Dungeons&Dragons

THE ARCANE CHALLENGE

TSR's biggest contest ever, the ADVANCED DUNGEONS & DRAGONS® TRIVIATHLON™: The Arcane Challenge! Correctly answer all 100 questions designed to test your Intelligence, Constitution, and Dexterity with a pen in the three TRIVIATHLON categories of ADVANCED DUNGEONS & DRAGONS Game Rules, Stories and Settings, and Art on this poster. The answers to these questions are found in AD&D® products from the past and the present. Imagine yourself winning...

ST PRIZE Trip for two to your choice of either the Spanish GEN CON® Game Fair in Barcelona, Spain, November 1997

the Euro GEN CON Game Fair in England, September 1997. First Prize includes airfare, accommodation, free admission, and \$500 in spending money!

2ND PRIZE Trip for two to the U.S. GEN CON Game Fair in Milwaukee, WI, August 1997. Second Prize includes airfare, accommodation, free admission, \$500 in spending money, and first chance at participating in all TSR-sponsored gaming events!

3RD PRIZE The Great Red Dragon limited edition, solid pewter miniature, retail value \$125!

Name	16.8
Address	20
City	
A CONTRACTOR OF A CONTRACTOR O	1.000

Daytime Phone Number Including Area Code

Signature of Parent or Guardian (Required if Entrant is Under 18 Years of Age)

To enter the ADVANCED DUNGEONS & DRAGONS TRIVIATHLON: The Arcane Challenge Contest, print your answers to all 100 questions for the TRIVIATHLON categories of AD&D Game Rules, Stories and Settings, and Art legibly in blue or black ink in the space provided below each question on this poster. Unless otherwise indicated, all Game Rules questions refer to the AD&D 2nd Edition Game. Mail this entire poster with your answers in a 9" x 12" envelope with two first-class postage stamps to:

State

Zip Code

Class postage stamps to: Advanced Dungeons & Dragons Triviathlon Contest TSR, Inc.

201 Sheridan Springs Road Lake Geneva, VVI 53147

No purchase necessary to enter or win. Entries must be received by June 15, 1996. See back panel for complete contest rules. Need a clue or two? Call the AD&D TRIVIATHLON Clue Line 1-900-420-CLUE

90¢ per minute; average call is two minutes; if you are under 18 years of age, you must obtain your parent's permission before calling.

Each day you will receive a different, prerecorded clue for one, or possibly two, of the 100 AD&D TRIVIATHION questions in sequential order. We'll start with the clue for Question #1 on March 1, 1996 and end with the clue for Question #100 on May 31, 1996. These clues are available for one day only and will not be repeated on any other day.

> Get a new clue (or two) each day beginning 8 a.m. Eastern Standard Time!





35 In the 2nd printing of the Tome of Magic, the Mindkiller spell was replaced by what other spell?

36 If a 3rd-level shukenia casts a colm spell onto a breeze-tossed lake, what happens?

37 What is the Wisdom score of Astinus of Palanthus?

38 At a roadside inn, a weary human scout and a dwarf swordsman meet a resting halfling cutpurse and a gnome trickster. Under 1st edition rules, what do they all have in common?

39 How many metal coins weigh a pound?

40 Name the first hardcover book to be part of a role-playing game.

41 How many character points would a fighter have left to spend on class abilities after selecting Building and Leadership?

42 How far can Hiawatha shoot a pixie bow?

(Please unfold to continue Category I: Game Rules.)



CATEGORY 1: GAME RULES (Continued) Dungeons&Dragons 43 The only way to be certain of killing me is to 45 What kind of character can safely employ the How long would it take a moderately encumbered 48 reduce me to -30 hit points and then use a wish Mac-Fuirmidh cittern? character who is sitting at the bottom of a 60-footspell. What am I? deep lake to swim to the surface? 46 Under 1st edition rules, what is artichoke juice Table 5: Suggested Begging Modifiers can be found Igor is a 13th-level fighter wearing gountlets of ogre good for? 49 power and armed with Melior. He is a grand master in what AD&D® product? in the weapon's use and he is under the influence of a helpful proyer spell. How much damage will he inflict if he strikes a frost giant? 47 How far can a character see while submerged 30 feet in a freshwater lake? 50 An electrum piece is worth how many ceramic THE ARCANE CHALLENGE pieces? CATEGORY 2: STORIES AND SETTINGS 51 The Cleric Quintet is set in what AD&D game realm? 66 What is the title of the leader of the Solamnic Knights 81 This city is the capital of Talinie. of the Rose? 52 Who is Charles Oliver O'Kane? 82 Who is the twin brother of Zeboim and son of 67 What sort of creatures guard the upper level of the Sargonnas? Forgotten Temple of Tharizdun? 53 Who are Yondalla the Provider and Brandobaris? 83 Googlaboorp is a priest of what deity? 68 Complete the stanza, "Open the gates to my Sphere of Power, And put off evil 54 What term describes an outcast Vistani, "utterly corrupted by the gloom of the surrounding land?" 84 What island lies between Aridia and Inferno in the lo's Blood Island Chain? 69 What are the three moons of Krynn? 55 What is the word for "alien wizard" in the AL-QADIM® 85 Before Abalach-Re was killed in battle against Sadira of setting? Tyr, what city did she rule? Name the three principle orders of knights in the 56 DRAGONLANCE® setting. 70 What lies beyond the ring of Sigil? 86 Which regular customer at the Welcome Wench Inn is actually an agent of the Viscount of Verbobonc? Aside from the Markessas, who can tell the false 71 Markessa from the original Markessa? 87 What class and level was Castanamir when he retired to his island? 57 What is the name of the creature who rules Dragon 72 What is Azalin's true name, and from what campaign Mountain? world did he originate? 88 In what village did the cult of the reptile god take hold? 58 The Demonweb Pits are part of what plane? 73 How does Petit-Singe convince the guards at Chateau 89 If you and a noyan seek shelter from a buran in your Sylaire to let him pass? yurt, where do you live? 59 The Horseshoe Temple, deep in the Quoya desert where only adventurous nomads travel, houses shrines to the Nine Sacred Sages of the Path. 74 Translate the phrase, "Est Sularus oth Mithas." 90 What race of petitioners are found in Semuanya's Bog? Who was the 5th sage? 75 Who found the Silencer of Bodach "about three King's Who inadvertantly brought the Red Death to 91 60 What are the names of Strahd Von Zarovich's brothers? Gothic Earth? Ages ago?"

61 What alignment is Chemosh, Lord of the Undead?

76 In what region does the town of Pommeville lie?

92 How many levels are there in the Iron Citadel, which stands in the ring of fire surrounding Ur Draxa?

- 62 What is the name of Drizzt Do'Urden's panther companion?
- 63 Which vampire in Ravenloft lived the longest?
- 64 What three magical weapons must PCs retrieve from White Plume Mountain?
- 65 What do Soldai, Aurachil, and Kirinor have in common?
- 77 Who is the king of the centaurs living on the Island of Evermeet?
- 78 What's the first thing the Dancing Man says?
- 79 Where was Edralve exiled to after a failed coup attempt?
- 80 Who destroyed the arch-lich Vecna?
- 93 Four cryptknights guard the tomb of Martek. They will not attack a group of adventurers who carry one of these.
- 94 What two magical substances are unique to the Savage Coast?
- 95 In this adventure, PCs begin at 0 level and select a class during play.



CATEGORY 3: ART





What is this (the monster, not the product)?



dungeon)?

99 When is this (what year in the DRAGONLANCE® Saga timeline)?



100 Why is this dragon angry?



The History of TSR is the History of Fantasy Adventure Games and Books

For the collector in all of us, here is a list of DUNGEONS & DRAGONS® and ADVANCED DUNGEONS & DRAGONS® products from the start!

The products listed here are only those that were published, produced or manufactured by TSR, Inc., and which carried a DUNGEONS & DRAGONS® or ADVANCED DUNGEONS & DRAGONS® logo. Thus, products like the Eye of the Beholder computer game are not listed because they were not produced by TSR, Inc., while products like the DUNGEON!® boardgame were not listed because they didn't carry the D&D® or AD&D® logo. The exceptions are the three editions of the CHAINMAIL[™] rules, which were the starting point for everything that follows. Unless otherwise noted: © designates registered trademarks owned by TSR. Inc. ¹⁰ designates trademarks owned by TSR. Inc. © 1996 TSR, Inc. All Rights Reserved. LANOMAN is a trademark owned by Fritz Leiber and is used with permission.

