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NEW FORMAT

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A NOTE FROM THE PUBLISHER

Fans of the PUBLISHORIAL that usually runs in this space, please note: it will return next month, complete with its usual writer and usual topics, but with a new name. You see, Jenette's chosen to use the title President & Editor-In-Chief these days, and that means she has to come up with an appropriate name for her column. While she's doing that, since I got to add the title Publisher to my old one of Executive Vice President, I'm supposed to explain why there won't be PUBLISHORIALS any more.

Being Publisher can mean almost anything: in magazine or newspaper publishing, it usually means the person responsible for the business side of a publication; in the book world, often the person to whom both the business and editorial departments of an imprint report; and in comics, well, like everything else in comics, it's a little odd. Comics companies have had publishers whose responsibilities were primarily editorial (as Jenette's were thirteen years ago when she first became Publisher of DC) or business (as is the case of the Co-Publishers of Archie Comics, for example) or even being an honored founder, rather than an active participant in the company's publishing activities (this for probably the most famous Publisher in comics).

Being a traditional sort, in my case it means the traditional magazine role of a Publisher, handling the business from marketing to advertising and everything in between (which, coincidentally, is exactly what I was doing as DC's Exec VP). And that also explains why there won't be PUBLISHORIALS any more. If you're like most comics fans, you're here for the entertainment value of comics, and would rather not be interrupted by reminders that it's published in the hope of earning someone a modest profit. So I promise to make this the first and last Note From The Publisher for a while.

I feel duty-bound, however, to use this one opportunity to give at least a crash-course in the hidden departments of DC Comics—all the people who help keep the comics successful, and often help the creative side of the company find ways to make things better for you. Taking it in the order of our hallways, here's the tour:

Business Affairs and International Rights: These two departments are both the province of VP Chantal d'Aulnis, who won her job some years ago by swearing she wouldn't think of selling the right to publish DC stories to foreign publishers unless she'd read them—all of them. Business Affairs is responsible for our contracts—the deals we make with writers and artists, as well as with other publishers; and International Rights makes sure that our best comics are re-published in languages from Arabic to Turkish (they're still trying to get a Zulu deal, just to make that line read better).

Licensing: Director Cheryl Rubin and her team are responsible for making sure the seeming four million authorized Bat-things all are of good quality, and carry the right DC images. With the number of toys on their shelves, they qualify as having the offices at DC that are the most fun to visit.

Marketing: Probably the most important DC business department to our readers, since they're responsible for getting comics into the comic shops. VP Bruce Bristow and company keep retailers informed of what's coming, and produce posters and other promotional items to build excitement.

Circulation: If you're not a comics shop shopper, but go to newsstands or WaldenBooks or B. Dalton's, it's this department that gets your comics there. Director Matt Ragone doesn't personally straighten out their racks, but that's about all Circulation can't do to help the process along.

Advertising: That's the sale of ad space in our comics, not taking out ads to tell you about our comics (that's Marketing's job). Director Tom Ballou joined us late last year to launch the ad unit in DC's new format and deluxe titles, and honorary DC-er Bernie Slotnick's been handling the letterpress line for over a decade from his offices on Lexington Avenue.

Accounting: Our favorite department. Without VP/Controller Pat Caldon and his crew, no one around here gets paid . . . and much as we know writers, artists, and editors produce the comics for love, someone has to pay for the paper we print on.

That's the business side of DC, and at least a brief explanation of some of the names and titles you see on our masthead every month, or mentioned in passing in lettercolumns or the like. As for my new title, let me close with one comment on why it has meaning to me, and with one coincidence.

For all the confused usage of Publisher I talked about at the beginning of this column, the word still has a clear implication to the world at large: the person with the title has some responsibility for a publishing company. And despite the many other exciting areas that DC is involved in—from cartoons to the current BATMAN extravaganza—at heart, we're a publishing company. Making magic by printing ink on paper, and in the process somehow capturing the reader's imagination. That's an ancient and honorable responsibility, and I'm proud to help make it happen, behind the scenes or otherwise.

And finally, the coincidence. The last time I had the title Publisher beside my name was when I was doing fanzines in my teen years. And the very last time, if memory serves, was on a fanzine named ETCETERA. Now one of my first credits as Publisher of DC will crop up on Piranha Press's new title, ETC. As I said, everything in comics is a little odd.

—Paul Levitz

P.S. Next month, the return of the NOT-THE-PUBLISHORIAL . . . ?

DC THIS WEEK

THE PHANTOM 7

Diana accompanies The Phantom to the site of a new gold rush, where greed and murder rule. ■►

SPECTRE 29

The final chapter of "Ghosts in the Machine" brings the world to the brink of electronic disaster with only the Spectre coming to the rescue. ■►

GREEN ARROW 24

Blood of the Dragon, Part 4: The Deadly Showdown in Japan. ■►▲

THE SHADOW STRIKES! 1

All-new monthly adventures set back in the 1930s as Gerard Jones and Eduardo Barreto investigate a murder at the Cobalt Club. ■►

ADVANCED DUNGEONS & DRAGONS 10

After being blasted by Ilser the Mind Flayer, Onyx and Tertius have to pull themselves together and find help. ■►

DR. FATE 10

What is the mysterious illness that afflicts Eric . . . and what does it mean to Dr. Fate? ■►

FORGOTTEN REALMS 1

TSR's latest smash hit comes to comics and the first four parts come at you bi-weekly as we meet brand-new world. ■►

NEW GODS 8

Searching for his birthright, Orion makes an incognito pilgrimage into the depths of Armagetto. ■►

CAPTAIN ATOM 33

Captain Atom has lost his powers! Can he regain them before he's destroyed. ●

DETECTIVE COMICS 605

The Mudpack, Part 2 has Batman trapped by the Clayfaces, only to be rescued by—Looker? ●

SUICIDE SQUAD 33

Duchess hand-picks a team for a perilous mission of revenge on Apokolips against the Female Furies. ●

ACTION COMICS 645

There's a new woman in the Man of Steel's life—he just doesn't know it yet. Introducing Maxima . . . and she wants Superman. ●

HELLBLAZER ANNUAL 1

An examination of Constantine's confusion while committed in Ravenscar, and a look at his distant relative from the Dark Ages. ■►▲

SGT. ROCK SPECIAL 5

Our first all-Rock issue boasts three titanic tales with art by Ross Andru, Joe Kubert, and Russ Heath! ●

SKREEMER 5

The Finnegans keep waking, the gangs keep waiting, and Veto Skreemer goes to confession as the deadly air balloons float over America. ◆►▲

THE QUESTION 30

The Question and Lady Shiva stand between opposing forces in the battle for Hub City's soul. ◆►▲

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- New Format □ Graphic Novel
- ◆ Deluxe Format ▨ Collected Edition
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TROUBLE?

ONYX AND
TIMOTH ARE
TWO OF THE
MOST
INDOMITABLE
WARRIORS I'VE
EVER MET.

I FEEL
SORRY FOR ANY
"TROUBLE"
THAT RUNS INTO
THEM!

FOOL OF
A DWARF!

FALL
BEFORE THE
MENTAL MIGHT
OF ILSERV
THE MIND
FLAYER!

SMRAAAASH!

