

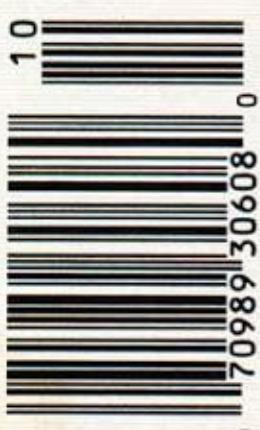
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NEW FORMAT

CATSPAW
QUARTER





WITH JOHNNY DC

The 14th Annual Chicago Comicon was the host to many a wonderful meeting between fans and professionals. But it was also a good opportunity for the professionals from all companies to get together and talk shop. Better than 450 professionals—writers, artists, letterers, colorists, editors, and publishers—attended the three-day event, held annually over the July 4th weekend. Your intrepid reporter also tagged along and brought back the following highlights:

The night before the event, **John Ostrander** and **Kim Yale** took a group to a small, seedy section of town. Pointing to a small, dark bar, they announced we had arrived. "Where?" I asked. Apparently, we had arrived at the internationally famous Bucket of Suds, inspiration for John's "Munden's Bar" feature for First Comics.

Inside, everyone sang, laughed, and enjoyed the home cooking and innovative drinks. The pizza was great and many of us took home bottles of their homemade barbecue sauce, Batch #9. Their Snap sauce is also a real scorcher; several DC staffers have it exported out to New York. Now, that's the way to kick off a con!

On Friday, after a very hard day of work at the DC booth, Manager of Talent Relations **Pat Bastienne** threw a terrific party for the freelance community. The packed room grew hot as more and more people showed up during Friday night. A DJ kept the beat throbbering as the dance floor filled up. During the evening he stopped the dancing to host a twist contest. It became a showdown of sorts between **Michael Davis** and **Mindy Newell** and the unusual pairing of **Art Young** and **Mike Carlin**. Maybe it was a surprise to you, but it was no surprise to me that the Young-Carlin team twisted their way to victory . . .

On Friday, DC had a programming marathon, mostly devoted to discussing the various aspects of Batman. Along for the ride were two of the best Batman artists ever to sit at a drawing board, **Jim Aparo** and **Dick Sprang**. While Jim is enjoying his recognition for his work on the Caped Crusader, veteran DCer Dick Sprang is just now getting his full due from fans. Fueled by reprints of his work in THE GREATEST BATMAN STORIES EVER TOLD and THE GREATEST JOKER STORIES EVER TOLD, people flocked around Dick and asked many questions, thrilling the soft-spoken gent. Johnny DC will bring you an exclusive chat with the master in the coming months . . .

Even after the convention drew to a close on Sunday afternoon, the good times did not stop. Some people had already flown home by that time, but those who stayed on got a chance to sample lots of Chicago nightlife. One group headed down to the annual Taste of Chicago while another group got a chance for a special treat . . .

Bill Martin is the manager of a unique bookstore, Shake, Rattle and Read, located on the north side of Chicago. The smallish, rectangular shop is carved out of what used to be a block-long saloon during the heyday of gangsters and Prohibition. Last year, Bill made an unusual discovery: when moving several thousand paperbacks from a wall,

Bill found a sealed door. After opening it, he and his colleagues explored the "tunnels" connecting his store to others, ending with the remaining section of the bar.

Upon hearing this, **Mike Gold** decided that a visit to the store was in order. Mike and Bill go back a long way and it was easily arranged so that Sunday night the store was closed for a private party. Around 8 p.m. the guests started to arrive, including Wild Dog/Ms. Tree artist **Terry Beatty**, writer **Wendy Lee**, Piranha's **Michael Davis**, CHECKMATE!'s **Paul Kupperberg**, Editorial Coordinator **Bob Greenberger**, ANGEL & THE APE's **Phil Foglio**, SUICIDE SQUAD's **John Ostrander**, MANHUNTER's **Kim Yale**, letterhead supreme "Uncle" **Elvis Orten**, retailers **Laurie** and **Mike Raub** (along with son **Matt**), and GREEN ARROW's **Mike Grell**.

Within minutes of browsing the crowded shelves of used paperbacks (a large selection from the '50s and '60s), comics, magazines, CDs, records and videotapes, Michael Davis called the hotel and summoned **Denys Cowan**. Denys was scheduled to attend but was feeling under the weather; when he heard the description, though, he sprung for the cab fare that brought him to the store.

In shifts, Bill and Mike led people down the stairs and into the "catacombs". After walking past the crowded shelves of additional inventory, the group was taken around a corner, through a door and into a dark, musty corridor. Holding the flashlight high, Bill and Mike took people past various openings that used to be storerooms for the bar. Several still had 1920s vault doors attached, providing protection for the Prohibition hooch (liquor) that was brought in through underground tunnels leading to Lake Michigan. One room had a metal container that held moldering insurance forms and claims from those lively days.

At the end of the corridor, people turned into an opening and were led to an isolated, exclusive men's room, where **Al Capone** himself conducted business. Not your typical tourist attraction, let me tell you!

While some toured the sights below, others scoured the shelves, grabbing up a variety of items that tickled their fancies. No one walked out of the store empty-handed. The reasonable prices and Bill's 50% discount made it irresistible. Phil Foglio found some historical books of note while Bob Greenberger located a long-sought **Allan Sherman** album. The couple with the most impressive purchases were Terry Beatty and Wendy Lee, who walked out with shopping bags full of hardboiled fiction.

And what's a party without refreshments? Alongside the soda pop and beer were some specially prepared delicacies including a venison entree. Most of the guests had never sampled venison so we all allowed our resident big-game hunter, Mike Grell, to taste it first. When he smiled, we all dug in and found it to be most tasty. There was also a rice-vegetable medley, freshly tossed salad and some wonderful sourdough bread to make it quite a night.

Everyone had a blast and as we left, most were saying they would make sure they'd return, because, after all, where else can you find nifty books and walk above the ghosts of the gangster era?

Next month . . . a special report from the San Diego Comic Con!

—Johnny DC

DC LIST THIS WEEK

SKREEMER 6

The secret and the curse of Veto Skreemer revealed . . . from his bloody beginnings to the Age of Giants' bloody end. ◆►▲

THE QUESTION 31

The Mayor's blowing up Hub City! If Vic Sage can't find the cause of the city's decay . . . The Question will! ◆►▲

THE SHADOW STRIKES! 2

Harry Vincent: attacked by gypsies! Margo Lane: under the sway of a madman. The Shadow: tracking a killer operating in New York and Moscow! ▲

ADVANCED DUNGEONS & DRAGONS 11

Will Timoth and Onyx dare to go "Beneath Waterdeep?" □►

DR. FATE 11

Darkseid's back! And he's struck a bargain with the forces of Order and Chaos that's sure to make Doc's life miserable. □►

FORGOTTEN REALMS 3

If they ask the wrong sage for advice, Agrivar and his friends are in danger from the Mystic Hand of Vaprak. □►

NEW GODS 9

Orion joins the army of Apokolips, while civil war rages on New Genesis. □►

THE PHANTOM 8

The Phantom must catch a deadly ride atop a speeding train when he investigates the death of teenagers involved in the sport of train surfing. □►

SPECTRE 30

Things go 'bump' in the night. Corrigan and Spectre argue about who gets to investigate. Yep, just another typical day at the office. □►

GREEN ARROW 25

Green Arrow travels to Sherwood Forest to help a woman who might be mad . . . then again, she might be a witch. □►▲

CAPTAIN ATOM 34

The secret origin of the UFO that gave Captain Atom his powers is revealed at last! ●

DETECTIVE COMICS 607

The Mudpack, Part 4 has Batman trapped with Looker coming to the rescue—plus our second poster bonus! ●

JUSTICE LEAGUE EUROPE 7

The JLA-JLE crossover continues as the team investigates the destruction of a Balkan village and faces a rampaging mob. ●

SUICIDE SQUAD 34

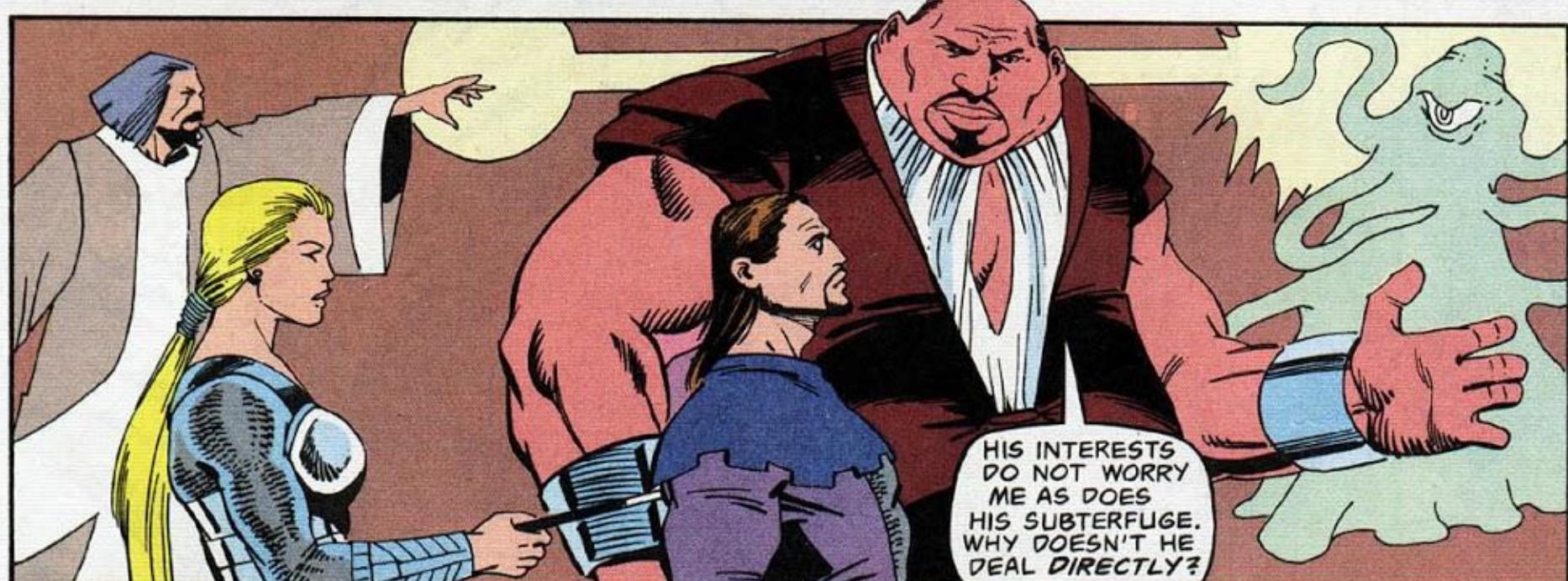
Battles galore on Apokolips with the Squad, the Female Furies, and everyone stopping to watch Amanda Waller take on Granny Goodness! ●

ACTION COMICS 646

Superman finds something very nasty out in the Arctic wilderness. Guest-drawn by Keith Giffen and Dennis Janke. ●

