

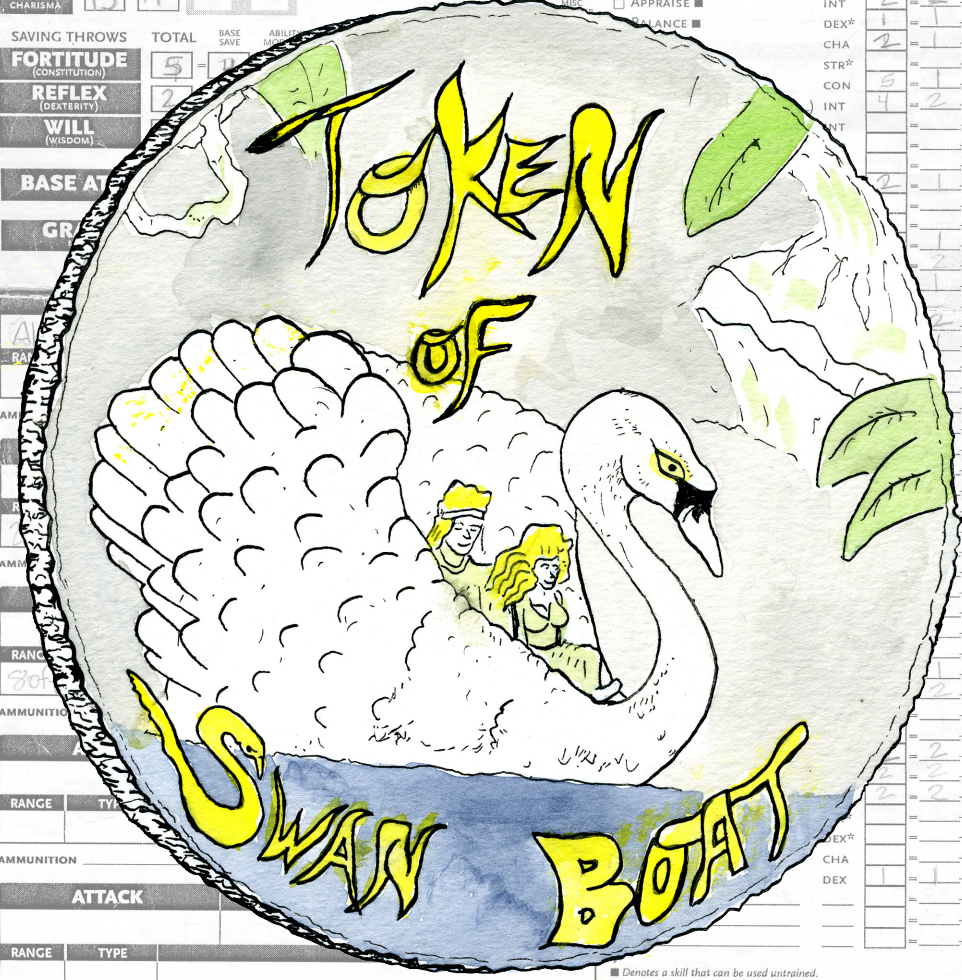
blue skies above us #2

Character Name: Circocco Micromender Player: Ryan GTG
 Class and Level: cleric -3 Race: gnome Neutral Good Carl



comics and drawings

The Dungeons & Dragons issue.



ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	HIT POINTS	AC	INITIATIVE MODIFIER	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MAX RANKS (CLASS/CROSS-CLASS)
STR STRENGTH	10	0			12	17	1		INT	2	2	2	2
DEX DEXTERITY	13	+3			12	17	1		DEX*	1	1	1	1
CON CONSTITUTION	12	+2			12	17	1		CHA	2	1	1	1
INT INTELLIGENCE	14	+4			12	17	1		STR*	5	1	4	4
WIS WISDOM	16	+6			12	17	1		CON	4	2	2	2
CHA CHARISMA	13	+3			12	17	1		INT	2	2	2	2
SAVING THROWS										TOTAL		BASE SAVE	
FORTITUDE (CONSTITUTION)										5		10	
REFLEX (DEXTERITY)										2		7	
WILL (WISDOM)										2		8	
BASE ATTACK										2		7	
GRAND TOTAL										2		7	
RANGE										2		7	
TYPE										2		7	
AMMUNITION										2		7	
ATTACK										2		7	
RANGE										2		7	
TYPE										2		7	
AMMUNITION										2		7	

* Denotes a skill that can be used untrained.
 □ Mark this box with an X if the skill is a class skill for the character.
 * Armor check penalty, if any, applies. (Double penalty for Swim.)

blue skies above us #1 contained misc. short "real life-like" comic strips. That was then, this is now. This one is all about the fantastic world of dungeons and dragons. I've been playing for a little over a year, with a core group (6 players, 1 DM). We play every other week in the living rooms of players' homes. While playing, we eat cheap pizza, listen to good tunes, eat strawberries, and drink frosty mugs of ale. It's a fun activity, but it also takes work.

