



[adult swim]
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Rick and Morty vs. DUNGEONS & DRAGONS®

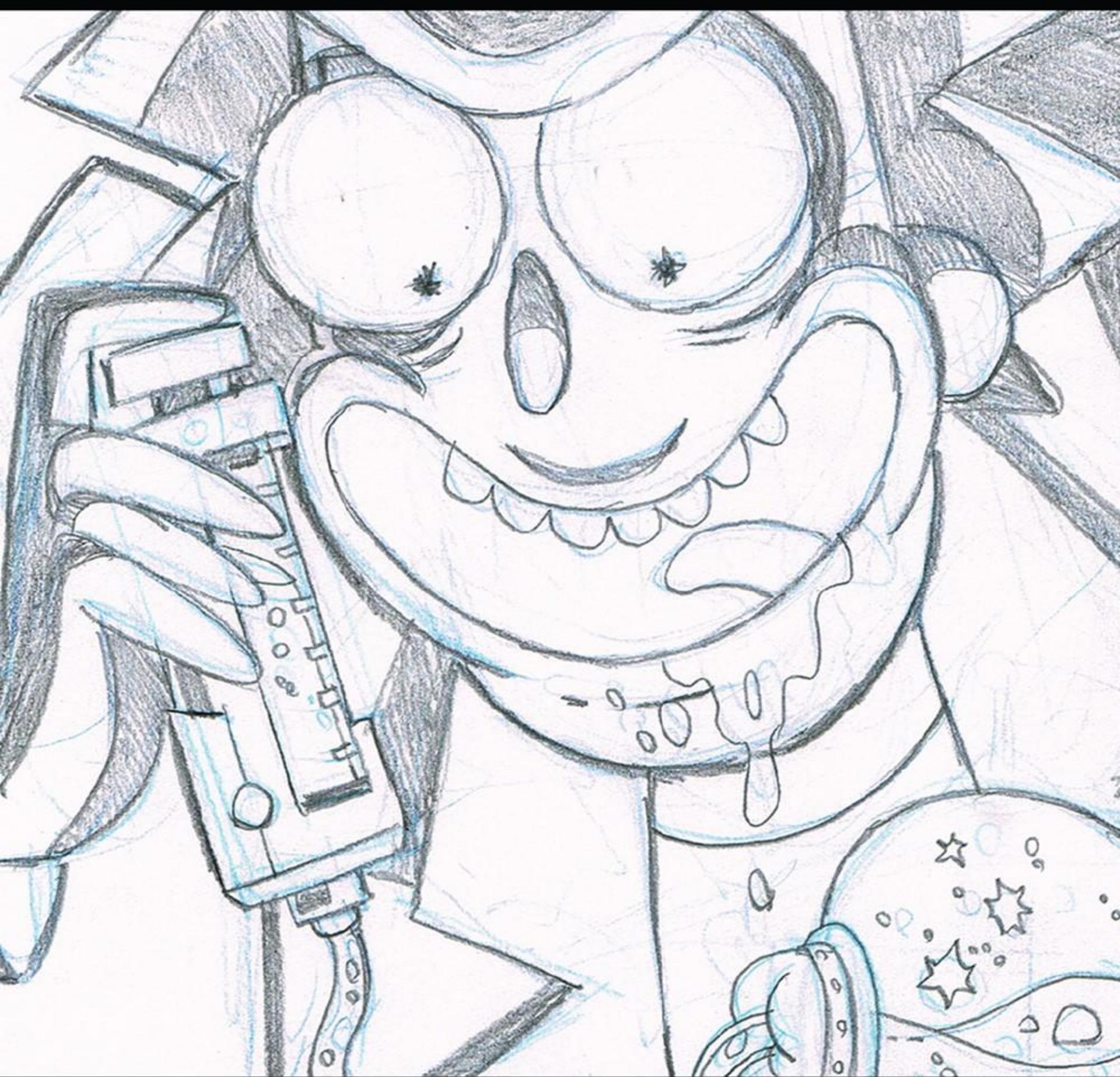


Alex CORMACK '2018

ROTHFUSS • ZUB • LITTLE • ITO

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written by: Patrick Rothfuss & Jim Zub · art by: Troy Little
colors by: Leonardo Ito · lettering by: Robbie Robbins · cover by: Alex Cormack
editors: Chase W. Marotz & David Hedgecock and Sarah Gaydos & Ari Yarwood



Rick and Morty™ created by Justin Roiland and Dan Harmon.

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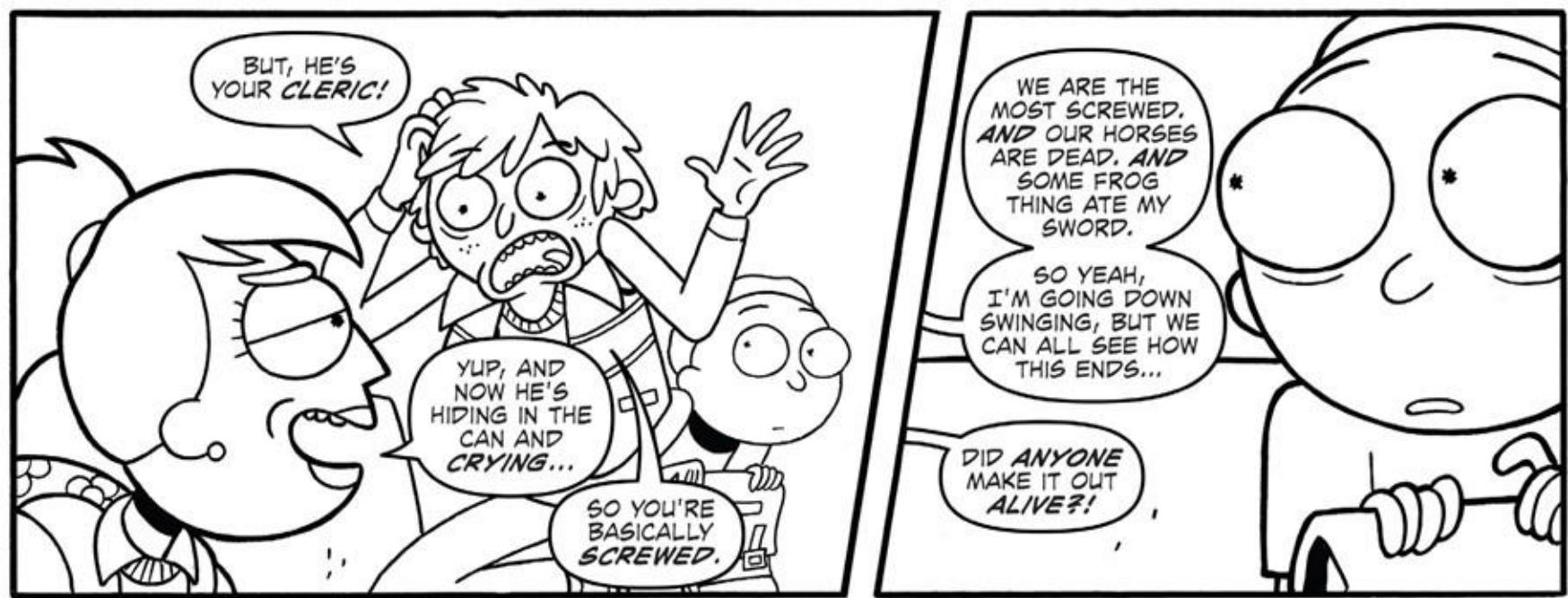
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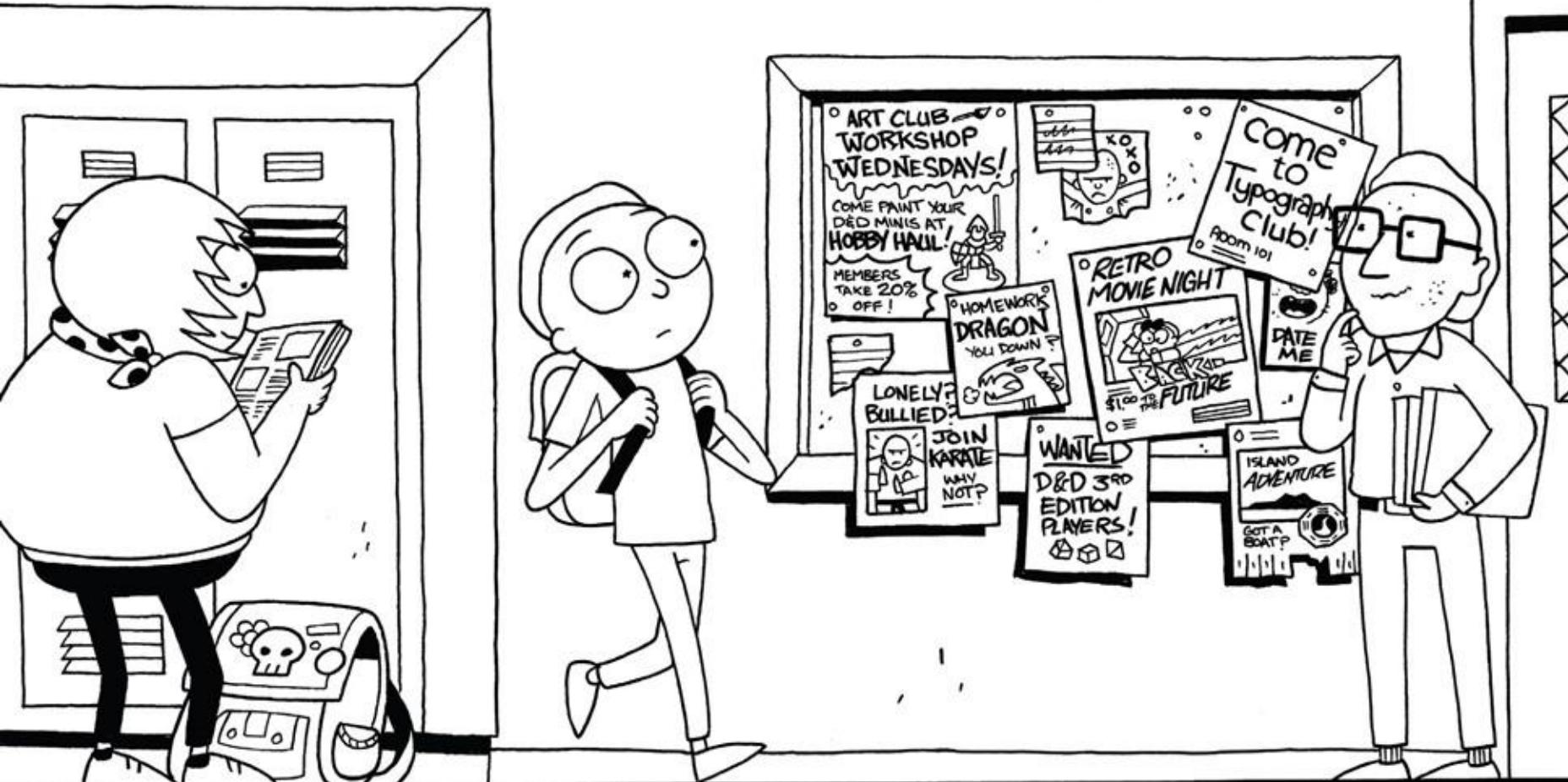


