



Advanced Dungeons & Dragons

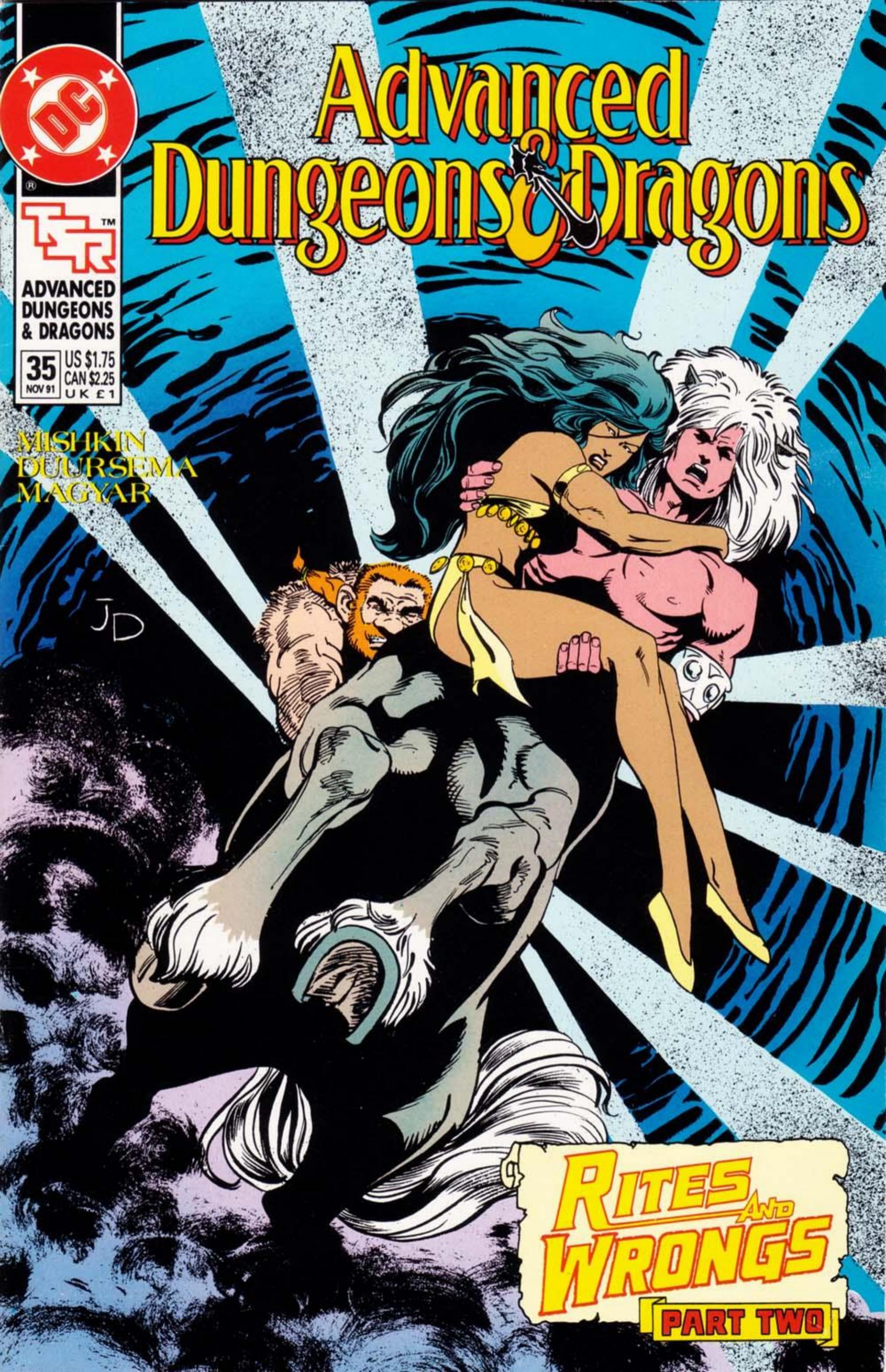
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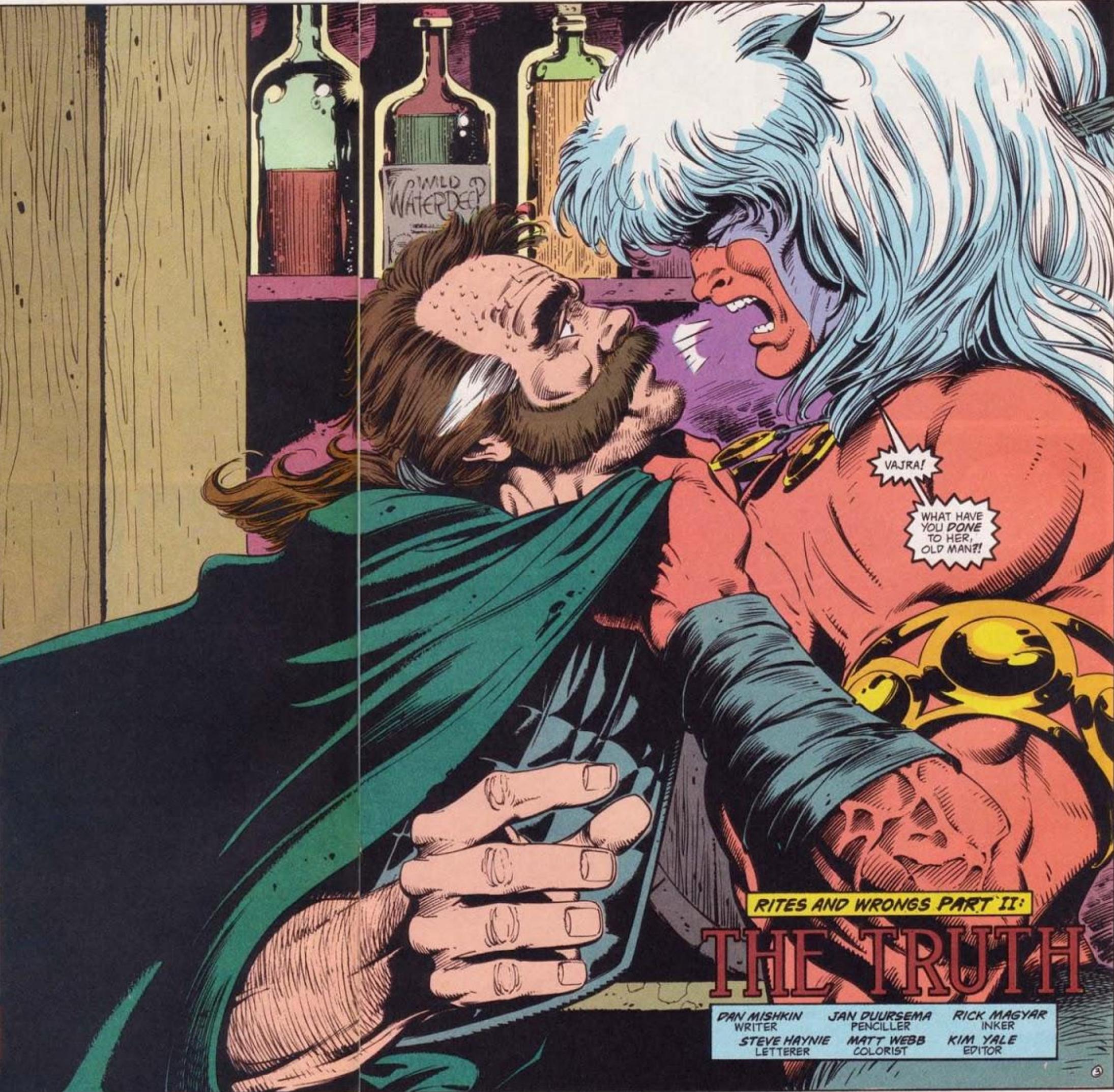
RITES
and
WRONGS
PART TWO





