

Advanced Dungeons & Dragons

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NEW FORMAT



LONG AGO, IN THE YEAR OF THE DRAGON...

AND WHERE WILL
YOU BE RIDING
OFF TO NOW,
SON...

...NOW THAT
OLD KING NASAQH'S
FINALLY SUCCEEDED
IN QUELLING THE
REVOLT OF HIS GREEDY
BARONS AND NO LONGER
HAS NEED OF HIS
MOST VALIANT
KNIGHT?

THERE
ARE RUMORS OF A
BARBARIAN HORDE
PRESSING HARD UPON
SOUBAR,
FATHER...

...BUT I DIDN'T WANT
TO SET FORTH WITHOUT
FIRST SAYING FAREWELL
TO THE MOST
RENNED MAGE IN
ALL THE REALMS.

ALAS, MY
SPELL-CASTING
DAYS ARE ALL BUT
BEHIND ME NOW,
MY SON.

BEYOND
MAINTAINING
MY HALLOWED
TRUST, AS
KEEPER OF
SELLINE'S
EYE--

--THERE'S PRECIOUS
LITTLE I DO IN THE
WAY OF SORCEROUS
DEEDS THESE DAYS,
BEYOND MAYHAP
CONFERRING WITH THE
ODD ELEMENTAL NOW
AND AGAIN.

HA HA! NOW,
FATHER--

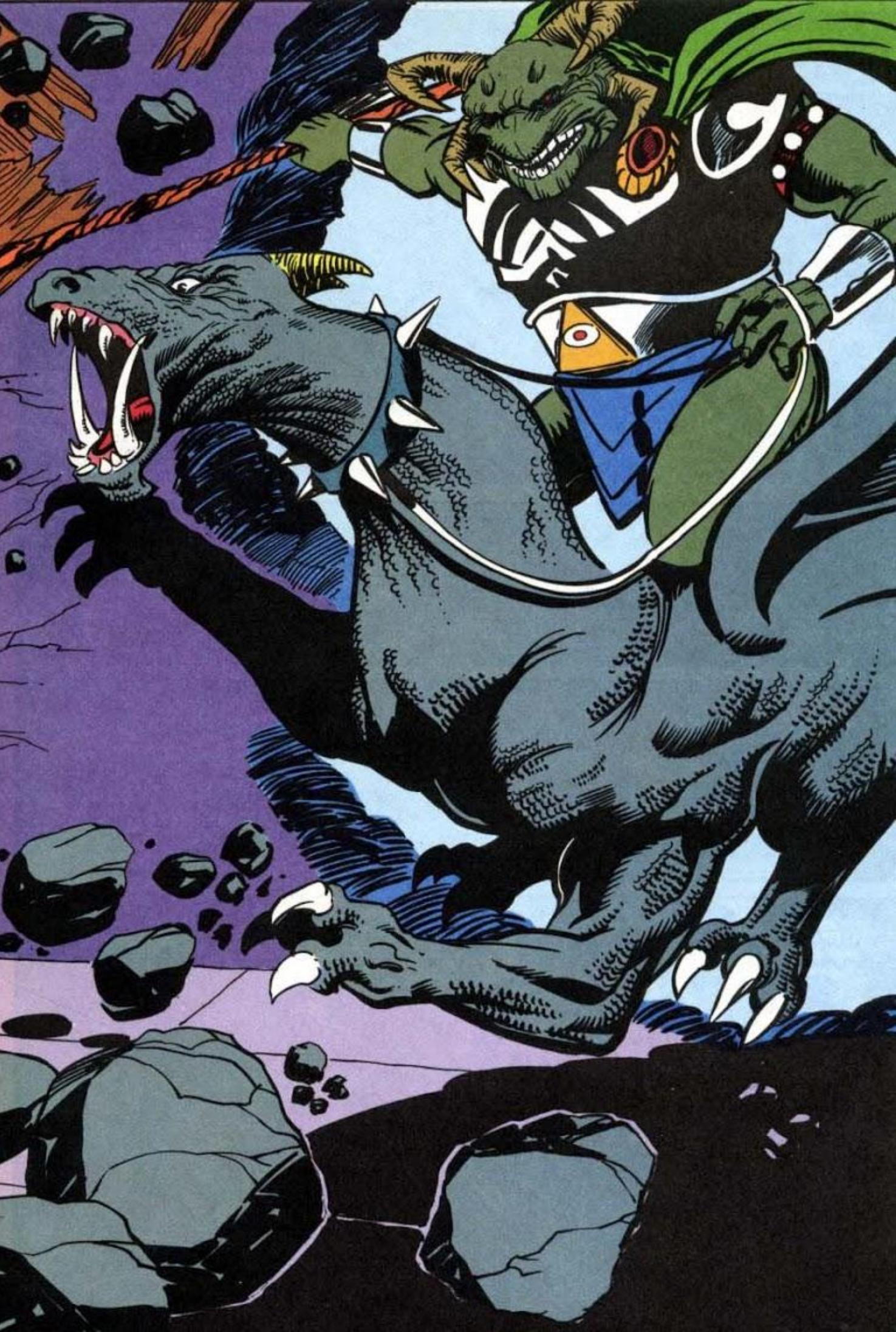
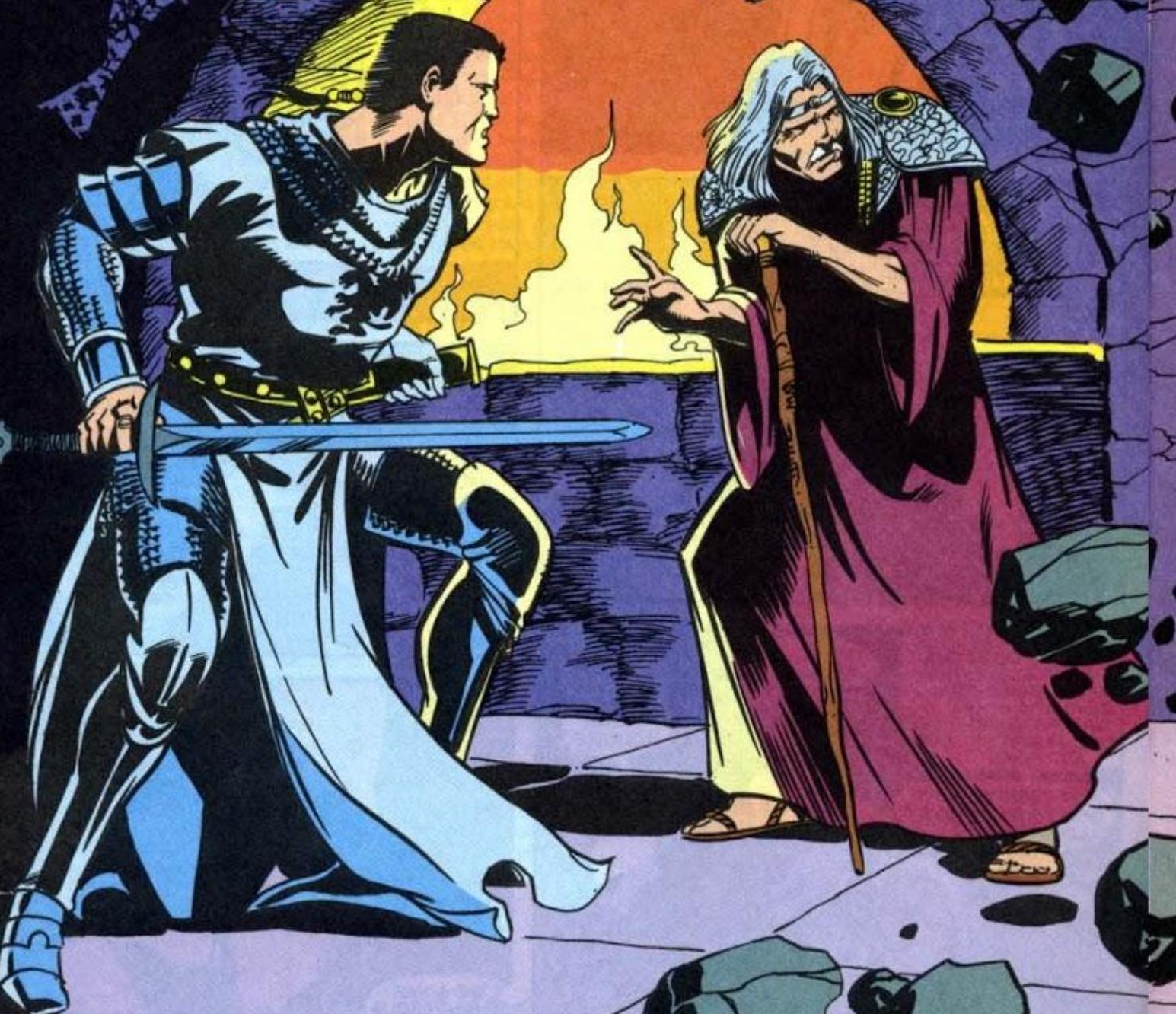
WHA--!?
DO YOU
HEAR IT
--THAT
SOUND?

