

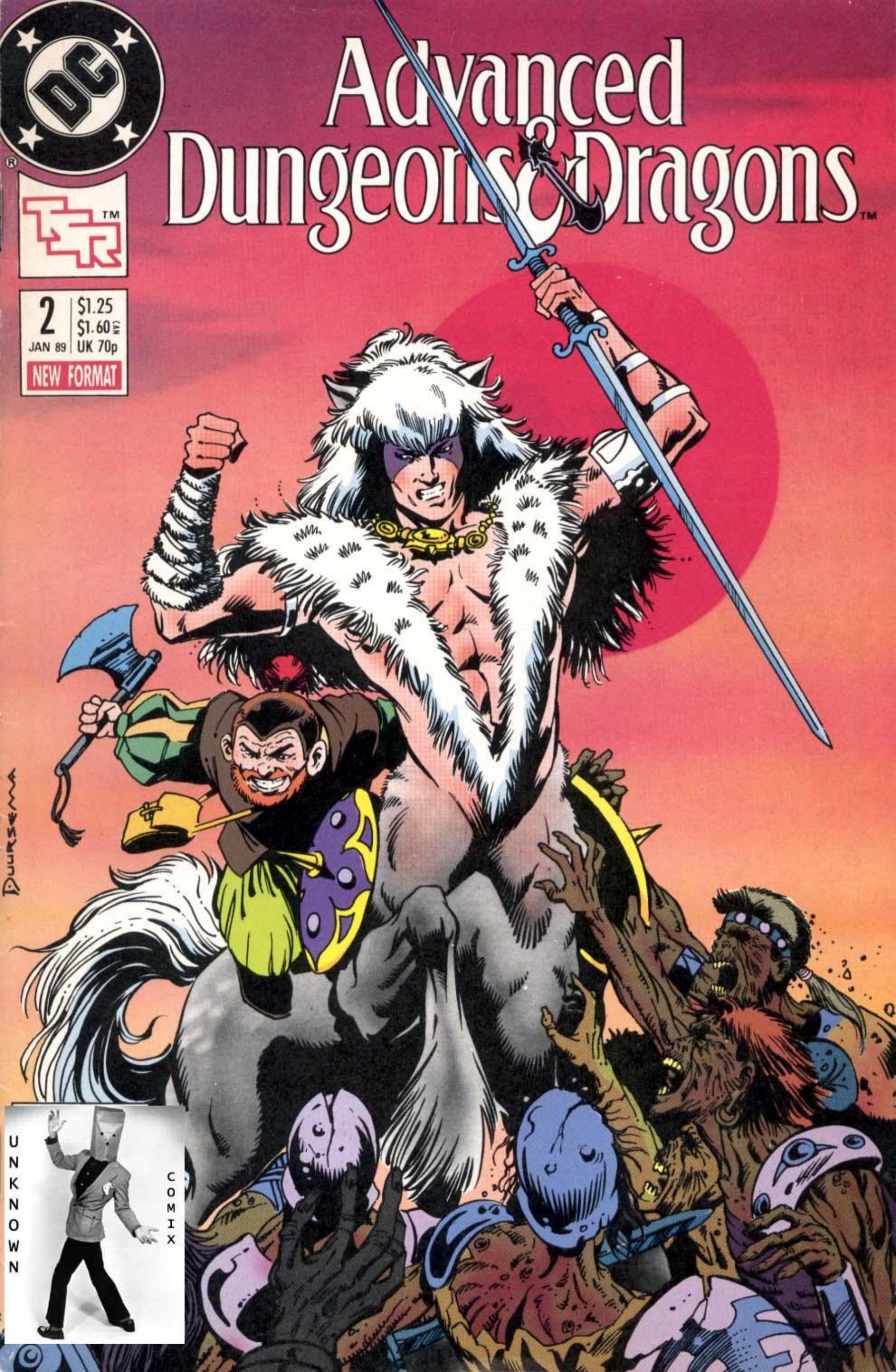


Advanced Dungeons & Dragons™

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NEW FORMAT

DUNGEONS & DRAGONS



