

# 2010

## SUMMER CATALOG





# 2010 WIZARDS OF THE COAST

## TRADE

<b>The Legend of Drizzt®</b> Collector's Edition, Book II	4
<i>The Erevis Cale Trilogy</i>	5
<b>Dragonlance®</b> Chronicles	6
<i>Elminster Must Die!</i>	8

## ROLEPLAYING GAMES

<b>D&amp;D®</b> Player's Strategy Guide	11
<b>Dungeon®</b> Magazine Annual	12
HS1 <i>The Slaying Stone™</i>	13
<b>Monster Manual®</b> 3	14
<b>Player's Handbook®</b> Races: Tiedflings	16
<i>Desert of Athas</i> – Dungeon Tiles	17
<b>Demonomicon™</b>	18
HS2 <i>Orcs of Stonefang Pass™</i>	19
<i>Tomb of Horrors™</i>	20

<b>Vor Rukoth™: An Ancient Ruins Adventure Site</b>	21
Dungeon Tiles Master Set: The Dungeon	22
<b>Dark Sun®</b> Creature Catalog™	23
<b>Dark Sun Campaign Setting</b>	24
<b>Marauders of the Dune Sea™</b>	26
D&D Must-Haves	27
What is Dungeons & Dragons®	28

## GAMES & MINIATURES

<i>Castle Ravenloft</i>	31
<b>Axis &amp; Allies®</b> Miniatures 1941-1943	32
<b>Book Trade Ordering Information</b>	33
<b>Hobby Trade Ordering Information</b>	34



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2009

# 2010 WIZARDS OF THE COAST

## MAY

<i>The Legend of Drizzt</i> <sup>®</sup> Collector's Edition, Book II . . .	4
<i>D&amp;D</i> <sup>®</sup> <i>Player's Strategy Guide</i> . . . . .	11
<i>Dungeon</i> <sup>®</sup> <i>Magazine Annual</i> . . . . .	12
HS1 <i>The Slaying Stone</i> <sup>™</sup> . . . . .	13

## JUNE

<i>The Erevis Cale Trilogy</i> . . . . .	5
<i>Monster Manual</i> <sup>®</sup> <b>3</b> . . . . .	14
<i>Player's Handbook</i> <sup>®</sup> <i>Races: Tieflings</i> . . . . .	16
<i>Desert of Athas</i> – Dungeon Tiles . . . . .	17

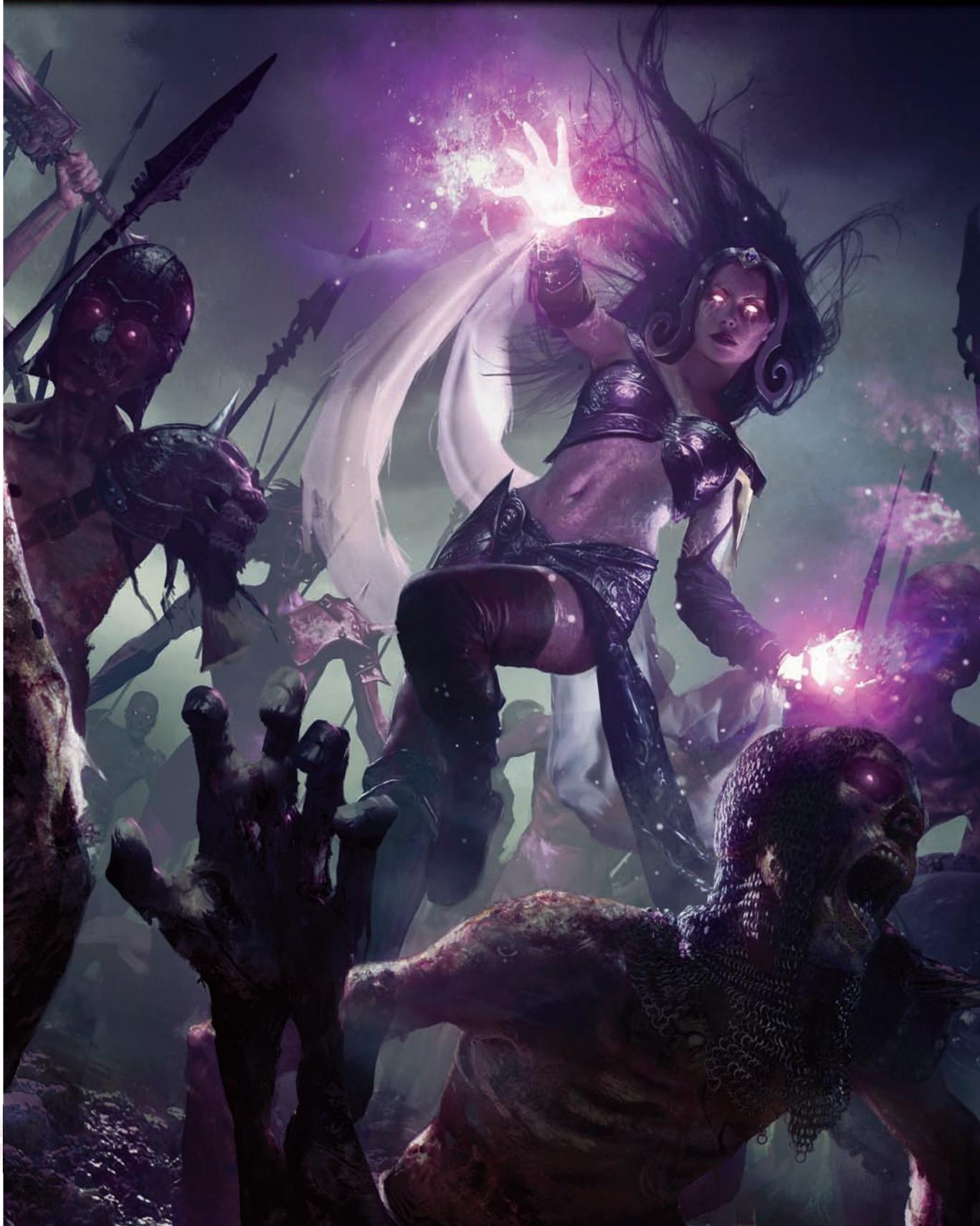
## JULY

<i>Dragonlance</i> <sup>®</sup> <i>Chronicles</i> . . . . .	6
<i>Demonomicon</i> <sup>™</sup> . . . . .	18
HS2 <i>Orcs of Stonefang Pass</i> <sup>™</sup> . . . . .	19
<i>Tomb of Horrors</i> <sup>™</sup> . . . . .	20
<i>Vor Rukoth</i> <sup>™</sup> : <i>An Ancient Ruin Adventure Site</i> . . . . .	21
Dungeon Tiles Master Set: <i>The Dungeon</i> . . . . .	22

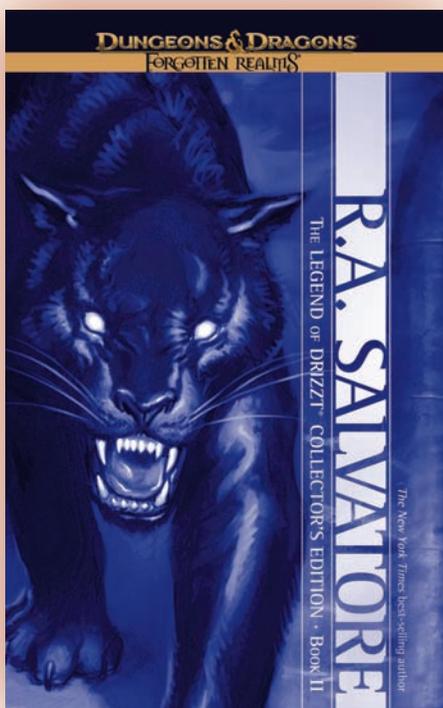
## AUGUST

<i>Elminster Must Die!</i> . . . . .	8
<i>Dark Sun</i> <sup>®</sup> <i>Creature Catalog</i> <sup>™</sup> . . . . .	23
<i>Dark Sun Campaign Setting</i> . . . . .	24
<i>Marauders of the Dune Sea</i> <sup>™</sup> . . . . .	26
<i>Castle Ravenloft</i> . . . . .	31
<i>Axis &amp; Allies</i> <sup>®</sup> <i>Miniatures 1941-1943</i> . . . . .	32

# TRADE NOVELS



An outstanding value for  
Drizzt fans everywhere!



A Forgotten Realms® Omnibus  
***The Legend of Drizzt*®**  
**Collector's Edition, Book II**

R.A. Salvatore

*The Legend of Drizzt Collector's Edition, Book II* collects the fourth, fifth, and sixth novels in this best-selling series: *The Crystal Shard*, *Streams of Silver*, and *The Halfling's Gem* in a trade paperback edition that is a great value for anyone who's ready to continue the experience of **The Legend of Drizzt**.

A demonic artifact, hurled by an angel through the spaces between planes of existence to keep it out of the hands of a demon prince, has found its way to Faerûn. There it corrupts a young wizard, turning him into a power-mad invader. Only a small band of heroes, including the exiled dark elf Drizzt Do'Urden can stand in his way—and stir up a long list of enemies in the process.

