

DUNGEONS DRAGONS CLASSICS

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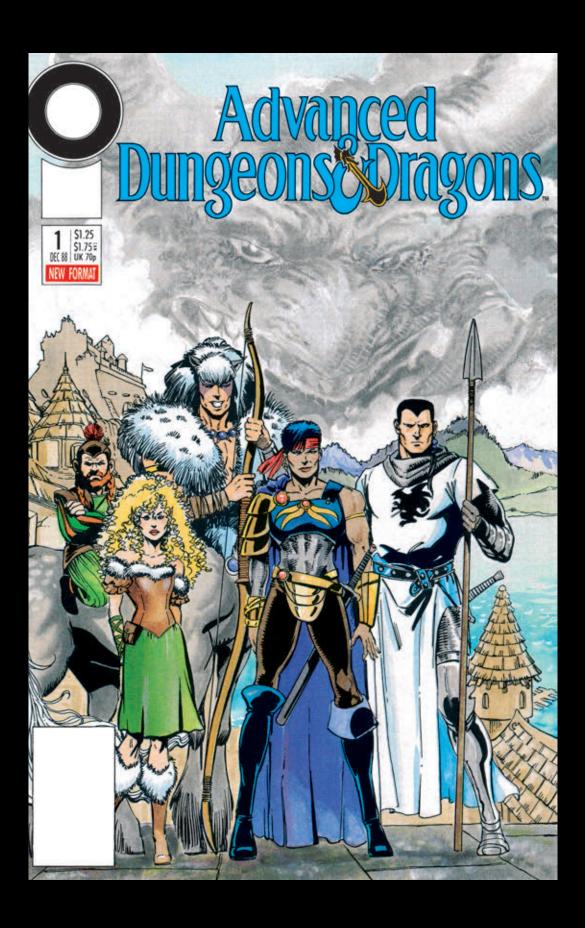


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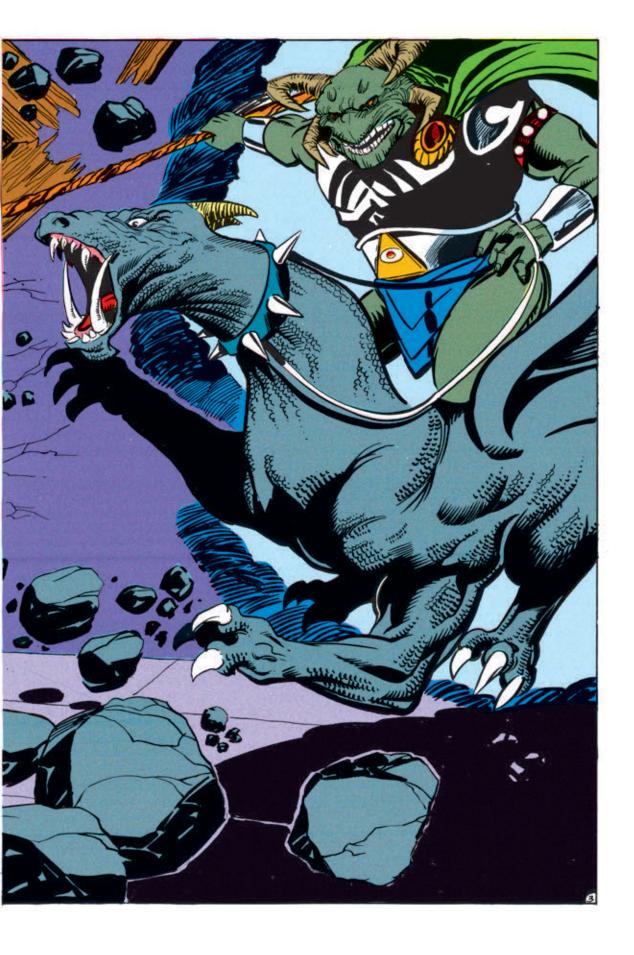










