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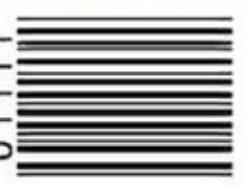
# DUNGEONS & DRAGONS™



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# DUNGEONS & DRAGONS™

It is a time of magic and monsters, a time when the civilized world has been reduced to a few scattered points of light glowing with stubborn determination amid a rising tide of shadows. It is a time when only the bravest dare tread the wilds of the unknown.

A small town built upon the ruins of a larger city, Fallcrest lies at the crossroads of the Nentir Vale, a great wilderness dotted with a handful of inhabited villages and towns where bandits and monsters roam freely, threatening all who venture far from settlements.

This is a place in need of a few heroes.

## OUR TALE THUS FAR...

The town of Fallcrest is home to many adventurers, and Adric Fell leads one such group. Fell's Five have found themselves in the Feywild with no way home but to locate an artifact known as the Guide of Gates. They have cleverly infiltrated Mag Tureah, the stead of the First Lord Thrumbolg, but now risk being exposed by the wizard Trasgar, whom Adric had abandoned in the Feywild five years earlier...

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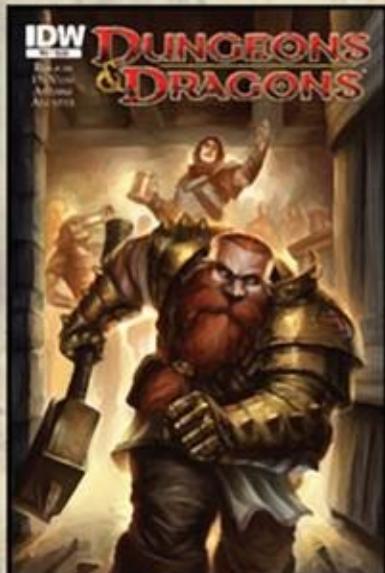
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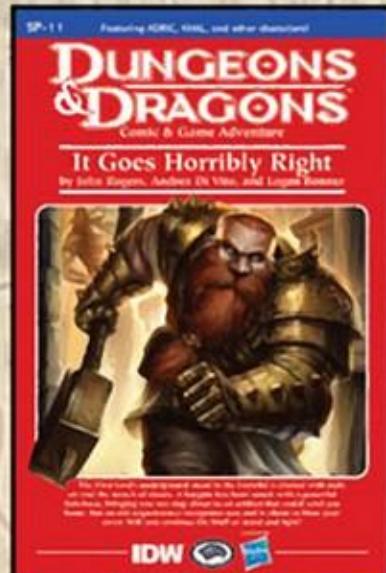
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SMALL PROBLEM.  
THE MAGE IN CHARGE  
OF THE ARTIFACT  
WE'RE STEALING?

I KNOW  
YOU!

YOU  
WERE AT  
AL'BIHEL!



I MAY HAVE LEFT HIM  
TO DIE AT THE CLAWS  
OF MUTATED DROW IN  
AN EXPLODING TOWER.





VARIS, KEEP AN EYE OUT BEHIND. KHAL, IF WE HIT ANY RESISTANCE, YOU PUNCH THROUGH THE CENTER, I'LL CATCH THE FLANKERS.

BREE, YOU CAN COME OUT NOW.

WORKED LIKE A CHARM. HE WENT STRAIGHT TO THE GUIDE TO MAKE SURE IT'S SAFE. I GOT EVERYTHING.



OH, STEP ON THE WHITE SQUARES ONLY!

