

DUNGEON Magazine

INDEX

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Revised: 1-30-2004

This list was compiled to help DMs sort through issues more rapidly and have more time to do what we really want-play the game.

Some information was gathered from online sources, including Solomon's Dungeon Index and then completely re-updated. Thanks to Todd Landrum for contributing. My apologies to the authors, I will be adding your names later. Comments and corrections are welcome!

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Regular indices used to be produced in DUNGEON magazine as follows: #24 (1-24), 36 (25-36), 48 (37-48), 61 (49-60), 72 (62-72) Note 61 was not originally indexed

What is a Blurb?

Blurbs originally started out as an enticement in the index that **players reading Dungeon** could use if they wanted to suggest a particular adventure to their DM. Anybody see a problem with this concept? There was also oftentimes a different 2nd players blurb on the front cover and a 3rd blurb on the first page of the adventure under the title. Dungeon staff eventually realized that players don't read any of them and they were a lot of extra work for nothing. They have since evolved the blurb into a much more useful DM's enticement and abstract instead and have stopped gearing them towards the players.

Format Key to Listings:

Issue Number (Inserts (maps, CD's etc.) are noted next to the issue number).

[Name] ([world if specific]; [levels/adaptable]; author (s); pages) [Blurb/DM's enticement from front cover and the Table of Contents]; [Quality rating in 1-4 stars]; Err#[Errata or updates in issue #]

BXD&D = Basic/Expert D&D game.

Quality Rating Scale

These ratings are suggested by DM's who have run or read the adventures and submitted them to me (jayhafner@lycos.com). The quality rating of each scenario is measured using the average of several criteria as listed below.

Criteria of Quality

Writing (originality, quality, utility, plot)

Content (maps, future use, NPC's, monsters)

Challenge (appropriateness & depth)

Fun (how much embellishment did the DM have to do for his players to make it good?)

Quality Ratings

* = Average (descriptor if worse)

** = Good

*** = Great (descriptor necessary)

**** = Best scenario this year (descriptor necessary)

Multiple listings will be evident as different DM's send in their ratings.

Adventures, Editions, & Conversions

Only a bonehead from Onnwal couldn't convert any of the BXD&D, 1E, 2E, or 3E adventures to the system of your choice. However, when difficulty arises... just wing it! The core of an adventure doesn't lie in the rules. It lies in the story.

The Index

1st Edition Adventures

Issue #1

(September/October 1986. Editor Roger Moore; Publisher Michael H. Cook. \$3.75. \$18.00 subscription (bi-monthly). 64 pages.)

The Dark Tower of Calibar (4-7; Michael Ashton and Lee Sperry; 15p) A deadly search for a crown. A vampire has the royal crown-and you've got to get it back. The Vampire is the least of your worries.; **; Err #2

Assault on Eddystone Point (1-3; Patricia Nead Elrod; 9p) What happened to the signal tower? What waits for you in the misty mountains? What awaits you in the lonely signal tower?; **

Grakhit's Lair (1-3; J. Nephew; 10p) At war with the norkers. The leader of a norker uprising is free. Go find him! The war is over-but there's one battle left.; **; Err #2

The Elven Home (BXD&D; 1-3; Anne Gray McCready; 4p) A brief encounter with an unusual dwelling. A Basic D&D wilderness scenario.

Into the Fire (6-10; Grant and David Boucher; 19p) The legacy of a lost prince. The solution to a 15-year-old mystery lies in a volcanic mountain range. The last force sent in was destroyed. You're next. A lost prince, a silver necklace, and a dangerous journey.; *** (everyone alive should have played this adventure... and maybe not lived to tell about it~jh)

Guardians of the Tomb (3-5; Carl Smith; 3p) A silent forest, a lonely shrine, and no survivors. Vengeance awaits beyond the grave.

Issue #2

(10,000 issues of Dungeon produced 4838 copies distributed)

The Titan's Dream (5-9; W. Todorsky; 11p) A casual visit to a living, nightmare theater; **

In the Dwarven King's Court (5-5; W.Walsh; 17p) Royal intrigue and danger. A thief prowls the dwarven palace, but even more goes on than meets the eye.; Err#3

Caermor (2-4; N.Findley; 12p) A killer stalks the night. A highland town faces a greater danger than can be imagined-an no one wants your help against it.;**

The Keep at Koralgesh (BXD&D; 1-3; R.Giacomozzi & J.Simmons; 19p) Journey to a lost city. Only the Keep survived the destruction of Koralgesh, but a few adventurers will survive the terrors that now stalk the lost Keep's halls.; **

Issue #3

Falcon's Peak (1-3; D. Howery; 7p) Lord Falcon is dead, and so no one will mind if you hunt for his treasure-you hope. Err#4

Blood on the Snow (3-7; T.Kane; 16p) Arctic adventuring. In the frozen wastes, one can find wealth, beauty, and one's own death.

The Deadly Sea (4-7; Carol & Robert Pasnak; 14p) A dangerous undersea rescue. A rescue mission into the green depths of the ocean.

The Book with No End (8-12; R. Emerich; 23p) The ultimate tome of power. A vanished tome, a faded legend, and the end of the world.; **

Issue #4

Kingdom in the Swamp (6-9; J. Nephew; 12p) The dead rule, the living die. Would you trust a thief to lead you to a vampire?; Err #5

Escape for the Tower of Midnight (2-4; P.Kane; 12p) Two thieves' guilds fight to the death-with you in the middle.

Fluffy Goes to Heck (3-5; Rick Reid; 13p) Of devils dark and things that bark. Yes, cute widdle Fluffy has been dognapped, and you must brave the flames of Heck to save her.

Trouble at Grog's (1st; Grant & David Boucher; 23p) Havoc among the half-ogres. Can't a half-ogre find a little peace in riverside town full of adventurers, bigots, and thieves?;*** (a great adventure-DA)

Issue #5

The Rotting Willow (7-9; E.BromleyIII; 7p) This roadside stop could be your very last.

Lady of the Lake (1; L.Ferguson; 8p) Even ladies in distress aren't all that they seem.

The Stolen Power (1-3; R.Kelk; 9p) Dark cults and infinite magic. A missing tome, a trail of clues, and an unusual cult.

The Kappa of Pachee Bridge (ORIENTAL; 2-5; J.Batista; 5p) An Oriental Adventures encounter. An unusual visitor who likes villagers-medium rare.

The Trouble with Mylvin Wimby (BXD&D 1-3) A midnight encounter with a halfings guerilla and a vengeful magic-user.

The Eyes of Evil (10+; T. Hickerson; 6p) A promise of adventure and riches, wit a hint of total annihilation.;**

Hirward's Task (4-7; R. Stump; 9p) A wizard in need... Hirward the Wizard has a little problem on his hands-and it's destroying his fortress, followers and future.;**

Issue #6

After the Storm (8-10; N.Kopsinis & P.Goshtigian; 12p) A gold-laden shipwreck in a deadly boay.The strangest things wash up on the beach sometimes.

