

DUNGEONS DRAGONS CLASSICS

Advanced Dungeons & Dragons #19–26

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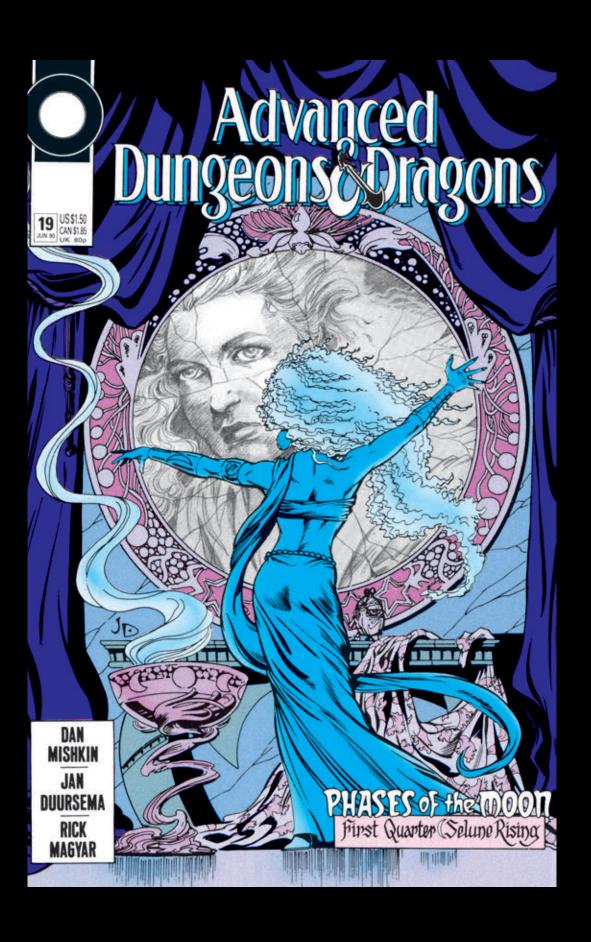
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I WISH I COULD FIND THE SOURCE OF THE PROBLEM. MAYBE THEN I COULD REALLY DO SOMETHING ABOUT IT.























