CLANK

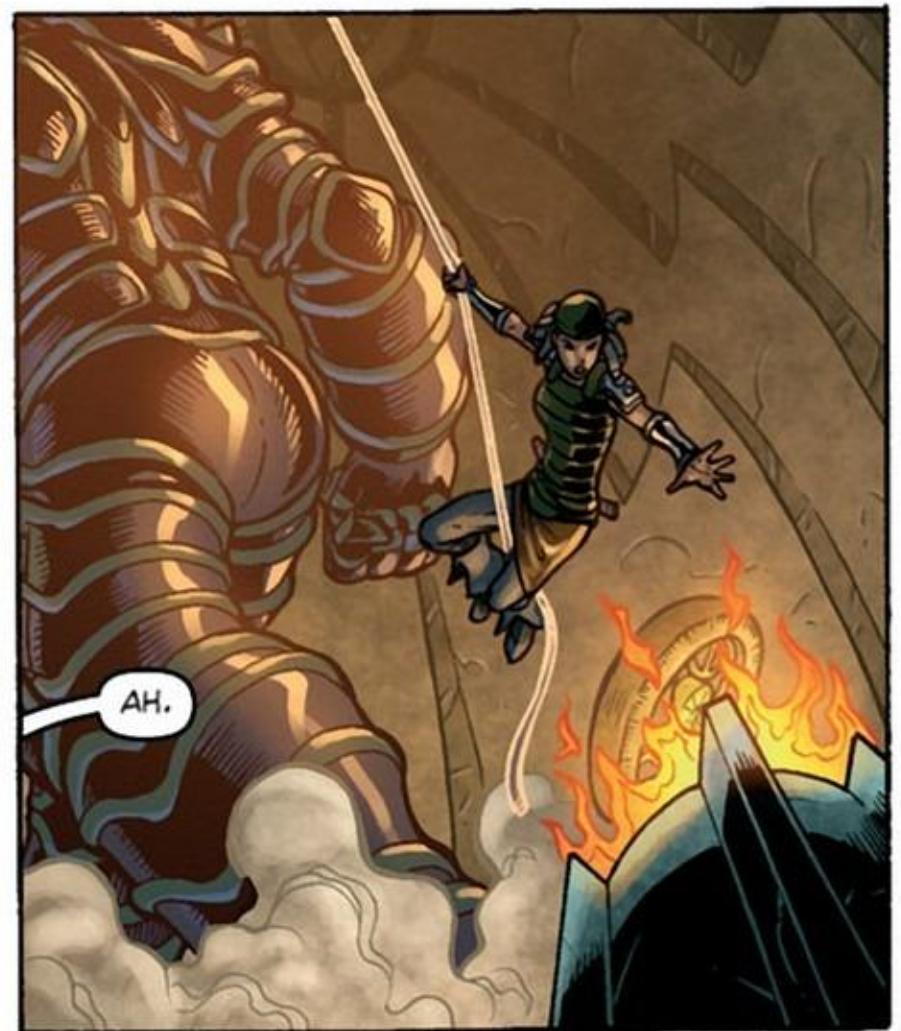
SONUVA-BREE!

THERE'S A BIG GOLEM IN THE VAULT WHERE THE GUIDE'S KEPT, TOO. A KIND I'VE NEVER SEEN BEFORE.

SO, THIS SHOULD BE FUN.

















DID THAT SOUND LIKE A STALL? OH, IT WAS. BUT LUCKILY, THAT BOUGHT US TIME FOR A PLAN...

GAH. I FORGOT HOW BRIGHT IT IS OUT HERE.

A REALLY, REALLY BAD PLAN, BUT ONE IN THE HAND, EH?

THAT IS THE PLACE. MY PEOPLE SHOULD GO ALONE. IF THE THIEVES SEE YOU...

GO AHEAD. JUST KNOW THAT YOU CAN'T OUTRUN ARCHERS.

YOUR ORDERS?

AS SOON AS ANYTHING ELSE WITH TWO EYES SHOWS UP, KILL THEM ALL.

KILL ANYTHING WITHIN FIVE MILES. GET ME THAT ARTIFACT.

REMEMBER WHEN I SAID I LIKE YOUR LUCK?