DUNGEONS & DRAGONS

D&D® RULEBOOKS & BOXED SETS CHAINMAIL", 1st edition, '71 ("Guidon Games") CHAINMAIL", 2nd edition, with Fantasy Supplement, '72 ("Guidon Games") CHAINMAIL", 3rd edition, '75; 6002 & 2008

D&D Ist edition, boxed, '74 D&D 1st edition, Vol. 1, Men & Magic, '74 D&D 1st edition, Vol. 2, Monsters & Treasure, '74 D&D 1st edition, Vol. 3, The Underworld & Wilderness Adventures, '74

Supplement I: GREYHAWK[®], '75; 2003 Supplement II: BLACKMOOR[®], '75; 2004 Supplement III: Eldritch Wizardry, '76;

Supplement IV: Gods, Demi-Gods & Heroes, '76; 2006 Swords & Spells, '76; 2007 D&D 2nd edition, rulebook, '78; 200

D&D 2nd edition, Basic Set, '78: 1001 D&D 3rd edition, Basic Set, '81; 2014 D&D 3rd edition, Expert Set, '81; 2015 D&D 4th edition, Basic Rules, '83; 1011 D&D 4th edition, Expert Rules, '83; 1012

D&D 4th edition, Companion Rules, '84;

D&D 4th edition, Master Rules, '85; 1021 D&D 4th edition, Immortals Rules, '86; 1017 Dawn of the Emperors: Thyatis and Alphatia accessory, '89 HOLLOW WORLD® campaign setting, '90; 1054 D&D 5th edition, entry-level, '91; 1070 D&D 5th edition Rules Cyclopedia, '91; 1071 The Dragon's Den adventure pack, '92; 1073 The Goblin's Lair adventure pack, '92; 1076 The Haunted Tower adventure pack, '92; 1081 Wrath of the Immortals accessory, '92; 1082

Champions of Mystara: Heroes of the Princess Ark campaign expansion, '93; 1094 D&D 6th edition, Classic, '94; 1106 ACCESSORIES & ADVENTURES Dungeon Geomorphs, Set One: Basic Dungeon, '76; 1002 & 9004

Dungeon Geomorphs, Set Two: Caves & Caverns, '77: 9005 Dungeon Geomorphs, Set Three: Lower Dungeons, '77; 9006 Dungeon Geomorphs, Sets One to Three, '81; 9048 Outdoor Geomorphs, Set One: Walled City, '77 Monster & Treasure Assortment, Set One: Dungeon Level One to Three, '77 Monster & Treasure Assortment, Set Two: Dungeon Levels

Four to Six, '77 Monster & Treasure Assortment, Set Three: Dungeon Level Seven to Nine, '78 Monster & Treasure Assortment, Sets One to Three: Level One to Nine, '80; 9047 Character Record Sheets (pad), '77

Basic Character Record Sheets (booklet), '80; 9037 ACI, Shady Dragon Inn, '83; 9100 AC2 D&D Combat Shield/The Treasure of the Hideous One '8-

AC3, Dragoin Tiles I/The Kidnapping of Princess Arelina, '84; 9121 XSolo2, Thunderdelve Mountain, '85; 9157 AC4, The Book of Marvelous Magic, '85: 9116 AC5, Dragon Tiles II/The Revenge of Rusak, '85: 9145 AC6, Player Character Sheets, '85: 9037 AC7, Master Player Screen/The Spindle, '85: 9156 AC9, Creature Catalogue, '86; 9173 AC10, Bestiary of Dragons and Giants, '87:9211 ACLL The Book of Wondrous Inventions, '87:9220 B1. In Search of the Unknown, '79: /rev. '81: 9023 B2. The Keen On the Borderlands '81:9034 B3, Palace of the Silver Princess, '81: 9044 84. The Lost City, '82; 9049

B5, Horror on the Hill, '83: 9078 B6, The Veiled Society, '84; 9086 B7, Rahasia, '84; 9115 B8, Journey to the Rock, '84; 9106 B9, Castle Caldwell and Beyond, '85; 9143 B1-9, In Search of Adventure, '87; 9190

B10, Night's Dark Terror, '86; 9149 B11, King's Festival, '89; 9260 B12, Queen's Harvest, '89; 9261 B-Solo, Ghost of Lion Castle, '84; 9097 CMI, Test of the Warlords, '84; 9117 CM2, Death's Ride, '84; 9118 CM3, Sabre River, '84; 9119

CM4, Earthshaker, '85; 9128 CM5, Mystery of the Snow Pearls, '85; 9154 CM6, Where Chaos Reigns, '85; 9158 CM7, The Tree of Life, '86; 9166 CM8, The Endless Stair, '87; 9192 CM9, Legacy of Blood, '87; 9210

DA1, Adventures in Blackmoor, '86; 9172

DA2, Temple of the Frog, '86: 9175 DA3, City of the Gods, '87:919 DA4, Duchy of Tenh, '87: 9205 DDA1, Arena of Thyatis, '90: 9284 DDA2, Legions of Thyatis, '90; 9296

DDA3, Eye of Traldar, '91: 9271 DDA4. The Dymrak Dread, '91: 9272 DDREFI, D&D Character Record Sheets, '91; 9308 DMRI, DM[®] Screen/Escape From Thunder Rift, '93: 9437 DMR2, Creature Catalog, '93; 9438

Entry I, Quest for the Silver Sword, '92: 9342 Entry 2, Assault on Raven's Ruin, '92:9350 Entry 3, Thunder Rift, '92: 9357 Entry 4, Sword & Shield, '92; 9387

Entry 6, The Knight of Newts, '93; 9434 Entry 7, Rage of the Rakasta, '93; 9435 Entry 8, In the Phantom's Wake, '93; 9436 GAZ1, The Grand Duchy of Karameikos, '87; 9193 GAZ2, The Emirates of Ylaruam, '87; 9194 GAZ3. The Principalities of Glantri, '87: 9208 GAZ4 The Kingdom of Jerendi, '87:9215 GAZ5. The Elves of Alfheim, '88: 9223

Entry 5, Character & Monster Assortment, '92; 9363

GAZ6, The Dwarves of Rockhome, '88: 9227 GAZ7. The Northern Reaches, '88: 9230 AZ8, The Five Shires, '88: 9232 GA79 The Minrothad Guilds 188-923

> GAZII, The Republic of Darokin, '89; 9250 GAZ12, The Golden Khan of Ethengar, '89; 9246 GAZ13, The Shadow Elves, '90; 9287 GAZ14, The Atruaghin Clans, '91; 9306

GAZ10. The Orcs of Thar. '88: 9241

HWA1, Nightwail, '90; 9303 HWA2, Nightrage, '90; 9310 IWA3, Nightstorm, '91; 9311 WQ1, The Milenian Scepter, '92; 9378 WRI, Sons of Azca, '91;9332

HWR3, The Milenian Empire, '92; 9384 MI, The Immortal Storm, '86; 9171 M2, The Wrath of Olympus, '87; 918 IM3, The Best of Intentions, '87; 920 The Jade Hare, '92; 9259 MI solo, Blizzard Pass, '83; 9067 M2 solo, Maze of the Riddling Minotaurs, '83; 9060 MI, Into the Maelstrom, '85: 9159 M2, Vengeance of Alphaks, '86; 9148 M3, Twilight Calling, '86; 9174 M4, Five Coins for a Kingdom, '87; 9204 M5, Talons of Night, '87; 9214 OI, The Gem and the Staff, '83; 9050

O2, Blade of Vengeance, '84: 9108 PC1, Creature Crucible: Tall Tales of the Wee Folk, 89: 9254 PC2, Creature Crucible: Top Ballista, 89: 9255 PC3, Creature Crucible: The Sea People, '90: 927 PC4, Creature Crucible: Night Howlers, '92: 9368 RPGA1, Rahasia, '83; 6064

RPGA2, The Black Opal Eye, '83: 6065 X1, The Isle of Dread, '81/rev. '83: 9043 X2, Castle Amber, '81: 9051 X3, Curse of Xanathon, '82:9056 X4. Master of the Desert Nomads, '83: 9068

X5. Temple of Death. '83: 9069 X6. Ouagmire, '84: 9081 X7. War Rafts of Kron, '84: 9079 X8 Drums on Fire Mountain '84-9127 X9. The Savage Coast, '85: 9129 X10, Red Arrow, Black Shield, '85:9160 X11, Saga of the Shadow Lord, '86; 9165

X13, Crown of Ancient Glory, '87; 9218 XLI, Quest for the Heartstone, '84;9114 XSolo1, Lathan's Gold, '84: 9082 NOVELS ENDLESS QUEST" 1, Dungeon of Dread, '82; 8501

ENDLESS QUEST 2, Mountain of Mirrors, '82;8502 ENDLESS QUEST 3, Pillars of Pentegarn, '82; 8503 ENDLESS QUEST 4, Return to Brookmere, '82; 8504 ENDLESS QUEST 5, Revolt of the Dwarves, '83; 8505 ENDLESS QUEST 6, Revenge of the Rainbow Dragons, '83; 8506 ENDLESS QUEST 10, Circus of Fear, '83; 8510 ENDLESS QUEST 11, Spell of the Winter Wizard, '83;8511 ENDLESS QUEST 13, Dragon of Doom, '83:8513 ENDLESS QUEST 14, Raid on Nightmare Castle, '83:8514 ENDLESS QUEST 15, Under Dragon's Wing, '84; 8515 ENDLESS QUEST 16, The Dragon's Ransom, '84:8516 ENDLESS QUEST 18, King's Quest, '84;8518 ENDLESS QUEST 21, Duel of the Masters, '84:8519 ENDLESS QUEST 22. The Endless Catacombs, '84:8520 ENDLESS QUEST 27. Lair of the Lich. '84: 8527 ENDLESS OUEST 29. Tower of Darkness, '84:8529 ENDLESS OUEST 30. The Firewood, '85:8530 ENDLESS QUEST 32, Prisoner of Elderwood, '86:8532 ENDLESS QUEST 33, Kniabt of Illusion, '86:8533 ENDLESS QUEST 34, Claw of the Dragon, '86;8534 ENDLESS QUEST 35, Vision of Doom, '86:8535 ENDLESS QUEST 36, Song of the Dark Druid, '87; 8536 Cartoon Show 1, Tower of Midnight Dreams, '85; 8711 Cartoon Show 2, Backward Magic, '85; 8712