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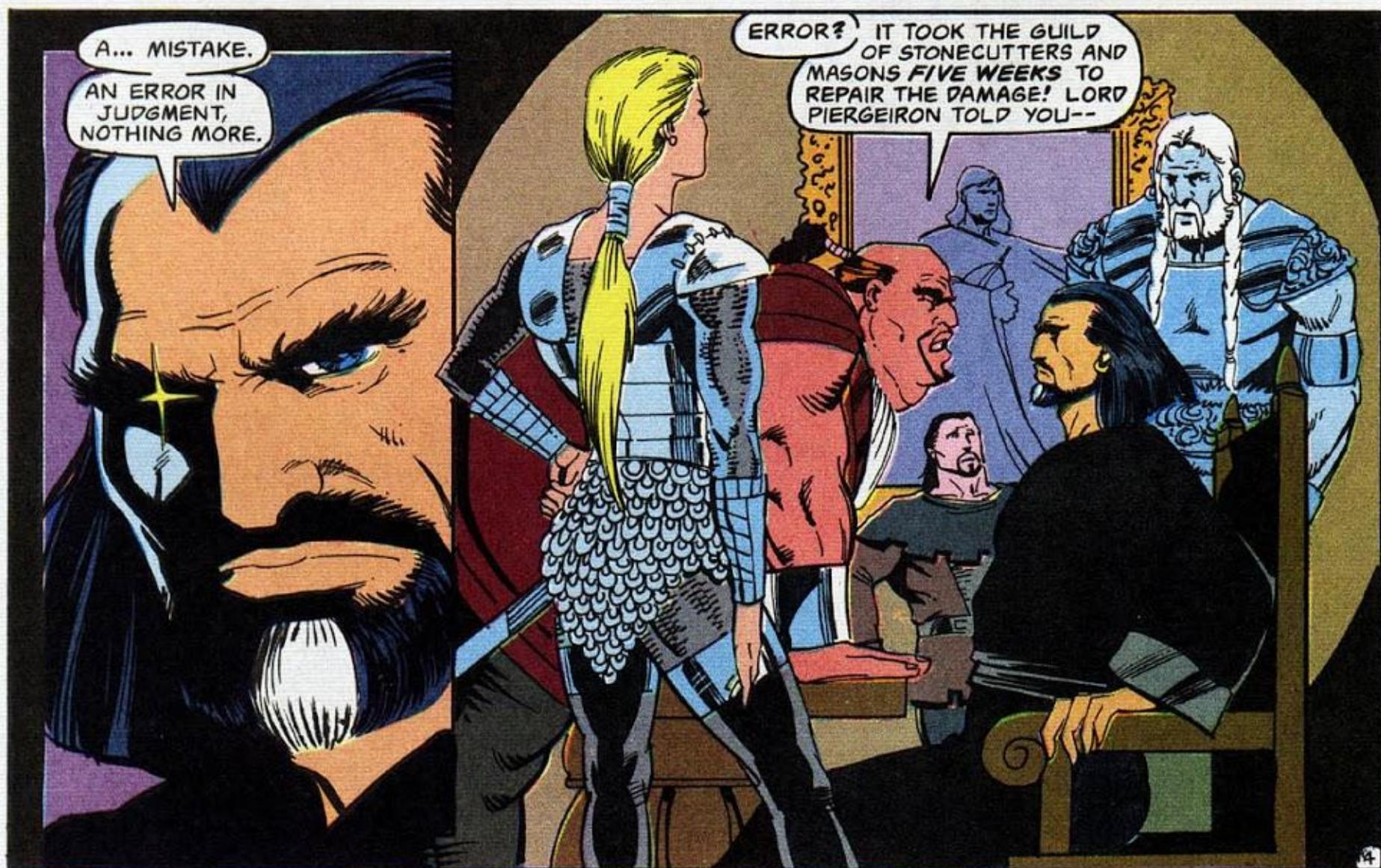
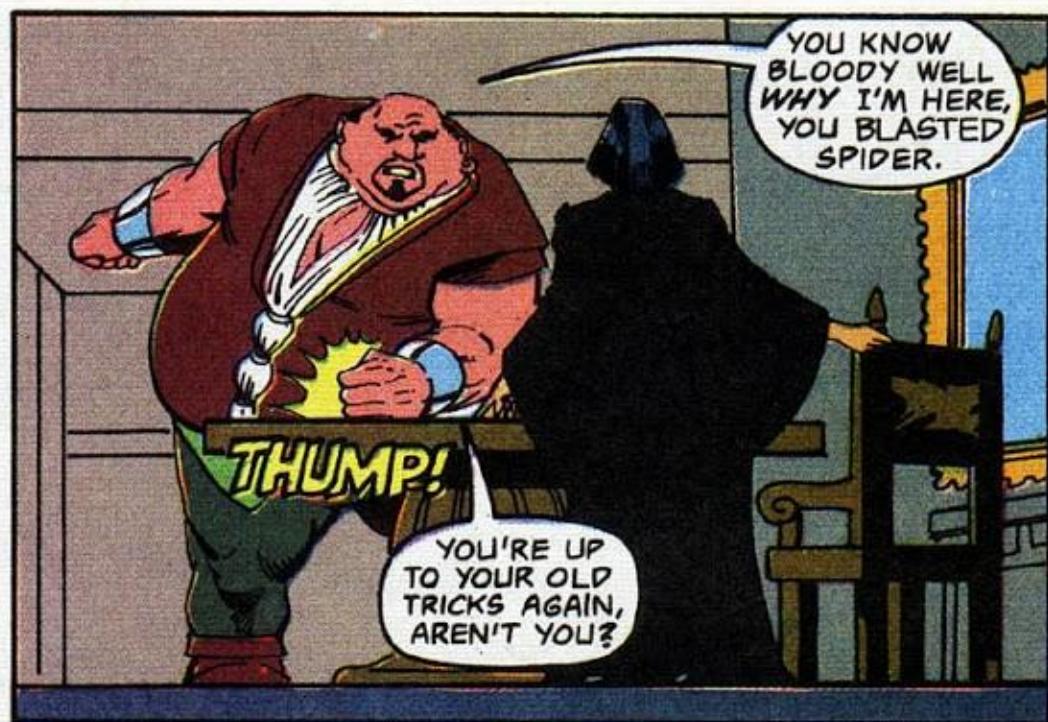


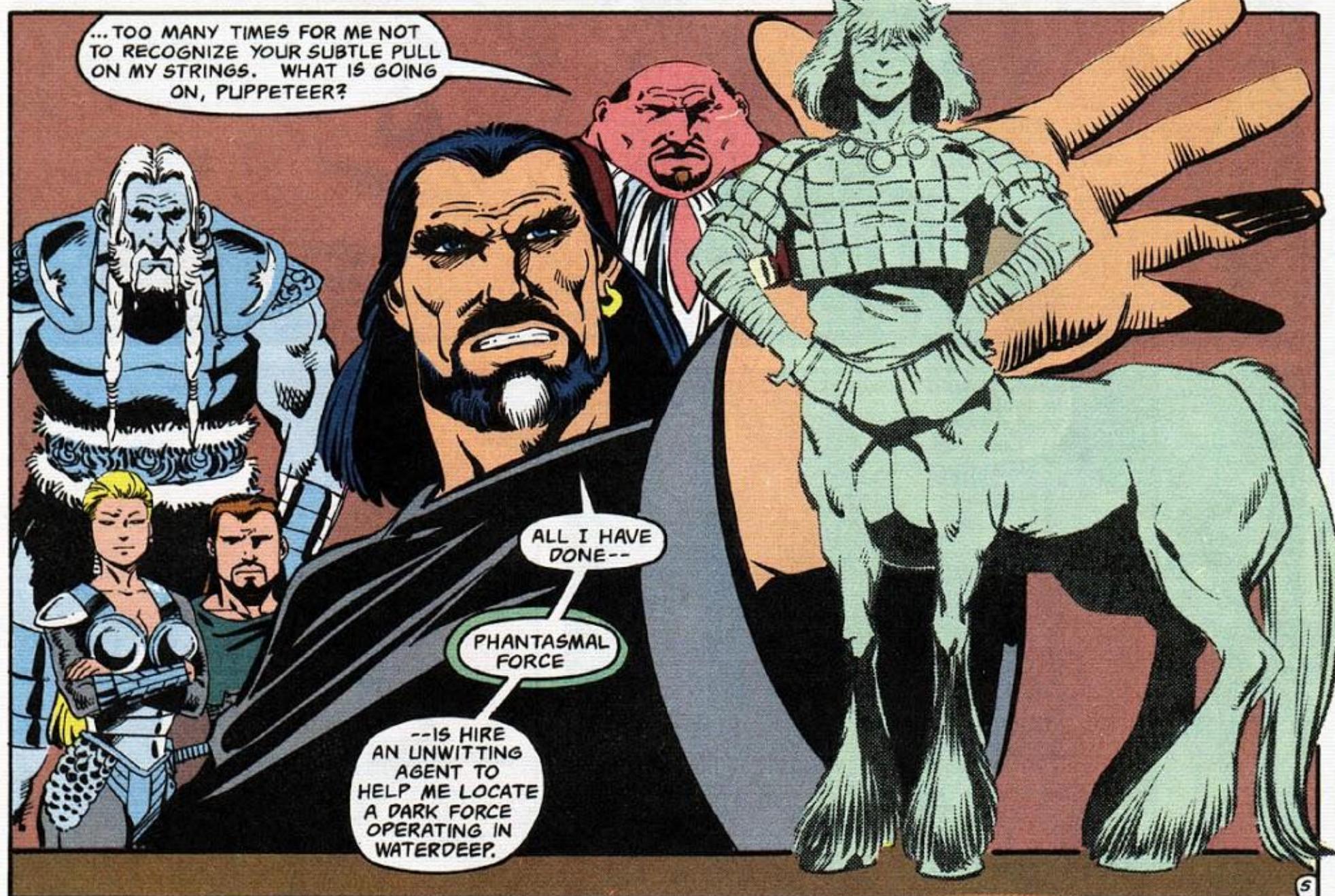
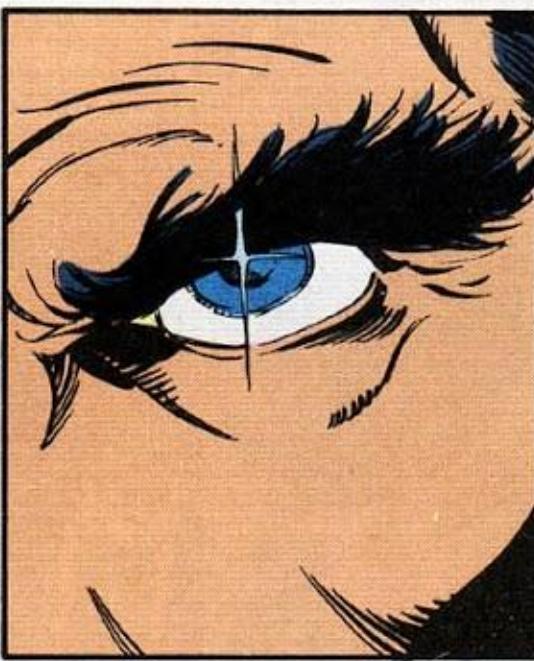
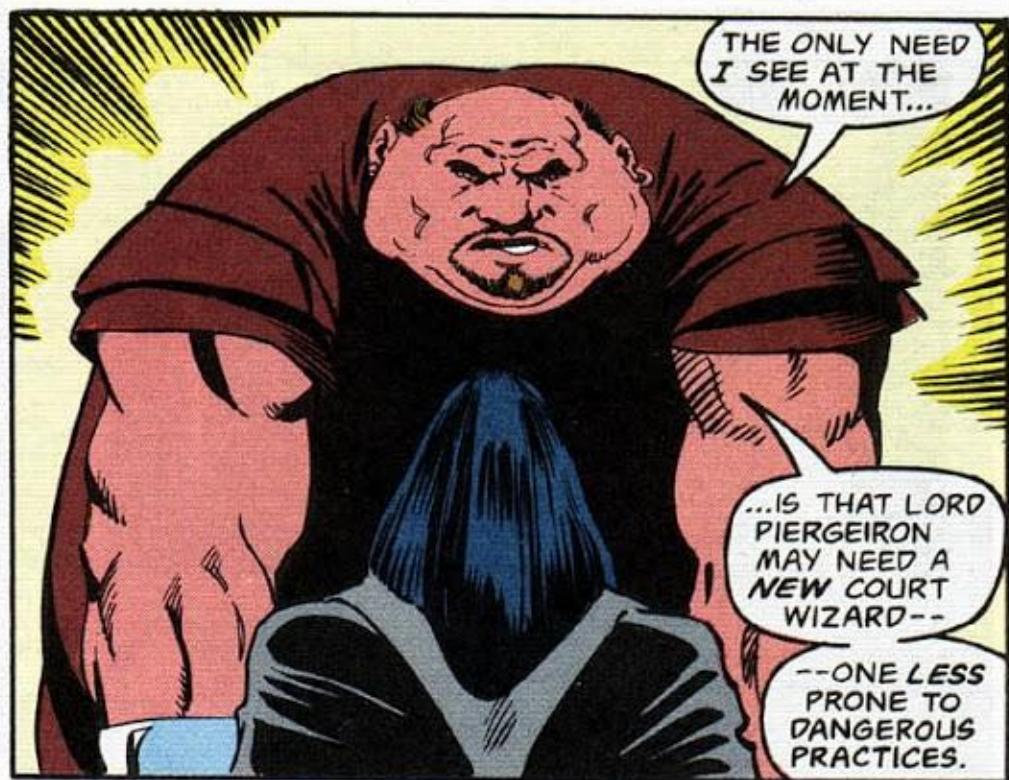
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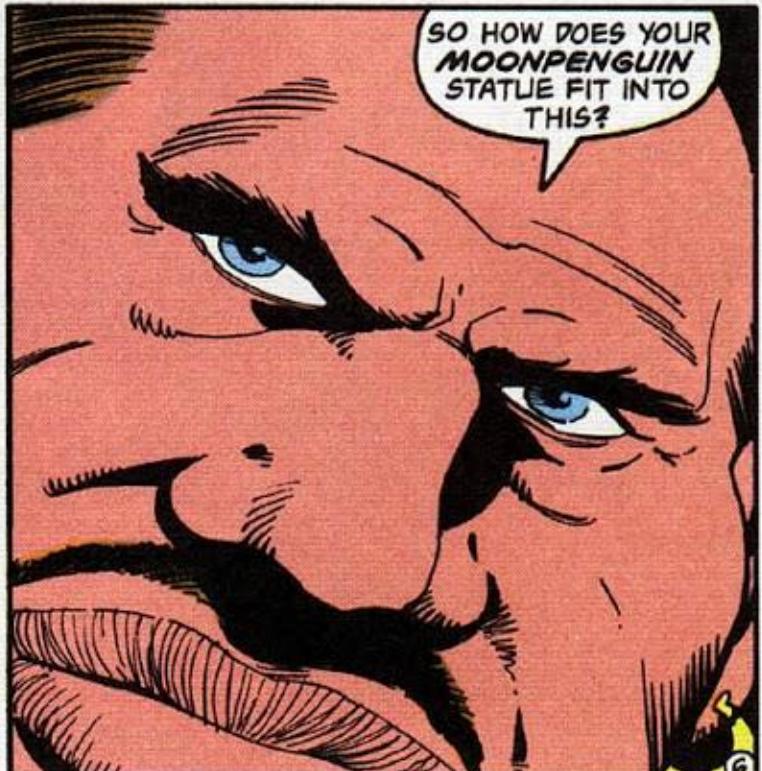
**ALL HADES
BREAKS LOOSE!**