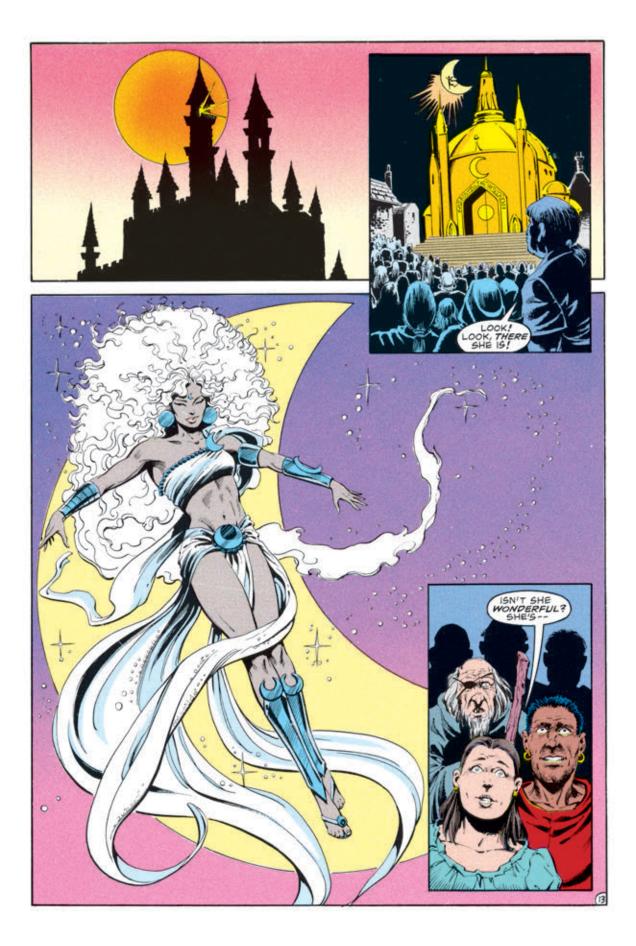
















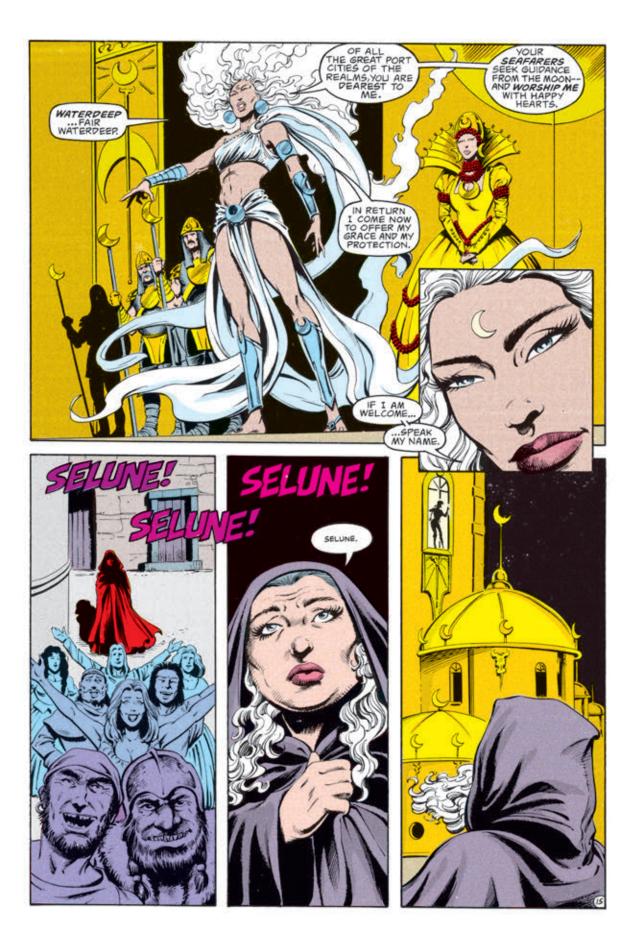


































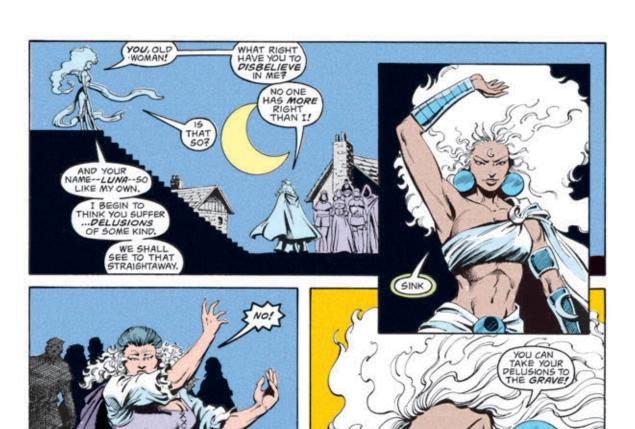








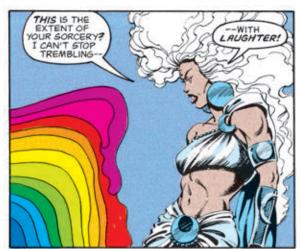






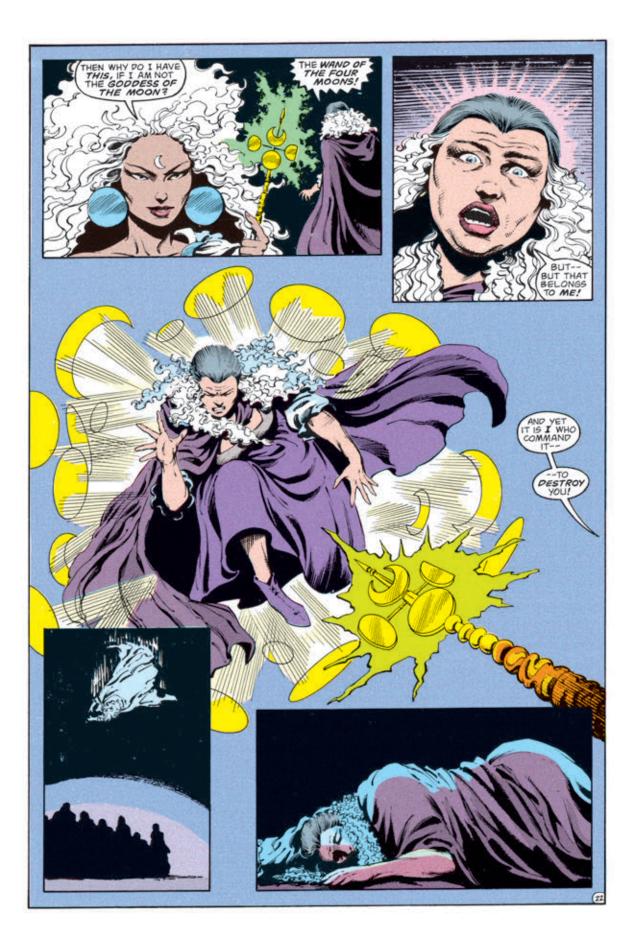


































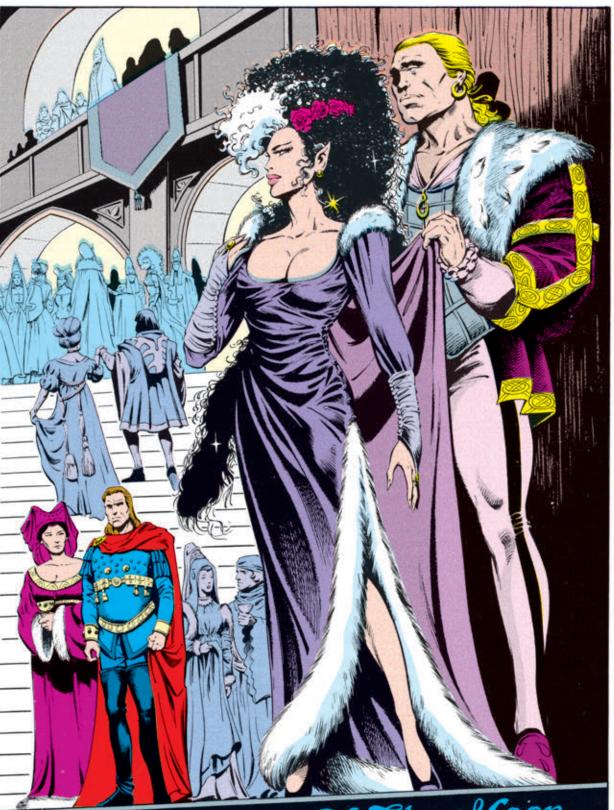










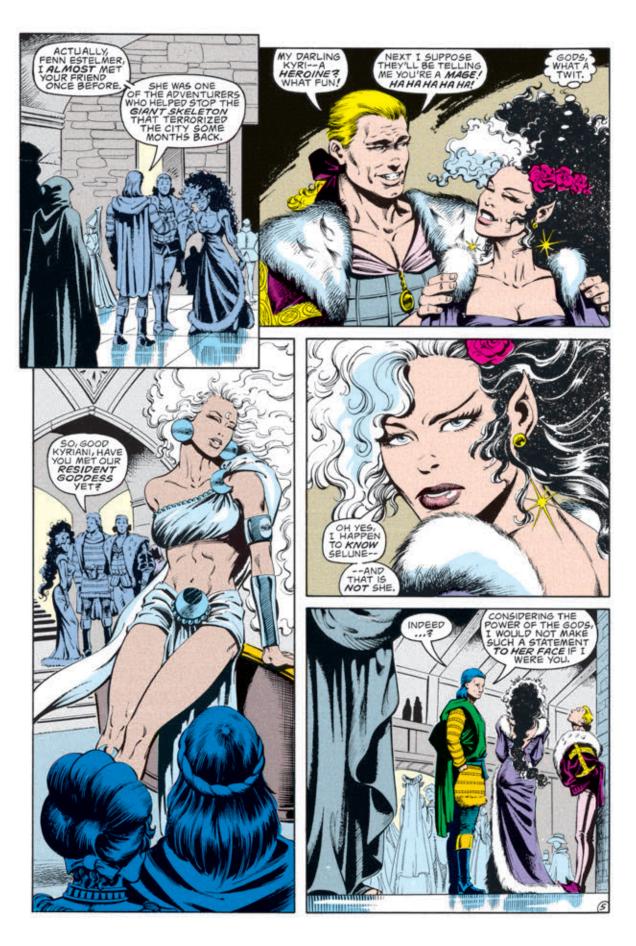


Second Quarter: Dark Of The Moon





















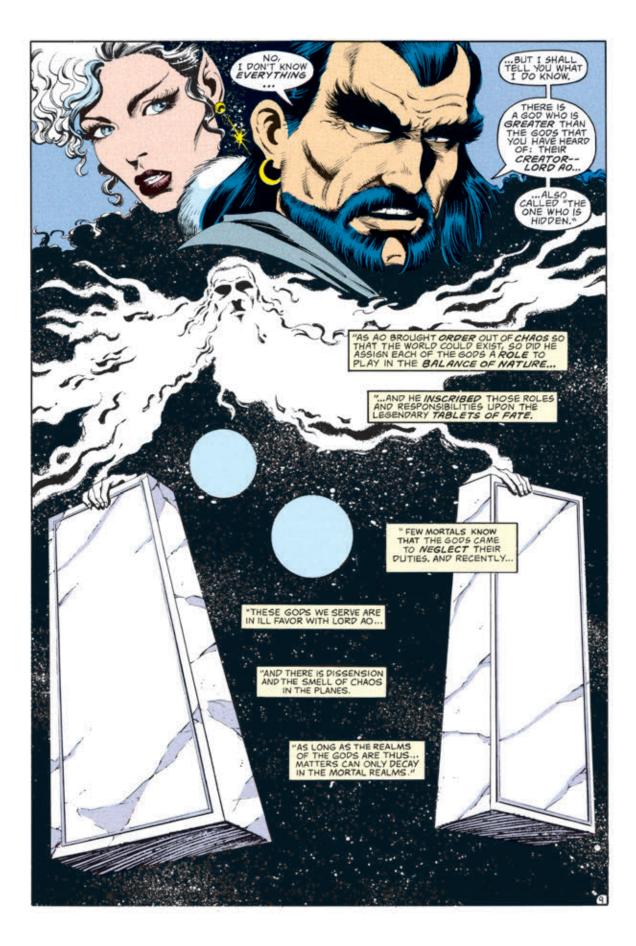






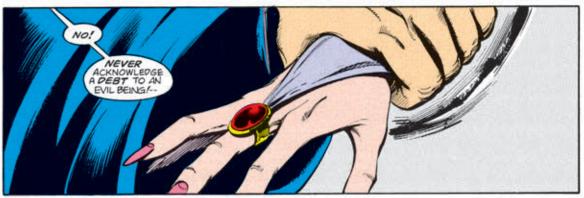




































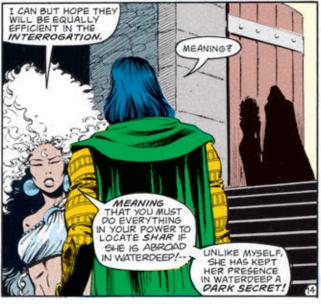
