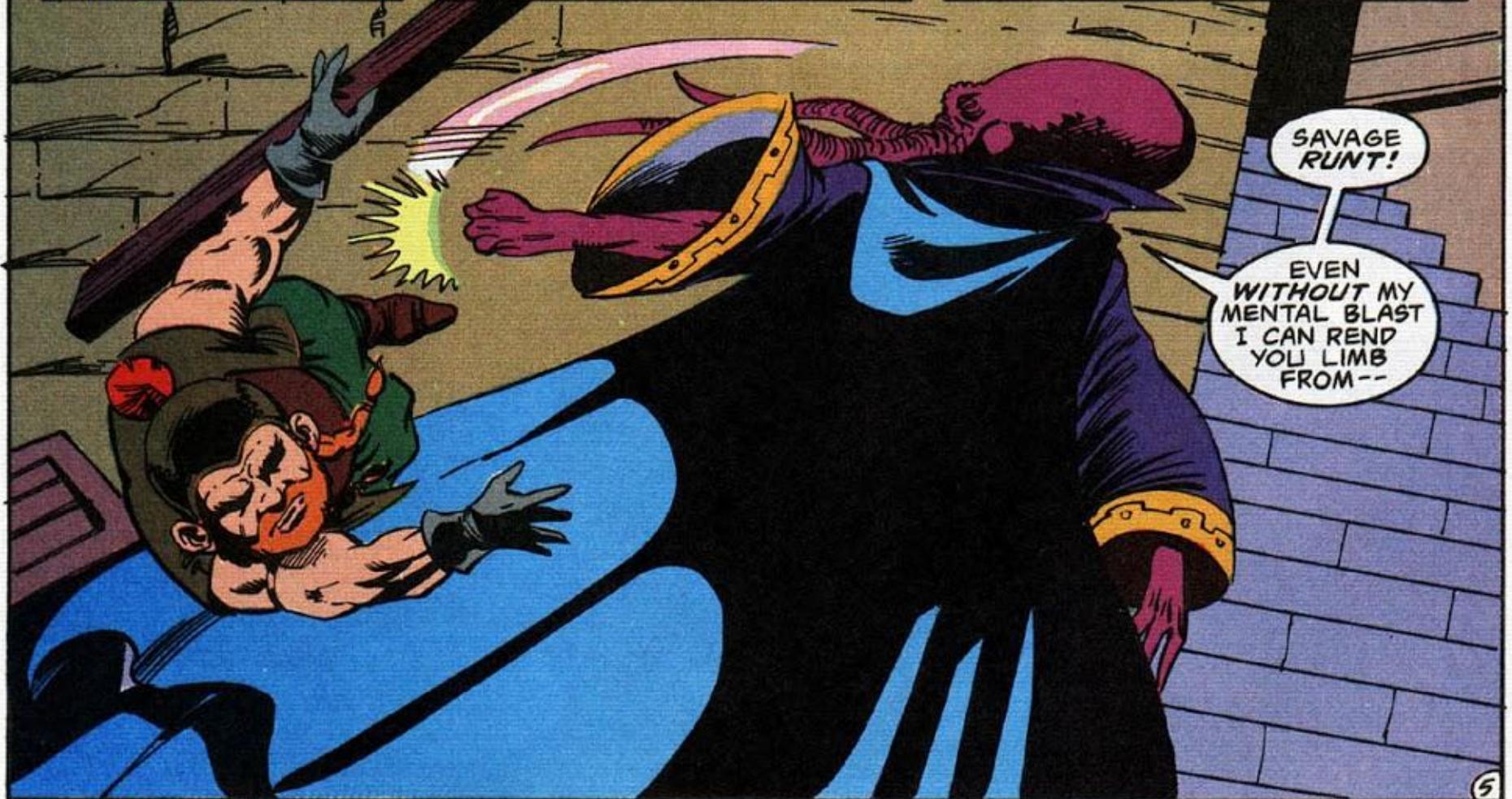
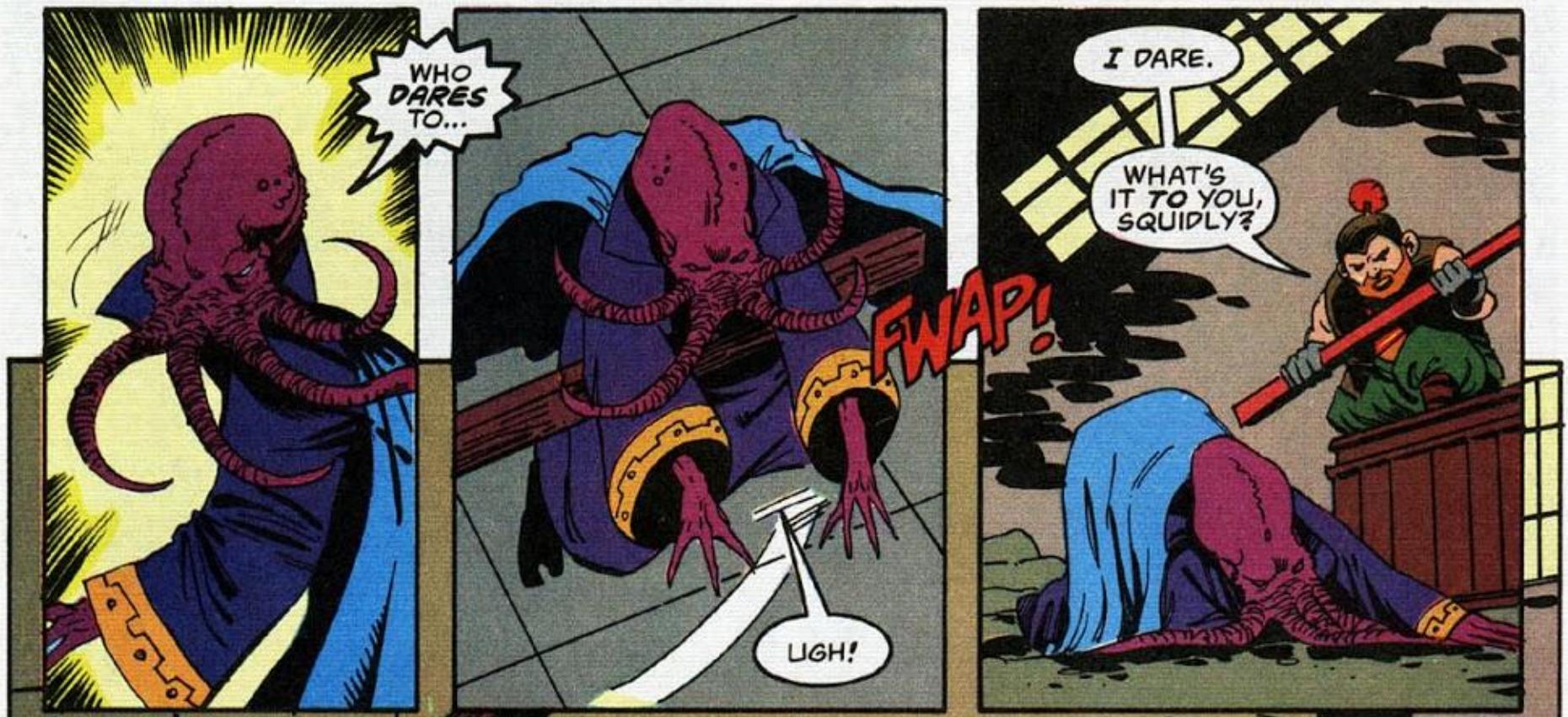
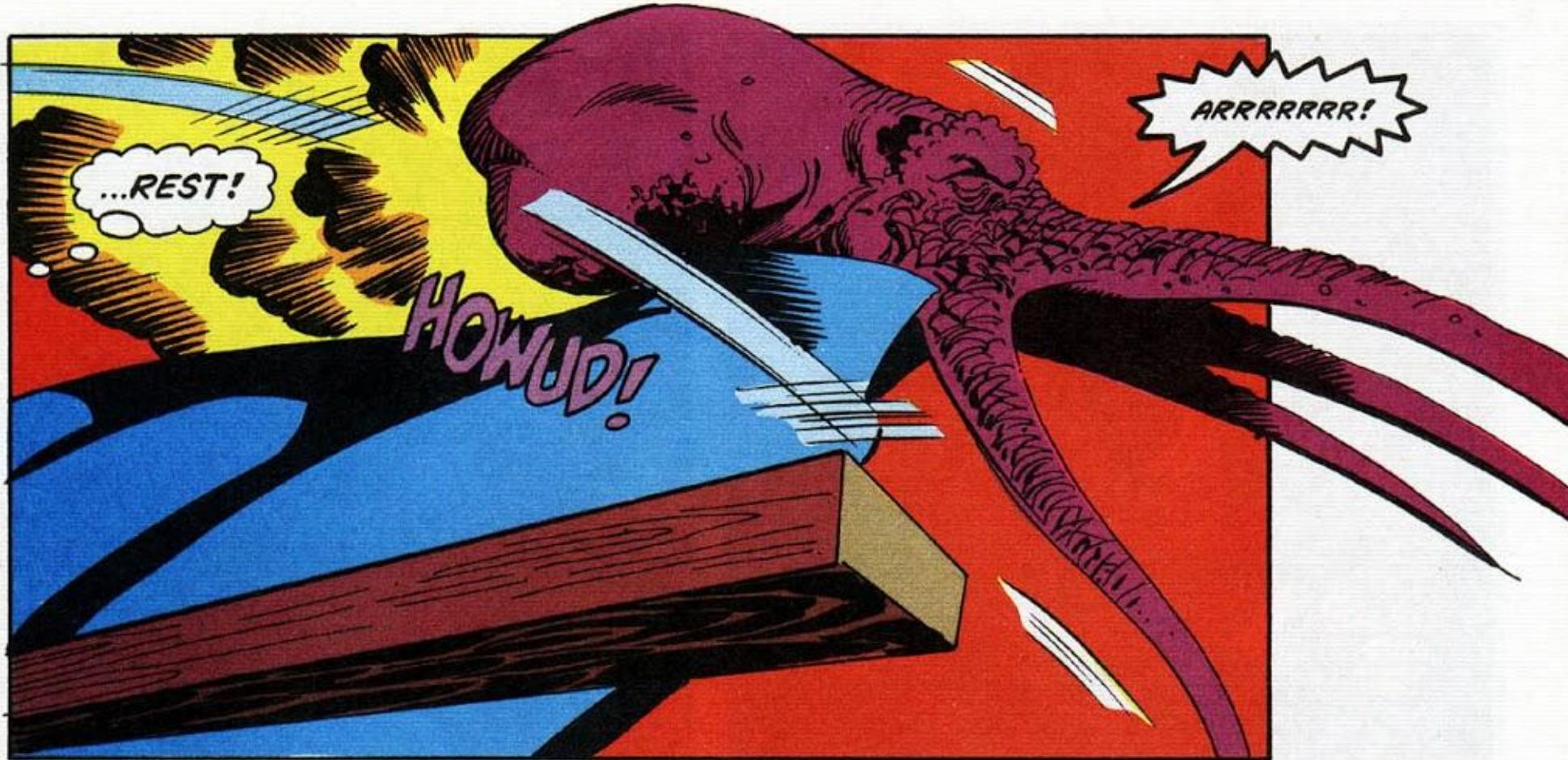
JEFF GRUBB
WRITER
JAN DUURSEMA
ARTIST
STEVE HAYNIE
LETTERER
MATT WEBB
COLORIST
ELLIOT S. MAGGIN
EDITOR

CATSPAW PART TWO

OF MIRT & MIND FLAYERS

NONONONONONO









"...DARK!"

READY
NOW?

ONE,

TWO

THREE!

UHHHHHHH!

FLA
CK!



GASP!
ONYX!...

GASP!
TERTIUS!...