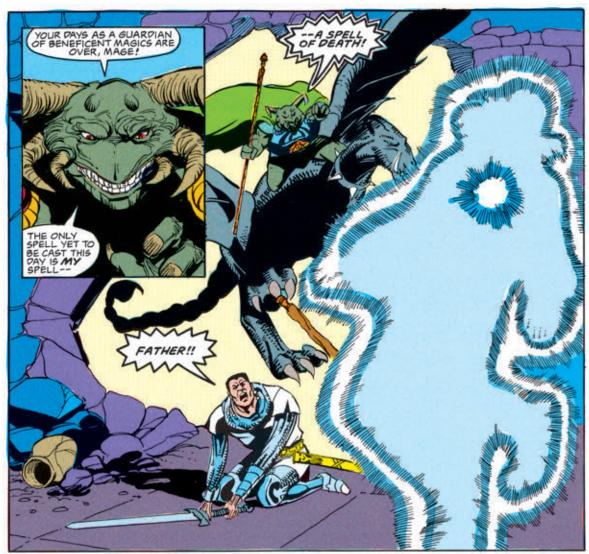








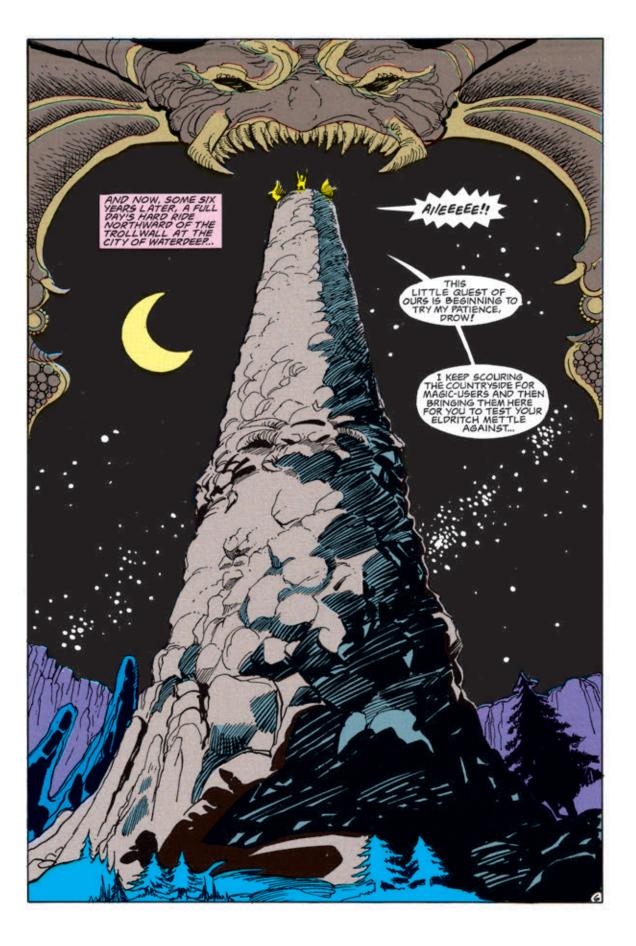


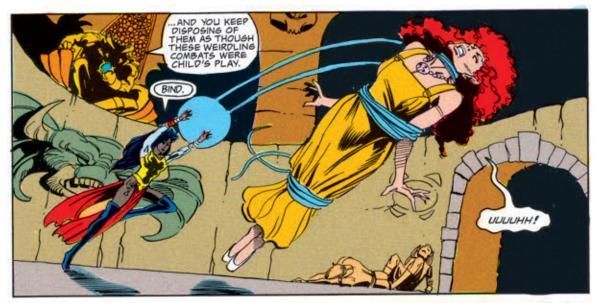






















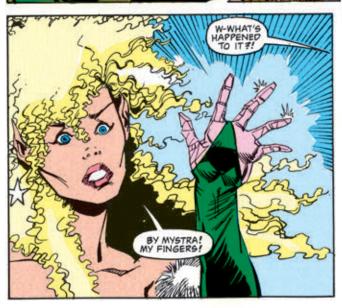




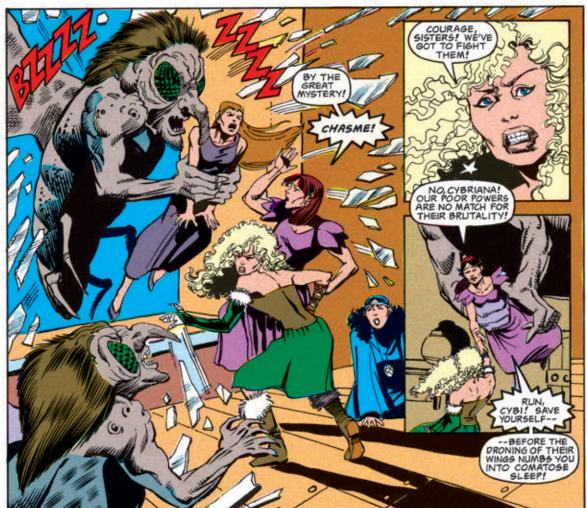




















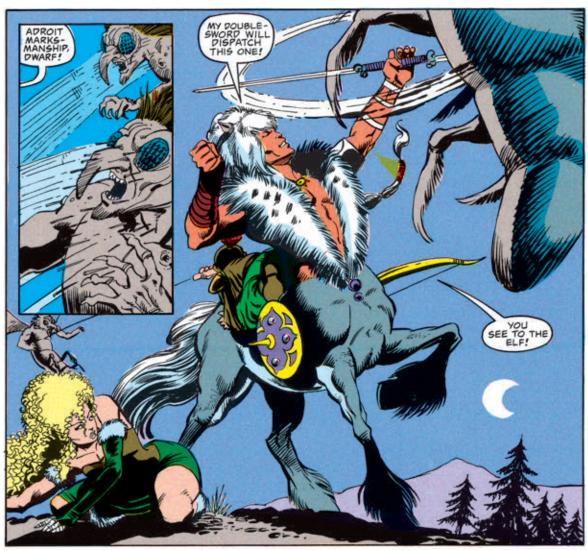


































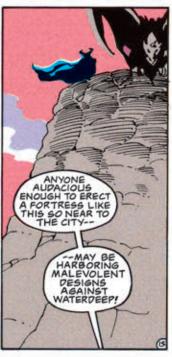






















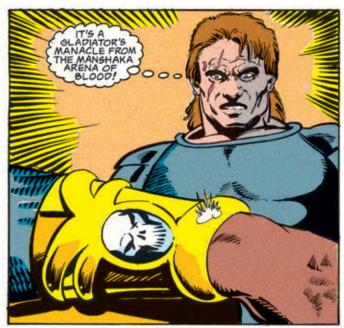






































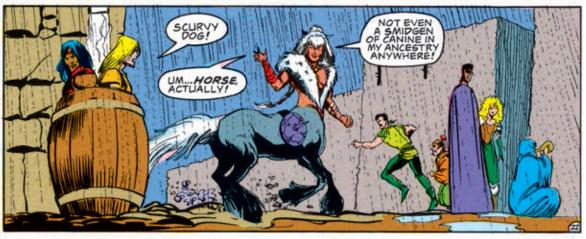




















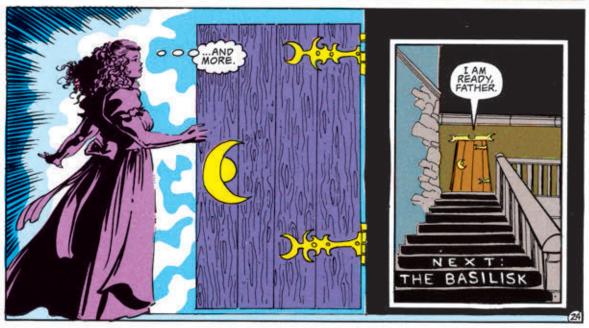












Dungeons Dragons c o M I c



INFORMATION

The Guardsmen of Waterdeep The armed forces of the City of Water-

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

Charisma THACO (To hit armor class zero) Hit Points 17

16

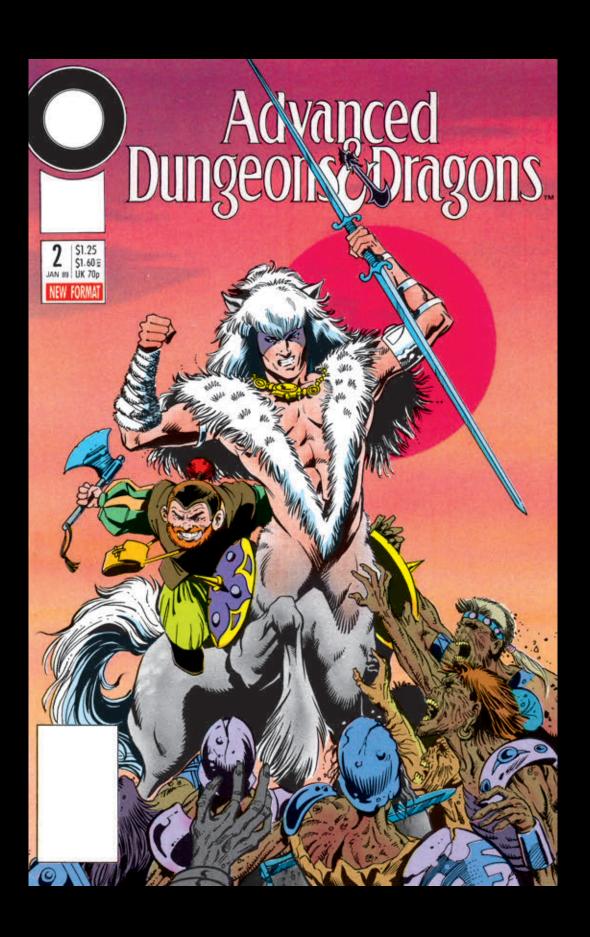
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Alignment Lawful Good Armor Class 4 (Chain Mail and Shield) Weapons: Bastard Sword Dagger

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.

















BUT WE, YOUR SUBJECTS, GROW WEARY OF OUR LONG IMPRISON-MENT WITHIN THE SPARKLING GEM KNOWN AS SELUNE'S EYE...



WE GROW RESTLESS TO BE FREE... IMPATIENT FOR THE LONG-PROMISED GREAT AWAKENING TO BEGIN...























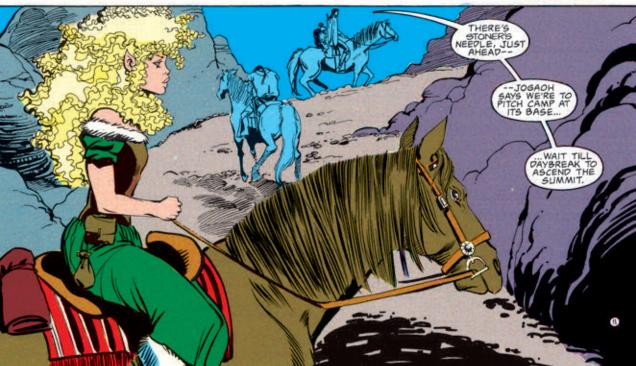


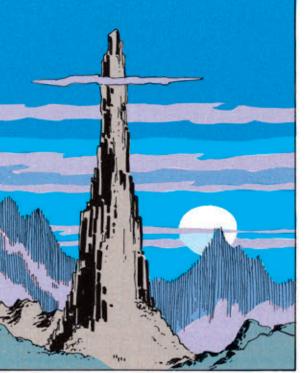


















































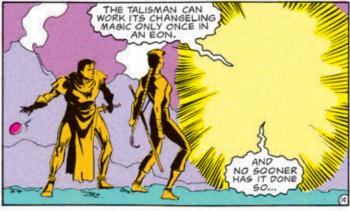












































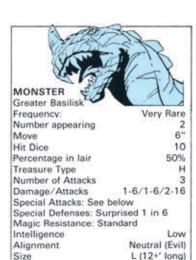












Psionic Ability The Greater Basilisk is the larger cousin of the common basilisk, and like the more common version, has eight legs, moves slowly, and turns individuals who meet its gaze to stone.

Nil

Those characters who look the Basilisk in the eye must make a saving throw vs. petrification or become stone statues. The Basilisk, if it views itself (in a mirror or other reflective surface), must make a similar saving throw or be turned to stone itself. The Greater Basilisk is extremely near-sighted, however-the range of its petrification is 50 feet, but for it to be petrified itself, it must be within 10 feet of the reflective surface. The vision of the Greater Basilisk, like that of its smaller cousin, extends into the astral and ethereal planes. The claws of the Basilisk are tipped with a mild poison (saving throws are at +4), and its breath is also poisonous, so that those within 5 feet of the mouth must also save versus poison (at +2) or be slain.



CHARACIER	
VAJRA VALMEYJAR	
7th level fighter	
Strength 1	8 (23)
Intelligence	13
Wisdom	13
Dexterity	17
Constitution	16
Charisma	14
THACO (To Hit Armor Class Zero	14
Hit Points	56
Alignment Neutral	Good
Armor Class	

3 (Studded leather + Dex bonus) Weapons: Long Sword, Spear, Sling,

Speaks the following languages: Common, Anmite, Dwarven

Elminster's notes: Vajra is a native of Tethyr, a land caught in a brutal civil war. Vajra was separated from her family and fled south, where she fell into thievery and confidence games in the cities of Calimshan. At 12, after an unsuccessful con operation, Vajra was captured and sold as a slave to the house of Baron Abon Duum.

