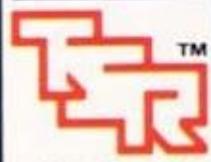


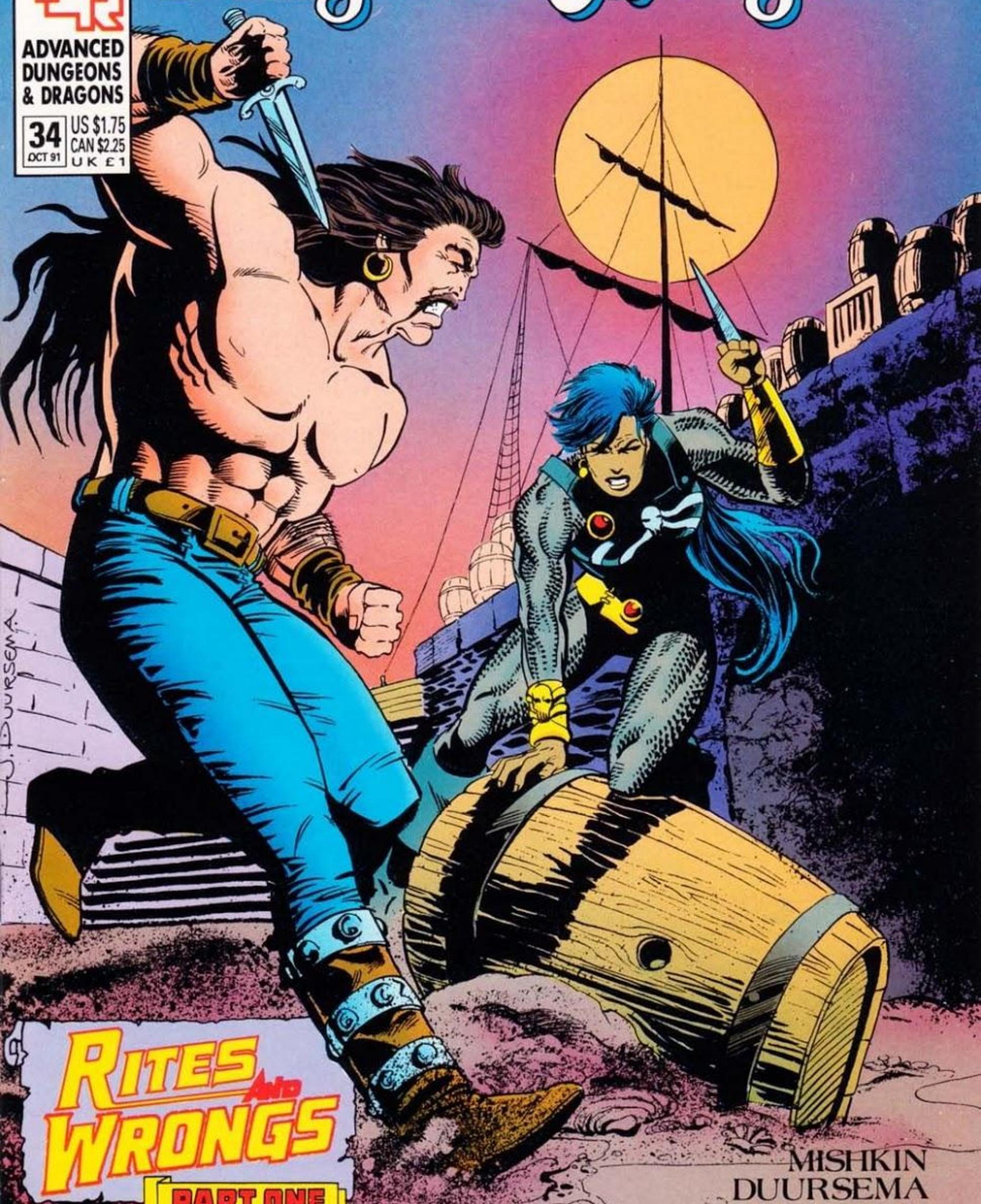


Advanced Dungeons & Dragons™



ADVANCED
DUNGEONS
& DRAGONS

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RITES AND WRONGS
PART ONE

MISHKIN
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IGNORE.