THE CULT SONIC BOOM

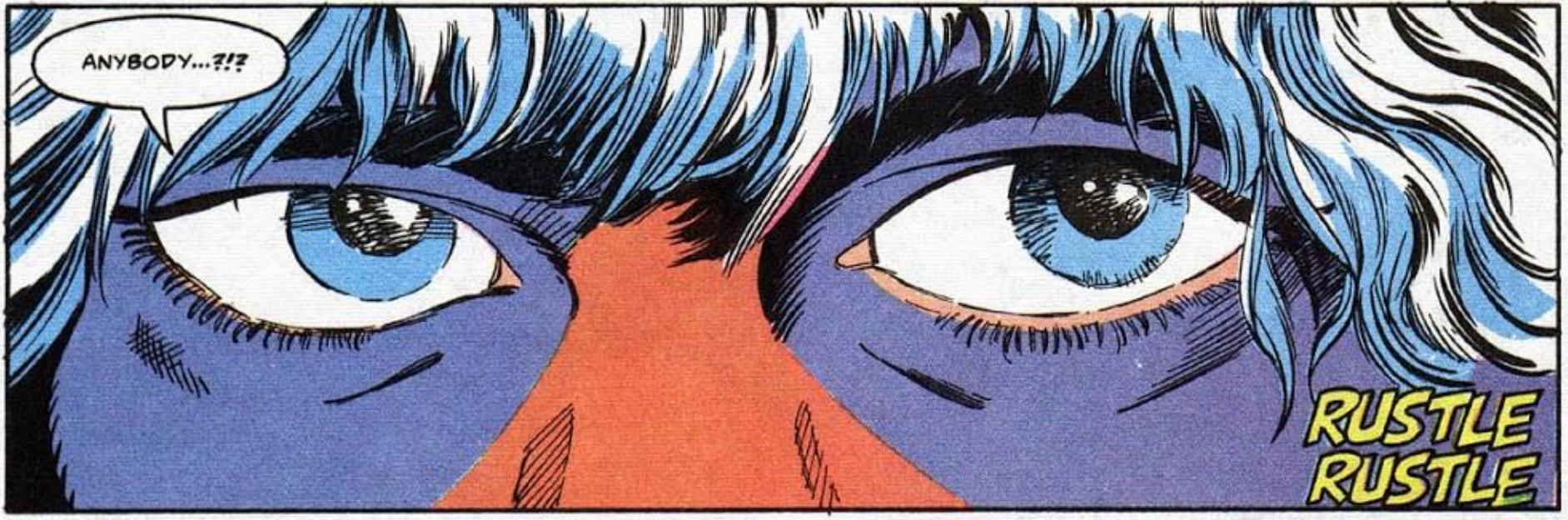
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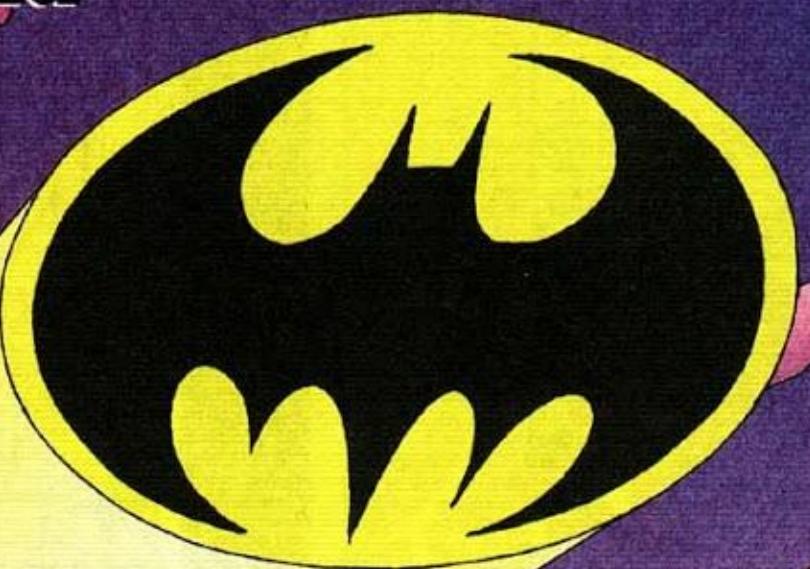






**He thought he could
forget the past.**

He was wrong.

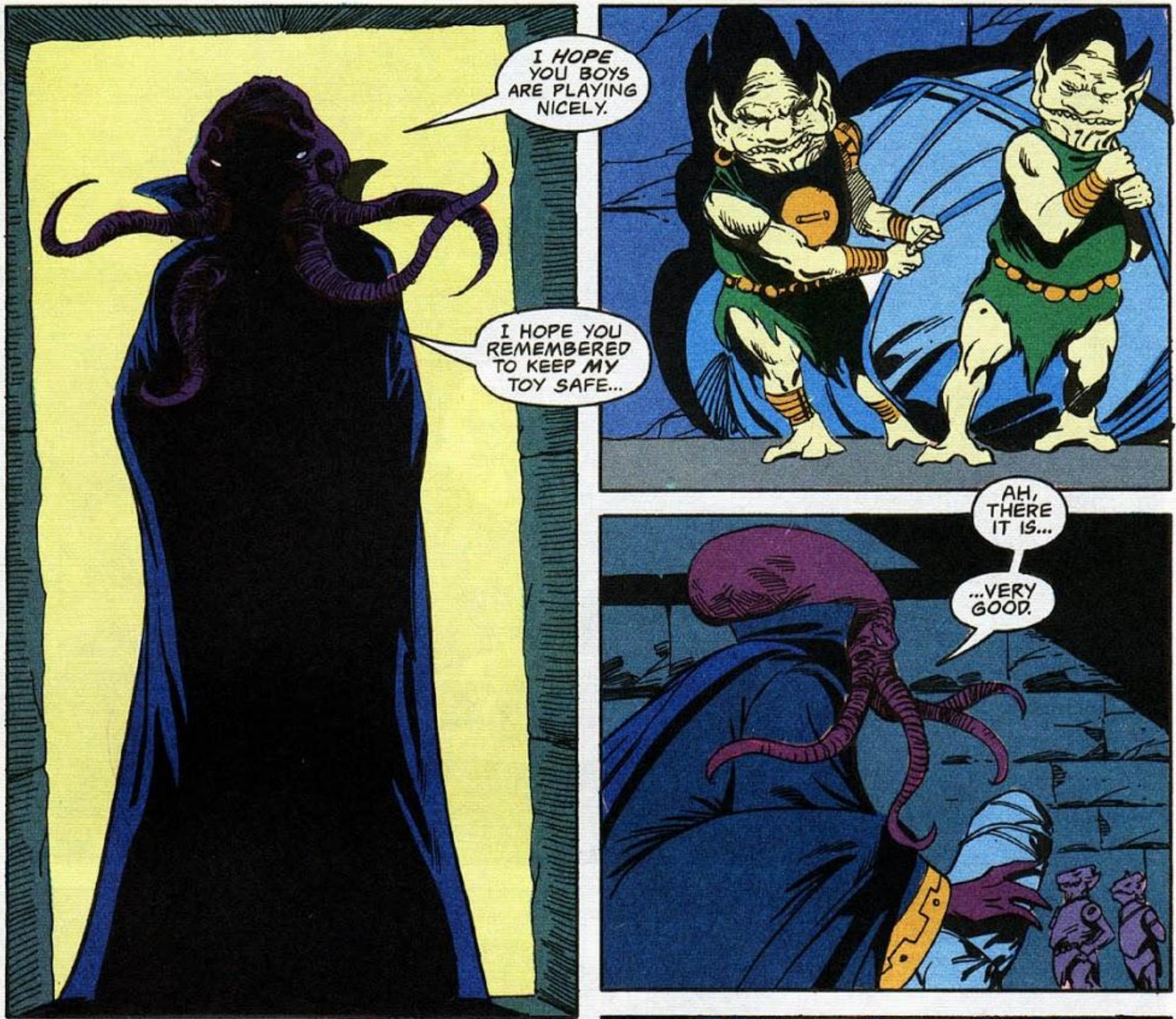


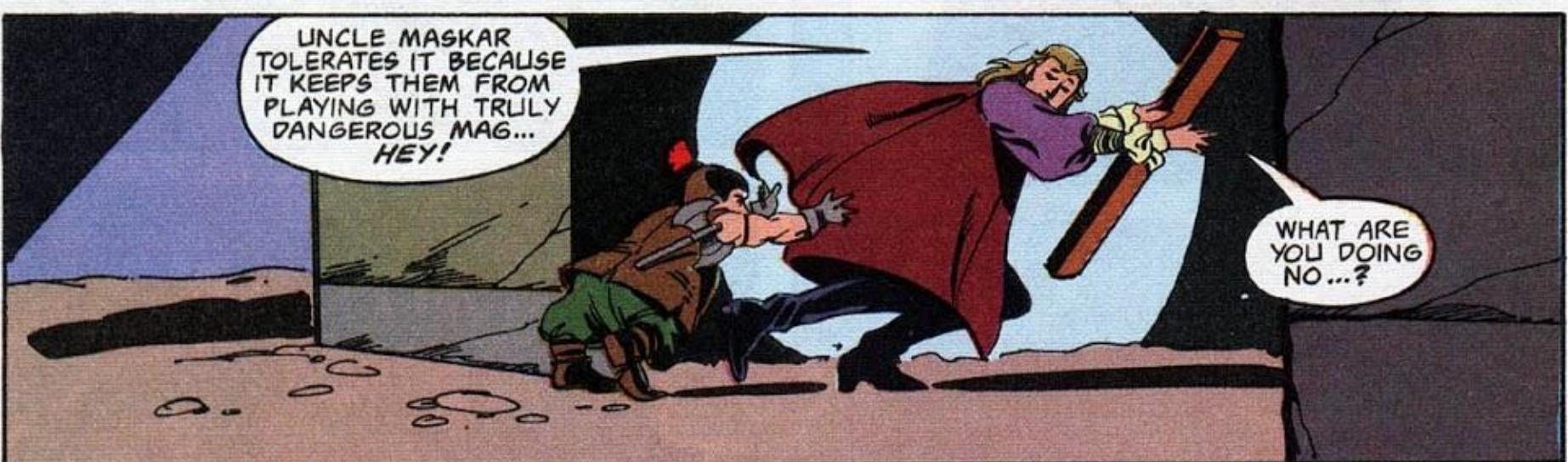
**Batman is destroying himself.
Can Nightwing help? Will he?**

