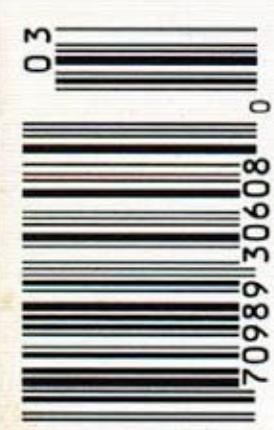


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WITH JOHNNY DC

Doug Moench has not been seen in our pages in a while but he has come back with an armload of assignments and projects, both new and old. Doug starts off by picking up the reins on BLACK-HAWK, starting with #12, and then adds MISTER MIRACLE, with #14. Those two books will continue their current storylines as Doug gets a feel for the characters and plans for their futures . . . Meantime, Doug has some proposals being considered and is looking forward to working with his frequent collaborator, **Paul Gulacy**, on a five-part LEGENDS OF THE DARK KNIGHT story . . . **Tom Artis** also steps in to help out the very busy **Rick Burchett** by pencilling a few issues of BLACKHAWK, also starting with #12. Rick will continue to ink these issues and provide the covers . . .

Beginning with the second storyline in the *Batman* syndicated strip, the creative team becomes **William Messner-Loebs**, **Carmine Infantino**, and **John Nyberg**. The villain for that second story will be The Penguin as 1990 becomes, quite obviously, the year of the Penguin . . .

Anton Furst, the man who designed Gotham City for the *Batman* movie, dropped by the DC offices in mid-November, and met with **Jenette Kahn**, **Dick Giordano**, and **Denny O'Neil**—we'll see what comes of those discussions in coming months . . . Anton is also working on pre-production for *The Watchmen*, at 20th Century Fox . . .

The Delphi Group, an international organization of artists, paid a visit to the DC offices recently. **Archie Goodwin** played host as he talked them through how American comics were assembled. The group also spoke with **Dick Giordano** and **Jenette Kahn** before enjoying a wine and cheese reception with the editors. The one American in the group that day turned out to be the delightful **Colleen Doran**, who last did a story for CHRISTMAS WITH THE SUPER-HEROES and has some other projects being lined up for the future . . .

The British invasion of our shores continued in November as we were visited by both **Neil Gaiman** and **Brian Bolland**. Neil arrived amidst of a flurry of visits, meetings, and discussions mostly revolving around his current projects, including SANDMAN and THE BOOKS OF MAGIC, but he also met with some people about new projects which you'll be hearing about in the future . . . Brian arrived in a more subdued manner, having participated in two conventions on the East Coast. He did some cover sketches, talked about life, and renewed acquaintances with editors. Brian is now going to be the regular cover artist on BATMAN, which should be a treat for fans . . .

Mark Ryan, an actor best known for his role in the Britain-produced *Robin Hood* series (seen here on Showtime), also came by in November. He was joined by **Mike Grell** and the two huddled with **Mike Gold** about some project that seemed dipped in sorcery but no one was saying. Mark is also a screen writer with some credits to his name and is eager to expand his horizons. Mike and Mike also discussed business on GREEN ARROW, including a spin-off mini-series Mike would write for next summer, with details to follow . . .

Much closer to home, we were given a rare visit from Connecticut's **Curt Swan**, who happened to be in town for the day. Curt, looking and sounding fit, talked about doing some more Aquaman stories for editor **Kevin Dooley** and agreed to do an odd cover for LEGION, co-pencilled with **Keith Giffen** . . . Also coming from Connecticut for visits were inkers **Mike DeCarlo** and **Steve Montano**. They met with their editors and talked about future work . . .

Bill Jaaska does his first work for DC when he pencils CHECKMATE! #26, written by **Paul Kupperberg**. Inking that issue will be **Michael Bair**, who did a bang-up job on DOC SAVAGE #15-16 . . . Bill and Michael will also be doing some future issues, as will **Tom Grindberg**, who is warming up for a major project for DC in 1990 . . .

Former DC editor and inker **Tex Blaisdell** also paid a visit in November. Tex is currently teaching at the Kubert School of Cartoon Art and occasionally inking a job or two . . . The Kubert School, in turn, was visited by **Dick Giordano** and **Jonathan Peterson** as we renewed our relationship with the school and its students. For those who don't know, some of the graduates currently working for us include **Jan Duursema** and **Ron Randall**, along with **Andy Kubert** and **Adam Kubert** . . .

Pablo Marcos became a grandfather recently, as his son, **Pablo Jr.** and his wife, **America**, had a little girl, also named **America** . . . Pablo continues to work on STAR TREK: THE NEXT GENERATION, although he is taking a few months off from JUSTICE LEAGUE EUROPE . . . **Bart Sears** stretches as an artist by inking issues 11 and 12 of JLE, which **Chris Sprouse** steps in to pencil #13, to give Bart a breather . . . Newcomer **Linda Medley** also gets in on the JLE act by pencilling not only the JLE ANNUAL but also JLE #14 . . .

Val Semeiks came down from the Northeast to visit with **Dan Raspler** as the two sketched out some BATMAN covers and talked about a new project Val is drawing for Dan. Details will also be revealed in a forthcoming column . . . Meantime, Dan has been busily sprucing up the SUCIDE SQUAD as it enters its fourth year. Issues #40-43 comprise "The Phoenix Gambit" and totally rebuild the team and give it a new purpose. But first, Amanda Waller spends a year in the Belle Reve slammer and it takes both Sarge Steel and Batman to persuade her to come back to work . . . Sounds like quite a story and it is from **John Ostrander** and **Kim Yale**, along with **Geof Isherwood**, who takes over pencils and inks beginning with #40. To commemorate the event, Geof has produced a poster which is being bound into issue #40 with no increase in cover price . . .

Finally, **Dale Crain**, late of Fantagraphics, joined our staff recently as an art director, and we're thrilled to have him aboard as our Design Department grows by leaps and bounds . . .

More . . . next month!

—Johnny DC

DC LIST THIS WEEK

ATLANTIS CHRONICLES 1

Beginning a seven-part exploration of Atlantis's rich history from Arion to Aquaman, by Peter David and Esteban Maroto. ◆►

SGT. ROCK SPECIAL 7

Three classic war stories with Sgt. Rock (art by Joe Kubert), the Losers (art by Jack Kirby), and Tomahawk (art by Frank Thorne). ●

LOONEY TUNES MAGAZINE 2

Celebrating Bugs Bunny's 50th Anniversary, a mixture of jokes, stories, games, puzzles and more with the entire Looney Tunes gang. ►

THE QUESTION 35

Priorities are decided as Myra, Vic, and Hub City come to terms with their future . . . and what they need not just to survive but to live. Guest-starring Richard Dragon! ◆►▲

THE SHADOW STRIKES! 7

When a young theatrical genius starts producing a radio show about the Shadow, the Shadow wants it stopped—until criminals strike back. ■►

ADVANCED DUNGEONS & DRAGONS 16

Vajra's desperate gambit takes her to a showdown on the astral plane . . . to determine the fate of her friends . . . and her freedom. ■►

DR. FATE 15

Wotan has defeated Dr. Fate . . . and the Justice League. Who can stop him? ■►

LEGENDS OF THE DARK KNIGHT 5

Concluding Shaman, The Batman fights for Alfred's life . . . and against a maniacal cult. ◆►

NEW GODS 14

He's Reflektor. And he's come to Earth for Lightray and Eve Donner. ■►

THE PHANTOM 13

Our final issue finds The Phantom fighting for his life to clear his name and be free to marry Diana. Are the odds too great even for him? ■►

GREEN ARROW 30

Green Arrow comes face to face with the captain of the oil tanker . . . and decides to take the matter of retribution in his own hands. ■►▲

CAPTAIN ATOM 39

Megala has one last chance to cure his terminal illness—Captain Atom. But Captain Atom wants no part of it. ●►

DETECTIVE COMICS 612

A feline killer menaces Gotham City. Batman isn't sure if it's Catwoman, Catman or even a man-eating tiger. ●

JUSTICE LEAGUE EUROPE 12

Metamorpho must fight for his son . . . against the Metal Men! ●

SUICIDE SQUAD 39

Publicly exposed by the Loa as the Squad's leader, Amanda is forced to resign as leader—but first she wants just a little revenge. ●►

ACTION COMICS 651

The second coming of Maxima. Superman barely slipped through her fingers six months ago. This time she intends to grab him and hold on! ●

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G-5333

WHEN I LEARNED WHAT DUUM HAD PLANNED FOR THE CHILD, I WENT TO TAKE HIM BACK.