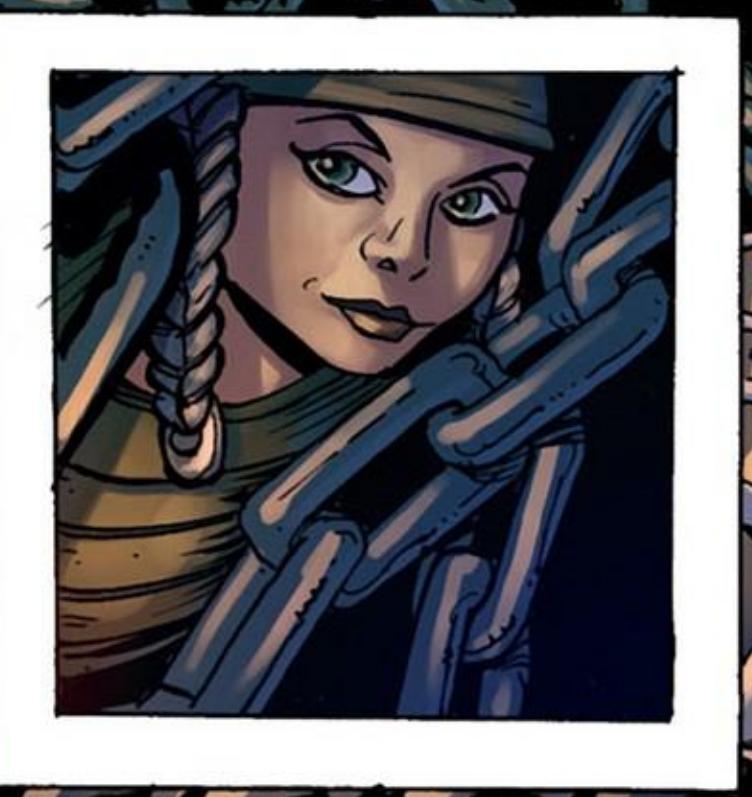
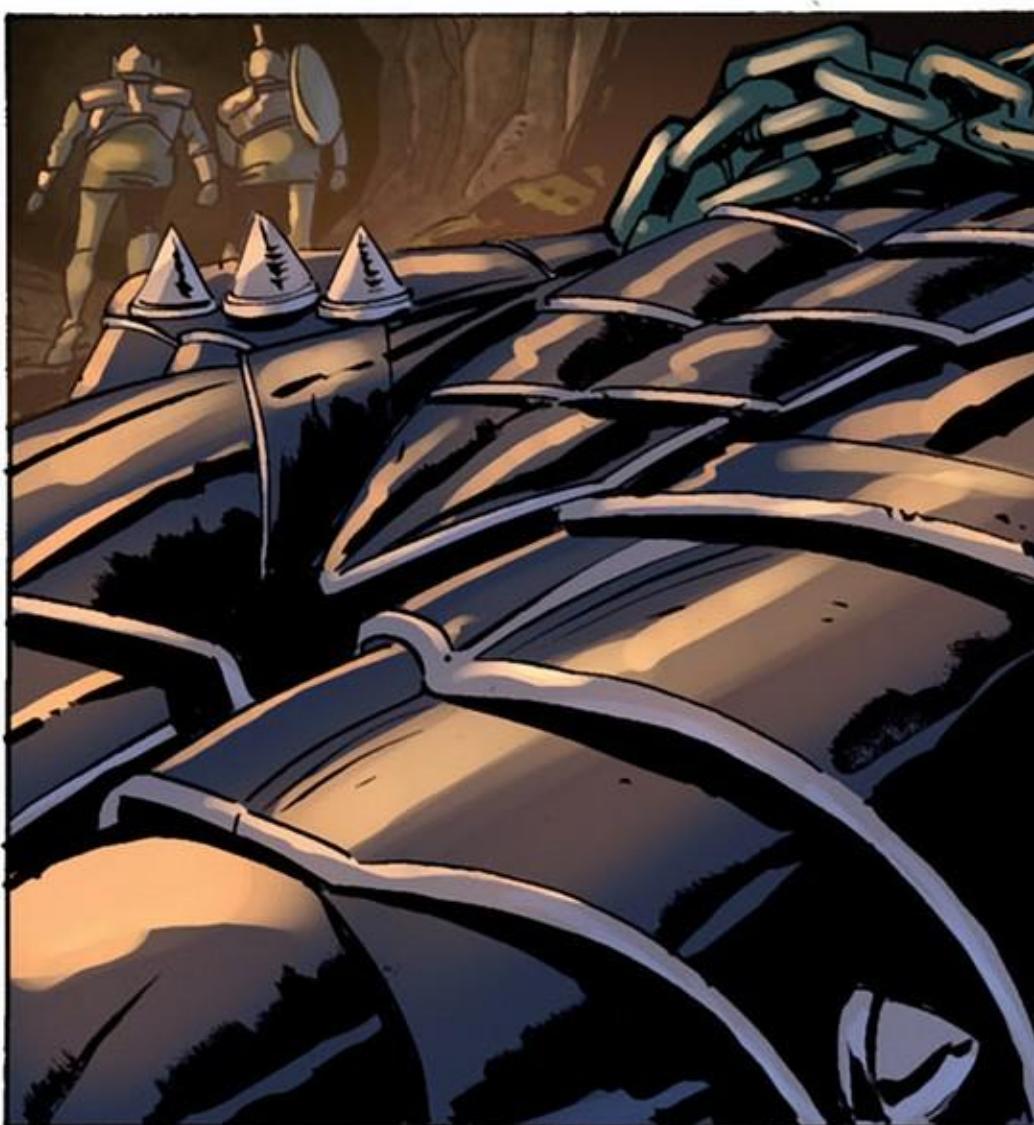
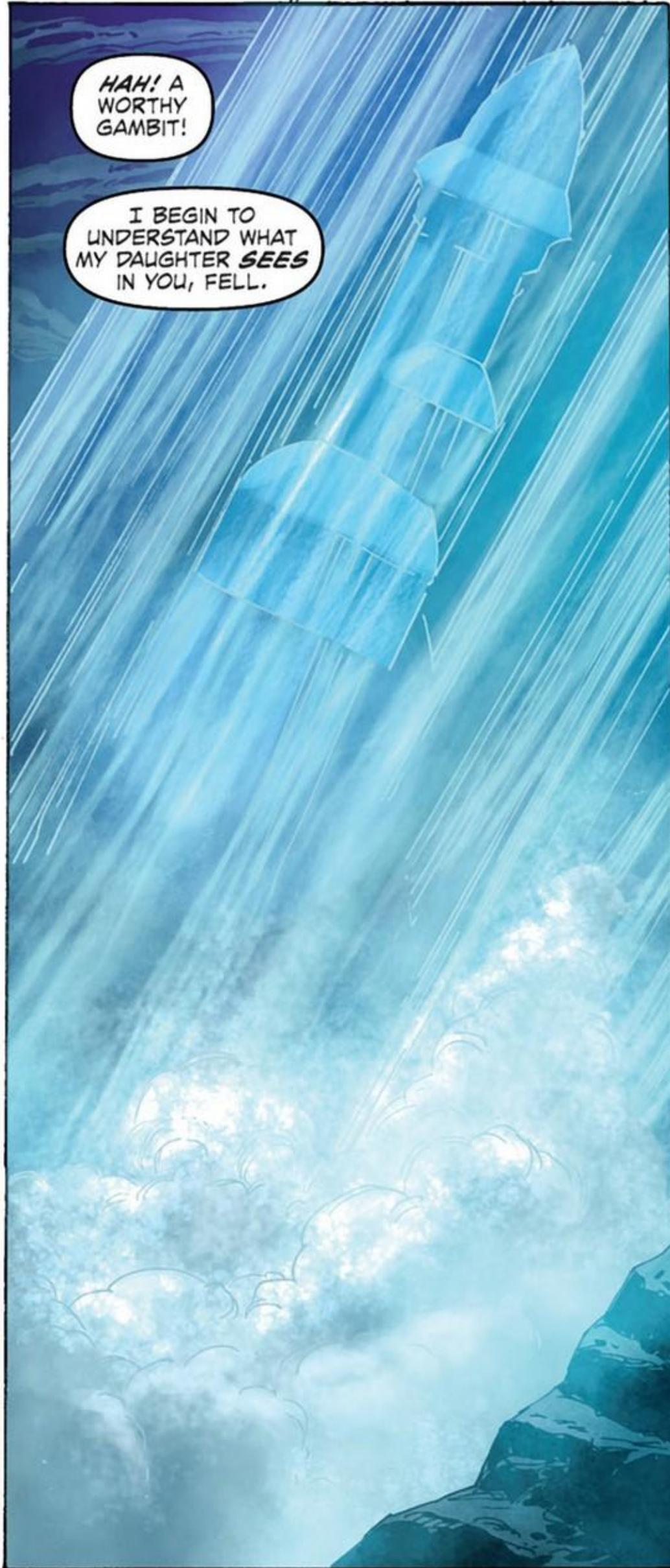
YES.