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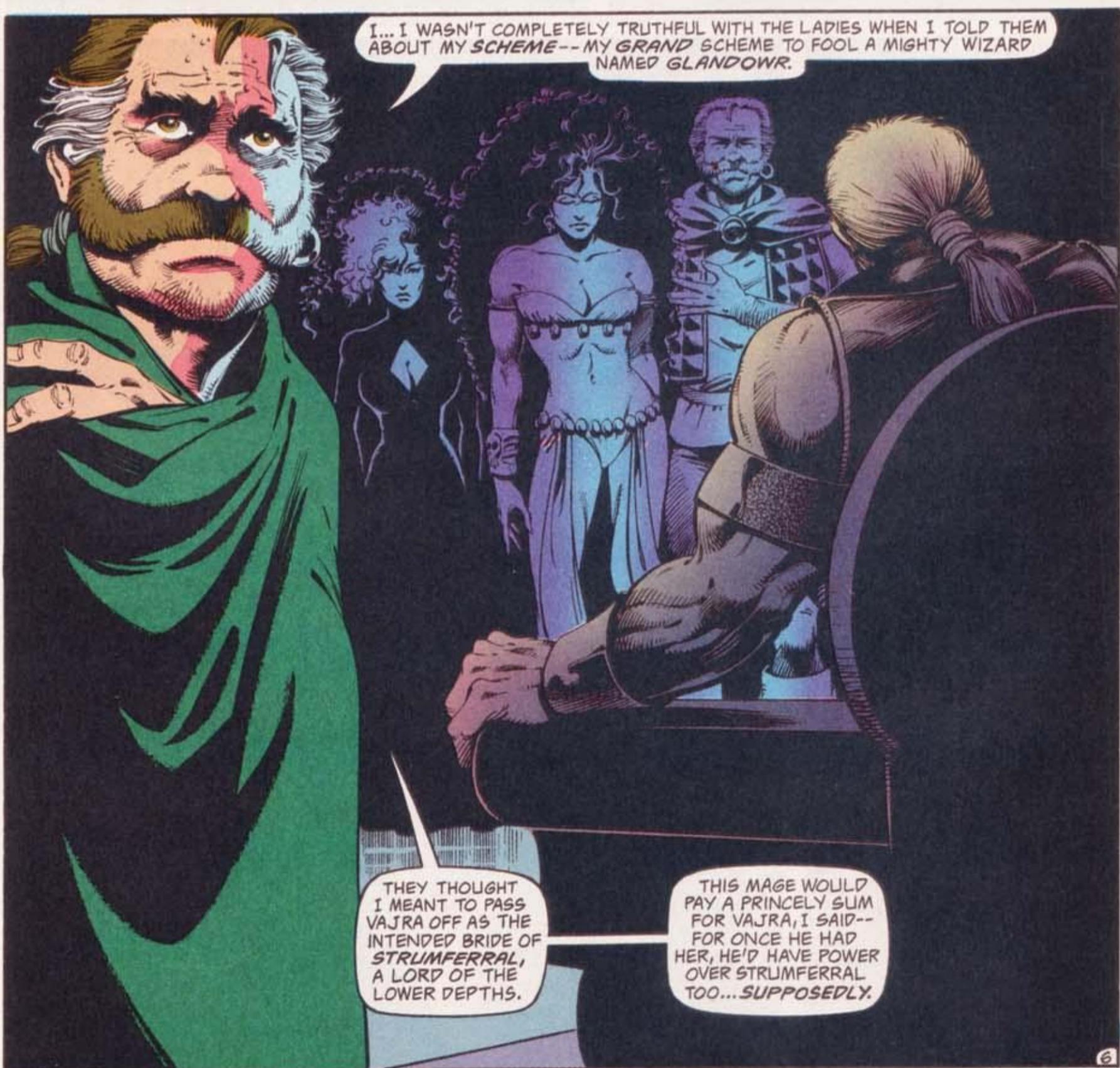
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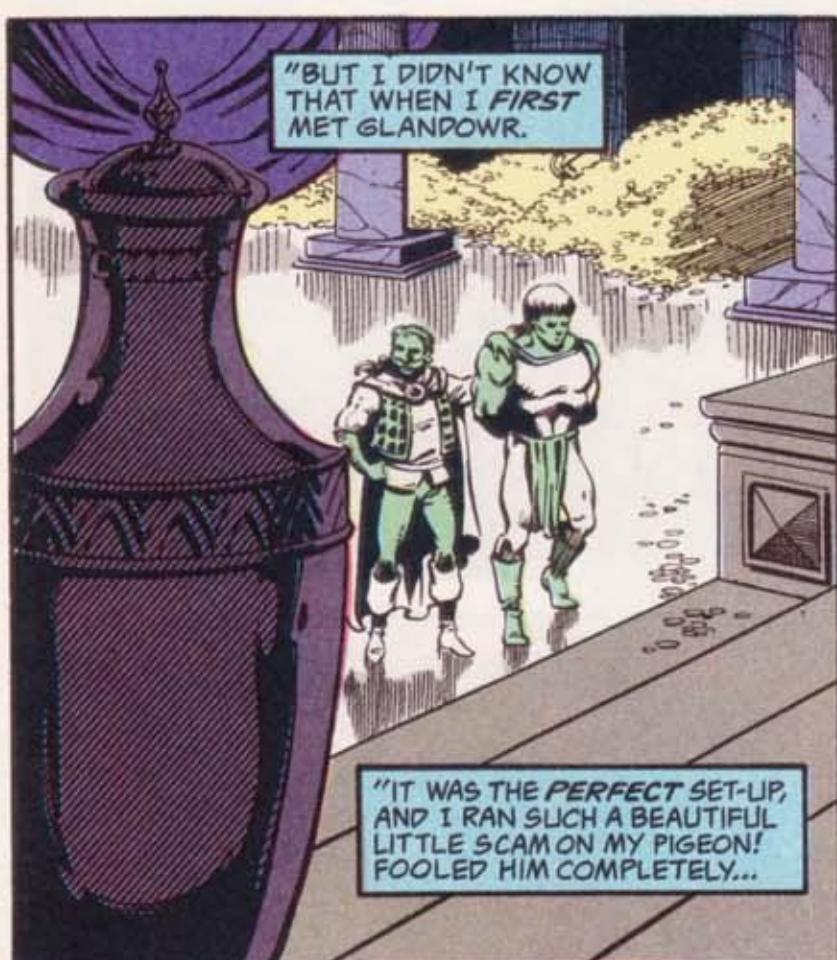