A SIMPLE TASK, I IMAGINED ...I'M THE CATLORD, AFTER ALL, AND DUUM'S A MERE HUMAN.

A RUTHLESS, EVIL HUMAN.

YES.

ABON DUUM HAD STRUCK A DEAL WITH MALAR--THE BEASTLORD! IF MALAR WOULD KEEP ME AWAY, THEN HE COULD TAKE THE CHILD...

...WHEN DUUM WAS FINISHED WITH HIM!

I SNATCHED MY HEIR FROM DUUM'S DOMAIN, UNAWARE THAT THE BEASTGOD LAY IN WAIT.

AND THE INSTANT HE ATTACKED I KNEW IT WAS A BATTLE EVEN I COULD NEVER WIN.

WHILE WE FOUGHT, CONNER SHOWED UP, SAYING THAT A GOD HAD SENT HIM TO TAKE THE CHILD FOR SAFEKEEPING.

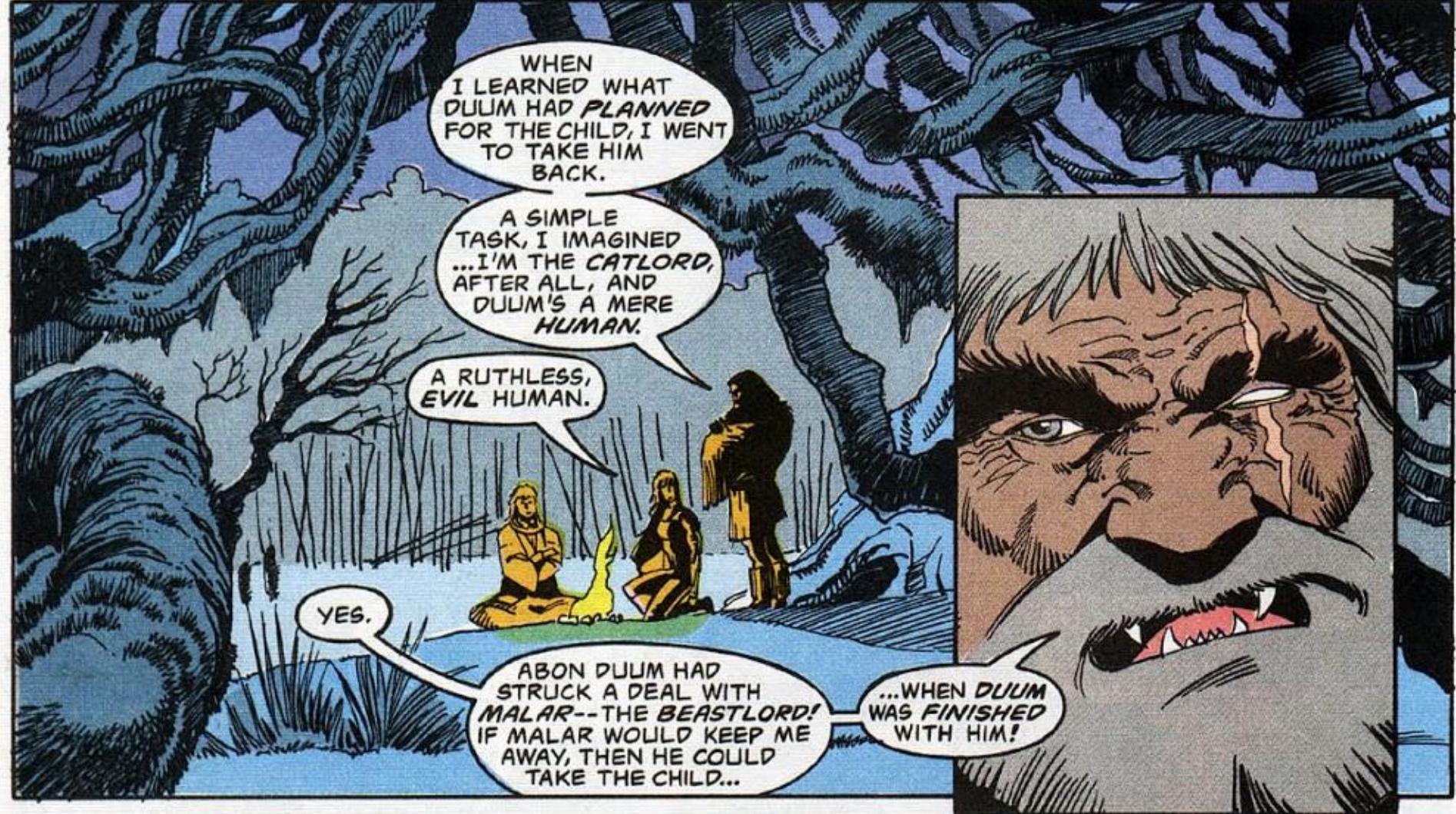
AND YOU BELIEVED THAT?

NOT REALLY, BUT WHAT CHOICE DID I HAVE?

I BATTLED MALAR FOR THREE DAYS AND NIGHTS...

