The Lords of Waterdeep soon needed help in dealing with everyday matters in the city, so they established guilds. These professional unions were to watch over the various trades being practiced in Waterdeep. They did things like set standard rates for work and monitor craftsmen to make sure they were honest and skilled.

The guilds' power grew, however, and soon the guildmasters were scheming

to bring about the downfall of the Lords. By the time Aghairon died of old age, the guilds had discovered the identities of most of the Lords and assassinated them. Only two Lords escaped, and the guildmasters took over the city.

But the guildmasters quickly fell to fighting among themselves, and Waterdeep plunged into a six-year period of civil strife and bloodshed. When the Guild Wars ended, only two guildmasters remained.

One of the remaining Lords, a wood-worker named Baeron, revealed his identity to Waterdeep's citizenry and promised to save the city from the bloody reign of the guildmasters. The Waterdhavians enthusiastically accepted the return of the Lords, and Baeron soon gathered a new group of secret rulers around him.

Baeron also formed a Lords' Court, over which twenty-six magistrates presided. These magistrates handled the mundane matters of city government, enabling the Lords to remain even more secretive. Because of this, most of Waterdeep's populace now only see a Lord in court. There, two masked Lords and the one publicly recognized Lord preside over the court's proceedings.

Sixteen Lords currently run Waterdeep, and Piergeiron "the Paladin" is the Lords' only known member. The son of a famous adventurer, Piergeiron is also Waterdeep's chief diplomat, commander of the city's watch and army, and overmaster of the city's guilds. He is immensely popular in Waterdeep, and most residents think he is an ideal ruler and spokesman for their government.

Khelben "Blackstaff" Arunsun, Mirt the Moneylender, Larissa Neathal, and Texter are often spoken of as suspected Lords of Waterdeep and, in fact, all four are members of the secret government. Khelben and Mirt are quite involved in city affairs, and both men have been known to hire agents on the Lords' behalf to deal with Waterdeep's problems.

Larissa Neathal is a courtesan who plays the giggling, bubble-headed wench for most visiting envoys and diplomats. Using this guise, she gathers information for the Lords and tries to sway foreign dignitaries to the Lords' secret agenda.

Texter is also a commonly-suspected member of the body. He is a powerful paladin who is very active in the city's defense. Texter often leads patrols of Waterdeep's harbor and roads.

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The other Lords keep their identities hidden, though many of them are well known citizens.

One of the most unusual members of Waterdeep's government is "Kitten." Few of the Lords even know her full name: Nymara "Kitten" Scheiron. Nymara is an entertainer and thief from the city's docks. Though she can disguise herself as a fine lady, she is more comfortable in "common" surroundings and prefers shouting matches to calm discussions. Nymara adds a flavor of practicality to many of the Lords' judgments. She is often in the company of Mirt and his old adventuring companion, Durnan.

Durnan, a former fighter, runs an inn called the Yawning Portal and, as a Lord, works for justice and equality. Durnan, however, is not entirely happy with the justice the Lords mete out. Because laws constrain the Lords, a guilty man will sometimes go free on a technicality or a basically good man will be punished for a minor infraction.

To correct these "injustices," Durnan works with the Red Sashes, a group of vigilantes who think they are fighting against the Lords. Durnan uses this company to punish the guilty and reward the innocent, as well as to further the Lords' basic goals.

The other Lords are even more elusive, but they all work together to improve Waterdeep. The goal that Aghairon set for the city when he founded the Lords—that the port should be a place for all peaceful races to live together—has yet to come to pass. With the Lords of Waterdeep constantly working for justice in the city, however, Aghairon's dream comes closer to reality every day.

With next month's issue, we will be running your letters in at least one out of every two issues. So write. Unless someone comes up with a better suggestion, we will henceforth call this space, "From the Dungeon."

This month's cover is a product of the pen of Jan Duursema and the colored pencils of Tatjana Wood.