I have been DMing some recently, and the Token of Swan Boat, on the cover, is an item the group recently obtained. When used, it will conjure a really big swan boat, which will carry the group across waters.

During the past year, I've drawn a bunch of dnd-themed things. Here are many of them, all in one handy collection. One long comic, character drawings, scene sketches, etc.

blue skies above us #3 is basically ready to be completed. It will be more in the vein of #1 - misc. comics.

Check out my comics blog at: blueskiesabove.us/toons
email me at: master.cob@gmail.com
Made in Portland, OR. 2010. Thanks for reading. Ryan.



First off, here's a comic depicting one of our adventures. It takes place on a boat we hopped aboard, on a river.

The Adventure
of Buckaroo Benson
on The Lonely Turtle
in The
Winding Waters



TREMBLE
TREMBLE



WHAT HO?
MAY I SIT?



Hmm...



SAY,
YOU LOOK LIKE A
FARMER.
LIKE ME!

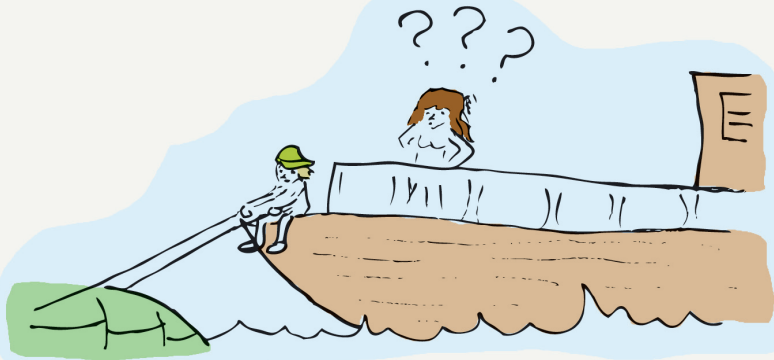
HMM. I'M NOT A
FARMER.



...NOT ANYMORE.



MEANWHILE...
ABOVE DECK.





EXCUSE ME!
BUT WHAT THE HELL
ARE YOU DOING TO THAT
TURTLE??



AND WHY'S IT
SO HUMONGOUS?!

THIS IS
SHELLY.



SHE IS
MY FRIEND.

YEAH?
THEN WHY ARE YOU
TORTURING HER?!



UM...



TAP
TAP

... You MUST BE A RANGER, THEN...?



THAT'S RIGHT! I'M A FRIEND OF ALL ANIMALS. AND I FIGHT < INJUSTICE, AND WHAT YOU'RE DOING HERE IS JUST WRONG! AND —



IF YOU MUST KNOW. SOME Lousy WIZARD BOTCHED A REDUCE ANIMAL SPELL, AND IT EXPANDED SHELLY TO 60 FT.



LONG. SHE HAS SO MUCH TROUBLE FEEDING HERSELF NOW, SO WE

STARTED WORKING FOR THIS SHIP CAPTAIN, WHO ALSO HAPPENS TO BE A GREAT CHEF, AND —



BUT LOOK AT HER SUFFERING! SHE HATES IT, AND SHE IS SO TRAPPED... AND, AND THIS IS WRONG AND SHE SHOULD BE FREEEEEE!



NO.

IT'S REALLY NOT THAT BAD. SHE GETS FED, AND PULLING THIS BOAT IS PRETTY EASY FOR HER...

I'M GOING TO GO HUG HER!!





SHELLY!
I AM
HERE!!



IT'S OKAY, SHELLY.
IT'S OKAY.



YOU'RE SAFE NOW...
WITH ME.



LATER THAT DAY, IN THE EVENING...

TRYING TO SLEEP...



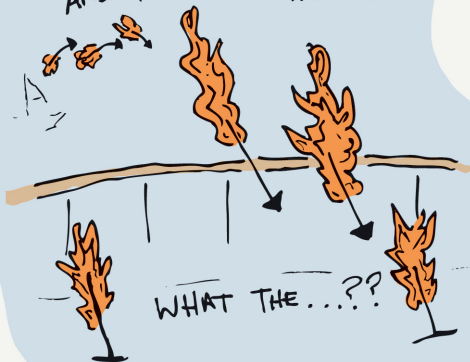
BUT THAT FARMER GUY...
HE WAS SO SAD + STUFF.
I DON'T, I JUST — 00

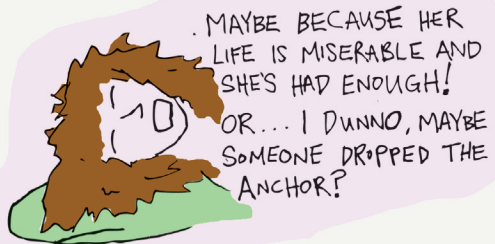


SUDDENLY...