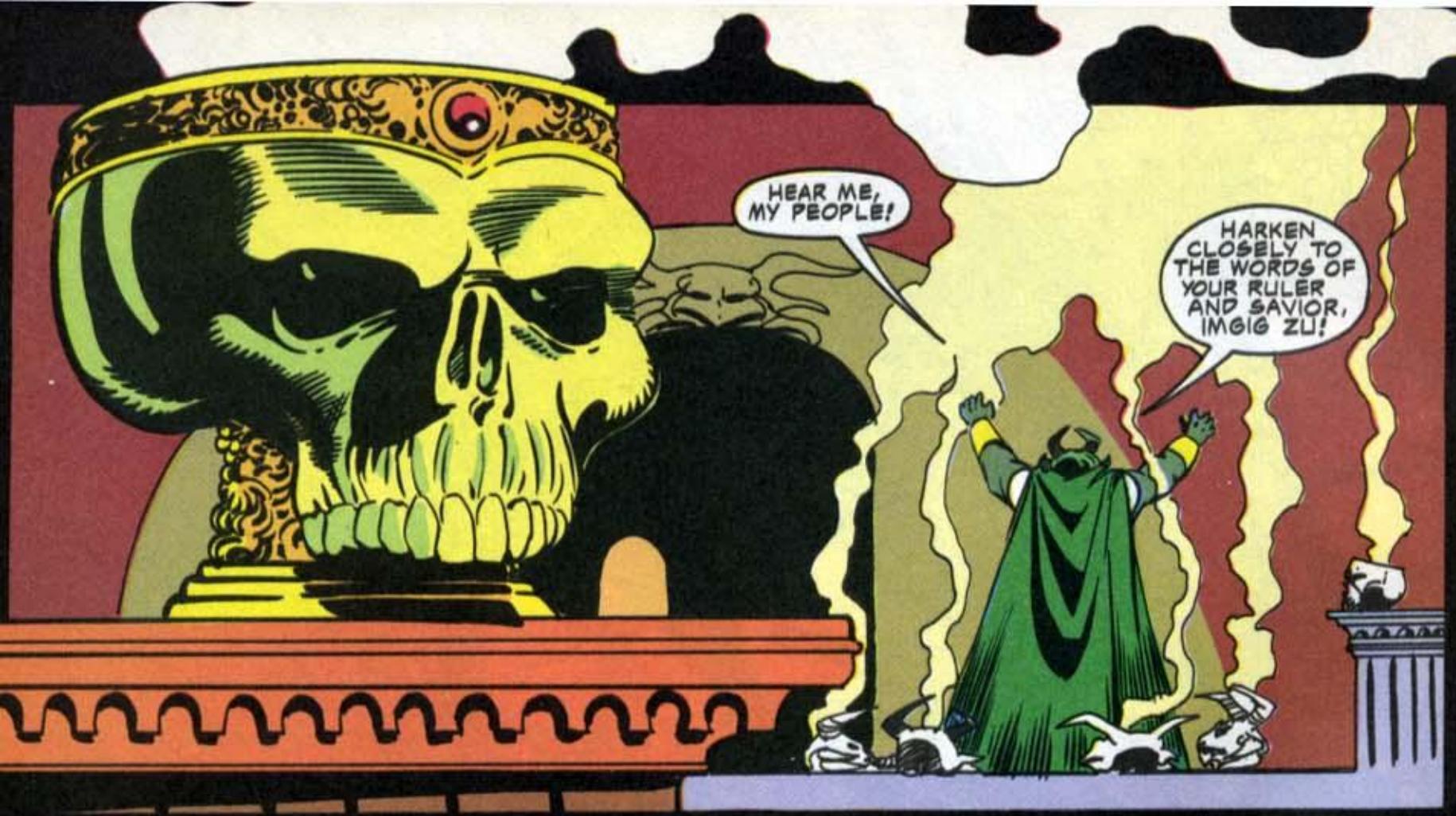


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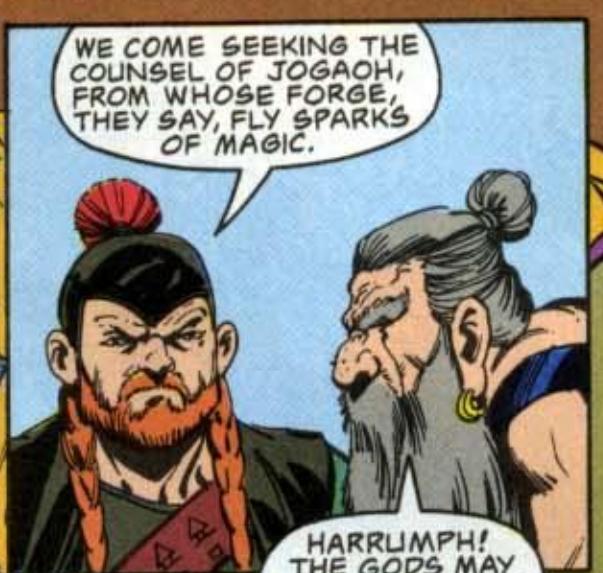
THE BOUNTY SEEKERS OF MANSHAKA





ULALA,
MY PET!