White Death (4-7; R.Maxwell; 5p) One reason why they call it "the dead of winter.";**

Bristanam's Cairn (8-12; J.Nephew; 6p) A friendly little cottage and a dreadful secret.; **

House of the Brothers (GREYHAWK; 6-10; M. Shipley) Two huge opponents from the World of Greyhawk fantasy setting.;**

Forbidden Mountain (4-7; L.Church; 8p) Dungeons and dimension warps. A mad venture across the fourth dimension.;**

Tortles of the Purple Sage (BXD&D; 4-10 Merle and Jackie Rasmussen) A thousand miles of adventure. Part 1 of an Expert-level quest into a hostile wilderness. (Pt.2 in issue #7)

Issue #7

Nightshade (1-3; N.Findley; 5p) A "simple errand" is never what it seems.;**

Tortles of the Purple Sage II (BXD&D; 4-10; Merle and Jackie Rasmussen; 18p) Part 2 of an Expert-level trek to three lost cities. (Pt.1 in issue #6)

The Matchmakers (1-3.P.Elrod; 11p) Can love really conquer all? All's fair in love and rivalry.;**

Samurai Steel (ORIENTAL; 3-5; D. Salas) Treachery, beauty, and honor. A beautiful face hides treachery and deceit.;**

The Jingling Mordo Circus (10+; V.Broquard; 15p) Carnival fun and deadly danger. Step rih up, ladies and gentlemen.

Issue #8

Mountain Sanctuary (1-3; J.Nephew; 6p) Obnoxious little problems can easily become obnoxious big ones.;

For A Lady's Honor (4-7; E.Hammons; 8p) When the going get's tough, the thieves get going.;**

In Defense of the Law (7-10; Carl Sargent; 18p) If Chaos wins, everyone loses. They sure don't make lawful allies like they used to.; ** (good adventure by a great author)

The Wounded Worm (4-8; T.Kane; 11p) Injured dragons are the most deadly. Crippled, wingless, old-and a thousand times more dangerous.;**

The Flowers of Flame (ORIENTAL; 5-8; J. Batista; 17p) A lost valley of evil awaits. Why are your governor, your Emperor and your gods so interested in a fairy tale?

Issue #9

(Barbara G. Young assumes editor position)

The Lurkers in the Library (1-3; P.Elrod; 6p) The quest for knowledg can be as dangerous as any other.

The Crypt of Istaris (3-5; R. Fichera; 14p) Dungeon exploration can be a *blast*. It's all over (and literally so) after midnight

The Djinni's Ring (BXD&D3rd-solo; V.Garcia; 11p) Even a djinni needs help sometimes. Our first solo adventure-no DM required! A djinni in need can be trouble indeed.

The Golden Bowl of Ashu H'san (ORIENTAL; 2-4; R.Swan; 11p) What angers the spirits? You don't have long to find out.

The Ghostship Gambit (BXD&D 3-6; R. Maxwell; 6p) Help wanted: fearless crew to stop undead pirates. Pay bills before applying.;**

The Plight of Cirria (8-12; Grant & David Boucher; 13p) High adventure in the highest places. Definitely not for those who are afraid of heights.;*** (great- DA)

Issue #10

The Shrine of IIsidahur (3-6, John Nephew; 6p) It's strange that a shrine to a vanished god should still be taking sacrifices.;**; Err#11

The Artisan's Tomb (ORIENTAL; 3-5; M. Maaske; 3 p) Sometimes even the dead need help. Everything would be fine if the person you're trying to help wasn't already dead.

They Also Serve (5-7; Robert Kelk; 11p) Not everything worth stealing is worth cash.

Monsterquest (1-3, Vince Garcia; 11p) Evil marauders have feelings too. Ever wonder how the *monsters* feel about adventuring?;**

Secrets of the Towers (1+, Larry Church; 9p) Stepping through a door can mean a grand adventure-or a horrifying death.;**

Threshold of Evil (14-18; Scott Bennie; 21p) The hardest part is just staying alive. On a storm-blasted mountain lives an immortal Arch-Mage with a foul temper. The townspeople want you to talk to him-and kill him, if necessary.;**

Issue #11

(voted issue with the coolest adventure titles)

The Dark Conventicle (8-12) The darkness beneath the ruins. If you save only one kidnapped daughter this year, save this one.

The Wooden Mouse (5-8) What wondrous powers could a wooden mouse have the at make it's theft so deadly?

The Black Heart of Ulom (5-8) An evil forest with a mind of it's own. The druids gave the forest a mind of it's own; that their creation would turn evil was not part of the plan.

Wards of Witching Ways (3-5) A friendly wager on your survival. Surviving the shipwreck is easy; liing through the wizardly bet afterward is not

Issue #12

Light of Lost Souls (2-4) For some, duty and revenge are stronger than death.

Scepter of the Underworld (12th-solo) An Arch-Mage *teleported* you out of bed this morning and gave you a mission. Let's hope you survive it.

At the Spottle Parlor (BXD&D; 1-3) Roll the dice, but beware the toad! A friendly little gambling game-with the most bizarre palyers and rules!

Intrigue in the Depths (4-7) Stop the war beneath the waves. The seas will boil with war, and you're going to be right in the middle of it.

Huddle Farm (1-4) Who's harassing the halflings? A barn is burned, a field is trampled, and halfling tempers flare. Can you prevent a family feud?;* (long, silly and pointless-HL)

Issue #13

(Last issue with blurbs on front cover)

The Ruins of Nol-Daer (GREYHAWK; 5-8) Abandoned ruins never are. He left the Abyss to visit his human mother, not realizing he was a century too late. Still, there was a lot he had left to do; ** (adventure has a lot of potential)

Going once...Going Twice (any) An Arch-Mage is retiring and selling his possessions-and you're at the auction!;**

The Moor-Tomb Map (2-4) But where's the dungeon? It's a battered map from a half-forgotten legend. Do its secrets lead to wealth or to something less pleasant?; **

The Treasure Vault of Kasil (5-7) The owners of the vault dared all looters to test their wits against it. Hundreds of years later, the vault is still unopened. Now it's your turn to try to get in.;**

Of Nests and Nations (BXD&D; 8-12) A city besieged from within. Watchmen are murdered, ships explode and sink in their berths, and savage monsters are summoned in the streets-but no one can catch the killers.;**

Issue #14

Masqueraider (2-5) Monsters prowl in the hills, but you never see more than one at a time.;**

A Question of Balance (8-12) Two travelers mysterious appear in a magical storm. Which one is the demon?

Stranded on the Baron's Island (4-6) You'e just crashed the strangest party. None of the guests are quite what they seem to be.;**

Master of Puppets (6-8) He's a murderer and a renegade wizard. The bodyguards he's built are just as bad.

Phantasm Chasm (5-7) The orcs you're tracking have done an awful lot of damage for mere orcs.

The Wererats of Relfren (BXD&D; 3-6) This little mountain town will soon become known for more than it's famous cheese. Will you become part of the solution, or part of the problem?

Issue #15

(Dungeon's circulation is already 34,308)

The Wreck of the Shining Star (4-8) A shipwreck is an unflinching beacon for trouble.;**

In pursuit of the Slayer (BXD&D; 6-9) You must stop the Slayer's rampage-without slaying the Slayer.

The Dragon's Gift (ORIENTAL; 2-7) The adventure began when a fish left a message for you.

The Glass House (4-6) After they took his home and his wife, they took his lie-but he came back for them anyway.

Roarwater Caves (1-4) "I could kill two birds with one stone," the shaman thought, "if I only had some gullible adventurers."

The Elephant's Graveyard (5-7) Tons of ivory for the taking-if you can take it from the heart of the savage jungle.;**

Issue #16

Palace in the Sky (7-10) Giants and humanoids that sail down from the heavens? Where could they be coming from?;

The Dwarves of Warka (3-6) The dwarves want you to check out a cave that even they don't dare explore.;*

Necropolis (2-4) A city of the dead has no business coming back to life.