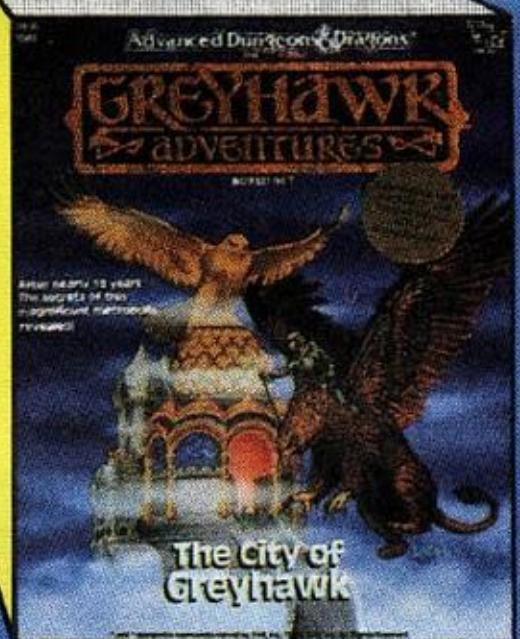
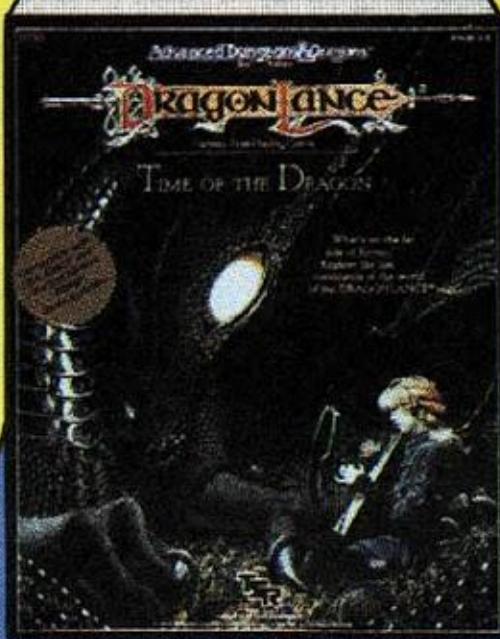
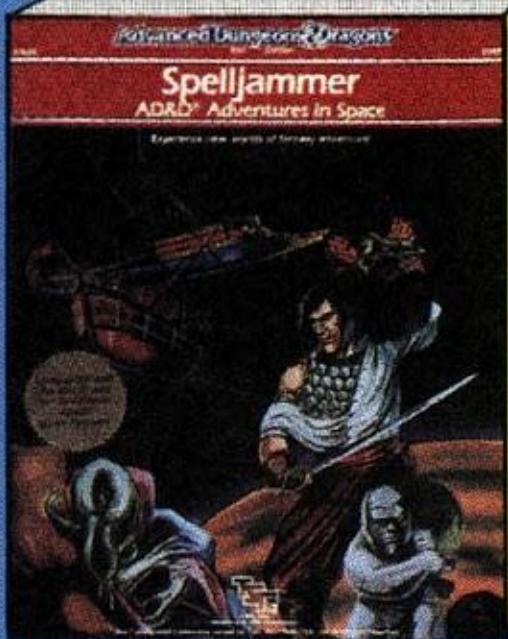


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# FOCUS

With all the attention given Superman and Batman over the last few years, many people have expressed their frustration over not being able to obtain copies of the earliest issues of SUPERMAN, ACTION COMICS, DETECTIVE COMICS, or BATMAN because of the limited copies available and exorbitant price. It became obvious that the demand was growing and had to be met in one way or another.

Coming the week of October 24 is the answer: THE SUPERMAN ARCHIVES, Volume One. This hardcover edition will contain the first four issues of SUPERMAN, by Jerry Siegel and Joe Shuster, complete with covers and ads. Assembled by Richard Bruning and Mark Waid, the 272-page volume marks the beginning of a preservation program as well as making DC's earliest heroes available to the general public.

Originally, SUPERMAN reprinted the lead feature stories from ACTION COMICS; it wasn't until much later that the title began running entire issues of original stories. With that in mind, Mark said it made more sense to start the ARCHIVES with SUPERMAN. "The first six issues worth of ACTION stories are in SUPERMAN #1 through 4, so the fans will not miss a thing," he says.

Since many of those stories had never been reprinted before, there was a great deal of debate on how to represent the stories. "The answer was provided, virtually from left field," Mark explains. "Artist Greg Theakston had developed a process that would chemically bleach the color from comic book pages, allowing us to have the black line artwork to work with." A Batman story was "Theakstonized" for last year's GREATEST JOKER STORIES book.

Unfortunately, the process destroys the actual comic book; however, it allows the work to be reprinted, opening up DC's Golden Age material for inspection. After working on the first volume of the ARCHIVES, Greg turned his attention to stories for inclusion in this year's GREATEST GOLDEN AGE STORIES EVER TOLD. Nearly half of that volume will present stories never previously reprinted.