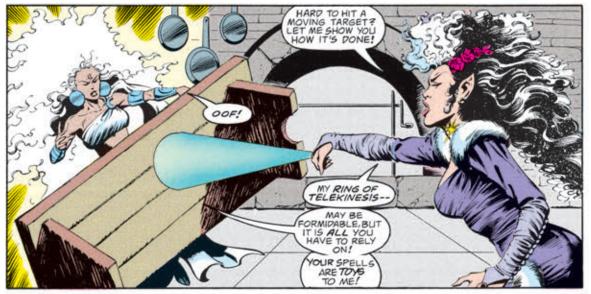














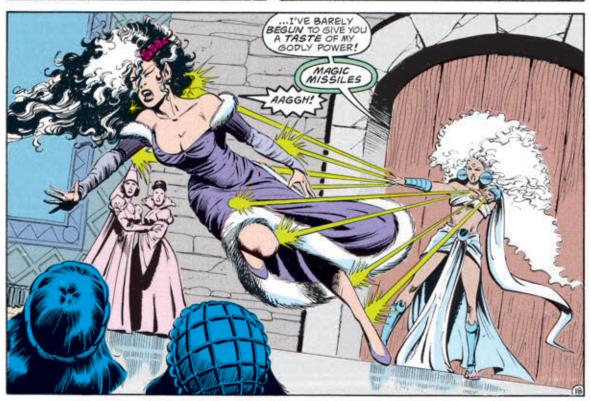






















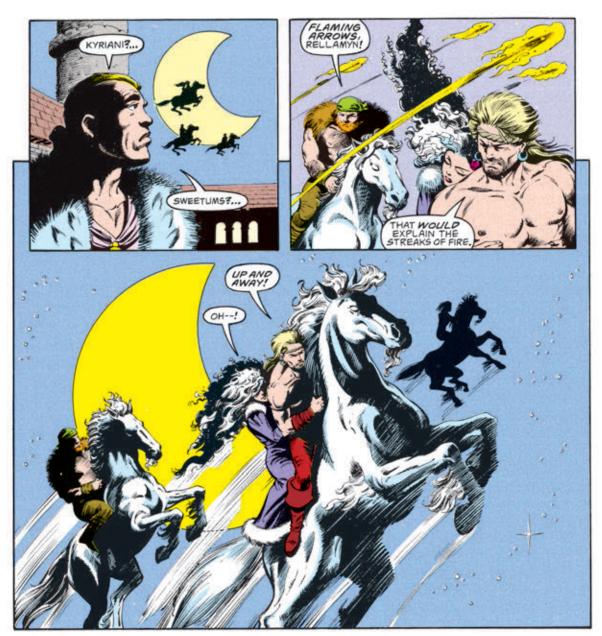




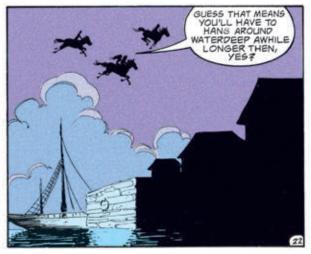


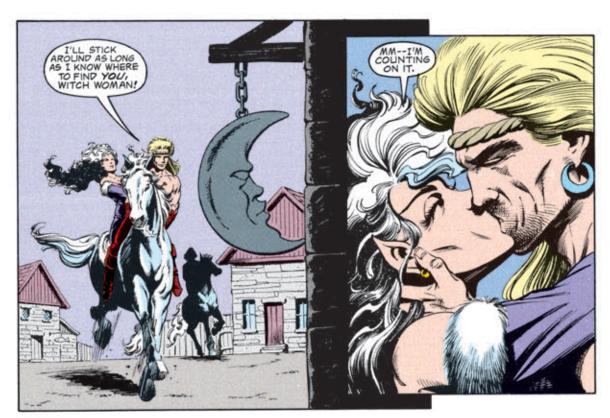






























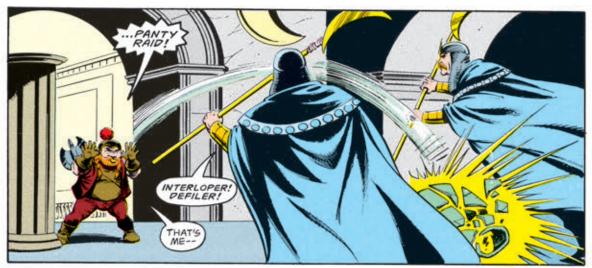




















































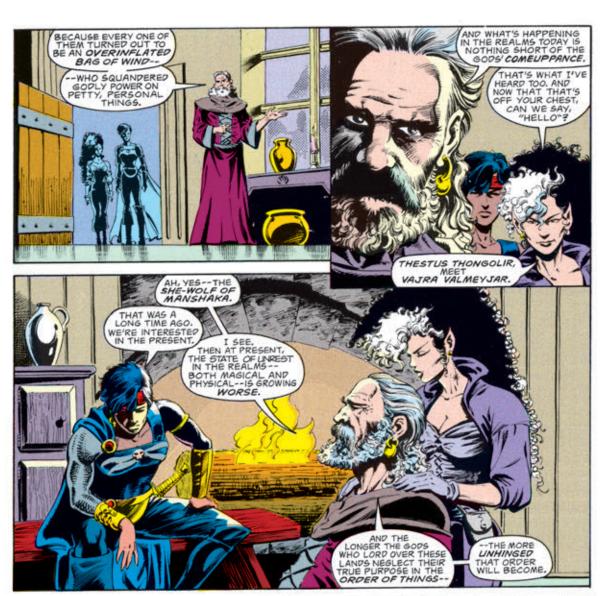
















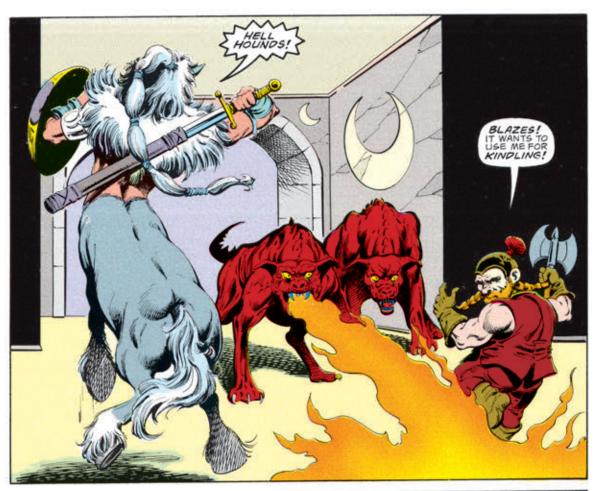


























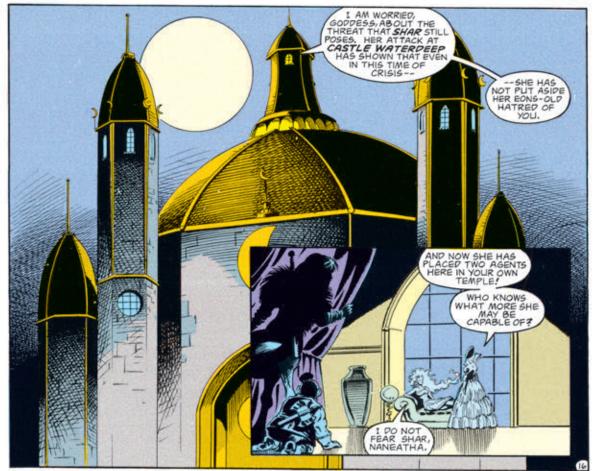






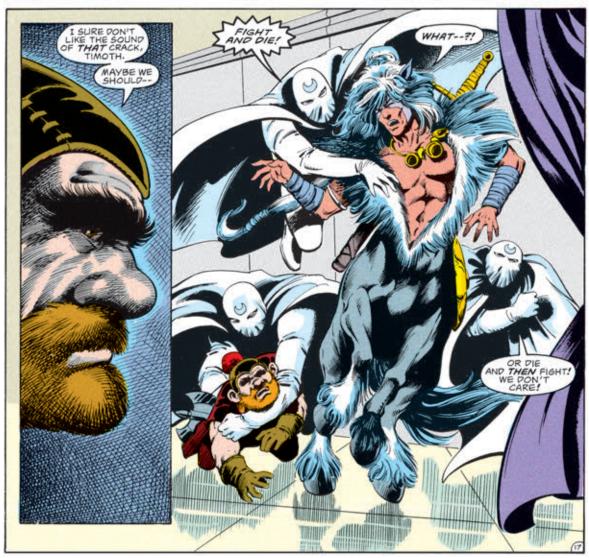