Vesicant (4-6) Even a small dragon can get lots of treasure-I she has a navy to find it for her.; *** (one of my favorites-jh)

Issue #17

The Pit (3-5) Adventurers are more than welcome-they are nourishment!;**

The Hunt in Great Allindel (4-7) A treasure vault without guards or traps-can it be true?;**

The Waiting Room of Yen-Wang-Yeh (ORIENTAL; 5-6) Your mission is to recover the bones of a long-dead noble. But he isn't ready to give them up yet.

Out of the Ashes (8-12) Slain in disgrace, reborn in fury, armed to the teeth: Flame returns! Sequel to "Into the Fire" from issue #1.;**

2nd Edition Adventures

Issue #18 (Jul/Aug 1989~2E Debut)

Irongard (1-3) Let's just say that it was a bad day of go to the marketplace.

Whitelake Mine (2-4) "There's this huge fish in my mine," says the gnome, "and you've got one week to get rid of it."

Tallow's Deep (4-7) "Only the good die young. The bad prefer it that way." (A goblin proverb).;**

Crocodile Tears (ORIENTAL; 4-6) what really destroyed the peaceful village of Tijiki?

Chadranter's Bane (4-6) You found the treasure you were seeking. Now you have to escape from it.;**

Issue #19

(Deck of Many Things)

By the Wayside (GREYHAWK; 6-10) No one believes in the Mist Woman-no one alive, that is.

The Vanishing Village (sidetrek; 3-5) An entire village appears overnight. But where are the villagers?

The Serpent's Tooth (3-6) Someone would like you to spy on a tavern-but not just any tavern.

Encounter in the Wildwood (2-4) The most unlikely monsters can make the most effective marauders.

House of Cards (9-12) The fate of a city lies within a dungeon whose doors are sealed with-cards. ** DECK OF MANY THINGS

Issue #20

The Ship of Night (7-9) An engineering marvel awaits you, as does a legion of murderous "ghosts."

White Fang (thief 10-solo) If a company of warriors cannot steal the Gem of the Giants, perhaps one thief can. Or so you'd like to think.

Pride of the Sky (BXD&D; 8-12) All that your departed aunt left you was a chance to get famous and rich, if the attempt doesn't kill you first.

Ancient Blood (3-5) Five centuries is not long enough for a giant king to forgive a defeat-or forget a curse.;**

Issue #21

(Last of the cardboard covers)

The Cauldron of Plenty (2-4) "That's right," said the druid. "You must steal the giant's cauldron-without harming him in the slightest."; **

The Bane of Elfswood (BXD&D; 15-18) it shines in the night. Ogres run in terror of it. It kills by sight and by touch. It never stops hunting-and it's hunting for you.

Jammin (SPELLJAMMER; any) A rotting ship holds the secrets of all the universe, but it's crew wants you only for the "fuel" you carry.

Incident at Strathern Point (8-10) Before you know it, you've waked right into someone else's adventure.

The Chest of the Aloeids (6-8) Brae are the mortals who take on the tasks of the gods-and dreadful their fate if they fail.

Issue #22

(Thin cover format started)

The Dark Forest (2-3) The alchemist would like some fungus and spores, but no one wants to get them. Perhaps you could help.

The Leopard Men (8-10) The wicked Leopard Men might have loads of treasure-but no one has ever met one and lived to talk about it.

Tomb It May Concern (paladin 4-6) You wake up in a dungeon. But how did you get there, and why?

Unchained (DRAGONLANCE; 6-10) "We gnomes built this wonderful dragon but now the darn thing seems to be out of control."

Rank Amateurs (BXD&D humanoids 1-3) You and your fellow humanoids are going to be diplomats! Can you say "disaster"? I knew you could.

Issue #23

The Vineyard Vales (BXD&D; 2-4) A plague of locusts is bad enough, but when the locusts are each a yard long the farmers need professional help!

The Pyramid of Jenkel (8-10) A voice in the darkness offered him power, with only one string attached: First he had to find some adventurers.

Old Sea-Dog (2-5) Another day, another kidnap victim to rescue-but this victim has four feet and likes old soup bones. An adventure with some bite.

Deception pass (7-9) Magical minotaurs? Mutant giants? Vampires? One or more of these is preying upon the caravans, and you're going to stop them.

Issue #24

(index 1-24; Poster of Issue #1 with ad)

In the Dread of Night (BXD&D 1-3) He wears black, hires orcs, and looks depraved-but don't be fooled. He's far more dangerous than he seems.

A Hitch in Time (7-10) No matter how much loot you take, you never took anything at all. Confused? Wait until you try *this* dungeon.

Thunder Under Needlespire (8-12) The monster you're sent out after is so dangerous that even mind flayers fear it. And the illithids want your help!

Issue #25

The Standing Stones of Sundown (9th solo or 3rd level party) An act of mercy released a creature of unspeakable evil. Now, only you have a chance to stop it.

Hellfire Hostages (MARVEL SUPER HEROES) You've tried talking them out, punching them out, and zapping them out, but you've still got "terrorists around the collar!"

Of Kings Unknown (2-4) That horrible blue, bug-eyed monster you just fought-was it really an orc? *** (really cool scenario-reader)

Hrothgar's Resting Place (BXD&D; 4-7) If the book is to be believed, there's a magical sword-completely unguarded!-ripe for the taking.

A Rose for Talakara (8-12) He was thoughtful, obedient, and Trustworthy-the epitome of a traitor. All he needed were some heroes. **

Issue #26

The Inheritance (1-3) You've just inherited a castle! All it needs is a good cleaning out.; **

Operation: Fire Sale (TOP SECRET/SI) In Germany, NATO has more intelligence leaks than the Berlin Wall had bricks. Your job is to plug just one of them.

Caravan Guards (BXD&D; 6-8) Beware of cheerful-and long-fanged-employers!

Deadfalls on Nightwood Trail (sidetrek/mini; 3-4) Your best foot forward could well be your last.

The Curse and the Quest (4-8) What's the top prize in this grim relay race? Your lives, of course.

Nine-Tenths of the Law (7-10) The evil wizard had a fail-safe plan for survival. It worked perfectly-almost.

Issue #27

Tarfil's Tomb (BXD&D; 10-14) A simple cleric has a complicated vision-and you've become part of it.

Juggernaut (4-7) Meet a goblin who has the best (and deadliest) toy around.

Courier Service (3-6) Only two things are certain: taxes...and death.

Bride for a Fox (ORIENTAL; 4-8) Treachery so deep that even the villains can't find the bottom.

The School of Nekros (6-12) The halflings loved their river until it filled up with dead things. That's when they called you.

Issue #28

The Pipes of Doom (6-10) The forces of evil are ready to attack. But first, a musical interlude.

Manden's Meathooks (sidetrek; 4-6) As a bandit gang, they weren't much. Then they found this magic lantern.

Sleepless (9-12) A spell went wrong, the wizard was burned up, and now all sorts of unwanted guests are arriving to celebrate.

Night of Fear (BXD&D; 1st solo) Most country inns are noted for their charm, peacefulness, and security. But not this one.

Visitors from Above (SPELLJAMMER; 4-8) A star falls from the heavens, and terror follows in its wake.

Issue #29

(side treks are called mini-adventures before this)

(Cardboard maps for Ex Libris)

Nymph's Reward (4-6) First impressions are sometimes dead wrong

Ex Libris (5-8) Opening a book in this library can expand your mind-or scatter it around the room!; *** (fantastic adventure-jh)

Through the Night (Mini-adventure/sidetrek; 1-2) You can't see it. You can't hear it. But it wants you. And as soon as you fall asleep, it's got you).

'Til Death Do Us Part (8-10) A marriage made in hell-and still going strong.