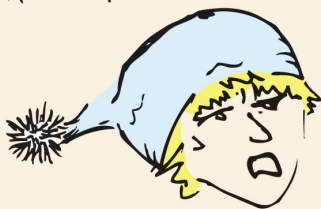
-KCHUNK-
-SCREEPCHT-
THE BOAT HAS STOPPED!

AND FLAMING ARROWS!





I'LL SEE TO THAT. WHILE I'M GONE



WHATEVER YOU DO PROTECT THAT TURTLE!



YA.
WILL DO.



HMM... SOMEONE'S
DOWN
THERE.
SABOTAGE!



A-HA! IT'S YOU!



YES.
TIS I!



GET OUTTA HERE,
KID!

YOU'RE RIGHT, BENSON -
YOU SURELY AREN'T A FARMER
ANY MORE...



YOU'RE
A
PIRATE!



IT'S TOO LATE, KOLM.
THEY'LL BE BOARDING ANY
MINUTE NOW.



No!
NOT IF I...

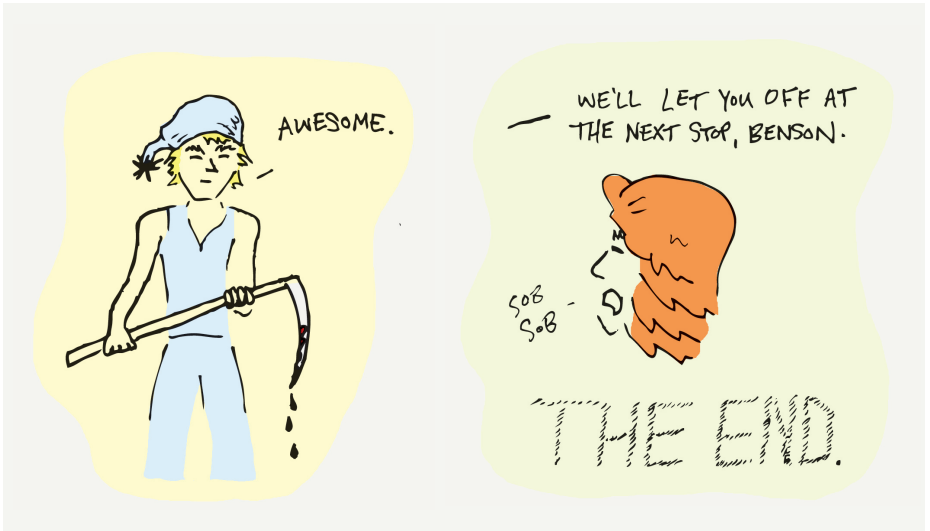


AUGH! You DICK!



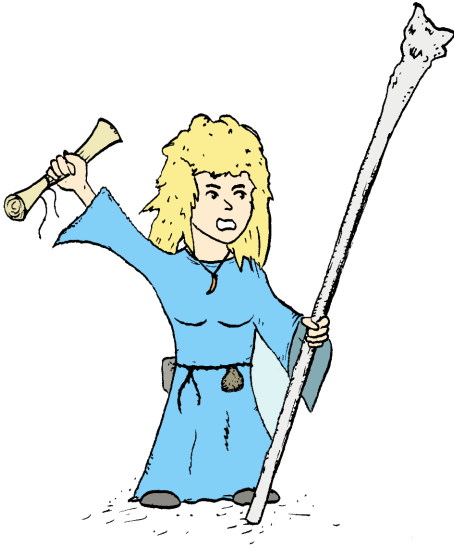
KOLM!
THE LONELY
TURTLE IS
MOVING AGAIN!





Moving on. During our first quest - in which we were attempting to stop a gross portal from opening up and unleashing crazy monsters on the normally peaceful land of Faerun - we would sometimes use grid maps to visually illustrate where we're all hanging out during scenes. But we didn't have figurines, and would usually just use whatever junk was in our pockets to depict our characters. So I drew all of our characters and made buttons out of them, and gave everyone a set. Now we move the buttons around the maps, and it looks legit. These are the drawings. My website has color versions (that's what I used for the buttons). But the coloring was just done on the computer after scanning them. Nothing special.