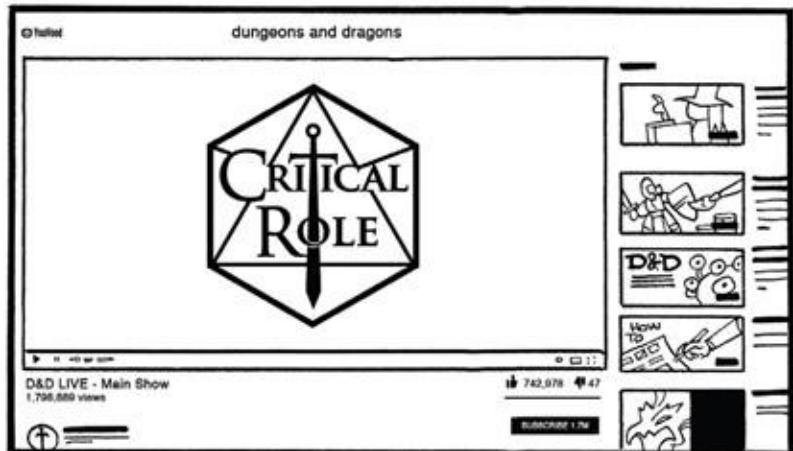
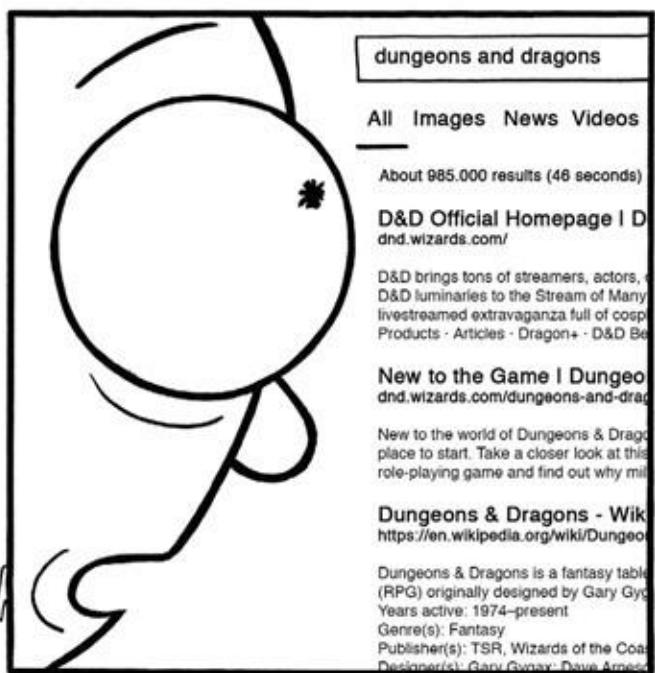
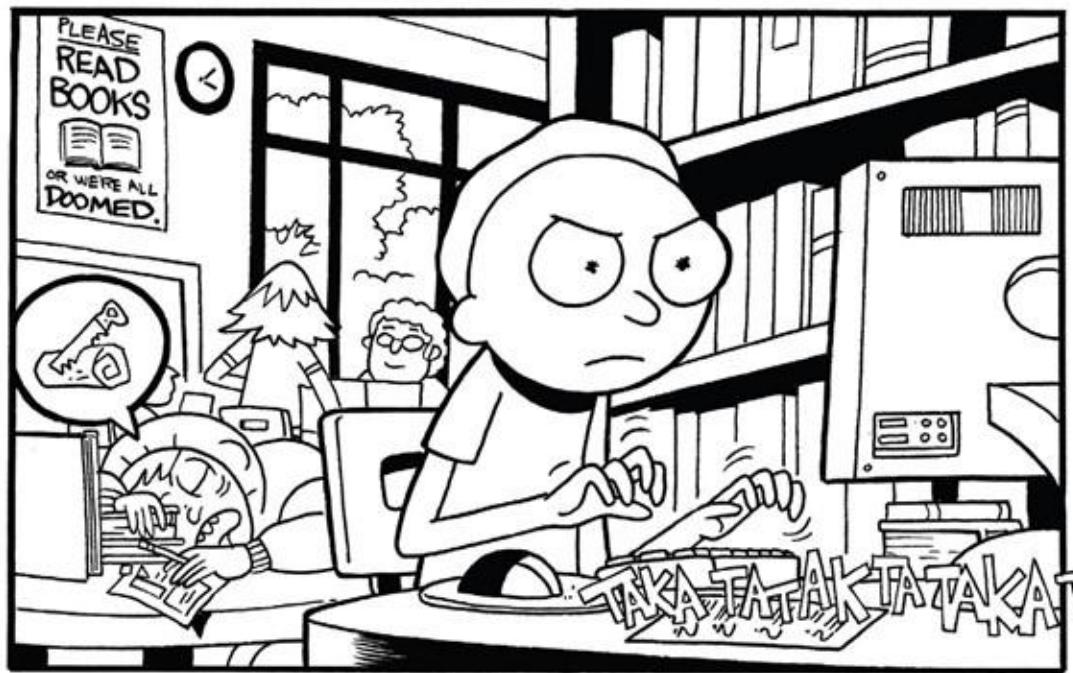
Rick and Morty