Mightier than the sword (1-4) For his invention, he hoped for fame, wealth, and respect. He got an arrow in his ribs instead.

Issue #30

(Cardboard 3-d heroes for Bertrum adv.)

...And a Dozen Eggs (FR; 1-3) Waterdeep's sewers were only moderately dangerous until the Mesozoic moved in.

Elminster's Back Door (FR; any; by Ed Greenwood) Before you try the door, ask yourself this: Am I feeling lucky today?

Ghazal (GH; 6-8) Slavery may not be worse than death, but you might come to think so before too long.;**; Map errata in #31.

A Wristle With Bertrum (2+) A restful evening of troll-wrestling, banditry, and spontaneous tavern renovation; **

Thiondar's Legacy (8-12) An elven king went down inside a mountain and discovered an evil thing. He's still there, ages later, waiting for rescue-or death.; *(a bit dungeon crawly)

Issue #31

Beyond the Glittering Veil (3-6) A gateway has opened, and death is pouring out; **

Telar in Norbia (6-8) It was the best of times, then the worst of times: a tale of two (ex-) cities.; ** (an interesting desert scenario and don't forget the Minions of Set!-jh)

A Local Legend (1-2) Every nine years, three people were murdered. Soon, you'll know why.

Bane of the Shadowborn (Ravenloft; 6-9) Evil feeds upon itself-but it also feeds upon the good.

Issue #32

The Wayward Wood (6-9) Remember: Only you can prevent forest failures.

Hermes' Bridge (7-10) A troubled bridge over waters; * (too short!)

Changeling (sidetrek; 8-10) It's big. It's old. It's mean. But it's white? Not quite!

Pearlman's Curiosity (1-4) "ʔeb dluoc ti tahw rednow I" .draziw eht dias ", erutaerc egnarts a tahW" (yes this is a really useful blurb..not!)

Is there an Elf in the House? (3-5) She was free at last and eager for vengeance-but first, she needed a sacrifice.

Ghost Dance (GREYHAWK; 3-5) From the moment the old man gave you the skull, there was no turning back.

Issue #33

(Poster map of the cover of #29 abashai; holiday pix of the Dungeon staff p.76)

That Island Charm (7-12) Here's a tale of a big boat trip that started from a tropic port, aboard a briny ship.

The Siege of Kratys Freehold (1-4) Stack the arrows! Boil that pitch! Orcs are knocking on your front door.;**

Dark Days in Welldale (3-5) The halflings' village is no longer a wondrous and most pleasant place to reside. Can you figure out what's wrong with their well?

Alicorn (1-2) Goblins want the unicorn deal. They're going to get their wish-unless you get there first.

Mad Gyoji (ORIENTAL; 7-10) The island had been forgotten by everyone -but one person remembered, and from there he played out his revenge.;**

Issue #34

(AD&D trading cards set three)

Euphoria Horrors (1-2) Can you find a little boy's missing friend? The description he gives you is very strange.

Rogue (sidetrek; 4-5) Many hunters have met the beast. Only one has lived to tell of it-so far.

Isle of the Abbey (BXD&D; 1-3) Nothing living guards this island-that's a problem.; ** (a fun D&D adventure-jh)

The Lady Rose (8-11) A town destroyed, young elves kidnapped. Will your continent be the next to fall to the superior firepower of Talangran?; ** (nice boat diagram too-jh)

On Wings of Darkness (4-8) Summer in Calimshan brings a "simple" monster hunt in the cool mountain air. What could be easier?

Issue #35

(Gencon 1992 insert)

Twilight's Last Gleaming (8-10) You'll be lucky if you live to see the dawn's early light.; * (lots of rooms)

The Year of Priest's Defiance (DARK SUN; 3-5) In a world where water is more precious than gold, you've found an oasis-but you cannot drink a drop.

The Whale (sidetrek; 1-3) Last night the Vikings were your hosts. Now, you're in the middle of their feud.

Green Lady's Sorrow (5-8) If a green dragon tells you to climb into a volcano to retrieve her eggs, well Mother knows best.

The Ghost of Mistmoor (3-6) For years the mansion has hidden its secrets and its sorrows, but now it has returned to dreadful life.;**

Issue #36

Asflag's Unintentional Emporium (3-7) The wizard's gone, and his pets are home alone-but not for long!

Troll Bridge ("Pay the toll or feed the troll" seems pretty obvious. Too bad it isn't.)

Granite Mountain Prison (4-6) A rebel leader is locked in a prison from which there is no escape. That's why the rebels called for you.

Sea of Sorrow (SPELLJAMMER; 7-9) The wildspace monster is deadly, but its *lair* is the real killer.

Issue #37

Serpents in the Sands (6-10) They never forgot the theft. They proved it, too.

A Wizard's Fate (1-3) It took only the love of one good woman-and the hatred of one evil familiar.

The White Boar of Kilfay (3-7) Even the gods slip up on now and then, but few dare remind them of it.

Their Masters Voice (sidetrek; 2-4) He wanted power but settled for scraps-for now.

The Mud Sorcerer's Tomb (10-14) The last dungeon that many heroes will ever see.; *** (As tricky as the Tomb of Horrors-jh)

Issue #38

A Blight on the Land (8-12) Monsters are prowling through the farmland, people are starving, and the government is on the verge of collapse. But why?

Things that Go Bump in the Night (3-7) What happens when elves, giants, and a mysterious witch all decide only you can settle their troubles?

Pandora's Apprentice (1-5) Sugar and spice and everything nice, that's what little girls are made of-but not this one!

Horror's Harvest (RAVENLOFT; 2-4) A bad seed has been planted in the dark soil of Ravenloft, and now it's time to harvest the crops.; **

Issue #39

(Map for Fountain of Health)

Below Vulture Point (0-1st) Kobolds and birds...and one little urd!

Flowfire (SPELLJAMMER; 5-9) In the phlogiston, everyone can hear you scream (and you'll scream a lot!)

Last of the Iron House (2-4) Horrible, wet, squishy things invade from the deep!

The Fountain of Health (BXD&D; 1st) A drink from the fountain can heal, but getting to the fountain is murder!

The Fire Giant's Daughter (8-10) Race to the end of the world-and perhaps to the end of your lives.; **

The Ulrich Monastery (5-6) Enter the bloody gates or freeze in the snow. The choice is yours.

Legerdemain (4-7) What's going on behind the scenes? Don't blow your lines, and you'll find out.

Issue #40

Song of the Fens (1-3) Trolls can't carry a tune, even with handles. Or can they?

Khamsa's Folly (4-6) He meant to reign a thousand years. The gods deposed him in a matter of seconds.

Aerie Borne (4-6) The eagles' eggs have flown the coop! What fowl plot has just hatched?

The Draven Deeps' Menace (Dragonlance; 3-6) Some people merely survive earthquakes. You can create one!

Issue #41

(survey results from readership)

Deadly Treasure (10+) No treasures here just lying around to be taken. This tomb's riches fight back!

The Well of Lord Barcus (sidetrek; 2-5) Don't be greedy. Give 'til it hurts.

A Way with Words (D&D; 1-3) I hope that I will never see a kobold spouting poetry.

Mammoth Problems (Spelljammer; 8-10) The elves thought they'd destroyed it forever, but this problem's too big to go away.

Hopeful Dawn (Greyhawk; 3-6) The prophecy is fulfilled. A new age is at hand...if you can survive this one night.

Old Man Katan and the Mushroom Band (1-6) It's about swamps and mushrooms and a lost cat. That's all we can say.

Issue #42

Whistledown's Mantrap (sidetrek; 3-4) The dryad, the mantrap, her mate, and its meal.