Cartoon Show 3, The Witch's Spell Book, '85;8713 Cartoon Show 4, The Maze and the Magie Dragon, '85;8714 Cartoon Show 5, The King Who Wore No Crown, '85; 8715 Cartoon Show 6, The Star Snatchers, '85: 8716 The Penhaligon Trilogy, Vol. 1, The Tainted Sword, '92; 8035 The Penhaligon Trilogy, Vol. 2, The Dragon's Tomb, '93; 8036 The Penhaligon Trilogy, Vol. 3, The Fall of Magic, '93; 8037 MISCELLANEOUS

TM2, The Eastern Countries Trail Map, '89: 9404 The Art of the DUNGEONS e3 DRAGONS Game, '85: 8443 Poor Wizard's Almanac, '92; 9372 Poor Wizard's Almanac II, '93; 9441 Poor Wizard's Almanac III, '94: 2506 Joshuan's Almanac, '95; 2517 Realms of Wonder calendar '83; 8883

INTRODUCTORY PRODUCTS

GAMES

FANTASY FOREST® Game, '82; 1014 FANTASY FOREST Game, '90: 1059 DRAGON QUEST® Game, '92: 1100 DRAGON STRIKE[®] ADVENTUREVISION[®] Game and Video, '93: 1400

FIRST QUEST" audio CD game, '94; 1105 Introduction to ADVANCED DUNGEONS & DRAGONS® audio CD Game, '95; 1134 NOVELS

DRAGON STRIKE 1, The Warrior's Tale, '93; 8727 DRAGON STRIKE 2, The Elf's Tale, '93;8728 DRAGON STRIKE 3, The Thief's Tale, '93; 8726 DRAGON STRIKE 4, The Wizard's Tale, '93; 8725



ENDLESS QUEST⁶ I (new series), Dungcon of Fear. '94: 8088 ENDLESS QUEST 5 (new series), A Wild Ride, '94; 8092 (WILDSPACE™) ENDLESS QUEST 6 (new series), Forest of Darkness, '94; 8093 FIRST QUEST 1, Roques to Riches, '95; 8150 FIRST QUEST 2, The Unicorn Hunt, '95; 8151

FIRST QUEST 3, Son of Dawn, '95;8153 FIRST QUEST 4, Pawns Prevail, '95; 8152 FIRST QUEST 5, Suitors Duel, '95; 8154 FIRST QUEST 6, Summerbill Hounds, '95;8155 FIRST QUEST 7, Immortal Quest, '96;8157

DEITIES & DEMIGODS, rev., '81; 2013 FIEND FOLIO", '81; 2012 Monster Manual II, '83; 2016 arthed Arcana, '85; 2017 Legends & Lore, '85; 2013 ungeoneer's Survival Guide, '86 2019 Wilderness Survival Guide, '86; 202 Manual of the Planes, '87; 2022 2ND EDITION DUNGEON MASTER Guide, '89: 2100 Player's Handbook, '89: 2101 MONSTROUS COMPENDIUM®, Vol. 1, '89: 2102 N4, Treasure Hunt, '86; 9185 MONSTROUS COMPENDIUM, Vol. 2, '89: 2103 N5, Under Illefarn, '87; 9212 Legends & Lore, '90: 2108 Tome of Magic, '91; 2121 MC8, MONSTROUS COMPENDIUM, Outer Planes Appendix, '91:2118 RI, To the Aid of Falx, '82;6060 MC14, MONSTROUS COMPENDIUM, FIEND FOLIO Appendix, '92; 2129 R2, The Investigation of Hydell, '82; 606 The MAGIC ENCYCLOPEDIA", Vol. I. '92: 9293 The MAGIC ENCYCLOPEDIA, Vol. II, '93: 9421 MONSTROUS MANUAL 7 193-2140 Book of Artifacts, '93; 2138 ONSTROUS COMPENDIUM Annual, Vol. One, '94; 2145 ENCYCLOPEDIA MAGICA", Vol. I, A-D, '94: 2141 ENCYCLOPEDIA MAGICA, Vol. II. D-P. '95: 2152 ENCYCLOPEDIA MAGICA, Vol. III, P-S, '95; 215 ENCYCLOPEDIA MAGICA, Vol. IV, S-Z and Index, '95; 2161 Player's Handbook, rev., '95; 2159 DUNGEON MASTER Guide, rev., '95; 2160 PLAYER'S OPTION": Combat & Tactics, '95; 2149 PLAYER'S OPTION: Skills & Powers, '95; 2154 DUNGEON MASTER Option: High-Level Campaigns, '95; 2156 DUNGEON MASTER Screen(s) and Master Index, '95; 9504 MONSTROUS COMPENDIUM Annual, Vol. Two, '95; 2158 PHBRI, The Complete Fighter's Handbook, '89; 2110 PHBR2, The Complete Thief's Handbook, '89: 2111 PHBR3, The Complete Priest's Handbook, '90; 2113 PHBR4, The Complete Wizard's Handbook, '90: 2115 PHBR5, The Complete Book of Psionics, '91: 2117 PHBR6. The Complete Book of Dwarves, '91:2124 PHBR7. The Complete Bard's Handbook, '92: 2127 PHBR8, The Complete Book of Elves, '92; 2131 PHBR9, The Complete Book of Gnomes & Halflings, '93; 2134 PHBR10, The Complete Book of Humanoids, '93; 2135 PHBR11, The Complete Ranger's Handbook, '93; 2136 PHBR12, The Complete Paladin's Handbook, '94; 2147 PHBR13, The Complete Druid's Handbook, '94; 2150 PHBR14, The Complete Barbarian's Handbook, '95; 2148 PHBR15, The Complete Ninja's Handbook, '95; 2155 DMGRI, Campaign Sourcebook & Catacomb Guide, '90;2114 DMGR2, Castle Guide, '90; 2112 DMGR3, Arms and Equipment Guide, '91; 2123 DMGR4, Monster Mythology, '92; 2128 DMGR5, Creative Campaigning, '93; 2133 DMGR6, The Complete Book of Villains, '94; 2144 DMGR7. The Complete Book of Necromancers, '95: 2151 HRI, Vikings Campaign Sourcebook, '91; 9322 HR2, Charlemagne's Paladins Campaign Sourcebook, '92; 9323 NOVELS HR3, Celts Campaign Sourcebook, '92; 9376 HR4, A Mighty Fortress Campaign Sourcebook, '92; 9370 HR5, The Glory of Rome Campaign Sourcebook, '93; 9425 HR6, Age of Heroes Campaign Sourcebook, '94; 9408 HR7, The Crusades Campaign Sourcebook, '94; 9469 CGR1, SPELLJAMMER® The Complete Spacefarer's Handbook,

1st EDITION

Monster Manual, '77; 2009

Player's Handbook, '78: 2010

DEITIES & DEMIGODS", '80; 2013

DUNGEON MASTER® Guide, '79: 2011

'92:2130 CGR2, DARK SUN" The Complete Gladiator's Handbook, '93; 2419 CGR3, AL-QADIM® The Complete Sha'ir's Handbook, '94; 2146 PGI, Player's Guide to the DRAGONLANCE® Campaign, '93; 2143 PG2, Player's Guide to the FORGOTTEN REALMS' Campaign, '93;

ACCESSORIES & ADVENTURES BATTLESYSTEM®, boxed set, '85; 1019 BATTLESYSTEM, 2nd edition (book), '89; 9266 BATTLESYSTEM Skirmishes, '91; 9335 Player Character Record Sheets, '79; 9028 Permanent Character Folder & Adventure Records, '79; 9029 Non-Player Character Records, '79; 9030 The Rogues Gallery, '80; 9031 DUNGEON MASTER Adventure Log, '80: 9036 DUNGEON MASTER Screeen, '81; 9024 DUNGEON MASTER Dresign Kit. '88: 9234

COUJNCIL OF WYRMS" deluxe boxed adventure, '94: 1107 Niight Below: An UNDERDARK" Campaign deluxe boxed adventure, '95: 1125 AI, Slave Pits of the Undercity, '80: 9039 A2, Secret of the Slaver Stockade, '81: 9040 A3. Assault on the Aerie of the Slave Lords, '81:9042 A4, Dungeon of the Slave Lords, '81: 9041 A1-4, Scourge of the Slave Lords, '86; 9167 CI, The Hidden Shrine of Tamoachan, '80/rev. '81; 9032