AND PREPARING MY
SON TO BE THE NEXT
LORD AGRIVAR.

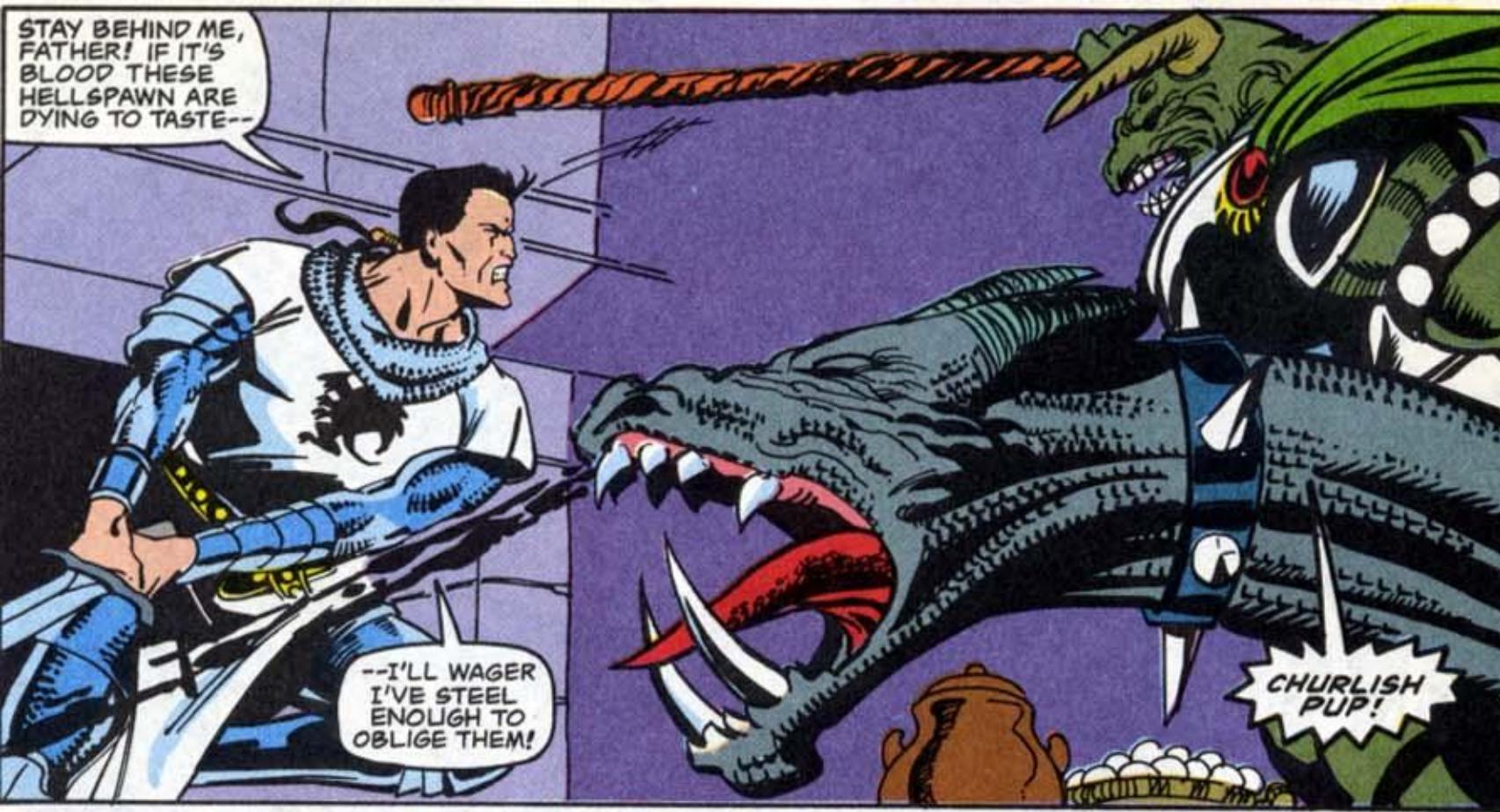
LIKE SOME
THUNDEROUS
BEATING OF...