The Lady of the Mists (6-8) Some people live past their time, others linger on as ghosts. The Lady could be either.

Izek's Slumber (sidetrek; 7-10 or wizard 12-14) Sometimes you should let sleeping wizards lie.

Ransom (D&D; 3-5) Deliver the money, bring home the boy: A simple exchange gone wrong."

Legacy of the Liosalfar (1st); The elen war of light and darkness is long over, but not quite forgotten.

The Price of Revenge (Ravenloft; 4-6) Welcome to Ungrad: Friendly people, hot stew, and a cold death awaits you.

Issue #43

Jacob's Well (single player; 2-4) It's alive, it's hungry, and it's growing. And you're on its menu.

Moving Day (3-5) Moving to a new place is always a chore. Now it's deadly.

Mayhem at Midnight (Dragonlance; 4-7) Get ready for a dazzling finale-yours."

King Oleg's Dilemma (1-4) Could your mission be a snow job?

Into the Silver Realm (8-12) Never, ever steal a silver sword.

Issue #44

A Hot Day in L'Trel (1-3) The town is on fire, and you're drafted to help put it out.

The Hand of Al-Djamal (9-12) Someone is killing museum employees. Can you finger the culprit?

Raiders of the Chanth (Dark Sun; 3-5) The peaceful tribesmen have taken to raiding. It's your job to stop them.

Train of Events (6-10) No outsider has ever seen the dwarven railroad. Now it's up to you to get it back on track.

Issue #45

An Artist's Errand (6-8) The reigar believe that Art is everything, and this reigar will do everything to retrieve her stolen property.

All Things Nice (sidetrek; 2-4) Some scoundrels can rob you with a smile.

Rudwilla's Stew (1-2) Combine adventurers, magic, and chopped monster. Bring to a boil, simmer, then serve.

Gritzel's Guidance (sidetrek; 9+) All-seeing, all-knowing Gritzel; a seer with an eye on your pocketbook.

Prism Keep (6-8) This glass house is a reflection of its owner. Enter at your own risk.

Issue #46

(Cardboard cut-out maps)

Dovedale (BXD&D; 1-3) The river is running dry, the harvest is threatened, and the fish are unhappy.

Floating Rock (5-9) Meet the strangest band of pirates on the seas. Meet their ship too.

Goblin Fever (3-5) Snipers, food shortages, fires, and mayhem. The city of Waen Fawr has a bad case of the fever.

The Iron Orb of the Duergar (11-15) The Northmen are on a rampage and only the duergar know why. Discover the secret of the iron orb. ; *** (superb all-around~jh)

Issue #47

Shades of Darkness (4-6) Evil lurks in the shadows, but it might not be what you think. "Hear the voices from the shadows."

Quelkin's Quandry (3-5) Reports of the owlbear incident were vastly exaggerated. "When is an evil mage not an evil mage?"

Smouldering Mane (sidetrek; 7-10) Only you can stop wildfires. "Born free, dying young."

When the Light Goes Out (Solo; 1st level priest) Curse the darkness or light another candlefish. "Watery ghosts under a midnight sun."

Fraggar's Contraption (1-2) They kidnapped the gnome for ransom. Now they can't get rid of him. "It'll work for sure this time. Really."

The Assassin Within (AI-Quadim; 3-5) The god of knowledge wants Professor Hakim dead. Learn why, or face the final examination. "A tale told from the inside out."

Issue #48

(Poster map for "Them Apples")

To Bite the Moon (9-12) Discover the secret life of gnolls, and meet their goddess. "A little gnollage is a dangerous thing."

The Oracle at Sumbar (3-6) Cross the Sea of Fallen Stars to see old debts repaid. "Does it tell the truth or spin tall tales?"

Them Apples (BXD&D; 1-3) There's a rotten apple in Wistil. Is it the gourmet giant, the bumbling halflings, or something else? "It takes just one to spoil them all."

Melody (6-8) Why does the caged bird sing? To keep the ettins happy. "A voice to make bards weep."

Sleeping Dragon (Council of Wyrms; 6th dragon PC's) In dreams, your ancestor calls to you for aid. Something foul has come to Silver Island. "Disturb not the sleeping dragon, nor the dracolich who wakes it."

Honor Lost, Honor Regained (4-6) "Come into my parlor," said the spider to the paladin. "Fallen from grace, fallen into despair."

Issue #49 (Editor Barbara G. Young)

The Dark Place (5-7) When a fiend gets homesick, don't get in its way. "Something has waited long centuries for your arrival."

Two for the Road (sidetrek; 2-5) There are some people you just don't want along on a trip. "Haunted, robbed, and swindled."

Lenny O'Brien's Pot O' Gold (3-6) The Leprechan's gone fishing, but his treasure has been caught. "Trouble at the end of the rainbow."

North of Narborel (4-7) Finding the treasure is just the first hurdle. Try leaving with it. "Set sail for the unknown" Usable Ship diagram.

Hair Today Gone Tomorrow (sidetrek; Level 1-2 warrior or rogue) Why does your companion continually disappear? Someone better come up with an answer quick. "A close shave."

Castle of the Blind Sun (10-15) Bards, blindness, and betrayal fuel this epic tale of musical madness. "Magic and music gone awry."

Issue #50

(Editor Kim Mohan; Poster map of D&D card sets insert)

The Vaka's Curse (2-4 or 7+) Sail beyond the realm of the living.

Back to the Beach (1-2) Sound the Alarm of Danger Comes!

The Object of Desire (BXD&D; 5-8) Mirror, mirror on the wall...What does the sultan want most of all?

Felkovic's Cat (Ravenloft; 6-9) This cat likes its meat cooked, and you're on the menu

Issue #51

Nbod's Room (SOLO; 4-5) Just one door, but lots of exits.

Ailamere's Lair (6-9) The sage's deal is simple: The more you learn about the dragon, the richer you get.

The Bandits of Bunglewood (1-2) No one will admit who the bandits really are.

The Last Oasis (AL_QUADIM; 1-4) When your shadow vanishes, it's too late!

The Witch of Windcrag (BXD&D sidetrek; 2-3) Guaranteed to ruffle your feathers.

Journey of the Center-of-the-World (sidetrek 8-10) A crater that holds the bones of a thousand generations.

Issue #52

Spirits of the Tempest (9-10) Spirits bound and unbound conspire against you.

Pakkililir (1-3) Cut-off, marooned, alone, a renegade struggles to survive.

Welcome to the Kryphome (FR; 1-3) Wild magic: need we say more?

The Hurly-Burly Brothers (3-5) Click, click, click, click...: **

My Lady's Mirror (6-8) Seven years bad luck is just the beginning

Laughing Man (RAVENLOFT; 5-9) Laughing all the way to the grave...and beyond...

Issue #53

Spellbook Masquerade (3-5) uncover masks beneath masks, and plots beneath plots...

Clarshh's Sepulchre (1) Someone or something still waits within the catacombs

Serenade Before Supper (GREYHAWK 3-5) Music to lull the most savage adventurer's heart.; **

Elexa's Endeavor (BXD&D; 4-7) And you thought Richard the Lion-hearted had trouble when he returned from the Crusades.

Steelheart (FR; 7-9) Two great evils that go great together.

Issue #54 (Editor Dave Gross)

Unhallowed Ground (2-4) Murder in the monastery.

Fetch (sidetrek; 3-5) A simple game of fetch leads to quite an adventure.

Fiends of Tethyr (FR; 6-8) Fiends are dangerous enough, but something even more dangerous plagues Tethyr.