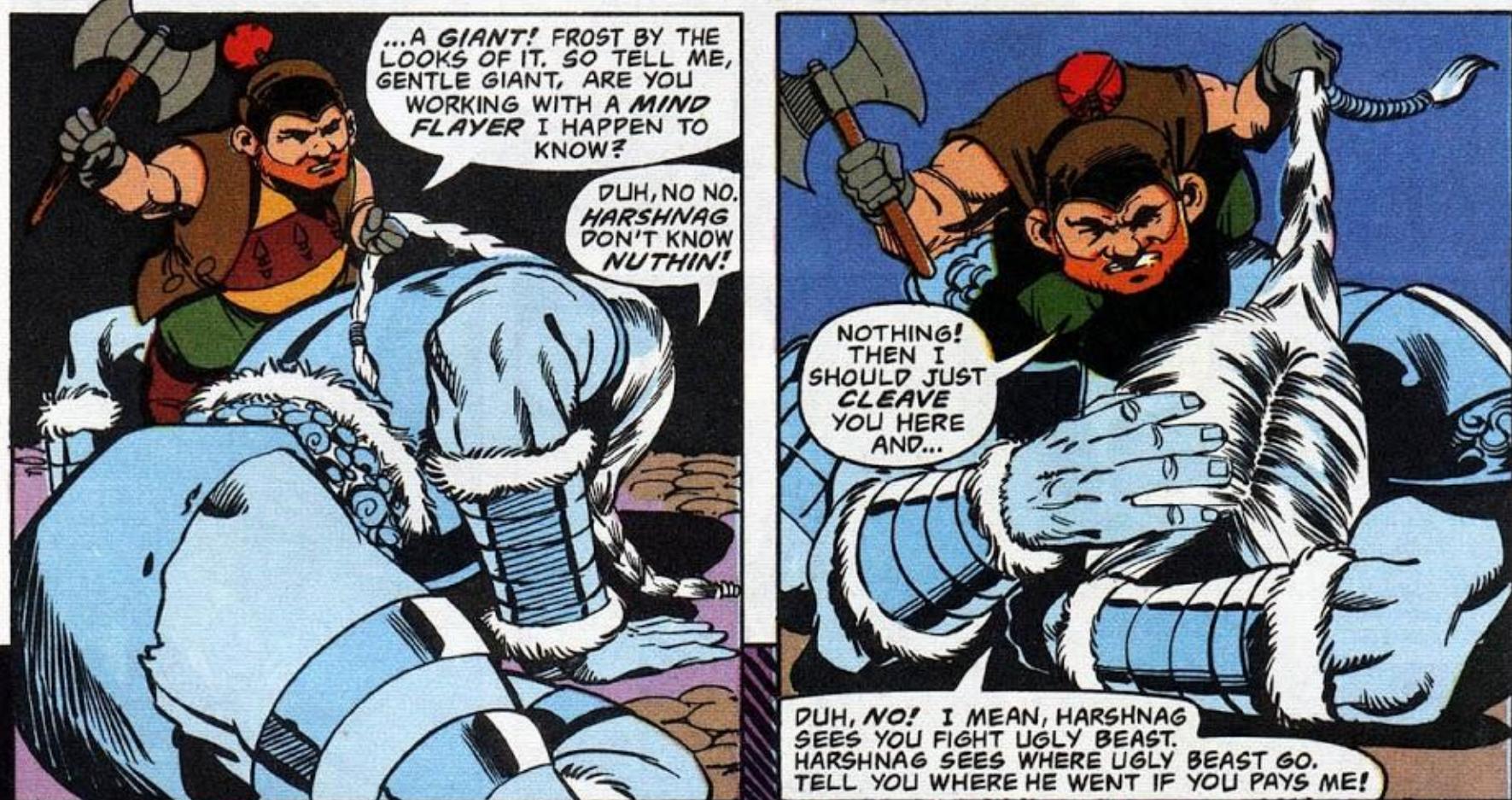
"A LONELY PLACE OF DYING"
A five-part crossover miniseries in
BATMAN 440-442 and
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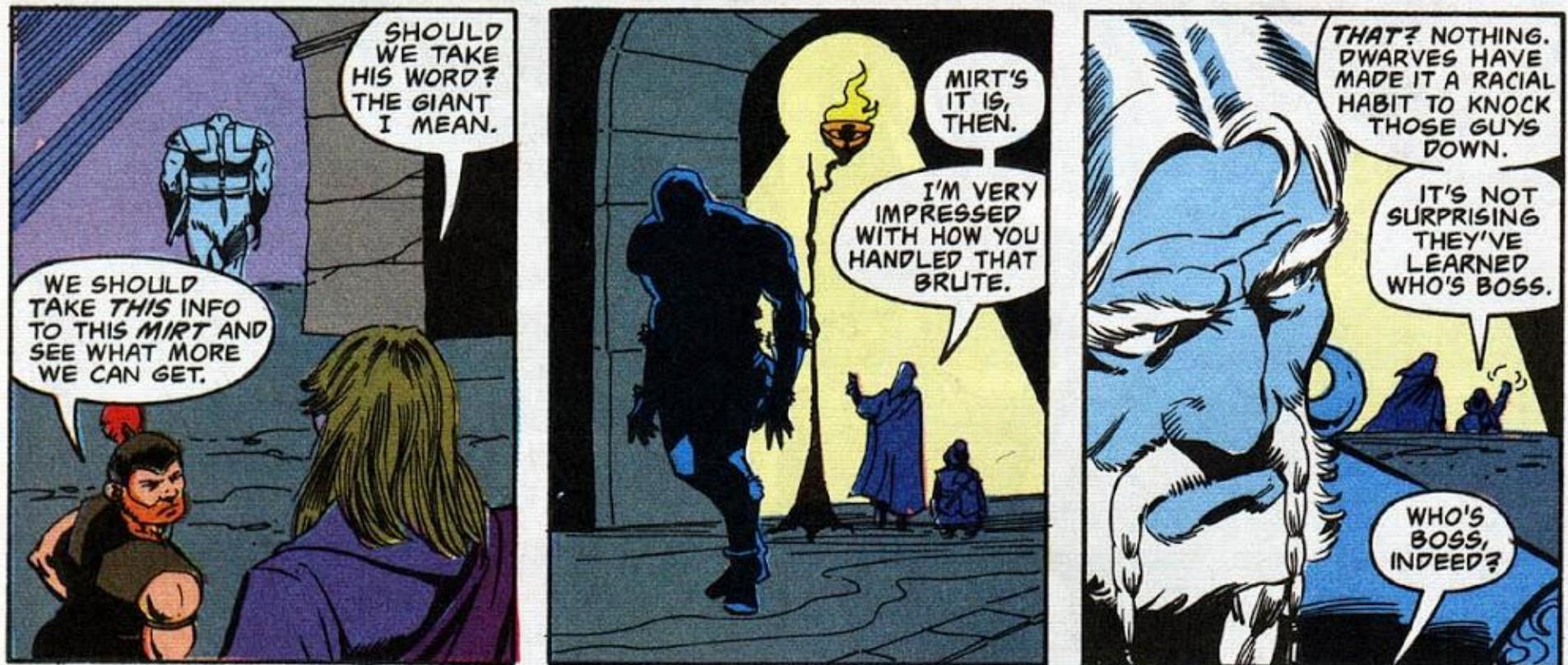
















...TOTAL DEVASTATION
of Balkan villages...

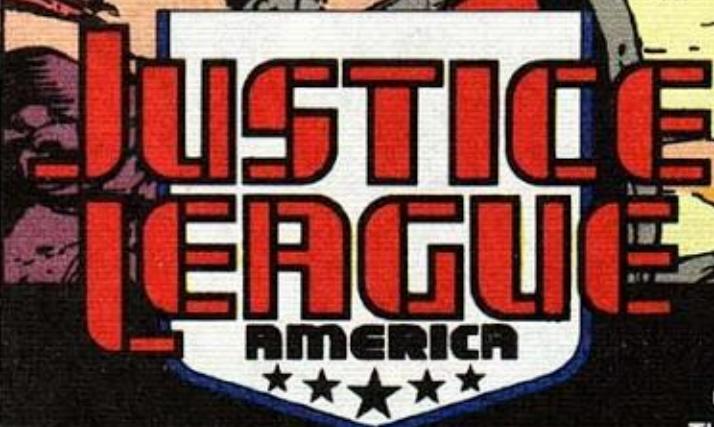


...NO BODIES have
been found.



The JUSTICE LEAGUE are
in pitched battle - but WHO
or WHAT are they fighting?!

"Uhh...guys...
I think we have
a situation here."