CEASE
DEVOURING
THESE
TRAVELERS!





AND SO THAT IS OUR STORY, SMITHY.

ONYX SAID YOUR FORGE MIGHT BE ABLE TO FASHION SOMETHING TO RESTORE THE USE OF AGRIVAR'S ARMS?

BAH! AND WHY BOTHER?

ANY FOOL CAN SEE THE DRUNKEN WRETCH CAN LIFT ALL THE FLAGONS HE NEEDS TO JUST AS HE IS!

PLEASE, GOOD SIR...

SHOW PITY ON HIM!

HE WAS NOT ALWAYS THE WORN MAN YOU SEE BEFORE YOU NOW.



ONCE HE WAS A NOBLE PALADIN-- UNTIL IMIG ZU'S STAFF OF WITHERING STRUCK HIM DOWN!

SO THIS IS SOME OF OLD IGGY'S HANDIWORK, IS IT?



THEY DON'T BREED THEM ANY MORE WICKED THAN THAT ONE.

VERY WELL, THEN. I'LL HELP.

BUT FIRST YOU'LL HAVE TO DO SOMETHING FOR ME.

*ON A DISTANT
MOOR...*

'PEARS
AS THOUGH
I'VE DONE US
BOTH IN THIS
TIME, LAD.'

ALL ALONE
ON THE FOG-BOUND
MOOR LIKE THIS,
A FULL DAY'S
MARCH FROM ANY
SETTLEMENT...



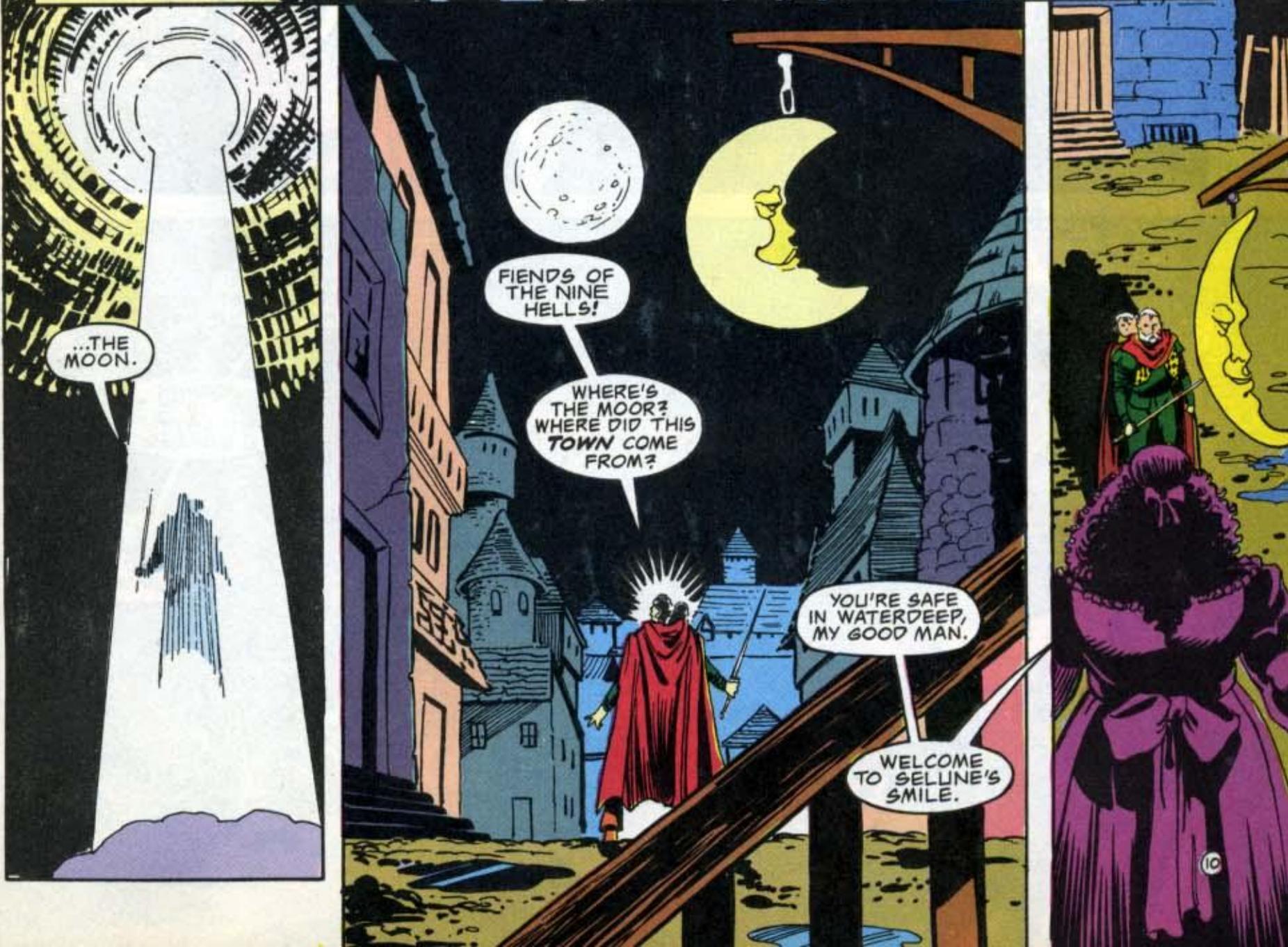
A PACK
OF STARVING
DIRE WOLVES
CLOSING FOR
THE KILL...