Multiple *New York Times* best-selling novelist R.A. SALVATORE is best known as the creator of Drizzt. He has houses in Massachusetts, Faerûn, and Corona.

**SKU:** 253810000

**ISBN:** 978-0-7869-5487-2

**Date:** May 4, 2010

**Format:** Trade Paperback

**Trim:** 6" x 9"

**Pages:** 1024

**Carton:** 10

**Price:** \$19.95/\$23.95 CAN

**Key Selling Points:**

- This collection includes *The Crystal Shard*, which was the novel that launched the careers of R.A. Salvatore and Drizzt.
- A great value that will encourage new fans to experience **The Legend of Drizzt**.

**Series Overview:**

Drizzt Do'Urden has fought his way out of the Underdark and carved a life for himself on the no-less-unforgiving surface world. **The Legend of Drizzt** follows the tale of a hero born to a race of evil, who struggles with his inner demons and the prejudices of others to become one of the greatest heroes the fantasy genre has ever known.

**Additional Titles in the Series:**

*The Legend of Drizzt Collector's Edition, Book I*  
January 2010

**ISBN:** 978-0-7869-5370-7

\$14.95/\$18.95 CAN

*The Legend of Drizzt Collector's Edition, Book III*  
January 2009

**ISBN:** 978-0-7869-5004-1

\$34.95/\$39.95 CAN

*The Legend of Drizzt Collector's Edition, Book IV*  
February 2010

**ISBN:** 978-0-7869-5395-0

\$27.95/\$34.00 CAN

**Related Titles:**

*The Crystal Shard*

January 2007

**ISBN:** 978-0-7869-4246-6

\$7.99/\$10.99 CAN

*Streams of Silver*

May 2007

**ISBN:** 978-0-7869-4265-7

\$7.99/\$10.99 CAN

*The Halfling's Gem*

August 2007

**ISBN:** 978-0-7869-4289-3

\$7.99/\$10.99 CAN

**SKU:** 253920000

**ISBN:** 978-0-7869-5498-8

**Date:** June 1, 2010

**Format:** Trade Paperback

**Trim:** 5-3/16" x 8-1/4"

**Pages:** 768

**Carton:** 10

**Price:** \$15.95/\$18.95 CAN

**Key Selling Points:**

- Paul S. Kemp is a *New York Times* best-selling author and one of the **Forgotten Realms** line's best storytellers.
- Three novels in one low-cost value package!
- Featuring cover art by top-tier illustrator Raymond Swanland.

**Series Overview:**

The **Forgotten Realms** omnibus editions are a great way for new readers to explore a fascinating world of fantasy that has been entertaining readers for over twenty years, and a great way for existing fans to complete their collections.

**Related Titles:**

*Twilight Falling*

August 2003

**ISBN:** 978-0-7869-2998-6

\$6.99/\$8.99 CAN

*Dawn of Night*

June 2004

**ISBN:** 978-0-7869-3225-2

\$6.99/\$9.99 CAN

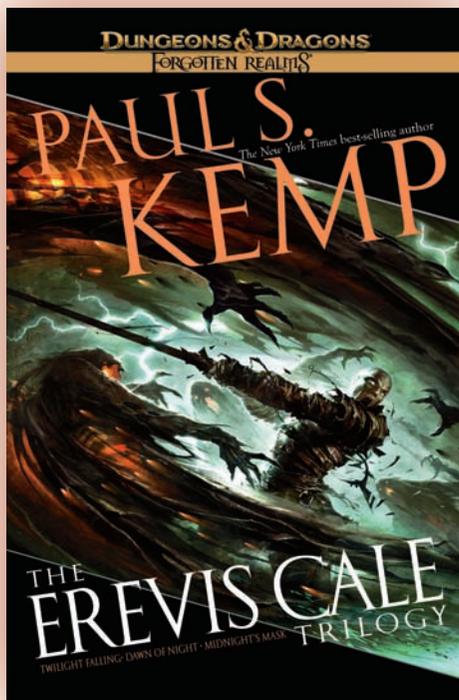
*Midnight's Mask*

November 2005

**ISBN:** 978-0-7869-3643-4

\$6.99/\$9.99 CAN

From the mean streets of Sembia...



A **Forgotten Realms**® Omnibus  
*The Erevis Cale Trilogy*

Paul S. Kemp

This massive trade paperback omnibus edition collects *Twilight Falling*, *Dawn of Night*, and *Midnight's Mask* into one book, featuring stunning new cover art that brilliantly reflects the sword-swinging action of these exciting fantasy adventures.

Erevis Cale might seem like just another loyal butler for just another wealthy family in the merchant realm of Sembia, but he has always been a whole lot more than that. When the world itself is threatened, Erevis Cale takes it personally, and takes the fight all the way to the Plane of Shadow.

PAUL S. KEMP is a lawyer and author who lives in Michigan with his wife and twin sons.

The Dragonlance® saga  
begins here!