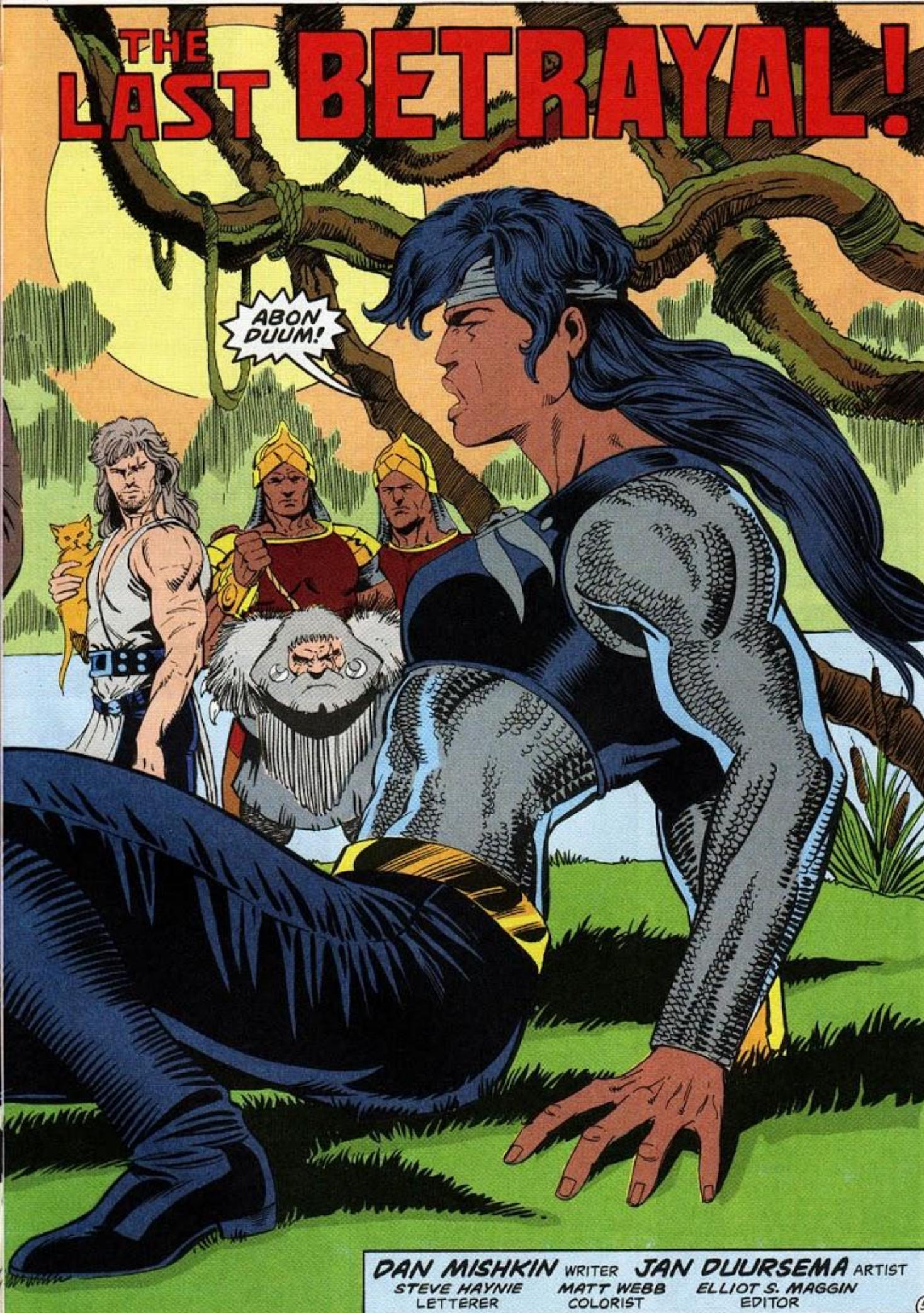
...AND IT WAS A YEAR BEFORE THE WOUNDS EVEN BEGAN TO HEAL--

--BUT I BOUGHT THE THIEF TIME-- TO HIDE THE CHILD!



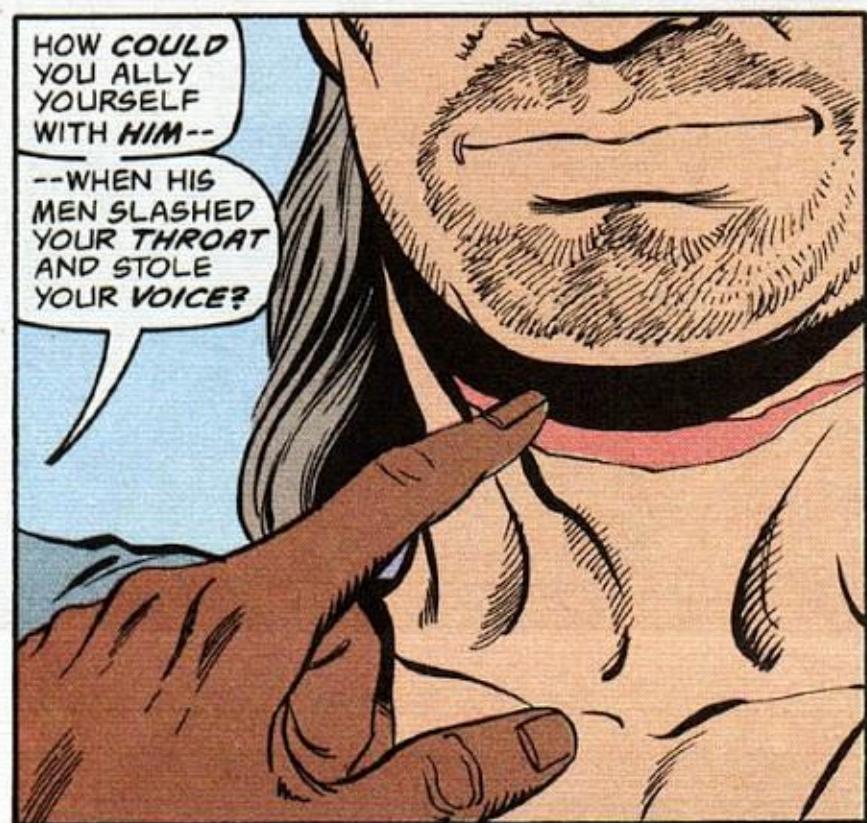


THE LAST BETRAYAL!



DAN MISHKIN WRITER JAN DUURSEMA ARTIST
STEVE HAYNIE LETTERER MATT WEBB COLORIST
ELLIOT S. MAGGIN EDITOR





I'M RATHER SURPRISED
YOUR FRIEND CONNER
DIDN'T KNOW ABOUT
THAT.

MAYBE...
MAYBE HE DID.
BUT HE KNEW
I'D NEVER
BELIEVE
HIM.

I'D
ALREADY TOLD
HIM LOUDLY THAT
THOUGHTS COULDN'T
LIE.

OH, NOW
THAT'S
A RICH
JEST!

YOU ARE SO
PREDICTABLE,
VAJRA--HENCE
SO EASY TO
MANIPULATE...

...AS YOU HAVE
BEEN, MY FELINE
FRIEND.

HRRR.

YOU DID ME A
FAVOR BY KILLING
THE THIEF--FOR CONNER
WAS THE ONLY PLAYER
IN THIS GAME WHOM I
JUST COULD NOT
SECOND GUESS.

WHY, THE MAN WAS SUCH AN
ACCOMPLISHED LIAR, I DOUBT
EVEN HE KNEW WHEN HE WAS
TELLING THE TRUTH.