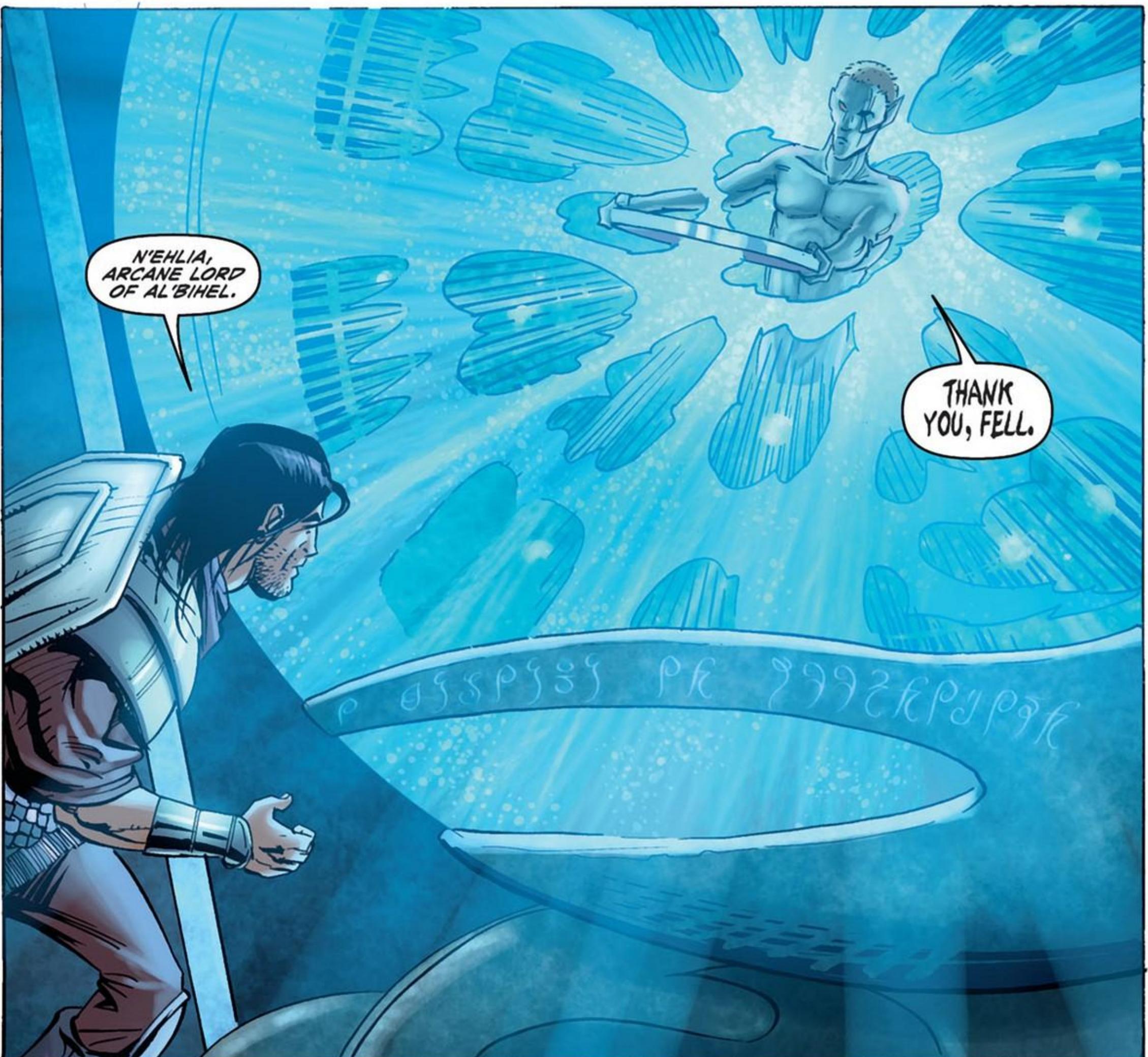
I HOPE YOU BROUGHT A FRESH BATCH.