The Witch's Fiddle (2-5) If you ever thought musicians were temperamental, wait until you meet the critics.

Redcap's Rampage (BXD&D; 1-3) Rats, cats, and double-drats.; **

Eyes of the Iceborn (sidetrek; SOLO; 4-7) Fear is coldest when you face it alone.

Dark Thane Macbeth (9-10) "Oftentimes, to win us to our harm, the instruments of darkness will tell us truths."; **

Issue #55

Savage Beast (1-3) This mom gives new meaning of the term "left-overs."

Umbra (PLANESCAPE; 6-9) A custody battle in the Cage becomes a job for the PC's.

Tulips of the Silver Moon (5-7) When the citizens of Tangreen say, "Don't pick the flowers," they mean it.

Sea Wolf (RAVENLOFT; 4-6) A pleasant little sea voyage turns deadly.

Issue #56 (Editor in chief: Pierce Watters)

Briocht (10-12) Don't mistake this wily dragon for a bookwyrm.

Janx's Jinx (1-2) "Sick as a dog" takes on a whole new meaning.

A Watery Death (7-10) There's no place like hoem for a summoned elemental.

The Bigger they Are (2-4) Sometimes it's the little things that get to you.

Grave Circumstance (DARK SUN; 5-7) Take a first journey into the new lands of Athas.

The Land of Men with Tails (5-7) Explore the Dark Continent, meet strange new people and let them have you for dinner.

Issue #57

To Cure a Kingdom (8-10) The King's question is, "Do you make housecalls?"

The Rose of Jumlat (AL QUADIM; 3-7) In the desert, old hatereds die hard.

Carcass Fracas (sidetrek; 1) This roadkill isn't as harmless as it looks.

The Murder of Maury Miller (1) Only two things in life are certain.; ***

Cloaked in Fear (sidetrek 3-5) Don't be afraid of the dark-be afraid of what's in it!

Issue #58

A Bad Batch of Brownies (SOLO-DRUID; 1) The brownies would have been fine, except for the addition of one unexpected ingredient.

Caveat Emptor (3-6) Sometimes you *should* be afraid to visit the dentist.

Challenge of Champions I by J. Richards (any) You too can be a contestant on ...Adventuring Gladiators?; ***

The Ghost of Silverhill (sidetrek; 1-4) The story tells of a king's ransom in silver. But what restless spirit haunts those hills?

The Barons Eyrie (RAVENLOFT; 3-7)

Issue #59

Seeking Bloodsilver (BIRTHRIGHT; 2-4) You must brave the perils of the Shadow World to keep a Tighmaevril weapon from the wicked clutches of the Gorgon.

The Mother's Curse (3-5) It's a blessed event only if you can end the curse in time.

Wedding Day (3-7) It's up to you to make sure this is the happiest day of their lives-not the most embarrassing!

Voyage of the Crimpshrine (1-4)"Just sit right back, and you'll hear a tale, a tale of a fateful trip..."

Issue #60 (Chief Editor: Pierce Watters; Index for this issue moved to #61)

SHARDS OF THE DAY (-NIGHT BELOW; 7-9; Randy Maxwell; 24p.) Seek he scattered pieces of a powerful magical item in the Night Below.

CENTAUR OF ATTENTION (sidetrek; 2-3; 2 p.) You have to see a man about a...er, nevermind.

NEMESIS (Planescape; 7-12; Christopher Perkins; 30p.) Heads will roll if our heroes can't find a quartet of stolen swords. Come to think of it, heads will likely roll anyway.

IASC (CELTIC CAMPAIGN; 3-4; Willie Walsh; 10p.) There's something rotten in the highlands. Iasc means 'fish' in Irish-Gaelic.

Issue #61

Jigsaw (RAVENLOFT-Masque of the Red Death 4-6; DeFazio & Christina A. Stiles;20 p.) A female scientist's sinister creation thwarts her attempt to start a new life.

STORM SEASON (FORGOTTEN REALMS; 7-12; Paul F. Culotta; 16 p.) Mysterious thunderstorms fill the night, heralding the arrival of the sinister Night Parade.

TO SAVE A FOREST (4-6

Dovjosef Anderson; 14 p.) A terrible curse preys upon the Emory Forest. The heroes ally themselves with the ancient treant Silverbark to find whatever's responsible for the blight.

NIGHT SWARM (5-7; Lorri E. Hulbert;10 p.) A vampire preys upon the citizens of Rhorton's Grove, draining their blood in a most unusual fashion.

Issue #62

DRAGON'S DELVE (3-6; Christopher Perkins; 24 p.) Something has seized control of Thunderdelve. The heroes must rid the fortress of its evil menace to free an enslaved crystal dragon.

BLOOD ON THE PLOW (sidetrek; 4-6; Lance Hawvermale; 2 p.) The heroes help an elderly woman with the harvest, protecting her from the ravages of an evil scarecrow.

GRIMJAWS (5-7; Jennifer Tittle Stack; 4 p.) Characters traveling through the vast swamp stumble upon Sutholo, a sickly lizard man shaman stalked by his own dread creation: an undead crocodile.; ***

RAT TRAP, THE (6-10; Timothy Ide; 18 p.) The city of Carn Perrin has a large rodent problem. Wererats have taken over the local thieves' guild and are running the city into the ground.

WILD IN THE STREETS (1-3; Jason Peck; 4 p.) Monsters have been unleashed in the streets of Thenwick. To make matters worse, they're not quite housebroken.

ESMERELDA'S BODYGUARD (6-9; Paul F. Culotta; 7 p.) A monster lurks in the basement of Lady Esmerelda's villa. Unfortunately, a malfunctioning automaton refuses to let the heroes investigate.

THE GHOST AT WIDDER SMITHER'S (sidetrek; 1-3; John Baichtal; 2 p.) A spectral apparition appears in Widder Smither's house, but the real danger is trapped in the old woman's cellar.

Issue #63

HUNT FOR A HIEROPHANT (6-8; Chris Doyle; 14 p.) An army of bullywugs threatens to ravage the forest town of Charlotte unless the heroes can awaken the druid Leander from his magical hibernation.

GNOME DROPPINGS (SPELLJAMMER; 3-5; Christopher Perkins; 8 p.) A strange metal cube plunges from the night sky, within which the heroes find the remnants of several autognomes.

HUZZA'S GOBLIN-O-WAR (FORGOTTEN REALMS; 4-7; Paul F. Culotta; 4 p.) The heroes' ship is attacked by Huzza, a notorious hill giant pirate, and his crew of gargoyles and goblins.

INVISIBLE STALKER (sidetrek; 1-2; Johnathan M. Richards; 2 p.) Sometimes, what you can't see can hurt you, as the adventurers soon discover when they try to protect a hysterical woman from an unseen assailant.

BLOOD & FIRE (AL-QADIM; 7-9

John Baichtal; 21 p.) The heroes must travel to the Valley of Mist and confront the evil Brotherhood of the True Flame in their flaming palace.

BEAUTY CORRUPT (4-5; Kent Ertman; 12 p.) Trade Negotiator Gelling has gone missing, and Spraye the sirine has lost her voice.

Issue #64

GROTTO OF THE QUEEN (FORGOTTEN REALMS; 6-9; Paul and Shari Culotta; 16 p.) Clerics of Umberlee have stolen a magical boat capable of travelling underwater. To retrieve the craft, the heroes must penetrate the Bitch Queen's underground temple.

BZALLIN'S BLACKSPHERE (12-15; Christopher Perkins; 24 p.) An expanding sphere of annihilation is obliterating the city of Horizon. To save the city from destruction, the heroes must undo the dark magic of the lich Bzallin.