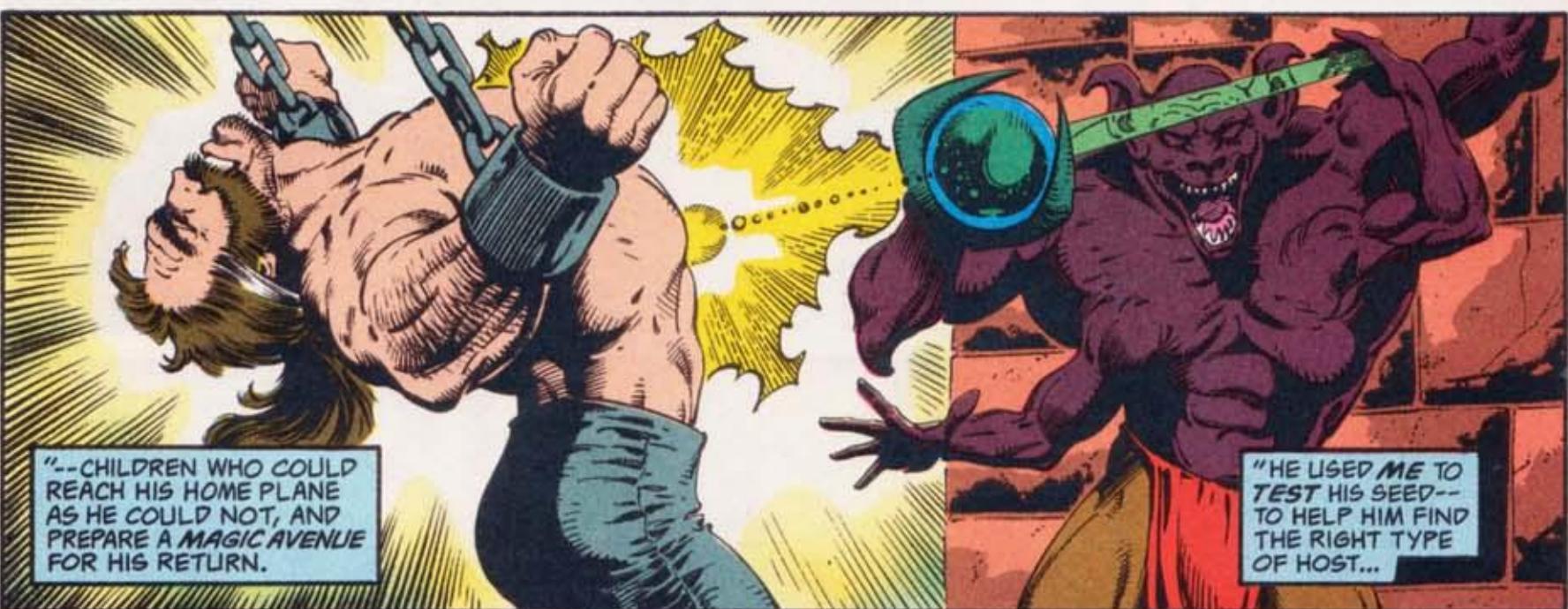


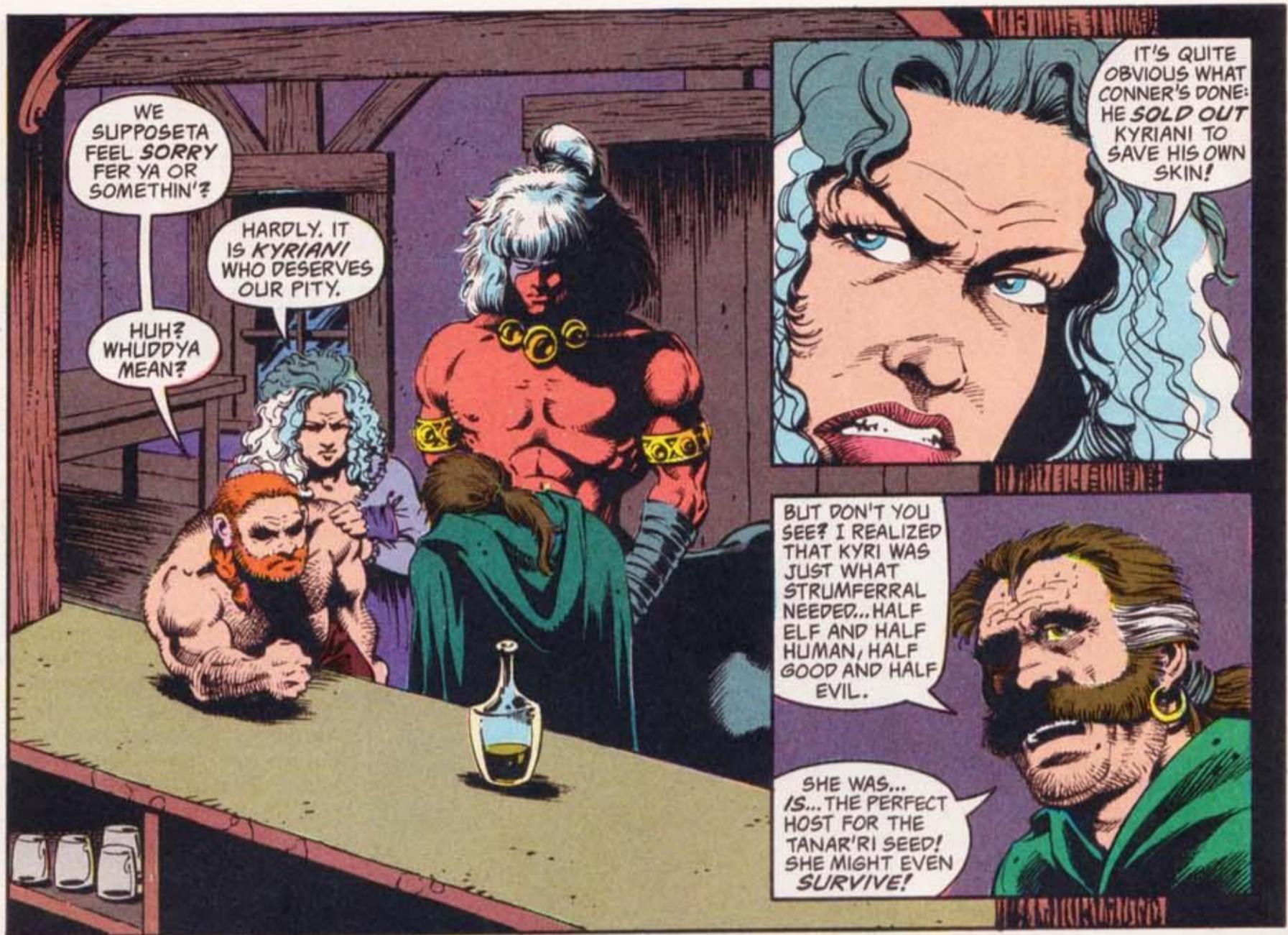