**CATSPAW
PART THREE**

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





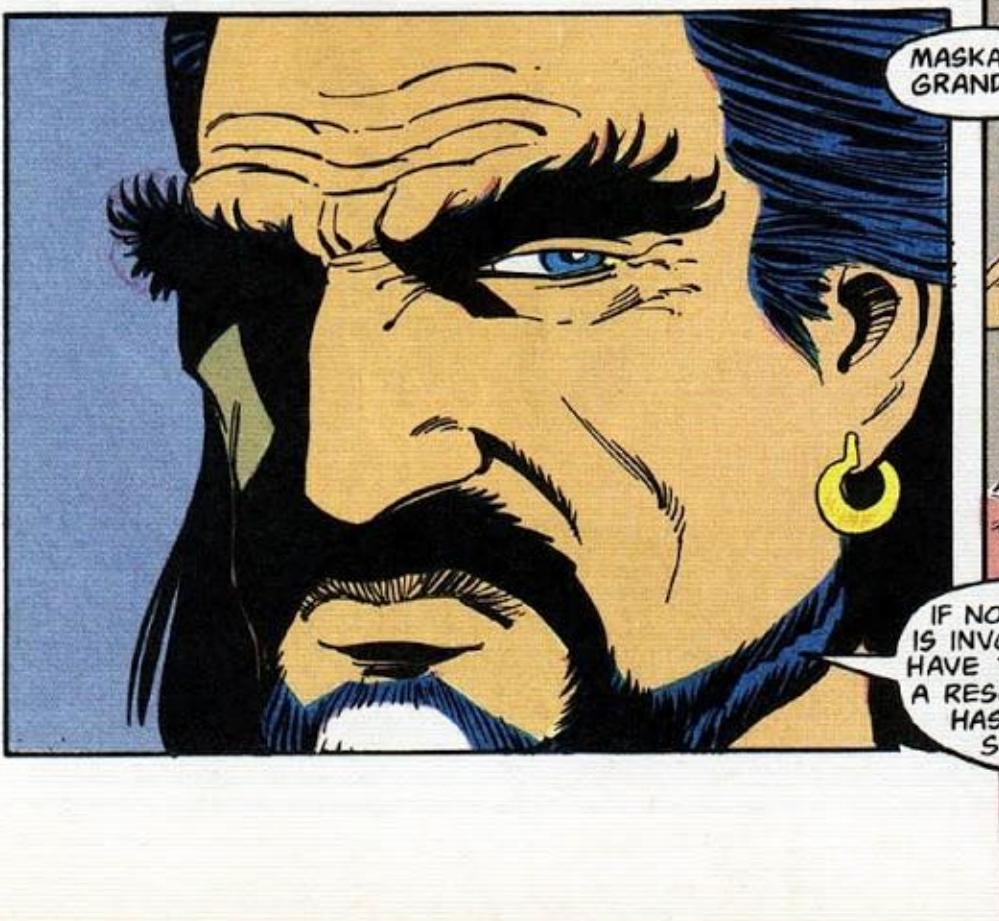


I "BORROWED" A MINOR MAGICAL ITEM FROM THE MASTER WIZARD, MASKAR WANDS, MADE A COPY, PUT A PERSONAL LOCATOR SPELL ON IT...

...AND TURNED IT LOOSE IN THE HANDS OF A TRUSTED SERVITOR, PUTTING OUT WORD THAT A "POWERFUL ARTIFACT" WAS LOOSE IN WATERDEEP.

THE FISH TAKES THE BAIT, AND WE REEL IN OUR CRIMINALS AT OUR LEISURE.

IN ANY BATTLE THERE ARE LOSSES, MIRT.



"...THAT THEY CAN
GET INTO THAT
MUCH TROUBLE..."

DON'T JUST
COWER THERE,
TERTIUS--

--DO
SOMETHING!

I...

...I'LL TRY,
ONYX.

YOU'D BEST
GET LOOSE
BEFORE IT...

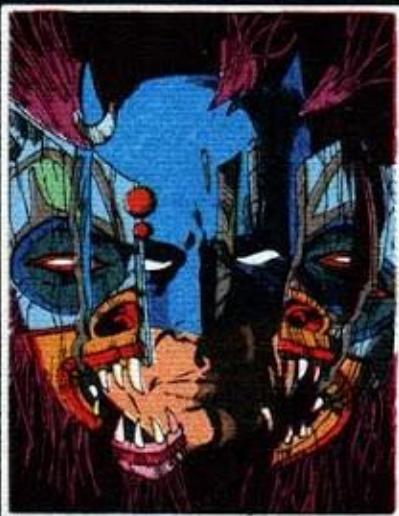
WHACK!

...DIVES?

SPLOOOSH!

BENEATH THE MASKS

THE SOUL OF THE BATMAN



LEGENDS OF THE
DARK KNIGHT®

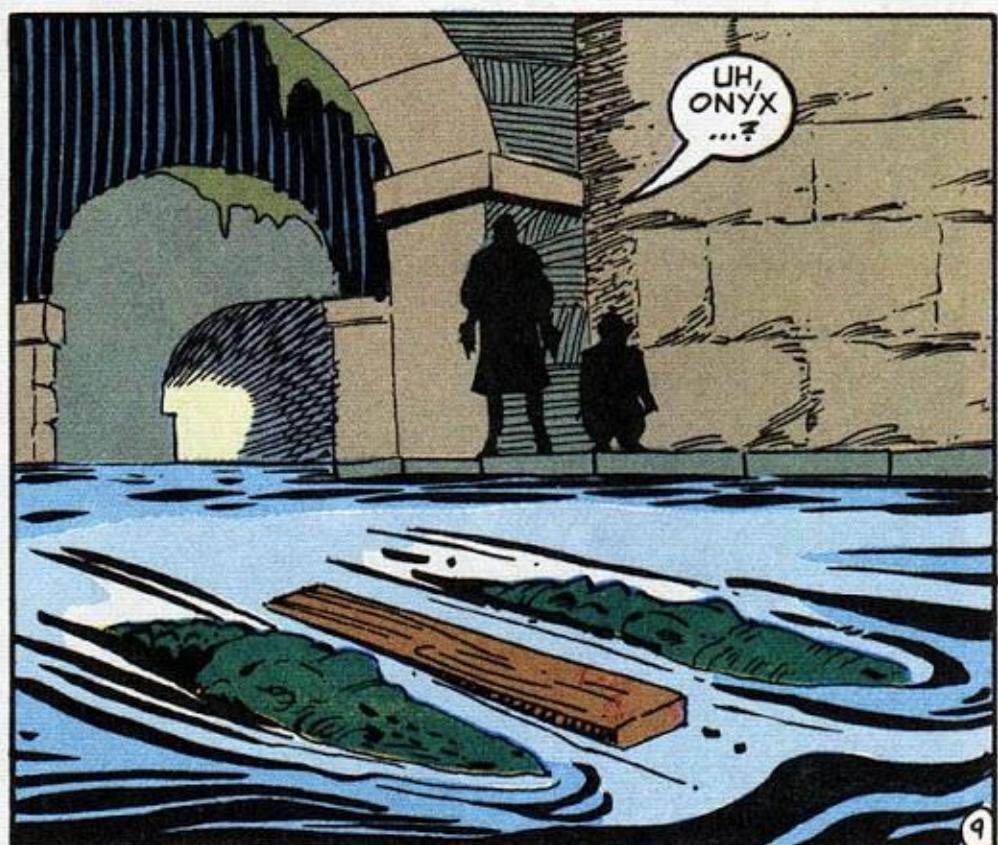
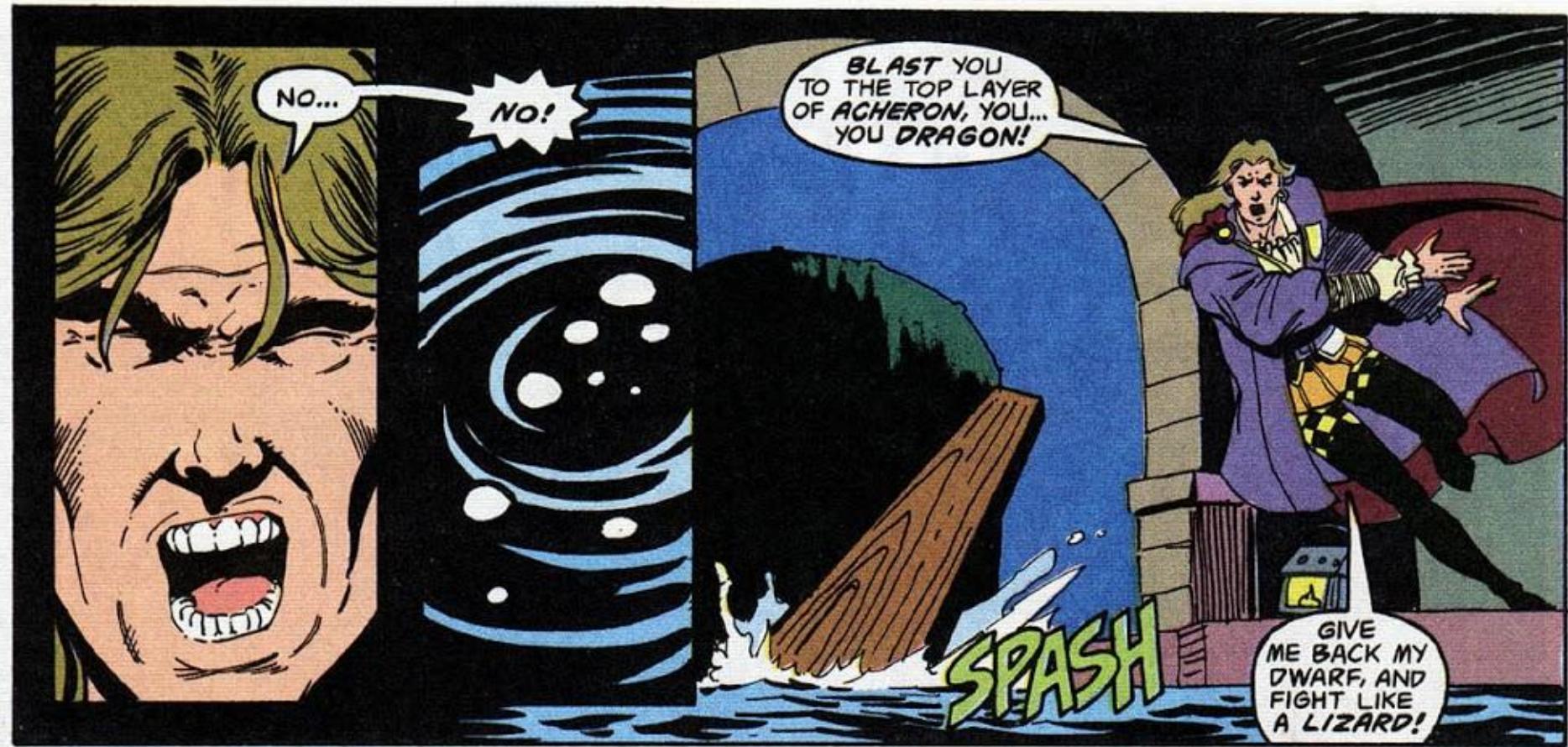
Shaman