DO YOU KNOW THAT HE
EVEN ONCE CLAIMED TO HAVE
STRUCK A DEAL WITH BEINGS
FROM THE OUTER PLANES?--

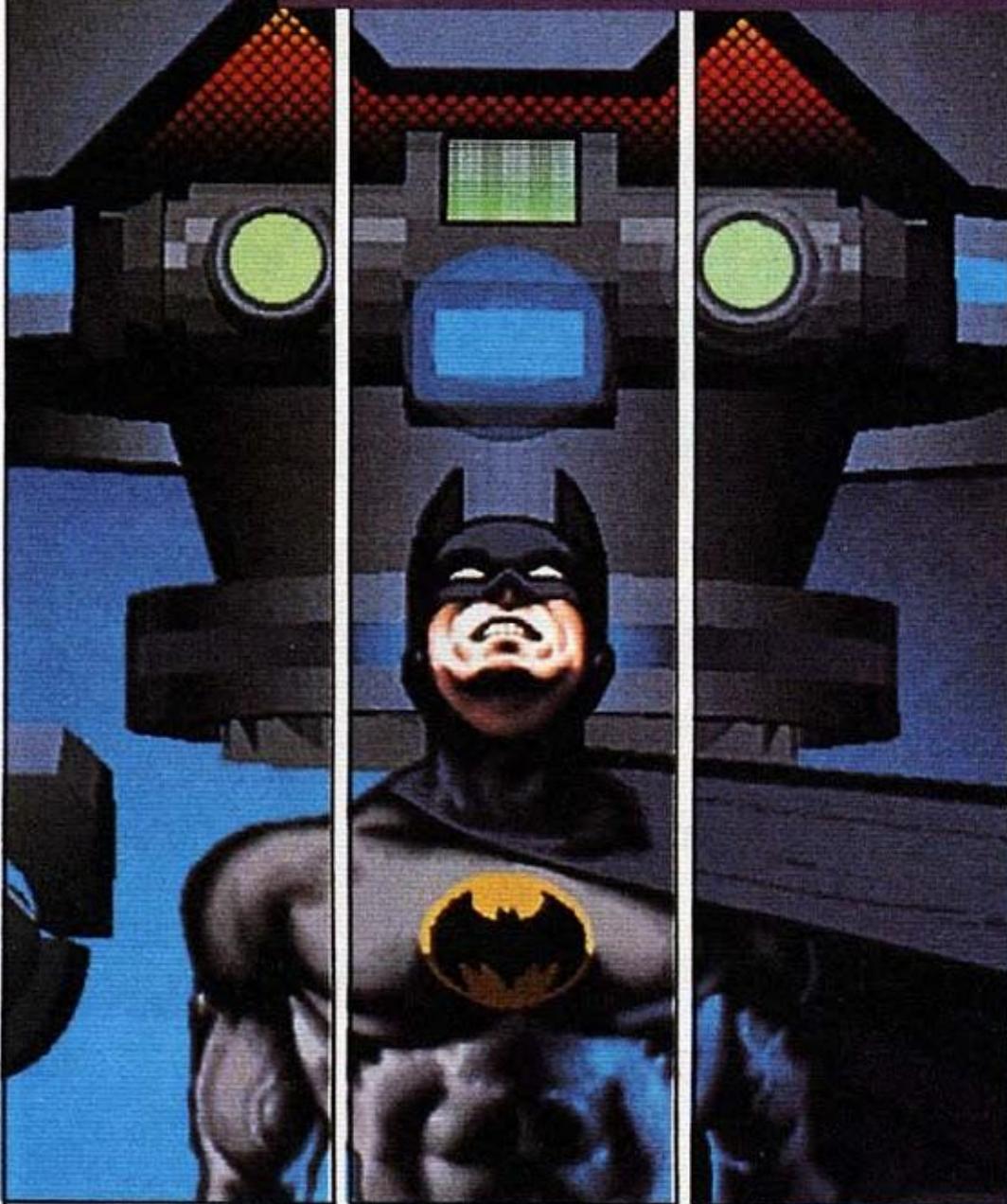
AND THAT
MIGHT HAVE
MADE THINGS
DIFFICULT...

...BECAUSE
THE OUTER
PLANES ARE
WHERE WE'RE
GOING NEXT!

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GENERATED

BATMAN

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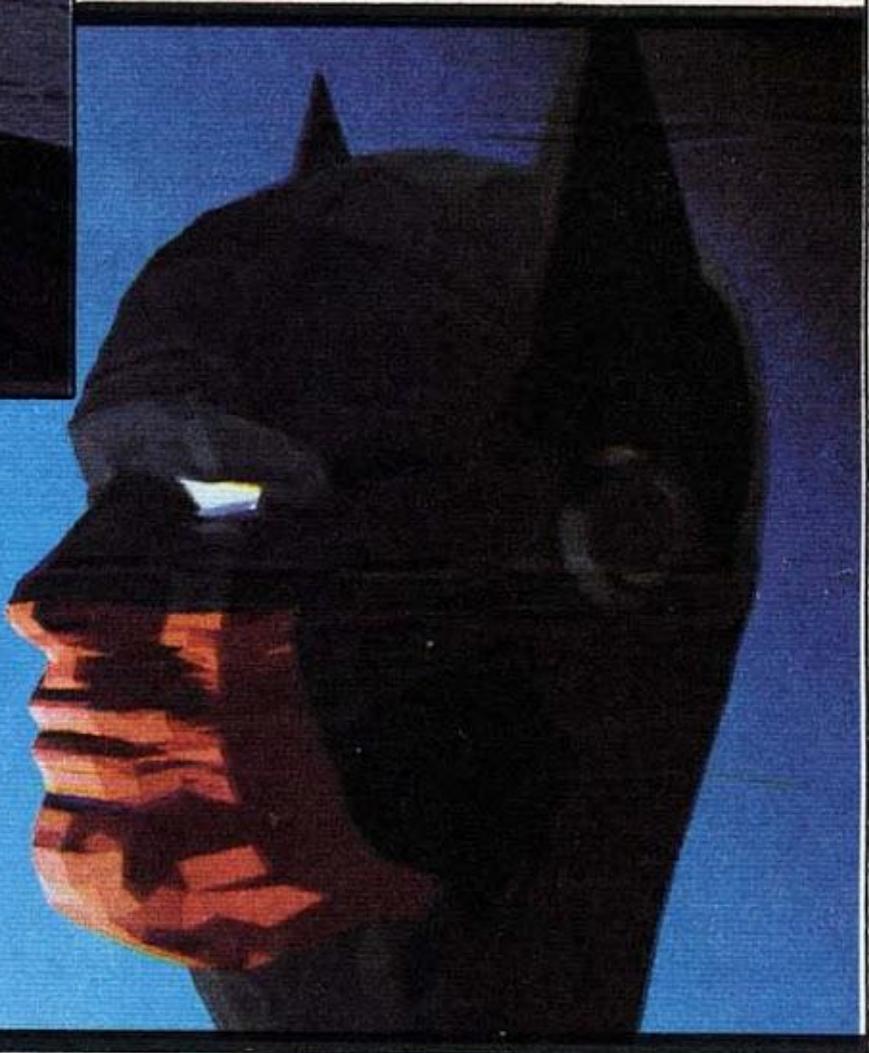
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NEXT CENTURY,

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NEW KIND OF HERO.

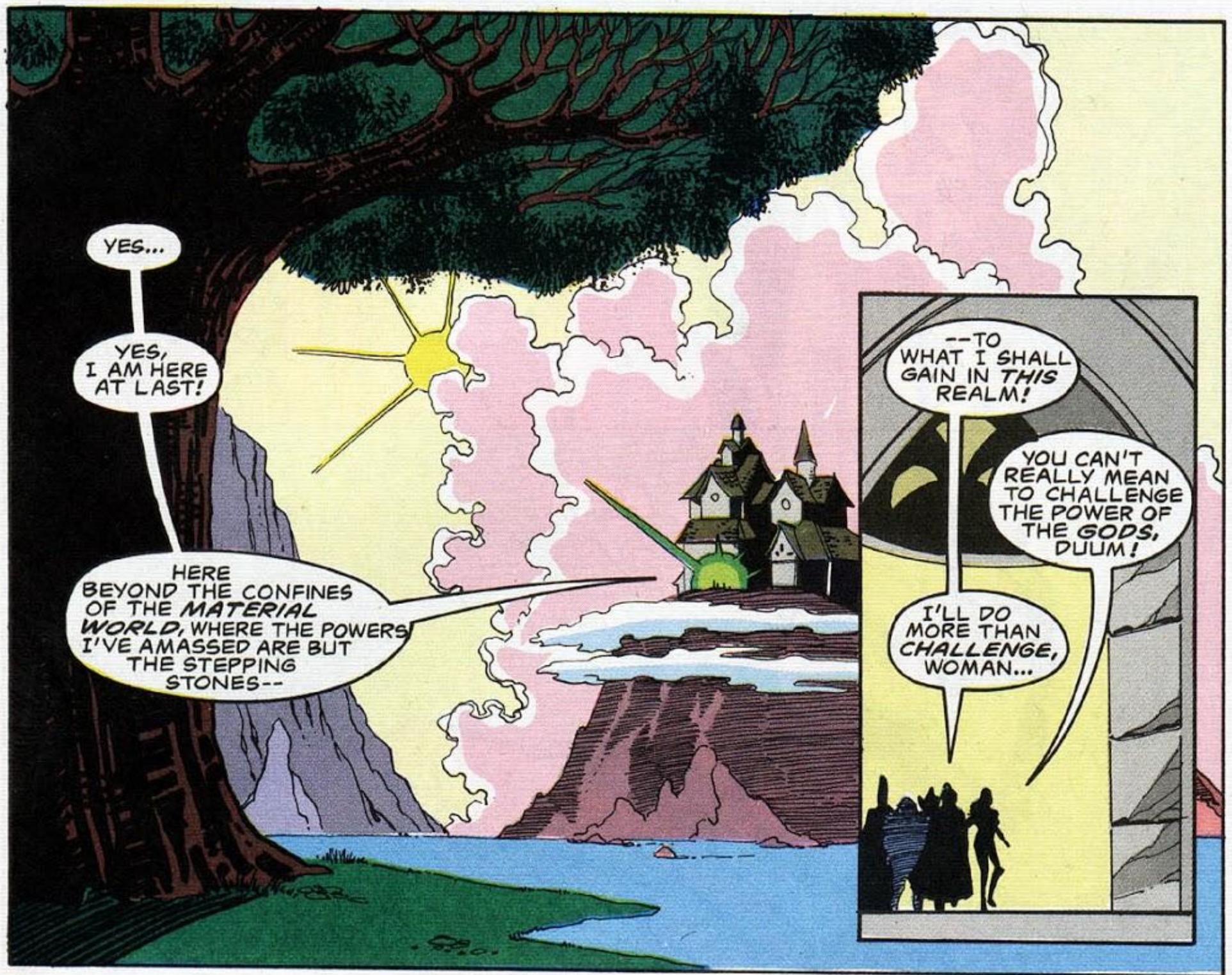
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LEGENDS OF THE
DARK KNIGHT