Manshaka, the largest city near Duum's landholding, is the home of a legendary Arena of Blood. There warriors, both free and enslaved, battle to the death. In the arena's brutal setting, Vajra learned the arts of the sword, the spear, and the net, becoming the most accomplished of Abon Duum's stable of fighters.

Vajra tired of the arena and decided to leave Abon Duum's employ. She seriously injured several of Duum's best warriors while escaping. Now a wanted escapee, Vajra fled Calimshan, taking work as a mercenary in Tethyr's endless civil wars, then as a bodyguard in Athkatla. Abon Duum sent bounty hunters in pursuit, not wanting his finest warrior to go uncaptured and unpunished, forcing her to leave the South entirely.

The City of Waterdeep refuses to recognize enslavement, so it was here that Vajra eventually came to rest. She became the bouncer for a new Inn-

Selune's Smile. Vajra and the bar's proprietor, Luna, developed a good working relationship and friendship. Though Vajra is no longer employed by the Inn, the two remain friends and Luna occasionally contacts Vajra with unusual employment.

Vajra does not discuss her past except in a casual, offhand way. She still wears the symbol of the Warriors of Blood as a warning to others. She is now free, and will never willingly allow herself to be enslaved again.



The Lockstone is a magical which usually appears as a crystalline or metallic orb or egg. It is believed to be native to several of the outer planes. Lockstones are timed devices, set to release one or more spells if particular conditions are met. A Lockstone can have up to two preconditions and store up to three spells. After the spells are cast, the stone becomes dormant for at least a year, after which it will function if those conditions are met again. A Lockstone's programming can only be changed by a wizard of at least 16th

Imgig Zu used a Lockstone to imprison the fire elemental Jugoah in the Realms. The preconditions of this particular Lockstone are: 1) The passage of 200 years and 2) the Lockstone must be touched by a living individual. Once these requirements are met, the stone will 1) restore any withered or lost limbs to the holder, 2) restore the holder's original shape and 3) free the stone's Greater Basilisk guard.

Lockstones are rare and are usually used to entrap extradimensional creatures and protect valuable treasures. Prior to the discovery of the Lockstone on Stoner's Needle, there have been records of only three in the North.

