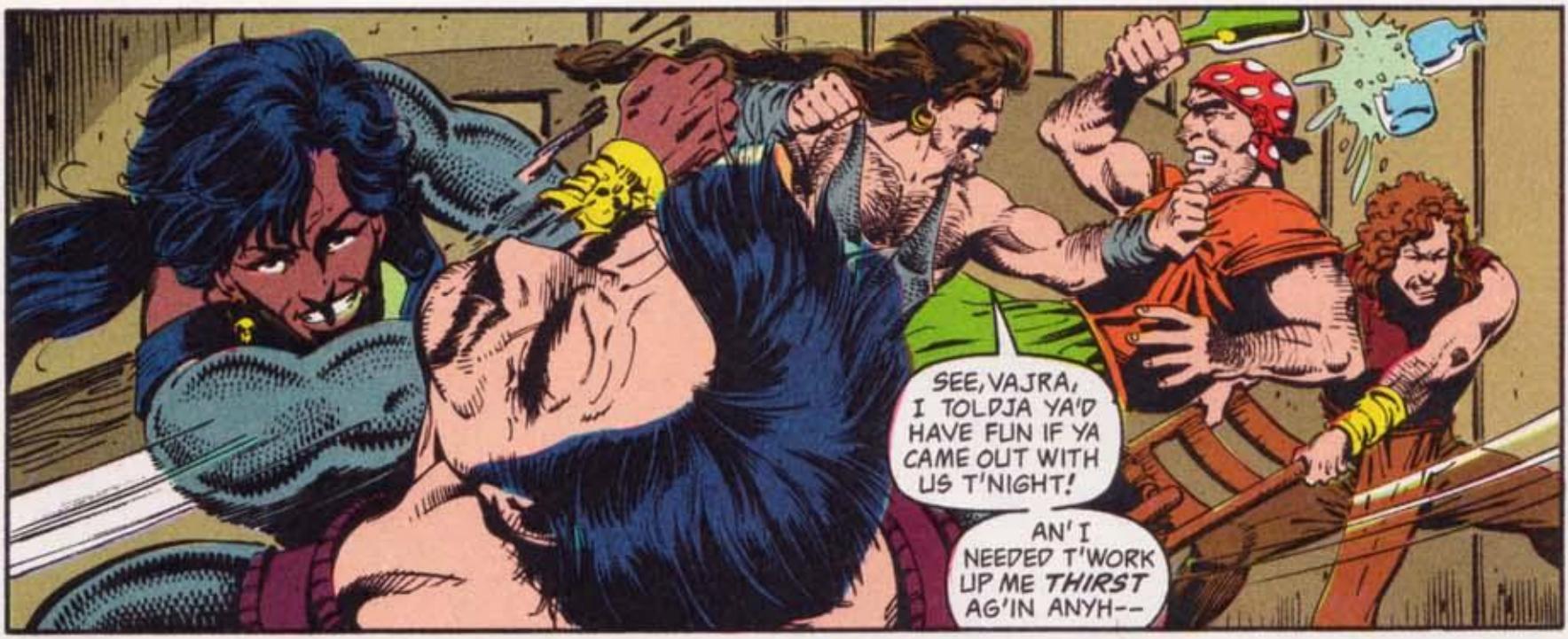
YER MORE LIKE
A THIEVIN' RAT
DEFILER O' TRUTH
AN' A HONORLESS,
UGLY STAIN ON
HUMANITY!

WHY,
YOU--!