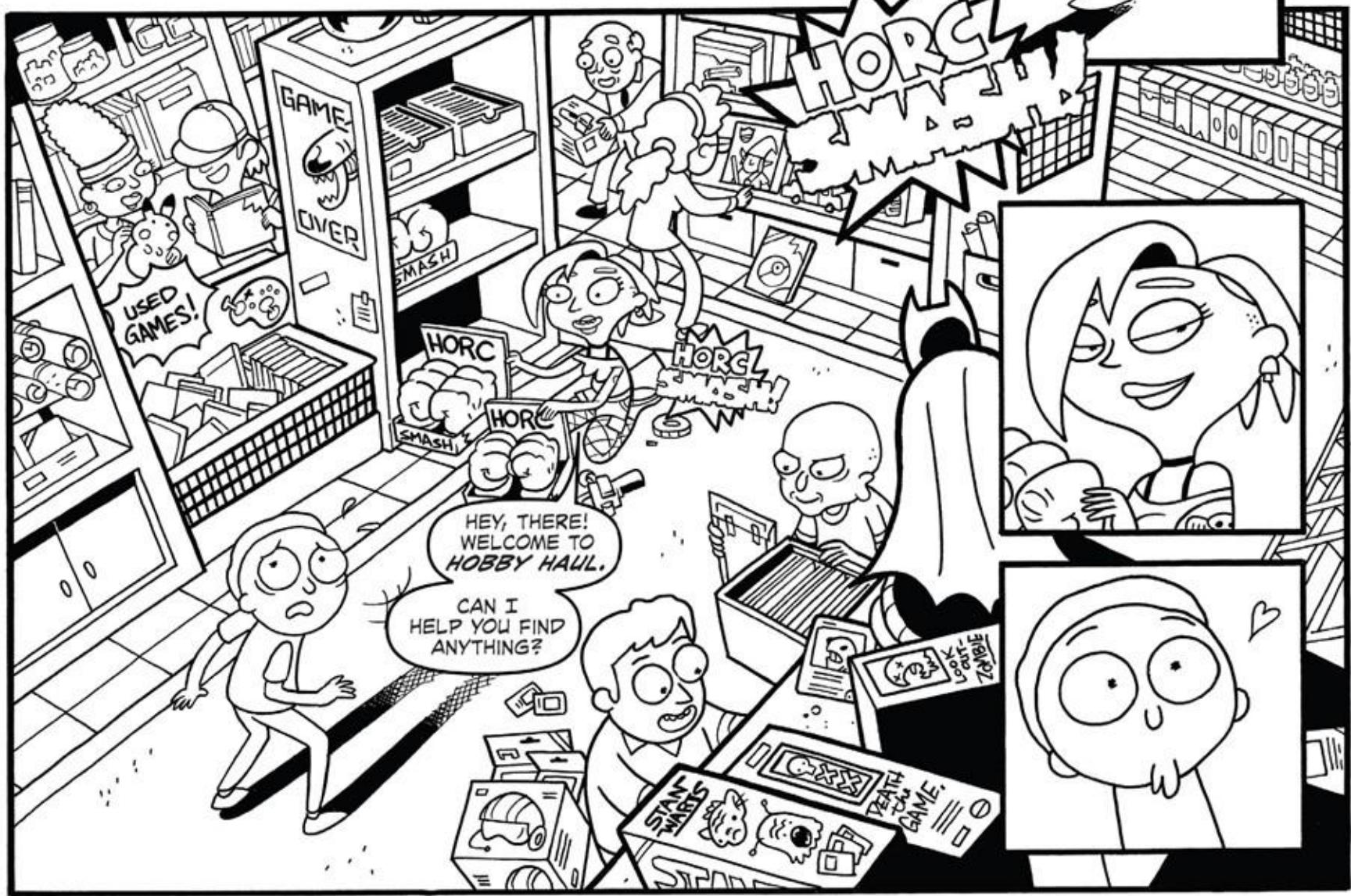
DUNGEONS
& DRAGONS

PART 1: RICK ROLLING











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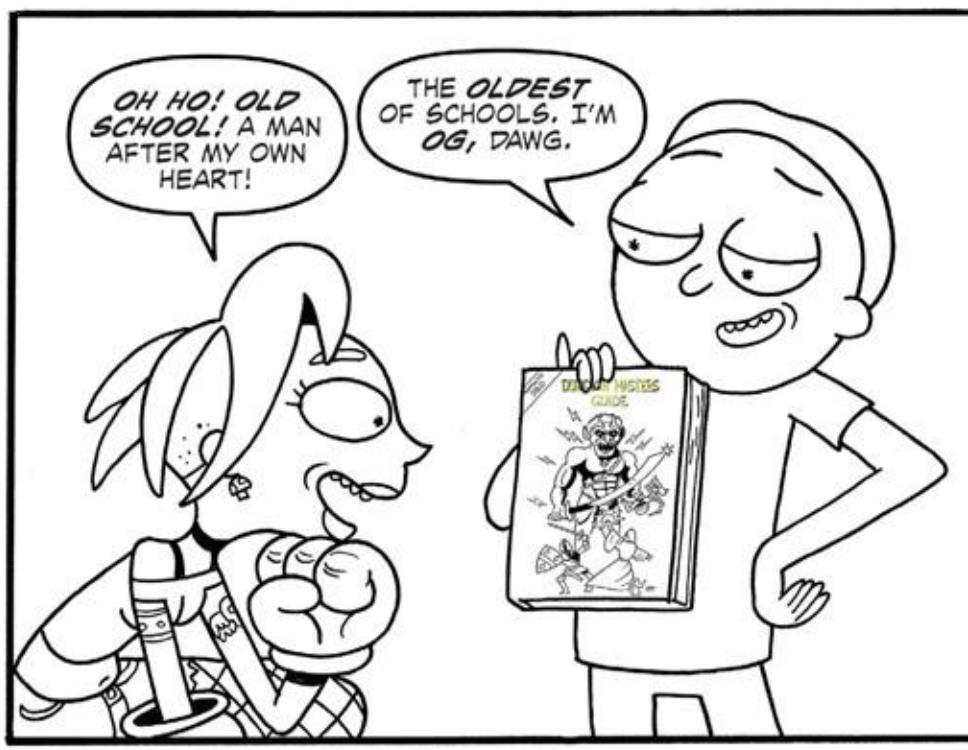
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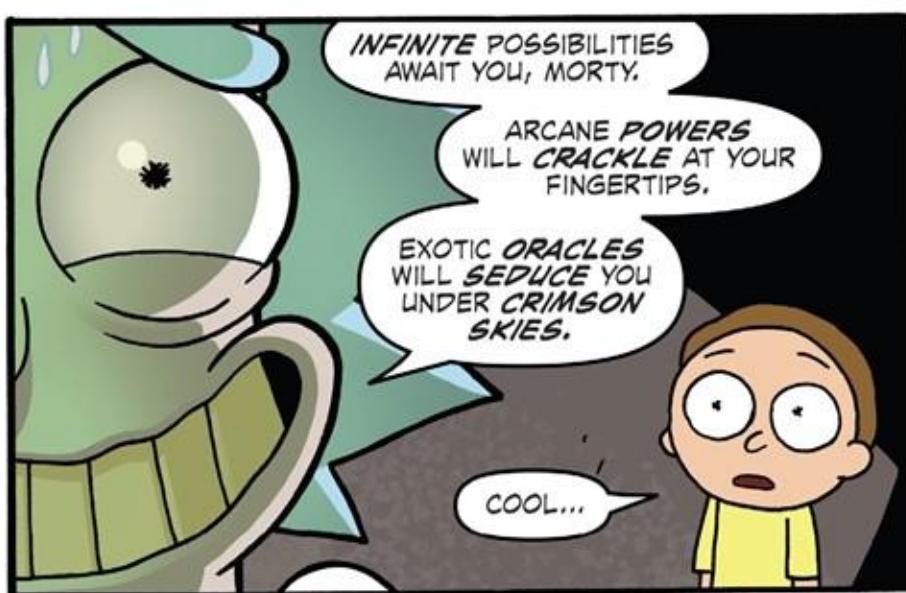
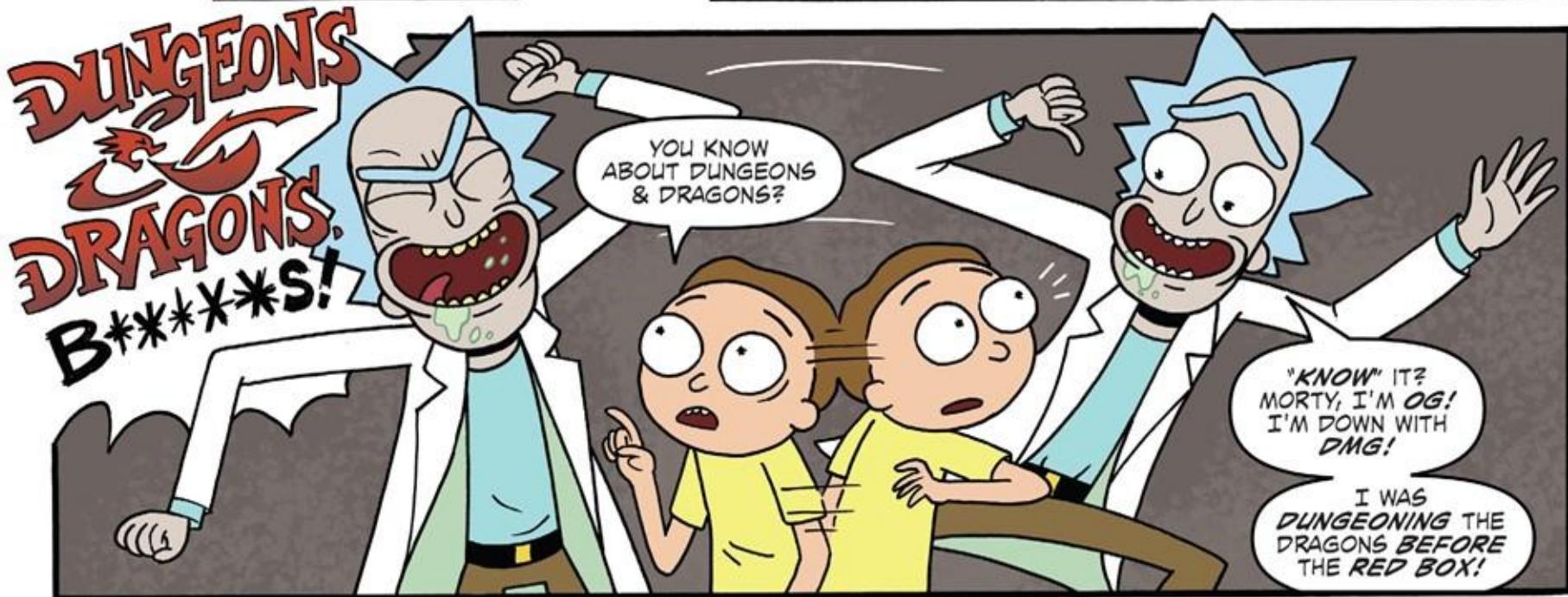
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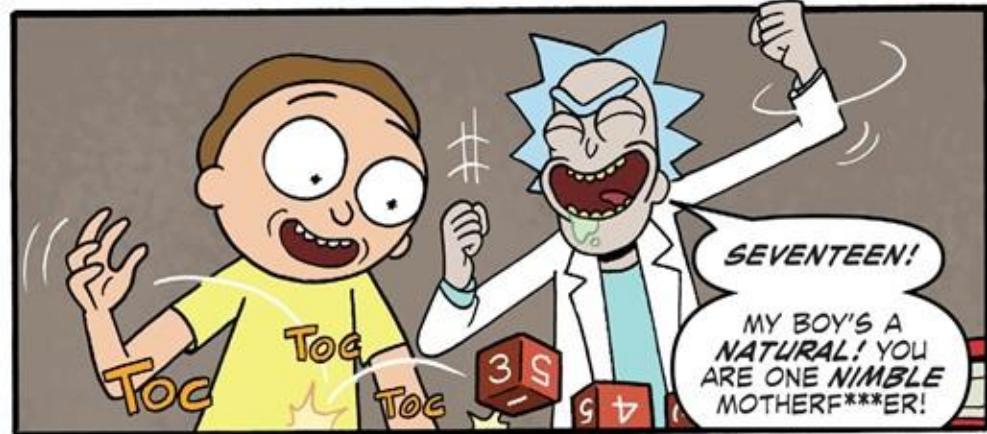
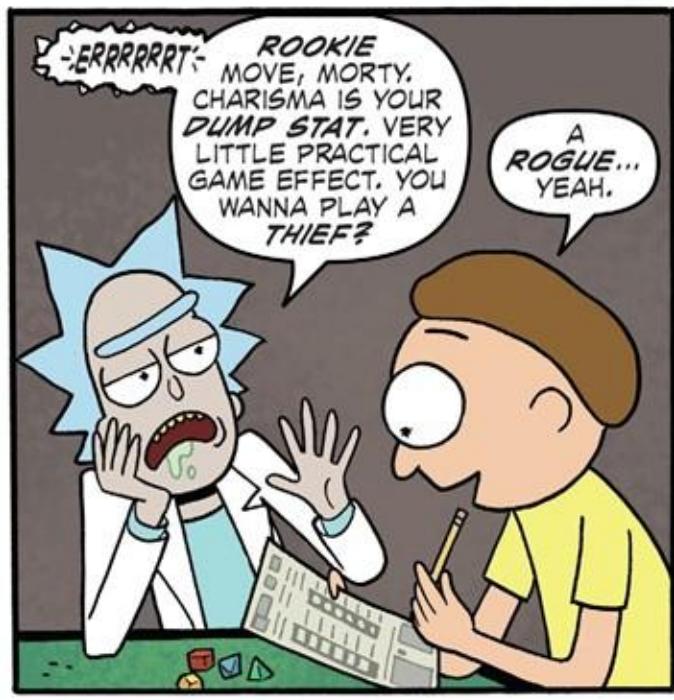
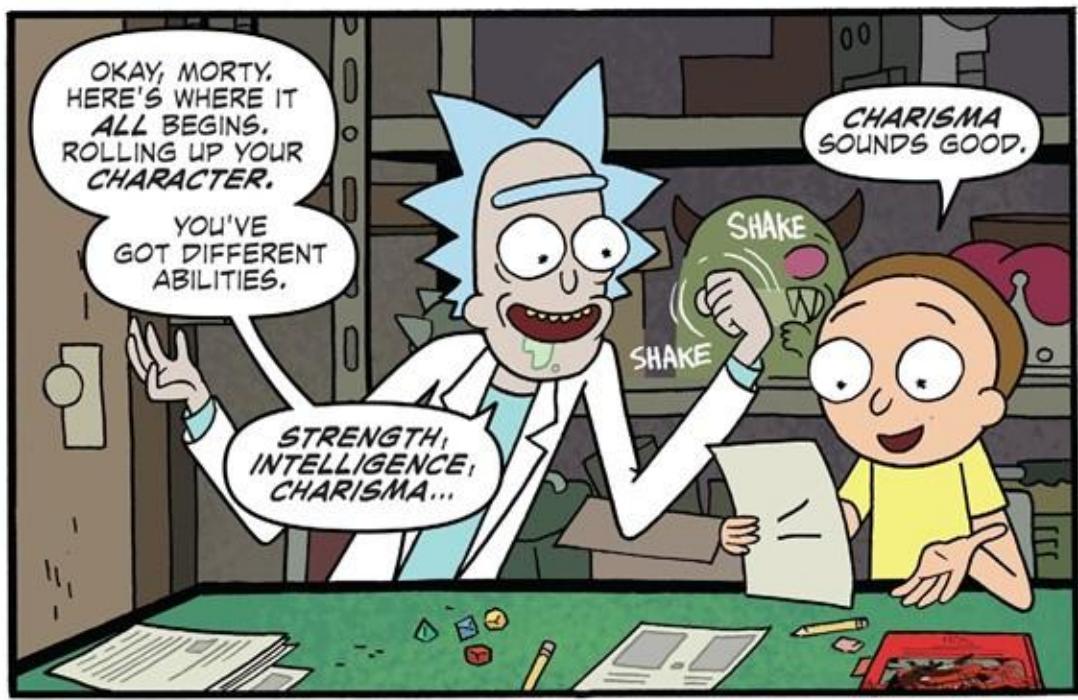
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THE RAMP DESCENDS FOR 200 FEET AND OPENS UP INTO A LEVEL-FLOORED ROOM OF SMOOTH-QUARRIED EXPERTLY-FITTED STONE BLOCKS, 60 FEET LONG AND 40 FEET WIDE.