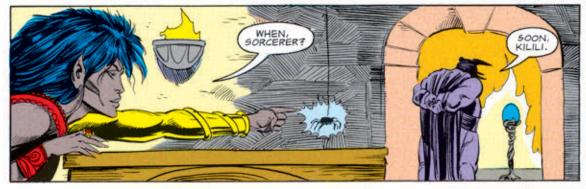








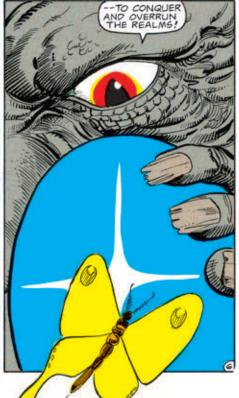






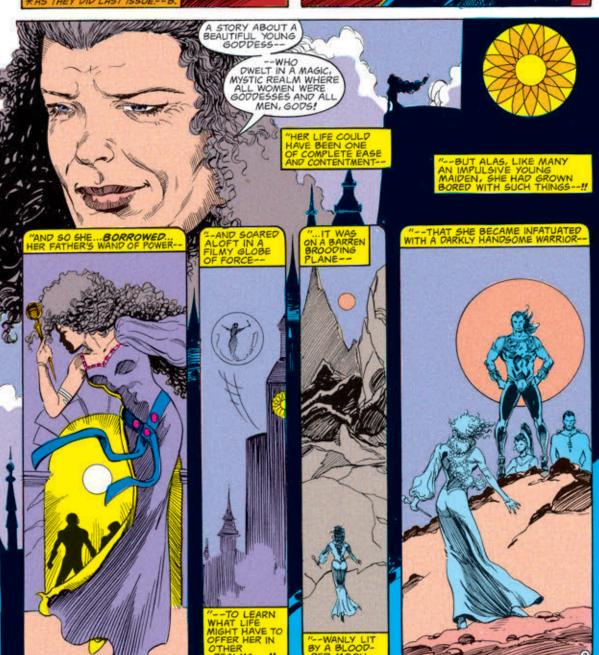












































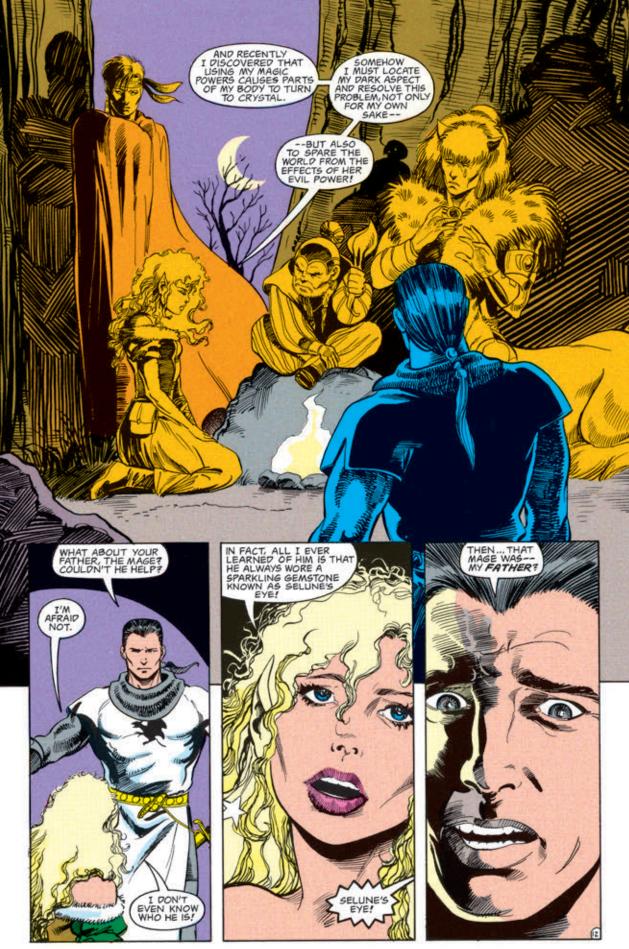




































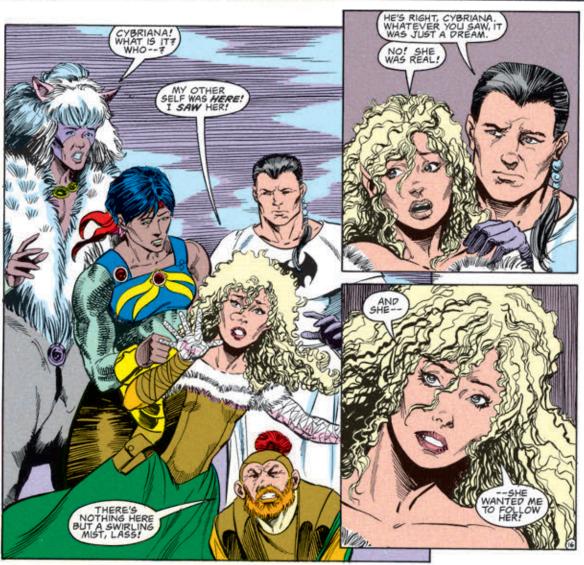












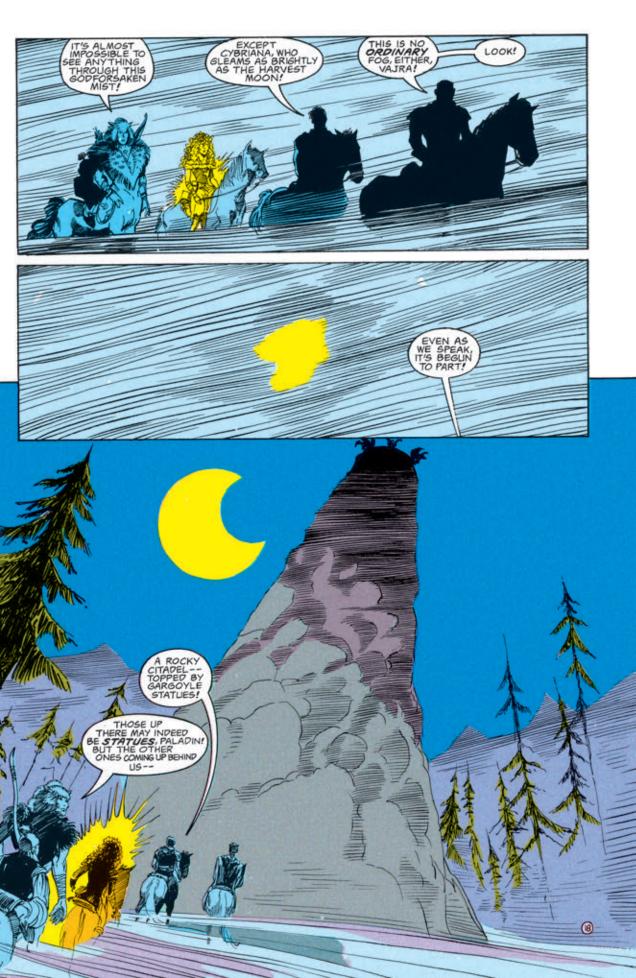






















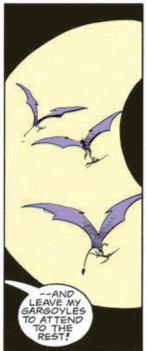
















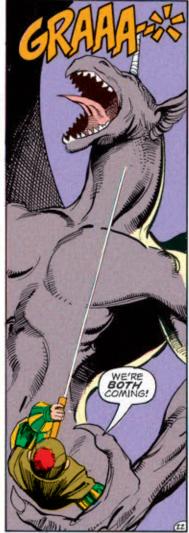




























THE Advanced Dungeons Diagons C O M I C

- -Jeff Grubb-
- -Humble Recorder of the Realms-



ONYX THE INVINCIBLE Dwarf of Great Renown Level 4 Fighter Level 4 Thief

THACO (To Hit Armor Class Zero): 16 Hit Points: 30

Alignment: Neutral Good

Armor Class: 5 (Leather armor plus Dex Bonus)

Preferred Weapons: Battle Axe, Dag-

ger, Darts

Languages: Dwarven, Gnomish, Goblin, Kobold, Orcish, Common

Elminsters' Notes:

Onyx the Invincible's full dwarvish title is Onyx, Blood of Placidor, which tells other dwarves that he is descended from the dwarven hero of the Battle of Twelvesuns. That he does not use the "traditional name" used within dwarven households is an indication of the young dwarf's rebellious nature. He calls himself instead "The Invincible," as if to dare others to challenge his claim.

Onyx is a native of Eartheart, at the edge of the Great Rift, one of the few large dwarven nations left in the Realms. He is young by dwarven standards, being barely 35, and his impetuous and hot-tempered nature is written off by his elders as "the mad passions of youth."

Dwarves are an old race in the Realms, one that is in decline. Their numbers were never great, and their children are few. Further, their natural homes—the mountains and caverns—were coveted by other, more populous races, such as orcs and goblins. The long attrition of their numbers and the slow replacement of their losses have resulted in the demise of many dwarven nations. The great dwarven halls of the North have been overrun by monsters, or shut their doors, their people retreating to other holds to live in exile.

The diminishing of their race has

tended to make many dwarves sad and dour in nature. Most of their greatest achievements as a people are behind them. For that reason genealogy and who one's grandfather is is often more important than what a dwarf himself has accomplished.

Onyx The Invincible is an exception to that general rule. He is hot-tempered, rambunctious, and filled with an energy to go out and accomplish great things, especially if those great things bring in a bit of gold and offer a chance to hurt evil creatures larger than he is (and it is not a hard thing to be larger than a dwarf). He cares little for the distant past, intent instead on carving out his reputation across the Realms.

Early in his career, Onyx formed a partnership with the centaur Timoth Brighteyes. The pair make a very odd fighting team, with the dwarf riding into battle on Timoth's back. Onyx gains speed, maneuverability, and height from being with Timoth, while the centaur has a firm ally continually protecting his back. Onyx finds his ally's unflagging optimism misplaced, while Timoth believes that Onyx's gruff exterior is just an act to excuse him from having to be nice to those taller than he.

Onyx's elders, when they hear of him, think the lad is due either for greatness or a foolhardy and early death, so typical of their people who engage in adventuring. Onyx, on the other hand, is positive that he will be counted one day among the dwarven greats (with a footnote pointing out the help he has received from his friends).

IMGIG ZU

New Monster Frequency: Very Rare (Unique)

No. Appearing: 1 Armor Class: 2 Move: 12"

Hit Dice: 12 (60 hit points)

No. of Attacks: 1

Damage: By weapon +3 or 1-10 Special Attacks: See Below Special Defenses: See Below Magic Resistance: 10% Intelligence: Genius Alignment: Chaotic Evil

Size: M (7-1/2' tall) Psionic Ability: Nil

Imgig Zu is the leader of an extradimensional race of evil beings. Whether this dimension is an alternate prime material plane, one of the Lower Planes, or a small demi-plane is as yet unknown. It is also unknown whether others of his race have his powers and abilities.

Imgig Zu has magical abilities as a magic-user of 13th level. In addition, he may shape-change into any humanoid form he desires. Imgig has proficiency in earth-based magic, such that he may [animate] stone statues; [move earth], cause [earthquakes], and turn [stone to flesh] and [rock to mud]. All of these abilities may be used once per day. These are in addition to any other spells he possesses as a magic-user. Imgig apparently lacks any magic that permits movement from one plane to another.

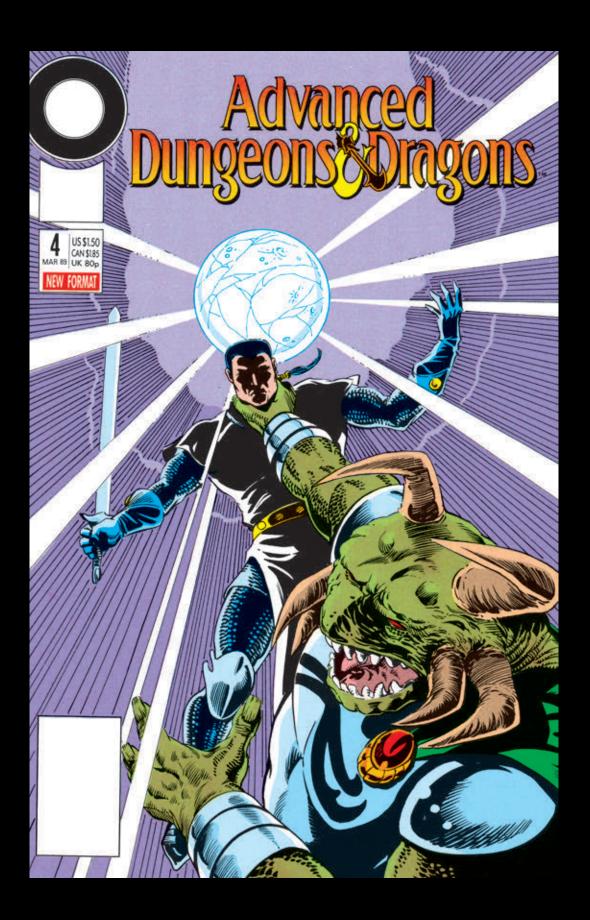
Imgig's natural appearance is of a four-horned, powerful humanoid with grey-green skin. He is extremely strong, and attacks with any weapon at +3 to hit and damage. He normally relies on his own natural abilities, but also uses a [staff of withering] (see Issue 1).

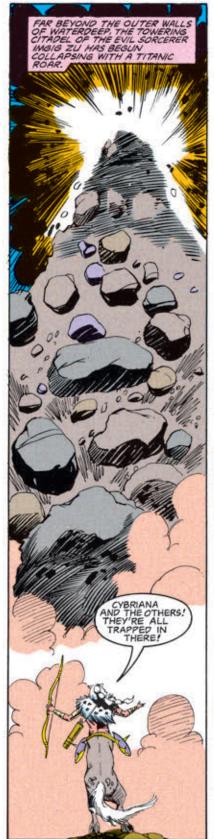
Legend says that Imgig's people were freed accidentally by the goddess Selune. Selune traveled to their lands, and Imgig appeared to her as a handsome young lord. The goddess, young as such beings go, fell in love with Imgig and brought him and his people into the Realms to settle. It was then that Imgig revealed his true form and nature, and the intent of his people not merely to settle, but to conquer the Realms.