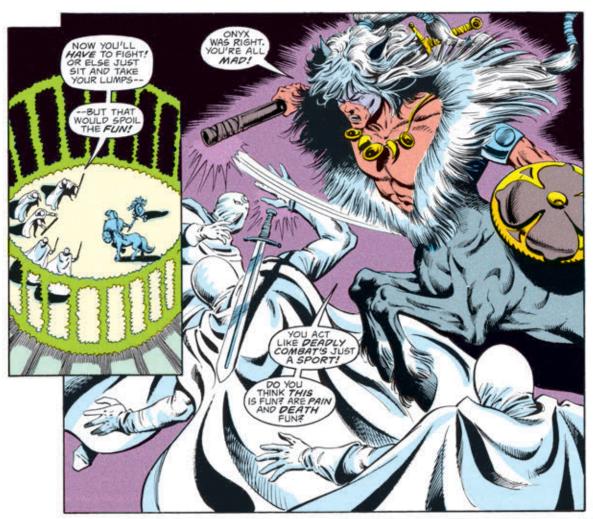




























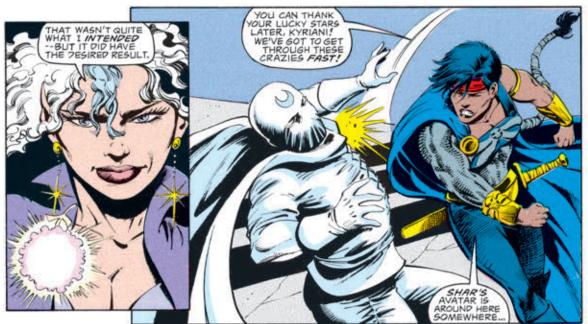
















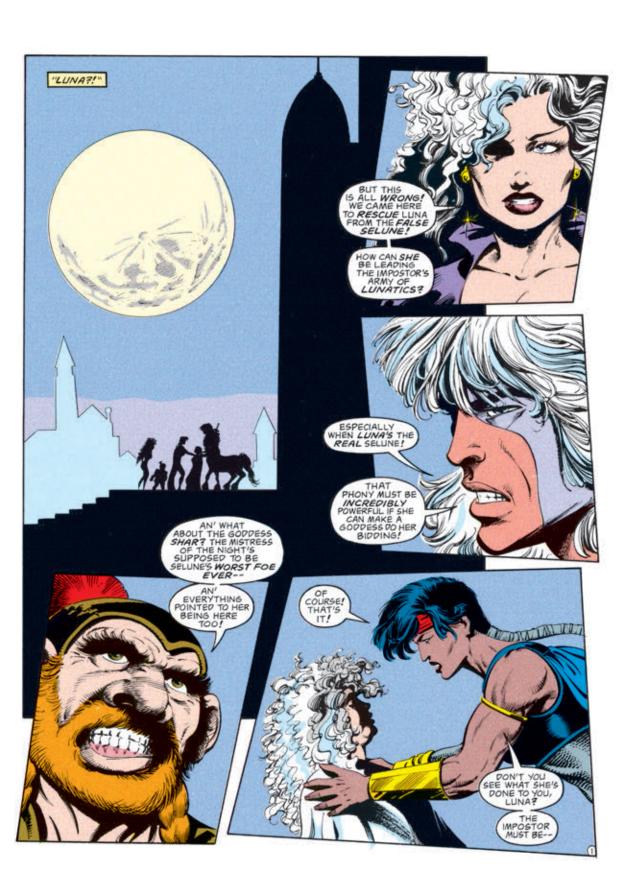






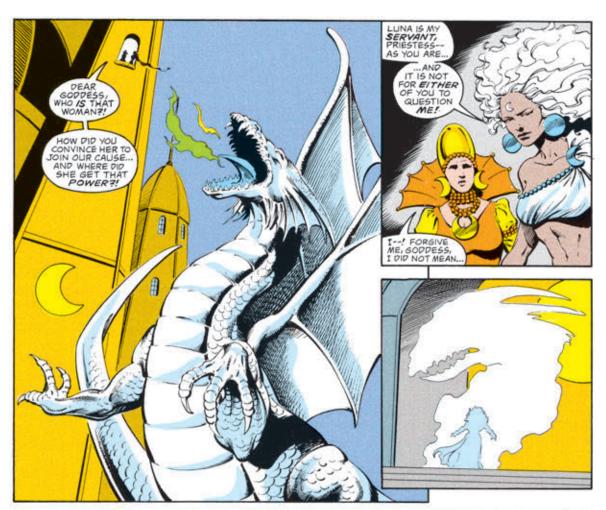










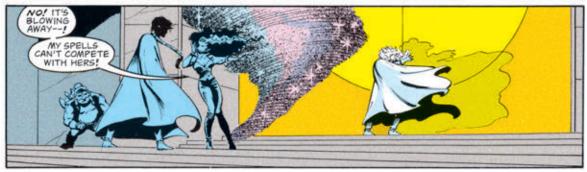










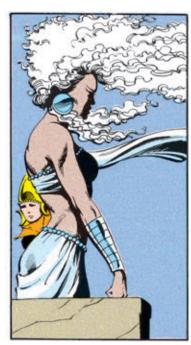














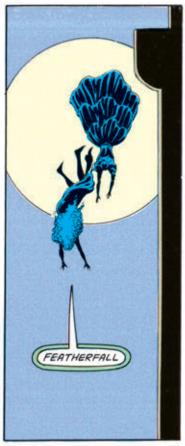
































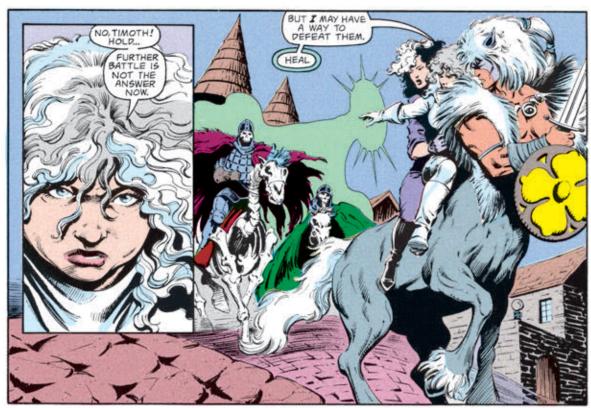
























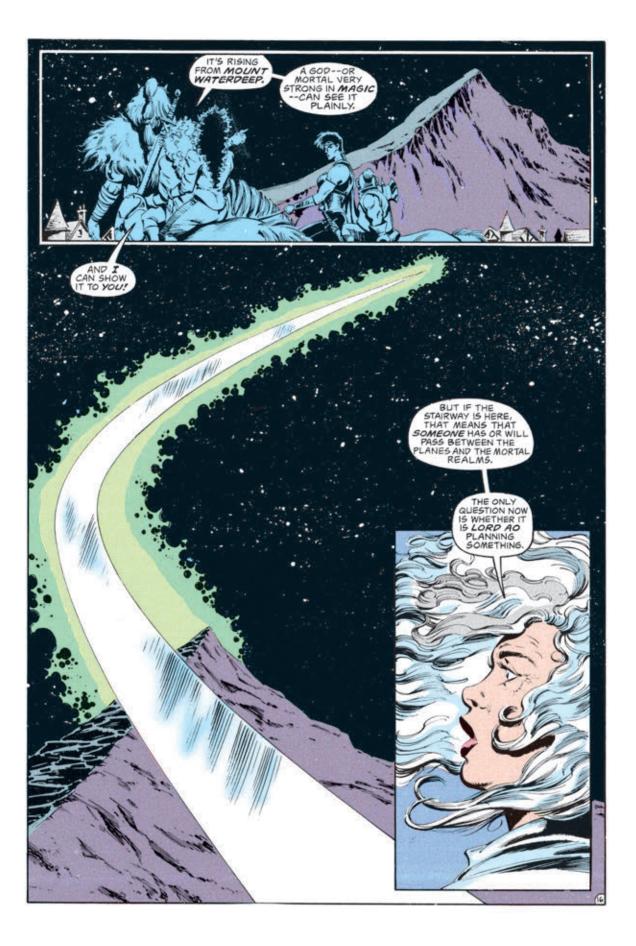


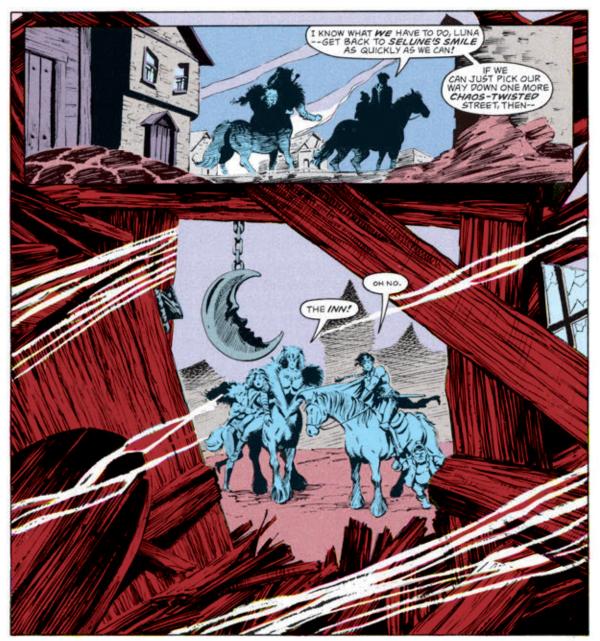






















































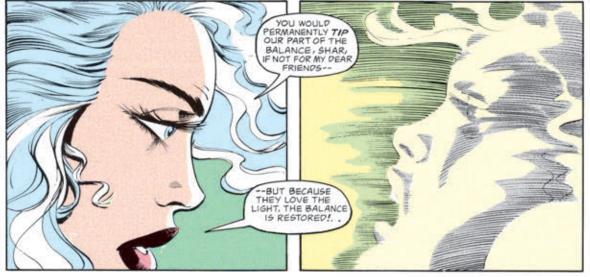