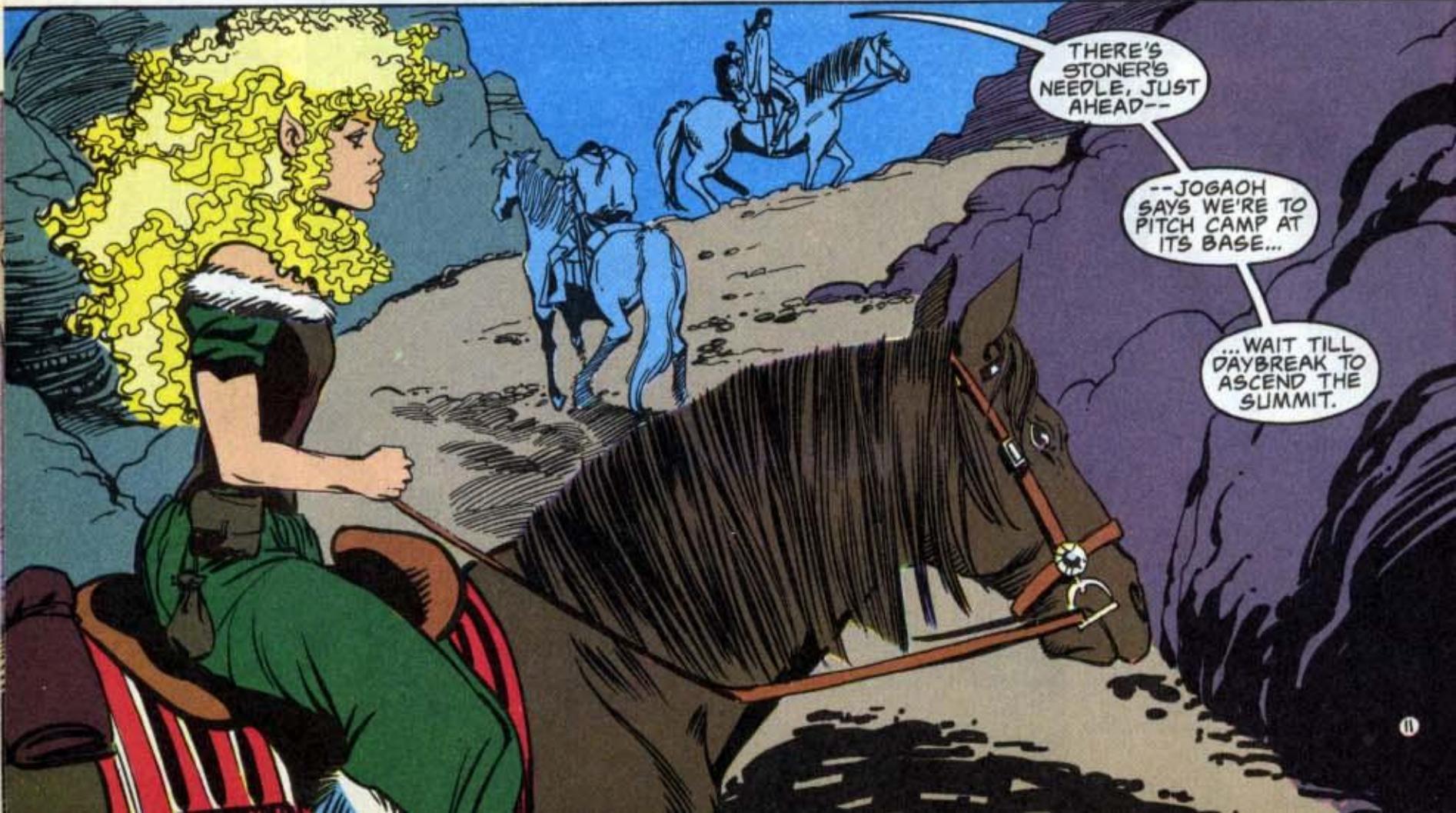
GROWIN' UP...