DRAGON MOUNTAIN® deluxe boxed adventure, '93; 1089

C2, The Ghost Tower of Inverness, '80; 9038 C3, The Lost Island of Castanamir, '84; 9110 C4, To Find a King, '85; 9107 C5, The Bane of Llewellyn, '85; 9109 C6, Official RPGA® Tournament Book, '87: 9206 CBI, Conan Unchained, '84; 9123 CB2, Conan Against Darkness, '84; 9124 D1, Descent Into the Depths of the Earth, '78; 9019

D2, Shrine of the Kuo-Toa, '78; 9020 D1-2, Descent Into the Depths, '81; 9059 D3, Vault of the Drow, '78/rev. '80; 9021 DQ1, The Shattered Statue, '87; 9221 GI, Steading of the Hill Giant Chief, '78; 9016 G2, The Glacial Rift of the Frost Giant Jarl, '78; 9017 G3, Hall of the Fire Giant King, '78: 9018 GI-3, Against the Giants, '81; 9058

GDQ1-7, Queen of the Spiders, '86; 9179 GAI, The Murky Deep, '93; 9422 GA2, Swamplight, '93; 9424 GA3, Tales of Enchantment, '93; 9428 Temple, Tower, and Tomb, '94; 9448 Castles 3-dimensional accessory, '90; 1056

GR2, Dungeons of Mystery, '92; 9365 GR3, Treasure Maps, '92; 9377 Treasure Chest, '94: 9426 City Sites, '94:9464 Castle Sites, '95: 9479

HI, Bloodstone Pass, '85:9122 H2. The Mines of Bloodstone, '86: 9168 H3, The Bloodstone War, '87; 9200

HHQ1, Fighter's Challenge, '92:9330 HHQ2, Wizard's Challenge, '92; 9359 HHQ3, Thief's Challenge, '93; 9420

HHQ5, Fighter's Challenge II, '94; 9427 HHQ6, Wizard's Challenge II, '94; 9454 HHQ7, Thief's Challenge II: Beacon Point, '95; 9478 HHQ8, Cleric's Challenge II, '95; 9483

12, Tomb of the Lizard King, '82; 9055 13, Pharoah, '82; 9052

OP1, Tales of the Outer Planes, '88; 9225 01, Queen of the Demonweb Pits, '80; 903 R3, The Egg of the Phoenix, '82; 6062 R4, Doc's Island, '83; 6063 RPGA3, The Forgotten King, '83; 6066 RPGA4, The Elixir of Life, '84; 6067 REFI, DUNGEON MASTER Screen, rev. '85; 9146 REFI, DUNGEON MASTER Screen, 2nd edition/Terrible Trouble at Tragidore, '89: 9263 REF2, Player Character Record Sheets, '86: 9028 REF2, Character Record Sheets, 2nd edition, '89; 9264 REF3, The Book of Lairs, '86; 9177 REF4, The Book of Lairs II, '87; 9198 REF5, Lords of Darkness, '88; 9240 REF6, Rogues' Gallery, '92: 9380 RSI, Red Sonia Unconquered, '86; 9183 S1. Tomb of Horrors, '78/rev. '81: 9022 S2. White Plume Mountain, '79/rev, '81: 9027 S3. Expedition to the Barrier Peaks, '80/rev, '81: 9033 S4. The Lost Caverns of Tsoicanth, '82: 9061 SI-4 Realms of Horror '87:9209 S5, The Dancing Hut of Baba Yaga, '95; 9471 S6, Labyrinth of Madness, '95; 9503 T1, The Village of Hommlet, '79/rev. '81: 9026 T1-4, The Temple of Elemental Evil, '85; 9147 UI, The Sinister Secret of Saltmarsh, '81: 9062 U2, Danger at Dunwater. '82: 9064 U3. The Final Enemy, '83: 9076 UKI, Beyond the Crystal Cave, '83: 9066 UK2. The Sentinel. '83:9101 UK3. The Gauntlet, 84:9111 UK4, When a Star Falls, 84; 9120 UK5, Eye of the Serpent, '84; 9125 UK6, All That Glitters..., '84; 9126 UK7, Dark Clouds Gathering, '85; 9151 Chronomancer, '95; 9506 Shaman, '95; 9507 The Silver Key, '96; 9508 "All Things Dark and Dangerous AD&D® Trivia Game, '91; 1069 Mertwig's Maze gamefolio, '88; 1038 Super ENDLESS QUEST® 2, The Ghost Tower, '85; 8952 Super ENDLESS QUEST 3, Escape from Castle Quarras, '85; 8953 Super ENDLESS QUEST 7, Sceptre of Power, '86; 8957 Super ENDLESS QUEST 8, Nightmare Realm of Baba Yaga, '86; Super ENDLESS QUEST 9, The Sorcerer's Crown, '86:8959 Super ENDLESS QUEST 10, Lords of Doom, '86; 8960 Super ENDLESS QUEST 11, Clash of the Sorcerers, '86; 8961 Super ENDLESS QUEST 12, Curve of the Werewolf, '87:8962 Super ENDLESS QUEST 13, Gates of Death, '87:8963 Super ENDLESS QUEST 14, Trail Sinister, '87: 8964 Super ENDLESS QUEST 15, The Vanishing City, '87:8965 Super ENDLESS QUEST 17, Spawn of Dragonspear, '88;896 Super ENDLESS QUEST 18, Prince of Thieves, '88:8968 CATACOMBS": Faerie Mound of Dragonkind, solo quest, '87:8420 1 on I Book I. Castle Arcania, '85: 8461 on | Book 3. Revenue of the Ri on I Book 4, Challenge of Druid's Grove, '85:8464 1 on 1 Book 6. The Amber Sword of World's End. '86:8466 The Rod of Seven Parts, AD&D TOMES" hardcover, '96: 8040 MISCELLANEOUS DRAGON DICE" percentiles; 8004 DRAGON DICE polyhedrals; 8005 AD&D Adventure Gaming Dice Set, '86; 8006 Hexagonal Mapping Booklet; 8007 Fighter's Screen, '94: 9457 Priest's Screen, '94; 9462. Thiref's Screen, '94; 9463 Wizard's Screen, '94; 9468 Fighter's Player Pack, '94; 111 Priest's Player Pack, '94; 1114 Thief's Player Pack, '94; 1115

ADVANCED DUNGEONS & DRAGONS®

15, Lost Tomb of Martek, '83; 9054

16. Ravenloft, '83: 9075

17, Baltron's Beacon, '85: 9152

18, Ravenger of Time, '86; 9169

13-5, Desert of Desolation, '87; 9199

19, Day of Al'Akbar, '86; 9178

I, Needle, '87; 9187

God, '82; 9063

9181

10, Ravenloft II: Gryphon Hill, '86:

2, Egg of the Phoenix, '87; 9201

2. The Assassin's Knot, '83: 9057

3, Adventure Pack, Vol. 1, '87; 9202

I, The Secret of Bone Hill, '81; 9045

IVI, Midnight on Dagger Alley, '84;

II, Against the Cult of the Reptile

N2, The Forest Oracle, '84; 9084

13, The Destiny of Kings, '86; 916

Wizard's Player Pack, '94; 1113 The Finieous Treasury, comic strip collection, '8 Snarfquest, comic strip collection, '87; 8118 The Art of DRAGON Magazine, '88:8444 The Art of the ADVANCED DUNGEONS & DRAGONS Fantasy Game 89:8449 The Worlds of TSR: A Pictorial Journey Through the Landscay of Imagination, hardcover, '94; 8441 // paperback, '95; 8441P CARDS

Monster Cards, set 1, '82; 8009 Monster Cards, set 2, '82: 8010 Monster Cards, set 3, '82; 8011 Monster Cards, set 4, '82; 8012 CRI, Wizard Spell Cards, '92; 9356 CR2, Deck of Priest Spells, '92; 9362 CR3, Deck of Magical Items, '93; 9423 CR4, Deck of Encounters, set 1, '94; 9407 CR5, Deck of Encounters, set 2, '94; 9443 CR6, Deck of Psionic Powers, '94; 9458 CARDMASTER® Adventure Design Deck, '93; 1090 AD&D collector cards, set 1, '91; 1062 AD&D collector cards, set 2, '91; 1063 AD&D collector cards, factory set, '91; 1061 AD&D collector cards, set 1, '92; 1075 AD&D collector cards, set 2, '92; 1078 AD&D collector cards, factory set, '92; 1080 AD&D collector cards, set 1, '93; 1093 AD&D collector cards, set 2, '93; 1095 AD&D collector cards, set 3, '93; 1096 AD&D collector cards, factory set, '93: 1097 SPELLFIRE *: Master the Magic Card Game, 1st edition, '94; 1116 SPELLFIRE: Master the Magic Card Game, "no edition," '94; 1116A SPELLFIRE: Master the Magic Card Game, 2nd edition, '94; 1116B SPELLFIRE: Master the Magic Card Game, 3rd edition '94: 1116C