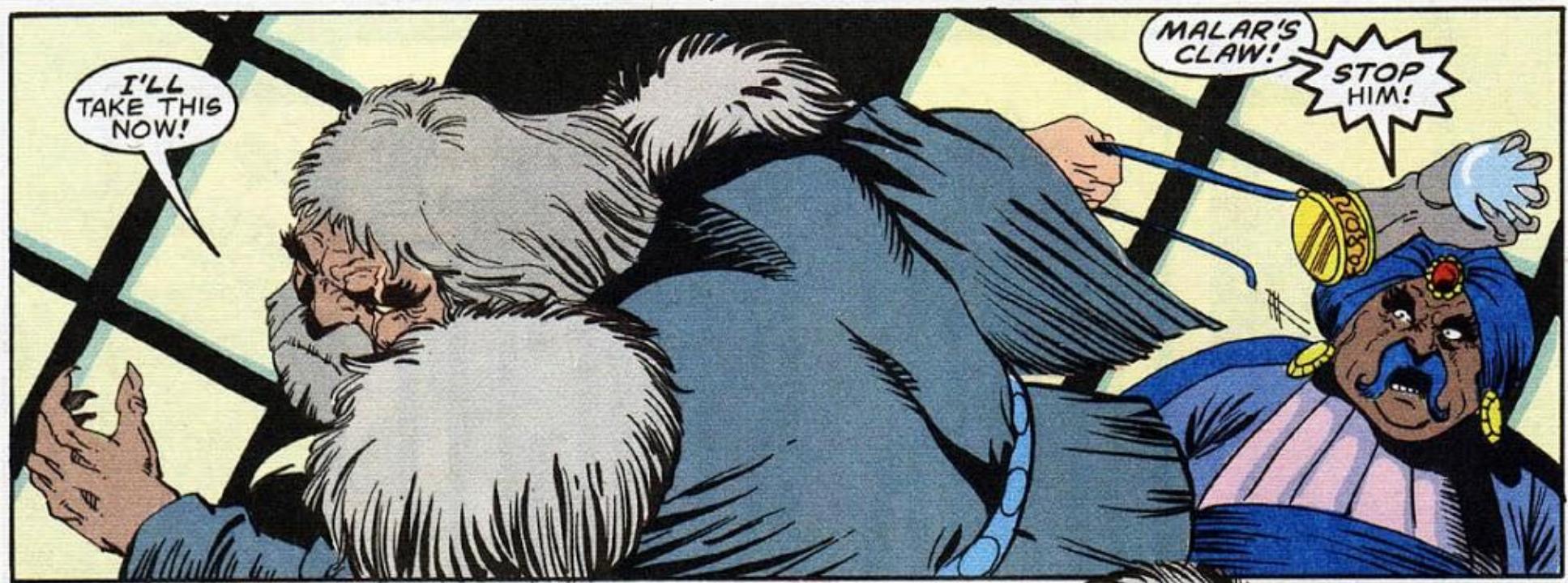
The creature that haunts his
dreams is alive . . .
And stalking the streets
of Gotham.

GOTHIC

Written by Grant (ARKHAM ASYLUM™) Morrison.
Art by Klaus (DARK KNIGHT) Janson.



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IT CAN'T END
LIKE THIS!
NOT HERE!
NOT NOW!....

...I CAN STILL WIN IF I GET
THE CLAW! I MUST GET--

THIS,
MORTAL?

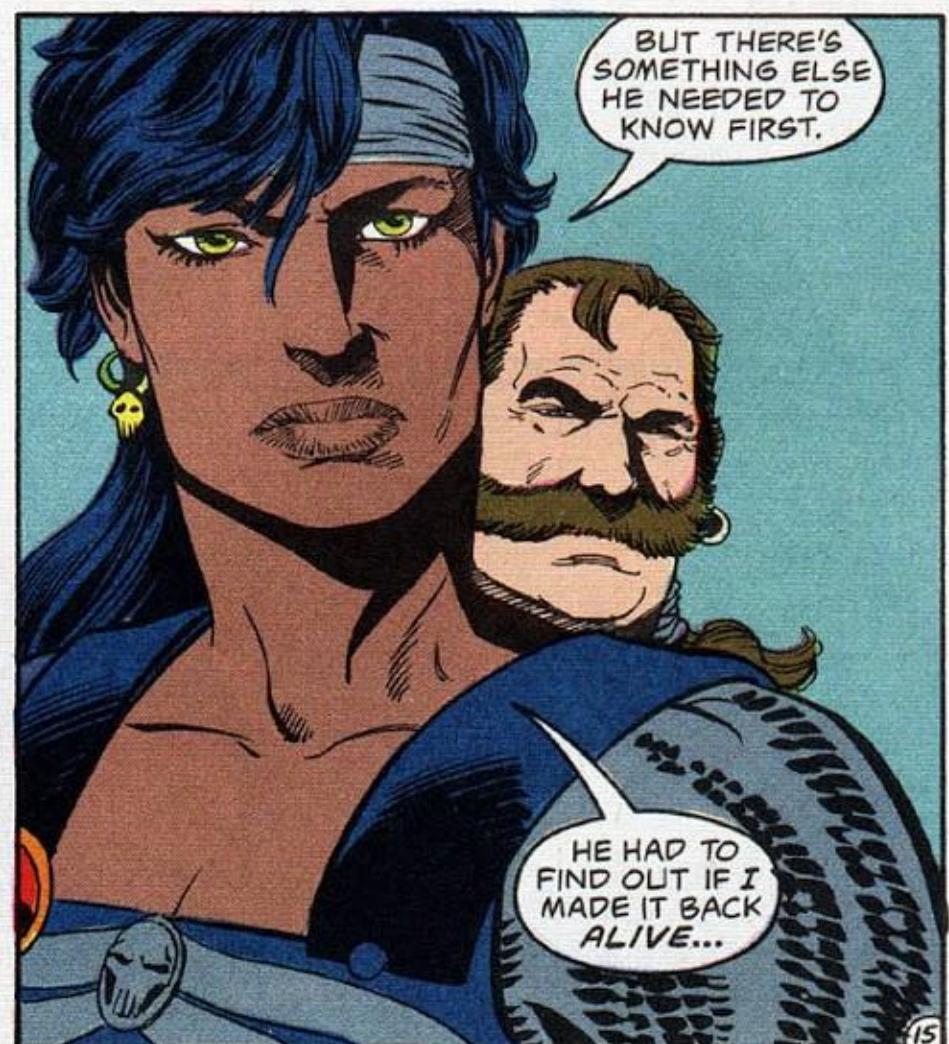
THERE YOU GO,
CHIEF-- THE
CLAW OF
MALAR, JUST
AS I PROMISED!