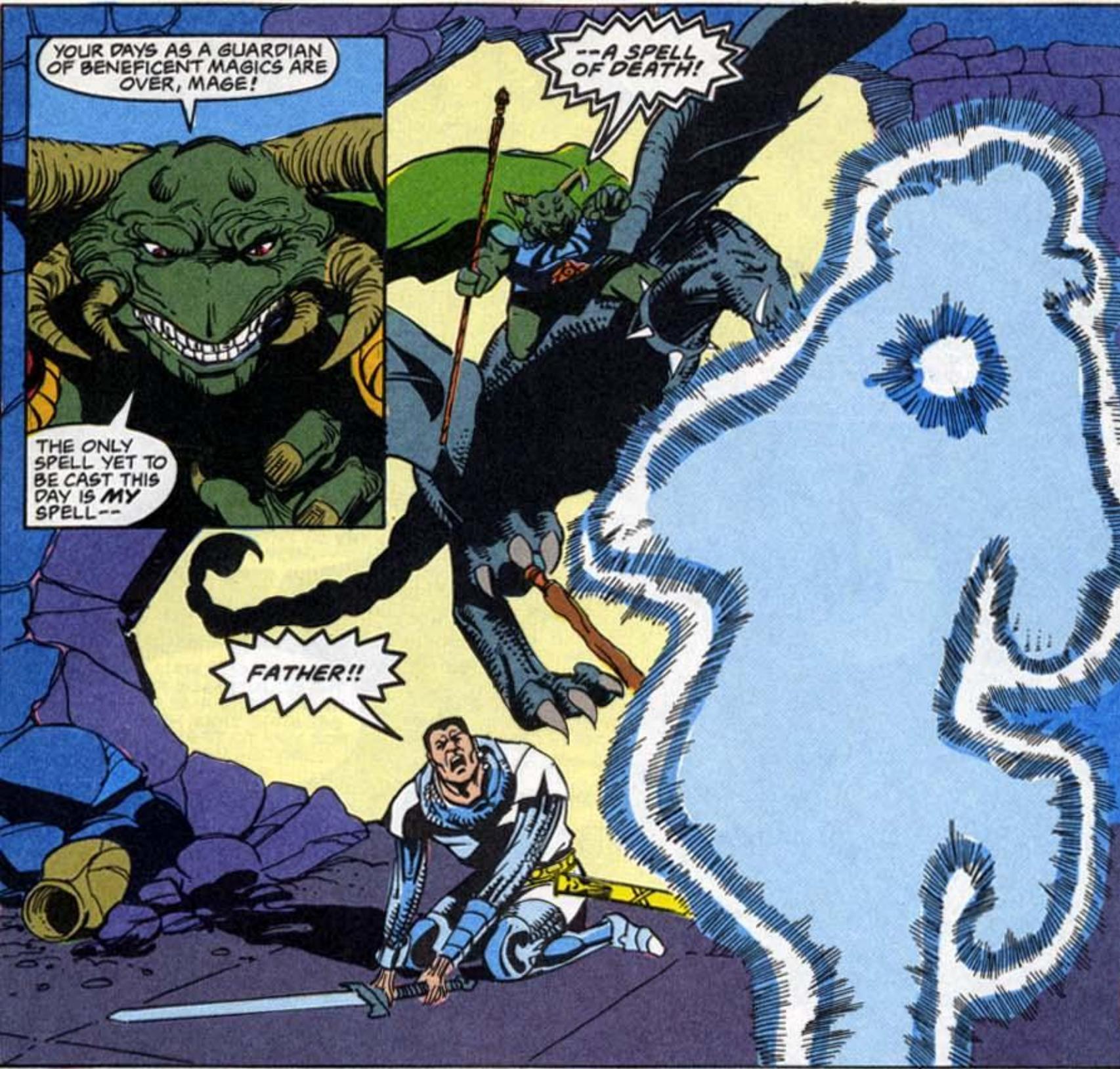
...WINGS!