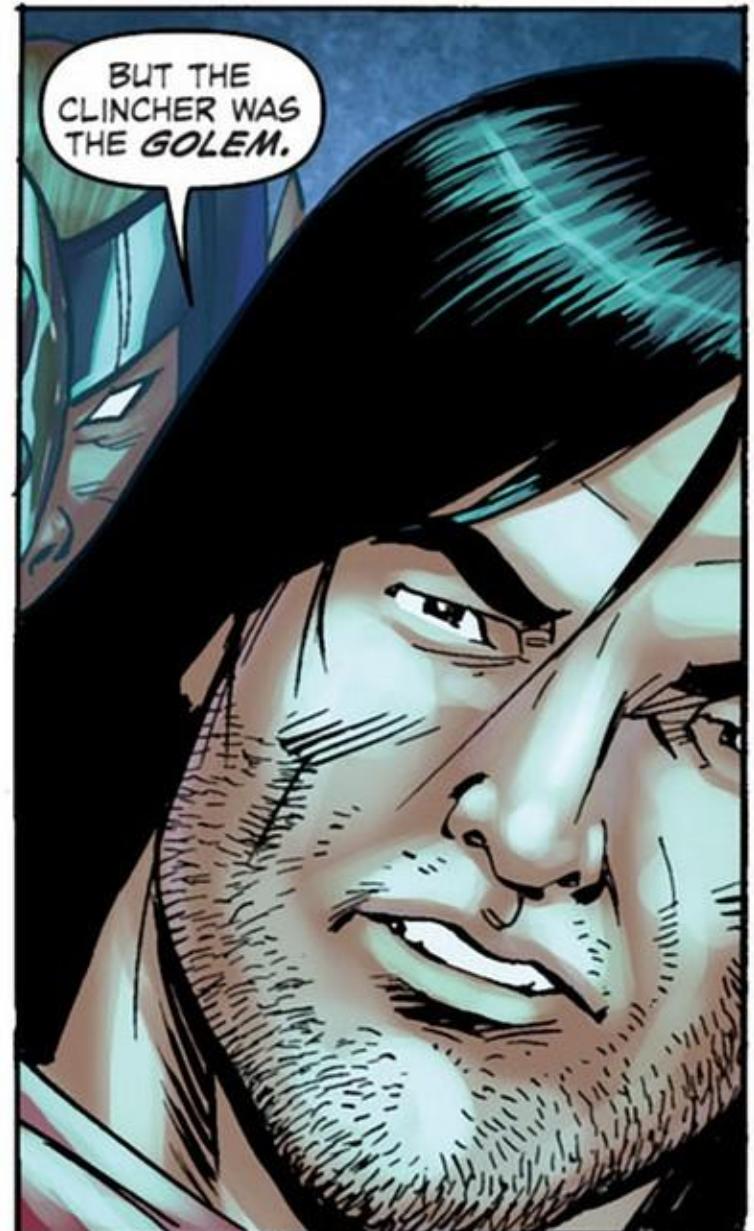
...WHAT ARE THEY DOING?