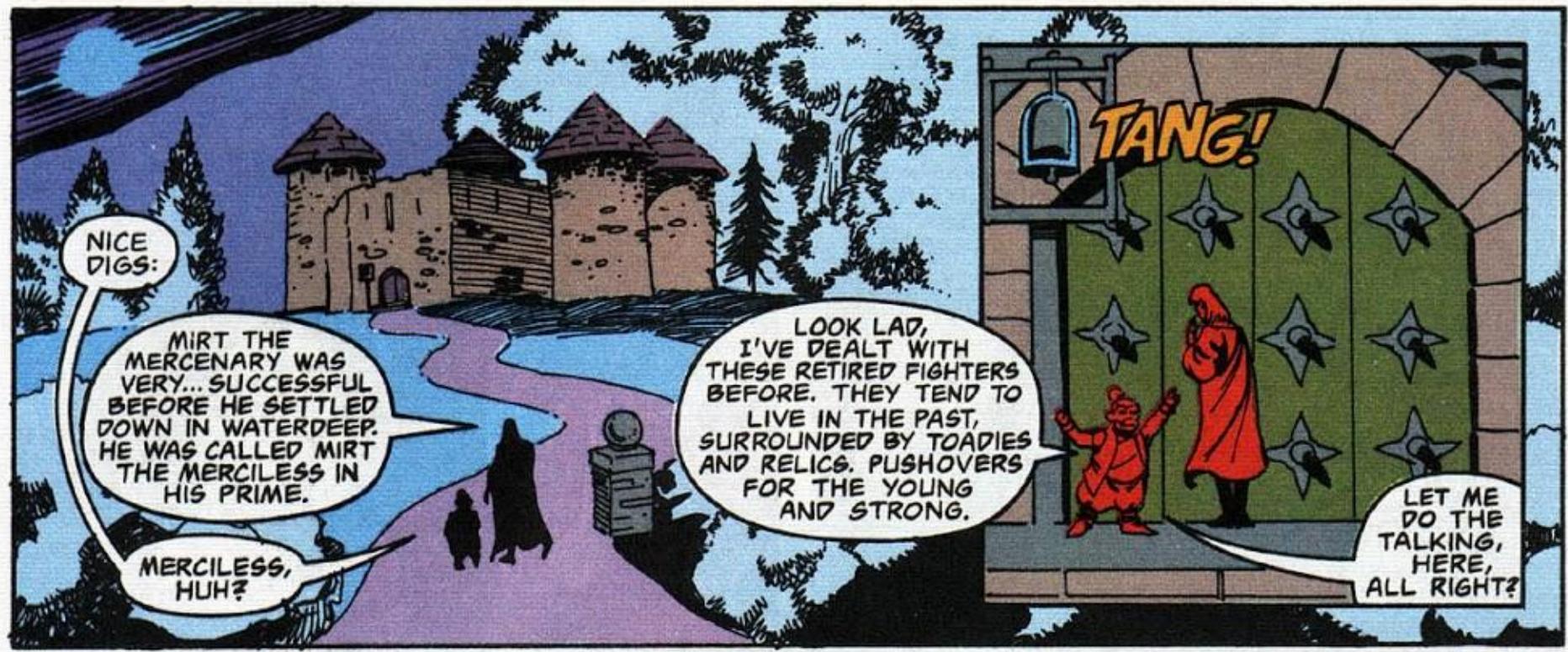
Giffen/DeMatteis • Hughes • Rubinstein

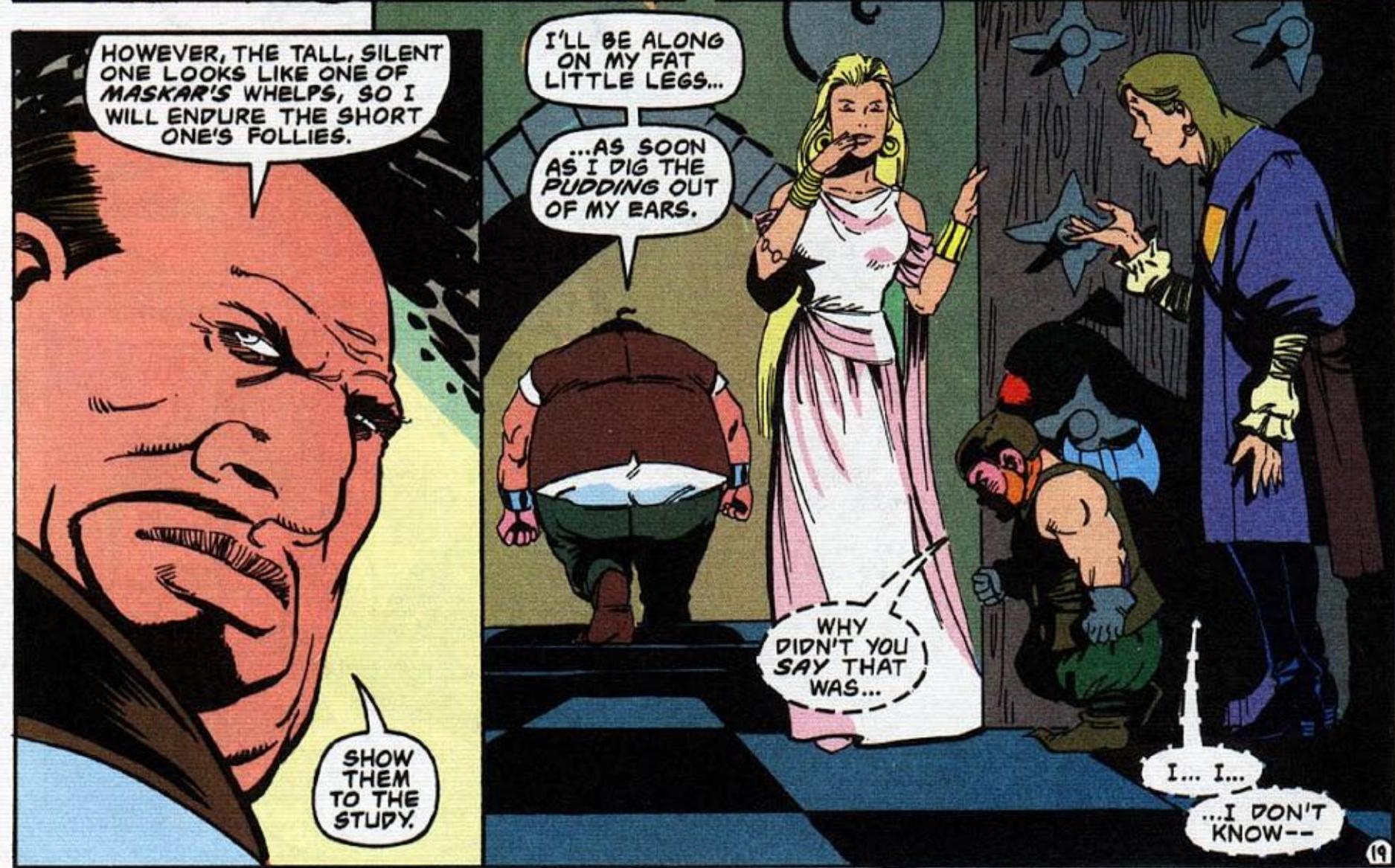


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X _____

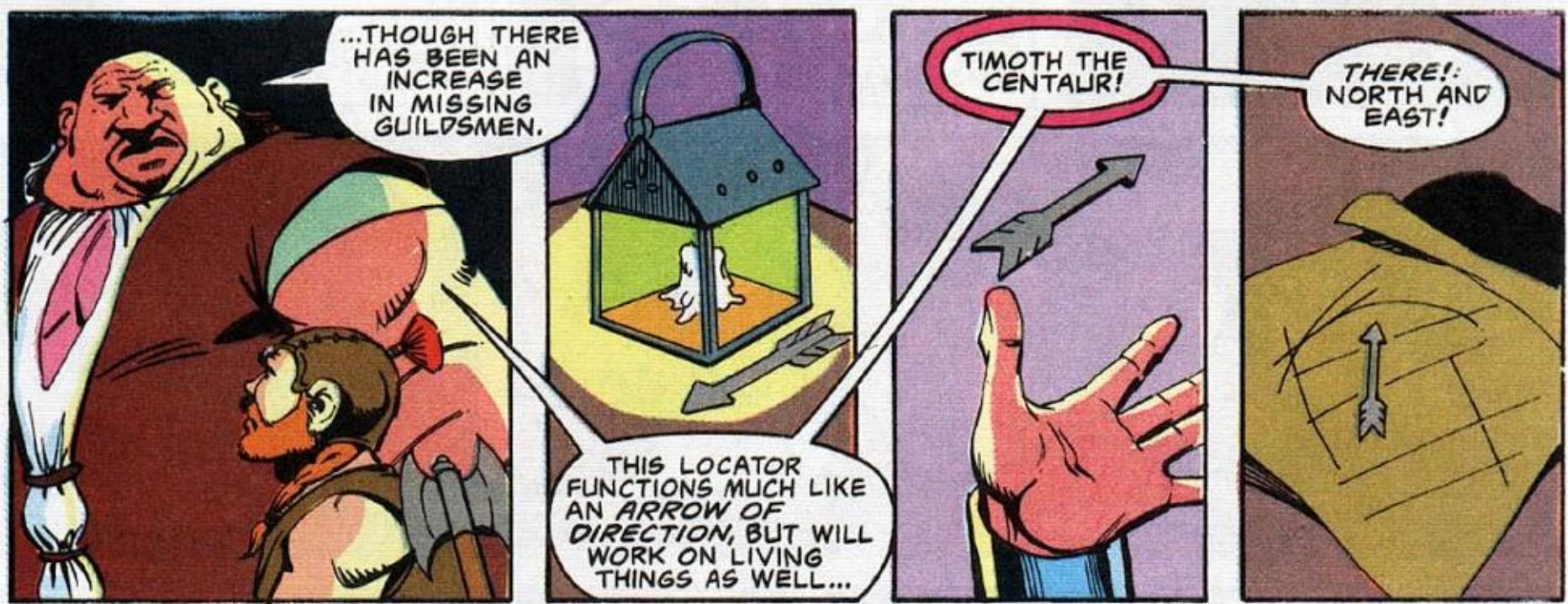
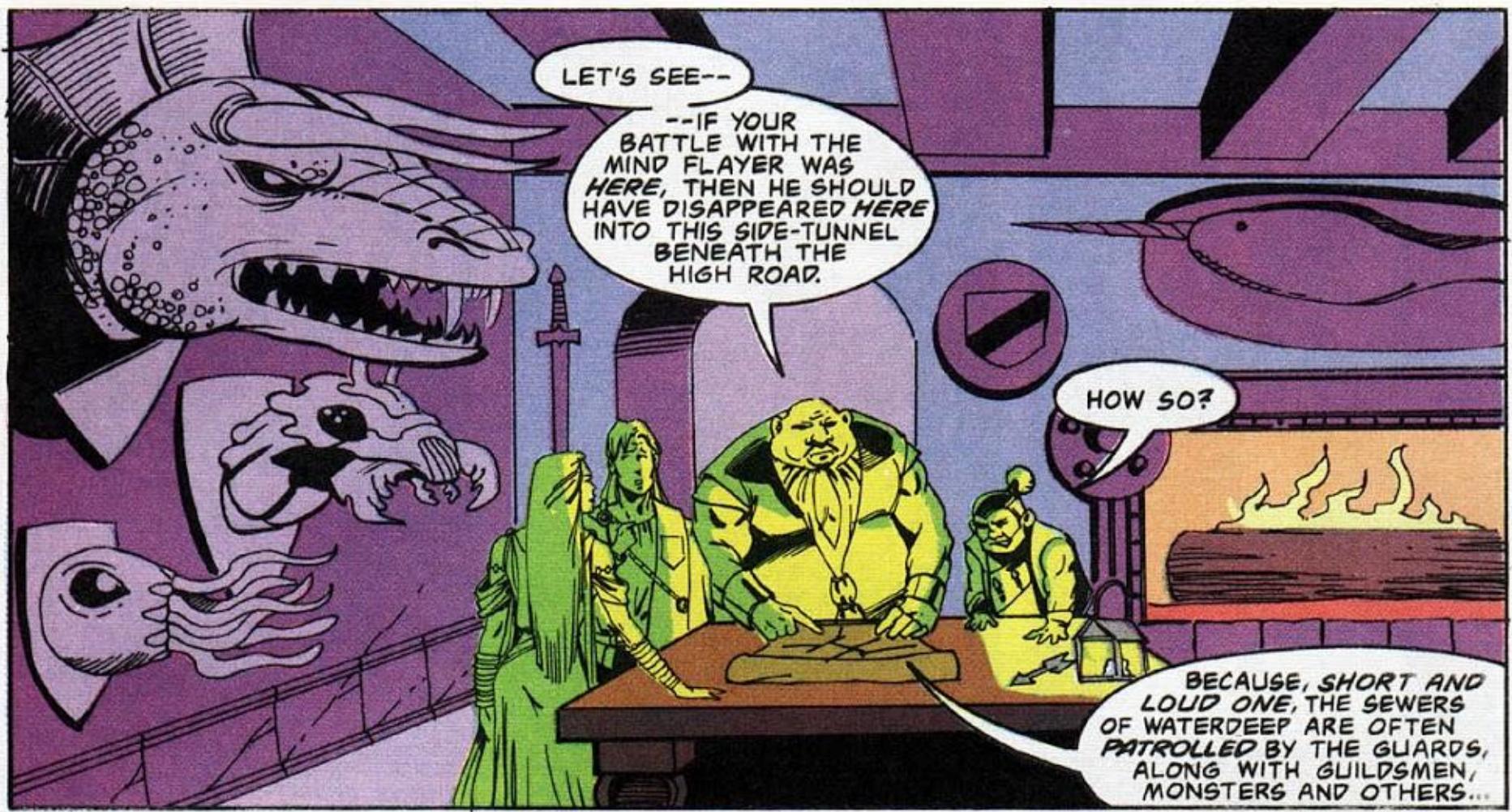
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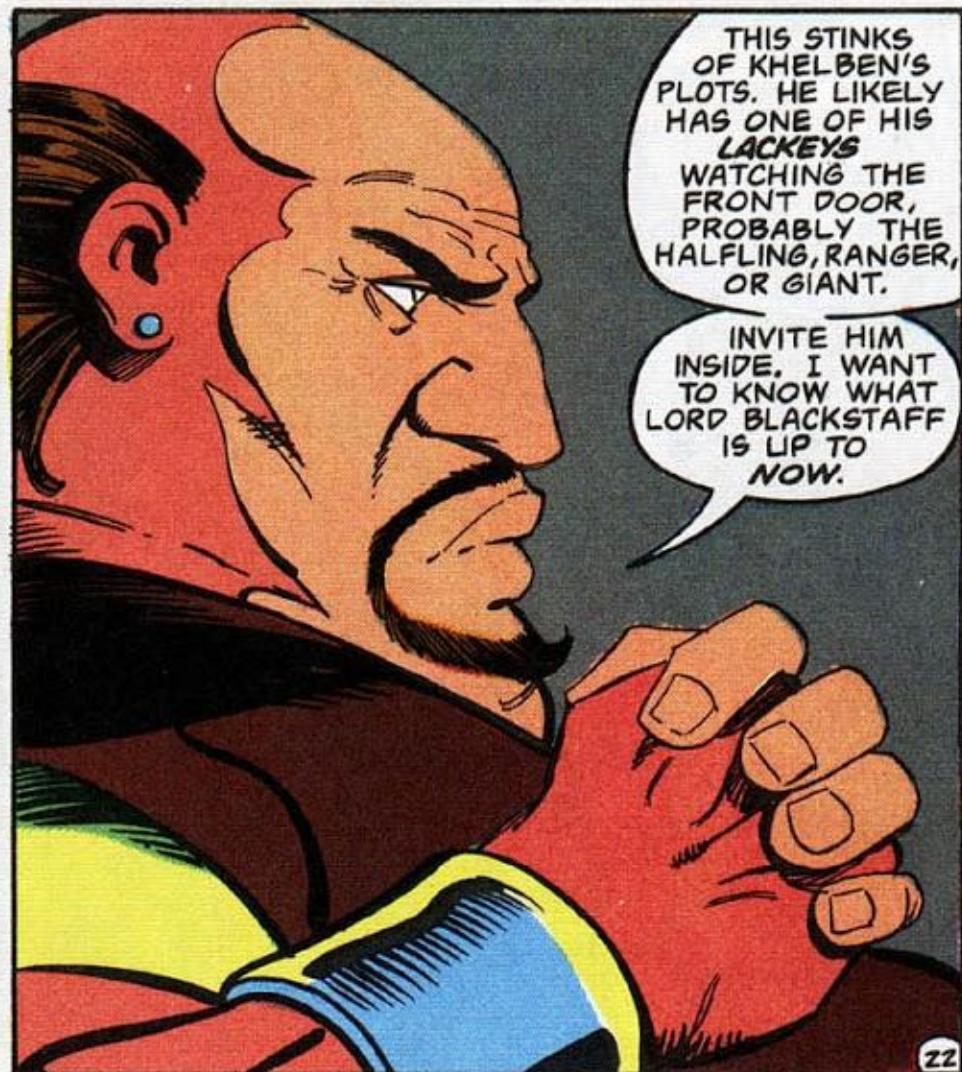
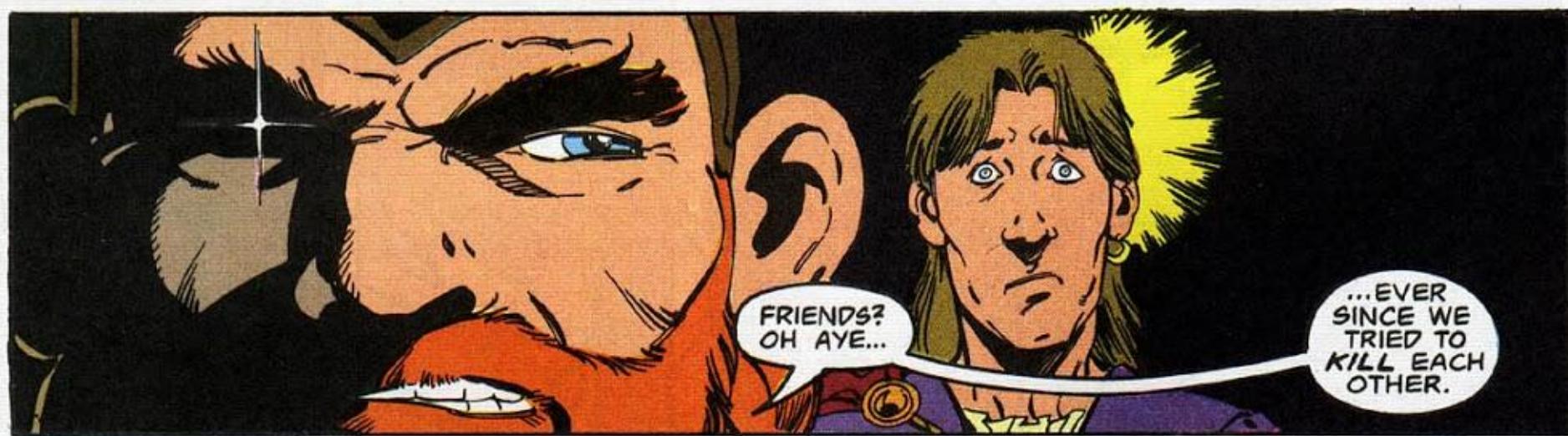
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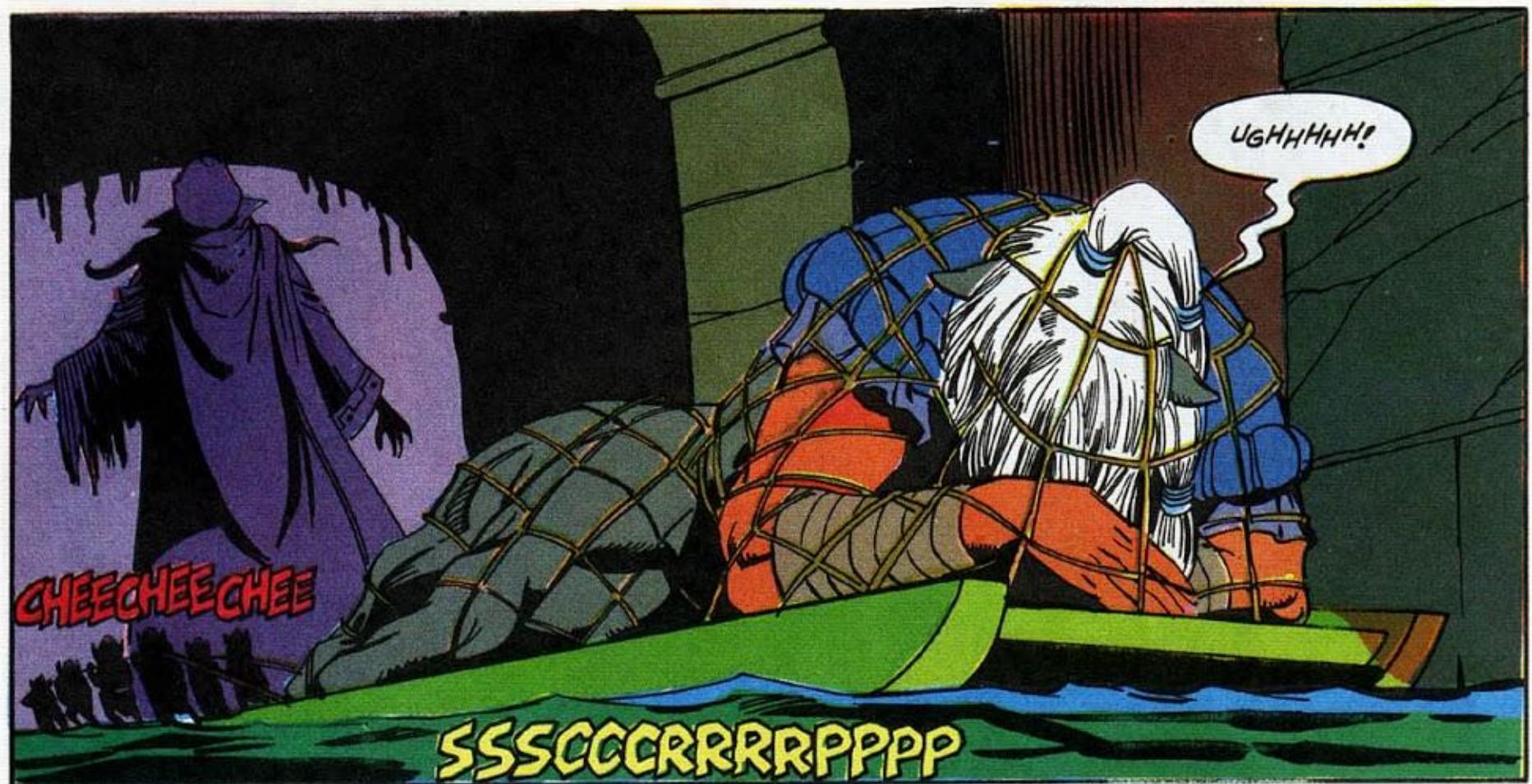
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THE Advanced Dungeons & Dragons COMIC

Call me Editor.

First thing I want to do is thank my predecessor, Barbara Kesel, for getting this book and the other current DC/TSR titles up and running. Barbara and consort have set out for the Western Realms in quest of adventure and glory. Her immediate source of glory will be a set of 80-page, New Format comicbooks based on The Avatar Trilogy of novels from TSR. The books are called Shadowdale, Tantras, and Waterdeep, and Barbara is adapting them to comics form for a Spring, 1990 release. Be ready, because the Realms will quake.

I thought we would give our Dungeon Master a break this month from explaining the finer points of the characters who turn up in the Advanced Dungeons & Dragons™ comic book, and take this chance to find out more about you, our readers.

We—that is, myself, writer Dan Mishkin, artist Jan Duursema, the inkers, letterers, colorists and the Gnomes of Production here at DC Comics as well as the Wizards of TSR who prowl the Tower of High Sorcery at Lake Geneva—would like to know who you are. We want to know what brings you to our humble tales of flying lizards and fearless adventurers; what sorts of books, movies, games and entertainment occupy you when you aren't with us; mostly what you think of what we have done with the Advanced Dungeons & Dragons™ comic book so far and where we might take it in the future.