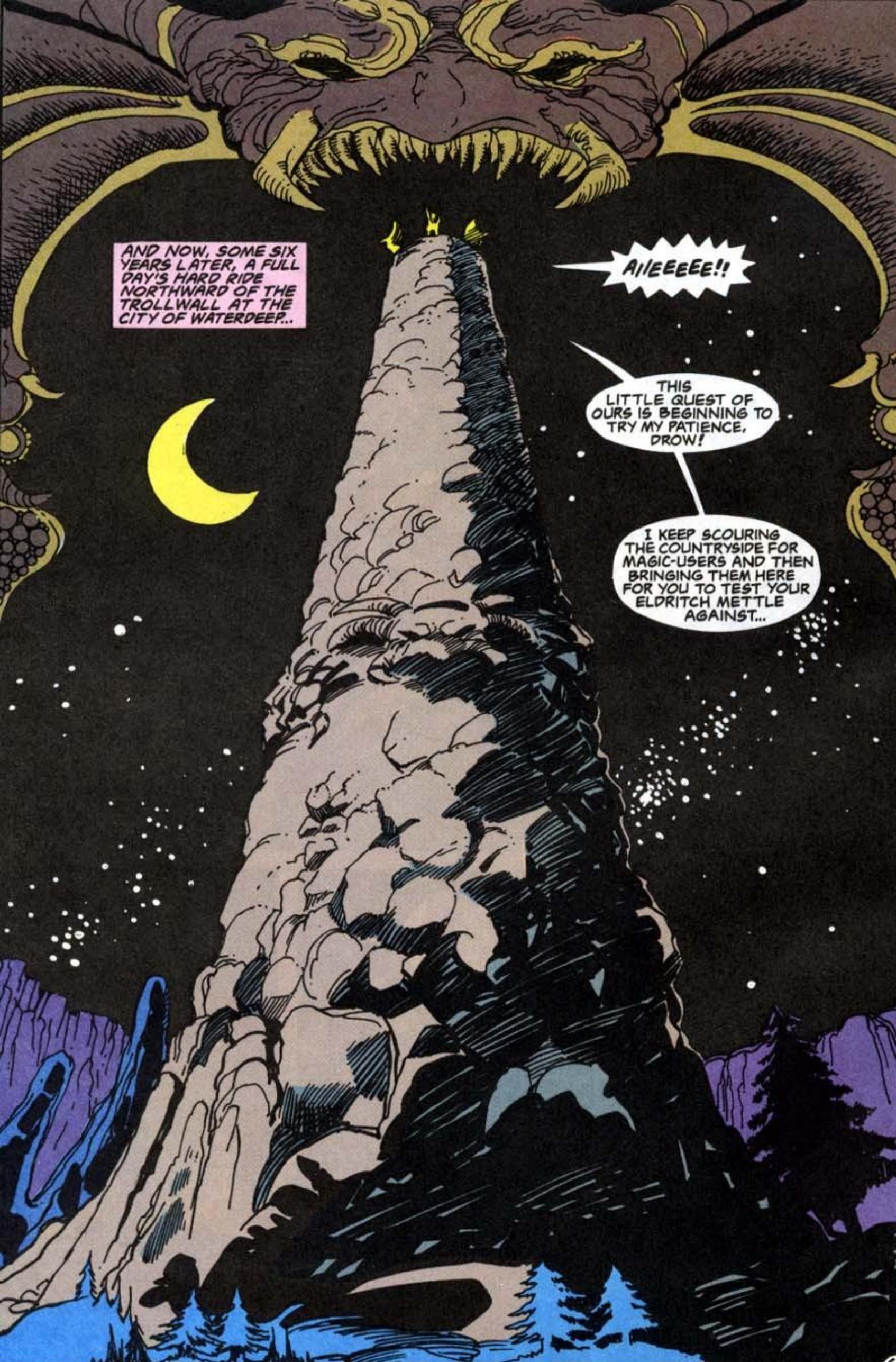
The Gathering



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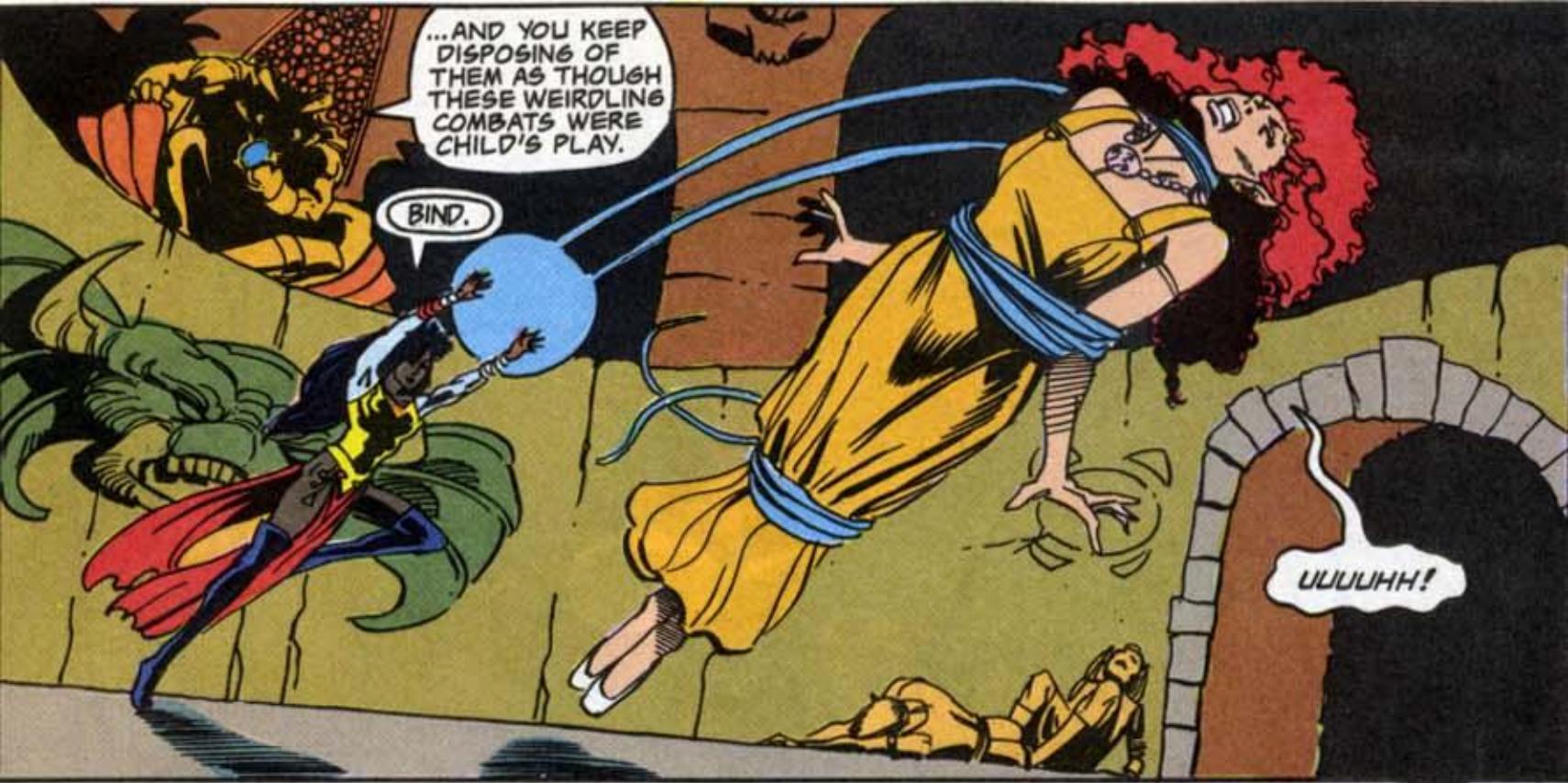


AND NOW, SOME SIX
YEARS LATER, A FULL
DAY'S HARD RIDE
NORTHWARD OF THE
TROLLWALL AT THE
CITY OF WATERDEEP...