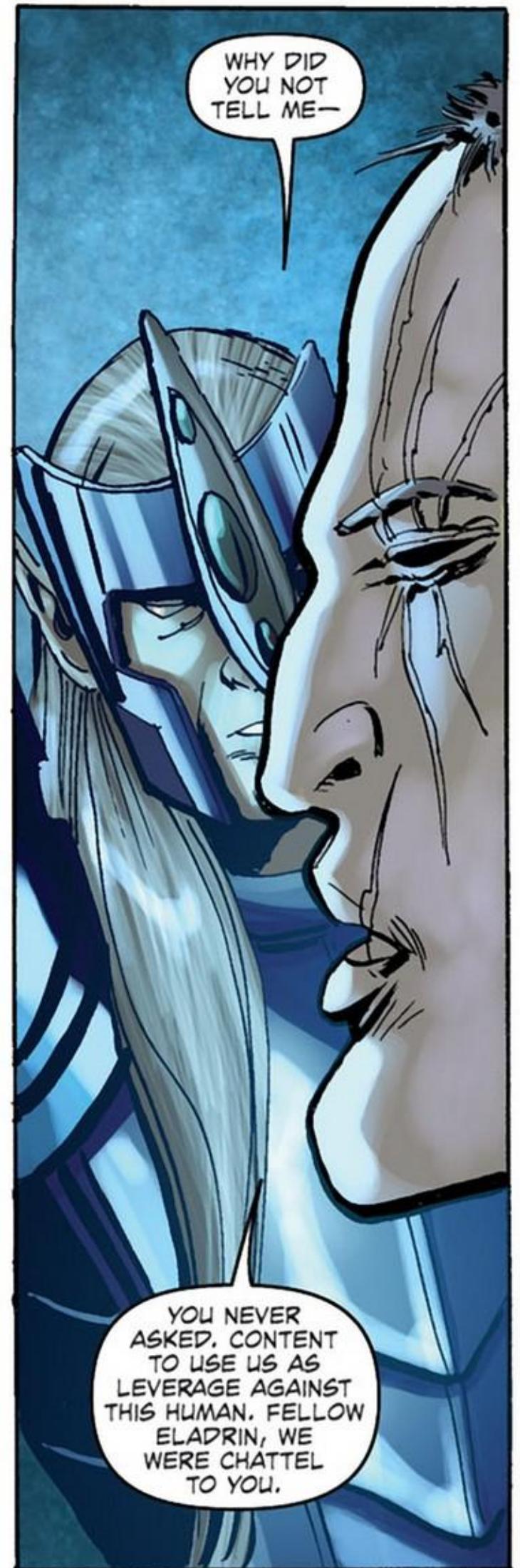
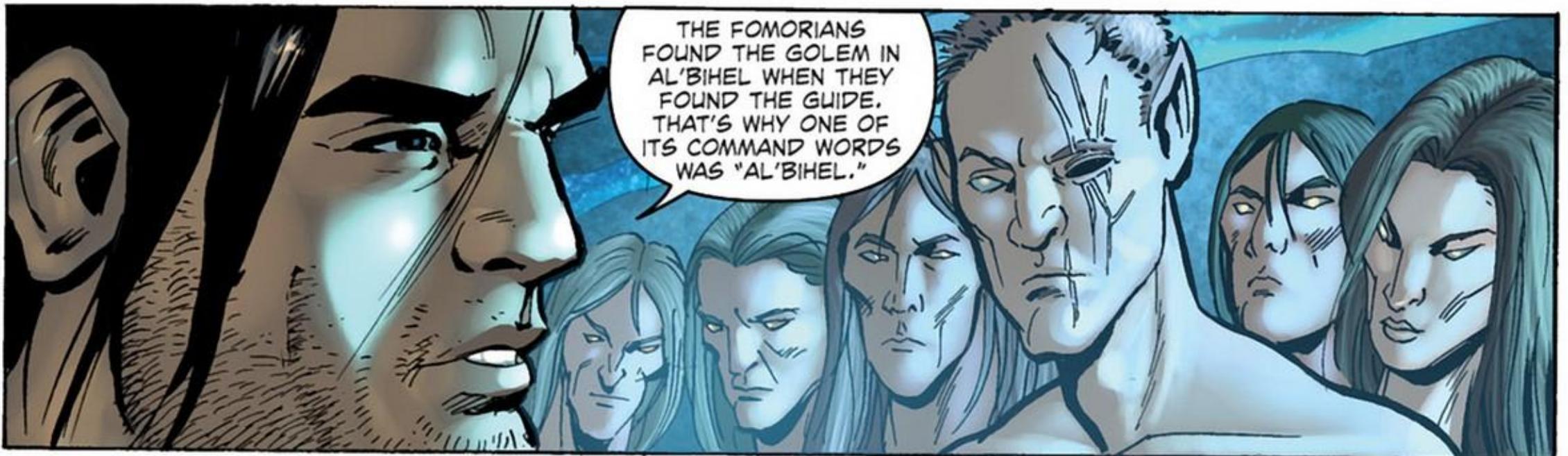
THEY'RE... THEY'RE...