**SKU:** 198490000

**ISBN:** 978-0-7869-5553-4

**Date:** July 6, 2010

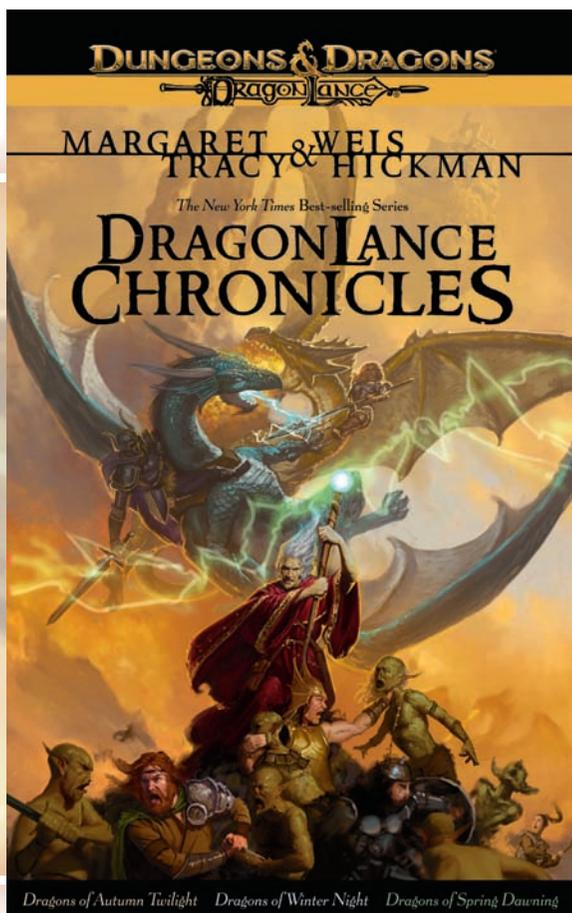
**Format:** Trade Paperback

**Trim:** 5-3/16" x 8-1/4"

**Pages:** 768

**Carton:** 10

**Price:** \$15.95/\$18.95 CAN



A Dragonlance Omnibus  
*Dragonlance Chronicles*  
Margaret Weis & Tracy Hickman

**Related Titles:**

*Dragons of Autumn Twilight*

February 2000

**ISBN:** 978-0-7869-1574-3

\$7.99/\$10.99 CAN

*Dragons of Winter Night*

April 2000

**ISBN:** 978-0-7869-1609-2

\$7.99/\$10.99 CAN

*Dragons of Spring Dawning*

November 2000

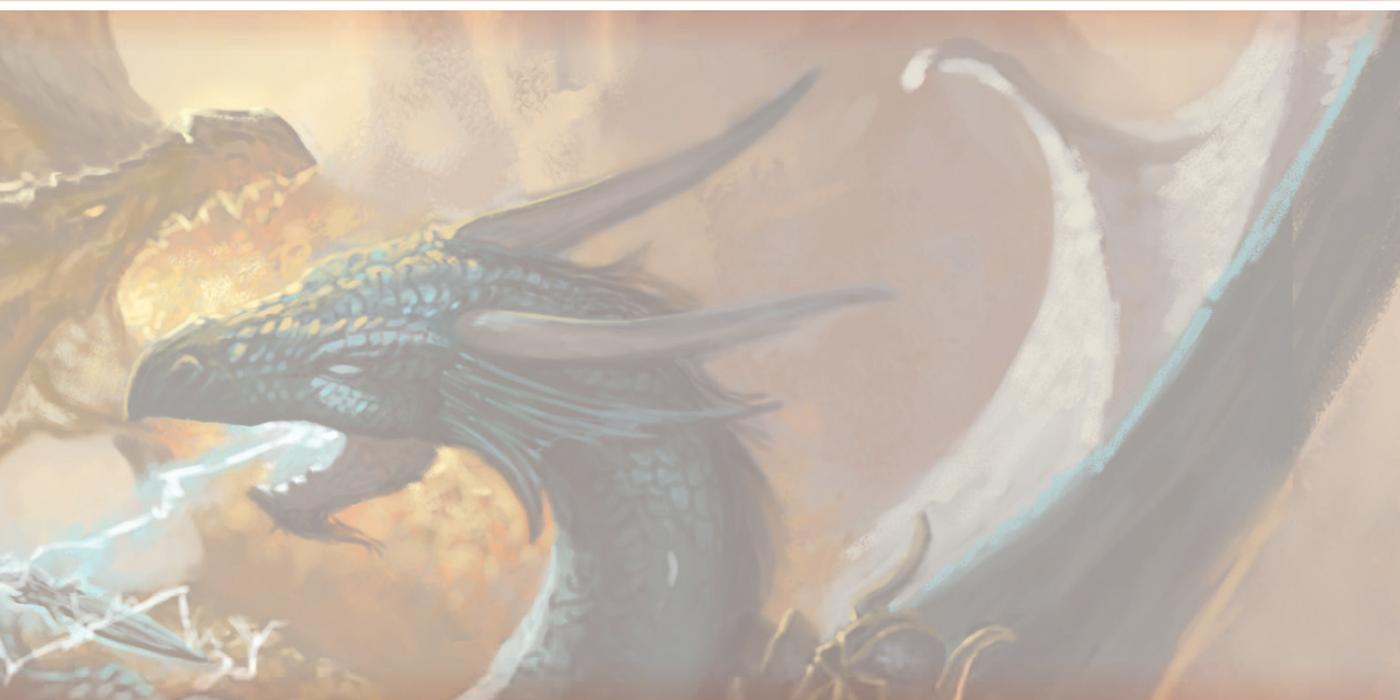
**ISBN:** 978-0-7869-1589-7

\$7.99/\$10.99 CAN

The Chronicles trilogy is the perfect place for readers to start their **Dragonlance** journey—the story of the Companions and their battle to save Krynn from Takhisis, the Queen of Darkness.

The Heroes of the Lance battle dragons, ruthless invaders, and the minions of dark gods to keep their beloved homeland from falling under the pall of evil. But within each of them an even greater struggle is waged for their minds, hearts, and souls.

MARGARET WEIS and TRACY HICKMAN have been writing best-selling **Dragonlance** novels for over twenty years. As partners, they have written over thirty novels. Together, alone, and with different writing partners, they have written close to a hundred books, including novels, role-playing games, collections of stories, and other game products.



**Key Selling Points:**

- In 2009 **Dragonlance** celebrated its 25th anniversary as a best-selling book series.
- *Dragonlance Chronicles* includes the international best-selling titles, *Dragons of Autumn Twilight*, *Dragons of Winter Night*, and *Dragons of Spring Dawning*.
- A great value—three books in one!

**Series Overview:**

**Dragonlance** omnibuses bring the exciting stories of the world of Krynn to new readers by providing an easy to find, easy to read, and affordable package that also gives long-time fans a way to complete their collections.

**SKU:** 250237200

**ISBN:** 978-0-7869-5193-2

**Date:** August 3, 2010

**Format:** Hardcover

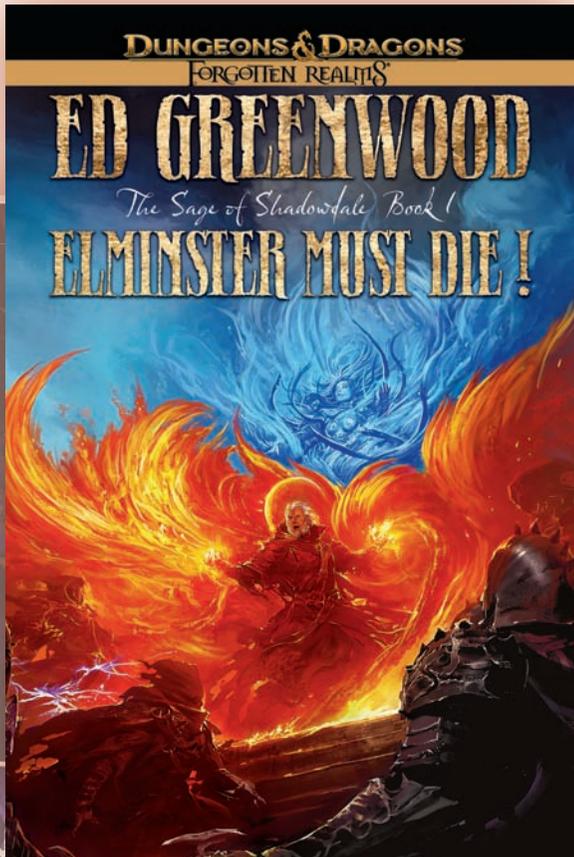
**Trim:** 6-5/16" x 9-7/16"

**Pages:** 352

**Carton:** 16

**Price:** \$25.95/\$30.00 CAN

## Elminster Returns!



A Forgotten Realms® Novel

# *Elminster Must Die!*

## The Sage of Shadowdale

Ed Greenwood

### Related Titles:

*The Sword Never Sleeps*

May 2009

**ISBN:** 978-0-7869-5015-7

\$7.99/\$10.99 CAN

*Swords of Dragonfire*

April 2008

**ISBN:** 978-0-7869-4862-8

\$7.99/\$9.99 CAN

*Swords of Eveningstar*

June 2007

**ISBN:** 978-0-7869-4272-5

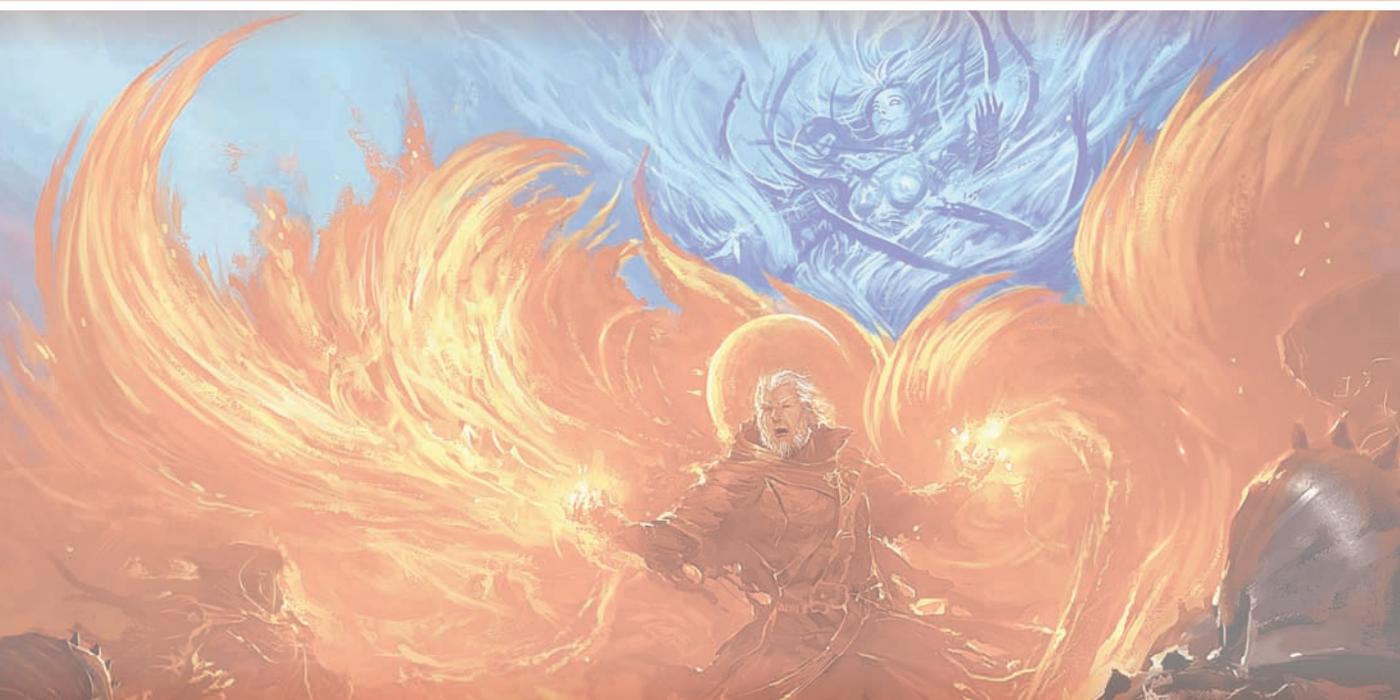
\$7.99/\$10.99 CAN

*Elminster Must Die!* is the debut 4th edition appearance of one of the **Forgotten Realms** world's most iconic characters, written by the creator of the original **Forgotten Realms** campaign setting. An instant classic, and a must-read for every Realms fan.

When the goddess of magic was murdered, Elminster's world shattered. Once the most powerful wizard in the world, immortal, beloved of the goddess of magic, and the bane of villainy, he is now a tired old man. He is powerful but mortal, and with all the enemies a man who makes a habit of saving the world tends to accumulate. To make matters worse, Elminster has needs—feeding powerful magic items to the Simbul, his lover, is the only thing that keeps her sane—but their increasingly risky collection leads his enemies right to him.