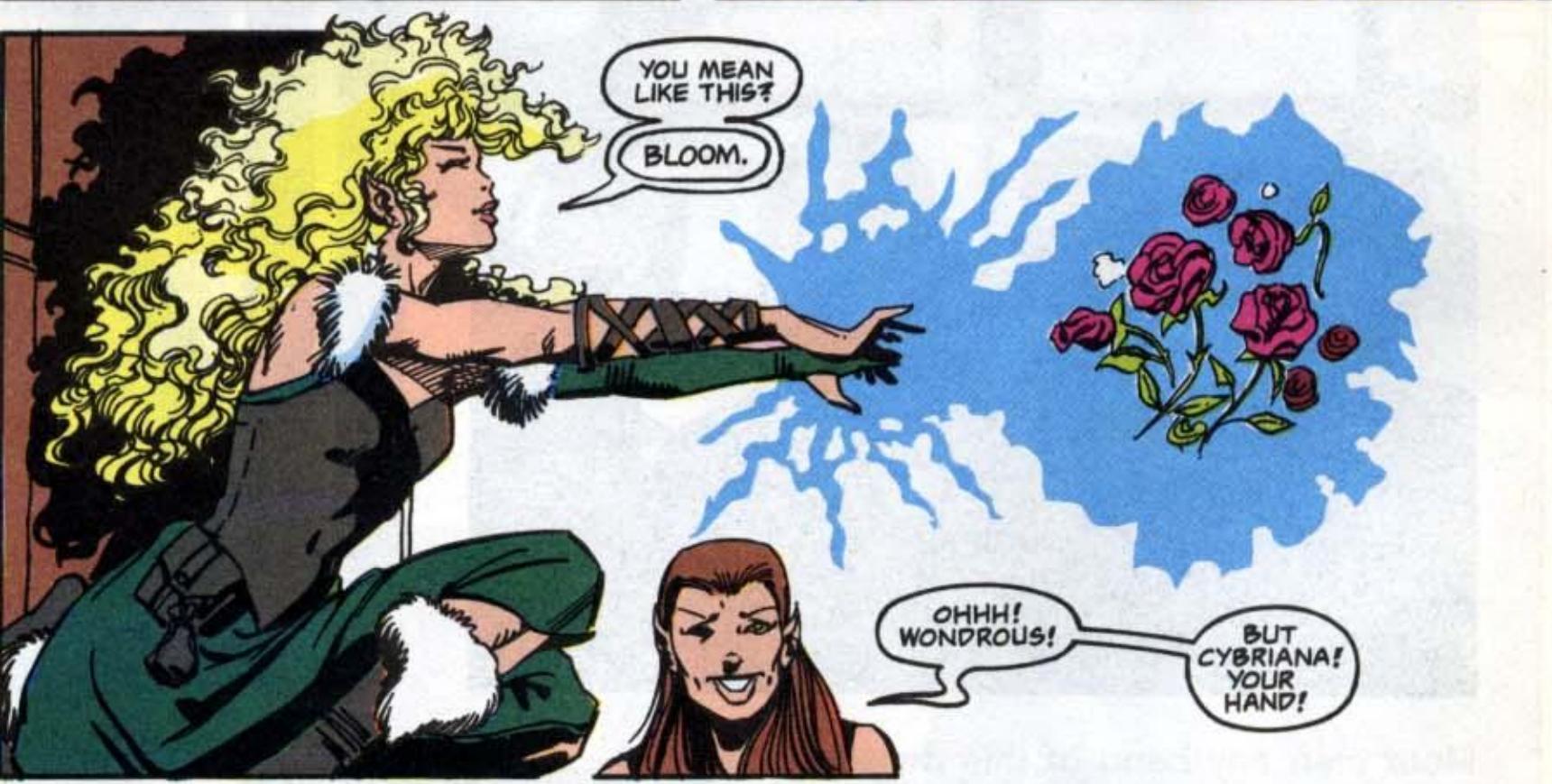
AEEEEEE!!

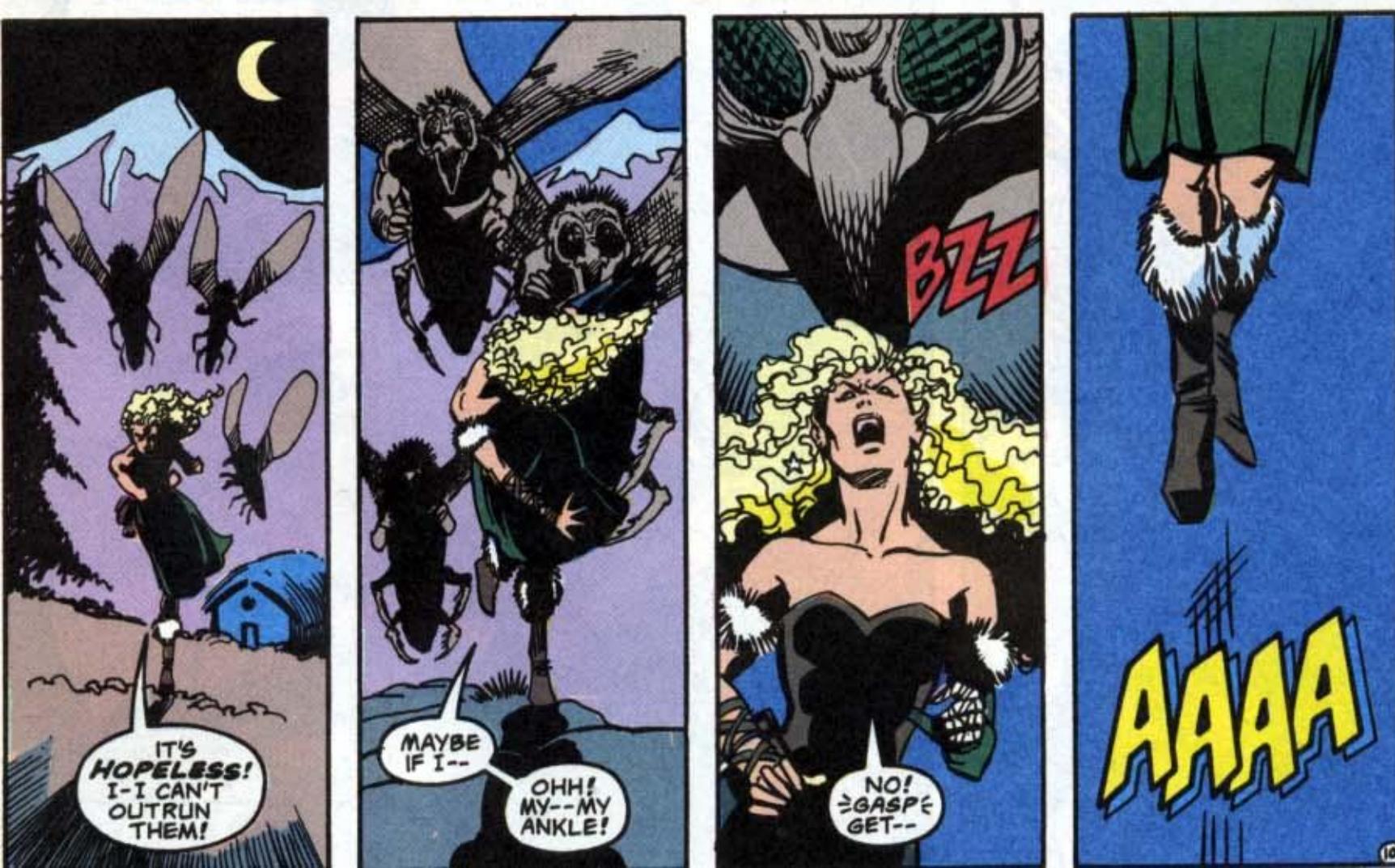
THIS
LITTLE QUEST OF
OURS IS BEGINNING TO
TRY MY PATIENCE,
DROW!