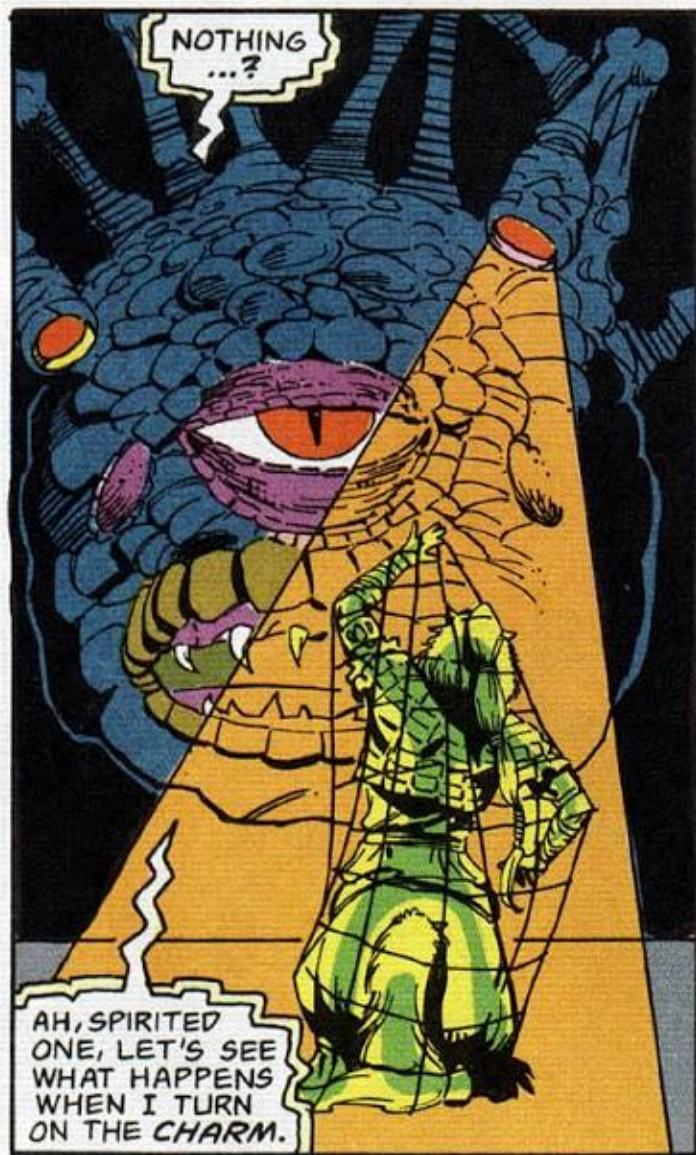
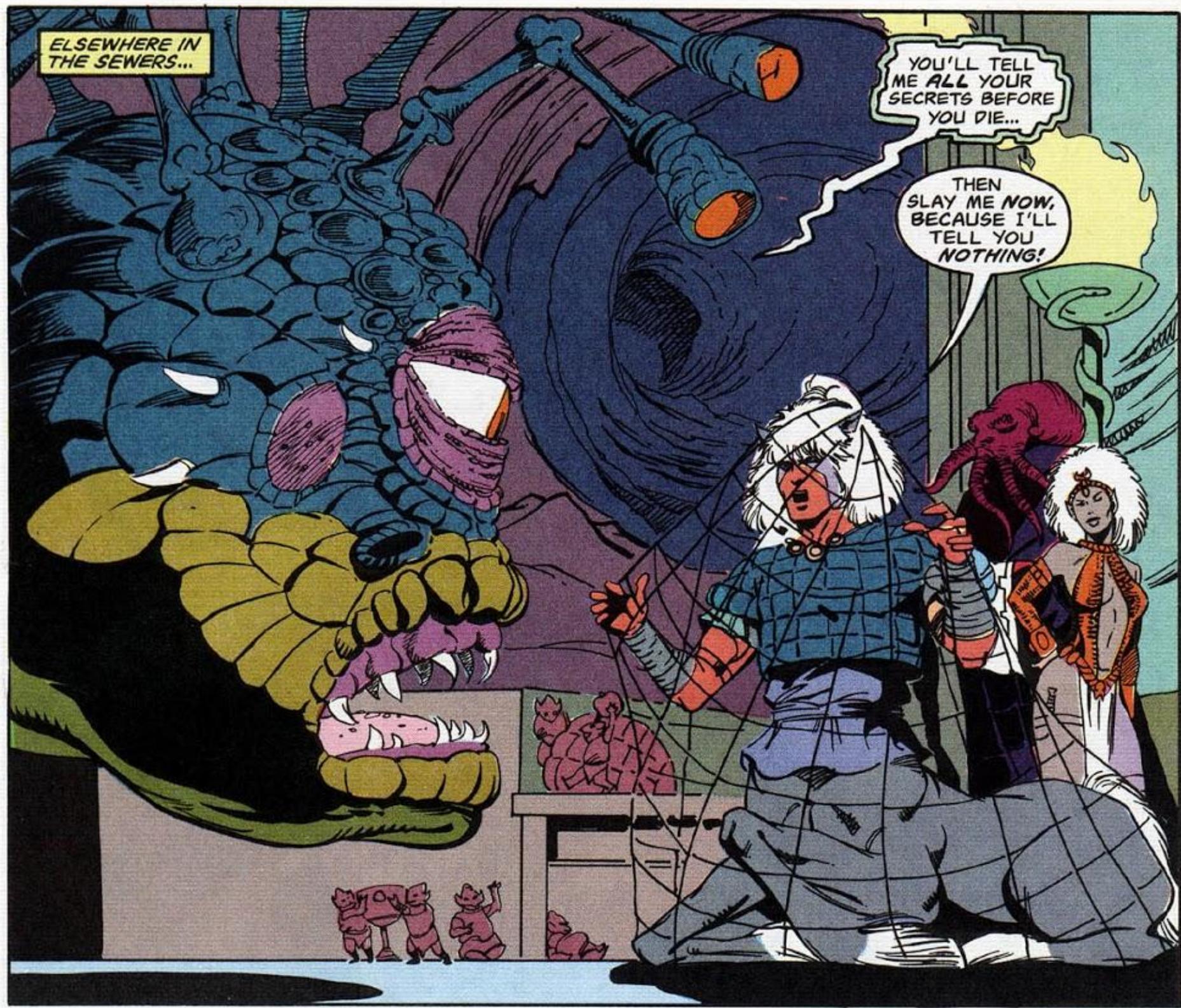
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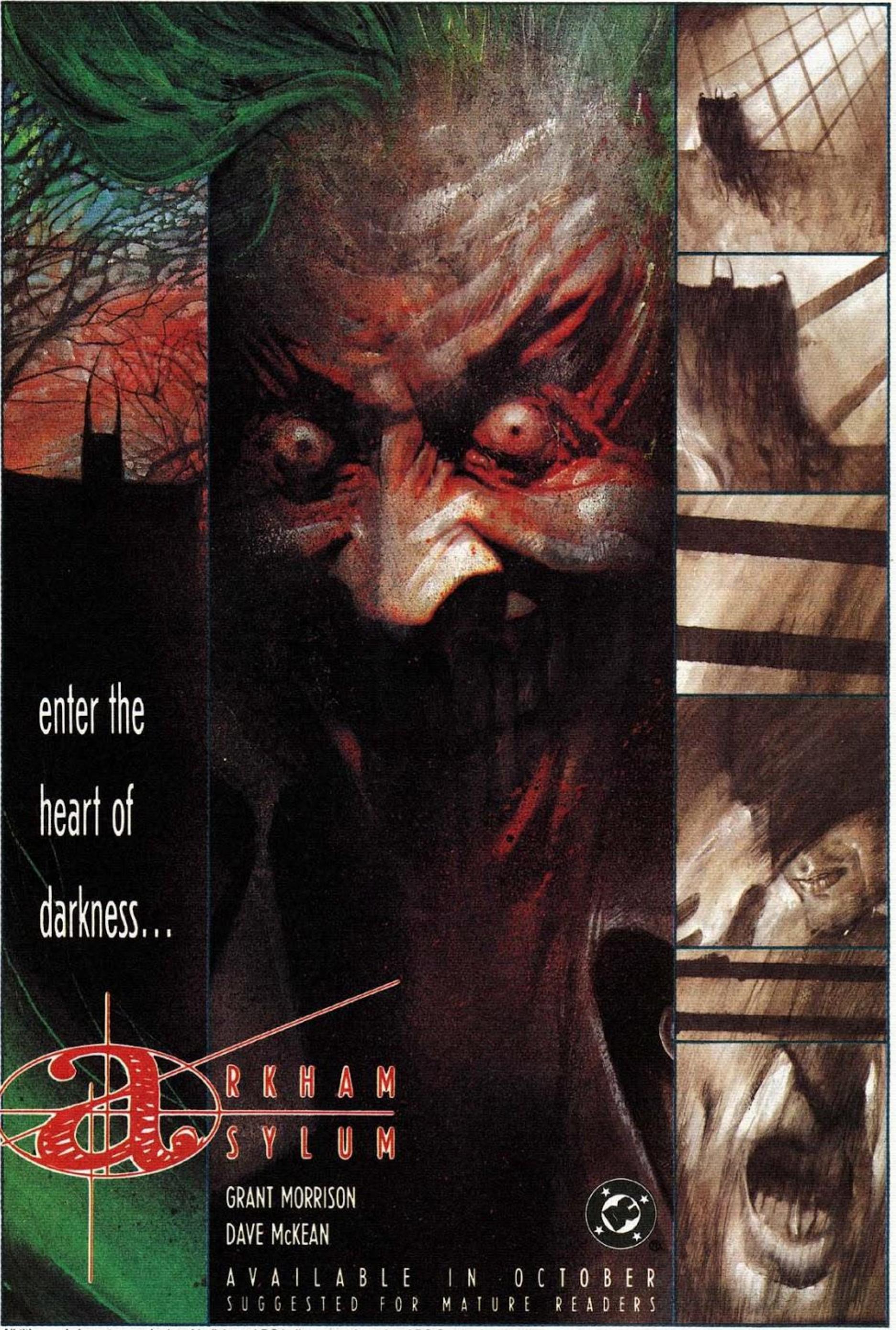


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#1 is available in October.









enter the
heart of
darkness...