FROM THE WALLS, THE CEILING CURVES UPWARD IN **RIBBED STONE VAULTINGS**. IN THE CENTER OF THE ROOM, THERE IS A CIRCULAR POOL, 20 FEET IN DIAMETER. THE AIR IS COOL AND DANK.

THESE FINE STONE VAULTINGS SPEAK TO MY DWARVEN HERITAGE.

I SEARCH FOR SECRET DOORS.

I... UM I GO CHECK OUT THE POOL OF WATER? I GUESS?

GOOD INITIATIVE, MORTY. WAY TO GET —**BRRRUP**— GET IN THERE.

EDDIE, YOU FIND NO SECRET DOORS.

MORTY, AS YOU APPROACH THE POOL, YOU SEE THE GLIMMER OF GOLD IN THERE, AS WELL AS SOMETHING ELSE YOU CAN'T QUITE MAKE OUT NEAR THE BOTTOM.

I... UH... I LIFT UP MY TORCH AND LEAN OVER TO GET A BETTER LOOK.

APPROACHING THE EDGE, YOU SEE COINS AT THE BOTTOM, AS WELL AS WHAT LOOKS TO BE A TWO-HANDED SWORD.

BEFORE YOU CAN DO ANYTHING, THE SURFACE OF THE POOL SHIFTS UNNATURALLY. SAVE VS PARALYZATION...

WATER WEIRD.

UM... EIGHT?

YUP.

OOF. THAT'S NOT A ROLL YOU WANTED TO MISS, MORTY.

A SHIMMERING TENDRIL OF WATER EMERGES FROM THE POOL, WRAPPING ITSELF AROUND YOU AND LIFTING YOU INTO THE AIR. YOU ARE GRAPPLED AND PULLED INTO THE WATER...

TAKE 14 DAMAGE.

* RED BOX ART *

UM... I THINK I ONLY HAVE FOUR HIT POINTS?

HERE'S A FRESH SHEET. START ROLLING UP ANOTHER CHARACTER.

ONE HUNDRED AND FORTY-SEVEN MINUTES LATER...

THE MAGIC-USER WAVES THE GNARLED OAKEN WAND AND A CONE OF FREEZING AIR BURSTS FORTH, COVERING EVERYTHING IN FROST IN A 30-DEGREE ARC THAT EXTENDS 60 FEET IN FRONT OF HIM. EVERYONE SAVE VS WANDS TO TAKE HALF DAMAGE.

I ACTIVATE MY CUBE OF FROST RESISTANCE.

DRAGONHIDE ARMOR AND RING OF WARMTH.

AS PREVIOUSLY STATED, STANDING 61 FEET AWAY.

A TWO SAVES, RIGHT?

YES, YOU TAKE HALF DAMAGE... 23 POINTS.

CAN I HAVE ANOTHER CHARACTER SHEET?

TWO HUNDRED AND TWELVE MINUTES LATER—

UNFORTUNATELY, THE ROPES YOU'RE USING TO PULL THE STATUE OUT OF THE GROTTO AREN'T DESIGNED FOR THIS LEVEL OF INDUSTRIAL HAULAGE AND THEY SNAP.

I TOLD YOU GUYS IT WOULDN'T WORK. THE THING WEIGHS TWO TONS.

FINE, I'LL GO BACK TO TOWN AND BUY 400 FEET OF SHIP RIGGING AND A DONKEY...

DAWN.

BRUNNY! GREAT GAME AS ALWAYS! NICE ROLLS, DUKE. LATER, EDDIE! YOU'RE A MADMAN.

THAT.

SUCKED.

WHAT?! THAT WAS GREAT, MORTY! DEMON QUEENS! DEADLY TRAPS! GIANT F***ING SPIDERS!

A PIT OF ACID, RICK? WITH SMOOTH SIDES SO I COULDN'T CLIMB OUT?

BETTER MEN THAN YOU HAVE DIED IN A PIT OF ACID, MORTY.

I DIED SEVEN TIMES, RICK! SEVEN!

YOU ALL GOT LEVELS AND MAGIC ITEMS AND JUNK!

I HAD A TEN-FOOT POLE AND 15% CHANCE TO PICK SOMEONE'S POCKET!

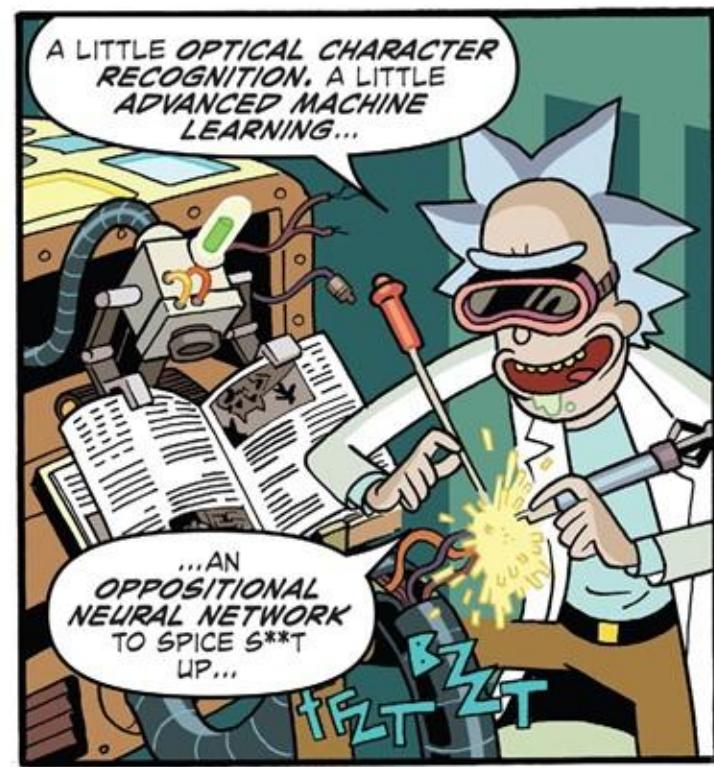
IF YOU SEDUCE THE SCORPION QUEEN YOUR FIRST NIGHT, YOU WON'T APPRECIATE IT...