SPELLFIRE Booster Pack set 1. '94:1117 SPELLFIRE BOOSter Pack, set 2: RAVENLOFT, '94; 1118 SPELLFIRE BOOSTER Pack, set 3: DRAGONLANCE, '94; 1119 SPELLFIRE BOOSter Pack, set 4: FORGOTTEN REALMS, '94; 1129 SPELLFIRE Booster Pack, set 5: Artifacts, '95; 1122 SPELLFIRE Booster Pack, set 6: Powers, '95; 1126 SPELLFIRE Booster Pack, set 7: The Underdark, '95; 1123 SPELLFIRE Booster Pack, set 8: Runes & Ruins, '96; 1151 SPELLFIRE: Master the Magic Reference Guide, '95; 1133

GRI, Strongholds, '92; 9353 Country Sites, '95; 9482 H4, The Throne of Bloodstone, '88; 9228 HHQ4, Cleric's Challenge, '93; 9429

I, Dwellers of the Forbidden City, '81; 9046

14, Oasis of the White Palm, '83; 9053







DARK SUN[®]

NAME OF TAXABLE PARTY.	Consection when a wave start when we are a wave and the start of the
ansi s	DSS2, Earth, Air, Fire, and Water, '93; 2422
Sec.	DSS3, Elves of Athas, '93; 2423
	DSE2, Black Spine, '94; 2428
A. 354	Forest Maker, '94; 2430
S.E.	The Will and the Way: Psionicists of Athas, '94; 2431
	Thri-Kreen of Athas, '95; 2437
	Beyond the Prism Pentad, '95; 2441
1	The Wanderer's Chronicle: Windriders of the Jagged
1	Cliffs, '95; 2439
ALC: NO.	The Wanderer's Chronicle: Mind Lords of the Last Sea,
	'96; 2444
OVELS	S A S A S A S A S A S A S A S A S A S A
e Prism	Pentad, 1, The Verdant Passage, '91; 2402
e Prism	Pentad, 2, The Crimson Legion, '92; 2403
e Prism	Pentad, 3, The Amber Enchantress, '92; 2409
e Prism	Pentad, 4, The Obsidian Oracle, '93; 2414
e Prism	Pentad, 5, The Cerulean Storm, '93;2415
e Tribe	of One Trilogy, I, The Outcast, '93; 2425
	of One Trilogy, 2, The Seeker, '94; 2426
e Tribe	of One Trilogy, 3, The Nomad, '94; 2427

The Chronicles of Athas, I, The Brazen Gambit, '94; 2434 The Chronicles of Athas, 2, The Darkness Before the Dawn, '95; 2435 The Chronicles of Athas, 3, The Broken Blade, '95; 2436 The Chronicles of Athas, 4, Cinnabar Shadows, '95; 2440 The Rise and Fall of a Dragon King, '96; 2442

The Elven Nations Trilogy, Vol. 1, Firstborn, '91;8337

The Meetings Sextet, Vol. 1, Kindred Spirits, '91:8340

The Meetings Sextet, Vol. 2, Wanderlust, '91:8341

The Elven Nations Trilogy, Vol. 3, The Qualinesti, '91;8339

anthology, '92; 8347

anthology, '92; 8348

the Forge, '93; 8349

he Dwarven Natirons Trilogy, Vol. 3

The Swordsheath Scroll, '93:8351

Axe, '93; 8350

'94:8355

be Dragons of Krynn, anthology, '94;8359

8357

The Elven Nations Trilogy, Vol. 2, The Kinslayer Wars, '91:8338

The Tales II Trilogy, Vol. 2, The Catachyom,

he Tales II Trilogy, Vol. 3, The War of the Lance,

Dwarven Nations Trilogy, Vol. 1, The Covenant of

e Dwarven Nations Trilogy, Vol. 2, Hammer and

e Villains Series, Vol. 1, Before the Mask, '93; 8352

Villains Series, Vol. 3, Emperor of Ansalon, '93;

he Villains Serires, Vol. 4, Hederick the Theocrat,

The Villains Series, Vol. 5, Lord Toede, '94; 8356

DRAGONLANCE Saga: The Second Generation

The Defenders of Magic Trilogy, Vol. 1, Night of The Eye, '94: 8360

The Defenders of Magic Trilogy, Vol. 2, The Medusa Plague, '94;

The Defenders of Magic Trilogy, Vol. 3, The Seventh Sentinel, '95;

hardcover, '94; 8358 // paperback, '95; 8358P

he Villains Series, Vol. 6, The Dark Queen, '94;

ns Series, Vol. 2, The Black Wing, '93: 8353

D R A G O N L A N C E[®]

The Article of the Ar	
RAGONLANCE" Adventures rulebook, '87; 2021	32
ime of the Dragon accessory, boxed set, '89; 1050	
IC4, MONSTROUS COMPENDIUM, DRAGONLANCE Appendix, 5 2105	10;
ales of the Lance campaign setting, boxed set, '92; 1074	Sing

DARK SUN® World campaign setting, boxed set, '91; 2400

MC12, MONSTROUS COMPENDIUM, DARK SUN Appendix,

The Ivory Triangle campaign expansion, boxed set, '93;

City by the Silt Sea campaign expansion, boxed set, '94;

DARK SUN Expanded and Revised Campaign Setting,

ACCESSORIES & ADVENTURES

MONSTROUS COMPENDIUM, DARK SUN Appendix II, '95: 2433

Dragon Kings rulebook, '92; 2408

boxed set, '95: 2438

DSQ1, Road to Urik, '92; 2406

DSR1, Slave Tribes, '92; 2404

DSR2, Dune Trader, '92; 2407

DSR3, Veiled Alliance, '92; 2411

DSMI, Black Flames, '93; 2417

DSSI, City-State of Tyr, '93; 2420

'93: 1086

DLE2, Dragon Magic, '89; 9244

DSQ2, Arcane Shadows, '92; 2410

DSQ3, Asticlian Gambit, '92; 2412

DSR4, Valley of Dust and Fire, '92; 2413

DSM3, Marauders of Nibenay, '93; 2424

DSM2, Merchant House of Amketch, '93; 2421

DSEI, DRAGON'S CROWN®, '93: 2416

DS1, Freedom, '91; 2401

'92: 2405



DLE3, Dragon Keep, '89; 9245 DLAI, Dragon Dawn, '90; 9275 DLA2, Dragon Knight, '90; 9285 DLA3, Dragon's Rest, '90; 9294 DLRI, Otherlands, '90; 9278 DLR2, Taladas: The Minotaurs, '91; 9344 DLR3, Unsung Heroes, '92; 9383 DLSI, New Beginnings, '91:9314 DLS2, Tree Lords, '91:9319

DLS3, Oak Lords, '91: 9327 DLS4, Wild Elves, '91: 9334 DLQ1, Knight's Sword, '92; 9381 DL O2 Flint's Ave '97-9382 DLT1, New Tales: The Land Reborn, '93: 9395 Book of Lairs, '93: 9396

NOVELS The Chronicles Trilogy, Vol. 1, Dragons of Autumn Twilight, '84; The Chronicles Trilogy, Vol. 2, Dragons of Winter Night, '85; 8301 The Chronicles Trilogy, Vol. 3, Dragons of Spring Dawning, '85;

The Chronicles Trilogy, '88; hardcover, 8320 // paperback, 8326 The Legends Trilogy, Vol. 1, Time of the Twins, '86: 8307 The Legends Trilogy, Vol. 2, War of the Twins, '86; 8308 The Legends Trilogy, Vol. 3, Test of the Twins, '86: 8309 The Legends Trilogy, '88; hardcover, 8320 // paperback, 8327

The Legends Trilogy, gift set, '87; 8313 The Tales Trilogy, Vol. 1, The Manic of Krynn, anthology, '87:8314 The Tales Trilogy, Vol. 2, Kender, Gully Dwarves, and Gnomes, anthology, '87:8315 The Tales Trilogy, Vol. 3, Love and War, anthology, '87:8316

The Heroes Trilogy, Vol. 1, The Legend of Huma, '88; 8323 The Heroes Trilogy, Vol. 2, Stormblade, '88; 8324 The Heroes Trilogy, Vol. 3, Weasel's Luck, '88:8325 The Preludes Trilogy, Vol. 1, Darkness and Light, '89: 8328 The Preludes Trilogy, Vol. 2, Kendermore, '89; 8329 The Preludes Trilogy, Vol. 3, Brothers Majere, '89; 8330 The Preludes II Trilogy, Vol. 1, Riverwind, the Plainsman, '90;8331 The Preludes II Trilogy, Vol. 2, Flint the King, '90; 8332 The Preludes II Trilogy, Vol. 3, Tanis, the Shadow Years, '90; 8333 The Heroes II Trilogy, Vol. 1, Kaz the Minotaur, '90: 8334