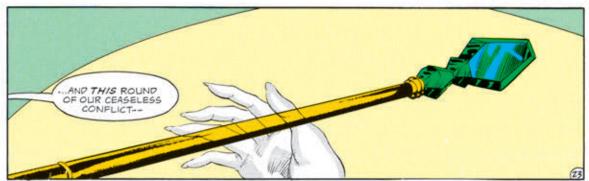


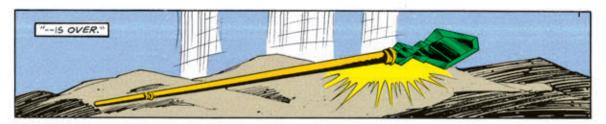












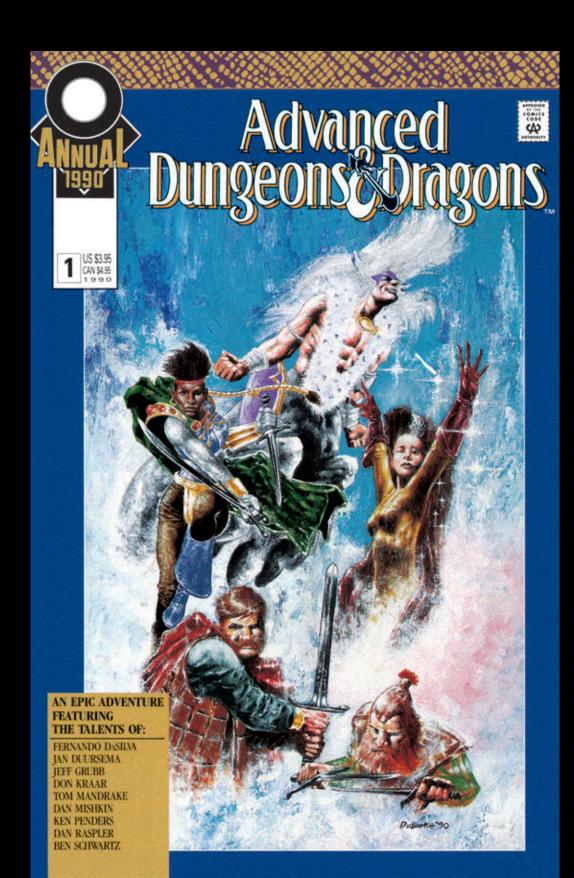








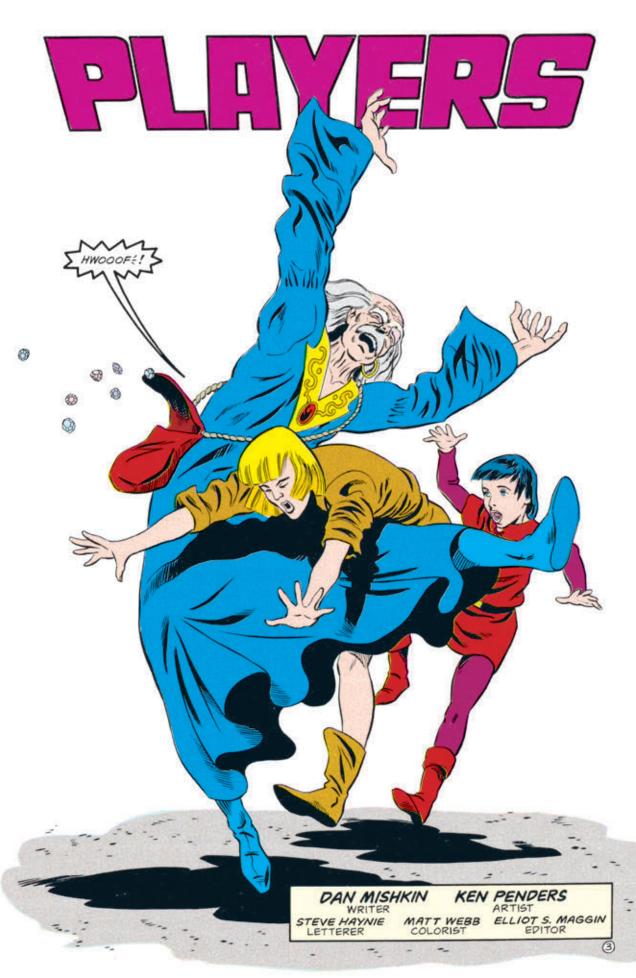


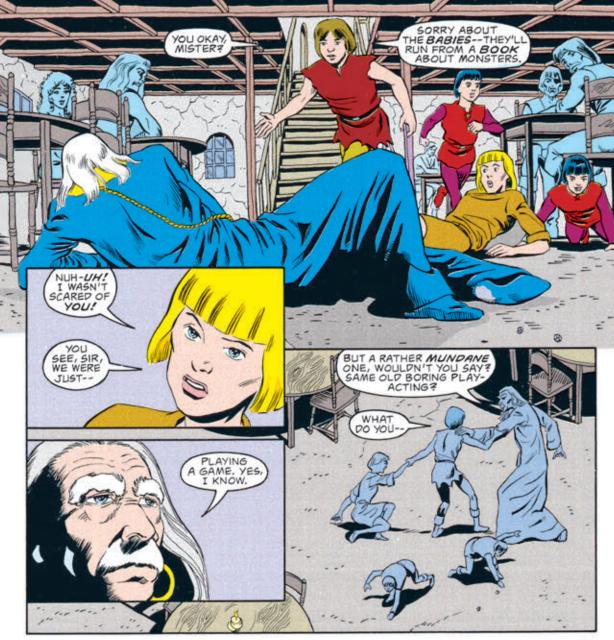






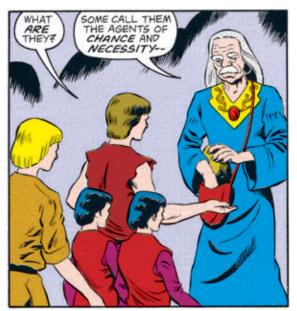






























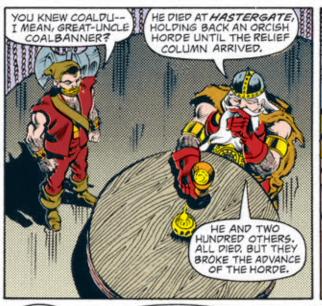


















THEM BECAUSE THE DWARVEN RACE IS DYING! WE GRUB FOR OUR METALS AND FIGHT TO THE DEATH TO KEEP 0000 (2) (2) (2) WHAT IS OURS AND THEN GO LOOKING FOR MORE. WE'RE EGENDARY FIGURES, BU' HAVE PAID IN BLOOD. THERE ARE FEWER OF US EACH PASSING WINTER