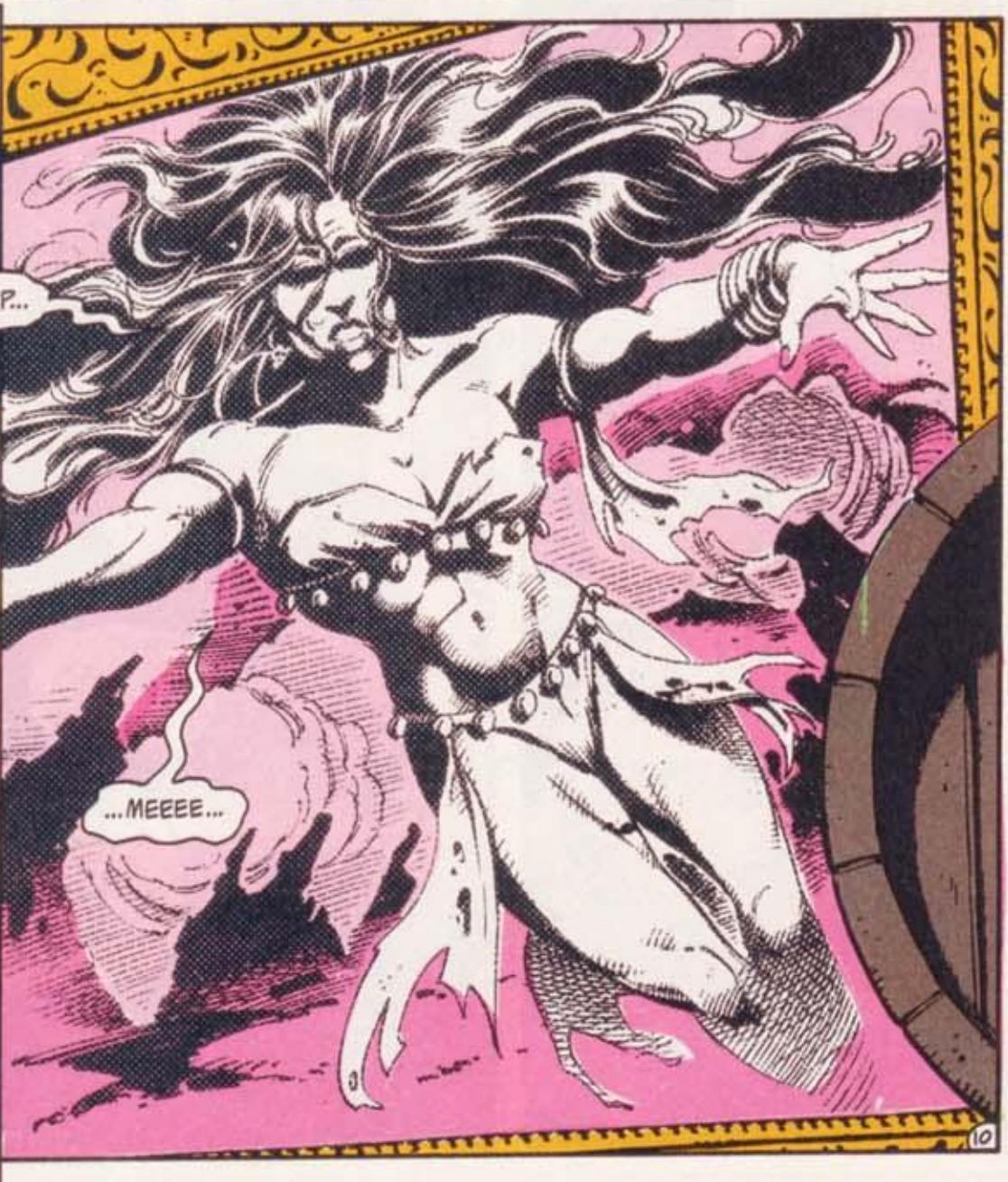