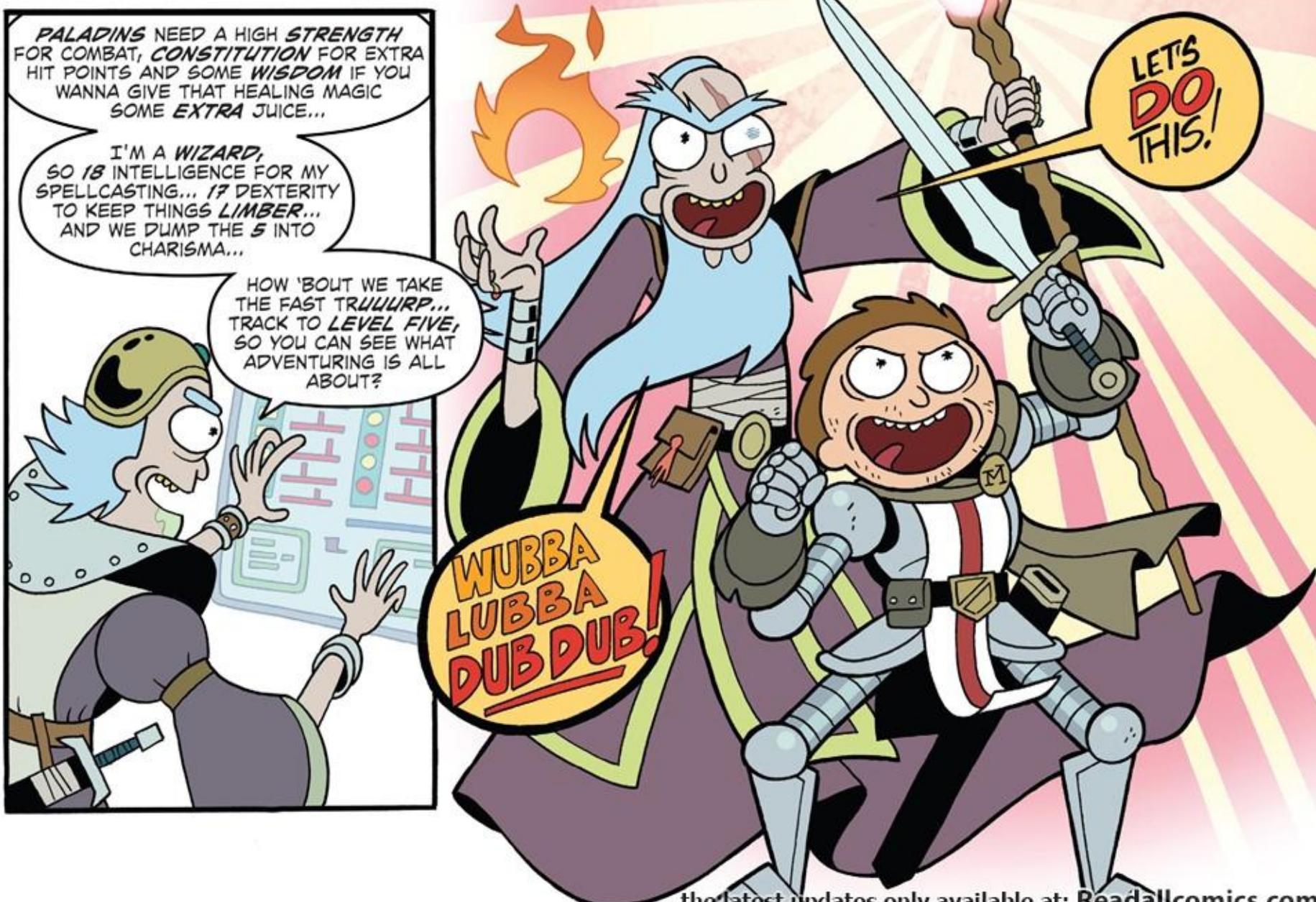
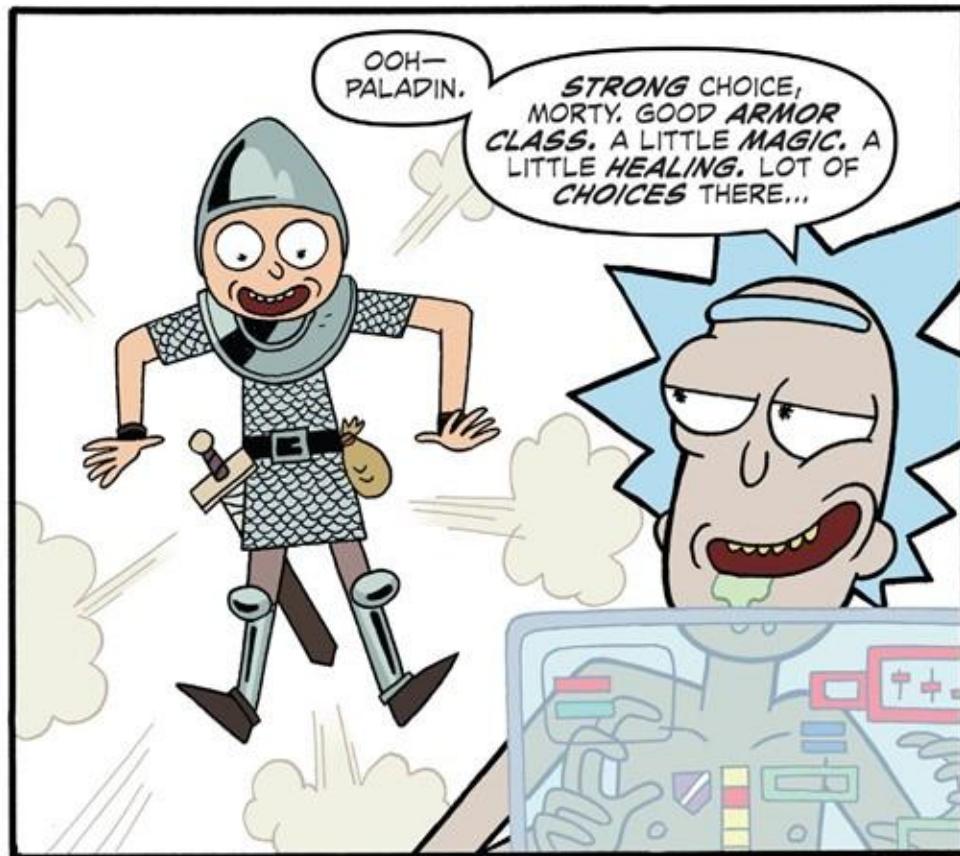
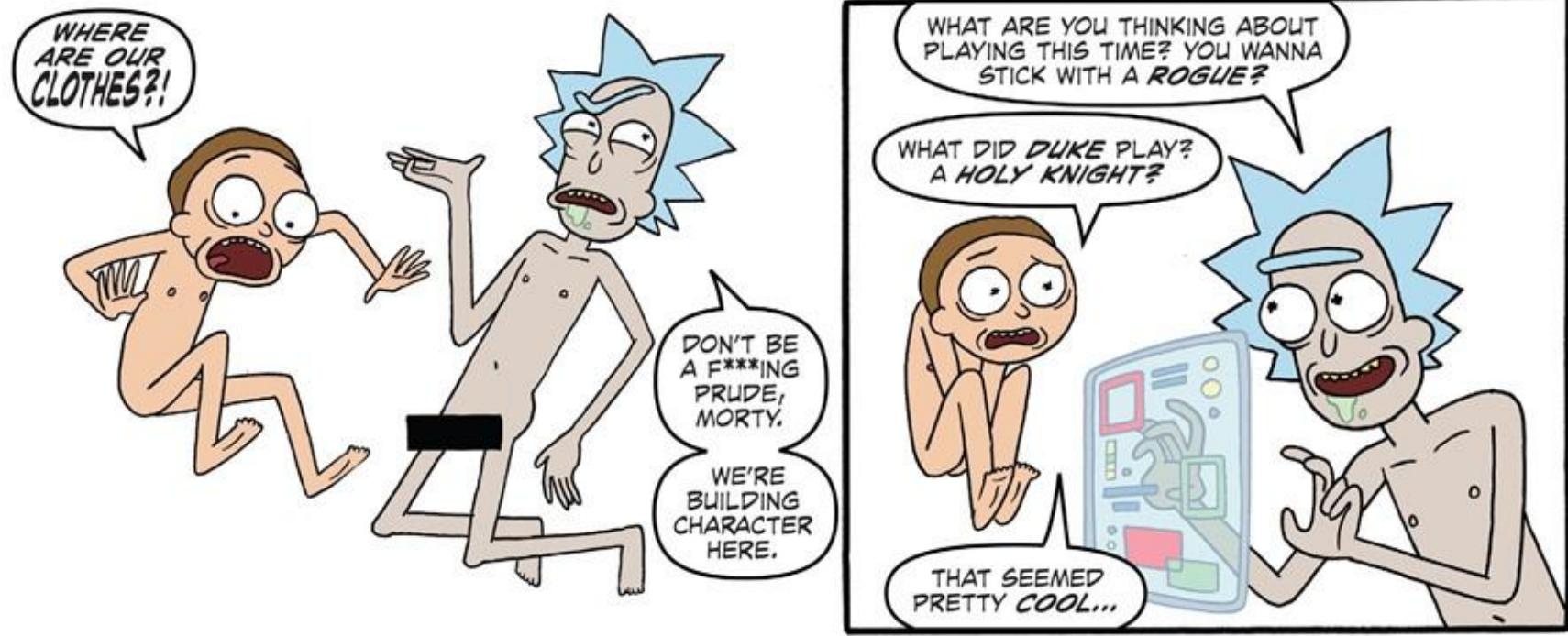
DODD DODD

Y'KNOW WHAT? I APPRECIATE YOUR HELP AND EVERYTHING, BUT I DON'T HAVE TIME FOR THIS, RICK. I'VE GOTTA BE READY TO PLAY WITH ANNICA BY SATURDAY.