Also, remember those "avatar" art shows where there'd be giant photo portraits of people, and then right next to them there would be an image of the character they play in an online game? It's like, here's what they look like, but here's what they WANT to look like. Right? Anyway, my dnd art spread is in that vein. Except chances are that unless you're a persi friend then you don't know what any of us look like. So you have to use your imagination! Just like in dnd!



Cirocco Micromender
Gnome Cleric



Twinkle Swampfoot
Gnome Bard



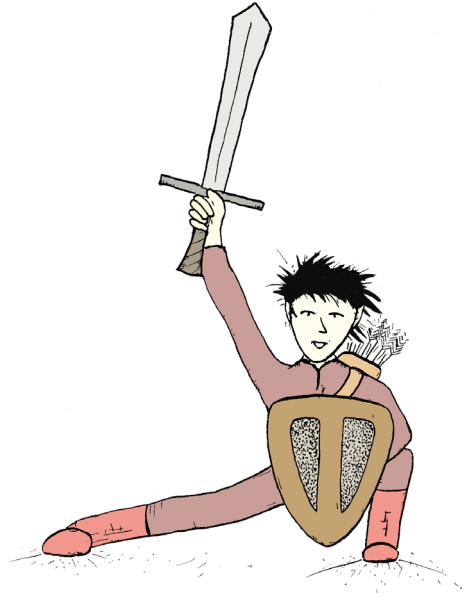
Zara Otrera the Pillowspearer
Elven Ranger



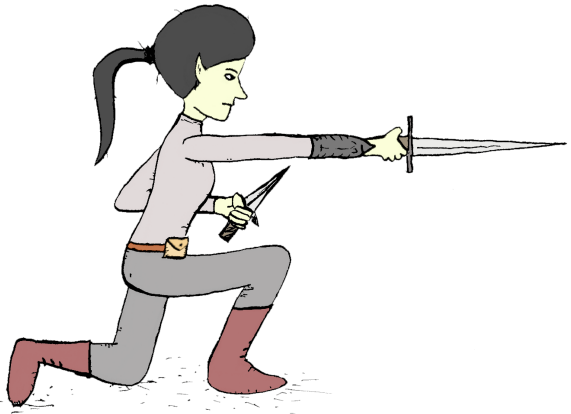
Kolm Johnston
Human Fighter



Scott
Dungeon Master



Dulcinea
Half-Elf Duskblade



Johanna
Elven Rogue

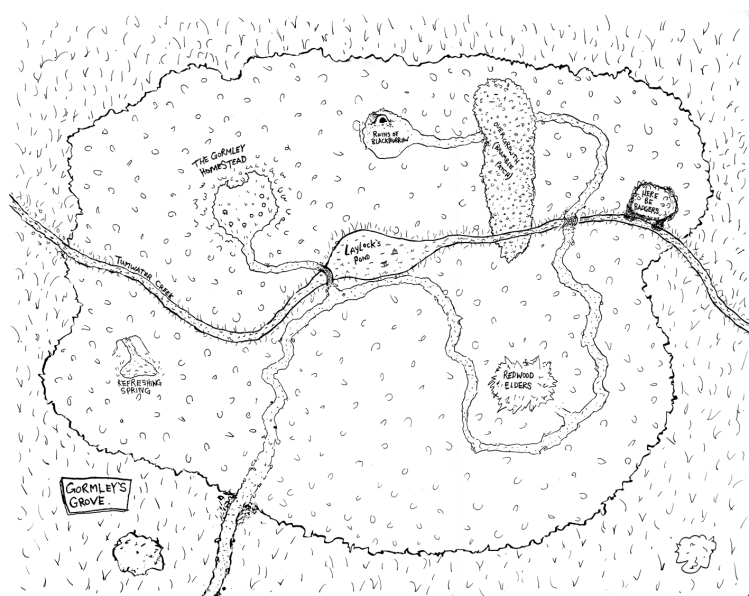
While playing, the activities of our characters evoke scenes that only exist in our heads. So sometimes I like to make artistic representations of the action, so that we can look at them later and be like, "hehe, yeah!" Here are a couple of those drawings.

This drawing depicts a time during combat when I yanked on the balls of a young dragon.

And here's a map of a grove the group visited. Gormley's Grove. Gormley was a treant. After the group saved his high-maintenance wife, Bluhilda, from a pack of dire badgers, he snapped off one of his fingers and awarded it to Zara. Thus she became the bearer of the Staff of Nugpick!



presented under illusion.



We've seen some damn magical things on our quests: Huge ants in lounge chairs, a potatoman caressing a psychedelic cactus (pictured below), a d'jinn losing his shoe and then crying about it, a giant turtle pulling a boat, a monster centipede wielding a trident...