The Heroes II Trilogy, Vol. 2, The Gates of Thorbardin, '90; 8335

The Heroes II Trilogy, Vol. 3, Galen Beknighted, '90; 8336

The Lost Histories Series, Vol. 1, The Kanonesti, '95: 836. The Lost Histories Series, Vol. 2. The Irda, '95:8364 The Lost Histories Series, Vol. 3, The Dargonesti, '95; 8365 The Lost Histories Series, Vol. 4, Land of the Minotaurs, '96:8371 The Warriors Series Vol. 1. Knights of the Crown, '95: 8366 The Warriors Series, Vol. 2, Maguesta Kar-Thon, '95: 8367 The Warriors Series, Vol. 3, Knights of the Sword, '95: 8368 Dragons of Summer Flame, hardcover, '95:8369 Super ENDLESS QUEST 1, Prisoners of Pax Tbarkas, '85:8951 Super ENDLESS QUEST 4, The Soulforge, '85;8954 Super ENDLESS QUEST 16, Shadow Over Nordmaar, '88; 8966 CATACOMBS Book: Gnomes - 100, Dragons - 0, solo quest, '87; I on I Book 10, Dragonwand of Krynn, '87; 8470 MISCELLANEOUS TM3, Krynn Trail Map, '89; 9400 DRAGONLANCE boardgame, '88; 103

be Art of the DRAGONLANCE Sana.'87:844 The Atlas of the DRAGONLANCE World, '87: 8448 Leaves from the Inn of the Last Home: The Complete Kryn Sourcebook, '87/rev. '93:8446 The History of DRAGONLANCE, '95:8372 DRAGONLANCE Saga graphic novel 1, '87; 8445 DRAGONLANCE Saga graphic novel 2, '88; 8430 DRAGONLANCE Saga graphic novel 3, '88; 8432 DRAGONLANCE Saga graphic novel 4, '90; 8434 DRAGONLANCE calendar '85; 8885 DRAGONLANCE calendar '87:8887 DRAGONLANCE calendar '88:8888 DRAGONLANCE calendar '91:8891 DRAGONLANCE calendar '92:8892

Mage Stones boardgame, '90; 1058

DRAGONLANCE calendar '93: 8893 DRAGONLANCE and Other Worlds calendar '94; 8894-1 DRAGONLANCE and Other Worlds calendar '95; 8895 DRAGONLANCE and Other Worlds calendar '96; 8896

GREYHAWK®

WGA2, Falconmaster, '90; 9289

WGA4, Vecna Lives!, '90; 9309

WGS1, Five Shall Be One, '91:9317

WGA3, Flames of the Falcon, '90: 9302

WGS2, Howl from the North, '91:9337

WGR1, Greyhawk Ruins, '90; 9292

NOVELS

GREYHAWK 4, The Price of Power, '87; 8243

GREYHAWK 5, The Demon Hand, '88:8248

The Return of Randal Morn, '95; 9488

Faiths & Avatars, '96: 9516

NOVELS

The Eyes Have It. '89: 8207

Niabtwatch, '90: 8213

GREYHAWK 6, The Name of the Game, '88: 8249

GREYHAWK 2, Artifact of Evil, '86;8241

ENDLESS QUEST 4 (new series), Siege of the Tower, '94: 8094

The Moonshae Trilogy, I, Darkwalker on Moonshae, '87; 8410

The Moonshae Trilogy, 2, Black Wizards, '88; 8412

The Moonshae Trilogy, 3, Darkwell, '89; 8416

ENDLESS QUEST 10 (new series), Biaby's Curse, '95: 8099

WGR2, Treasures of Greyhawk, '92; 9360

WGR3, Rary the Traitor, '92; 9386

WGR4, The Marklands, '93; 9398

WGR6, The City of Skulls, '93; 940!

WGQ1, Patriots of Ulek, '92; 9385

GREYHAWK I, Saga of Old City, '85: 8240

WGMI, Border Watch, '93: 9406

WGR5, luz the Evil, '93; 9399

The World of GREYHAWK® folio, '80; 9025 World of GREYHAWK campaign setting, boxed set, '83; 1015 GREYHAWK Adventures rulebook, '88; 2023 The City of Greyhawk campaign expansion, boxed set, '89; 1043 MC5, MONSTROUS COMPENDIUM, GREYHAWK Appendix, '90; 2107 GREYHAWK Wars accessory, boxed set, '91: 1068 From the Ashes campaign setting, boxed set, '92:1064

ACCESSORIES & ADVENTURES EX1, Dungeonland, '83; 9072

EX2, The Land Beyond the Magic Mirror, '8 WG4, The Forgotten Temple of Tharizdur '82:9065 WG5, Mordenkainen's Fantastic Adventure '84:9112 WG6, Isle of the Ape, '85: 9153 WG7, Castle Greyhawk, '88: 9222 WG8, Fate of Istus, '89: 9253

WG9, Gargoyle, '89; 9251 WG10, Child's Play, '89: 9265 WG11, Puppets, '89: 9269 WG12, Vale of the Mage, '90; 9270 WGA1, Falcon's Revenge, '90; 9279

FORGOTTEN REALMS[®]

FORGOTTEN REALMS" campaign setting, boxed set, '87; 1031 City System accessory, boxed set, '88; 1040 1C3, MONSTROUS COMPENDIUM, FORGOTTEN REALMS Appendix I '89:2104

RGOTTEN REALMS Adventures rulebook, '90: 2106 he Horde, Barbarian campaign setting, boxed set, '90; 1055 ICII, MONSTROUS COMPENDIUM, FORGOTTEN REALMS Appendix '91:2125 he Ruins of Undermountain adventure, boxed set, '91: 1060

faztica campaign setting, boxed set, '91; 1066 ENZOBERRANZAN" campaign expansion, boxed set, '92; 1083 ne Ruins of Myth Drannor campaign expansion, boxed set, '93; 108-ORGOTTEN REALMS campaign setting, rev., boxed set, '93; 1085 ne Ruins of Undermountain II: The Deep Levels adventure, boxed set. '94: 1104 City of Splendors campaign expansion, boxed set, '94; 1109

Iminster's Ecologies accessory, boxed set, '94; 1111 Iminster's Ecologies, Appendix I: The Battle of Bones/The Hill of Lost Souls accessory, '95: 9489 minster's Ecologies, Appendix II: The High Moor/The Serpent Hill accessory, '95: 9490 Ruins of Zhentil Keep campaign expansion, boxed set, '95; 1120

ellbound: Thay, Rasheman, and Aglarond campaign expansion boxed set, '95:1121 ACCESSORIES & ADVENTURES

FRI, Waterdeep and the North, '87; 9213 FR2, Moonshae, '87; 9217 FR3, Empires of the Sands, '88; 9224 FR4, The Magister, '88; 9229

FR5, The Savage Frontier, '88; 9233 FR6, Dreams of the Red Wizards, '88; 9235 FR7, Hall of Heroes, '89: 9252 FR8, Cities of Mystery, '89; 9262

FR9. The Bloodstone Lands, '89: 926 FR10, Old Empires, '90: 9274

FRI1, Dwarves Deep, '90; 9300 FR12, Horde Campaign, '91; 9324 FR13, Anauroch, '91: 9320 FR14. The Great Glacier, '92: 9351

FR15, Gold & Glory, '92: 9373 FR16. The Shining South, '93: 9388 114, Swords of the Iron Legion, '88; 9226 FRC1, Ruins of Adventure, '88: 9238 C2. Curse of the Azure Bonds, '89: 9239

FREI, Shadowdale, '89: 9247 FRE2, Tantras, '89; 9248 FRE3, Waterdeep, '89; 9249 FRAI, Storm Riders, '90; 9281 FRA2, Black Courser, '90; 9290

FRA3, Blood Charge, '90; 9304 FAI, Halls of the High King, '90; 9301 FA2, Nightmare Keep, '91; 934 FMAI, Fires of Zatal, '91:9333 FMA2, Endless Armies, '91; 9340

MQ1, City of Gold, '92; 9349 FORI, The Draconomicon, '90; 9297 FOR2, The Drow of the Underdark, '91; 9320

FOR3, Pirates of the Fallen Stars, '92; 9346 FOR4, The Code of the Harpers, '93; 939 FOR5, Elves of Evermeet, '94; 9430

FOR6. The Seven Sisters, '95: 9475 FOR7, Giantcraft, '95:9487

FOR8, Pages from the Mages, '95; 9491 FOR9, Wizards and Rogues of the Realms, '95; 9492 FOR10, Warriors and Priests of the Realms, '96: 9509

FROI, Haunted Halls of Eveningstar, '92; 9354 FRQ2, Hordes of Dragonspear, '92; 9369

FRQ3, The Doom of Daggerdale, '93; 9391 FRMI. The lungles of Chult, '93: 9389 FRS1. The Dalelands. '93: 9392 LCI, Gateway to Ravens Bluff, The LIVING CITY", '89:8908

LC2, Inside Ravens Bluff, The LIVING CITY, '90: 9282 LC3, Nightwatch in the LIVING CITY, '91:9316 LC4, Port of Ravens Bluff, '91; 9315 Cormyr, '94: 9410

Marco Volo I: Departure, '94; 9444 Marco Volo II: Journey, '94; 9450 Marco Volo III: Arrival, '94; 9455

Book of Lairs, '94; 9465 The Moonsea, '95; 9474 The Sword of the Dales, '95; 9484 The Secret of Spiderhaunt, '95; 9485

LANKHMAR

LANKHMAR": City of Adventure rulebook, '85; 9162 LANKHMAR: City of Adventure rulebook, rev., '93; 213 **ADVENTURES & ACCESSORIES** CAI, Swords of the Undercity, '85:9150 CA2. Swords of Deceit, '86:9170 LNAI, Thieves of Lankhmar, '90; 9276 LNA2 Nehwon, '90: 9305