I GUESS THIS
SQUARES US
THEN, EH?

FOR THE
PRESENT,
CONNER...

...BUT
REMEMBER
THAT MY EYES
ARE ALWAYS
ON THE SCALE
OF JUSTICE
--

--AND TYR WILL BE
WATCHING YOU!



...BECAUSE HE KNEW HE'D
ALWAYS BE LOOKING OVER
HIS SHOULDER IF I DID.

HE KNEW
I'D BE
COMING
FOR HIM.

A VARGOUILLE!

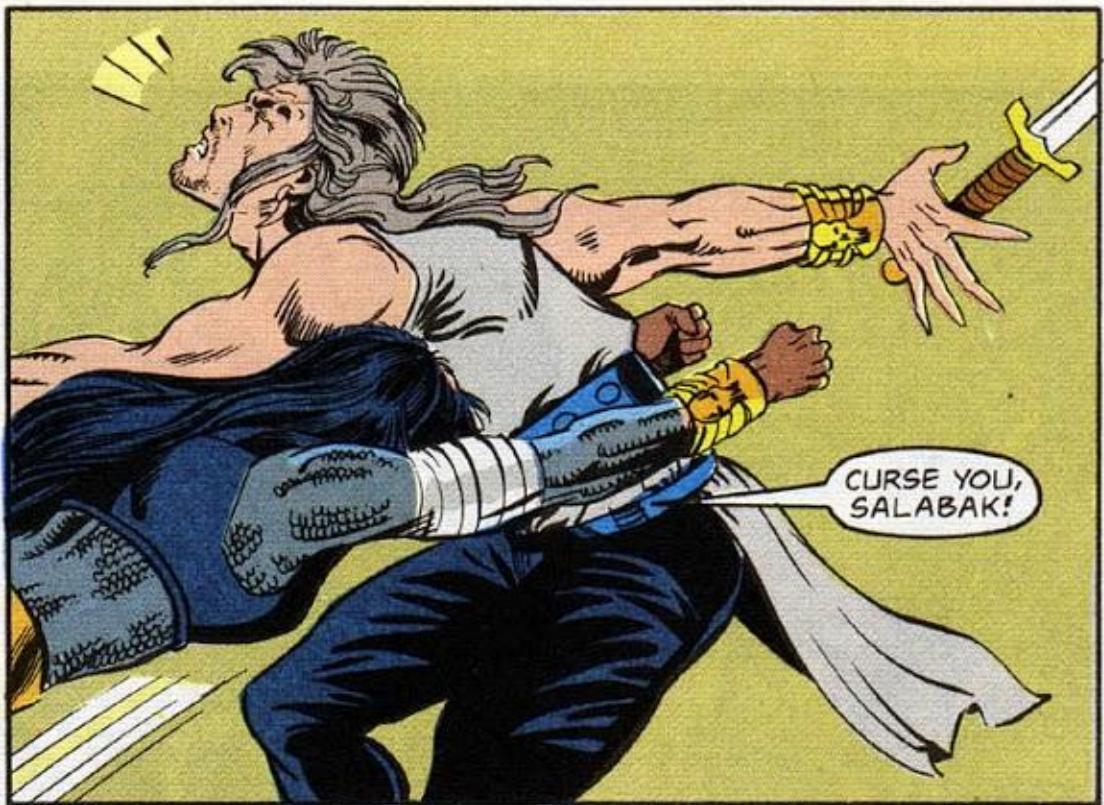
NO MATTER.

ONCE YOU
KNOW IT'S AN
ILLUSION...

...YOU CAN
SEE RIGHT
THROUGH IT!