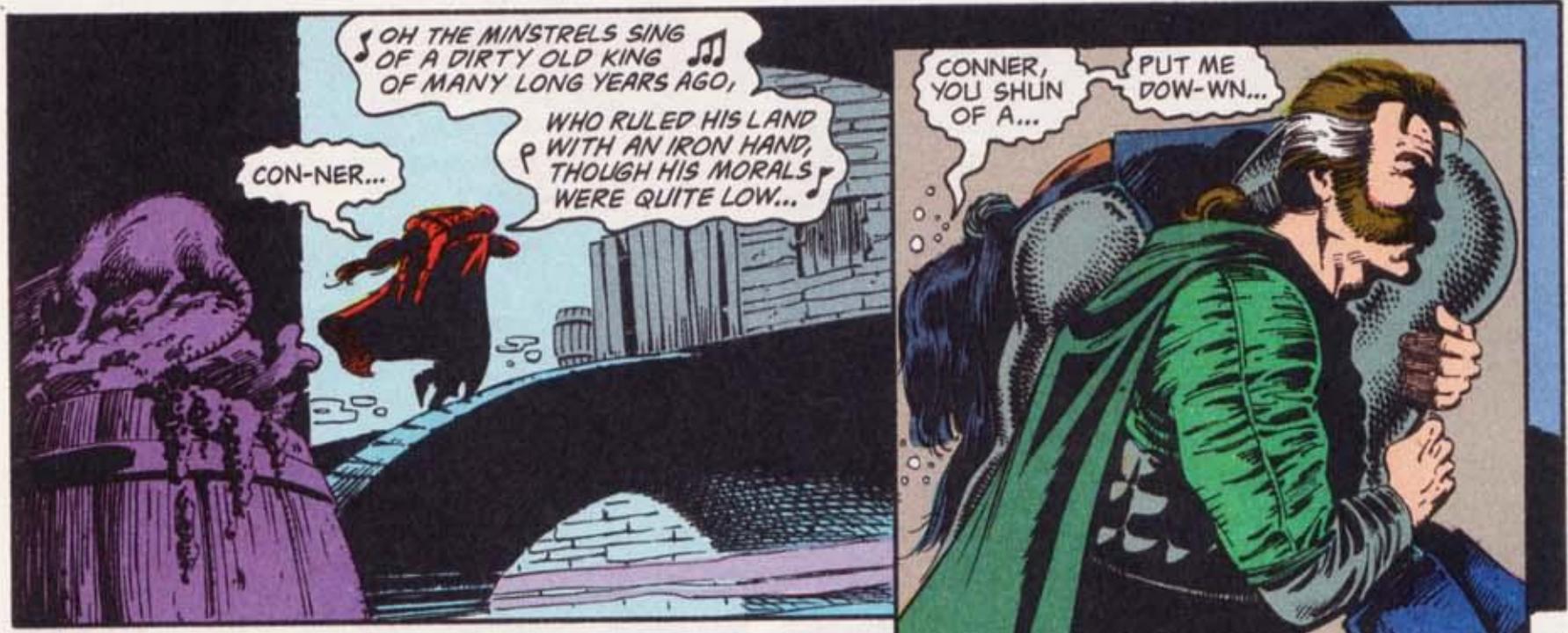
GET 'IM,
VAJ!

TELLING LIES











DON'T MIND ONYX,
CONNER...HE'S BEEN
SHORT TEMPERED
LATELY.

THAT
BETTER NOT
BE A CRACK,
VALMEYJAR!

NICE
TO SEE YOU
AGAIN TOO,
ONYX.







THAT'S THE ONE.

LUNA--SOMETHING A LITTLE STRONGER, IF YOU WOULD.

ONE CALISHITE COFFEE COMING UP.

I'VE CONVINCED THIS EVIL MAGE, YOU SEE, THAT I CAN DELIVER THE BRIDE OF A LORD OF THE LOWER PLANES --A TANAR'RI CALLED STRUMFERRAL.

GLANDOWR THINKS HE'LL USE THE BRIDE AS LEVERAGE TO WREST GREAT POWER FROM OLD STRUMMY.