LNA3, Prince of Lankhmar, '91; 9318

MYSTARA

KARAMEIKOS": Kingdom of Adventure audio CD campaign setting, boxed set, '94; 2500 MONSTROUS COMPENDIUM, MYSTARA® Appendix, '94; 2501 GLANTRI": Kingdom of Magic audio CD campaign setting, boxed set, '95; 2511 **ACCESSORIES & ADVENTURES** Hail the Heroes audio CD adventure, '94; 2502

NOVELS '94; 2503 95:2514

Dark Knight of Karameikos, '95; 2518

ORIENTAL ADVENTURES

Oriental Adventures rulebook, '85; 2018 Kara-Tur: The Eastern Realms campaign setting, boxed set, '88; 1032

MC6, MONSTROUS COMPENDIUM, Kara-Tur Appendix, '90;2116 **ACCESSORIES & ADVENTURES** OAI, Sword of the Daimyo, '86; 9164

Night of the Vampire audio CD adventure, '94; 2509

Player's Survival Kit accessory, '95; 2510

OA2, Night of the Seven Swords, '86; 9186 OA3, Ochimo, the Spirit Warrior, '87; 9195 OA4, Blood of the Yakuza, '87; 9203

DUNGEON MASTER Survival Kit accessory, '95: 2512 Mark of Amber audio CD adventure, '95: 2513 e Dragonlord Chronicles, I, Dragonlord of Mystara The Dragonlord Chronicles, 2, Dragonking of Mystara



TM5, Kara-Tur Trail Map, '89; 940

NOVELS & TRAIL MAP ENDLESS QUEST 23, Blade of the Young Samurai, '84; 8521 Super ENDLESS QUEST 5, Test of the Ninja, '85; 8955 1 on 1 Book 7, Warlords, '86; 8467

The Icewind Dale Trilogy, 1, The Crystal Shard, '88; 8411 The Icewind Dale Trilogy, 2, Streams of Silver, '89;8415 The Icewind Dale Trilogy, 3, The Halfling's Gem, '90; 8484 Spellfire, '88: 8413 The Finder's Stone Trilogy, 1, Azure Bonds, '88;8414 The Finder's Stone Trilogy, 2, The Wyvern's Spur, '90; 8418 The Finder's Stone Trilogy, 3, Song of the Saurials, '91;8419 The Avatar Trilogy, I, Shadowdale, '89; 8472 The Avatar Trilogy, 2, Tantras, '89; 8473 The Avatar Trilogy, 3, Waterdeep, '89:847 nce of Lies, '93; 8539 Pool of Radiance, '89; 8417 Pools of Darkness, '92; 8491

Pool of Twilight, '93:8537 he Maztica Trilogy, 1, Ironbelm, '90; 8475 The Maztica Trilogy, 2, Viperband, '90; 8476 The Maztica Trilogy, 3, The Feathered Dragon, '91; 8477 The Empires Trilogy, 1, Horselards, '90; 8478



The Dark ElfTrilogy, I, Homeland, '90; 8481 The Dark Elf Trilogy, 2, Exile, '90; 8482 he Dark Elf Trilogy, 3, Sojourn, '91; 8483 The Harpers Series, 1, The Parched Sea, '91; 8485 he Harpers Series, 2, Elfsbadow, '91: 8486

The Harpers Series, 3, Red Magic, '91; 8487 The Harpers Series, 4, The Night Parade, '92: 8492 The Harpers Series, 5, The Ring of Winter, '92: 8493 The Harpers Series, 6, Crypt of the Shadowking, '93; The Harpers Series, 7, Soldiers of Ice, '93:8540 The Harpers Series, 8, Elfsong, '94;8541 The Harpers Series, 9, Crown of Fire, '94:8543

The Harpers Series, 10, Masoucrades, '95:8552 The Harpers Series, 11, Curve of the Shadowmage. '95:855 The Harpers Series, 12, The Veiled Dragon, '96:8565 The Cleric Quintet, I, Can'icle, '91:8488 The Cleric Quintet, 2, In Sylvan Shadows, '92; 8489 The Cleric Quintet, 3, Night Masks, '92; 8490 The Cleric Quintet, 4, The Fallen Fortress, '93; 8497 The Cleric Quintet, 5, The Chaos Curse, '94; 8544 The Druidhome Trilogy, I, Prophet of Moonshae, '92; 8494

The Druidhome Trilogy, 2, The Coral Kingdom, '92; 8495 The Druidhome Trilogy, 3, The Druid Queen, '93; 8496 The Legacy, hardcover, '92; 8436 // paperback, '93; 8436P Starless Night, hardcover, '93; 8542 // paperback, '94; 8452P Siege of Darkness, '94; 8545 // paperback, '94; 8545P Daughter of the Drow, hardcover, '95:8557 Ims of Valor, anthology, '93; 8538

Realms of Infamy, anthology, '94: 8547 Once Around the Realms, '95; 8550 The Twilight Giants Trilogy, I, The Oare's Pact. '94: 8546 The Twilight Giants Trilogy, 2, The Giant Amona Us, '95:854 The Twilight Giants Trilogy, 3, The Titans of Twilight, '95:8554 Elminster: The Making of a Mage, hardcover, '94; 8548 // paperback, '95:8548P

The Shadow of the Avatar I, Shadows of Doom, '95;8558 The Shadow of the Avatar 2. Cloak of Shadows, '95: 8559 The Shadow of the Avatar 3, All Shadows Fled, '95: 8560 The Nobles Series 1 King Pinch, '95:8551 The Nobles Series, 2, War in Tethyr, '95; 8555 The Nobles Series, 3. Escape from Undermountain, '96:8562 Murder in Cormur. hardcover. '96: 8655

CATACOMBS Book: Knight of the Living Dead, solo quest, '89;8422 MISCELLANEOUS TM4, Waterdeep Trail Map, '89; 9401 The Great Khan Game boardgame, '89; 1044 The FORGOTTEN REALMS Atlas, '90; 8442

Aurora's Whole Realms Catalogue, '92; 9358 Volo's Guide to Waterdeep, '92; 9379 Volo's Guide to the North '93: 9393

Volo's Guide to the Sword Coast, '94; 9460 Volo's Guide to Cormyr, '95; 9486 FORGOTTEN REALMS calendar '89; 8889 FORGOTTEN REALMS calendar '90: 8890

NRI, Wonders of Lankhmar, '90; 9295 LNR2, Tales of Lankhmar, '91; 9329 LNQI, Slayers of Lankhmar, '92; 937 Rogues in Lankhmar, '94; 9461 tthroats of Lankhmar, '95; 9470 ngers in Lankhmar, '95; 9481 NOVEL 1 on 1 Book 5, Dragonsword of Lankbmar, '86; 8465



RED STEEL®

Savage Baronies audio CD accessory, '95; 9500 RED STEEL® audio CD campaign expansion, boxed set, '94; 2504

SPEL	LJAM MER®	
Adventures in Space campaign setting, boxed set, '89; 1049 MC7, MONSTROUS COMPENDIUM, SPELLJAMMER' Appendix, '90; 2109 The Legend of Spelljammer accessory, boxed set, '91; 1065 MC9, MONSTROUS COMPENDIUM, SPELLJAMMER Appendix II, '91; 2119 The War Captain's Companion accessory, boxed set, '92; 1072 The Astromundi Cluster accessory, boxed set, '93; 1087 ACCESSORIES & ADVENTURES SJA1, Wildspace, '90; 9273 SJA2, Skull & Crossbows, '90; 9286 SJA3, Crystal Spheres, '90; 9279 SJA4, Under the Dark Fist, '91; 9325 SJR1, Lost Ships, '90; 9280	Sira, Dungeon Mas Sira, Dungeon Mas Sira, Dungeon Mas Sira, Dungeon Mas Sira, Practical Plane Sira, Aryanspace, 92 Sira, Krynnspace, Sira, Greyspace, 92 Sira, Krynnspace, Sira, Space Lairs, Sira, Goblin's Retur Sira, Go	TER Screen, '91; 931 etology, '91; 9328 92; 9361 ; 9374 , '93; 9409 '93; 9411 n, '91; 9343 Enemy, '92; 9347 Moons, '91; 8030), '91; 8031 om's Eye, '92; 8032 Dragon, '92; 8033 Sphere, '93; 8034

BOXED SETS

Fighters, Rangers & Paladins, 5301 Clerics & Druids, '83; 5302 Magic Users & Illusionists, 5303 Monks, Bards & Thieves, 5304 AD&D Monster Tribes, 5305 D&D Basic Figure Set, 5306 GEN CON" RPGA" Set 1,530 AD&D Heroes, 5308 D&D Companion Figure Set, 5309 D&D Expert Figure Set, 5310 AD&D Conan Set 1,5402 AD&D Conan Set 2, 5403 AD&D DRAGONLANCE Set 1, '84; 5405 **RPGA Prophecy of Brie collector's figures** set, 6071