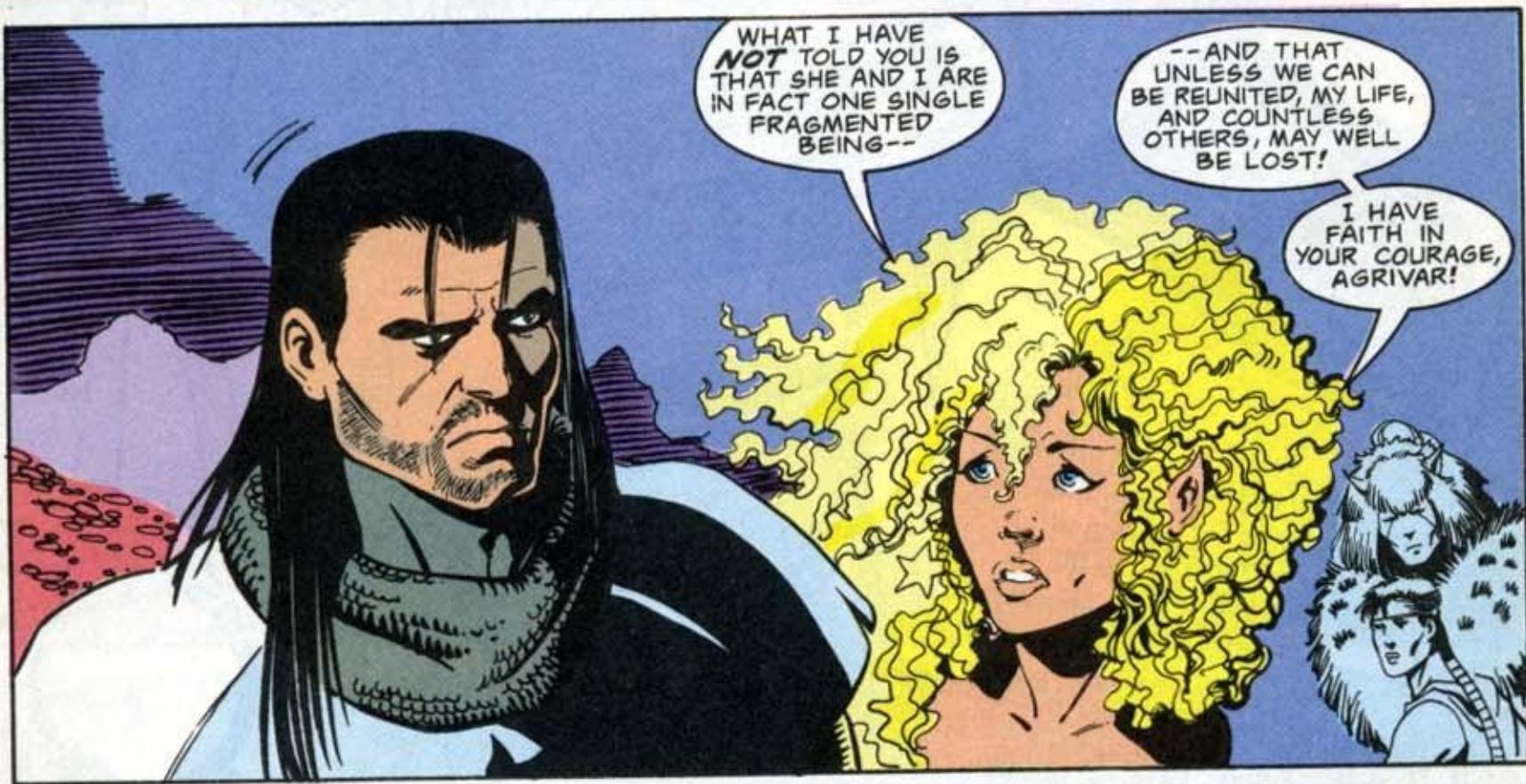


AND NOT EVEN
A SINGLE BLASTED
SHAFT OF MOONLIGHT
FOR US TO WATCH
OURSELVES GET TORN
TO SHREDS BY!