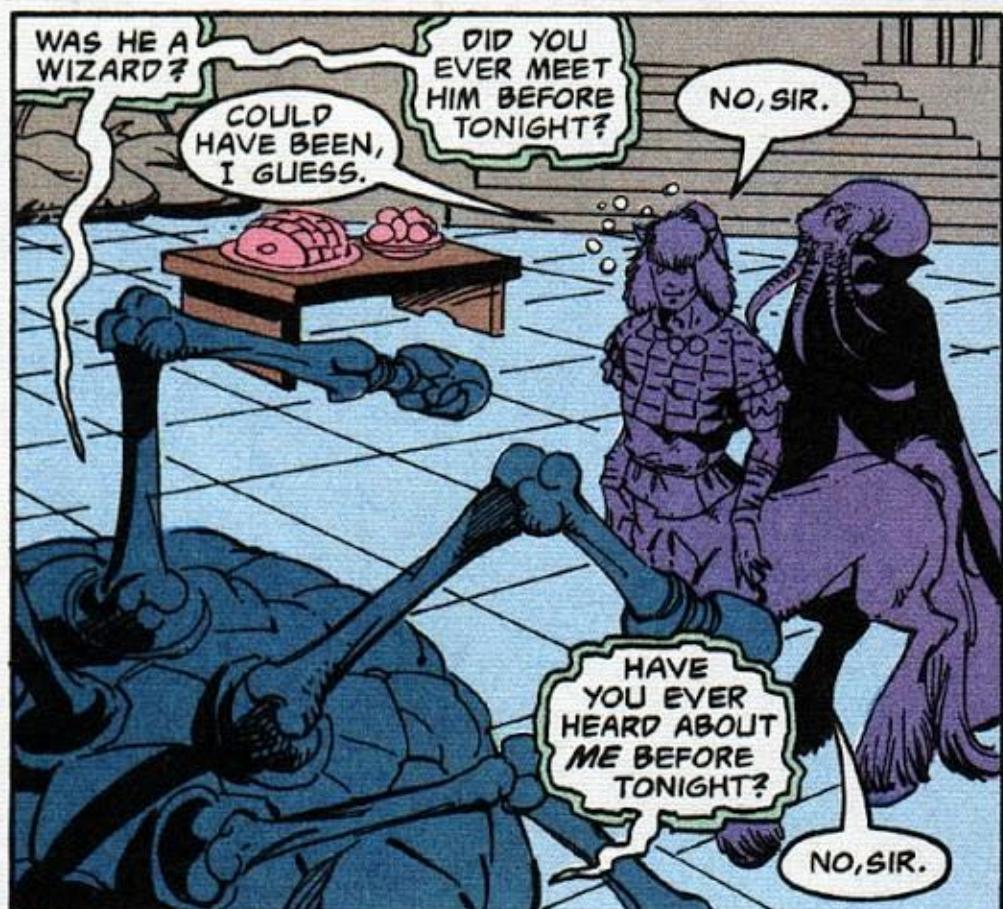
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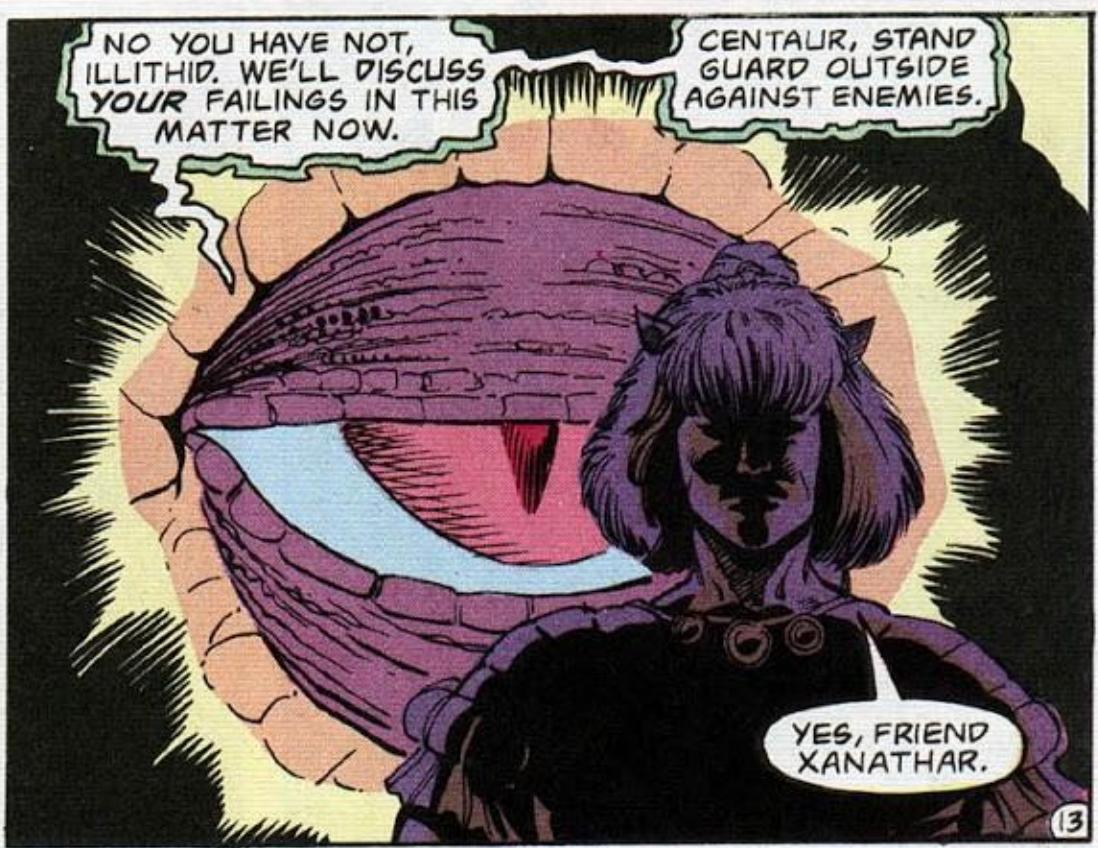
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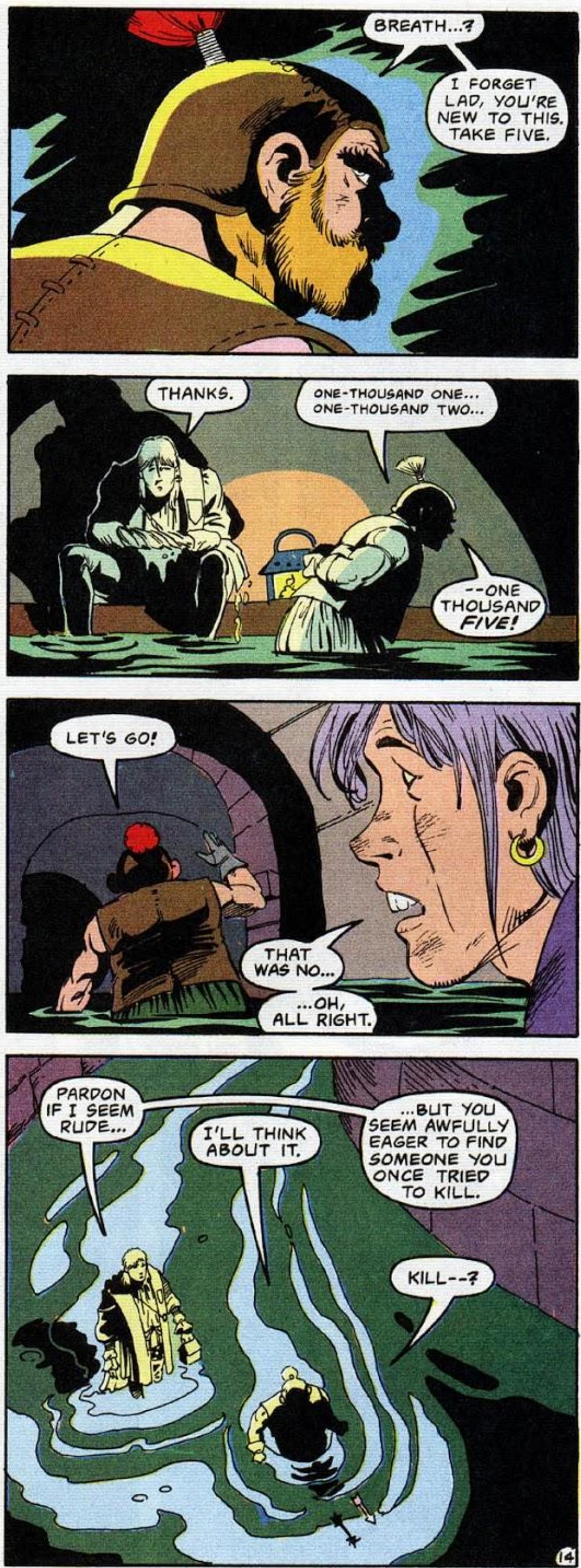
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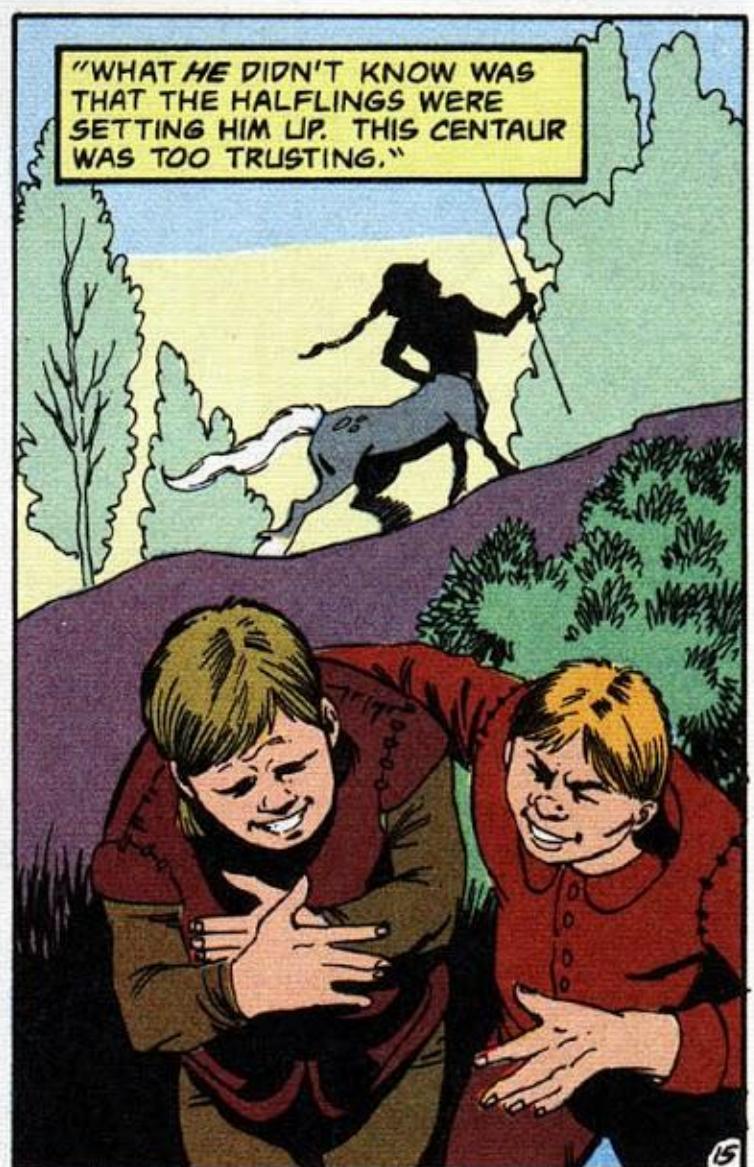
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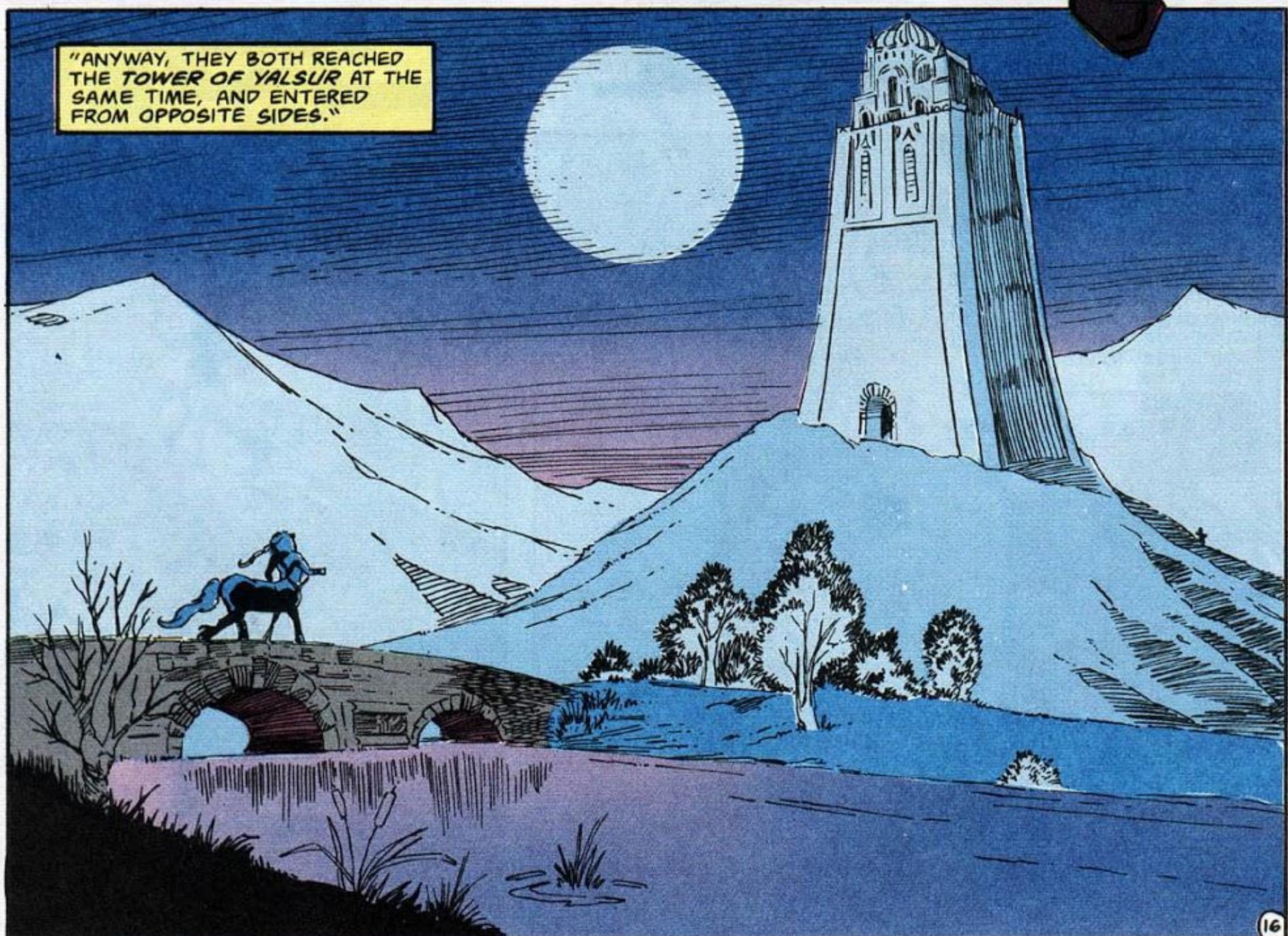