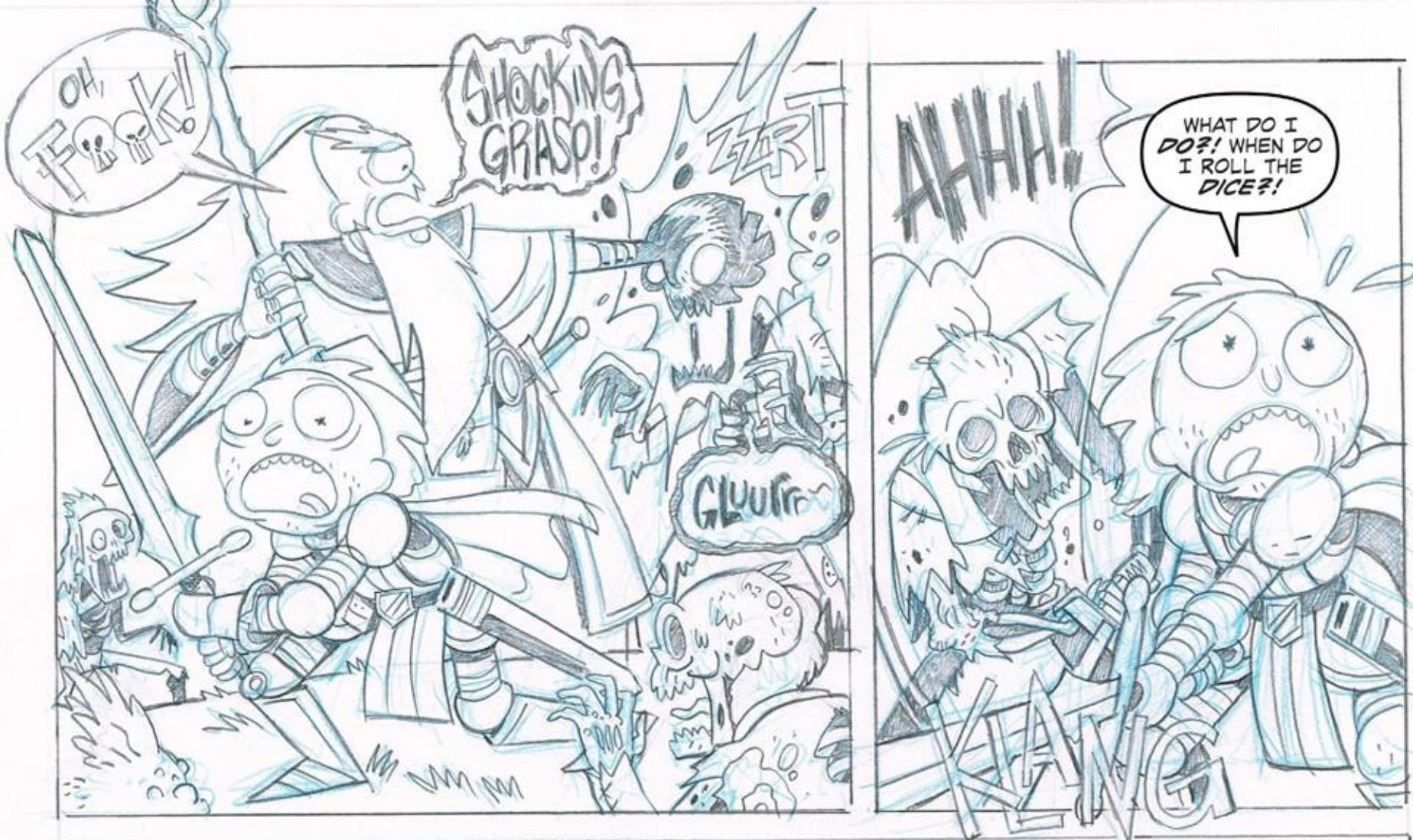
I'LL JUST FIGURE IT OUT FROM YOUTUBE VIDEOS. PLUS THEY'VE GOT PROPS AND COSTUMES AND STUFF...