DC's library contains two bound volumes of SUPERMAN'S first year and they are showing their age, with pages crumbling into dust every time we open a volume. That

From there, the pages were photostated to original art size, nearly twice the printed size. Mark and Richard went over the pages and marked spots where the Production Department was going to have to make minor touch-ups and art corrections. When done, the pages were ready for reproduction.

It was decided early in the project that to properly preserve the feeling of the era, the books would be colored as they were in the early 1940s. This meant using the limited range of colors that changed only recently in the comics business. Colorists at DC's color computer operation were lent the remaining volume of early SUPERMAN comics and they used those pages as guides.

Mark points out that in some cases, coloring mistakes crept into the finished books; they have been corrected for this volume. "Things like having a red airplane in a red sky next to another red panel—those types of problems have been altered," he says.

One of the things to surprise Mark and Richard was that as early as 1940, comics were employing airbrush effects and surprints, things most people assumed were perfected and used regularly only since the late 1970s. "We're recreating the surprints and airbrush tones and I want people to realize that we didn't add these to jazz up the pages. This was a fascinating thing to discover," Mark adds.

Richard turned to designer Alex Jay to come up with an attention-grabbing format, which will use imagery from the early comics, instead of bringing in another artist. Joe Shuster's dynamic Man of Steel will be surrounded by a mixture of modern and retro design elements, bringing people the best of both eras.

In a similar vein the volume will feature an introduction by famed comics artist and historian Jim Steranko. "Steranko, if anyone, knows more about that era of the comics industry, first as a fan and second as writer of *The History of Comics*," Mark notes. "He was an ideal choice for the introduction since he can put the work into perspective and explain his appreciation of the material."

Production Director Bob Rozakis added his two cents to the volume by selecting a heavy off-white paper stock for the reprint and using the Smythe sewn binding process. Better than perfect binding, the various sections of the book will be sewn into the binding, giving the book greater durability for multiple readings.

After this volume is finished, Mark and Richard have set their sights on the future, for 1990 plans call for another SUPERMAN volume and the first BATMAN volume, creating a mass market library of DC's greatest characters at the very beginnings of their illustrious careers.

—Robert Greenberger



"didn't stop the pain when we had to razor out the first four issues, page by page," Mark adds. "Greg took the pages and, working on them with some friends, 'Theakstonized the entire four issues in under a month.'

## DC LIST THIS WEEK

### WILD DOG SPECIAL 1

The mob declares war on Wild Dog. The government hounds him into clandestine service. His secret identity is exposed. And The Catcher is on his trail. ●

### THE SHADOW STRIKES! 3

The evil monk's plan begins to unravel as The Shadow moves closer to the heart of the mystery—a mystery that began decades earlier. ■►

### ADVANCED DUNGEONS & DRAGONS 12

The web of treachery woven by Xanathar and Khelben unravels . . . and minds are flayed. ■►

### DR. FATE 12

Two Doctor Fates manage to get the upper hand with Darkseid—but at what cost? ■►

### NEW GODS 10

It's war between New Genesis and Apokolips. Which side will Orion, son of Darkseid, choose? ■►

### THE PHANTOM 9

The Phantom confronts slavery in modern Africa, as he attempts to liberate a group of prisoners from an armed plantation. ■►

### SPECTRE 31

The Spectre is possessed by Raka, Betty Bumphus's personal demon, in this final issue. ■►

### GREEN ARROW 26

GA travels further into the real Sherwood Forest. He locates the mysterious woman he has been searching for . . . and he uncovers the secret of her grandfather's death. ■►▲

### CAPTAIN ATOM 35

Captain Atom finally learns the secret of the silver shield . . . and the truths that Megala has been hiding. ●

### JUSTICE LEAGUE EUROPE 8

The vampire hordes march on Simon Stagg's factory. Simon has a solution but it's a very final one. Plus—Dr. Fate versus the Gray Man. ●

### SUICIDE SQUAD 35

The rescue team has arrived on Apokolips but the damage has already been done and now it's time to mop up. Featuring the long-awaited return of Deadshot! ●

### LEGENDS OF THE DARK KNIGHT 1

The Shaman of Gotham by Denny O'Neil, Ed Hannigan, and John Beatty kicks off our first all-new Batman title in years! ◆►

### ACTION COMICS 647

The ultimate transformation of the new Brainiac begins . . . with big headaches in store for the Man of Steel! ●

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