BUT CONNER... IF A TANAR'RI WAS GOING TO LET HIS BRIDE-TO-BE ROAM THE REALMS--

AND GLANDOWR WILL ASK HOW YOU OVERCAME THOSE BARRIERS.

--HE'D SURELY PUT PROTECTIVE SPELLS IN PLACE AROUND HER.

HMM, YOU'VE GOT A POINT. PERHAPS IF HE BELIEVED THAT I WAS ALSO A MAGE...

DOUBTFUL.

BUT I KNOW WHAT: TAKE ME ALONG TOO!

YOU CAN SAY I'M THE WIZARD WHO BROKE STRUMFERRAL'S SPELLS...

...AND I CAN KEEP AN EYE OUT IF ANYTHING STARTS TO GO WRONG!

GO WRONG? WE'RE TALKING ABOUT A CERTIFIED CON BY A MASTER OF THE ART!

I'M HURT... TRULY HURT.

HOWEVER...









LOOKS LIKE I HAD A GOOD IDEA WHEN I DECIDED TO BRING YOU ALONG, KYRI.

YOUR IDEA, WAS IT?

BUT TELL ME, HOW LONG DOES THIS SPELL OF YOURS LAST?

LONG ENOUGH--IF WE GET OUT OF HERE QUICKLY.

MMM, I DON'T LIKE THAT. IT LEAVES TOO MUCH TO CHANCE.

I THINK WE'LL JUST HAVE TO DISPOSE OF OUR UNDEAD FRIEND...

CONNER, WHAT ARE YOU--?

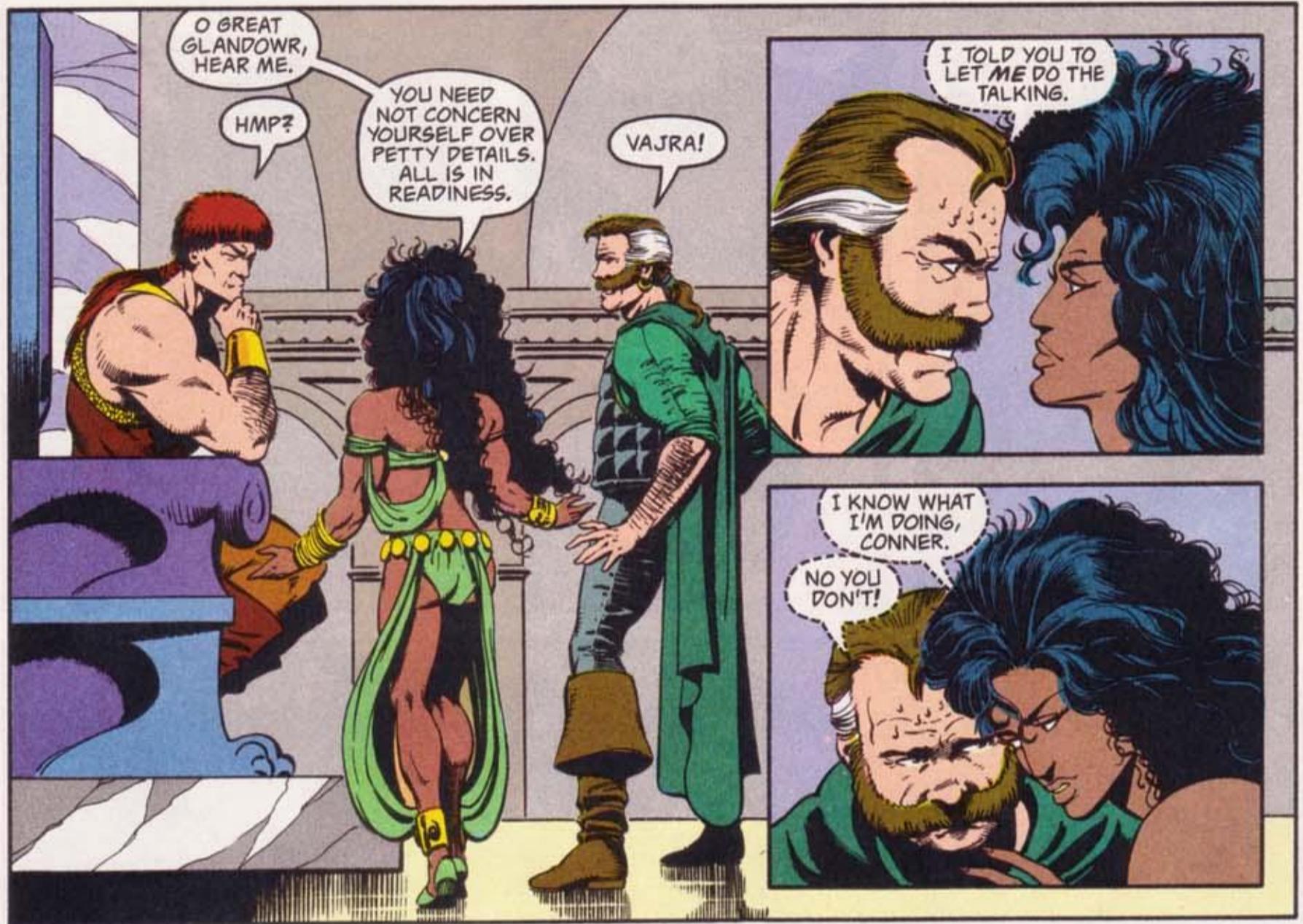
...A BIT MORE PERMANENTLY.