LITTER COINCIDENCE, MY DEAR BOY.

I MEAN, WHO COULD PLAN THAT YOUR CHANCE EXPOSURE TO AN ABANDONED CITY FIVE YEARS AGO WOULD EVENTUALLY BRING RISE TO A RIVAL OF THE ELADRIN LORD WHO CRIPPLED ME?



AND HOW ARE WE PAYING FOR THESE DRINKS? WE'VE BEEN TO A DWARVEN DUNGEON, TWO FEYWILD CITIES, AN UNDERGROUND CRIMINAL EMPIRE AND A GIANT'S CASTLE, AND WE HAVEN'T MADE A COPPER..



THIS GOLD BEARS MY FATHER'S MARK.



BREE, DID YOU PICK THE POCKET OF AN ELADRIN LORD WHO ALREADY WANTS ME DEAD?  
BREE??!

IT'S AMAZING HOW CLARIFYING  
A FEW DRINKS CAN BE.

YESTERDAY'S TROUBLE IS  
YESTERDAY'S TROUBLE. ANY  
JOB YOU COME HOME ALIVE  
FROM IS A GOOD JOB.

THE TIEFLING SEEMS UPSET,  
BUT I'M SURE THAT WAS JUST  
A BIT OF THE BATTLE-SHOCK  
FROM HER FIRST TIME WITH US.

I'M SURE IT'LL PASS.

NO, I WILL NOT  
TELL YOU OF THIS  
OTHER TIEFLING. I  
KEEP MY GUEST'S  
SECRETS.

THERE IS  
NOTHING YOU CAN  
TRADE—

I WILL  
TRADE YOU  
FELL.

I WILL TELL  
YOU HOW TO FIND  
ADRIC FELL.