CHUD

OORGH!-





KEN STEACY
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FUGITIVE**TM

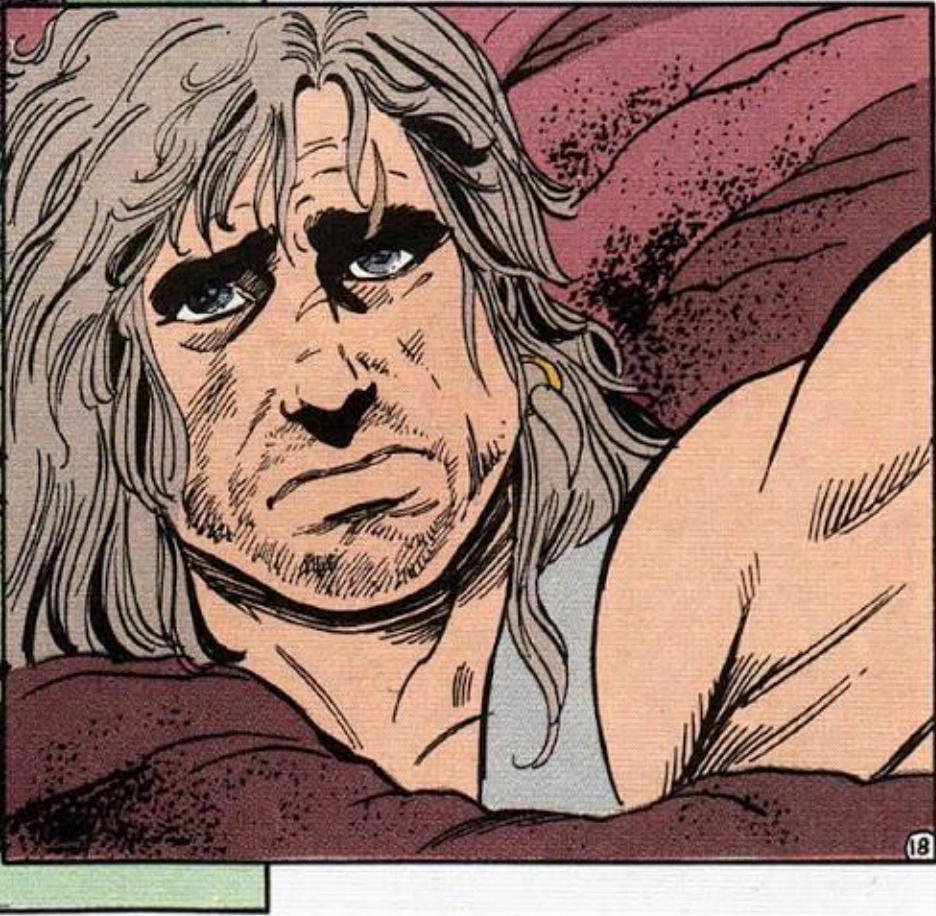


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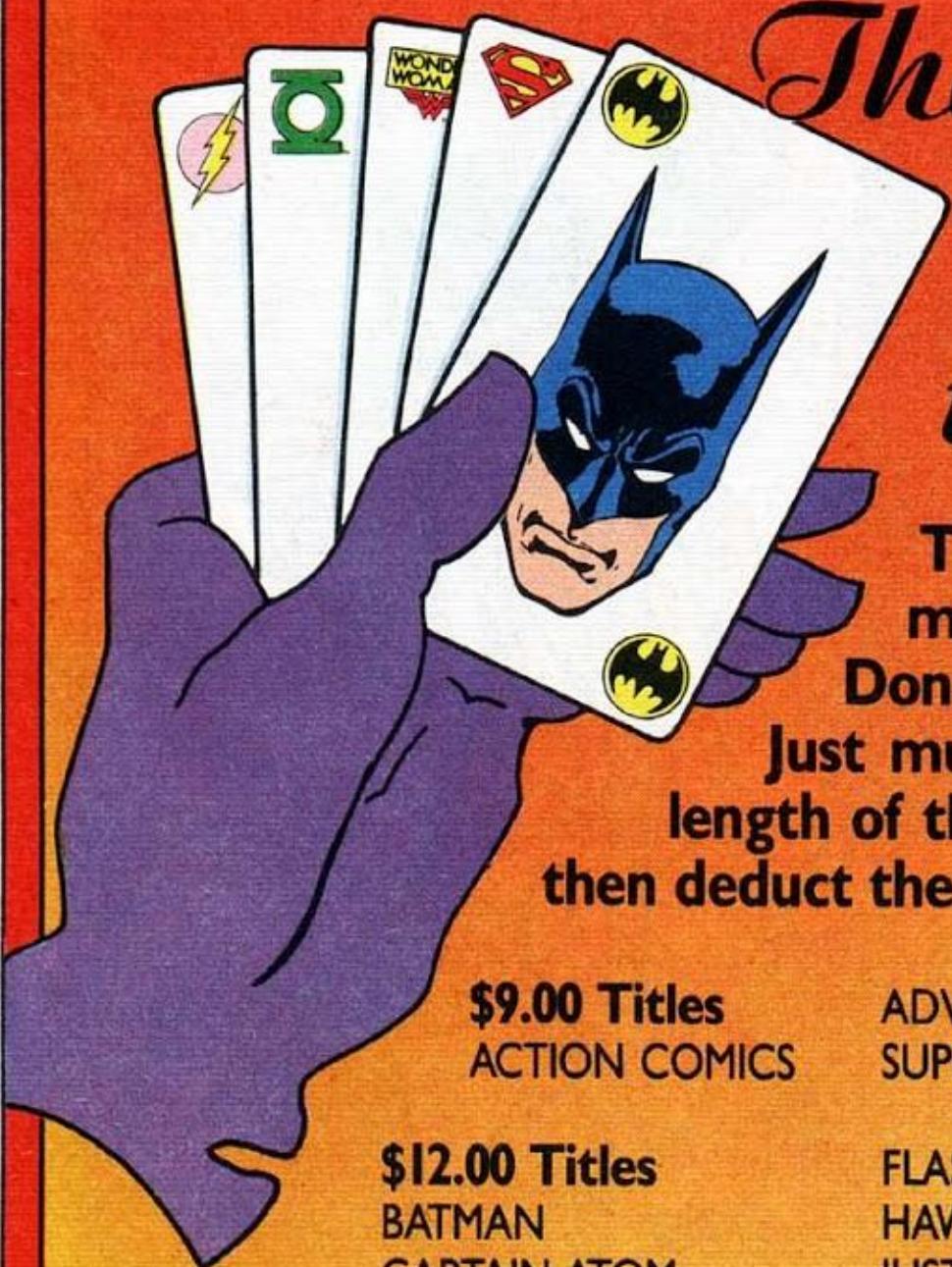






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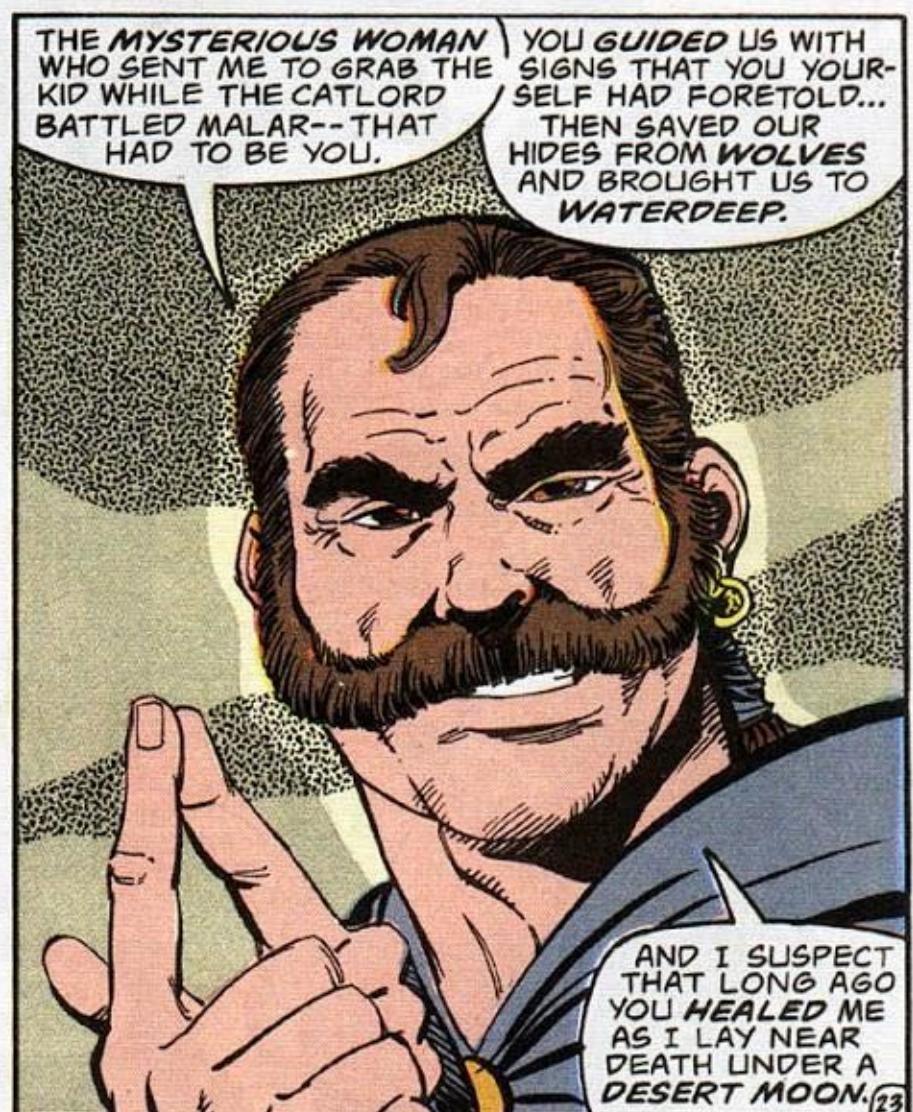
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THE Advanced Dungeons & Dragons COMIC

FROM THE DUNGEON
by Jim Lowder

Calimshan and the city of Manshaka

Calimshan is a place of extreme opposites. The inhospitable Calim Desert dominates almost one quarter of the country's land, but its cities are opulent and comfortable. Strong legal codes with strict penalties determine the fates of criminals in Calimshan's more civilized areas, but desert raiders and powerful crime lords control large pockets of land, dealing their own brand of justice to those foolish enough to cross their paths.

Calimshan is, in short, much like Tethyr, its neighbor to the north: a place of potentially fabulous adventure, but rife with terrible danger for the unwise.

Money presents a great attraction for most of Calimshan's residents. The country is an important center for merchant activity in southeastern Faerun. Calishite traders are among the most prosperous on the world of Toril, as their vast, finely constructed cities proclaim.