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THE SMITHY STILL HASN'T REVEALED TO US JUST WHAT IT IS HE'S LOOKING FOR ATOP THAT SUMMIT...



YOU'VE BEEN CRAVING ENEMIES TO FIGHT EVER SINCE WE STARTED OUT, ONYX!

WELL, HERE'S YOUR CHANCE!







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MIND TELLING
US JUST WHAT YOU
EXPECT TO FIND
UP HERE, SMITHY?

WELL, TO START
WITH, I SHOULD
PERHAPS CONFESS
I'M NOT A TRUE
DWARF AT ALL...

...BUT RATHER A MEMBER
OF AN ANCIENT RACE TORN
FROM MY OWN PLANE
OF EXISTENCE AGAINST
MY WILL--

--AND
SHANGHAIED
INTO THIS REALM
BY IMIGIG ZU.

FORTUNATELY
FOR ME, I
MANAGED TO
ESCAPE FROM
HIM...

...BUT NOT BEFORE
HE HAD IMPRISONED ME
IN THIS WRETCHED FORM
AND RENDERED MY ARMS
USELESS, AS HE DID YOUR
FRIEND'S, WITH HIS STAFF
OF WITHERING.

IN TIME, I
MANAGED TO
OVERCOME THIS
AFFLICION--



BUT
HOW WILL
YOU MANAGE
WITHOUT
THEM?

NOT ONCE
THIS GLEAMING
TALISMAN YOU
SEE HERE...

...TRANSFORMS
ME, THROUGH THE
POWER OF ITS
MAGIC...

I WON'T
BE NEEDING
THEM.

...BACK INTO
THE BEING I
ONCE WAS....!

VAJRA! MAYBE I WON'T
EVEN NEED THESE
GAUNTLETS!

NOT IF THIS
TALISMAN CAN
RESTORE MY
ARMS--

A FIRE
ELEMENTAL.

--THE
SAME
WAY IT--

EH?!

HO HO!
I FEAR NOT,
FRIENDS!

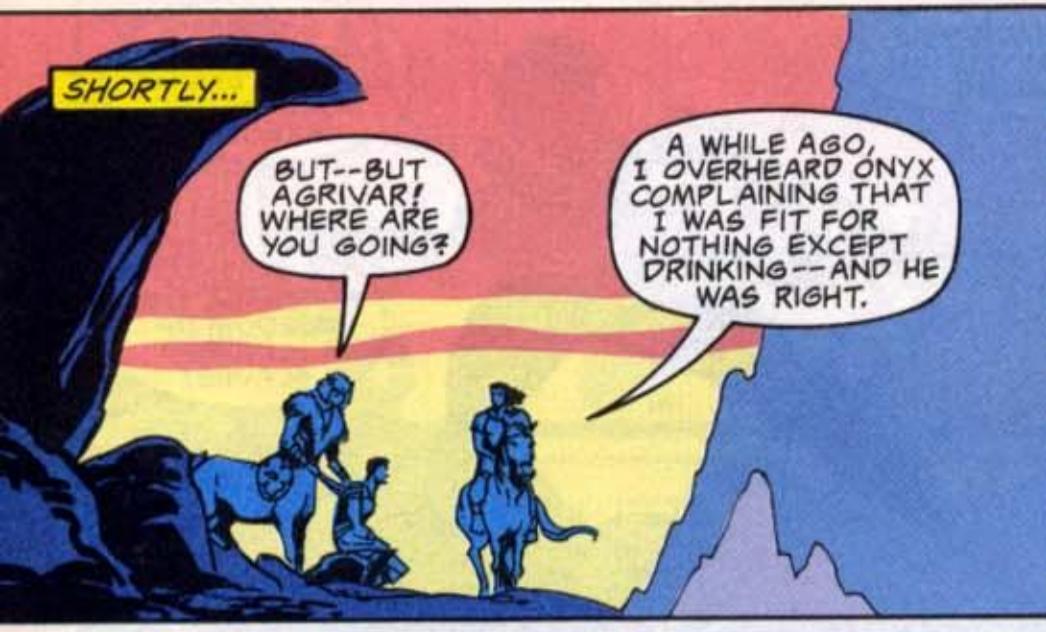
THE TALISMAN CAN
WORK ITS CHANGELING
MAGIC ONLY ONCE IN
AN EON.

AND
NO SOONER
HAS IT DONE
SO...