So great was Imgig's power, he could have slain Selune, but she was rescued at the last moment by a mortal magicuser, noble in his bearing and actions. He distracted Imgig so that Selune could trap him and his people in a pocket dimension, using the basic energies of her being to bind them tightly into a gem.

The story, called the Song of Selune, has a number of endings, depending on where the tale is told and what point the teller is trying to make. In some versions, Selune learns her lesson and returns to her godly plane, taking the mortal magic-user with her. In others she perishes, only to be reborn with the next full moon. In still others, she lives, but rejects the love of the mortal mage because the energies she had lost aged or disfigured her fair form.

Such was the tale. Its factual base is proven by the existence of Imgig, who apparently escaped the trap that caught his fellow-creatures, and now plots to free them from their prison. He searches for the key (physical, magical, or mortal) that will allow him to let loose the others of his race on the Realms.







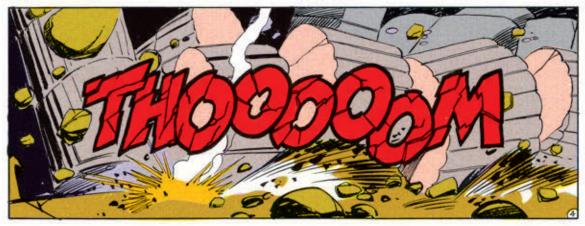






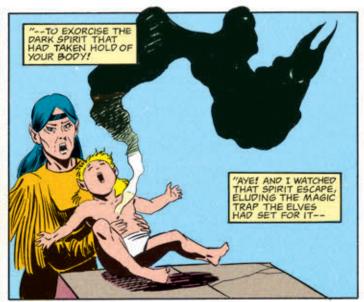






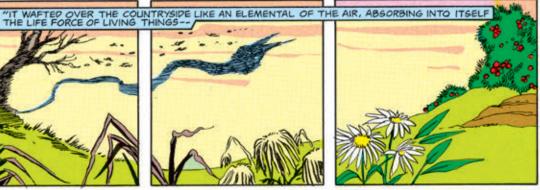


























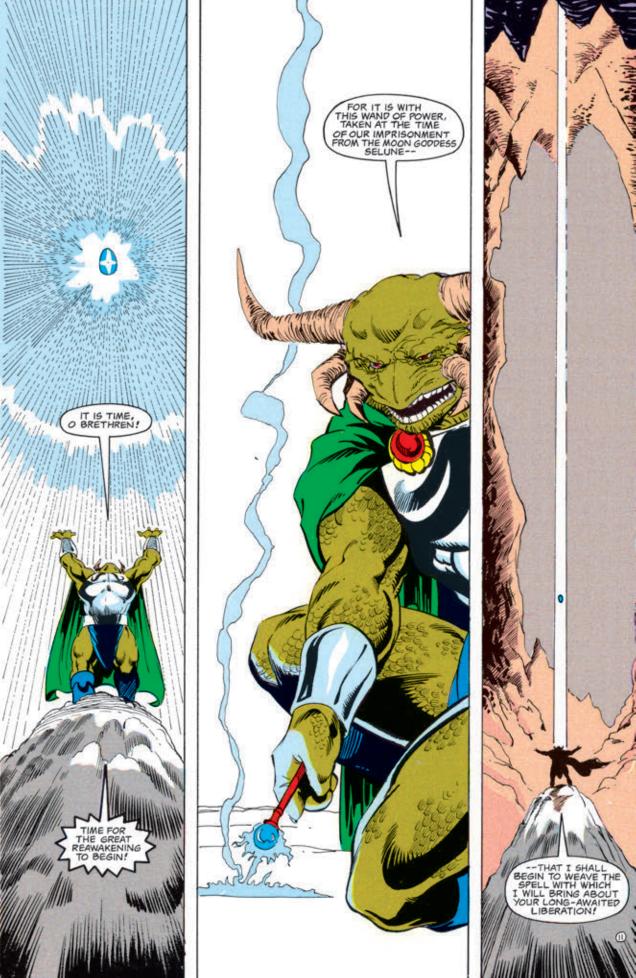










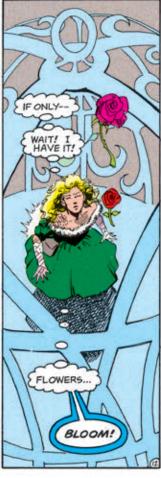


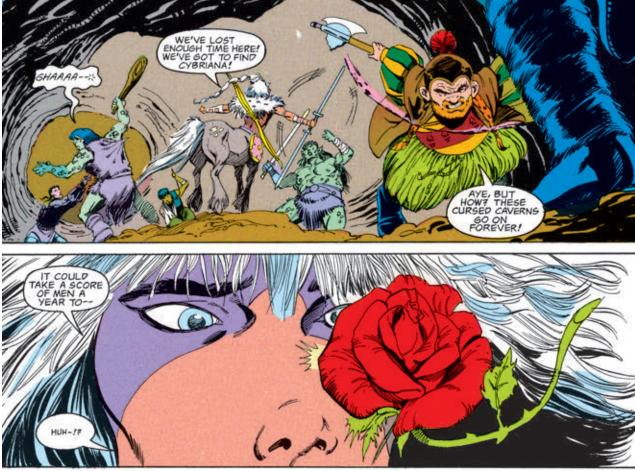






















































































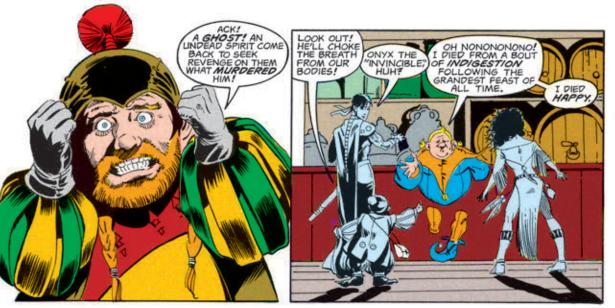
























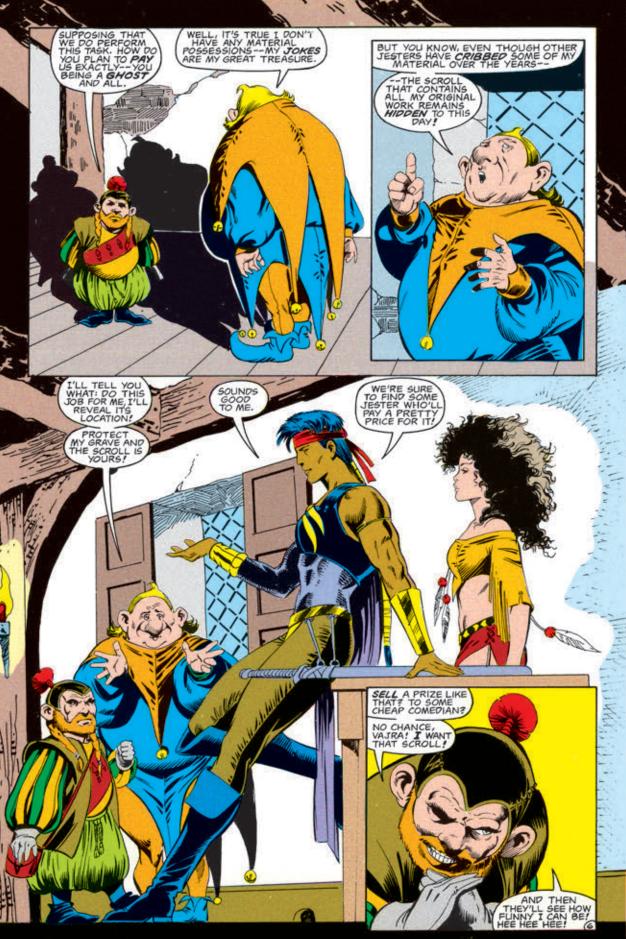
































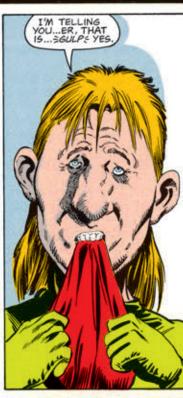




































































Dungeons Dragons c o m i c

Gaming Notes By Jeff Grubb Recorder of the Realms

CONNER Human Rogue

Level 7 thief	
Strength:	14
Intelligence:	14
Wisdom:	13
Dexterity:	16
Charisma:	15
Constitution:	12

THACO (To Hit Armor Class 0): 17

Hit Points: 31

Alignment: Neutral Chaotic

Armor Class: 6 (Padded plus dex bonus) Preferred weapons: Longsword,

Dagger, Knife, Sling

Languages: Common, Elvish, Calashite, Thayan

Hayan

Thief Abilities: Pick Pockets: 15 Open Locks: 60 Find/Remove Traps: 25 Move Silently: 90 Hide in Shadows: 85

50

60

Climb Walls: Read Languages:

Detect Noise:

It is not known whether Conner is this rogue's first or last name. It is his true name, and name of choice, and under that label has spawned a series of stories that have swept up and down the Sword Coast. Most older merchants have a "Conner story"—of how he bewitched this beauty or tricked that dastardly evil wizard. His ability as a thief is almost as legendary as his reputation for saving his own hide first and foremost.