Only one thing can even approach having the importance of money in Calishite society: magic. But typical Calishite merchants and viziers don't value magic in and of itself. Magic, like gold, is only worth what it can get you. Thus, you won't find many reclusive, research-oriented mages in Calimshan. Most wizards spend their days creating new time-saving devices or incantations. As you might expect, they are very well paid for their services. Through their magic, the rich merchants of Calimshan have become masters of leisure; nothing can take care of menial duties like a good spell.

But this wealthy country has a darker side. Visitors to Calimshan soon discover the incredible ethnocentrism that permeates society there. Travelers from highly civilized places like Cormyr or Waterdeep are often amazed to learn that native Calishites consider their homelands backward and barbaric. The Calishites, for their part, don't even try to mask their opinions of "crass foreigners."

Considering this attitude of superiority, it isn't surprising that Calishites favor slavery, too. Like magic, slaves help to maintain the typical merchant's standard of living. Since they condemn all non-Calishites as inferior, most Calishite citizens don't find it difficult to treat people like chattel. Many an

unwary adventurer has found himself aboard a slave galley or in a mine in Calimshan as a result of crossing the wrong influential person.

This sums up Vajra Valmeyjar's experiences in Calimshan, too. After Conner rescued the young Vaji from the life of a beggar in a small Tethyrian market town, he trained her as a fighter and con artist. Together, Conner and Vajra traveled to Calimshan. In the major Calishite cities—Memmon, Teshburl, Calimport, and Keltar, they ran confidence games.



Though Calishite cities have strict civil codes and large city watches, it is impossible to keep crime out of a place the size of Calimport. That city, one of the largest in the Realms, boasts a population of over one million people. Conner and Vajra found it easy to take travelers or small merchants for modest sums, then hide away in another part of the city. When they'd been in one place long enough for the watch to be suspicious, they moved on.

This plan worked fine for a while. Conner and Vajra made a comfortable living and never really faced any serious danger. While the young thief and the older con man had a few notable adventures, they certainly never feared for their lives. Then they reached Manshaka.

Like most port cities, Manshaka can be a rough place. It's a common stop for coastal traders and a market point for cattle and other livestock from Calimshan's ranges. Adventurers frequent Manshaka, too, as many moneylenders

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do business there. It's easy to obtain the money to finance anything in Manshaka, though sometimes the lenders charge as much as 100% interest a month for risky ventures.

To Conner, Manshaka seemed to be the perfect place for confidence games. Unlike other Calishite cities, the legal codes in Manshaka were relatively lax, and Conner soon learned that the city watch was subject to bribery. The nominal ruler of the city was Vizier Artouk Fanzir, but he was really only one member of a self-interested twelve-man council who sometimes took care of the city's business.

Vizier Fanzir and the city council seemed more interested in maintaining the legendary Arena of Blood. In the arena, slaves and free warriors fought one another for immense purses. Combat was always to the death, and the city openly encouraged wagering at the arena. It was, after all, a major source of tax revenue.

Upon arriving in Manshaka, Conner and Vajra thought they had found a place where they could finally play a few big scams and perhaps even make enough money to relax for a little while. But Conner chose poorly when he targeted Abon Duum for a sting.

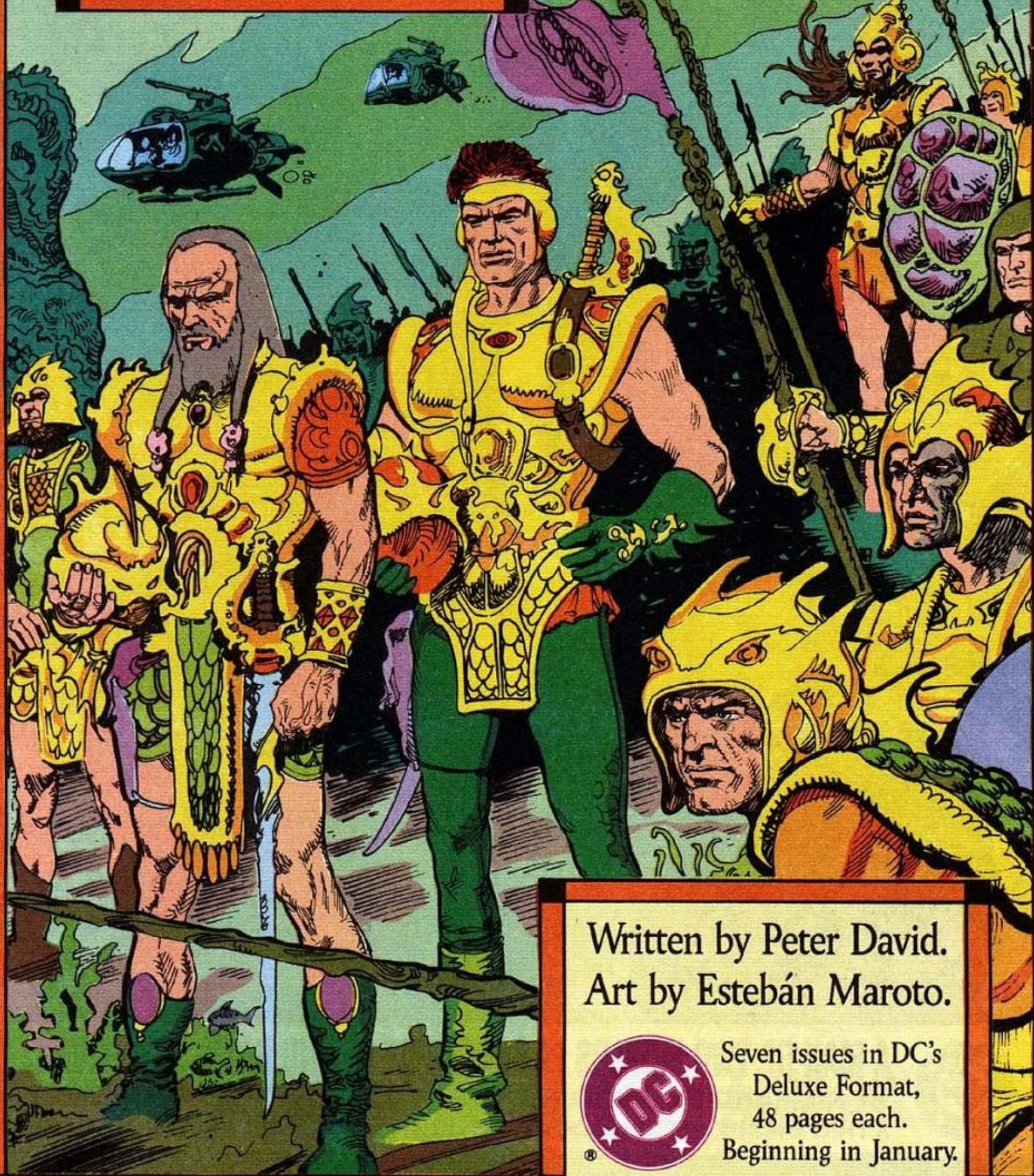
Duum is a crimelord whose landholdings stand outside Manshaka. When the con went bad, Conner had no choice but to give Vajra to Duum. Vajra, then only twelve, was a natural for the arena. It was in that terrible battleground that she honed her skills with various weapons and waited for the right time to escape.

Conner was busy during this time, too. Though many years passed before Vajra knew it, Conner had attempted to rescue her from Duum. (He'd left her with the criminal, planning from the start to help her to escape.) The rescue failed, of course, and Conner found himself on the receiving end of Duum's version of Calishite justice: beaten and left to die in the desert.

For more information on Calimshan, take a look at the FORGOTTEN REALMS™ game accessory, *Empires of the Sands*, by Scott Haring, and *The Halfling's Gem*, the third novel in R.A. Salvatore's exciting Icewind Dale Trilogy. Both published by TSR—of course.

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Tango & Cash

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