"NOW, BOTH THESE HEROES FOUGHT UNBEATABLE ODDS AS THEY MADE THEIR WAY TO THE TOWER HIDING THE YALSUR JEWEL..."



"ANYWAY, THEY BOTH REACHED THE TOWER OF YALSUR AT THE SAME TIME, AND ENTERED FROM OPPOSITE SIDES."



"THEY FOUND
THE TREASURE
SIMULTANEOUSLY..."



"...AND EACH
ASSUMED THE
OTHER WAS A
GUARDIAN OF
THE GEM."

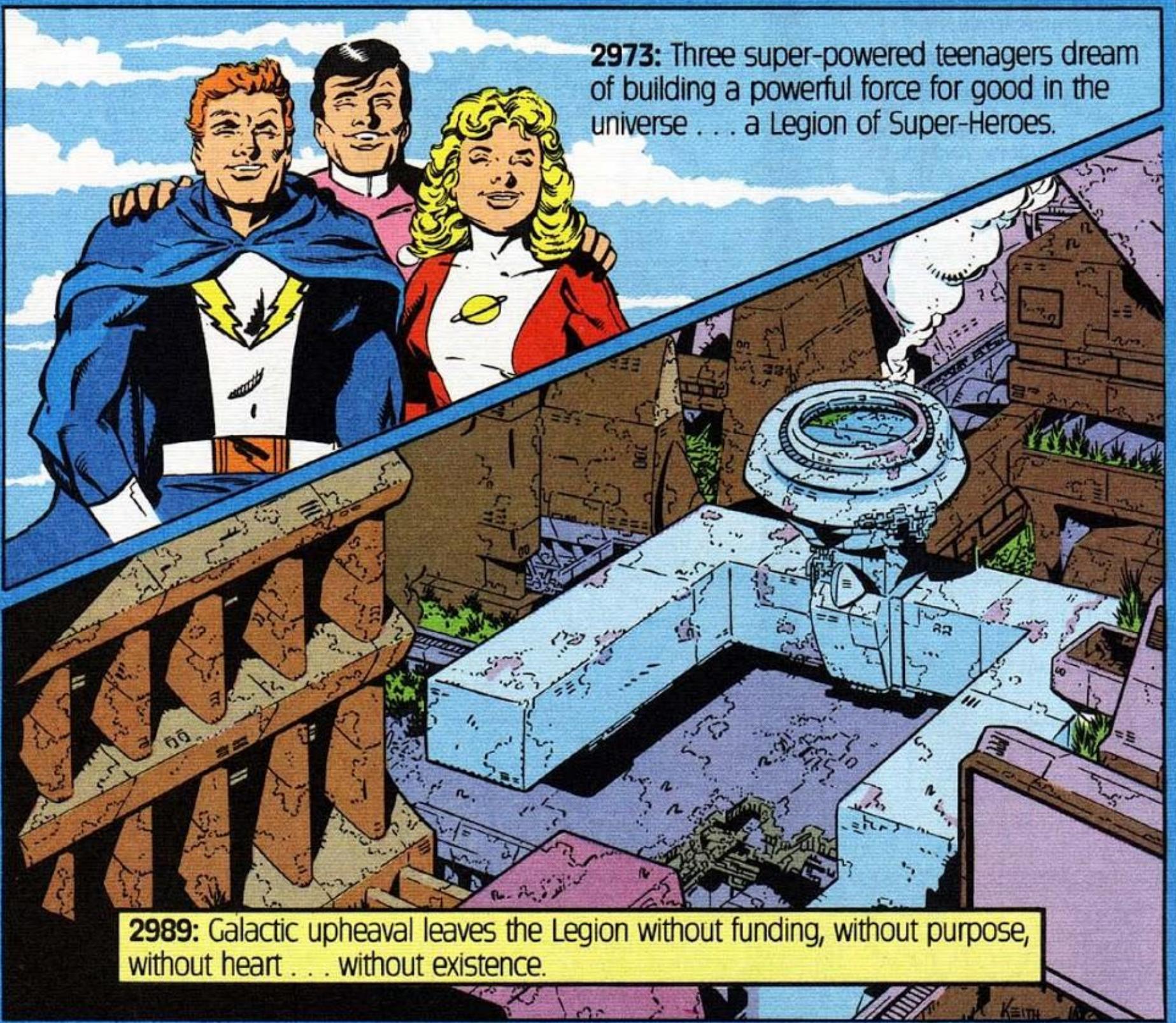
"SO THE TWO
HEROES FOUGHT..."



"...FOR A NIGHT
AND A DAY..."

"...OR MAYBE IT
JUST SEEMED
LIKE A NIGHT
AND A DAY AT
THE TIME--"