YIIEEE



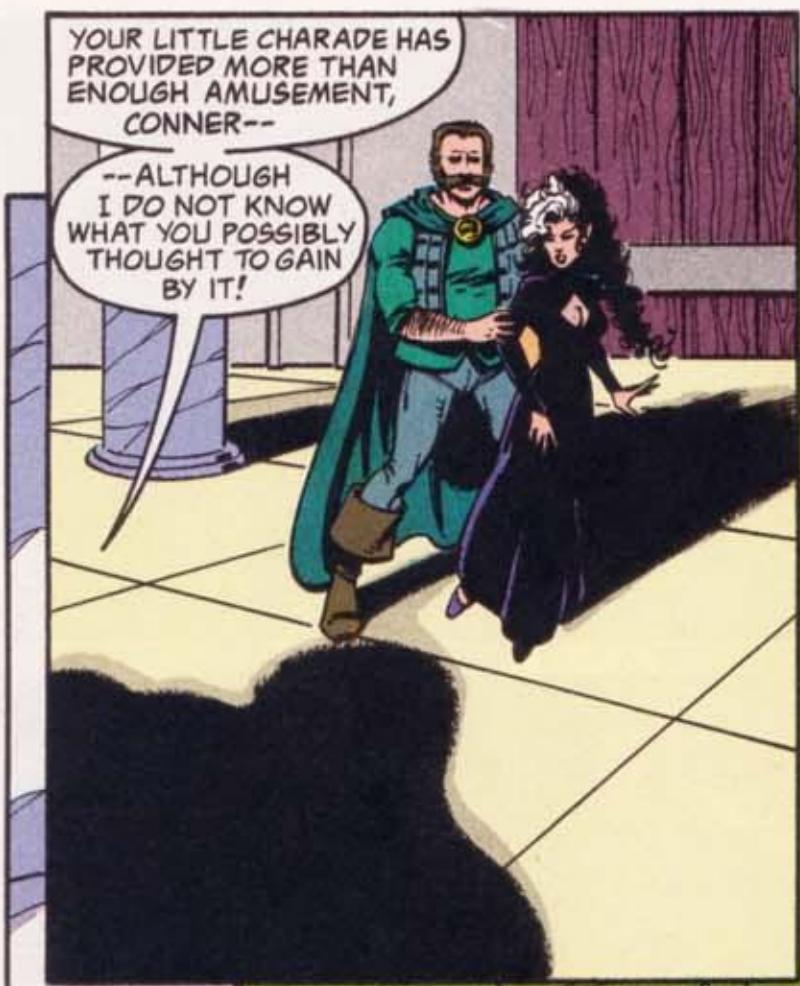












THE Advanced Dungeons & Dragons COMIC

By all the gods and little godlings, as a certain halfling used to say—more mail is showing up. Seems that there's been some kind of time delay with some of these missives reaching me (some kind of dimensional delivery time warp?), but they are arriving—belatedly, but still getting here. And that dimensional warp must be the reason that the next month issue blurb got transposed and mixed up. Sorry about that. So, without further ado let's get to your comments on the conclusion of "Death and the Dragon's Eye" and other great thoughts from readers...

Dear Kim,

I have to say that I love AD&D! I breathlessly await in the comics shop to read the continuing trials and tribulations of Kyri, Vajra, Timoth, and Oynx. I love the artistry, the stories, and the most scintillating banter this side of *Moonlighting*. I enjoy this comic so much; however, I want to know a few things.

1) A comment, really. I was totally blown away when Hedrick turned out to be the Dragon. Excellent twist!

2) I would like to know more about Kyri's origin and powers. I'd also like to know how Kyri's parents met, and all that good stuff.

3) I collected this comic ever since Kyri's "transformation" and I have just one question: When did Kyriani become such a slut? Just how many men in Waterdeep does she have a relationship with? (Or should I say who doesn't she have a relationship with?)

Okay, okay, that was three questions. Also, how's about some origins on the others? I may have missed it if you've already done it, but if you didn't, I would appreciate knowing more about my favorite characters. Keep up the good work!

Rochelle James
5844 Norfolk Street
Philadelphia, PA 19143