“With memorable characters and unforgettable settings, Ed Greenwood will take you on an adventure you will not soon forget.”  
—Kacy Lewis, *BlogCritics*, on *The Annotated Elminster*

ED GREENWOOD is the creator of the **Forgotten Realms** campaign setting and many of its best-known characters, including Elminster, Larloch, Manshoon, and Szass Tam. Driven by the lifelong urge to get to know fascinating characters better and find out “what happened next?” to them, he pens tales of their further exploits whenever he gets the chance—and this particular story is one he's wanted to write for a long time. His most recent **Forgotten Realms** novel for Wizards of the Coast is *The Sword Never Sleeps*, the final book in the Knights of Myth Drannor trilogy. *Elminster Must Die!* begins a new series about the famous—or infamous—Sage of Shadowdale.



### Key Selling Points

- Elminster is one of the **Forgotten Realms** world's most iconic characters—a fan favorite—and Ed Greenwood's best-selling character.
- This is Elminster's first appearance in the 4th edition Realms—a not-to-be-missed debut!
- Substantial web promotional activity, including a podcast interview.

### Series Overview:

The goddess of magic's death unleashed an apocalypse known as the Spellplague across the **Forgotten Realms** world. Magic went wild, waves of blue fire swept across the land mutating or killing all it touched, and wizards lost control of their powers. Deprived of his goddess, stripped of his most potent abilities, and laid bare before his enemies, this is just the start of Elminster's greatest adventures.

# ROLEPLAYING GAMES



**SKU:** 253820000

**ISBN:** 978-0-7869-5488-9

**Date:** May 18, 2010

**Format:** Hardcover

**Trim:** 8-9/16" x 11-1/8"

**Pages:** 160

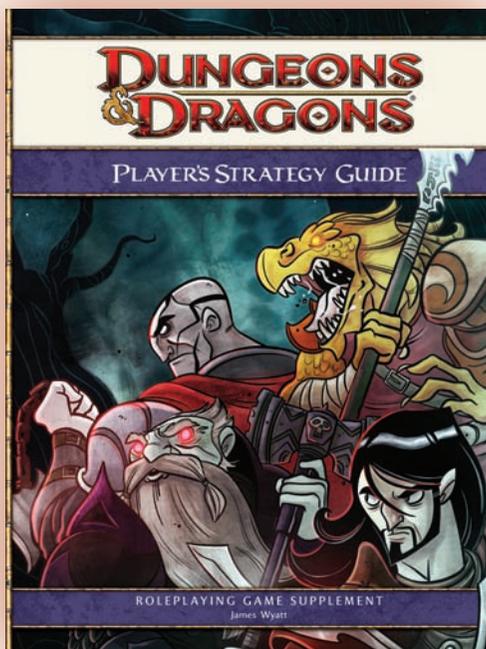
**Carton:** 20

**Price:** \$29.95/\$35.00 CAN

**Key Selling Points:**

- This player-oriented book speaks to novice and experienced **D&D** players alike, providing friendly tips and advice for optimizing their **D&D** characters.
- This book is full of fun art that players will find humorous and appealing.
- **D&D Insider™**: This game supplement will receive online support at [www.dndinsider.com](http://www.dndinsider.com)

One hundred and sixty pages of **D&D®** hotness.



A **D&D** Supplement

## ***D&D** Player's Strategy Guide*

James Wyatt

The ***D&D** Player's Strategy Guide* is aimed at **D&D** players who crave the envy of their gamer peers. If you want a character that's jaw-droppingly cool, this book is for you. It provides tips and tricks for optimizing your **D&D** characters—to make them more awesome and fun to play at the game table.

In addition to character optimization tips and player advice, this book includes entertaining sidebar essays written by celebrity gamers and a distinctive comic art style unlike other books in the **D&D** game line.

JAMES WYATT is the **D&D** design manager at Wizards of the Coast, as well as the Origins award-winning designer of numerous roleplaying game products, including the 4th Edition **D&D** core rulebooks. He has also written several novels set in the **Eberron®** campaign world.

**Related Titles:**

*Martial Power™*

November 2008

**ISBN:** 978-0-7869-4981-6

\$29.95/\$34.00 CAN

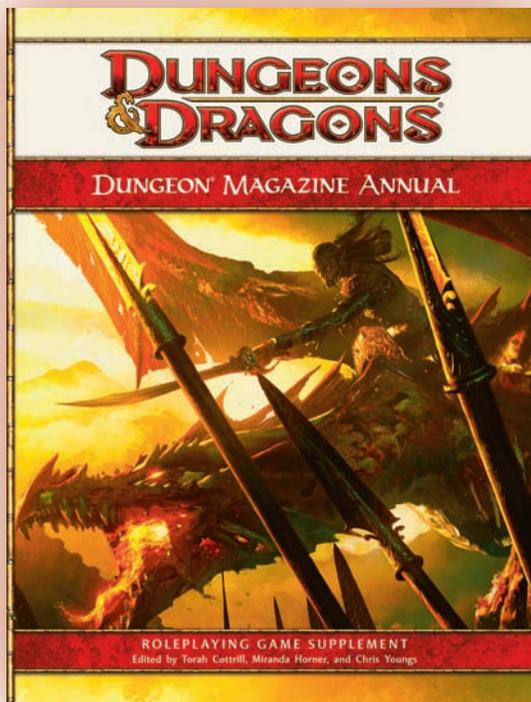
*Arcane Power™*

April 2009

**ISBN:** 978-0-7869-4957-1

\$29.95/\$34.00 CAN

A collection of D&D® adventures from the pages of *Dungeon*® magazine



A D&D® Supplement

## *Dungeon Magazine Annual*

Edited by Torah Cottrill, Miranda Horner, and Chris Youngs

This official D&D supplement gathers a year's worth of adventures published in *Dungeon* magazine into one easy-to-reference source. The adventures contained herein provide hundreds of hours of play, and each of them fits easily into a Dungeon Master's existing D&D campaign.

In addition to the compiled adventures, this book contains never-before-seen notes from the designers, developers, and editors that take you behind the curtain, offering a firsthand glimpse into the origin and evolution of each adventure.

MIRANDA HORNER is a freelance editor who has worked on numerous D&D game products, including articles and adventures for *D&D Insider*™ (www.dndinsider.com).

CHRIS YOUNGS is the Editor-in-Chief of the D&D Roleplaying Game magazines, *Dragon*® magazine and *Dungeon* magazine, which are published online every month at www.dndinsider.com.

**SKU:** 250317200

**ISBN:** 978-0-7869-5200-7

**Date:** May 18, 2010

**Format:** Hardcover

**Trim:** 8-9/16" x 11-1/8"

**Pages:** 160

**Carton:** 20

**Price:** \$29.95/\$35.00 CAN

### Key Selling Points:

- **Best of the Best:** This book collects the best *Dungeon* magazine articles that have appeared on *D&D Insider*™ (www.dndinsider.com) in the past year and presents them in an easy-to-reference book format.
- **Annotated Adventures:** The adventures appearing in this book come with notes and sidebars from designers, developers, and editors, providing a behind-the-scenes glimpse into the origin and evolution of each article.

**SKU:** 251220000

**ISBN:** 978-0-7869-5388-2

**Date:** May 18, 2010

**Format:** Trade Paperback

**Trim:** 8-1/4" x 10-7/8"

**Pages:** 32

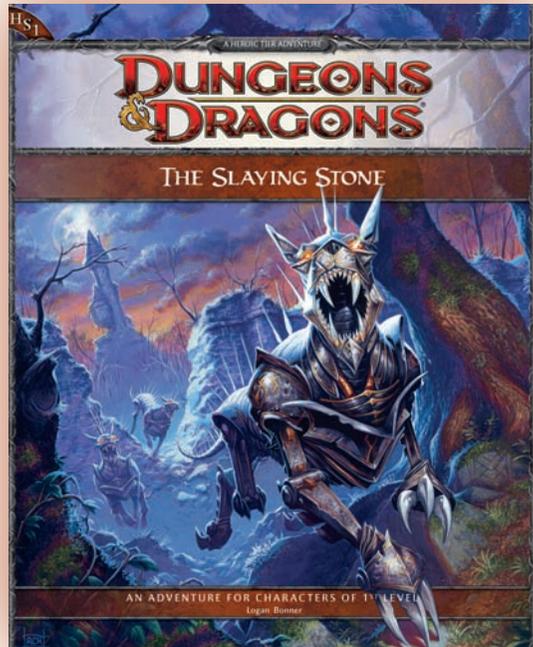
**Carton:** 24

**Price:** \$12.95/\$14.95 CAN

**Key Selling Points:**

- **Quick and Easy Play:** This adventure features an easy-to-run format designed to make the Dungeon Master's job simpler and more fun.
- **Campaign Starter:** Dungeon Masters need low-level adventures to kick off their **D&D** campaigns, and this adventure forms the perfect start to any new **D&D** campaign.