The reality of the situation is less impressive than the legends. Conner appears as a middle-aged man, and his attitude seems to be one of a world-weary adventurer who would do nothing more than settle down, if it were not for a large number of former victims that may come looking for him.

And Conner seems to have conned, robbed, or otherwise cheated a large number of people, usually in a high and spectacular format. ("Youthful exuberance," he would say now, "which overran the wisdom of the situation".) They include the court wizard of Cormyr, Vangerdehast, and Abon Duum, a powerful pasha of Manshaka, in the land of Calimshan.

Conner in his youth was a hellraiser, and that attitude accounted for many of the stories about him, most of which are either false or "deeply enhanced" by minstrels and other talespinners. He now is more likely to think before acting, and to consider the feelings and well-being of others.

Whether as a result or a cause of his new-found introspection, Conner has taken under his wing a young child with apparent mystic powers. The two were traveling north when they were surrounded by wolves, and only by the timely intervention of a higher power, escaped death. That higher power may have been Selune, the Moon-goddess, a theory supported by the fact that a ray from the full moon caused them to teleport to safety, and the fact that they materialized in Waterdeep outside an inn called Selune's Smile. (A counterargument in the tavern has it that Conner and his young ward stumbled into a temporary magical gateway, but the chief proponent of this idea also talks about the gods playing dice with the universe, and is discounted.)

At present, Conner and his young ward reside at Selune's Smile, and he has become involved in a number of adventures there. He has had past dealings with the warrior Vajra Valmeyjar of an unpleasant nature, and the woman does not hold him in high regard.

CLERICS IN WATERDEEP

Waterdeep is the hub of the North, the

largest city on the Sword Coast north of Amn. As a result, it is the home of a large number of churches, temples, and shrines to various deities venerated in the Realms.

Despite their number, these holy places are not staffed by particularly high level priests. The average level is 10th, with a few of the "permanent" onstaff clerics reaching 16th level.

There are a number of reasons for the lack of levels: when a priest enters into the church hierarchy from a life of adventuring, his advancement slows down-he is no longer battling monsters in the name of his deity, but rather ministering to the masses, a worthy and profitable calling, but not as advantageous to the rising young cleric. Also, when high level clerics set up their own temples, they tend to choose smaller communities where they can dominate the local political and social scene. Waterdeep is so large that while the temples are a part of life in the city, they are not a dominant part.

This is not to say that there are no high-level clerics in the City of Splendors. Many powerful clerics exist in the city outside the organized church hierarchy, or make the city their base for operations in other lands (or in other planes). An individual needing a particular spell cast or offering made can usually find an individual capable of the work, but often only after a long search.



















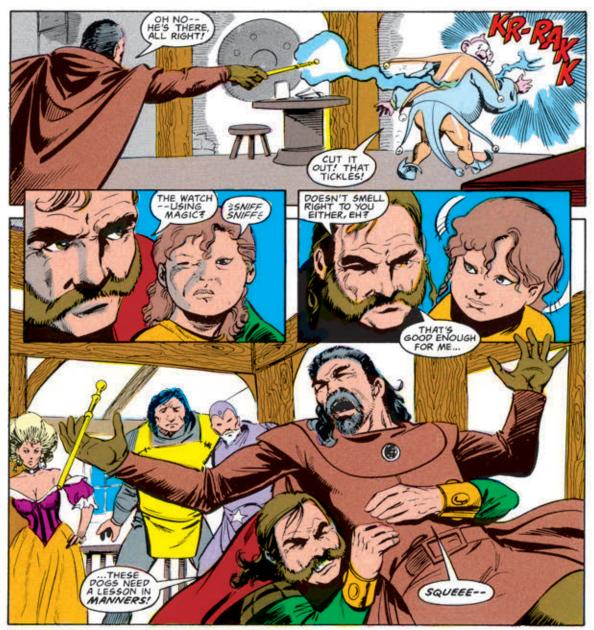
















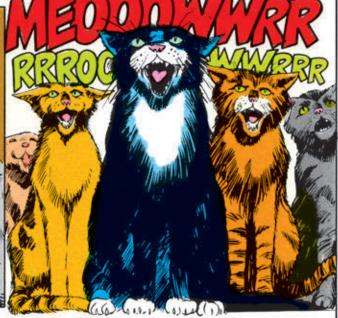








































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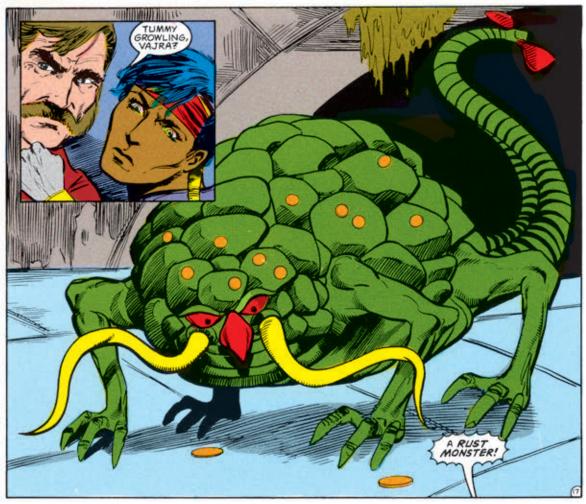










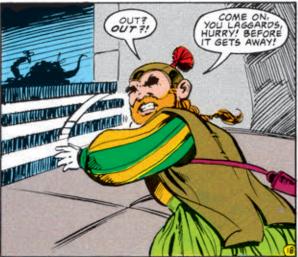


























































THE MUSICIANS AND THE JESTERS

by Jeff Grubb

Recorder of the Realms

The Council of Musicians, Instrument-Makers and Choristers is referred to within the walls of Waterdeep simply as "The Musician's Guild." It includes the bulk of licensed and respected entertainers in the city, including songsters, musicians, jugglers, acrobats, street performers, and jesters. While a large number of non-Guild performers (including traveling bards and small shows) operate in the city, the Council takes the lion's share of the official entertainment business of the city and the upper classes. If an aspiring performer wishes merely to entertain others in Waterdeep, there is no trouble. But if he or she wants to rake in the gold pieces, then the Council is the best way to reach the moneyed classes of the city.

Waterdeep's nobles are dabblers in music (as they dabble in many other arts and crafts that others consider their main occupation). One of the tasks of the Council is to set to music some perfectly awful piece of noble-inspired doggerel, or (worse still) perform in public some simpleton tune written by a young noble. The pay is good, and the professionalism of the Guild is such that it is considered dishonest to change one badly-phrased lyric without the permission of the noble who wrote it.

In addition to noble parties, the Council hosts a number of pageants for the city, makes instruments both for individuals and the city (the war-horns of the Guard are made by this guild), and gathers musical and entertainment information throughout the Realms. Their relationship with traveling bards is particularly good, and many a wandering troubador with news of some eastern war can count on a soft bed and good food at the House of Song, the Guild's headquarters.

The Guild is run by Kriios Halambar, who has been in the position for longer than some have been alive. Kriios, known as "Old Leatherlungs," has been the elected Guild Master for 56 of his 77 years, and throughout that time has complained of the fragility of his mortal frame and the fact that he has not long to live. About a half-dozen would-be assistants have joined Kriios over the years, hoping to benefit from the old man's stature when he passes beyond this mortal plane. Kriios has sung at all of their funerals.

Kriios's second-in-command, and the Official Contact for the Guild, is Maxeene "The Flute" Rhiosann, known as the Lady Voice of the Council. Rhiosann is a kind, dillgent, and skilled songstress, and hopes that Kriios's long life will continue. She is Kriios's official heir, and in the

event of his passing, will become the interim Guild Master until the next election.

Kriios and Maxeene are aided in daily business by a council of twelve master musicians, known officially as Assistant Guild Masters. The twelve handle the day-to-day operations of teaching, overseeing the making of instruments, and dealing with the various schedules of performances.