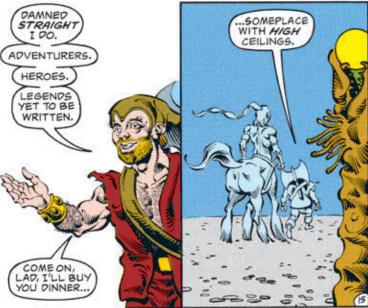






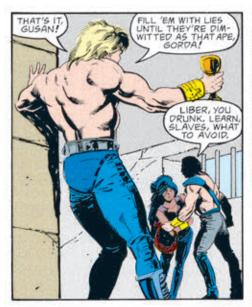




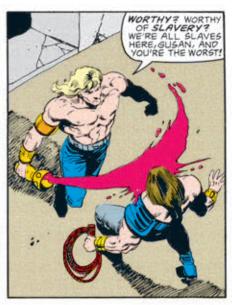


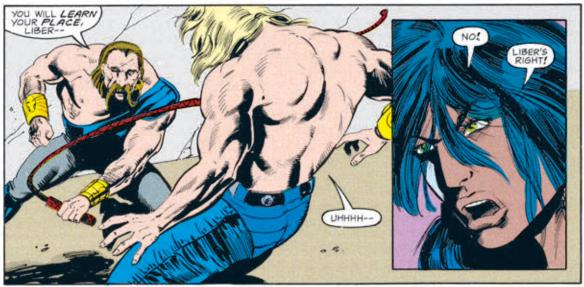








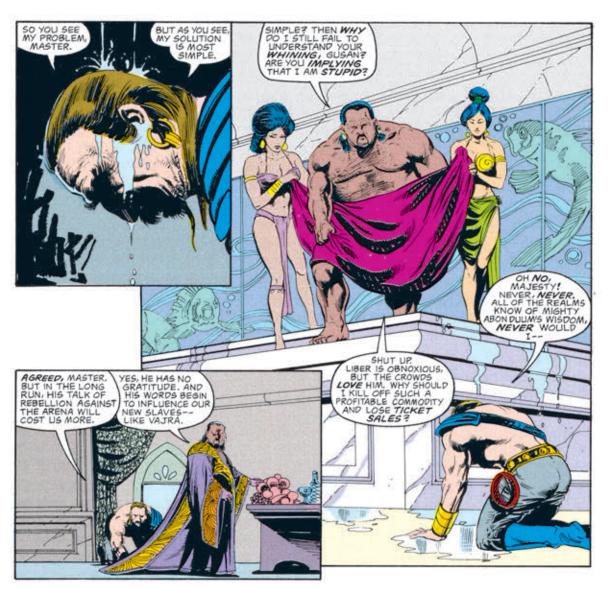


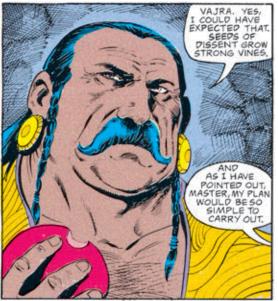




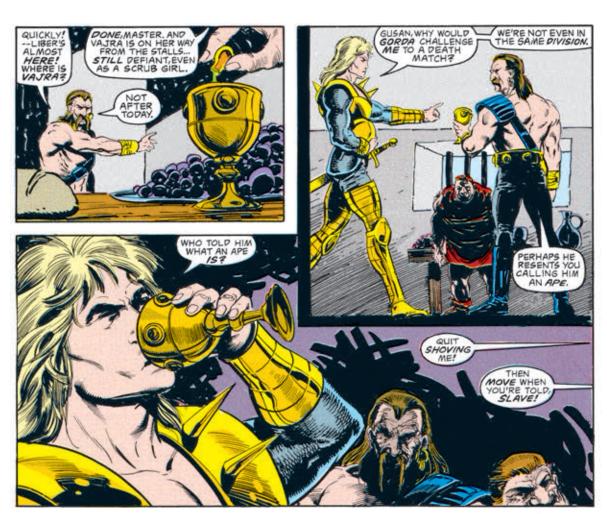




























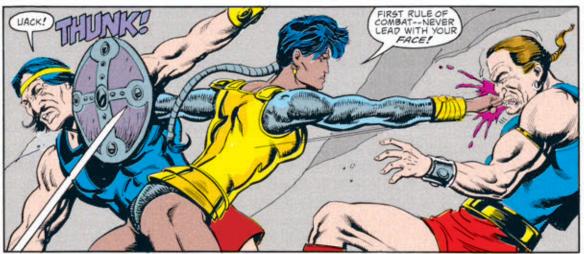






















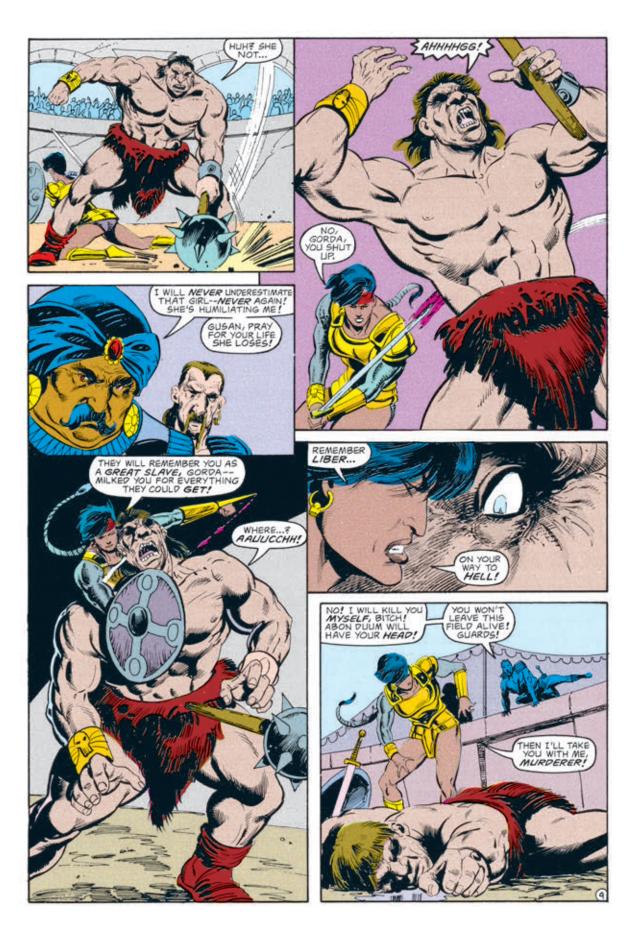














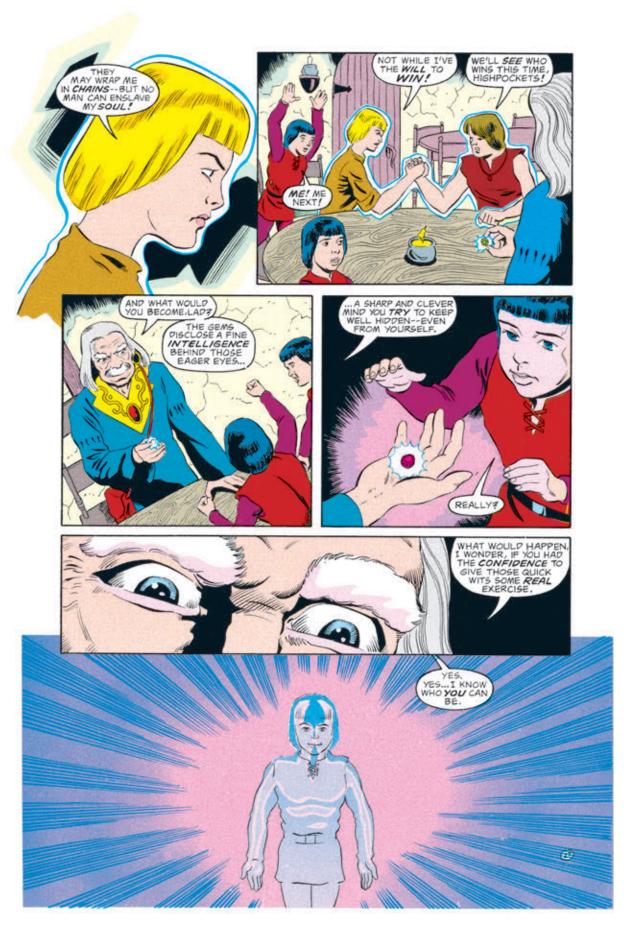










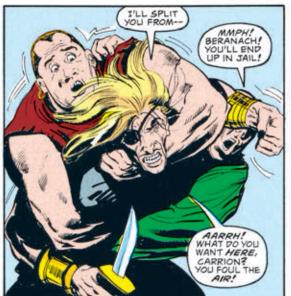




























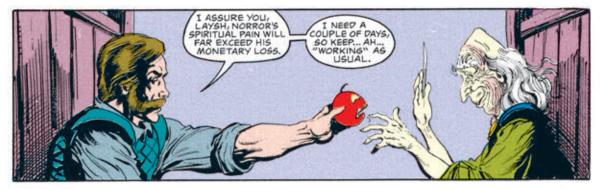
























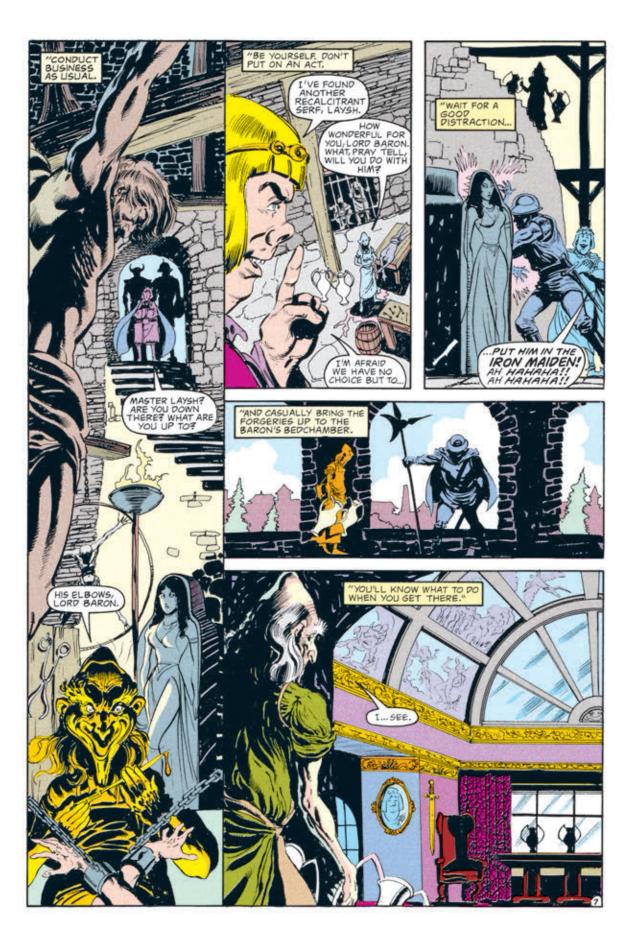












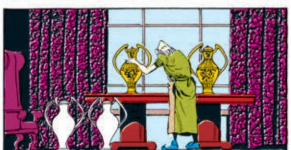
















































































GAMBLING ISN'T EXACTLY FRAUGHT WITH DANSER, BUT YOU SHOULD CHOOSE YOUR OPPONENTS CAREFULLY.

> FIND PLAYERS WITH WHOM YOU ARE EQUALLY MATCHED...

...PLAYERS WHO PRESENT A CHALLENGE TO YOUR SUCCESS...

...THEN AVOID THEM.































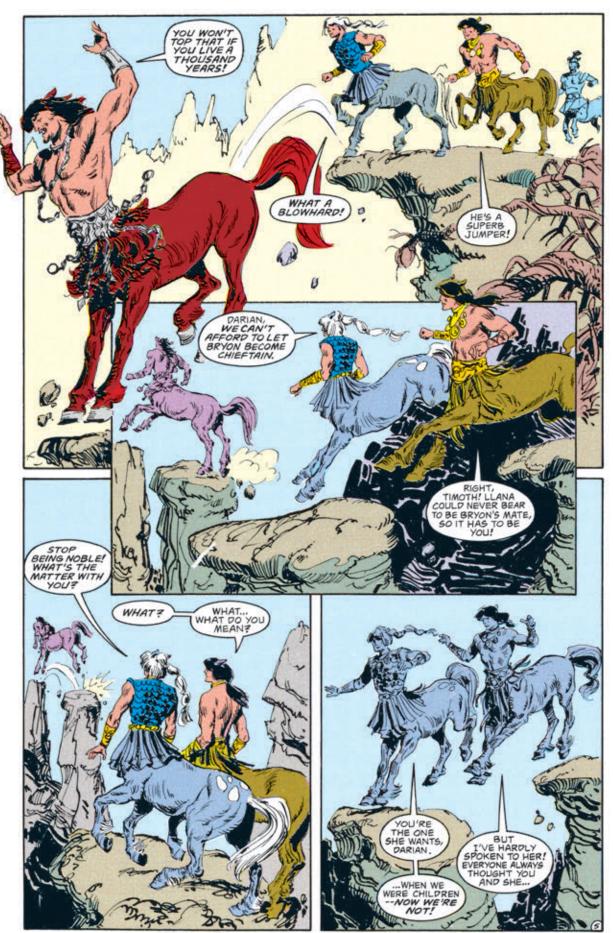








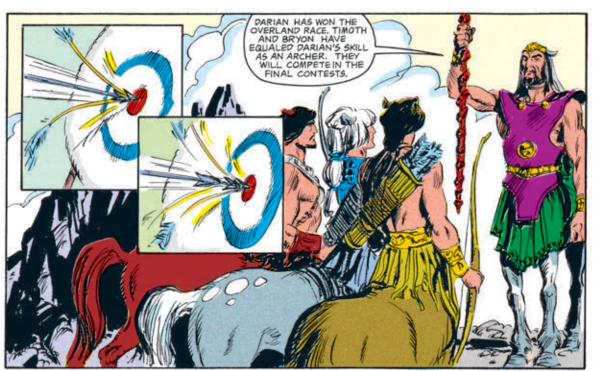










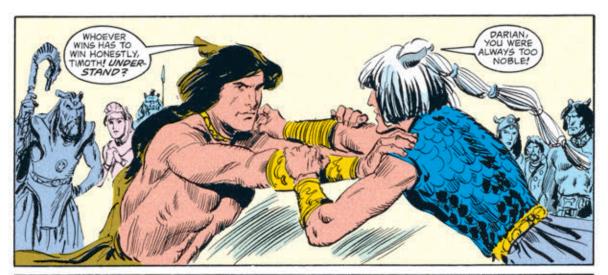






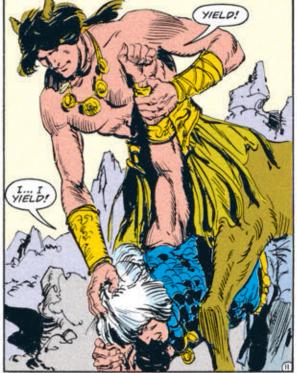














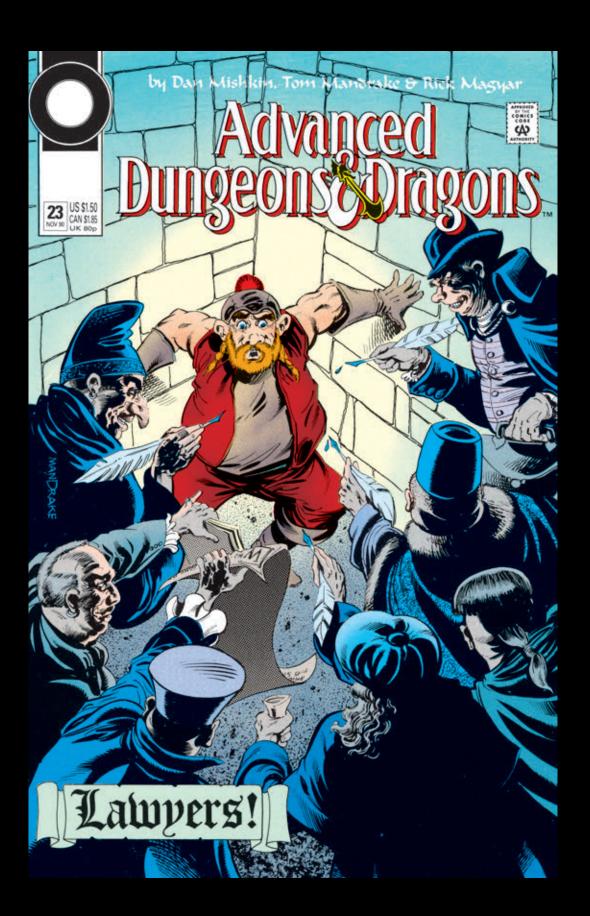


















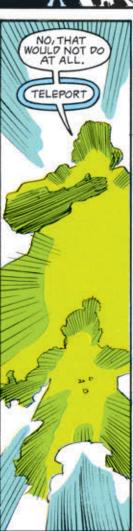










































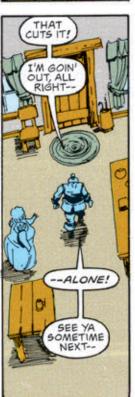
















SHOULDA TOLD WOMEN THE SECRET OF FIRE.

