**A standalone D&D® adventure  
for 1st-level characters.**



A **D&D®** Heroic Tier Adventure

## **HS1 *The Slaying Stone*™**

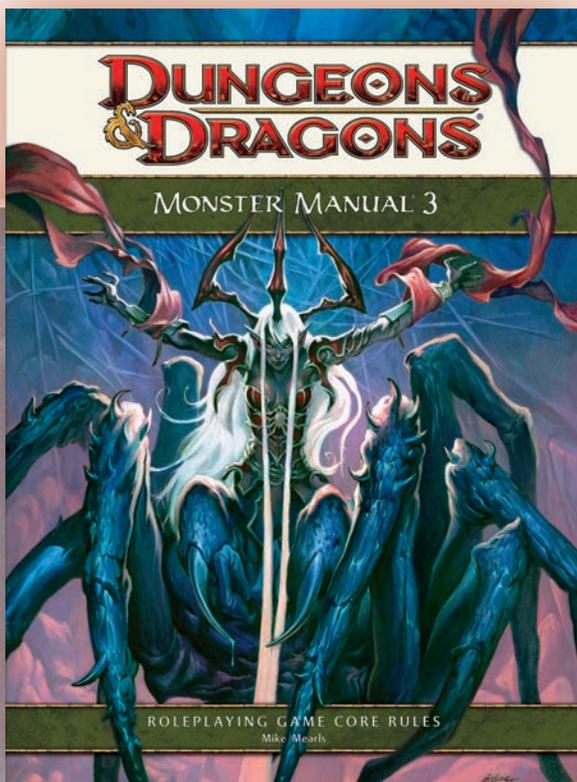
Logan Bonner

The tiefling empire of Bael Turath crumbled long ago, but the ruins of its ancient cities remain. Lost within one such ruin is a powerful relic called the Slaying Stone, and brave heroes must retrieve it before it falls into the hands of their enemies!

This standalone **D&D®** adventure is designed for 1st-level characters and can be easily inserted into any **D&D** campaign.

LOGAN BONNER works as a game designer at Wizards of the Coast LLC. His recent design credits include the *King of the Trollhaunt Warrens*™ adventure and the *Arcane Power*™, *Divine Power*™, and *Adventurer's Vault*™ 2 game supplements.

Iconic monsters for your  
D&D® campaign



**SKU:** 253840000

**ISBN:** 978-0-7869-5490-2

**Date:** June 15, 2010

**Format:** Hardcover

**Trim:** 8-9/16" x 11-1/8"

**Pages:** 224

**Carton:** 14

**Price:** \$34.95/\$41.00 CAN



A D&D Core Rulebook

*Monster Manual® 3*

Mike Mearls

**Additional Titles in the Series:**

**Monster Manual**

June 2008

**ISBN:** 978-0-7869-4852-9

\$34.95/\$39.95 CAN

**Monster Manual 2**

May 2009

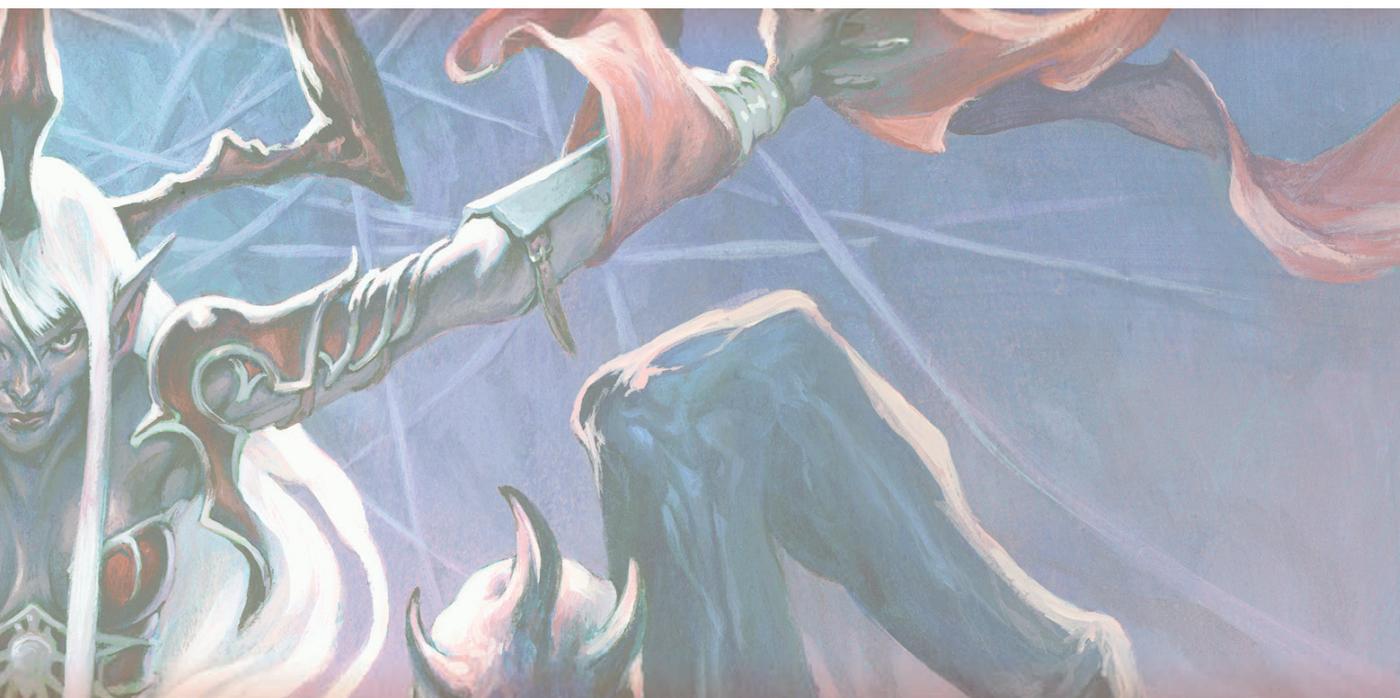
**ISBN:** 978-0-7869-5101-7

\$34.95/\$39.95 CAN

This core rulebook packs in over 200 new monsters to menace **D&D** player characters. Classic monsters such as the derro, the mimic, and Lolth (Demon Queen of Spiders) make their first appearance here. In addition, this book includes scores of new monsters to challenge characters of heroic, paragon, and epic level, including deadly catastrophic dragons!

*Monster Manual 3* introduces a new monster format that offers more background and story material to inspire Dungeon Masters.

MIKE MEARLS is the lead designer for the **D&D** Roleplaying Game at Wizards of the Coast. His previous design credits include the *Player's Handbook*® 2 and *Player's Handbook 3* core rulebooks.



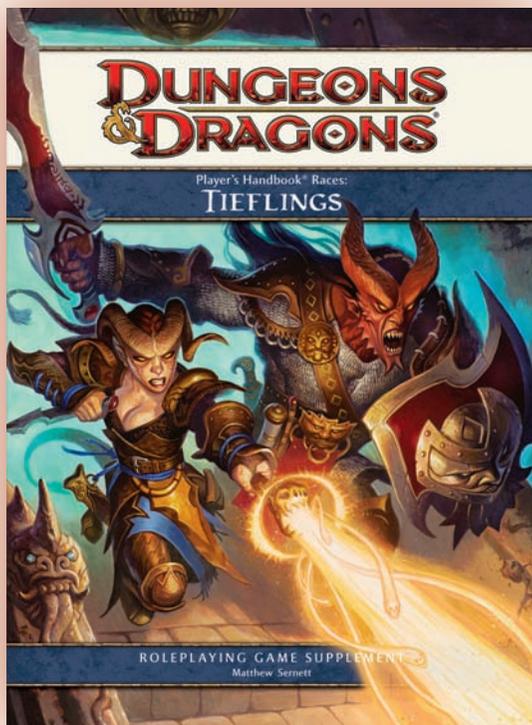
### Key Selling Points

- **The DM's Bestiary:** Dungeon Masters need new monsters to populate their dungeons and adventures, and this book contains several iconic **D&D** monsters that every DM wants and needs.
- **All Levels of Fun:** This book includes monsters for all levels of play (1–30), including memorable epic-level threats such as Lolth, Demon Queen of Spiders, and Imix, the Prince of Elemental Fire.
- **D&D Insider™:** This **D&D** core rulebook will receive online support at [www.dndinsider.com](http://www.dndinsider.com).

### Series Overview

The *Monster Manual* books provide Dungeon Masters with ready-to-play, easy-to-run monsters for their homebrew **D&D** adventures.

## New options and character hooks for tiefling characters



A D&D® Supplement

## *Player's Handbook® Races: Tieflings*

Matthew Sernett

If you want to play the ultimate tiefling hero, this book is for you!

This expansion of the *Player's Handbook* core rulebook explores the infernal secrets of the tieflings. It presents D&D players with exciting new options for their tiefling characters, including unique racial feats, powers, paragon paths, and epic destinies. This book also includes ways to flesh out your tiefling character's background and personality.

MATTHEW SERNETT is a game designer at Wizards of the Coast who works on the D&D and *Magic: The Gathering*® games.