The Assistant Guild Masters are a varied bunch, from time-servers mostly interested in the pursuit of Thayian bawdy lyrics to those waiting for Kriios to kick off so they can try to "modernize" the Guild along their own lines. The most prominent of this latter group is Flugel ("Dizzy") Ratanion, a relatively young and talented addition, who has often privately complained about the entrenchment of the Old Guard in the Guild, stifling newer and fresher ideas.

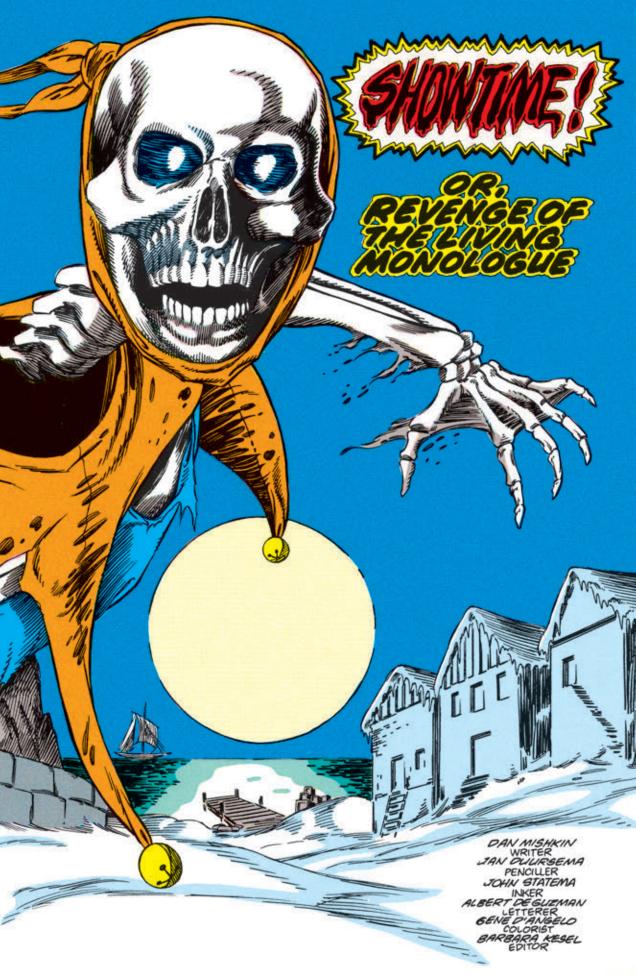
The Assistant Guild Masters are also responsible for the tutelage of mimes, jesters, and other street performers who make up a small (but obvious) part of the guild. These lesser groups are under the auspices of the Council because there is no other place to put them, and they are not numerous enough to rate their own recognized organization. These lesser groups respond in a variety of ways to this handling of their affairs, usually by ignoring the wishes of the Guild. As a result, the bulk of non-musical performers and acrobats in the city belong to no set guild.

The jesters, being jesters, set up their own organization within the Guild -- the Ancient and Revered Order of Merrymakers (AROM). This group was first established as a satire of the stuffier musician's guild, but has grown into a minor (and very odd) secret society with its own aims and goals. The "guildmaster" of the jesters is Gaspar ("Blinky") Throgbottom, who has been attempting to advance the jesters' cause within the city. Gaspar's intentions are sound, but his penchant for practical jokes has alienated him from some of the very people with whom he needs to work. His latest petition before Lord Piergeiron and the Lords of Waterdeep, for example, ended abruptly when the Lead Jester could not resist flinging a pig bladder filled with ale on Khelben Arunsun, the Blackstaff, master mage of Waterdeep. Timely intervention by Lord Piergeiron Paladinson prevented the jester from being incinerated on the spot, but Throgbottom and the Jesters' "guild" have been banished from performing at Castle Waterdeep for a year and a day.









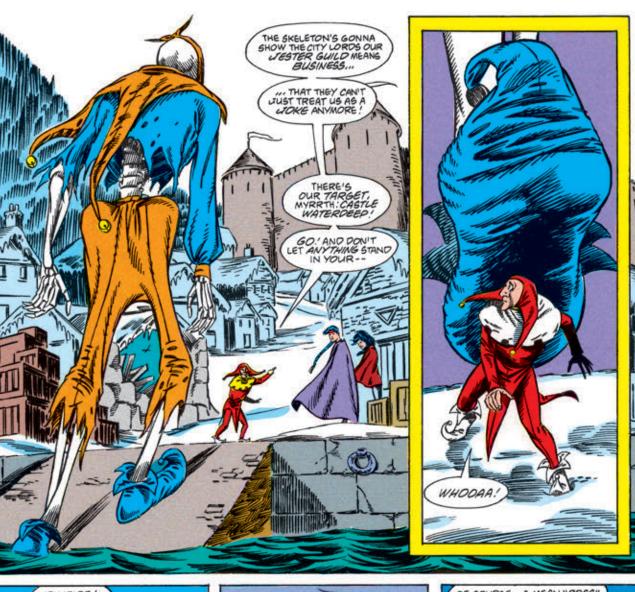












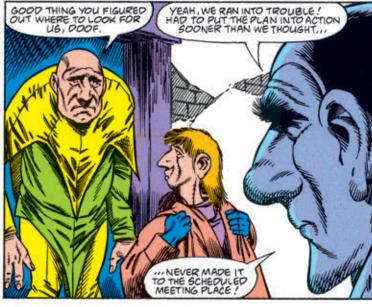




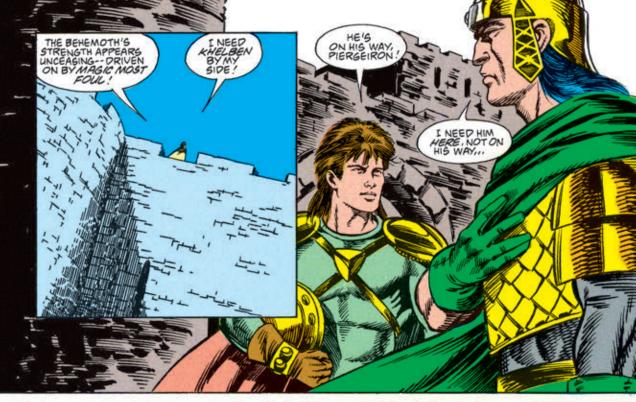




























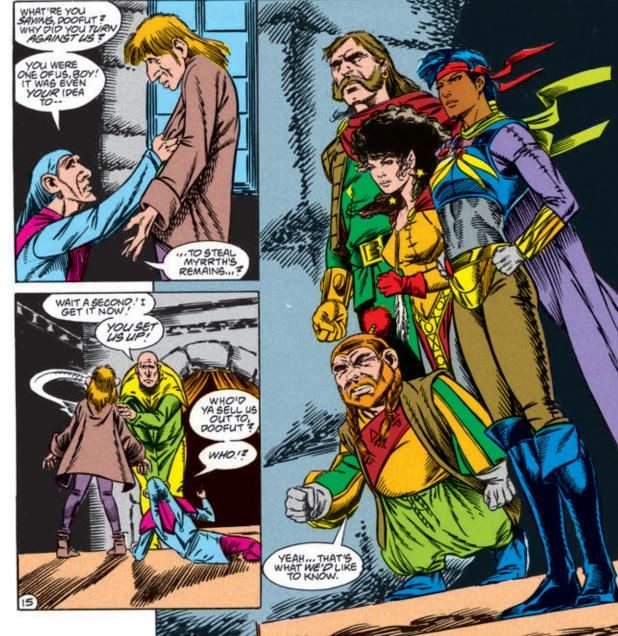












































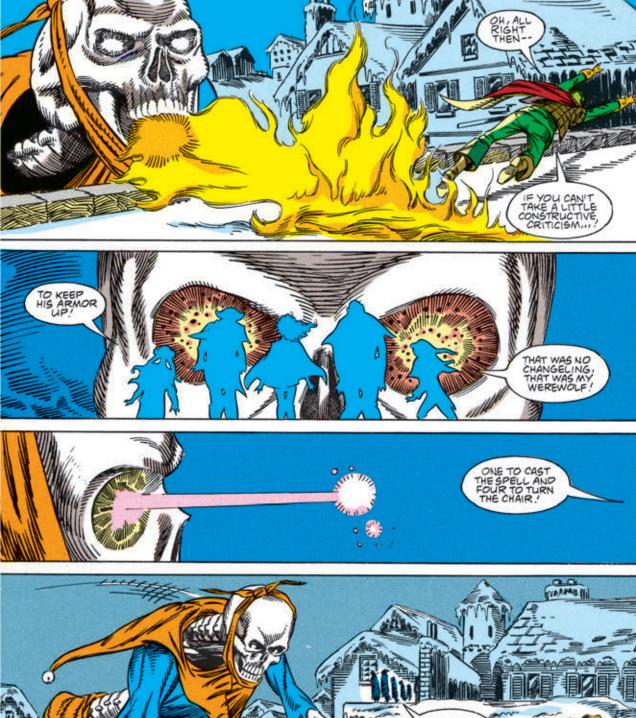










































Dungeons Dragons c o M I c

GAMING NOTES FOR AD&D #7
—By Jeff Grubb

Designer's Note: The following monster statistics are presented in the format of the AD&D Second Edition Monstrous Compendium. As future volumes of the AD&D Second Edition game are released, game information presented will conform to those rules.