I'd say Kheiben and Piergeiron, the open Lord of Waterdeep, are not among Kyriani's sexual conquests, Rochelle. And I'm not sure it's quite fair to judge Kyri's sexual conduct by human moral standards—after all she is half-Elf, half-Drow. If I had to classify Kyriani's behavior, she belongs to that group of people down through the ages who view love as a grand game and sport, epitomized by Cassanova and Don Juan. I suspect that as a result of her involvement with Carril, Hedrick, and Rellamyn,

Kyri has learned that some men regard the affairs of the heart far more seriously than she does, and will choose more compatible lovers in the future. Dan Mishkin wanted to portray a woman who was very comfortable with her sexual identity and not afraid to express herself, to borrow a line from Madonna. And Kyriani certainly has no qualms about expressing herself! (Can't you just see it—Kyri standing at the top of those stairs, in a black men's suit and bustier, grabbing her crotch...oh, Dan! We gotta do this! Dan? Dan?!)

* * * *

Editor Yale—

Re: ADVANCED DUNGEONS & DRAGONS #30

Y'know, I'm truly amazed that I wasn't able to put two and two together and figure out that Hedrick was the murderer prior to Kyriani's bit of deductive reasoning on page 9. Dan turned in a very entertaining story that managed to keep me guessing right up to and throughout this issue's conclusion, and I'm quite appreciative of this fact. Far too many so-called writers today are so damn predictable it's laughable and, as a direct result, I'm buying fewer and fewer titles.

Also, the artistic duo of Jan Duursema and Rick Magyar is as impressive as any currently involved in the industry. Their work is beautiful. And Jan doesn't draw all the females with the exact same bustline one after the other, which is running rampant throughout the books of all the publishers these days. You know as well as I that all women can't, aren't, and do not wish to be walking, talking, breathing Barbie dolls. Anyway...

I'm really enjoying this book.
Bring back TwillJack!!!