NEXT: SELUNE'S STORY

THE Advanced Dungeons & Dragons COMIC

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L-3547

Well, our pals have found out the hard way that your past may not only haunt you, it may HUNT you! Following is bit of background to enlighten you as to who's snagged our crowd, and why. Issue #1 isn't even out yet, but I've gotten mail on it already from future readers trying to guess just what's going to be in the book. Several of you have suggested guest appearances by personalities from TSR's line of FORGOTTEN REALMS™ novels. Since Waterdeep is such a hub, I'm sure we can arrange some "crossover" stories, so send us a vote for your favorite. Let us know what you think of this issue, too!



MONSTER

Greater Basilisk

Frequency:

Very Rare

Number appearing

2

Move

6"

Hit Dice

10

Percentage in lair

50%

Treasure Type

H

Number of Attacks

3

Damage/Attacks

1-6/1-6/2-16

Special Attacks: See below

Special Defenses: Surprised 1 in 6

Magic Resistance: Standard

Intelligence

Low

Alignment

Neutral (Evil)

Size

L (12' long)

Psionic Ability

Nil

The Greater Basilisk is the larger cousin of the common basilisk, and like the more common version, has eight legs, moves slowly, and turns individuals who meet its gaze to stone.

Those characters who look the Basilisk in the eye must make a saving throw vs. petrification or become stone statues. The Basilisk, if it views itself (in a mirror or other reflective surface), must make a similar saving throw or be turned to stone itself. The Greater Basilisk is extremely near-sighted, however—the range of its petrification is 50 feet, but for it to be petrified itself, it must be within 10 feet of the reflective surface. The vision of the Greater Basilisk, like that of its smaller cousin, extends into the astral and ethereal planes. The claws of the Basilisk are tipped with a mild poison (saving throws are at +4), and its breath is also poisonous, so that those within 5 feet of the mouth must also save versus poison (at +2) or be slain.



CHARACTER

VAJRA VALMEYJAR

7th level fighter

Strength 18 (23)

Intelligence 13

Wisdom 13

Dexterity 17

Constitution 16

Charisma 14

THAC0 (To Hit Armor Class Zero) 14

Hit Points 56

Alignment Neutral Good

Armor Class 3 (Studded leather + Dex bonus)

Weapons: Long Sword, Spear, Sling, Net

Speaks the following languages: Common, Anmite, Dwarven

Elminster's notes: Vajra is a native of Tethyr, a land caught in a brutal civil war. Vajra was separated from her family and fled south, where she fell into thievery and confidence games in the cities of Calimshan. At 12, after an unsuccessful con operation, Vajra was captured and sold as a slave to the house of Baron Abon Duum.

Manshaka, the largest city near Duum's landholding, is the home of a legendary Arena of Blood. There warriors, both free and enslaved, battle to the death. In the arena's brutal setting, Vajra learned the arts of the sword, the spear, and the net, becoming the most accomplished of Abon Duum's stable of fighters.

Vajra tired of the arena and decided to leave Abon Duum's employ. She seriously injured several of Duum's best warriors while escaping. Now a wanted escapee, Vajra fled Calimshan, taking work as a mercenary in Tethyr's endless civil wars, then as a bodyguard in Athkatla. Abon Duum sent bounty hunters in pursuit, not wanting his finest warrior to go uncaptured and unpunished, forcing her to leave the South entirely.

The City of Waterdeep refuses to recognize enslavement, so it was here that Vajra eventually came to rest. She became the bouncer for a new inn—

Selune's Smile. Vajra and the bar's proprietor, Luna, developed a good working relationship and friendship. Though Vajra is no longer employed by the inn, the two remain friends and Luna occasionally contacts Vajra with unusual employment.

Vajra does not discuss her past except in a casual, offhand way. She still wears the symbol of the Warriors of Blood as a warning to others. She is now free, and will never willingly allow herself to be enslaved again.



MAGIC ITEM

The Lockstone

The Lockstone is a magical device which usually appears as a crystalline or metallic orb or egg. It is believed to be native to several of the outer planes. Lockstones are timed devices, set to release one or more spells if particular conditions are met. A Lockstone can have up to two preconditions and store up to three spells. After the spells are cast, the stone becomes dormant for at least a year, after which it will function if those conditions are met again. A Lockstone's programming can only be changed by a wizard of at least 16th level.

Imgig Zu used a Lockstone to imprison the fire elemental Jugoah in the Realms. The preconditions of this particular Lockstone are: 1) The passage of 200 years and 2) the Lockstone must be touched by a living individual. Once these requirements are met, the stone will 1) restore any withered or lost limbs to the holder, 2) restore the holder's original shape and 3) free the stone's Greater Basilisk guard.