**SKU:** 253830000

**ISBN:** 978-0-7869-5489-6

**Date:** June 15, 2010

**Format:** Trade Paperback

**Trim:** 8-1/4" x 10-7/8"

**Pages:** 32

**Carton:** 24

**Price:** \$9.95/\$11.95 CAN

### Key Selling Points:

- **New Character Options:** This book is aimed at players and includes exciting new options (feats, powers, and more) for tiefling characters.
- **Focused Content:** This book is aimed squarely at players who are currently playing or who are interested in playing tiefling characters.
- **Low Price:** The low price point makes this book an attractive impulse buy for players.
- **D&D Insider™:** This product will receive online support at [www.dndinsider.com](http://www.dndinsider.com).

### Series Overview:

The *Player's Handbook* Races series expands the options and potential of the core D&D races. Each book presents character hooks and options for a particular race.

### Additional Titles in the Series:

*Player's Handbook Races: Dragonborn*

January 2010

**ISBN:** 978-0-7869-5386-8

\$9.95/\$12.95 CAN

**SKU:** 251520000

**ISBN:** 978-0-7869-5398-1

**Date:** June 15, 2010

**Format:** Trade Paperback

**Trim:** 8-3/4" x 11"

**Pages:** N/A

**Carton:** 20

**Price:** \$11.95/\$13.95 CAN

**Key Selling Points:**

- Quick and Easy Play: Dungeon Masters can use these tiles to create intriguing dungeon locations.
- Although designed with the **Dark Sun** campaign setting in mind, the *Desert of Athas* set is suitable for any **D&D** campaign. It is also compatible with past and future Dungeon Tiles sets, giving Dungeon Masters additional location-building options.
- This set includes 2 sheets of 3D terrain elements and 4 sheets of flat tiles with grids.
- The combination of high quality and low price point makes this product an easy impulse buy for **D&D** fans.

**Series Overview:**

The Dungeon Tiles accessories provide Dungeon Masters with high-quality illustrated terrain tiles with which to build dungeons, wilderness sites, and other **D&D** adventure locations.

**Additional Titles in the Series:**

*Harrowing Halls™*

March 2010

**ISBN:** 978-0-7869-5397-4

\$11.95/\$14.95 CAN

*Sinister Woods™*

October 2009

**ISBN:** 978-0-7869-5246-5

\$9.95/\$12.95 CAN

*Arcane Towers™*

June 2009

**ISBN:** 978-0-7869-5242-7

\$9.95/\$12.95 CAN

*Caves of Carnage™*

February 2009

**ISBN:** 978-0-7869-5019-5

\$9.95/\$12.95 CAN

## Illustrated terrain tiles for use with the **D&D®** Roleplaying Game



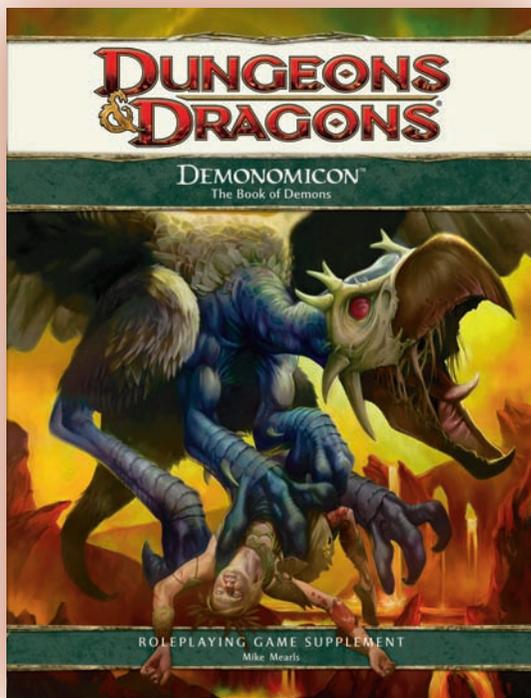
A **D&D** Accessory

## *Desert of Athas – Dungeon Tiles*

This **D&D** Roleplaying Game accessory—designed for use with the **Dark Sun®** *Campaign Setting* (see page 26) and the *Marauders of the Dune Sea™* adventure (see page 28)—gives Dungeon Masters an easy and inexpensive way to include great-looking terrain in their games. This set provides ready-to-use, configurable tiles and three-dimensional enhancements with which to build exciting encounter locations.

This accessory contains six double-sided sheets of illustrated, die-cut terrain tiles printed on heavy cardstock, allowing you to create desert oases, sandstone vaults, and other dungeon and wilderness fixtures. Some of the tiles can be combined to create 3D terrain elements. It is ideal for **Dark Sun** campaign adventures or any other **D&D** setting.

## Demons and demon lords for your D&D® campaign



A D&D Supplement

## *Demonomicon*™

Mike Mearls

Unleash the hordes of the Abyss!

*Demonomicon* presents the definitive treatise on demons and their masters, the demon lords. Whether you're looking to introduce demons into your D&D campaign or plunge your heroes into the heart of the Abyss, this book has something for you!

More than just a maelstrom of chaos and corruption, the Abyss is an exciting D&D adventure locale for paragon- and epic-level heroes to explore. Within its many layers lurk powerful demon lords and fiendish hordes eager to be unleashed upon unsuspecting worlds. This tome brings demons into the world of D&D, updates classic demons to 4th Edition, provides statistics for various demon lords, and introduces dozens of new horrors from the abyssal depths. It gives Dungeon Masters ready-to-use encounters and mechanics to make demons exciting elements in their home campaigns.

MIKE MEARLS is the lead designer for the D&D Roleplaying Game at Wizards of the Coast. His previous design credits include the *Player's Handbook*® 2 and *Player's Handbook* 3 core rulebooks.

**SKU:** 253860000

**ISBN:** 978-0-7869-5492-6

**Date:** July 20, 2010

**Format:** Hardcover

**Trim:** 8-9/16" x 11-1/8"

**Pages:** 160

**Carton:** 20

**Price:** \$29.95/\$35.00 CAN

### Key Selling Points:

- Demons are among the most iconic, popular monsters in the D&D Roleplaying Game.
- Dungeon Masters can use the information in this book to create exciting encounters and adventures featuring demons.
- This book updates classic demons to 4th Edition and introduces new fiendish horrors.
- **D&D Insider™**: This game supplement will receive online support at [www.dndinsider.com](http://www.dndinsider.com).

### Related Titles:

*Draconomicon™: Metallic Dragons*

November 2009

**ISBN:** 978-0-7869-5248-9

\$39.95/\$49.00 CAN

*Draconomicon: Chromatic Dragons*

November 2008

**ISBN:** 978-0-7869-4980-9

\$39.95/\$45.00 CAN

*Fiendish Codex™ I: Hordes of the Abyss* (v.3.5)

June 2006

**ISBN:** 978-0-7869-3919-0

\$29.95/\$37.95 CAN

**SKU:** 251250000

**ISBN:** 978-0-7869-5391-2

**Date:** July 20, 2010

**Format:** Trade Paperback

**Trim:** 8-1/4" x 10-7/8"

**Pages:**32

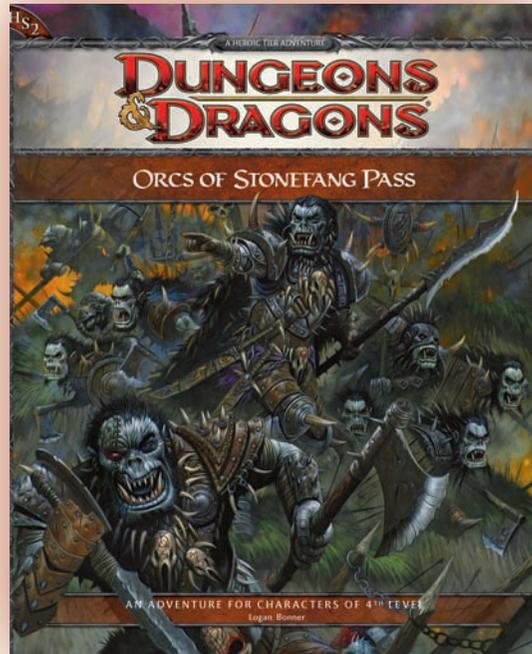
**Carton:** 24

**Price:** \$12.95/\$14.95 CAN

**Key Selling Points:**

- **Quick and Easy Play:** This adventure features an easy-to-run format designed to make the Dungeon Master's job simpler and more fun.
- **Perfect for Any Campaign:** This adventure fits easily into any "homebrew" D&D campaign..