LAST DANCE (RAVENLOFT; 2-4; Jeff Crook; 16 p.) Madame Tuvache's house has a life all its own. Heroes must escape the house before they become part of its giant mechanical dance ball, composed of the corpses of other victims.

THE MAD CHEFS OF LAC ANCHOIS (6-9; Jennifer Tittle Stack; 10 p.) Two cloud giant chefs are preparing a feast. To satisfy their customers, they're serving frog legs made from the captured members of a griplli tribe.

Issue #65 (Survey insert for the future of the D&D game)

KNIGHT OF THE SCARLET SWORD (4-6; Jeff Crook; 16 p.) A sleeping lich prepares to awaken while the Lord of Bechlaught, a lawful good fighter, persecutes innocents for practicing black magic.

FLOTSAM (6-8; John Baichtal; 2 p.) The heroes rescue two passengers stranded aboard a derelict ship: a doddering mage and his mysterious female companion.; ***

ICE TYRANT, THE (DRAGONLANCE: FIFTH AGE-Adaptable to 5-7; Christopher Perkins; Plains/Forest/Mountains, arctic; 23 p.) Gellidus holds Ergoth in his icy clutches, yet Silvanesti renegades continue to evade his tyranny.

REFLECTIONS (3-5; Lisa Doyle; 3 p.) An encounter with the gibbering moulder has some unexpected consequences.

UNKINDNESS OF RAVENS, THE

3-5; Jason Kuhl; 13 p.) An evil scarecrow brings murder and mayhem to Crawford Manor when he mistakingly believes a flock of wereravens stole his amulet of protection.; ***

BEAST WITHIN, THE (FORGOTTEN REALMS; 1-3; Paul Hamilton Beattie, Jr.; 4 p.) A priest of Ilmater is afflicted with the curse of lycanthropy.

Issue #66

ENORMOUSLY INCONVENIENT (2-3; Kent Ertman; 9 p.) A shattered beaker of plentiful potions wreaks havoc in the forest, tainting the river and randomly enlarging the indigenous life.

AVENGING MURIK (sidetrek; 4-6; Christopher Perkins; 2 p.) An evil werebadger uses a dwarf's thirst for vengeance to steal the treasure of a reclusive stone giant.

SUNKEN SHADOW, THE (1-3; James Wyatt; 17 p.) A terrible curse besets the captain and crew of the Ocean's Call. The secret of the curse lies at the bottom of the sea, amid the treasures and wreckage of a sunken pirate ship.

SWING SHOT! (4-6; Chris Doyle; 2 p.) Orcs rig a subterranean chasm with a deadly trap to prevent surface dwellers from penetrating the deeper reaches of the Underdark.

OPERATION MANTA RAY (FORGOTTEN REALMS; 6-9; Paul Culotta; 19 p.) Heroes slip onto the Dragonisle, determined to rescue a Sembian spy from Immurk's Hold.; ***

PETRIFYING PRIESTESS, THE (5-7; Brian Corvello; 7 p.) A magical mace vanishes from an elven temple, stolen by a medusa and her maedar consort.

ORANGE AND BLACK (1-3; Peter C. Spahn; 6 p.) A tiger threatens the village of Launise. Heroes track the creature to its lair to save a young boy and discover that the tiger is more than what it seems.

Issue #67 (Alternity Players Handbook Insert)

WITCHES' BREW (FORGOTTEN REALMS; 3-5; Steve Johnson; 20 p.) An herbalist needs brave heroes to retrieve some magical potion ingredients, all of which are found in the woods around Woody Glen.

EYE OF THE STORM (sidetrek; 6-8; Lance Hawvermale; 3 p.) A terrible storm threatens to destroy the village of Lonethistle.

TRAINING GROUND (FORGOTTEN REALMS; 5-8; Rick Maffei; 20 p.) Heroes explore the lost dungeon of a Netherese mage.

LITTLE PEOPLE, THE (sidetrek; 1-2; Matthew G. Adkins; 3 p.) Doliver the leprechaun has been captured within a dead magic zone by two greedy brigands, and it's up to the heroes to rescue him.

FALLS RUN (RAVENLOFT Masque of the Red Death; 1st-level; James Wyatt; 16 p.) A train ride ends in disaster when a restless spirit causes the train to derail, leaving its passengers stranded outside a small West Virginian coal town in the dead of winter.

UZAGLU OF THE UNDERDARK (5-10; Christopher Perkins; 4 p.) Deep in the Underdark lies the Kraal Nexus, and guarding this cavern from intruders is the undead myconid king Uzaglu and his undead minions.

Issue #68

THE ARTIST'S LOVING TOUCH (2-4; Charles C. Reed; 9 p.) Romero Selejian, the renowned but aging sculptor, uses gloves of petrification to create new sculptures from living people.

CONVERGENCE (ALTERNITY Star*Drive adventure; Christopher Perkins; 20 p.) Two rival stellar nations attempt to retrieve a stolen alien archive.

ONE WINTER'S NIGHT (sidetrek; 1-2; David Zenz; 2 p.) Traveling through the forest in the dead of winter, the heroes encounter a young and a woodcutter hunted by goblins.

THE TROUBLE WITH IN-LAWS (1-3; William Kenower; 11 p.) The daughter of a prominent merchant has been kidnapped and hidden in the dungeons of ruined Fillmore Keep.

AL-KANDIL (AL-QADIM sidetrek; 5-10; John Baichtal; 3 p.) The heroes find a magical lamp and summon forth its occupant, unaware that the "genie" isn't all he claims to be.

STEPPING STONES (6-8; Lisa Smedman; 9 p.) Buried among the standing stones of Murkstone Hill is an ancient dwarven crown, but to find it heroes must contend with an ancient riddle and much worse.

BY MERKLAN'S MAGIC (5-9; Brian Corvello; 9 p.)

An evil wizard Merklan has died, but an evil treant has the dead wizard's wand of the forest bane and uses it to animate plants.

Issue #69

SLAVE VATS OF THE YUAN-TI (Forgotten Realms; 3-5; Jason Kuhl; 18p.) Strange things are a-slither in Wolfhill house. The first adventure of *The Mere of Dead Men* series.

CHALLENGE OF CHAMPIONS II (any level; Jonathan Richards; 18p.) Competition always brings out the best - and worst - in everyone.; ***

STUMPING THE PARTY (sidetrek; 3-5; Christopher Pomeroy; 4 p.) Drop in for a quick bite.

SLEEP OF AGES (Forgotten Realms; 5-8; Eric Boyd; 30p.) The forces of good, evil and neutrality clash beneath the Omlarandin Mountains.

Issue # 70 (AD&D Fast-Play game insert)

HOMOCOLOUS STEW (2-4; Andre DiFiore Jr.; 6 p.)

Hostage negotiations can be tricky business, especially when they involve a wizard and his pet.

THE MAZE OF MORKOTH (4-6; James Wyatt; 14 p.) In the deep, no one can hear you scream.

BOULDER DASH (sidetrek; 6-8; Andy Miller; 3 p.) Danger is just a stone's throw away.

SSSCALLY THINGS (Forgotten Realms; 3-6; Kent Ertman; 14 p.) Can you stop the raids of the Three Towers Tribe? The second adventure of *The Mere of Dead Men* series.