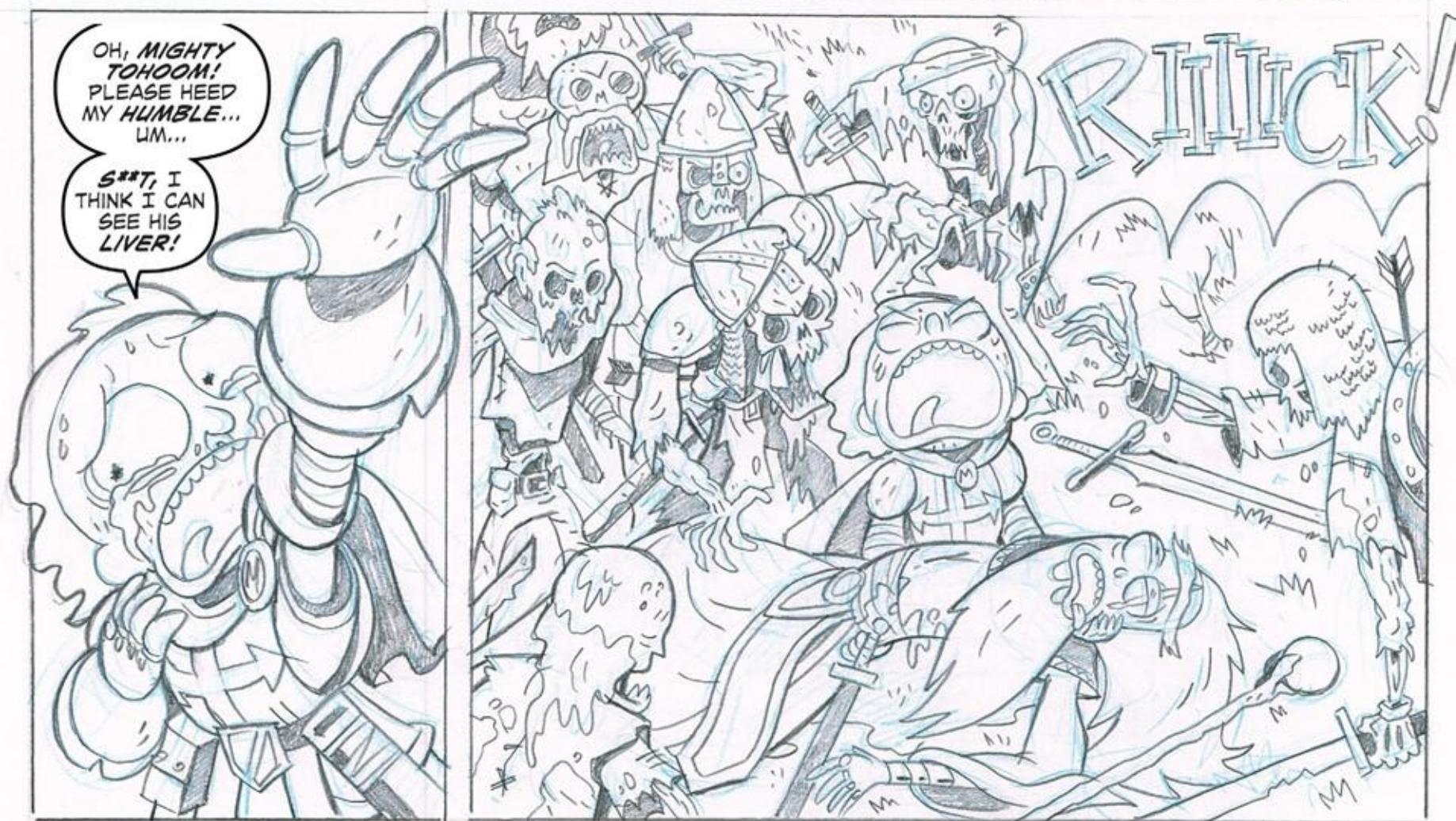


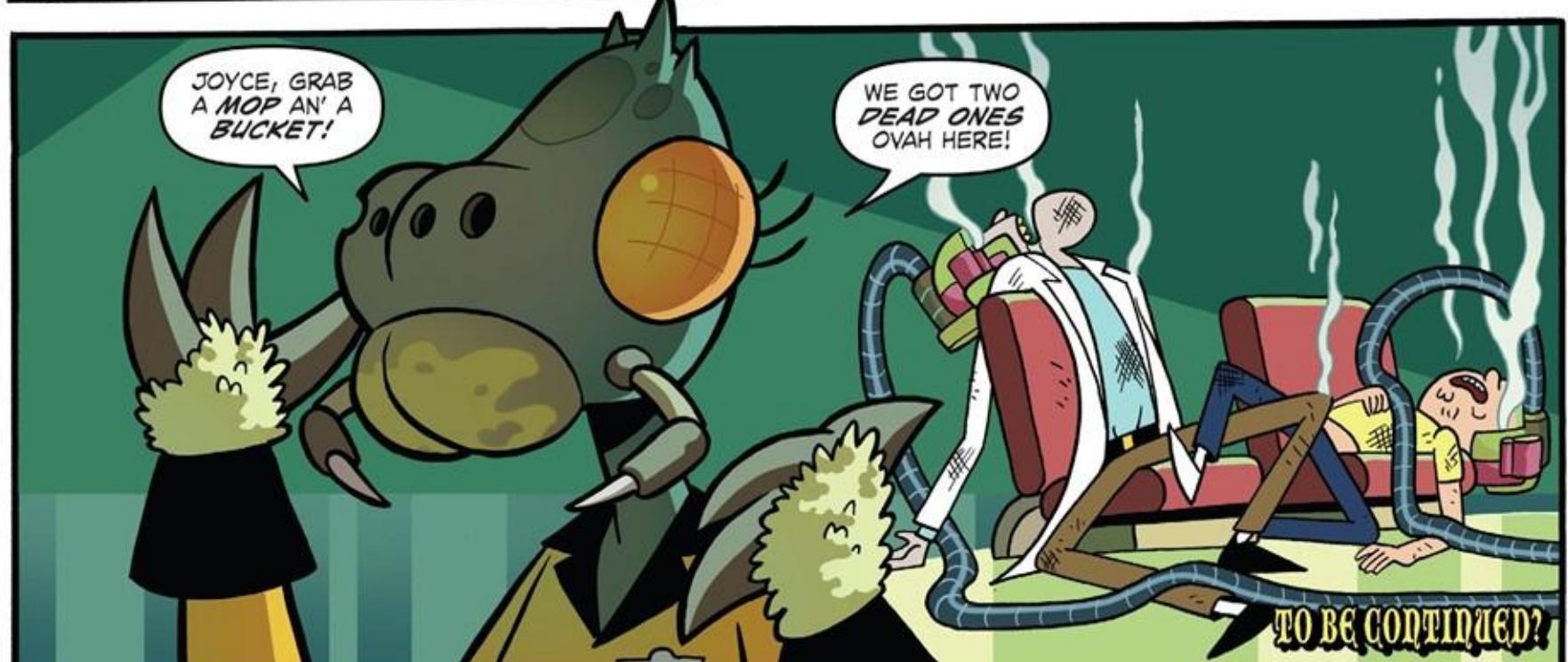
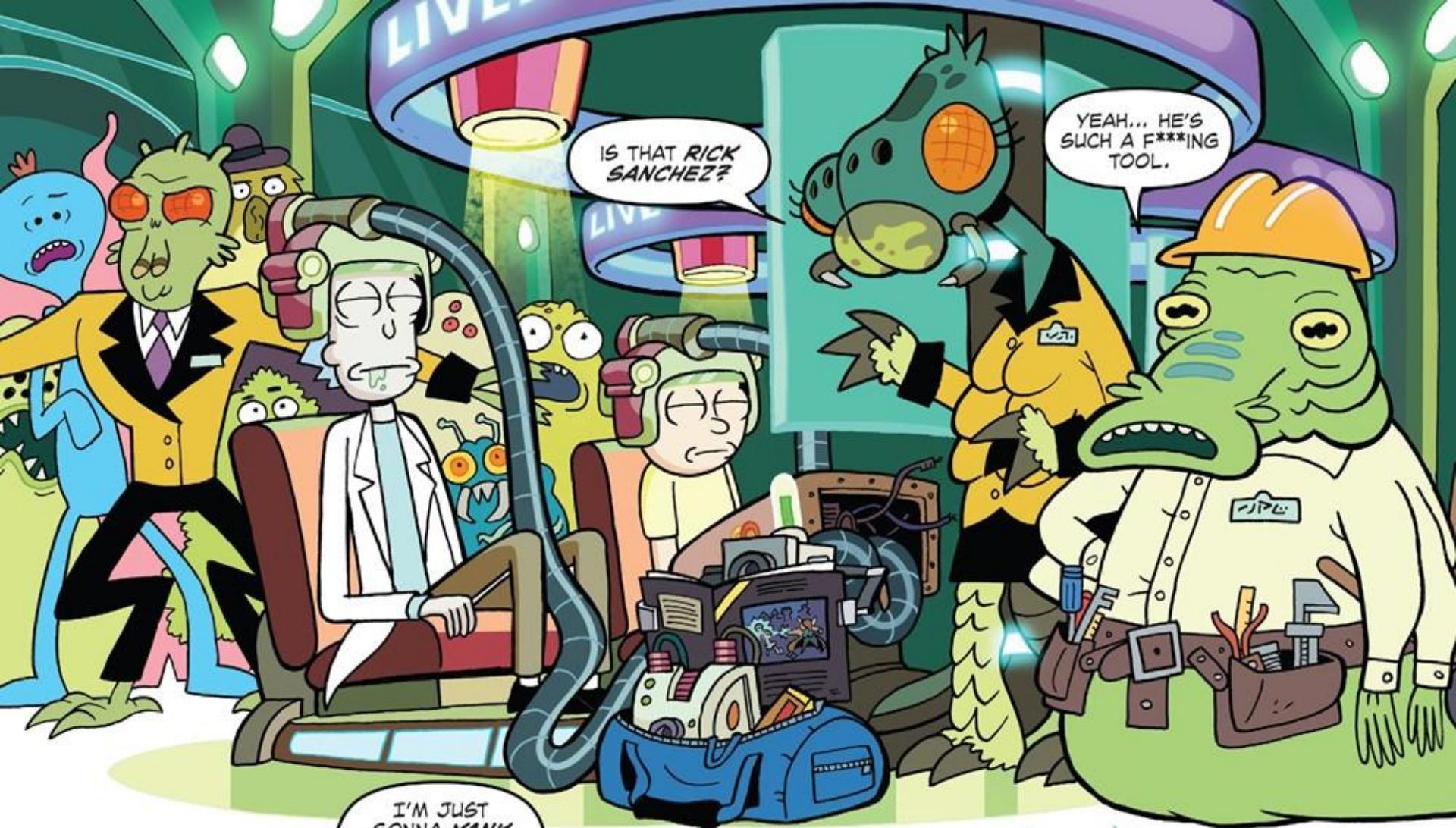














Noble
BACKGROUND
Lawful good?
ALIGNMENT

JERRY
PLAYER NAME

ART BY KORY BING

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KORY BING



ART BY MIKE VASQUEZ • COLORS BY JOSH PEREZ

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CHARACTER SKETCHES

BY

TROY LITTLE

FIFTEEN

Panel 1: Rick is standing in the kitchen clutching an overfull duffle bag jam-packed with weird tech stuff jutting out of it. He's just created a portal. Morty is wearing a hoodie with the hood pulled up looking like a sullen teen.

1. CAPTION 12 Minutes Later
2. RICK You ready, Morty? You all sandwiched up?
3. MORTY Whatever, Rick.

Panel 2: They step out of the portal into Blips and Chitz, the arcade introduced in the *Mortynight Run* episode. Rick is handing Morty the classic Greyhawk Box Set.

- You're taking us to Blips and Chitz?
No Morty, I'm taking you to the magical land of Greyhawk.
...to close together, has

Panel 3: Rick has found two of the "Roy" virtual reality machines close together, has opened a side panel and is already pulling out a fistful of wires. Morty is holding the Greyhawk box set, looking confused.

- Are we going to play a game inside a game? That's a little meta, even for us, isn't it?

You wanted props, Morty? Costumes? I'm gonna give you an

Panel 4: Rick sets up one of the hastily slammed-together devices he just made in his lab. It's a machine that quickly flips the pages of the Greyhawk books, the 2nd edition Players Handbook, and the module "The Secret of Bone Hill" scanning them at impossible speed. He carries it like he's putting together a recipe.

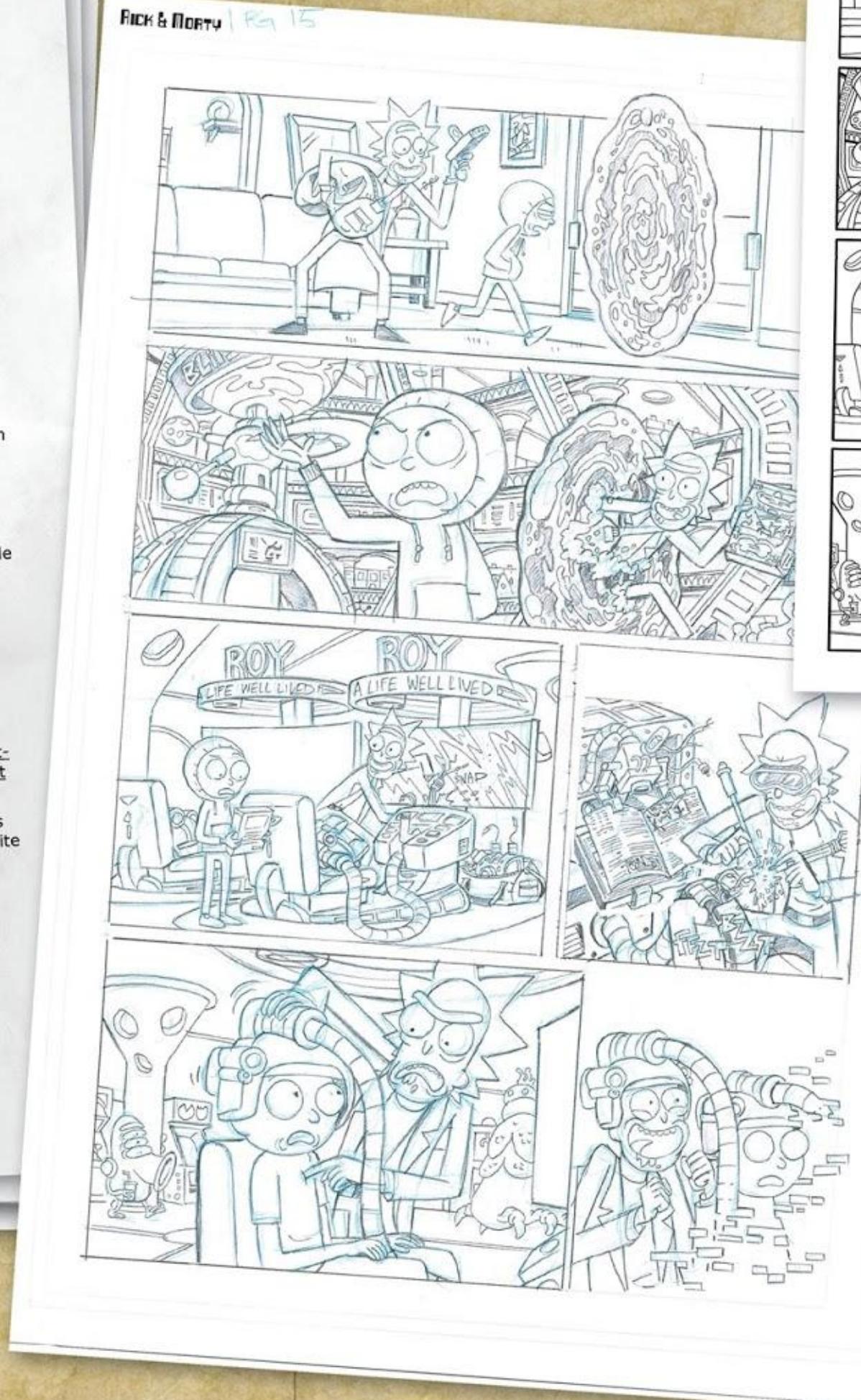
9. RICK A little optical character recognition. A little advanced machine learning... an oppositional neural network to spice s**t up...

Panel 5: Morty is looking nervous as some Blips and Chitz staff walking by. Rick is attaching wires from the butter-passing robot into the configuration.