I KEEP SCOURING
THE COUNTRYSIDE FOR
MAGIC-USERS AND THEN
BRINGING THEM HERE
FOR YOU TO TEST YOUR
ELDRITCH METTLE
AGAINST...









A SHRIEK OF FEAR,
ONYX! AN ELF'S SHRIEK!
COMING FROM THE FAR
SIDE OF THAT GLADE!

BAH! YOU KNOW
THERE'S NO LOVE
LOST 'TWIXT ME
AND THE ELVES,
TIMOTH
EYESBRIGHT!

BUT AFTER
A DAY AS BORING
AND BONE-WEARYING
AS THIS ONE'S
BEEN--

--I'D EVEN
RUN TO RESCUE
A PACK OF KOBOLDS
SO LONG AS IT
WOULD WIN ME A
TASTE OF
BLOOD!

THEN YOU'D BEST READY THOSE
STEEL-TIPPED DARTS OF YOURS, MY
IRASCIBLE FRIEND. FOR ONCE I'VE
LOOSED A SHAFT TO EVEN THE
ODDS A BIT--

--WE'LL HAVE NO
CHOICE BUT TO
GALLOP INTO THE
VERY HEART OF
THE SWARM!

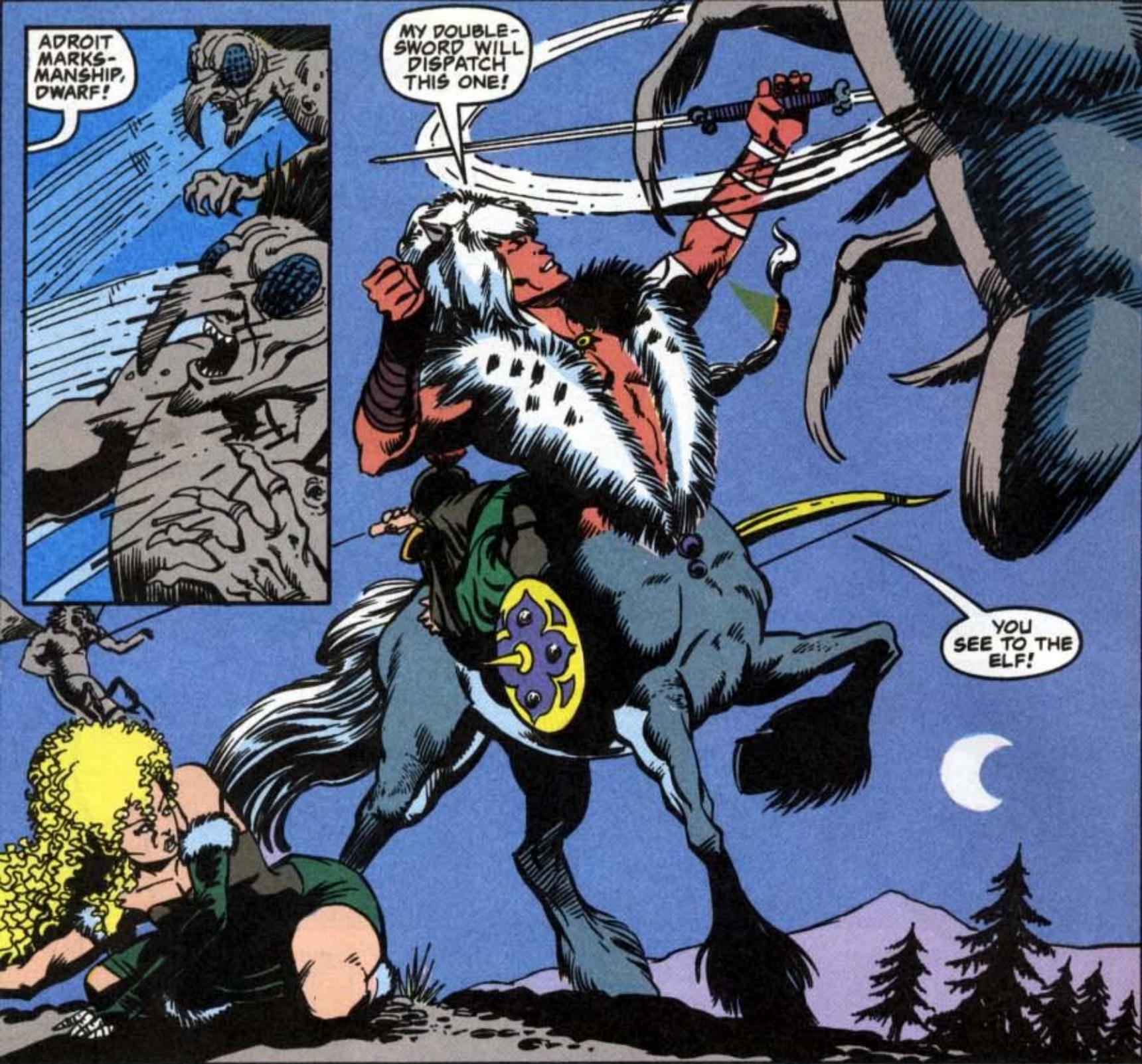
THE CLOSER
WE GET TO THEM
THE BETTER,
TIMOTH!

I LIKE TO BE
ABLE TO SEE THE
LOOK OF DEATH IN
THEIR EYES!

SHHA-CHUNK
BLZZZ
ZZ

GASP!



















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I WARN YOU,
THOUGH--

VAJRA
VALMEYJAR,
I'D LIKE TO
INTRODUCE
YOU TO--

--AT FIRST
MEETING, THEY
DO SEEM A
PECULIAR
LOT.