MONSTER BLISTER PACKS

Roper & Shambling Mound, 5601 Elementals, 5602 Ogre & Cyclopskin, 5603 Ant Lion & Piscodaemon, 5604 Scrag, Yuan-Ti & Banderlog, 5605 Vilstrak & Rock Reptile, 5606 Kampfult, Quickwood & Execution Hoods, 5607 Phoenix & Aarakocra, 5608

Owlbear & Polar Bear, 5609 Neo-Otyugh, Azer & Korred, 5610

Rust Monster & Rakshasa, 5612 White Dragon, Sleet, 5603 Black Dragon, Onyx, 5614 Young Brass Dragon, Blaize, 5615 Hill Giants, 5616 Stone Giants, 5617 Baku, 5618 DRAGONLANCE Set 1, 5404 DRAGONLANCE Heroes, 5405 CHARACTER BLISTER PACKS Paladins, 5701 Cavaliers, 5702 Elves, 5703 Dwarves, 5704 Clerics, 5705 Druids, 5706 Rangers, 5707 Magic Users, 5708 Illusionists, 5709 Thieves & Assassin, 571 Half-Elves, 5711 Fighters, 5712 Monks & Bards, 5713 Half-Orcs, 5714 Halflings, 5715 Barbarians, 571 Gnomes, 571

D&D[®] AND AD&D[®] MINIATURES Firbolg & Boobrie, 5611 ANTASY ADVENTURE FIGURES

Stalwart Men-At-Arms, 5006 Steadfast Men-At-Arms, 500 Heroic Men-At-Arms, 5008 Elves of the Woodlands, 5009 Owarves of the Mountain King, 5010 Sarken Mercenaries, 5011 Orcs of the Broken Bone, 5012 Froglodyte & Goblin, 5013 Bugbear & Goblin, 5014 Bullywugs of the Bog, 5015 Skeleton Soldiers of Sith, 5016 Sinister Spectre & Lich, 5017 Five-Headed Hydra (bendable), 5018 Neo-Otyugh (bendable), 5019 Raging Roper (bendable), 5020 Deadly Grell (bendable), 5021 Carrion Crawler (bendable), 5023 Chimera (bendable), 5023 Fire Elemental & Crystal Ball, 5024 Shambling Mound & Treasure Sack, 5025 Minotaur of the Maze & Crown, 5026 **Odious Ogre & Treasure Chest, 5027** Terrible Troll & Goblin, 5028 Umber Hulk & Dungeon Treasure, 5029

MISCELLANEOUS MERCHANDISE

Females, 5718

AD&D" Basic Adhesive Set. 5826 AD&D Basic Paint Set. 5900 RPGA Blank Jigsaw Puzzle (28-piece), 6051 RPGA Blank Jigsaw Puzzle (63-piece), 6052 RPGA Dice bags, 6055 & 6056 **RPGA Notepad, 6057 RPGA Slipcase**, 6058 **RPGA Art Portfolio**, 6059

RPGA Alignment Generators, '81; RP2 TSR Belt Buckle, '81: RP1 Fighting Wheel game aid, '81; RP3

Counter Tray and Lid: TSRGN01 Hex Grid Mapping Paper (2-sided); TSRGN11 Hex Grid Mapping Paper (2-sided); TSRGN12 Numbered Hex Grid Paper; TSRGN13 Large Hex Grid Mapping Paper; TSRGN14



eons& Dragons

THE ARCANE CHALLENGE

OFFICIAL RULES

- NO PURCHASE OR PAYMENT NECESSARY. All guestions must be answered on an original Advanced Dundeons & Dradons⁴ Trainathion^{*} poster only. No mechanically reproduced copy or other document will be accepted. AD&D^{*} Trainathion posters are available at book or hobby stores until March 31, 1996 (to find the store nearest you, call 1-800-384-4TSR) and in the March 1996 issue of Dradon^{*} Magazine (#227) and other selected magazines. Limit one entry poster per person. The quantity of AD&D TRIVIATHEON posters is limited to four hundredthousand (400,000).
- 2. Limit one entry per person, additional entries will be invalid. Persons under eighteen (18) years of age must have the consent and signature of their parent or guardian on the ADVANCED DUNGEONS & DRAGONS TRIVIATHLON poster in order to enter. All answers must be printed legibly in dark blue or black ink. Entries must include your name, address, city, state, and zip code. All questions must be answered to be eligible. No faxed entries will be accepted. All entries must be received by TSR, Inc., ADVANCED DUNGEONS & DRAGONS TRIVIATHLON, 201 Sheridan Springs Road, Lake Geneva, WI 53147 by the close of business on June 15, 1996. Timely entry is solely the responsibility of the participant. Liability for lost, stolen, misdirected, delayed, damaged, incomplete, illegible, or postage-due entries rests solely with the participant, and not TSR. All entries become the exclusive property of TSR and will not be returned.
- The ADVANCED DUNGEONS & DRAGONS TRIVIATHLON is limited exclusively to residents of the United States. Employees of TSR and its affiliated companies, and any of its distributors, retailers and agents, and persons who have performed freelance work for TSR between January 1, 1993 and May 31, 1996, and the families of each, are ineligible. The AD&D TRIVIATHLON is subject to all applicable international, federal, state and local laws and regulations and is void where prohibited by law.
- 4. Winners will be selected at random from entries containing correct answers to all 100 TRIVIATHLON questions. Winners will be selected on or about August 10, 1996 at the 1996 GEN CoN⁶ Game Fair in Milwaukee, Wisconsin. In the event that no entry contains correct answers to all TRIVIATHLON questions, winners will be selected at random from entries containing the highest number of correct answers. TSR has sole and absolute discretion in judging the accuracy and completeness of all entries and all of TSR's decisions are final and not subject to further review. Entries that are not legible will be disqualified. Entries that are not written in English will be disqualified. Winners need not be present to win. All prizes will be awarded. If a selected winner does not qualify for a prize, a second drawing will be conducted subject to these rules. The odds of winning the prize will depend on the total number of eligible entries received.
- 5. Neither TSR, participating retailers or distributors, nor their respective shareholders, subsidiaries, affiliates, directors, employees or agents shall have any liability whatever for any injuries, losses or damages of any type caused by any prize or resulting from the acceptance, possession or use of any prize. A participant's entry in the TRIVIATHLON constitutes agreement to abide by all the rules of the TRIVIATHLON.
- 6. The First Prize winner will receive winner's choice of (a) two (2) round-trip economy class airline tickets from the major continental United States city nearest the winner's

residence to London, England departing immediately prior to the Euro GEN CON Game Fair and returning immediately after the Euro GEN CON Game Fair in September, 1997 (exact dates to be determined), entry to the 1997 Euro GEN CON Game Fair in Loughborough, Leicestershire, England, accommodations for two (one double room) for four (4) nights at the 1997 Euro GEN CON Game Fair, and five-hundred U.S. dollars (U.S. \$500); OR (b) two (2) round-trip economy class airline tickets from the major continental United States city nearest the winner's residence to Barcelona, Spain departing immediately prior and returning immediately after the Spanish GEN CON Game Fair in Barcelona, Spain in November, 1977 (exact dates to be determined), entry to the 1997 Spanish GEN CON Game Fair, accommodations for two (one double room) for three (3) nights at the 1997 Spanish GEN CON Game Fair and five-hundred U.S. dollars (U.S. \$500) (approximate retail value of First Prize U.S. \$2,550). The Second Prize winner will receive two (2) round-trip economy class airline tickets from the major continental United States city nearest the winner's residence to Milwaukee, Wisconsin departing immediately prior and returning immediately after the GEN CON Game Fair in August, 1997 (exact dates to be determined), accommodations for two (2) (one double room) for four (4) nights at the 1997 GEN CON Game Fair, and five-hundred U.S. dollars (U.S. \$500) (approximate retail value of Second Prize U.S. \$1,920). The third prize winner will receive a "Great Red Dragon" limited edition pewter miniature produced under license from TSR by Ral Partha Enterprises (approximate retail value U.S. \$125)

- Travel and lodging arrangements for First and Second Prizes will be made by TSR. TSR will provide airline tickets and cash prizes to First and Second Prize winners at least five (5) business days prior to departure. First and Second prize winners must provide valid identification and proof of age acceptable to TSR in its sole and absolute judgment prior to departure. First and Second Prize winners inder eighteen (18) must be accompanied on trip by a parent or guardian. Any applicable taxes, insurance, gratuities, and other expenses are the sole responsibility of the winners.
- 8. First and Second Prizes cannot be assigned, exchanged, or sold to any other person without the written permission of TSR which has sole and absolute discretion in determining whether to grant such permission. Winners cannot request substitutions of prizes or cash equivalents, but TSR reserves the option to substitute prizes of equal or greater value.
- 9. Winners will be notified in writing by certified mail, return receipt requested, posted no later than August 16, 1996. Within 10 days of date printed on notification, winners (or winner's parent or guardian if winner is a minor) must complete an affidavit of eligibility, liability release and publicity release to use winner's name and likeness by TSR without further compensation to winner, or an alternate winner will be selected.
- To receive a list of all prize winners, send a stamped, self-addressed envelope by December 31, 1996 to:

TSR, Inc. Advanced Dunceons & Dragons Triviathion Winners List 201 Sheridan Springs Road Lake Geneva, WI 53147