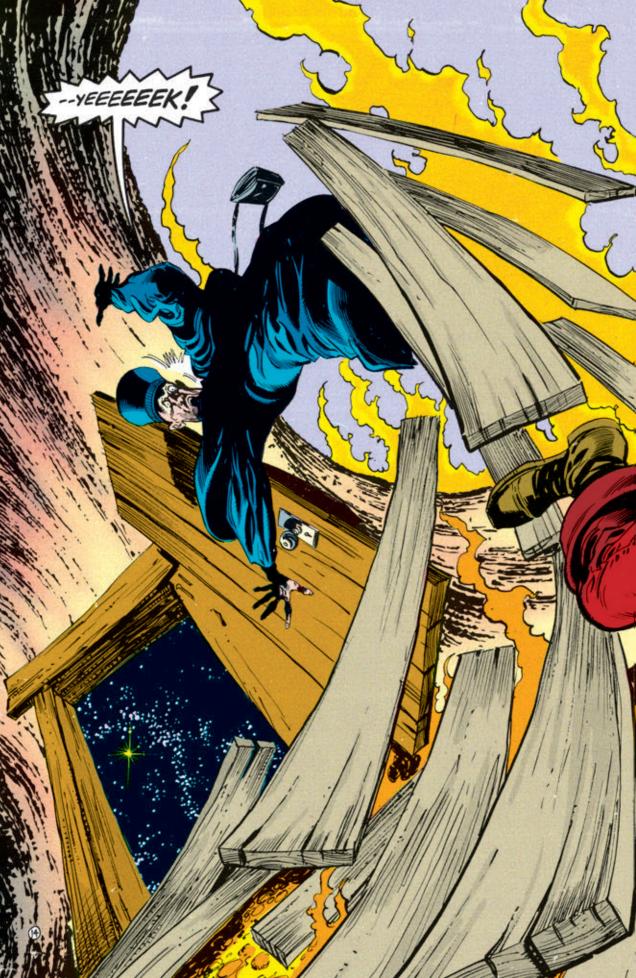


























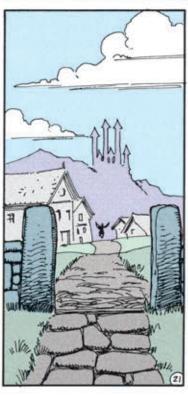


































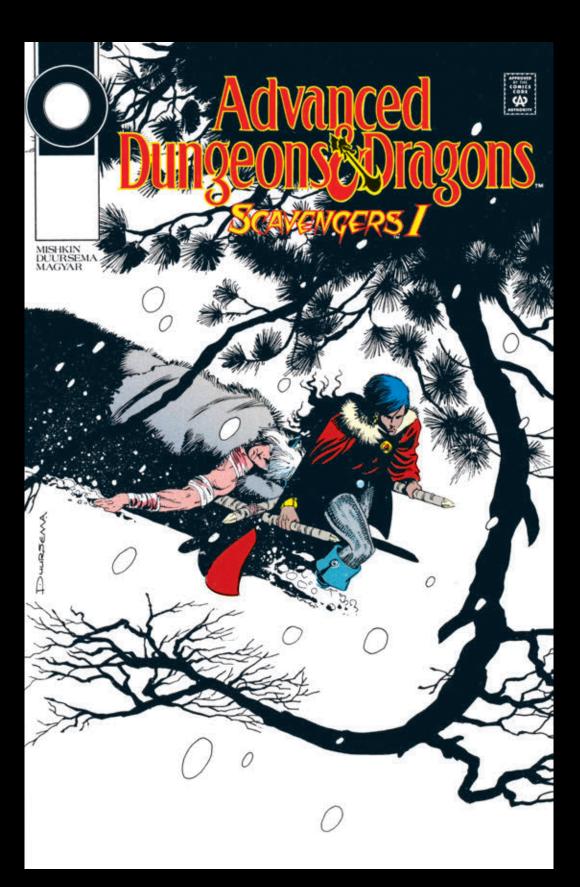








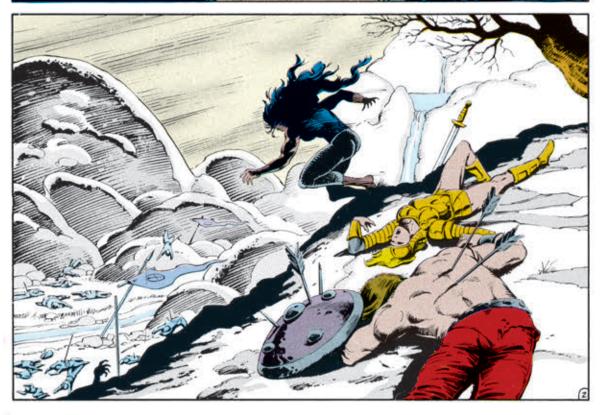




















































































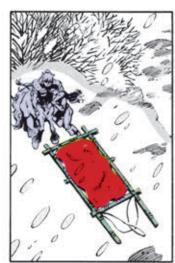


















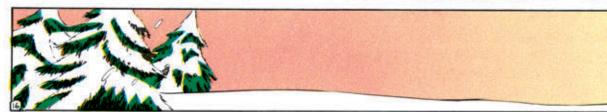


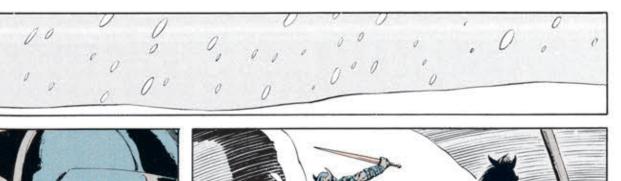
















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NEVER THOUGHT THAT WHEN WE HIRE OUT OUR SWORDS--

TO A PRINCE WHO
CLAIMED THE THRONE
THAT'S HIS BY RIGHTS
HAP BEEN
USURPED--





































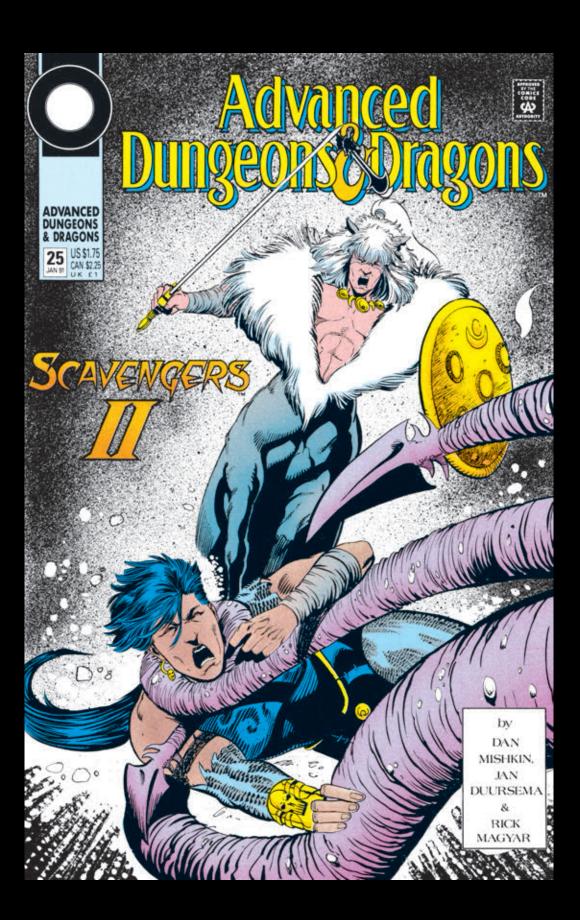




































































































































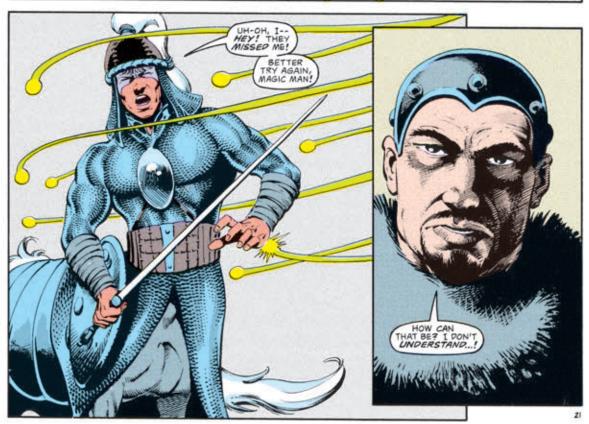




















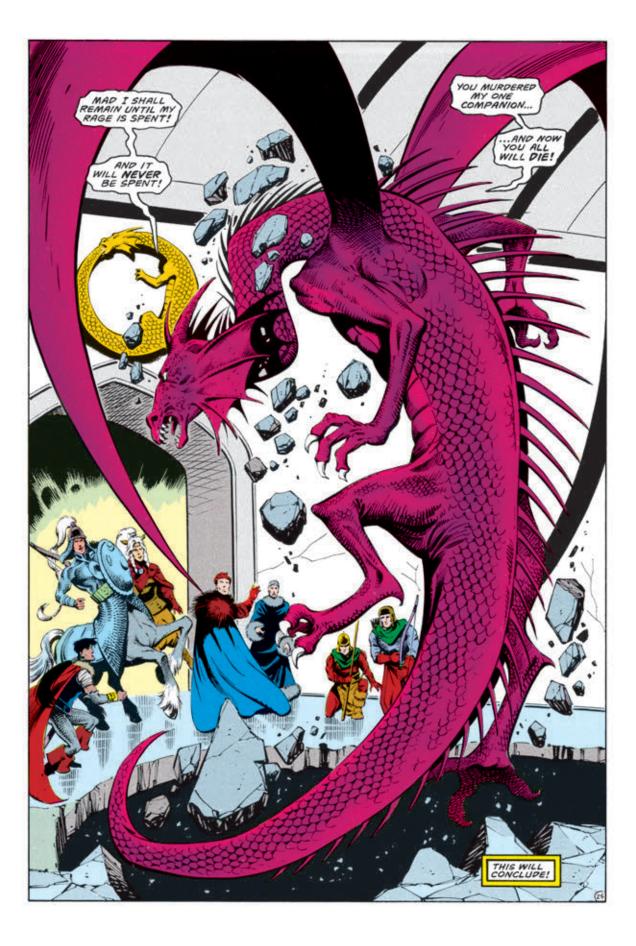




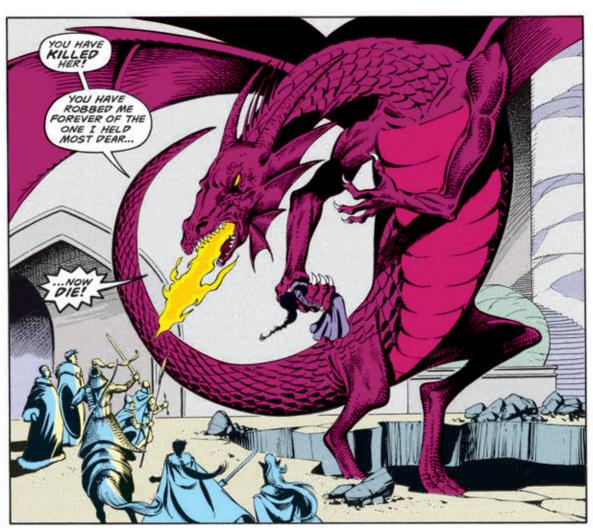