**A standalone D&D® adventure  
for 4th-level characters.**



A D&D Heroic Tier Adventure

## **HS2 *Orcs of Stonefang Pass*™**

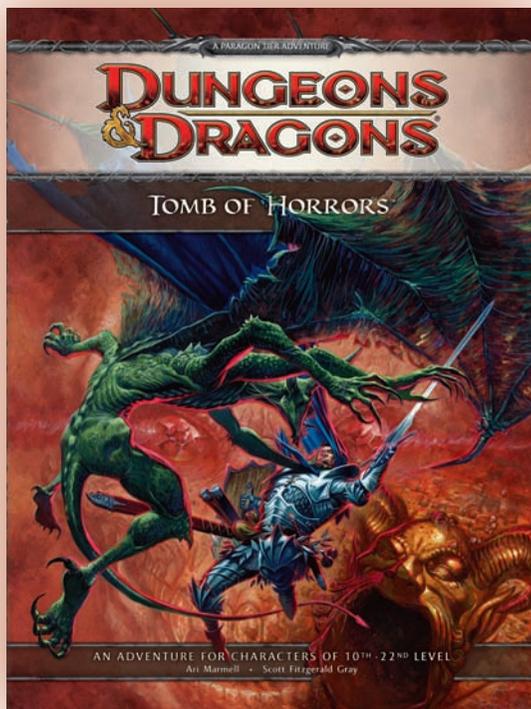
Logan Bonner

Stonefang Pass wends its way through the mountains of the Stonemarch, home to brutal tribes of orcs. The time has come to clear the pass and gain a foothold, so that it can be used for trade between the town of Winterhaven and the lands beyond the mountains. Brave adventurers are needed to rid the pass of monsters and liberate Stonefang Keep from the orcs. Who's up for the challenge?

This standalone **D&D** adventure is designed for 4th-level characters and can be easily inserted into any **D&D** campaign.

LOGAN BONNER works as a game designer at Wizards of the Coast LLC. His recent design credits include the *King of the Trollhaunt Warrens*™ adventure and the *Arcane Power*™, *Divine Power*™, and *Adventurer's Vault*™ 2 game supplements.

The deadliest dungeon  
in the D&D® world returns!



A D&D Super Adventure  
*Tomb of Horrors*™

For generations, the *Tomb of Horrors* has held an inescapable allure. It draws adventurers to it like a beacon then devours them utterly like some monstrous predator. Within its sepulchral, trap-ridden halls and chambers lay the secrets and treasures of the demilich Acererak and, some say, the demilich himself.

*Tomb of Horrors* features a modular design that allows Dungeon Masters to build campaigns around the events herein, or pick and choose from the various chapters for use as standalone adventures. It presents a variety of challenges, from intricate combat encounters to traps and tricks evocative of the classic *Tomb of Horrors* adventure.

This D&D adventure is designed for characters of 10th–22nd level and includes a full-color, double-sided battle map designed for use with D&D® Miniatures.

ARI MARMELL is a freelance writer with numerous game design credits to his name, including the *Eberron*® *Player's Guide* and *The Plane Below: Secrets of the Elemental Chaos* supplements. He is also a novelist whose published works include *Agents of Artifice*, a novel based on the **Magic: The Gathering**® Trading Card Game.

SCOTT FITZGERALD GRAY is a freelance writer/editor whose design credits include the *Seekers of the Ashen Crown*™ and *Prince of Undeath*™ adventures. He has also written numerous articles and adventures for **D&D Insider**™.

**SKU:** 253850000

**ISBN:** 978-0-7869-5491-9

**Date:** July 20, 2010

**Format:** Hardcover

**Trim:** 8-9/16" x 11-1/8"

**Pages:** 160

**Carton:** 20

**Price:** \$29.95/\$35.00 CAN

**Key Selling Points:**

- **Instant Campaign:** Dungeon Masters can use *Tomb of Horrors* as the foundation of a paragon- and epic-tier campaign. Each chapter is essentially a standalone adventure, and DMs can insert other adventures between them.
- **Revisiting a Classic:** The original *Tomb of Horrors* is a classic D&D adventure, and this adventure draws on and revisits locations familiar to experienced players but re-envisions them for 4th Edition, making them a new experience for all.
- **Return of Acererak:** Players can confront—and potentially defeat—one of the D&D game's most infamous villains: the demilich Acererak!

**Related Titles:**

*Revenge of the Giants*™

September 2009

**ISBN:** 978-0-7869-5205-2

\$29.95/\$34.00 CAN

*Expedition to the Ruins of Greyhawk*™

August 2007

**ISBN:** 978-0-7869-4358-6

\$34.95/\$44.00 CAN

*Expedition to Castle Ravenloft*™

October 2006

**ISBN:** 978-0-7869-3946-6

\$34.95/\$44.95 CAN

**SKU:** 197400000

**ISBN:** 978-0-7869-5549-7

**Date:** July 20, 2010

**Format:** Trade Paperback

**Trim:** 8-1/4" x 10-7/8"

**Pages:** 32

**Carton:** 24

**Price:** \$12.95/\$14.95 CAN

#### Key Selling Points:

- **Quick and Easy Play:** Dungeon Masters can insert *Vor Rukoth* into their homebrew **D&D** campaigns without fuss, and the book contains ready-to-use encounters that are fun and easy to play.
- **Battle Map:** This product includes a full-color, double-sided battle map for use with **D&D**® Miniatures.
- **Low Price:** The low price point makes this book an attractive impulse buy for Dungeon Masters.
- **D&D Insider™:** This product will receive online support at [www.dndinsider.com](http://www.dndinsider.com).

#### Series Overview:

*Vor Rukoth* is the second in a series of low-price-point game supplements that give DMs exciting, ready-to-use adventure locations for their **D&D** campaigns.

#### Additional Titles in the Series:

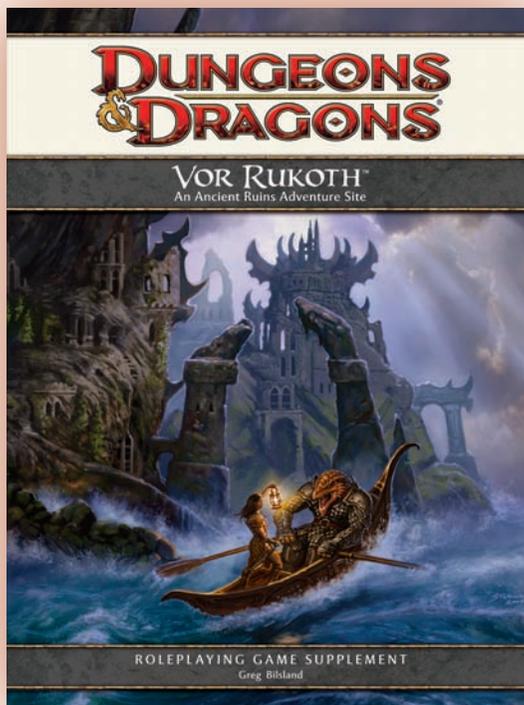
*Hammerfast*

April 2010

**ISBN:** 978-0-7869-5534-3

\$11.95/14.95

**A ready-to-use adventure location  
for any D&D® campaign.**



A D&D Supplement

## *Vor Rukoth™: An Ancient Ruins Adventure Site*

Greg Bilslund

Need an exciting adventure location for your heroes to explore? Look no further.

*Vor Rukoth* presents a fully detailed, ready-to-use fortress ruin, complete with secret locations, maps, adventure hooks, monster and NPC statistics, ready-to-play encounters, and a full-color, double-sided battle map. The book is perfect for Dungeon Masters looking for a mysterious adventure location that fits instantly and easily into their existing **D&D** campaigns.

Once a stronghold of the tiefling empire of Bael Turath, Vor Rukoth has fallen into ruin and become a haven for monsters. Within its vaults, the treasures and mysteries of Bael Turath wait to be unearthed! In addition to an adventure location, Vor Rukoth holds many hours of excitement and adventure.

GREG BILSLAND is an editor who works at Wizards of the Coast. His previous design credits include the *Forgotten Realms® Player's Guide*.

A basic set of illustrated terrain tiles for use with the D&D® Roleplaying Game



**SKU:** 198860000

**ISBN:** 978-0-7869-5555-8

**Date:** July 20, 2010

**Format:** Box

**Trim:** 9" x 12"

**Pages:** N/A

**Carton:** 6

**Price:** \$19.95/\$23.95 CAN

#### Key Selling Points:

- **Quick and Easy Play:** Dungeon Masters can use these tiles to create dungeon and wilderness locations for any **D&D** campaign. It is compatible with past and future Dungeon Tiles sets, giving Dungeon Masters additional location-building options.
- **Adventure Compatibility:** Future **D&D** adventures will be designed for use with this master set of tiles, so that DMs can run the adventures using the tiles in this set.
- **Versatile Box:** The box for this product is not only useful for storing Dungeon Tiles but also has a square grid printed on it, allowing it to be used as elevated terrain.

A D&D® Accessory

## Dungeon Tiles Master Set: The Dungeon

This **D&D** Roleplaying Game accessory gives Dungeon Masters all of the basic dungeon tiles they need to create great-looking terrain in their games. This set provides ready-to-use, configurable tiles with which to build exciting encounter locations.

This accessory contains 10 double-sided sheets of illustrated, die-cut terrain tiles printed on heavy cardstock, allowing you to create dungeon rooms, corridors, and outdoor locales. The product box is designed for tile storage and as a terrain element in the game.