Uncle Elvis

You Know Where I Live By Now

Yeah, I do, Unc—and if you don't stop with this "Bring back TwillJack!" stuff, I'm going to show up on your doorstep with an umber hulk in tow to whup you up the side of the head! Give it a rest, man! Sheesh!

* * * *

Dear AD&D Gnomes,

If I were your DM, everybody involved would get a bushel basket of experience points for "Death and the Dragon's Eye." Both the idea of a four-part murder mystery and the execution of the same were superb.

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I appreciate the fact that the format of a monthly comic makes such a concept very challenging. Between issues the readers can pore over every word and every dot of color for clues. The clues must be there, or else you've cheated, and they must be so subtle that they are not spotted. So, in order to make this paragraph horribly long, I will report on how the clues affected me. Almost immediately after the first part I guessed that Kyri had tripped over an invisible something containing the Dragon's Eye while trying to escape from the murder scene, but the verification of my guess in part III was full of surprises and pleasure that things had not been as simple as I had imagined. As far as the murder was concerned, I suspected Hedrick almost from the beginning (and did wonder when he had had the time to search the murder room); I also suspected that his eyepatch was more than it seemed, and it was quite clear that if the story did not involve the dragon who had lost its eye, then it would be incomplete and unsatisfactory—and yet I never managed to combine these notions into the right solution of the mystery. Congratulations!

It must be even more challenging to DM it out as a game with all the confusions engendered by die rolls and PC role playing. To DM a murder mystery whenever I have acquired enough experience playing the game is now on my list of Things To Do.

If you've read this far, you deserve to know something about me. In both human and halfling terms I've reached middle age, but in half-elven terms I have ten years to go. As a profession, I teach mathematics and statistics at a two-year college. My son (whose primary field is art) used to disappear sometimes for long evenings to play Dungeons & Dragons.

Then he invited the group to our house to play. Here were some of his friends whom my wife and I had never met. They were intelligent, friendly, helpful, appreciative, and having a great deal of fun. The last was just too much. After a few sessions I asked the DM to join the game, and now I am a nut about the game.

Now, I found (by a gift from my cleric's deity?) issue #25 of AD&D on a rack in the magazine section of my grocery store. When I started thinking of Timoth and Vajra as PC's and all the other characters in the comic as NPC's, it really started to make sense.

I liked these characters, and started collecting the comic. But who was this "Onyx" that Vajra asked Timoth about? Who was this Kyriani who suddenly appeared as the key character in issue #27? She was really interesting, but she had appeared right out of the blue. Issue #27 answered some questions, but it raised others. Vajra got a cameo, thus establishing continuity. Onyx appeared, and was a real surprise to me. I put together the notion of Timoth, Vajra, Onyx, and Kyriani as a group of PC adventurers and decided that I was hooked. What about Hedrick and Rellamyn? Hedrick was already my chief suspect, and the mystery was just starting. And what was this thing about Carril being "a secret Lord of Waterdeep"? What was Waterdeep? Kheben? Lord Piergeiron?

I hit the specialty stores for back issues. So now I have a lot of background into which "Death and the Dragon's Eye" fits, and fits quite beautifully. Issue #6 gave me information about the guilds of Waterdeep, #7 about Castle Waterdeep, #9 a partial map of Waterdeep, and (best of all) #12 had a whole page about the government of Waterdeep. Without all this background information, I would lack much of my appreciation for the subtleties in your murder mystery and probably would not even be writing this letter.

The letter page of issue #29 provides some of my motivation for writing. I want to vote for stats for all of the main characters (as well as lots of background). I was able to find the stats for Conner in issue #8 and the stats for Timoth in issue #11 [Are you reading this, Ms. Toni Morrow?—KY], but that was all. I was quite pleased to discover that Timoth was a 4th-Level fighter; that's about my kind of character. Conner, being a 7th-Level thief, is out of my league.