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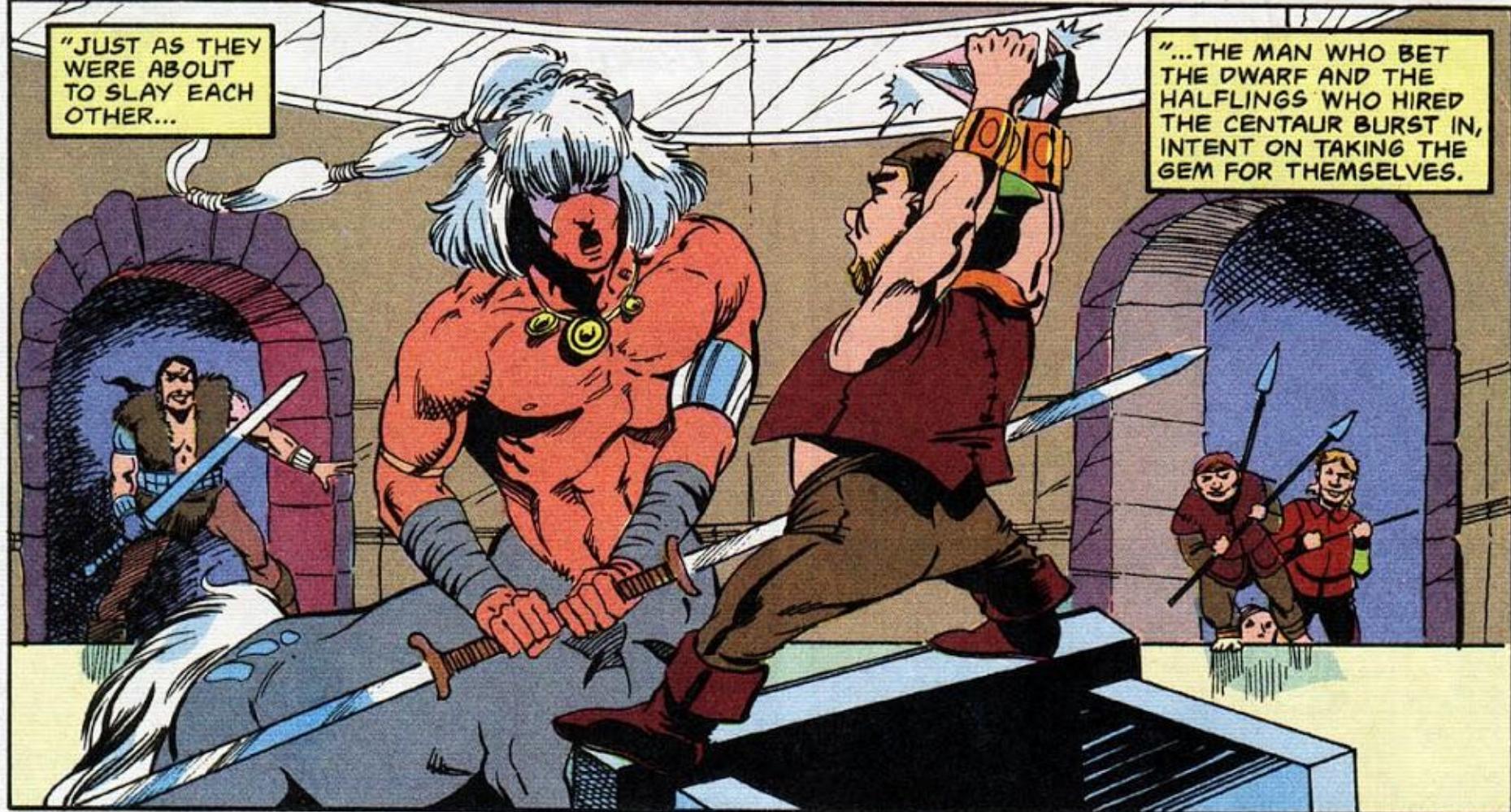


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"JUST AS THEY
WERE ABOUT
TO SLAY EACH
OTHER..."

"...THE MAN WHO BET
THE DWARF AND THE
HALFLINGS WHO HIRED
THE CENTAUR BURST IN,
INTENT ON TAKING THE
GEM FOR THEMSELVES.



"IN A MOMENT,
A NEW ALLIANCE
WAS BORN..."

"...AND THE
DWARF AND
CENTAUR JOINED
FORCES AGAINST
THE NEW
INVADERS--

--TO
ESCAPE
WITH THE
GEM."



THE FRIENDSHIP
THEY FORGED THEN
HAS LASTED TO
THIS DAY!...

AND THE GEM,
DID IT MAKE YOU... ER,
THEM RICH BEYOND
THEIR WILDEST
DREAMS?

OH, THE
GEM...

...THE
DAMNABLE THING
WAS CURSED. WE WERE
LUCKY TO GET A FEW
COPPERS ON THE GOLD
PIECE FOR IT FROM A
GUTSY SAGE.

NOW IF YOU'RE
QUITE RESTED...







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DEATH!

...IS
THAT IT
CAN'T GET
WORSE THAN
THIS!

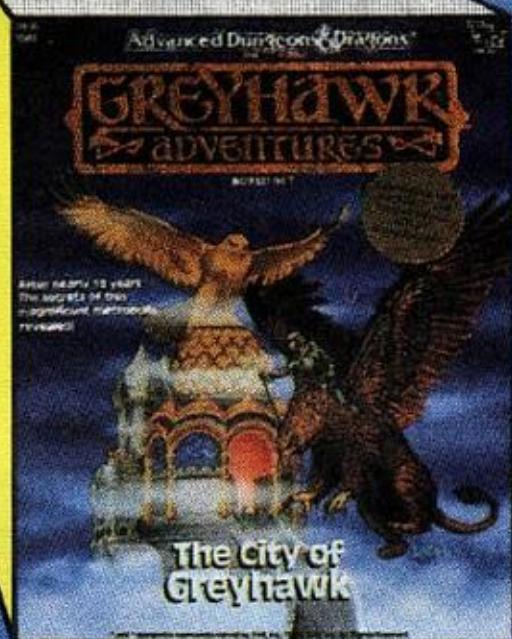
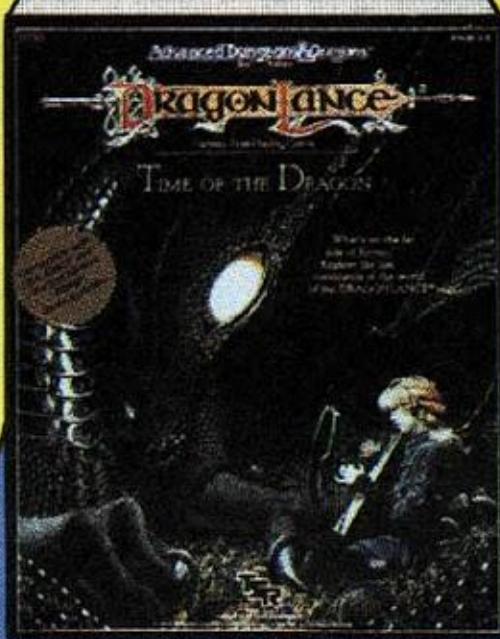
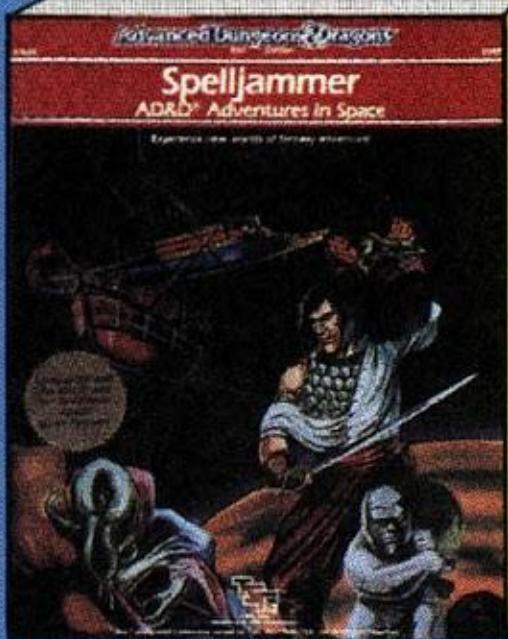
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DEATH!

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THE Advanced Dungeons & Dragons COMIC

Gaming Notes
by Jim Lowder

Timoth Eyesbright
Centaur
4th Level Fighter

Strength:	16
Intelligence:	12
Wisdom:	10
Dexterity:	15
Charisma:	16
Constitution:	15
THACO (To Hit Armor Class 0):	17
Hit Points:	34
Alignment:	Chaotic good
Armor Class:	4

Preferred Weapons: Longbow, Double Longsword, Club, Hoofs
Languages Known: Centaur, Common, Elvish

Timoth grew up with a centaur tribe in the glades and pastures around Chondath and the Chondalwood, far from Waterdeep. Unlike the rest of his tribe, though, Timoth did not shun contact with races not his own. In fact, he was quite friendly with many of the tribe's neighbors, including a few groups of humans.

It shouldn't be surprising, then, that Timoth left his home at an early age to explore the world from which his people isolated themselves—and to find adventure. Not long after he left his tribe, Timoth encountered Onyx the Invincible. Both the centaur and the dwarf had been hired to search for the Yalsur Jewel, a magical gem supposedly of great value. The two fought over the jewel, but then joined forces to battle the dishonest people who'd sent them after it.

The Yalsur Jewel turned out to be cursed and practically worthless, but Timoth and the dwarf had forged a strong friendship during that adventure, and they travel together to this day.

Timoth is a skilled warrior, and his strength gives him a +1 bonus to damage. The centaur fighter prefers to attack with his special double longsword, which does 1-8 points of damage with each blade. Timoth has practiced long and hard with this weapon, so he suffers no penalty if he attacks with both blades in a single round. (Treat each blade as a separate weapon.) The double sword is retractable and only requires a quick flick of a lever on its handle to spring to its full fighting length. Because he is a centaur, Timoth can also attack

with his hoofs, each of which does 1-6 points of damage.

His thick hide gives Timoth a low armor class, which is even lower because of his relatively high dexterity. Timoth sometimes wears small, spiked bucklers on his front flanks in battle. These are more ornamental than functional, though, and they do not affect his armor class.

Though he is a powerful fighter and enjoys a good brawl, Timoth is basically a cheerful, happy creature. He is quick to take hope from small victories and is not easily depressed. The centaur is also trusting to a fault, which annoys Onyx no end.

Timoth favors skins and furs over highly processed clothing, and the bracers and paint he wears as ornament make him look rather brutish. This appearance is far from the truth, though, as he can show some polish when necessary and is quite diplomatic. Timoth realizes, however, that he makes some people uncomfortable, and he will sometimes joke about his status as a half-man, half-horse to put humans and demihumans at ease.

Xanathar
Beholder Crime Lord

Climate/Terrain:	Subterranean
Diet:	Omnivore
Intelligence:	16
Alignment:	Lawful evil
Armor Class:	0/2/7
Movement:	Flight 3 (B)
Hit Points:	75
THACO (To Hit Armor Class 0):	5
No. of Attacks:	1
Damage/Attack:	2-8
Special Attacks:	Magic
Special Defenses:	Anti-magic ray
Magic Resistance:	Special
Size:	M (4½' diameter)
Morale:	Fanatic (18)
XP Value:	14,000

Xanathar is the self-proclaimed leader of the criminal underworld of Waterdeep. It enjoys its position as the secret master of a large number of the city's thugs and assassins. Yet the beholder is extremely worried that the Lords of Waterdeep—the secret rulers of the city—will discover its lair under the city and stop its reign of crime.

To prevent detection, Xanathar surrounds itself with what it considers faithful servants and kills most others who know of its existence or its lair. The creature also wears a specially modified magic ring that prevents anyone from locating the creature by magical means.

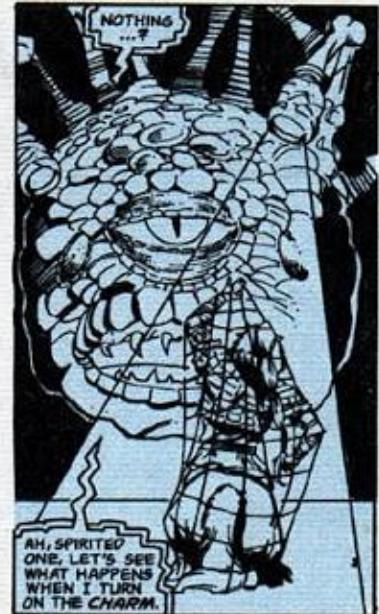
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Most recently, the crime lord has gathered drow servants, including Shindia Darkeyes, to serve in its lair. Xanathar has also had contact with the mind flayers that live far below the city. An alliance between the beholder and the mind flayers would be a terrifying prospect for the City of Splendors.

Xanathar is fond of food, and it constantly keeps roasted meats of various kinds at its side. Rumor has it that more than one of the adventurers unlucky enough to stumble across the beholder's lair (and survive the many traps that surround it) have ended their days as Xanathar's dinner.

Like all beholders, Xanathar's body is protected by a hard covering that gives most of its form an armor class of 0. The beholder's eyestalks have an armor class of 2, and its eyes have an armor class of 7.