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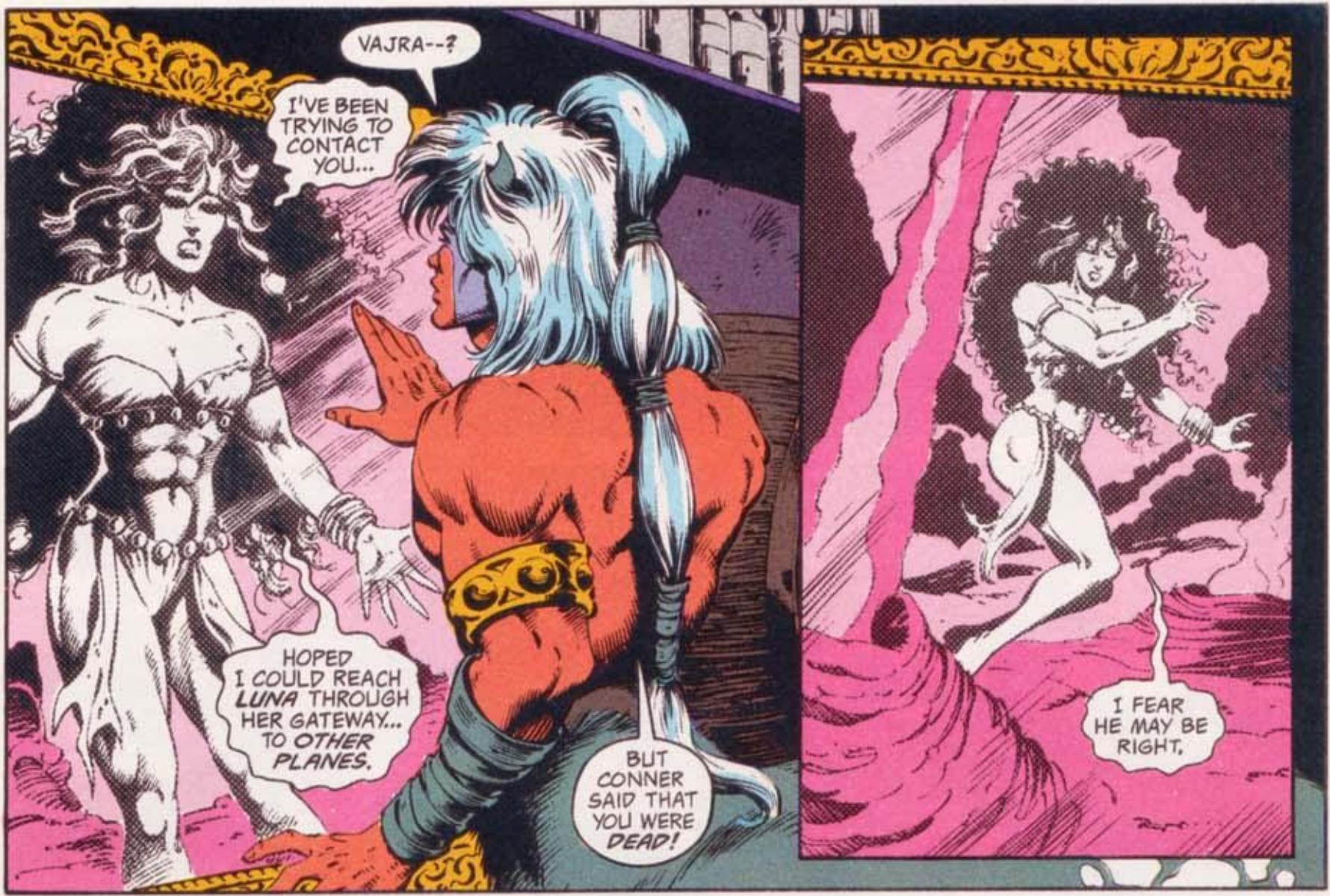