Letterwriter Neil Gustavson asked what Kyri can do with her magic. I think that the whole "Death and the Dragon's Eye" series is the best answer that you could have given, since it gave us a story that treated Kyriani in great depth. We got a good look, indirectly, at Kyri's spell book:

In part I she used phantasmal force (1st Level, illusion/phantasm), magic missile (1st Level, evocation), web (2nd Level, evocation), and dispel magic (3rd Level, abjuration). If one uses the 2nd Edition AD&D Player Handbook rules, then a fantastic number of deductions can be made. The only specializations open to a half-elf are in the schools of divination, conjuration/summoning, enchantment/charm, and alteration. Alteration is out because dispel magic belongs to an opposition school. Conjuration/summoning is out because magic missiles and web both belong to an opposition school.

In part II she used wall of fog, featherfall, clairaudience, Evard's black tentacles, and an unspecified illusion spell to make Timoth look like a horse. The interesting spell in this

group is Evard's black tentacles, which is a 4th Level spell. It's also of an opposition school to divination, leaving us with the fact that Kyri is either a mage or an enchanter who does not cast enchantment spells. Of course, her lovers all think that she is an enchantment. Having the ability to memorize and cast a 4th Level spell means that Kyriani is XP Level 7, at least. That means (assuming Kyri is a mage and not an enchanter) that she is able to memorize at minimum four Level 1 spells, three Level 2 spells, two Level 3 spells, and one Level 4 spell.

Assuming that part I and part II take place the same night, by the end of part II Kyri has cast a total of four Level 1 spells, one Level 2 spell, two Level 3 spells, and one Level 4 spell. This leaves only two Level 2 spells unused from the entire repertoire of a Level 7 mage. Moreover, one of those spells was the unspecified illusion she used on Timoth (an improved phantasmal force?). Thus, this cold-blooded logical analysis leaves us with a rather dramatic conclusion: Kyri was really close to the end of her magical rope at this point in the adventure. If Kyri is of XP Level 8 instead of 7, then she might also have a Level 3 spell and a Level 4 spell still memorized.

A small verification (assuming no indulgence in artistic license activity) is that in part I she was shown casting four (count 'em) magic missiles. This implies an XP Level of either 7 or 8. A Level 9 mage can cast five magic missiles.

So Kyri gets needed sleep after part II and during the beginning of part III. Presumably, she then takes the opportunity to study her spell book. Now we come to the greatest unsolved mystery of all—where had Kyriani hidden her spell book (on her person)?

In part IV Kyri casts shield (1st Level), Melf's minute meteors (3rd Level), and dimensional door (4th Level). Through-out the adventure Kyri never casts a spell of the 5th Level or higher. Along with the magic missiles, this indicates that

she has not yet reached the 9th XP Level. Whether she is 7th Level or 8th I cannot decide. I, personally, would prefer 7th.

I agree with Neil Gustavson that I have never seen anything in the rules about healing spells hurting the undead, but it seems logical. Healing spells are most closely related to necromantic spells (of both cleric and wizard types). In fact, healing spells appear to be reverses (of a sort) of necromantic spells. I would very much like to have this cleared up before I manage to kill my cleric through stupid play.

I have tried to recount some of the adventures that I have had just by reading the AD&D comic. Thanks very much for the illusions that you gnomes produce each month. In my mind they are phantasms, not illusions.

Ellis R. McDaniels
199 Columbia Drive
Williamsville, NY 14221

And thanks for your erudite speculations about Kyriani—it sounds good to me. Your letter, for considerations of space, unfortunately had to be abridged and edited a bit, but I hope the gist of what you wanted to say is here.

Dear Team,

Will you ever publish a comic that takes place in the AD&D Greyhawk world?

Greg Elmendorf
1015 Justin Way
Dixon, CA 95620

I don't think so, Greg. Sorry.

And that is (I can't resist) the long and short of this month's letter column. Join us in thirty days when Dan, Jan, Rick, Matt and I bring you the second part of "Rites and Wrongs." (Honest!)

—Kim Yale,
setting the record straight

NEXT ISSUE



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