10. MORTY Should we be doing this, Rick?
11. RICK Morty, once you accept the eventual and unavoidable heat-death of the universe, you'd be surprised how unimportant the concept of "should" becomes...

Panel 6: Rick is now manhandling Morty into the seat and slamming the helmet on his head. The bottom-right of this panel is breaking into little virtual bits and fading to white to show that Morty is being pulled into the virtual world.

12. RICK It's time to roll!
12. MORTY (DIALOGUE FADING) Aw geeee~





TWENTY

Panel 1: Back in the Blips and Chitz arcade, a couple staff members have surrounded the two Roy VR machines Rick manhandled to make his D&D VR game. A group of alien gawkers are in the background, being held back by alien security. The B&C staff look unimpressed with Rick and Morty but they're completely lost in the game and don't know what's happening here in the real world.

1. ALIEN STAFF GIRL Is that Rick Sanchez?

2. ALIEN STAFF GUY Yeah...he's such a f***ing tool.

Panel 2: The staff guy is reaching over to the power cord.

3. ALIEN STAFF GUY I'm just gonna yank the cord and be done with it.

4. ALIEN STAFF GIRL Okay, but you'll probably fry their brains.

5. ALIEN STAFF GUY Like I care...

Panel 3: As the staff dude pulls the cord, we see Rick and Morty convulsing while their helmets short out. We can see bits of their skeletons through their bodies.

6. SFX ZGRRRRAGAGIDOOO~!

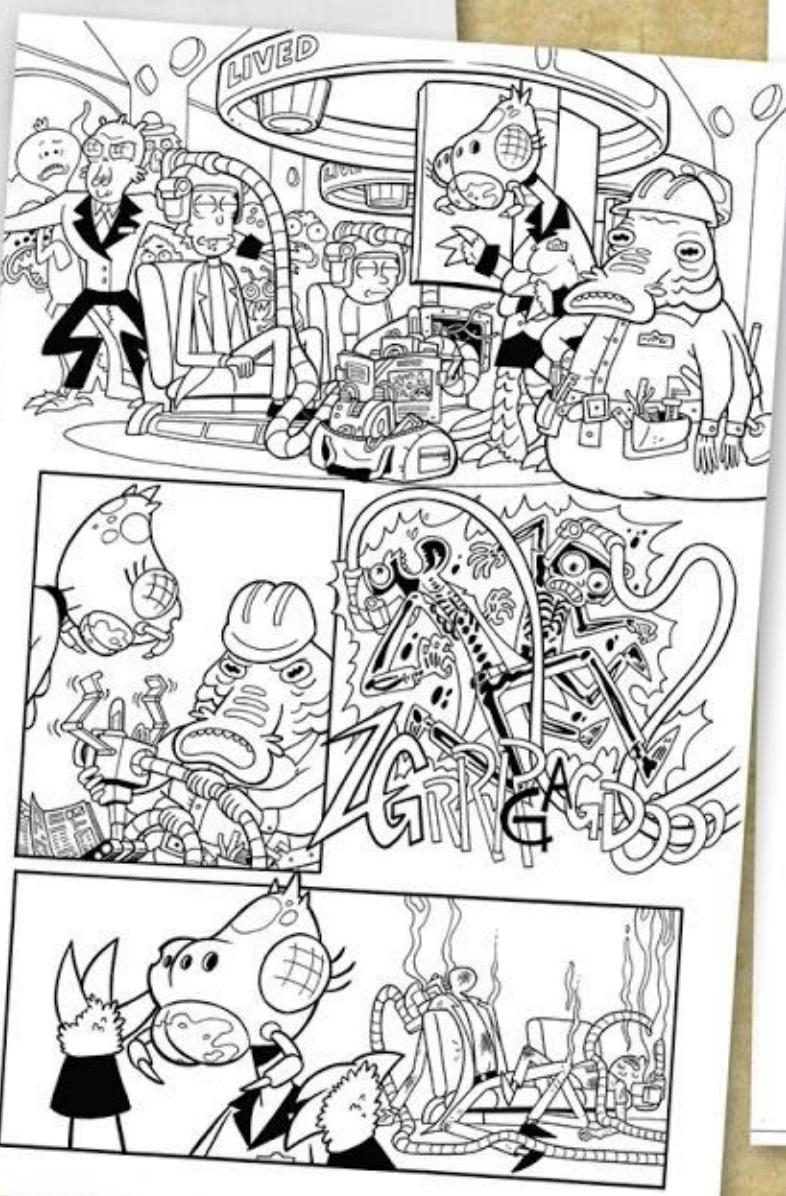
Panel 4: Rick and Morty's oozing corpses lie crumpled in their Roy game while smoke pours out of the helmets. The staff girl is yelling off panel.

7. ALIEN STAFF GIRL Joyce, grab a mop an' a bucket!

8. ALIEN STAFF GIRL We got two dead ones ovah here!

9. CAPTION TO BE CONTINUED?

-END SCRIPT 1-



Talking D&D and more with the creators of Rick and Morty Vs. Dungeons & Dragons

Jim, I understand that you were initially skeptical that this crossover would ever get the green light. Can you tell us a little bit about when it was first proposed to you and how it feels now that it's actually coming together?

Jim Zub: Sarah Gaydos reached out to tell me the idea had come up during a brainstorming session and everyone at IDW and Oni were excited at the possibilities. She wanted to know if I'd be involved if they could navigate the red tape, and I laughed it off. Of course, I'd love to be on board, but it would NEVER happen. Wizards of the Coast wouldn't let the crown jewel of gaming be violated by Adult Swim™'s dimension-hopping bastards.

Little did I know that in a world of swirling media synergies and crazy memes, it's the perfect time to let these properties off the chain. I'm so glad the team at WotC realize that. This project is a warped and freakish monster, but it's also a love letter to gaming glory.

Patrick, you're primarily known for your prose work. How did you get pulled into the wild world of monthly comics? Was there any blackmail involved?

Patrick Rothfuss: It's pretty obvious when you think of it. What name screams "regular monthly content" more than Patrick Rothfuss?

Seriously though, I say, 'no' to a lot of cool projects these days. It's my main job, really. I need to turn down 95% of the offers that come my way so I can keep my head down and get work done on my next book...

But this... I just couldn't say no. These are two of my great loves. One old, one new. When they approached me, I knew I had to do it, and I knew the shape of the story I wanted to tell.

Troy, Dungeons & Dragons is known for its detailed characters across many editions, several of which are utilized in this series. Do you have a favorite creature to draw? What about one you hope to take a crack at before the series ends?

Troy Little: Oddly enough I haven't played D&D since the '80s, then just a few months ago my kids expressed an interest in trying it out. I picked up the starter set and began reading and refreshing my memory on how it all works. We've had a few sessions so far and they are hooked. I'm a bit of a rusty DM, but I forgot just how much fun you can have with this game!

When going at the cover for Issue #1 I remembered the mini dungeon from the old red cover edition I had as a kid and how funny I found the gelatinous cube to be as something to battle. I had to include that and the classic Beholder.

There's so many cool monsters to choose from! Before this series is done I better get to draw a dragon or I'm going to portal to dimension C 433. It's all dragons there.

What has your collaboration process been like? Are we talking coffee-fueled all-nighters in an armored bunker located in the forests of Bird World, or is the process perhaps a bit more grounded?

JZ: Pat and I started from a base of brainstorming things we love about D&D, from first edition all the way through to fifth—the amazing settings and scenarios that defined our childhood immersed in sword & sorcery.

Then it was about looking at *Rick and Morty*™ in the same light. Beyond all the fast-talking nihilism and wanton violence, how could D&D emphasize what makes these characters so memorable and give us new and unexpected spins on who they are and what they embody?

Thankfully, Pat and I have synced up well on all of it. We're simpatico on what we like about both the game and the show. Pat's been a whirlwind of dialogue and emotional content and I've been channeling that into the story structure we built to make sure it reads well as a comic and gives Troy tons of wild visuals to illustrate.

PR: Writing novels (at least the way I do it) is an intensely NON-collaborative process. Yes, my editor helps. Yes, I use innumerable beta readers to gather feedback for revisions. But they are MY revisions. My book My world. I'm a madman and a monster. I am the tyranical god-emperor over all creation. Ego sum Alpha et O.

This is the opposite of that. I knew it wasn't just going to involve collaborating with an illustrator, which I've done before. It meant working with another writer. AND the characters that aren't mine. AND I'm using two sets of intellectual property I'm absolutely *not* the boss of. That means other people have the final say about what ends up in the story... That's a scary thought for me.

But so far it's been delightfully smooth sailing. I haven't lost anything worth weeping tears about. Jim knows the comic format inside and out, which I desperately need in a partner. He's better with the D&D world lore than I am in a bunch of areas, too.

Oh, and when Jim calls me a "Whirlwind of dialogue" he's being exceptionally kind. (Though I love that description.) What he should say is, "This guy doesn't understand how many words can reasonably fit into a single comic page." Luckily, Jim's been masterful at fitting as much of my funny into the script as humanly possible.

What would you consider your Alignments to be? What about your Classes?

JZ: I'd be a Rogue... Chaotic Good. I'm up for talking my way out of trouble, but not as dexterous as I'd like.

TL: I took the WotC online Alignment Test just now and evidently I am Neutral Good. I would probably be a Bard, but I'd be a lousy one. I can't play in time and would need a saving throw against tomatoes and projectiles.

PR: I'm Lawful Moist. Multiclass Paladin Bard.

Finally, is there anything you can reveal to the fans about what to expect when these worlds collide? Can you guarantee their safety during this campaign?

JZ: Morty is smitten, Rick's getting the old gang back together, and Summer's going to learn to backstab. No edition will be spared, no campaign setting is safe.

TL: I want to draw action and carnage! Monsters! Magic! Dungeons! And a dragon or two for good measure. Patrick and Jim may be the DM but I get to play in their world. This is going to be AWESOME!!

PR: I am going to break your heart.