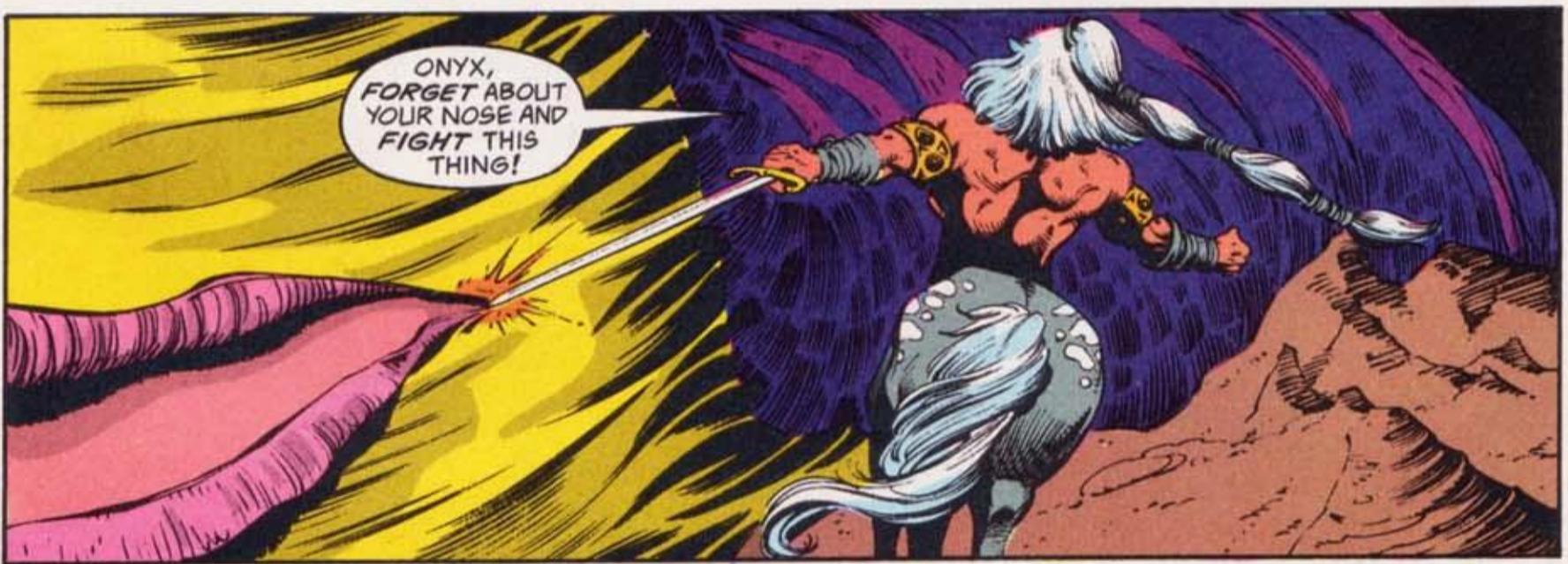


















TIMOTH! I--I CAN'T HOLD ON MUCH LONGER!

GRAB ON TO ME AS WE COME BY!

BUT--

I KNOW, IT MEANS WE'LL ALL FALL TOWARD THE VORTEX TOGETHER...

...BUT I THINK I SEE A WAY TO STOP OUR DESCENT IN TIME!

YA BETTER DO MORE THAN THINK IT, YA FOUR-FOOTED FLYSWATTER!