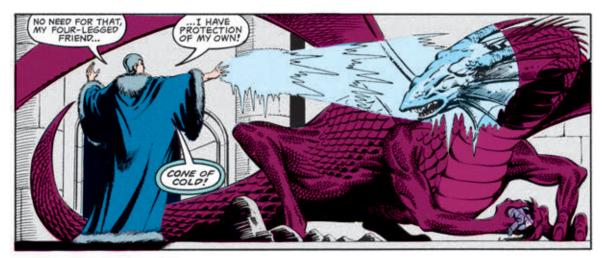






























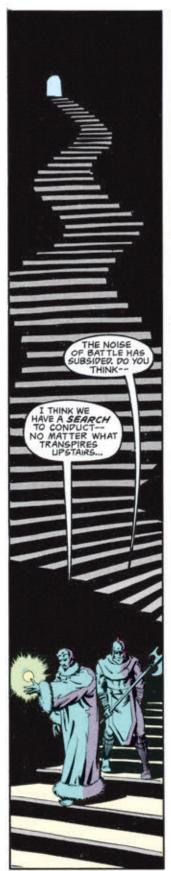












































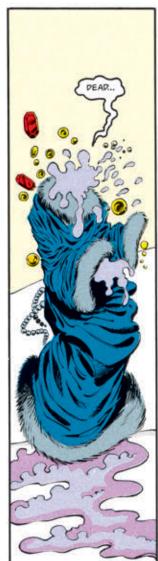






































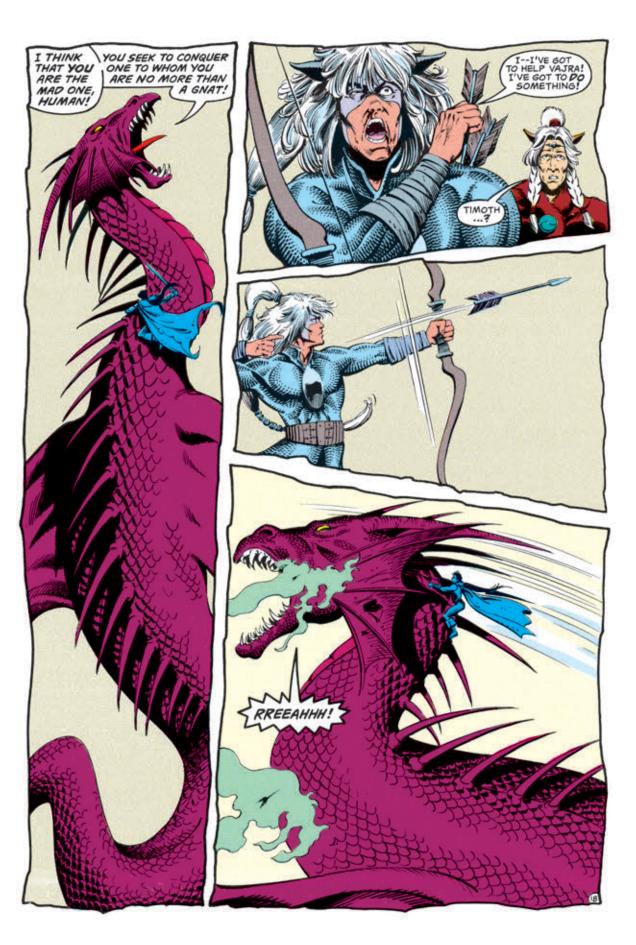
LET NO
ONE TOUCH
THE GEM OF
POWER! LET
NONE COME
NEAR!



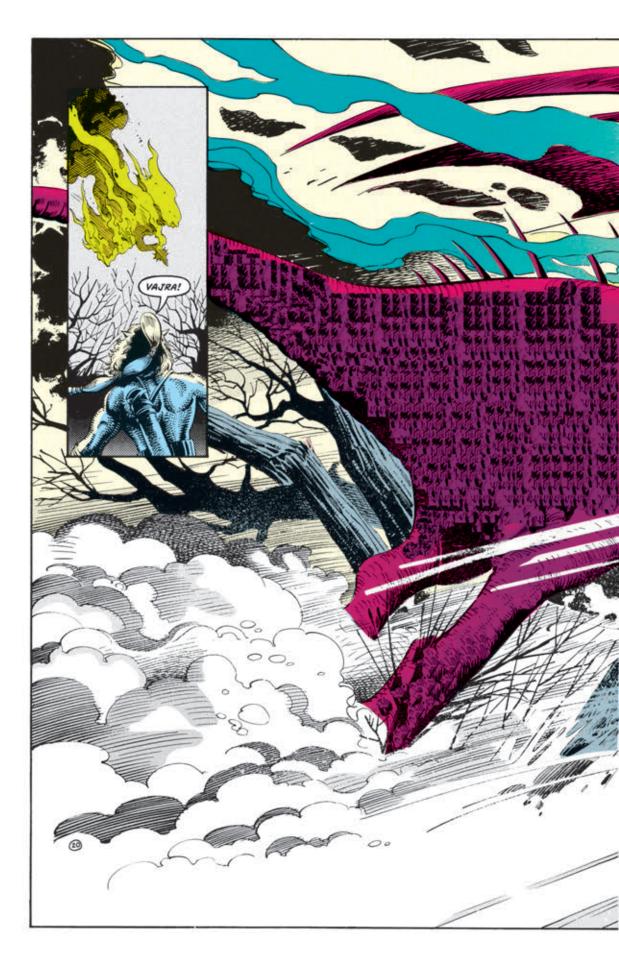


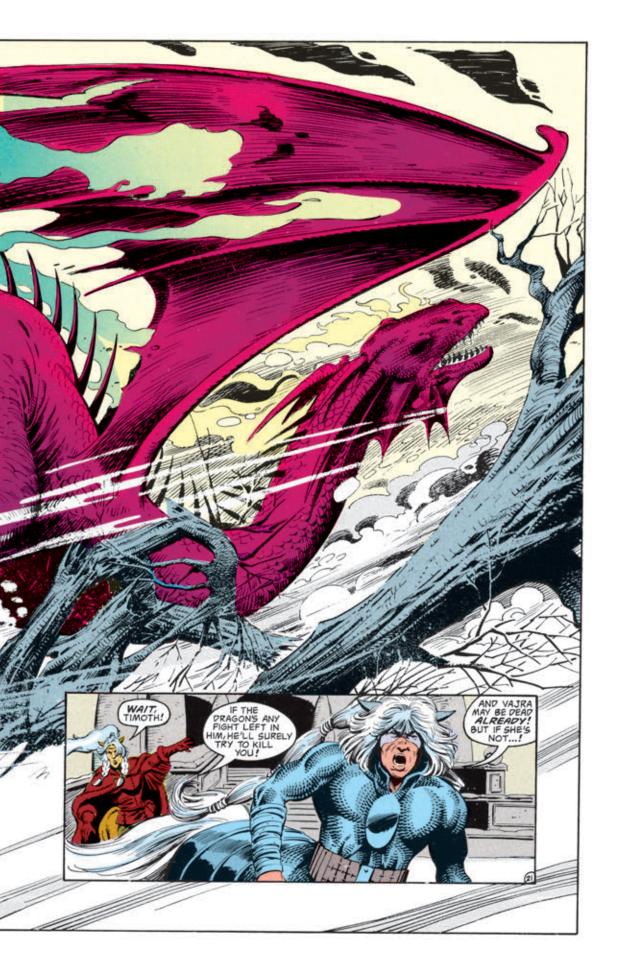










































DUNGEONS DRAGONS CLASSICS

It is "The Time of Troubles" and Gods now walk among the mortals of the Forgotten Realms. *Dungeons & Dragons Classics*, Vol. 3 includes the four-part story "Phases of the Moon" where Selune, Goddess of the Moon, arrives in Waterdeep, the one issue "Lawyers" involving Onyx the dwarf, and the three-part story "Scavengers" which recounts the quest of Timoth the Centaur and Vajra against a fire-breathing dragon.

The adventures of Advanced Dungeons & Dragons continue with issues #19–26 and the 1990 Annual #1.