SKELETAL COLOSSUS

CLIMATE/TERRAIN: Any FREQUENCY: Unique ORGANIZATION: Solitary ACTIVITY CYCLE: Any DIET: None INTELLIGENCE: Average (10) TREASURE: Nil ALIGNMENT: Neutral Chaotic REACTION: +10 NO. APPEARING: 1 MOVEMENT: 18 HIT DICE: 20 NO. OF ATTACKS: 1 DAMAGE/ATTACK: 3-30 SPECIAL ATTACKS: See below SPECIAL DEFENSES: See below MAGIC RESISTANCE: 100% SIZE: G (Gargantuan) MORALE: Does not check Morale XP: 31,000

CASTLE WATERDEEP

Waterdeep, the City of Splendors, has two castles within its confines. One is Peirgieron's Palace, the abode of Lord Peirgieron Paladinson of Waterdeep, the other is Castle Waterdeep. Castle Waterdeep is the headquarters of the Guard and the Watch, as well as a central meeting place for the assembled Lords of the City. A good analogy is to compare Peirgieron's Palace to the American White House in importance to the land, and the Castle to the Capitol Building.

The Castle itself is built on an eastern spur of Mount Waterdeep and commands a view of most of the City. Originally the Castle was at the northernmost edge of the settlement but, with the expansion of the city, it is now surrounded by town.

The Castle serves as a base for both Watch and Guard, and also as a base for adventurers who are "Guests of the City" (that is, the Lords wish to extend hospitality to them without letting them into the Palace). A number of city offices and bureaucracies have their offices in the Castle, and most of the paperwork of

dealing with licenses, fines, guilds, and civil suits takes place here.

The conical upper towers of Castle Waterdeep house internal catapults, which are used against large threats within and outside the city walls. The towers pivot on a central point to fire in any direction, and the stones have [accuracy] spells cast upon them to increase their chances of hitting the intended target. This feature, plus the presence of the Watch, the Guard, and such luminaries as Peirgieron Paladinson, Khelben Arunsun, and Caladorn makes the Castle more than just a seat of Civil government, but a fortress against enemy attacks.



The skeletal colossus of Waterdeep was created by a group of wizards belonging to the "Jesters' Guild" of that city. These magical jesters warped existing spells into humorous gag-lines to empower and activate the creature, using the bones of a deceased magical jester, Myrrth. Their intention was to set the creature loose on Waterdeep to call attention to their demands for full recognition as a guild of professionals.

As is often the case with new or modified magics, the colossus went on a rampage, bent on destroying as much of the city as possible. Further, the creature had an unintended malicious intelligence and free will that caused it to rebel against its former masters. Sages argue that this may be a logical consequence of amateurs meddling in the unknown, or the subliminal desire of jesters to fail (as failure is often funnier than success).

In any event, the skeletal colossus rampaged through the city until it was deactivated by the reverse of the spell that brought it into being.

The skeletal colossus was 35' in height, and appeared as a giant skeleton with glowing eyes. The spells used in the colossus' creation provided it with the following abilities:

Withering Gaze (as the Staff of Withering), 60' range to all within a 20'

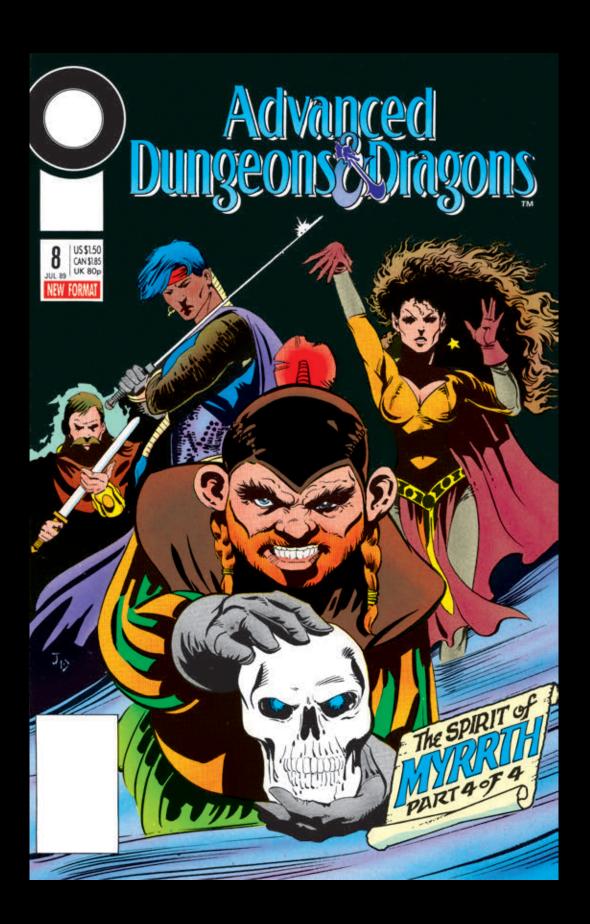
Ice Breath, in a 60' by 20' cone, for 2-12 points of damage.

Flame Breath, exhaling a gout of fire 30' long by 5' wide, for 9 six-sided die of damage. A saving throw against breath weapon negates this effect. The flame breath was used primarily against close targets.

The skeletal colossus could not be affected by any magic other than the spells that brought it into existence. Reversing these "activating spells" will cause the colossus to deactivate and return to its original size and inanimate state. The colossus is immune to fire and water-based attacks, but can be affected by normal weapons. Bludgeoning weapons (including catapult stones and crates) inflict full damage, but sharp weapons (including arrows) inflict half damage.

The skeletal colossus of Waterdeep was defeated by the combined forces of the Guard, Watch, Lord Peirgieron, Khelben Arunsun, and a band of hardy adventurers. The Master Mage Khelben has declared that the effects of the jesters' spells were localized phenomena that worked because the Jesters used a jester's bones. The effect, says Khelben, should not be easily repeated; however, mages from Amn to Thay have all noted the effects and are likely to be pursuing their own research into creating such magical colossi.







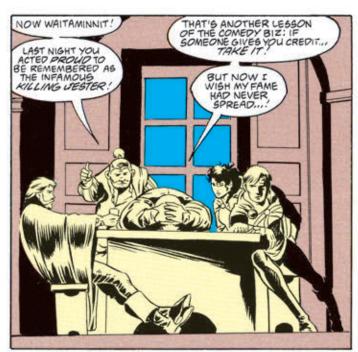


































































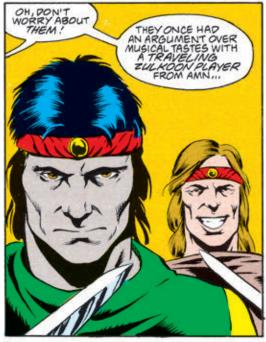






















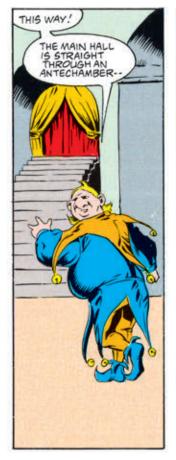














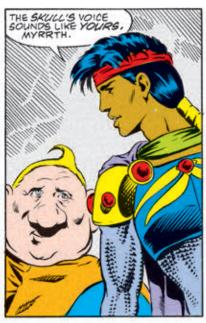
















































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DUNGEONS DRAGONS CLASSICS

An ancient evil rises and once again threatens the Realms, and only a motley band of adventurers can stop it.

A surly dwarven warrior and his benevolent centaur companion, a gladiator who survived the arena, a fallen paladin, and a timid half-elf must somehow find a way to work together if the Realms are going to survive the coming darkness.

This action-packed volume collects for the first time the fan-favorite series by writer Michael Fleisher (Jonah Hex) and Dan Mishkin (Blue Devil), and artist Jan Duursema (Star Wars: Legacy).