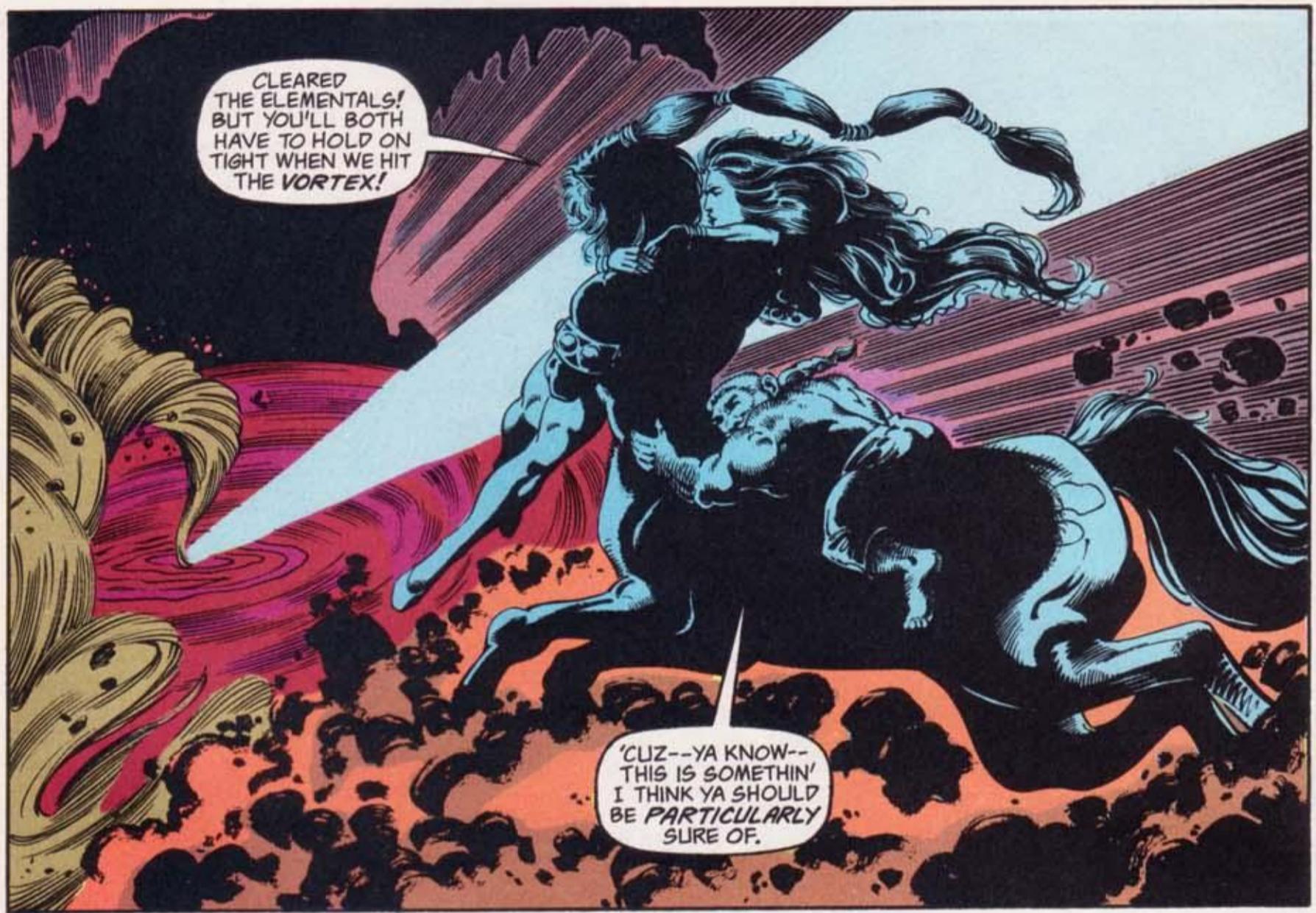
SWING BEHIND, VAJRA!

...THIS WILL TAKE BOTH HANDS!

WHOA! WHA'D WE HIT?!









VAJRA.
OH, VAJRA--
I THOUGHT YOU
WERE GONE
FOREVER.

ME
TOO.

BUT
I KNEW THAT
YOU WOULD FIND
ME IF ANYONE
COULD.

THAT'S THE
LASS, STOUT
OF HEART!

I KNEW
YOU'D GET
BACK ALL
RIGHT!





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THE Advanced Dungeons & Dragons COMIC

Hail and well met! Here we are at the halfway point of "Rites and Wrongs" and boy, things couldn't get any worse, could they? Could they? Wait until you read the finale. All I'll say about it is this: the readers who have requested the return of Conner to Waterdeep might ponder that old adage to be careful what you wish for—because you just might get it. And on that cryptic note, let's see what the hypogriff has delivered to me this month.

Dear AD&D,

I've just recently started reading the comic and I think it's great. I started at issue #33. You have excellent drawings and a great storyline.

Since I've started with issue #33, I've no idea about the characters, the race, etc. I like the comic but I would like some background on the characters.

Ayman Mansour
Montreal, Quebec
Canada

Whoa—that's a pretty tall order in such a short, pithy letter. AD&D is a comic book based on a fantasy role-playing game published by TSR, in case you're not familiar with the game. The land in which the adventures take place is called the Forgotten Realms, and the city that serves as the home base for our characters is called Waterdeep. It is governed by a number of prominent citizens, many of whom are wizards and magicians and whose identity is kept secret from the general populace with two notable exceptions—the wizard Kheiben and the one open Lord of Waterdeep, Piergeiron. Vajra, the woman warrior, is a former gladiator in a slave arena and now hires out her sword for the right price. Timoth the centaur and Onyx the dwarf share a taste for adventure and a strong curiosity to see the world outside of their respective races. Kyriani is the sorceress of the group, half-elf, half-drow (the dark elves of the Realms) and hails from the elven Shadowdale. As for how they all got together and ended up boarding and hanging out at Selune's Smile—a Waterdeep inn whose mysterious innkeeper, Luna, guards a magical dimensional portal and is definitely not who she appears to be—I suggest you pick up some of the back issues of AD&D, because if I tried to recap what's happened in the previous thirty-two issues, I'd be typing for days! Perhaps your local comic book store

can be of assistance. Happy hunting and good luck!