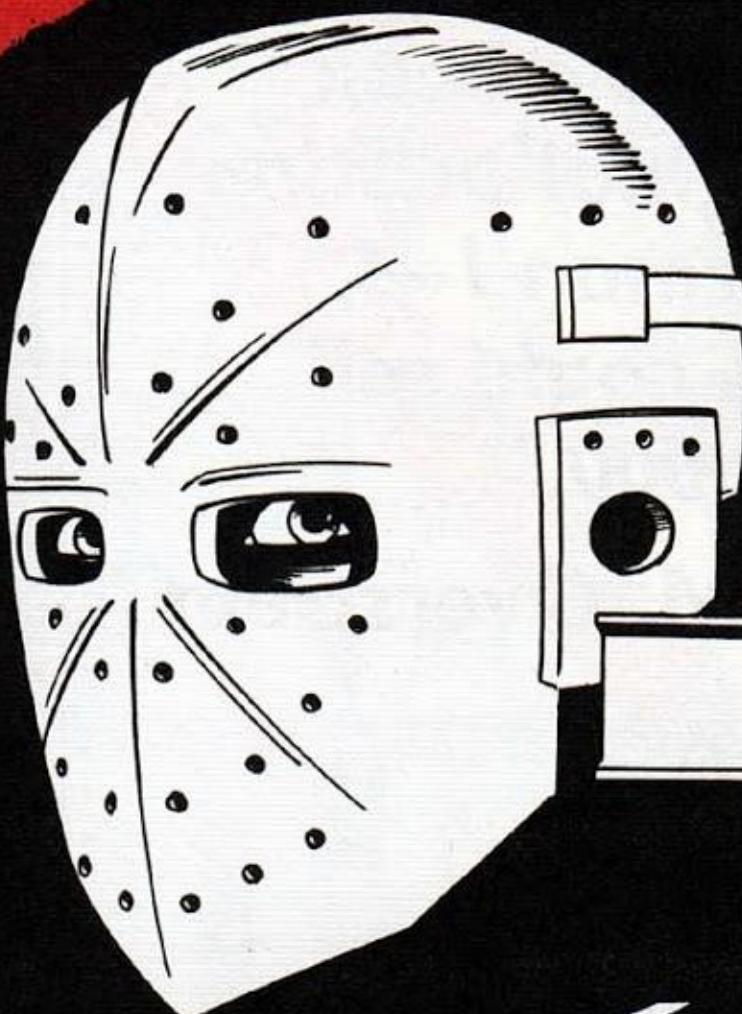


Each of the beholder's ten eyes, as well as its large, central eye, has a special function. The creature's central eye can project an anti-magic ray that causes all magic in its area of effect (usually 140 yards) to cease functioning. In addition, each of the smaller eyes on the beholder's body can cast a single, specific spell. These spells are: *charm person*, *charm monster*, *sleep*, *telekinesis*, *flesh to stone ray*, *disintegration ray*, *fear*, *slow*, *cause serious wounds*, and *death ray*.

Xanathar, like most of its kind, is hateful, greedy, and merciless. It seems inevitable that the beholder will have to face the wrath of the powerful Lords of Waterdeep if it continues to run an unofficial thieves' guild from beneath the city.

This month's stunningly gruesome cover was drawn by Jan Duursema.

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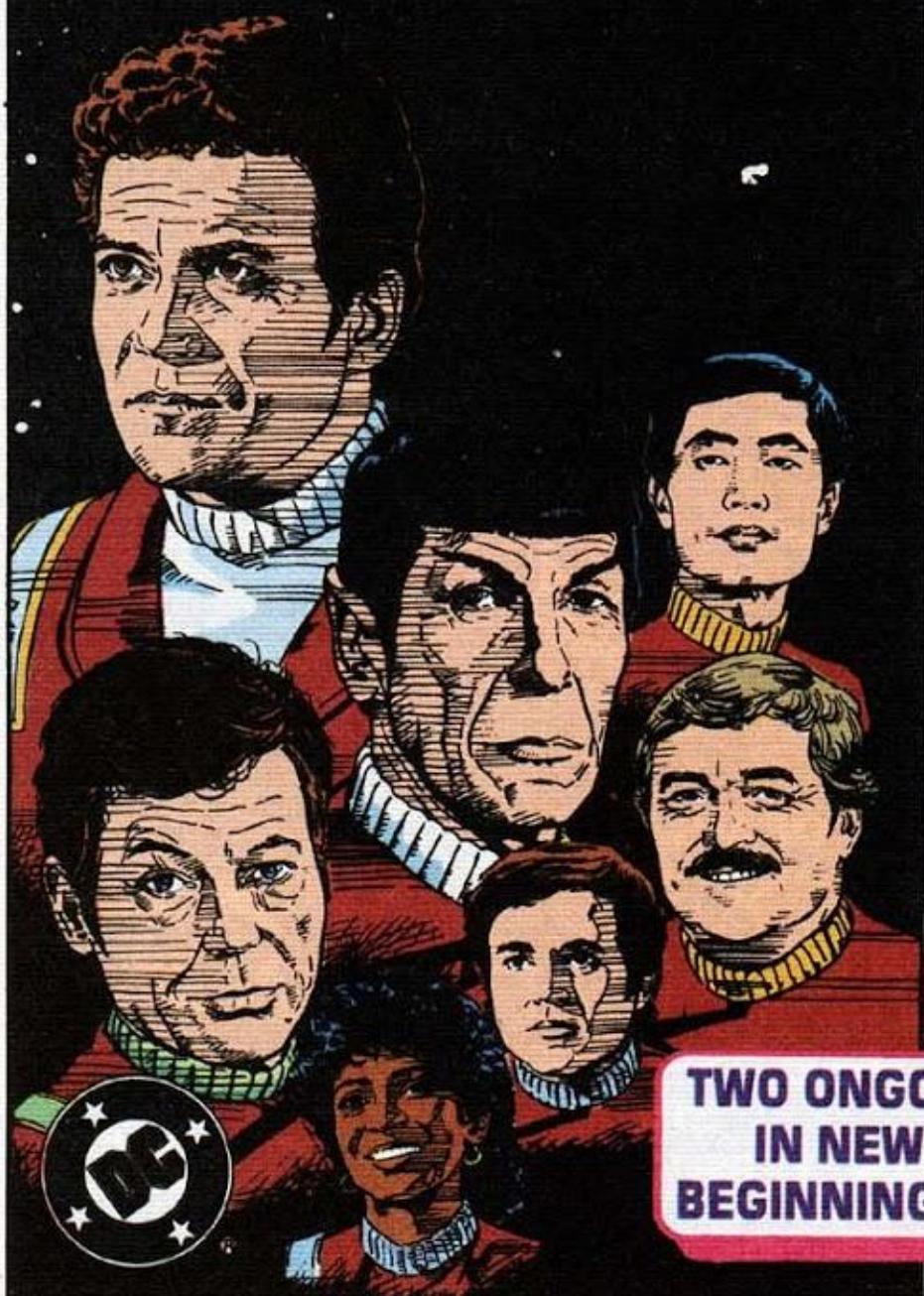
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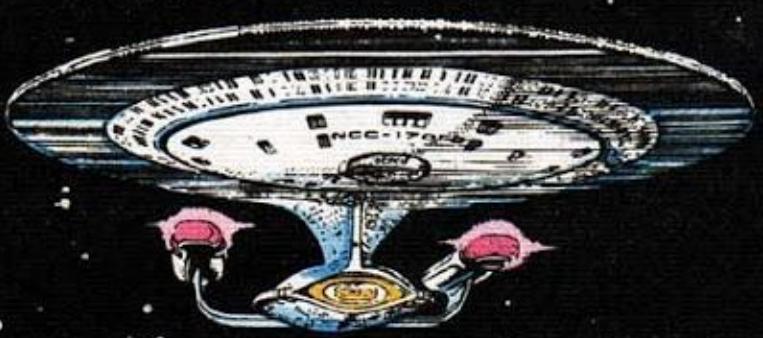


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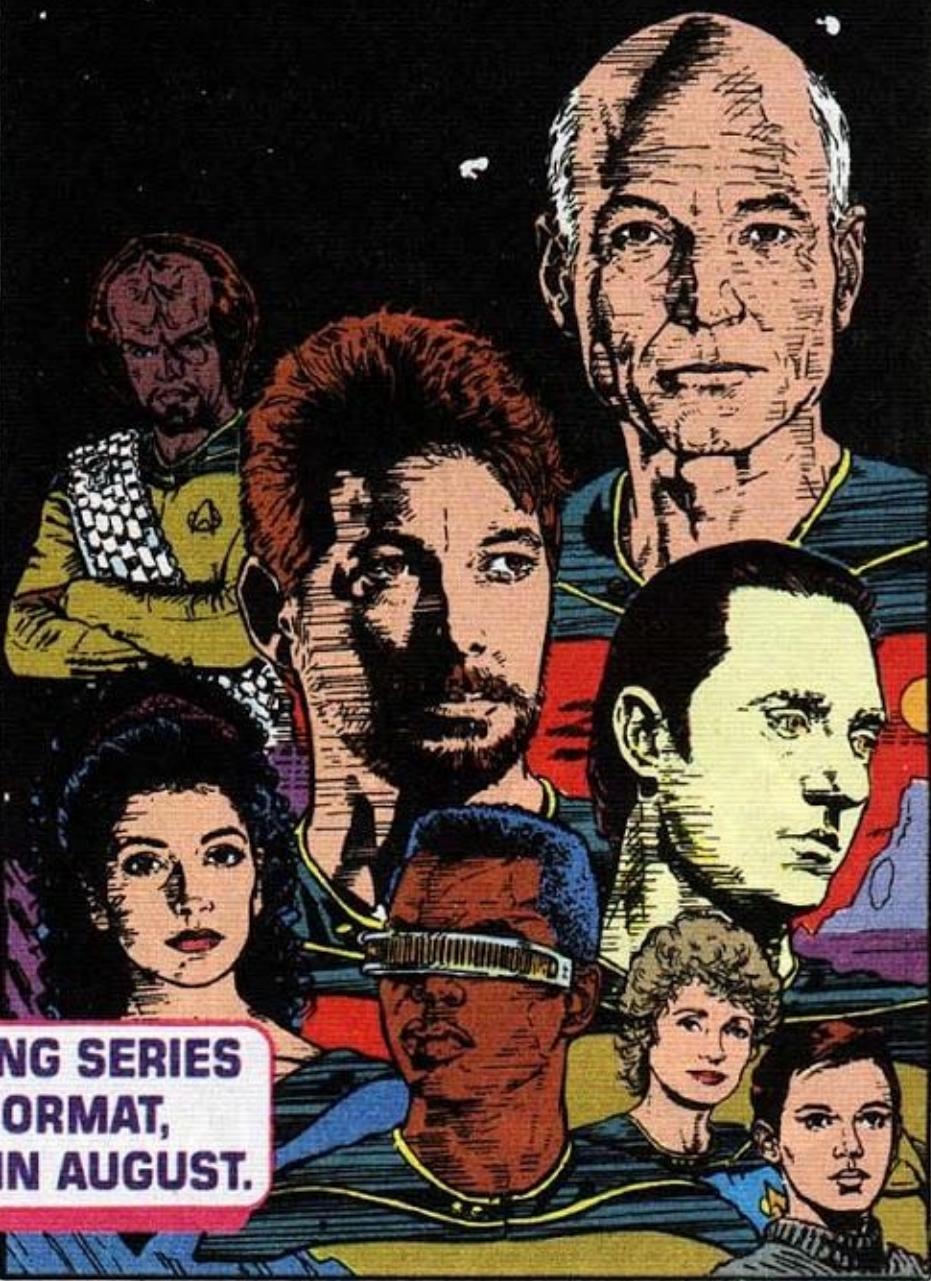


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