IT WAS, AS USUAL, A FINE DAY.  
UNTIL KHAL GOT ANOTHER  
LOVE LETTER.

BUT I'LL TELL  
YOU THAT ONE  
NEXT TIME.

END "FEYWILD."

# NOTES FROM THE UNDERDARK

Welcome to *Notes From the Underdark*, the official letter column of the DUNGEONS & DRAGONS line of comics. I'm your guide and Dungeon Master, Denton J. Tipton.

In addition to your missives, these pages will contain announcements, background information about the world, behind-the-scenes looks at the creative process, and gaming content that you can plug into your campaign.

Let's take a peek at our most faithful correspondent's comments on *DUNGEONS & DRAGONS* #9:

Dear Sir:

I wanted to write and let you know how much I really enjoyed *D&D* #9. It is classic moments like Khal's "love poem" that make this title a cut above the rest. The "it rhymes better in dwarven" line was just icing on the cake.

The industry needs more books with this type of creativity and humor—not to mention the fantastic art. The "Big Two" should take pointers from you guys on how to create "good books."

Thanks to all of you, I've become very interested in what other titles IDW has to offer. I'll definitely be picking up the *DRIZZT* miniseries this August.

I do have one suggestion—Is it possible to make the recap page a little more specific? Reading the stories once a month makes it difficult to remember exact details, and a more specific story recap would do wonders to jogging those memory cells. It doesn't need to panel-by-panel specific, but a little more than just "Fell's Five have found themselves in the Feywild with no way home..." would help out a lot.

Anyway, thank you for your time and keep up the great work!

Sincerely,  
Nick Zaromatis

**Thanks for the comments and suggestion, Nick. Let me know how we did on the recap this time around.**

## GLOSSARY

**Iron Golem:** Created to guard their masters and their masters' secrets, golems have no sense of self and follow orders without question. Infused with potent toxins, iron golems thunder toward foes and bash them into mush. See below for the stat block for this creature.



*And that brings us to the end of this month's letter column. To help us fill this page and get a sense of what we're doing right—and wrong—tell us your thoughts (mark "Okay to print") via:*

e-mail: letters@idwpublishing.com;

snail mail:

Attn: Notes From the Underdark,  
5080 Santa Fe St., San Diego CA 92109;

message boards: idwpublishing.com.

Iron Golem	Level 20 Elite Soldier
Large natural animate (construct)	XP 5,600
<b>Initiative</b> +14 <b>Senses</b> Perception +10; darkvision	
<b>Noxious Fumes (Poison)</b> aura 2; while the iron golem is bloodied, each creature that enters the aura or starts its turn there takes 5 poison damage.	
<b>HP</b> 386; <b>Bloodied</b> 193; see also <i>toxic death</i>	
<b>AC</b> 36; <b>Fortitude</b> 36, <b>Reflex</b> 30, <b>Will</b> 28	
<b>Immune</b> disease, poison, sleep	
<b>Saving Throws</b> +2	
<b>Speed</b> 6 (cannot shift)	
<b>Action Points</b> 1	
⊕ <b>Iron Blade</b> (standard; at-will)	
Reach 2; +27 vs. AC; 2d10 + 3 damage, and the target is marked (save ends).	
⊕ <b>Cleave</b> (standard; at-will)	
The iron golem makes two <i>iron blade</i> attacks, each against a different target.	
⊕ <b>Dazing Fist</b> (immediate interrupt, when a creature marked by the iron golem and within its reach moves or shifts; at-will)	
Reach 2; targets the triggering creature; +25 vs. Fortitude; the target is dazed (save ends).	
↔ <b>Breath Weapon</b> (standard; recharge ☰ ☱) ♦ <b>Poison</b>	
Close blast 3; +25 vs. Fortitude; 3d8 + 9 poison damage, and ongoing 5 poison damage (save ends).	
↔ <b>Toxic Death</b> (when first bloodied and again when the iron golem drops to 0 hit points) ♦ <b>Poison</b>	
Close burst 3; +25 vs. Fortitude; 2d8 + 6 poison damage, and ongoing 10 poison damage (save ends).	
<b>Alignment</b> Unaligned <b>Languages</b> —	
Str 27 (+18)      Dex 15 (+12)      Wis 11 (+10)	

**NEXT MONTH:  
CREEPY CRAWLIES  
WITH CLAWS!**



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# EMPIRE