Speaking of our regular cast, Mr. Jeffrey Gross's comments about them a few issues back have prompted some replies. Such as—

Dear "Ramblin' Gamblin":

Responding to Mr. Gross's letter in the August 1991 issue of the AD&D comic, I would like to "keep the floor open for discussion." Mr. Gross made a few statements as if they were fact, but in reality they were only his (poor) opinions. I respect him for writing and I also respect his thoughts, but I don't agree with them.

There are two things I'd like to address. The first is the character structure. DON'T change it!! I play the game myself, usually as DM, so let me put it in these terms: Think of our cast (Kyriani, Vajra, Onyx, and Timoth) as a PC party, and the AD&D comic writers as the DM. The PC party has a home base, Selune's Smile. I would really prefer that they just hang around there until an adventure calls them. I doubt a change in the cast would be beneficial. I like it this way, and it would break my heart if I didn't see Kyri or Vajra anymore.

The second thing I'm addressing regards Mr. Gross's "proposed ideas." I believe these ideas are complete nonsense, as well as the logic supporting it. The AD&D comic does not need a recurring villain to improve its (already awesome) quality. It especially DOES NOT need 50% of the heroes to be HUMAN! If you want to read about humans, pick up another comic book title. Elves, dwarves, centaurs, and magic are what attract me to AD&D. Humans, indeed.

Finally, the third and last reason I wrote this letter. Thank you for putting my favorite pastime into the medium of my other favorite pastime. I want to let you know someone appreciates all the hard work everyone does on the comic. Please do not let anyone change your plans for it.

I thank you sincerely,
Carlo "Caj" Aceytuno (DM)

P.S. Mr. Gross, if face to face with Timoth Eyesbright, would you really call him a "freak"?

Given the imposing physical stature of a centaur, who is half-horse and half-human, that's Mr. Eyesbright to you, buddy!

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Ms. Kim,

I apologize for not printing this up.
[It's O.K.—KY]

I wanted to tell you guys how I felt about a previous letter by Jeffrey Gross in #32. AD&D happens to be my favorite comic *because of the characters*. A party of humans is so terribly boring! Different races, and different-looking people of various cultures are interesting and exciting for me to read about. It's real fantasy stuff. Perish the thought of muscle-bound, over-equipped human males roaming about slaying.

Also, I was upset to find out about the cancellation of FORGOTTEN REALMS. That was another good one with a good mix of people. Please don't surprise us and do the same thing with this title. I and many others look forward to your book each month. Reading comics just wouldn't be the same without it.

A loyal fan,

Toni Morrow
8515 Bergen Place
Philadelphia, PA 19111

Then again, on the other hand.

Dear AD&D Folks:

I read a letter from Jeffrey Gross in an issue of your magazine, and I agree somewhat. I feel that a couple of changes need to be made in the party. First, get rid of Timoth. Nobody (at least not in the games I play in) plays a centaur. I do like both Onyx and Kyriani (she's cute). I play a dwarf in one of our games. Unfortunately, Jeff is right. Most of the players I know like to play either humans, elves, or dwarves. (I do know one person who plays a vampire, but I'm not sure how her gamemaster lets her get away with it. According to her, she started as a vampire—and a good vampire at that.)

Not including the only known case of a vampire, there are very few people I know who play outside of the three other races.

Also, I'd like to see a return of Conner. He's one of the few recurring folks you've had that I actually liked. I'm a Star Trek fan and he reminds me quite a bit of Harry Mudd—not really honest, but lovable.

I'd also like to see them go after one of the known artifacts from the DM's Guide, not one of them that you have made up.

Your "Pillars of Gold" storyline wasn't too bad. I'd like more story-

lines involving dungeon explorations. I'd really like it if you'd adapt one of the modules for your comic. One of my favorite modules is "The Lost Caverns of Tsojcanth." That would be a great module to adapt. Another favorite is the legendary Giants series, including the Kuo-toa and Lolth.

I've heard from my comics dealer that TSR is taking over all their titles and redoing them, meaning that all the DC/TSR titles will be cancelled. Is it true? (If it is, then this letter probably won't get printed.)

Well, that's about it.

Carl Riley

1718 W. Jackson #17
Macomb, Ill. 61455

Then again, maybe it will. Does that mean I've answered your question? Maybe. Maybe not. Time will tell. Incidentally, my GM let me play a vampire-inspired character who started out and remained a good guy. And let me know your opinion of Conner after this current story ends, willya? And why do I say that? (Gee, is that a cue for the Next Issue Box or what?)

NEXT ISSUE: It's Kyriani's turn to be rescued from Strumferral, but can Vajra, Onyx, and Timoth defeat the tanar'ri and his nether realms denizens? And on which side will Conner pledge his allegiance? Thirty days until the conclusion of "Rites and Wrongs," and nothing will be the same again. I mean that. Might say that Dan, Jan, Rick, Matt, and I are dead serious about it...

—Kim "For Whom the Bell Tolls" Yale



NEXT ISSUE!

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