If sales and written response are any indication—and they're the best ones we can think of—we are filling a niche in the comics kingdom quite comfortably with this magazine and our companion publications, Dragonlance™ and Forgotten Realms™. Although we haven't run a conventional letters page before—any more than we've run a conventional comic book—we have received a number of letters, some of which I'd like to share with you...

Dear Dan, Jan, Barbara & the Gang,

Having played AD&D for eight and a half years now and having been a comics fan even longer, I've always hoped that the two would someday merge. Well, I've played super-hero role-playing games and now I'm reading an AD&D comic book. What more could I ask?

Well, actually I was hoping to see a first-level party dungeon-crawling, but instead found an intermediate-level party made up of typical fantasy personalities: the honorable paladin, the strong-willed woman warrior, the stubborn dwarf, the innocent elf, the sensitive centaur.

So far, I've liked the series. My personal favorite is Kyriani, but further exposure to Priam Agrivar may change that. I've never liked female fighters, but so far, Vajra is an enjoyable character. Onyx is okay, but can't we break him out of the typical "stubborn dwarf" mould? Every fantasy dwarf I've read about is the exact same in personality. Let's be original with Onyx and get him out of those silly baggy pants!

The only character I really hate is Timoth. I am not very fond of centaurs (they slaughtered a character of mine about a year ago), so I am naturally prejudiced against him.

I am very much in favor of seeing characters from the *Forgotten Realms* novels guest-star (if not stay permanently) here. I have got to see Drizzt, the renegade Drow Elf and my favorite character, appear here along with Wulfgar. I wouldn't mind Tristan Kendrick appear along with Robin and Daryth, and how about Elminster?

I'd like to see more new members. Perhaps a Druid, a Necromancer, a thief or a ranger could join, and maybe a crossover with *Dragonlance* could happen. I'd love to see Kyriani and Raistlin mingle.

Thanks for listening,
Rich Standish
Vicksburg, Michigan

Check out what your man Priam Agrivar—along with some of your other suggestions—is up to in the new Forgotten Realms comic book. And actually, we thought if you wanted characters who are cast against type so badly, you'd particularly like Timoth. Here's a centaur who's smarter than he's strong, with just enough of a trusting streak to cause him some aggravation. Take another look.

Dear Staff,

The "Spirit of Myrrth" story is terrific! I'm looking forward to the conclusion in issue #8.

DC COMICS INC.
666 Fifth Avenue, New York, NY 10103

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Is there going to be an annual or over-stuffed issue or something in the future? I hope there is. For the lettercol title how about calling it "Advanced Mail"? Until time ends, make mine *Advanced Dungeons & Dragons!!*

See ya,
Belmont Magill III
Vine Grove, Kentucky

Dear Sirs,

This is the medium where *Advanced Dungeons & Dragons* belongs! How come it took so long?

Here are some suggestions for the lettercol: "Notes to Elminster," "The Chain Mail Bag," "The Mage's Pages."

I really love the statistics and info in the back of the book. Keep it up. Now all we need is an *AD&D* movie! May the light of Selune's smile shine brightly upon you!

Sincerely,
Andrew Thompson
LaPorte, Indiana

You can't mean that an *AD&D* movie is all we need. How about a *Dragonlance* movie? A *Forgotten Realms* movie? A sequel or two to each of them? A sitcom spinoff...?

We got scads of suggestions for a text page title. Darrin Rowsell of Oshawa, Ontario alone sent in 26 of them. Among Darrin's suggestions, we like "Swords and Scrolls," "Crossroads," and "Wizards, Warriors and Writs." What do you think?... Of text page titles or anything else?

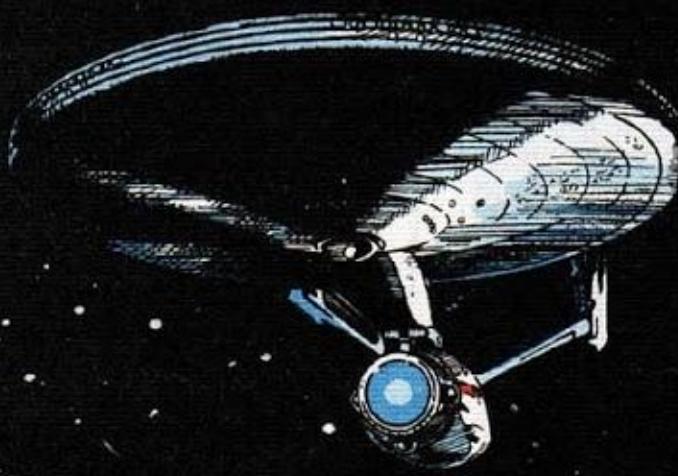
Here's an innovation for you: cover credits. It's occurred to us that we haven't generally included the names of the people who draw our covers anywhere in the book, so in this book we're going to do it right here. The artist who pencilled and inked this month's cover was Jan Duursema. The colorist is Tatjana Wood.

Be in touch,
Elliot S. Maggin

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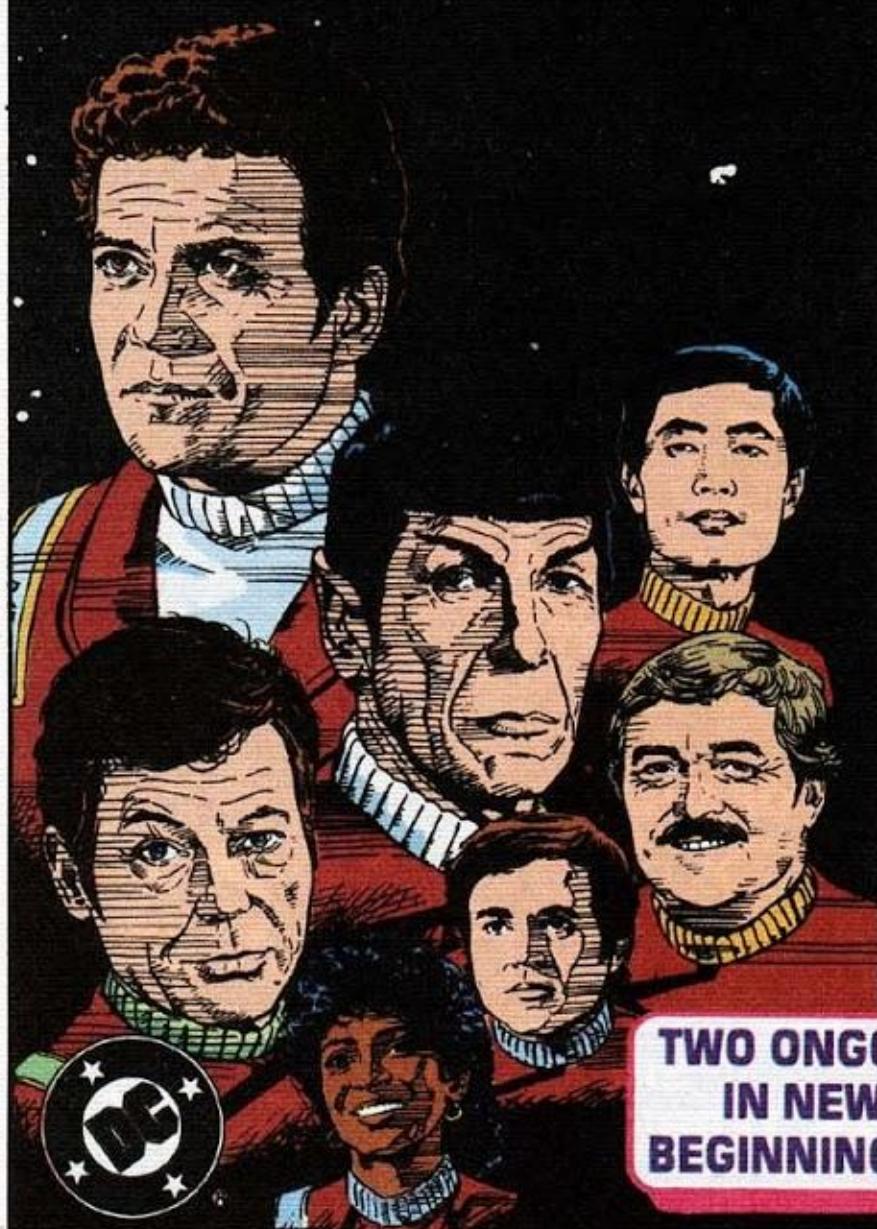
CAPTAINS COURAGEOUS!