TIMOTH
EYESBRIGHT.

CYBRIANA
OF
SHADOWDALE.

I'M ONYX
THE
INVINCIBLE.

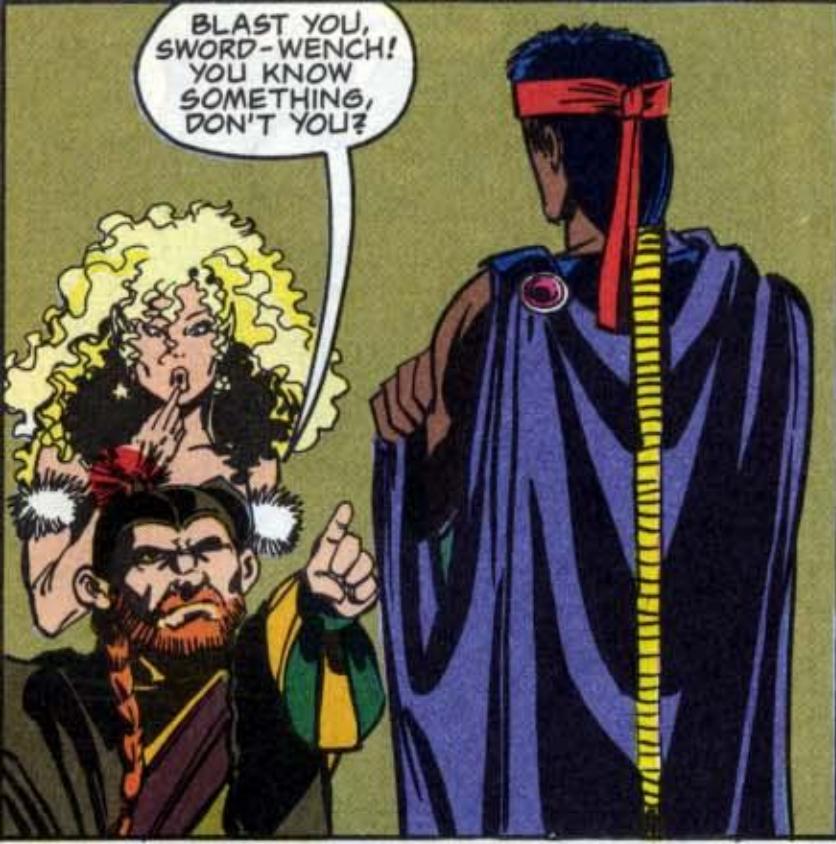
AND I'LL
FIGHT ANY MAN
WHO DARES TO
DOUBT IT!

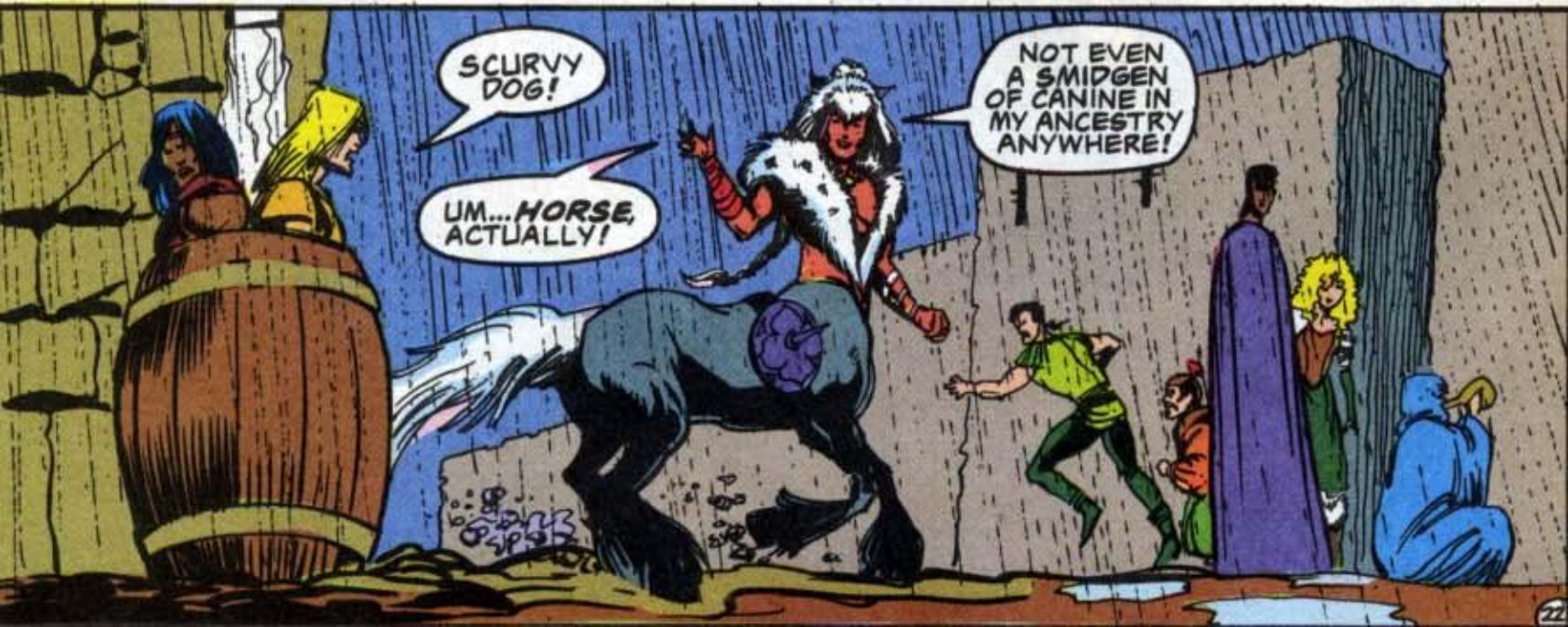
THE PROPRIETRESS
HAS TOLD US YOU MAY
KNOW THE WHEREABOUTS
OF THE GREAT PALADIN
AGRIVAR.