Lockstones are rare and are usually used to entrap extrdimensional creatures and protect valuable treasures. Prior to the discovery of the Lockstone on Stoner's Needle, there have been records of only three in the North.

NEXT ISSUE: Just when you thought you knew what was going on, we show you more people who aren't what they seem to be. Luna tells a very special bedtime tale while Vajra, Onyx, Cybriana, and Timoth try to figure out how to keep from being dragged back to be the next star attraction at the Arena of Blood! Be there, or miniature basilisks will turn your socks to stone...

—Barbara

TSR Worlds

What is TSR?

Although a lot of you out there have been buying TSR products for a long time, an equally large number of you is probably wondering what in the world DC is doing by putting a TSR Worlds page in this great comic. TSR owns the rights to the DRAGONLANCE®, AD&D®, and GAMMARAUDERS™, comics that DC has started publishing on a monthly basis. TSR is also working with DC on a BUCK ROGERS™ title. That excellent comic will start coming out on a monthly basis in May of 1989.

Since 1974, TSR has been in the business of fun. The company produces games on many subjects for the mass market and hobby industries. TSR is most famous for the DUNGEONS & DRAGONS® game, but that is only part of a much bigger TSR network of games and other products.

The origin of TSR reads very much like a Hollywood movie script. A couple of men got together in the little resort town of Lake Geneva, Wisconsin and decided to put together a new gaming business in the basement of one of their houses. They started out with several sets of miniatures rules. These rules sold well enough to pay the bills. With these small successes, one of them put together an unusual new game system. They weren't sure how it would sell, but it was fun to make. That game was the DUNGEONS & DRAGONS® game. It took a year to sell the first thousand copies and then a major hit was born. From that simple game in 1974, a multi-million dollar role playing industry was born and TSR has been successful ever since.

Now the company deals with many types of games, though the D&D® and AD&D® games are currently the mainstay of the company. TSR has branched

out into the book trade and has had many huge success stories. Just look in any bookstore and you can find DRAGONLANCE®, GREYHAWK®, and FORGOTTEN REALMS® titles in the shelves in the fantasy section.

In the mass market area, all leading toy stores will have the BUCK ROGERS™ game and the I THINK YOU THINK I THINK™ game. Each of these is a lot of fun and, best of all, each can be played again and again without becoming boring.

Besides books, role playing games, and mass market games, TSR has produced a lot of other interesting, fun things. The company is known for its fine artwork. TSR posters and art books have always sold well. The graphic novels TSR has put out under the DRAGONLANCE and AGENT 13™ titles have been well-received by everyone. DC has decided to pick up the DRAGONLANCE graphic novel line and TSR is sure that DC will deliver graphic novels of equal quality to TSR's.

Licenses to other companies also serve to spread the fun of TSR. DC is, of course, one of the biggest success stories. The DRAGONLANCE and AD&D comics have been very popular, which is not surprising to us at TSR, but is surprising everyone else with how many loyal fans there are out there who play TSR games and buy comic books. SSI has produced an AD&D computer game that is breaking all records. By the time this article hits the stands, the POOL OF RADIANCE game will be on the Commodore and IBM machines and will have sold more copies than any other single fantasy game in a three month period.

For those of you who like to collect things, Rai Partha has the license to make AD&D miniatures. These metal

figures perfectly depict all of the most famous characters in the worlds of the DRAGONLANCE and FORGOTTEN REALMS games.

What's in the future for TSR and its products? 1989 and 1990 will see some amazing products from TSR. The biggest news is in the area of science fiction. TSR is going to produce some fascinating BUCK ROGERS products. In 1989 you should look for novels and a game called MARTIAN WARS; in 1990 the BUCK ROGERS role playing game will hit the stands and will be one of the biggest things TSR has ever produced. In the mass market area, TSR will release several interesting games. Among them are:

The RED STORM RISING™ game—a game of modern-day warfare in West Germany;

The HIGH-RISE™ game—a game of city building;

The ENIGMA™ game—a game of code breaking that moves secret agents around a war-torn map of Europe;

The MAXI BOURSE game—a game of international stock market buying and selling;

The DUNGEONI® game—it's a re-release of a TSR 70's classic where players move through dungeons, fighting monsters and gaining vast amounts of treasure.

All in all, that's TSR and a little of what the company does. TSR and I would like to thank you for many years of support. We hope to keep up the good work in the 1990's. See you then.

—Jim Ward
TSR, Inc.

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