STAR TREK

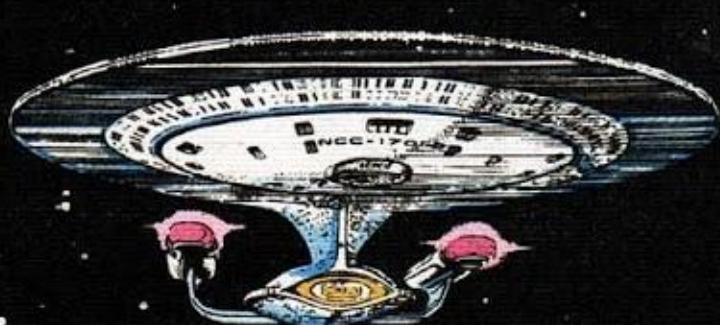


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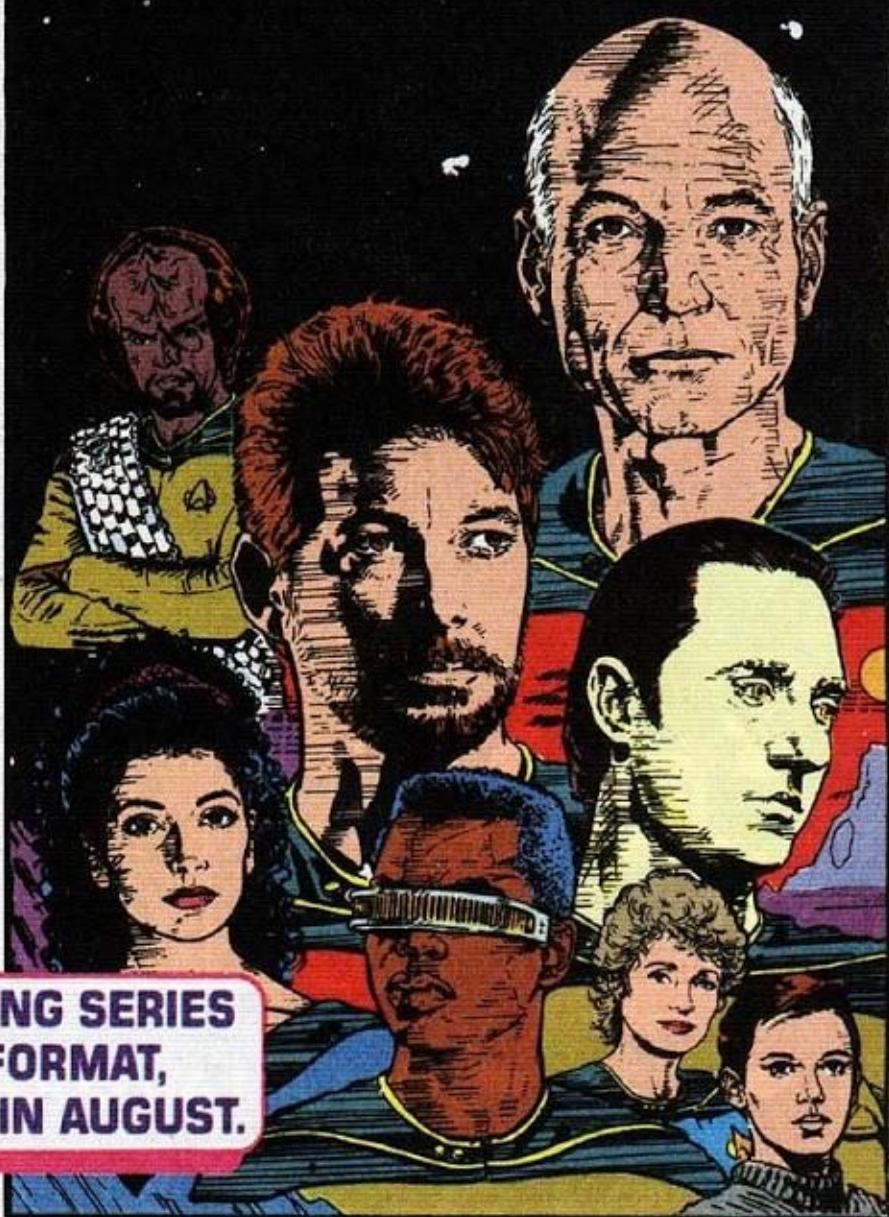


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OF THE
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UNIVERSE



PLUS:

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Doctor Fate's toughest challenge, as Eric must deal with the ghostly return of his dead mother. Plus: Learn the untold story of what Nabu had to endure to merge his consciousness with Kent Nelson's body. 64 pages in New Format.
Available in July DeMatteis / Sutton / Fern / McKenna
Cover by Kent Williams

DETECTIVE COMICS ANNUAL #2

Batman returns to where a young Bruce Wayne met America's greatest detective . . . and where Batman first learned the detective's art. Plus WHO'S WHO pages. 64 pages in Standard Format.
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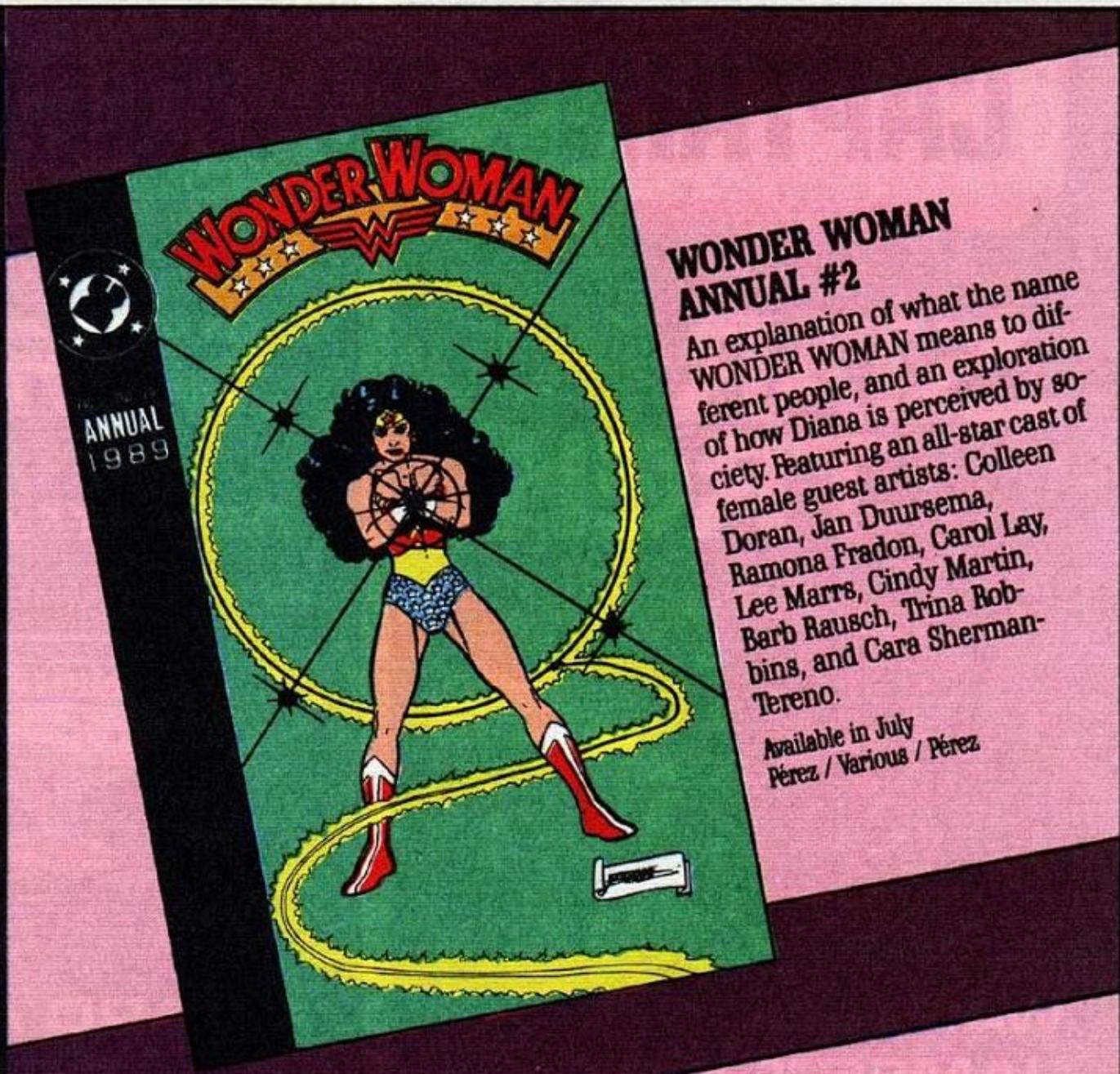
HELLBLAZER ANNUAL #1

An examination of Constantine's confusion while committed in Ravenscar, and a look at his distant relative from the Dark Ages. Plus an untold story of Constantine's early years with the group Mucous Membrane. 64 pages in New Format.
Available in August Delano / Talbot / Oakley
Cover by Dave McKean

WONDER WOMAN ANNUAL #2

An explanation of what the name WONDER WOMAN means to different people, and an exploration of how Diana is perceived by society. Featuring an all-star cast of female guest artists: Colleen Doran, Jan Duursema, Ramona Fradon, Carol Lay, Lee Marrs, Cindy Martin, Barb Rausch, Trina Robbins, and Cara Sherman-Tereno.

Available in July Pérez / Various / Pérez

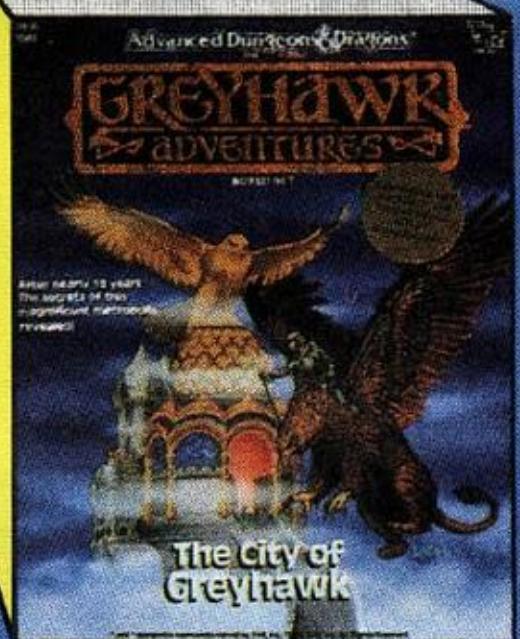
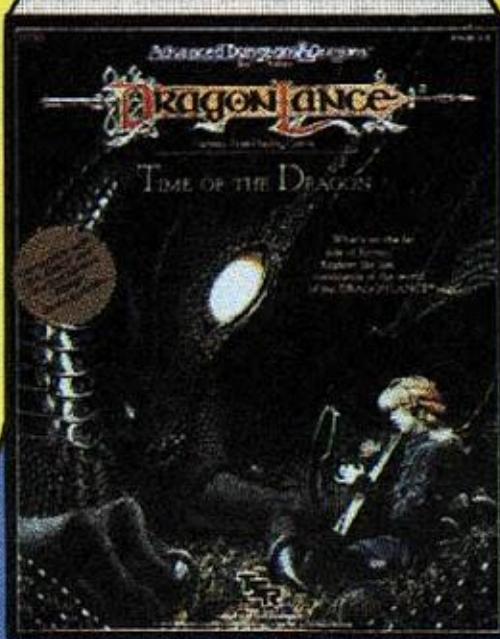
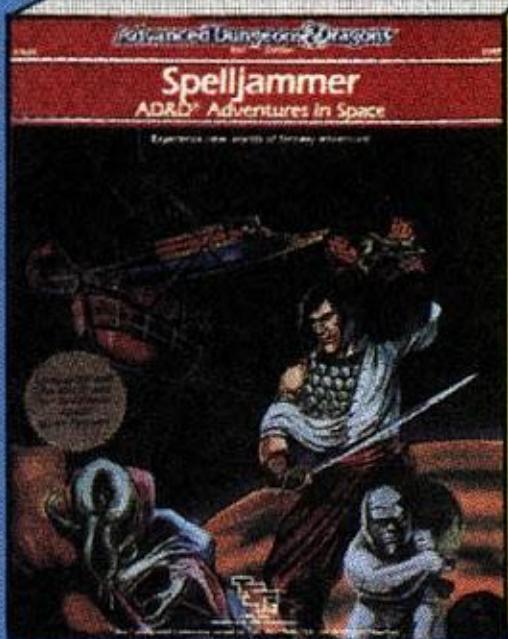


THREE GREAT PLACES

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