KINGDOM OF THE GHOULS (GREYHAWK; 9-15; Wolfgang Baur; 29 p.) Grave danger awaits heroes in the gloomy depths of Deep Oerth.; **

Issue #71 (AD&D Fast-Play game insert)

PRIESTLY SECRETS (GREYHAWK; 2-4; Jason Peck; 20p.) A plague of giant rats is the least of Restenford's worries.;***

WILDSPAWN (6-8; Paul Culotta; 16 p.) No one returns from Revular's Island, and for good reason.

HOW DO YOU STOP A RHINO FROM CHARGING? (Marvel Super Heroes sidetrek; Steven "Stan!" Brown; 2p.) Nevermind the title, beware the punchline.

DREADFUL VESTIGES (Forgotten Realms; 4-7; Steve Johnson; 14 p.) Some haunted houses are best left unexplored. The third adventure of *The Mere of Dead Men* series.

DARK MAGIC IN NEW ORLEANS

(Ravenloft The Masque of the Red Death; 5-7; Randy Richards; 16 p.) A forgotten terror has resurfaced in 1890's Louisiana.

Issue #72 (AD&D Fast Play game insert)

No Stone Unturned (3-5) Why are zombies appearing in the streets of Jevid? You'll have to dig to find the answer.

Deep Trouble in Telthin (10-12) Dive into the Elemental Plane of Water.

Under a Pale Moon (Dragonlance Fifth Age/AD&D, 2-4) Two opposing forces unite against a common enemy.

Mistress on the Mere (Forgotten Realms, 5-7) The fate of brave heroes is written in the stars. The fourth module of the *Mere of the Dead Men* series.

Plundering Poppof (1-3) This wizard has a few skeletons in his closet.

Issue #73

Quoitine Quest (1-3) The search for a magical stone requires sharp swords and even sharper diplomacy.

Eye of Myrkul (Forgotten Realms, 6-8) Retrieve the bones of a dracolich to save the life of a paladin. The epic conclusion of the *Mere of Dead Men* series!

The Setting Sun (Greyhawk, 5-7) A community trapped in a war-torn land faces even greater threats from within.

Faerie Wood (1-2) The sprites are not just afraid of Bark Wilder-they're petrified!

The Necromancer's Pet (sidetrek; 4-6) Man's best friend is sometimes his worst enemy.

Issue #74

The Scourge of Scalabar (1-3) An undersea menace has the merchants of Scalabar up in arms.

First People (4-6) A mysterious new world awaits you just beyond the mountains.

Night of the Bloodbirds (3-7) Winged maurauders are preying on the local cattle, but who is controlling these bloodsucking bandits.

Preemptive Strike (10-15) Brave heroes face unfriendly fire as the war in Lungardy takes to the skies.

The Vale of Weeping Widows (sidetrek; 4-6) For whom do these statuesque widows weep? They weep for thee.

Issue #75

Non-Prophet Organization (4-7) Dreams become reality as a sinister prophecy unfolds.

The Amulet and the Underdark (5-7) A symbol of peace between two feuding fiefdoms falls into the wrong hands, and brae heroes are needed to win it back.

The Forgotten Man (6-8) One man's destiny-and the fate of the realm-is in your hands.

Into the Nest of Vipers (Forgotten Realms, 1-3) A Priest of Talona has concocted the deadliest poison, and this Assassins' Guild is willing to kill for it.

Issue #76 (Black-Isle CRPG insert)

The House on the Edge of Midnight (Ravenloft, 4-6) Tragedy haunts the Ransay family and all who stumble into their domain.

A Day at the Market (sidetrek; 2-4) From horned behemoths to belching blobs, this market's full of wonders.

Mertylmane's Road (5-7) A cold death awaits you in Kaloria's arctic wasteland.

Crusader (3-6) The search for a paladin's sword leads to a wizard's trap-laden lair.

Earth Tones (7-9) Not all music soothes the savage beast.

Fruit of the Vine (2-4) A [sic] old friend needs help with some housecleaning and gardening

Issue #77

Visiting Tylwyth (1) A spurned witch and her kobold henchmen make life difficult for poor Uncle Tylwyth.

A Feast of Flesh (sidetrek; 3-5) Visit an Idyllic village with some dreadfully boring problems.

Wind Chill (4-6) A howling wind beckons travelers to a quick and painful death.

Ex Keraptis Cum Amore (Greyhawk, 8-12) If you thought the legacy of Keraptis ended with White Plume Mountain, think again!; ***

Stage Fright (sidetrek; 1-3) it's all in the delivery.

To Walk Beneath the Waves (3-5) Danger arises from the deep. Have the vicious sea devils returned?

Issue #78 (Chris Perkins takes over as Chief Editor/Designer)

Lear the Giant-King (9-11) The storm to end all storms heralds this epic tale of love, woe, madness, and betrayal.; **

Veiled Threats (sidetrek; 4-6) The baron has an important quest for you-but first, a message from our sponsors...

Peer Amid the Waters (1-2) The nixies have found something strange in their lake.

Unexpected Guests (sidetrek; 4-6) Need a safe place to spend the night? Try this bag on for size!

Trail of the Frog (sidetrek; 3-4) Becoming the Tribe Mother's concubine is no simple task!

The Winter Tapestry (5-8) A tapestry holds clues to a dead dragon's hoard, but on the boldest heroes can penetrate the dragon's icy lair.

Deepstrike (Alternity, 6-8) Grab your flippers and your speargun-you're goin' fishing!

Issue #79

Keep for Sale (1-3) "I am offering to sell the deed to my keep for a modest sum," claimed the dwarf. "However, there is some risk involved."; ***

The Best Laid Plans (sidetrek; 1) The criminal exploits of Bruiser Holloway are cut short by a string of bad luck and a band of fledgling heroes.

Bad Seeds (1-3) A brief stopover at the Hawk's Shadow Inn turns into an unforgettable encounter with the Enclave of the Twisted Root.

Cloudkill (4-8) Nature clashes with industry when a noxious cloud threatens the Sky Realm.

The Akriloth (Forgotten Realms, 10-12) One year after lakhovas's rampage across the Sea of Fallen Stars, the mer-city of Voalidru remains in the clutches of evil. Can you free the city from Qol'in'taroq?

Issue #80

Fortune Favors the Dead (5-7) Finding the lost treasure of Salamanca is easy. Retrieving the map-now that's hard.

The Frothing Miscreant (Forgotten Realms, 2-4) An ill-tempered gnome takes revenge to new heights and proves to the world that he's no small threat.

Challenge of Champions III (all) Your honor and reputation are at stake. Are you bold enough to test your adventuring acumen against the best of the best?

Sarfion's Collection (sidetrek; 7-10) The Academy of the Arcane Arts is looking for new members.

A Head for Business (Alternity) The hunt begins for an elusive arms dealer and his mysterious "associate."

The Trouble with Trilochs (sidetrek; 6-9) The necromancer is dead, but his handiwork lingers on.

The Scar (1) To defeat the orcs, you must first escape the orcs.

Issue #81 (Sleeping Dragon Inn map insert)

A Race Against Time (AD&D, 1-3) A mad bomber terrorizes the city of Red Fern. Can you unravel the string of clues and bring this criminal to justice?

Divisions Of The Mind (AD&D, 8-12) Confronting the beholder is just the beginning. Find out what the eye tyrant has unearthed deep in its underground lair!

The Door To Darkness (AD&D, 1-3, 4-6, 7-9) Uncover the terrifying secret of the Sleeping Dragon Inn.

Ashtar's Temple (AD&D, 1) Bandits has seized the temple, but even greater dangers lurk in the dungeons.

Khazefryn (AD&D, 9-14) The Underdark is no place for the timid...or the weak.

Skulking Below (AD&D, 1-2) Finding the local thieves' guild can be more difficult than you think!