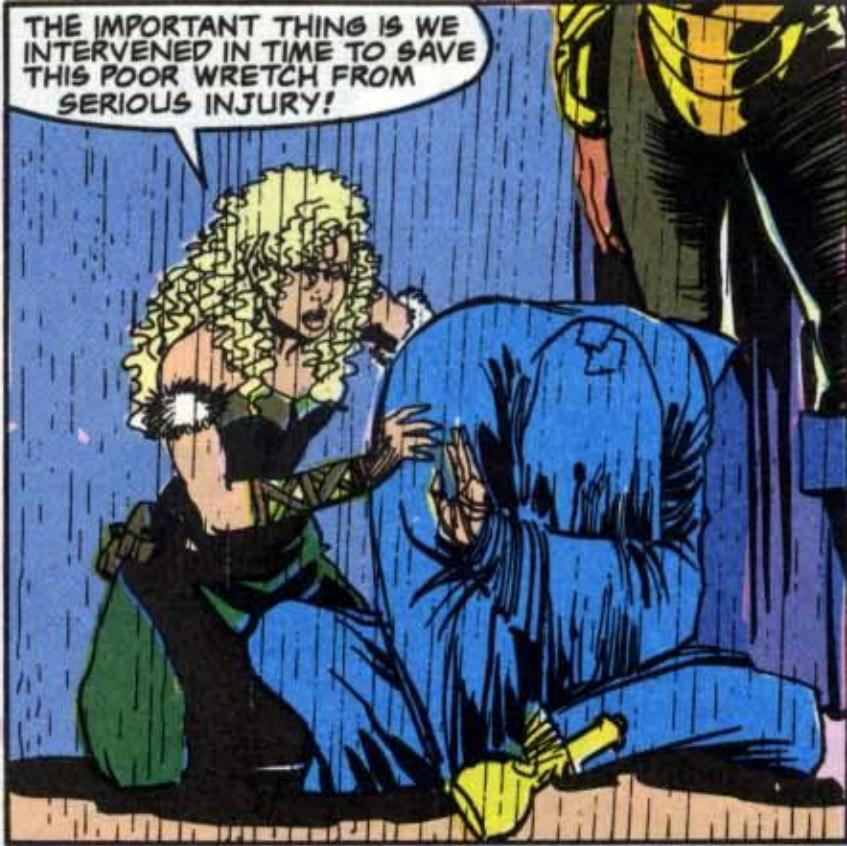
WE'VE SEARCHED
WATERDEEP HIGH
AND LOW FOR HIM,
TO NO AVAIL.
AND YET...

...IT IS HERE
THAT HE RESIDES,
IS IT NOT?

WELL...







THE Advanced Dungeons & Dragons COMIC

Well, since this is our first issue, we'll be needing some feedback. What do you think of Vajra, Agrivar, Onyx, Cybi and Timmy? (Ooooooh, if they caught me calling them that...) Drop us a line to let us know what you think. While you're at it, remember that we'll be needing suggestions for the lettercol title. Send all letters to:

AD&D Mail
DC COMICS INC.
666 FIFTH AVE.
NEW YORK, NY 10103

That's all for now. See you next month.

—Barbara Kesel



INFORMATION

The Guardsmen of Waterdeep
The armed forces of the City of Waterdeep are divided into the Guard and the Watch. The Watch serve as the police force for the city, while the Guard is the city's militia, investigating and protecting it from foreign threats.

Average members of the Guard are 2nd level fighters with an average of 10 hit points. They wear scale mail and shield (AC5), each bearing the symbol of Waterdeep, the Moon reflected in the bay, surrounded by seven stars. The Guard are usually armed with long swords, daggers, and darts laced with a paralytic agent (those hit must make a saving throw against poison or be paralyzed for 1-4 turns). For missions outside the city they may carry bows. Their leader is usually a captain or sergeant of 5th level.

The Watch serves as the daily police force in Waterdeep. These forces, who wear armor of leather strengthened by chain (AC7), carry stout rods (treat as clubs in combat), daggers and short swords. They are never found outside the city, and within the city walls they travel in groups of four, two 1st level fighters (patrolmen), an Amlar (sergeant) of 2nd level, and a Civilar (captain) of 3rd level.



MAGIC ITEM

Staff of Withering

Imgig Zu's Staff of Withering is an 8' long rod of polished black oak. The staff is used in combat as a +1 weapon. A hit will expend one charge from the device and inflict 2-5 points of damage. If 2 charges are expended when a hit is made, the staff will inflict damage and age the target 10 years. If 3 charges are expended, the target will be aged, withered, and the limb (or limbs) struck will be withered and made useless. Ageless and immortal creatures (such as undead and some natives of extradimensional planes) will be unaffected by the staff and those who gain power with age (such as dragons) will have their abilities enhanced when struck by it.



CHARACTER

Priam Agrivar
Paladin—6th level
Strength 17 (3)
Intelligence 12
Wisdom 14
Dexterity 10
Constitution 17

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Charisma	17
THAC0 (To hit armor class zero)	16
Hit Points	49

Alignment	Lawful Good
Armor Class 4 (Chain Mail and Shield)	
Weapons:	Bastard Sword Dagger

Speaks the following languages:
Common Tongue (trade language)

Elven

Orcish

Elminster's notes:

Priam Agrivar is the only son of Ostus Agrivar, a renowned and respected magic-user of the North. The young Agrivar established his own reputation as a paladin, a holy fighter dedicated to the furthering of the causes of Good and Law. Throughout the North the young Agrivar was noted both for his ability with a sword and his sense of justice. Tightly reined, taciturn and solemn, Agrivar nevertheless displayed a gentle good humor among friends and allies which endeared him to fellow adventurers and followers. It was generally agreed that young Agrivar would someday rise to control some city, much like Lord Peirgeiron of Waterdeep. This was six winters ago in the Year of the Dragon. At that time an unknown enemy breached the magical defenses of Ostus's Hold. The old wizard was slain and young Agrivar crippled in the attack. More important than the withering of his body, Agrivar's spirit was crushed. Unable to wield a sword, Agrivar buried his father in the family crypt beneath the tower, dismissed the caretakers and set out to find his father's killer. As time passed and his frustration mounted, the despondent paladin drifted to Waterdeep. Word of his brave deeds slowly faded as the heroic paladin became a drunken sot. Game information: The first Strength value is for Agrivar's original strength, the second for his current "withered" state. He retains his special abilities as a paladin, which are: Detect Evil at 60' range, make Saving Throws at +2 to die, Immunity to all non-magical diseases, Ability to "lay on hands" to cure up to 12 points per day, Cure up to 2 diseases per week, Continuous Protection from Evil spell, Turn Undead (as a 4th level cleric). A paladin of 4th level or higher may summon a special warhorse of extraordinary ability. Agrivar has not yet summoned his mount. While Agrivar may be able to use his paladin-based powers, he has not done so since the death of his father.

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