

# The Wyrms Turn™

## Where's My Magazine?

The theme of the last *DRAGON* Magazine to appear was, appropriately enough, "Faith and Hope." Since that issue, you have been waiting patiently, demonstrating faith that the next issue was forthcoming — and hope that it would be soon. Well, here it is, *DRAGON Magazine* #237. It has survived a long and grueling dungeon, emerging slightly battleworn but victorious.

The "next issue" previews are now incorrect. The "Cons & Pros" and "TSR Previews" sections are very much out of date. Its kind of like showing up at a wedding straight from a dusty campaign, smelling more like a moose than a wedding guest with hair dirty and unkempt. Well, this is the "Something Wild" issue, with new articles and fiction, and familiar friends like "Knights of the Dinner Table," "DragonMirth," and "Sage Advice."

So, the father of the bride says, "Why didn't you tell us you'd be late? And where have you been?" Well, we didn't realize we would be this late. We were certain there would be plenty of time to clean up and change clothes. We were wrong, and we apologize. If we had any idea that issue #237 would be this late, you most certainly would have been notified. What we do know is that we have survived many problems and crises over the past five months — have lost some hit points — but we are here.

Furthermore, we have built up experience points, and we promise that we will never go away again. Once a month, like clockwork, we'll be there, in your mail box, at the hobby shops, and in the bookstores. All subscriptions will be fully honored, and in November, with the publication of the *DRAGON Magazine* Annual #2, you will see us twice.

However, as in many campaigns, we came away with a new gaming buddy and friend. TSR, Inc. has been bought by Wizards of the Coast, Inc. What better ally could we have than a company named after an AD&D campaign?

When undertaking an AD&D adventure, a mixed party is most viable. Clerics heal, warriors fight, and mages wield magic. Complementary skills enhance the group. One player's weakness is another player's strength.

Wizards of the Coast and TSR match up incredibly well. TSR produces the world's most popular role-playing games and books, and Wizards of the Coast produces the world's most successful trading card games. We are both different, but what we do, we do well. We complement each other. Of course, *DRAGON Magazine* is the periodical of AD&D game material for role-playing gamers, and we will continue to give you the best articles about role playing that we possible can.

We know that you have many questions about the current changes, so we're compiling a Frequently Asked Questions list about the sale of TSR to Wizards of the Coast. The answers to all those questions will appear with the next issue of *DRAGON Magazine*.

Under the Wizard's protection, we will grow and thrive. As positively as the relaunch of *DRAGON Magazine* was received, we anticipate giving you an even better *DRAGON Magazine* in the future. Join us on this new campaign. Who knows what wonders and sights are yet to come?



Pierce Watters



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