#### Additional Titles in the Series:

*Harrowing Halls™*

March 2010

**ISBN:** 978-0-7869-5397-4

\$11.95/\$14.95 CAN

*Sinister Woods™*

October 2009

**ISBN:** 978-0-7869-5246-5

\$9.95/\$12.95 CAN

*Arcane Towers™*

June 2009

**ISBN:** 978-0-7869-5242-7

\$9.95/\$12.95 CAN

*Caves of Carnage™*

February 2009

**ISBN:** 978-0-7869-5019-5

\$9.95/\$12.95 CAN

**SKU:** 253880000

**ISBN:** 978-0-7869-5494-0

**Date:** August 17, 2010

**Format:** Trade Paperback

**Trim:** 8-1/4" x 10-7/8"

**Pages:** 144

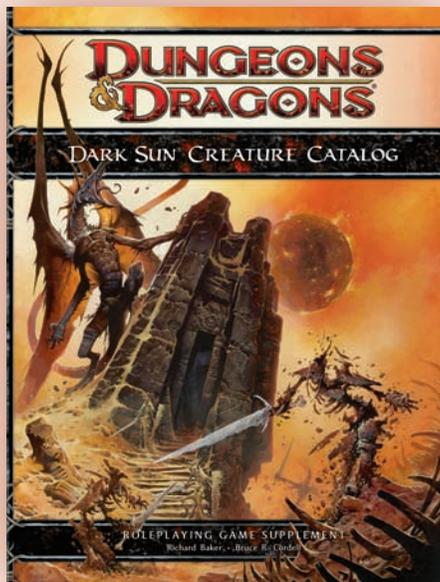
**Carton:** 24

**Price:** \$19.95/\$23.95 CAN

**Key Selling Points:**

- Updated for 4th Edition: **D&D** fans have been eagerly awaiting this product for more than 10 years! This book updates classic **Dark Sun** monsters for the current edition of the game and also includes Athasian hazards and other threats.
- Appropriate for Any Campaign: The monsters presented in this book are appropriate and balanced for homebrew **D&D** campaigns.
- **D&D Insider™**: This campaign guide will receive online support at [www.dndinsider.com](http://www.dndinsider.com).

**Monsters and other threats from the world of Athas.**



A **D&D®** Supplement  
**Dark Sun® Creature Catalog™**

Richard Baker and Bruce R. Cordell

This supplement for the *Dark Sun Campaign Setting* (see page 26) collects the most iconic and dangerous monsters of the **Dark Sun** campaign setting into one handy tome. It also contains other hazards and threats found in the desert wastelands and dungeon tombs of Athas. The creatures and threats presented herein make worthy encounters for Athasian heroes or the heroes in your “homebrew” **D&D** campaign.

RICHARD BAKER is a senior game designer at Wizards of the Coast. His previous work includes the *Martial Power™ 2* supplement and the **Axis & Allies®** Naval Miniatures Starter Game. Richard is also a *New York Times* best-selling author who has written several **Forgotten Realms®** novels.

BRUCE R. CORDELL is an Origins award-winning game designer who works at Wizards of the Coast. His previous design credits include the “E” series of adventures (*Death’s Reach™*, *Kingdom of the Ghouls™*, and *Prince of Undeath™*) and the *Open Grave: Secrets of the Undead™* supplement. He has also written several **Forgotten Realms** novels.

**Related Titles:**

*Seekers of the Ashen Crown™*

July 2009

**ISBN:** 978-0-7869-5017-1

\$24.95/\$29.95 CAN

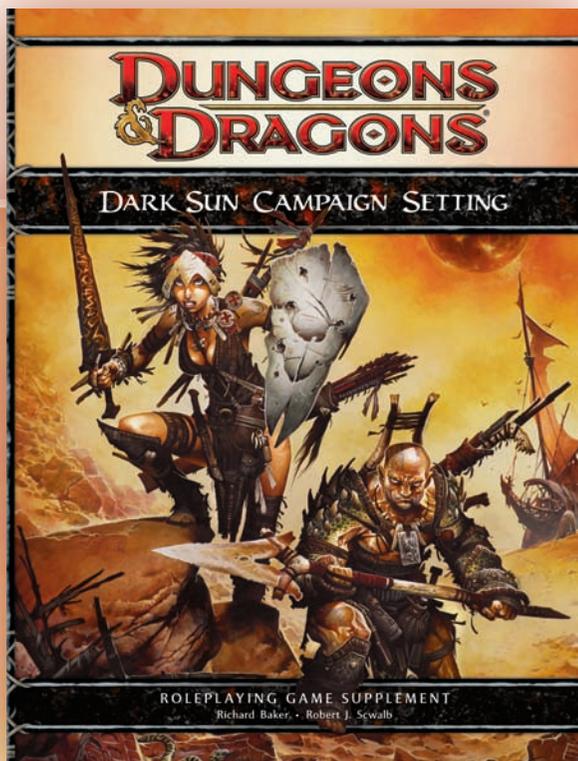
*Scepter Tower of Spellgard™*

September 2008

**ISBN:** 978-0-7869-4954-0

\$24.95/\$29.95 CAN

Explore a savage,  
wondrous world.



**SKU:** 253870000

**ISBN:** 978-0-7869-5493-3

**Date:** August 17, 2010

**Format:** Hardcover

**Trim:** 8-9/16" x 11-1/8"

**Pages:** 224

**Carton:** 14

**Price:** \$39.95/\$47.00 CAN

A D&D® Supplement

## *Dark Sun® Campaign Setting*

Richard Baker and Robert J. Schwalb

### **Related Titles:**

*Eberron® Campaign Guide*

July 2009

**ISBN:** 978-0-7869-5099-7

\$39.95/\$45.00 CAN

*Forgotten Realms® Campaign Guide*

August 2008

**ISBN:** 978-0-7869-4924-3

\$39.95/\$45.00 CAN

Aimed at players and Dungeon Masters, this game supplement explores the heroes and wonders of Athas—a savage desert world abandoned by the gods and ruled by terrible sorcerer-kings. Use it to build **Dark Sun** heroes and thrilling **D&D** adventures set in the Seven Cities of the Tyr Region, the Ivory Triangle, the Sea of Silt, and monster-infested wastelands—or plunder it for your own **D&D** campaign!

The *Dark Sun Campaign Setting* provides exciting character options for **D&D** players, including new races, new character themes and class builds, new paragon paths and epic destinies, and new equipment. It also provides everything Dungeon Masters need to run 4th Edition **Dark Sun** campaigns or include **Dark Sun** elements in their homebrew campaigns. It has rules and advice for handling survival challenges, arena encounters, desert terrain, and adventure creation. It also presents a short, ready-to-play introductory adventure.

RICHARD BAKER is a senior game designer at Wizards of the Coast LLC. His previous work includes the *Martial Power*™ 2 supplement and the *Axis & Allies*® Naval Miniatures Starter Game. Richard is also a *New York Times* best-selling author who has written several *Forgotten Realms*® novels.

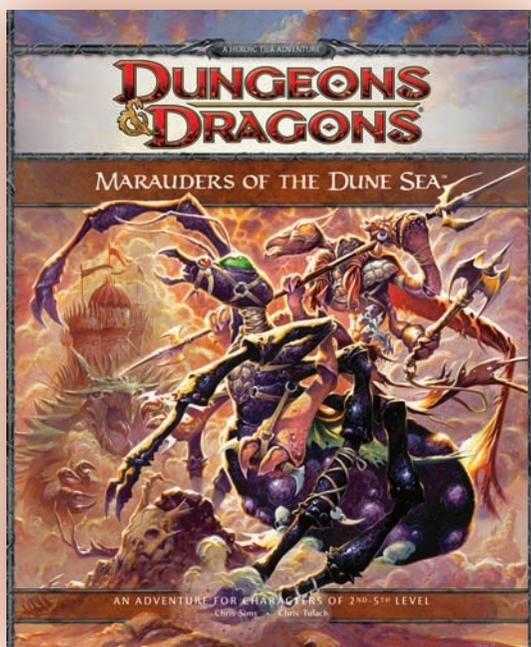
ROBERT J. SCHWALB is a freelance game designer with over one hundred game design and development credits to his name. His previous credits include the *Player's Handbook*® 3 core rulebook, the *Divine Power*™ supplement, and numerous articles for *D&D Insider*™. Robert lives in Tennessee.



#### Key Selling Points:

- Updated for 4th Edition: **D&D** fans have been eagerly awaiting this product for more than 10 years! This book updates the classic **Dark Sun** campaign setting for the current edition of the game and provides everything a Dungeon Master needs to run adventures in this setting and everything a player needs to create exciting **Dark Sun** characters.
- Something for All Campaigns: Dungeon Masters who are running “homebrew” **D&D** campaigns will find the material in this book useful in their home games.
- **D&D Insider**: This campaign guide will receive online support at [www.dndinsider.com](http://www.dndinsider.com).

A **D&D**<sup>®</sup> adventure set in the world of Athas  
or your own campaign world.



A D&D Adventure

## *Marauders of the Dune Sea*<sup>™</sup>

Chris Sims and Chris Tulach

Now that Tyr is free of Kalak the Sorcerer-King, opportunity abounds in the city and the surrounding wastes. But some see Kalak's fall as the beginning of Tyr's end, and the unpatrolled deserts nearby are rife with danger. Outlaws openly defy the city's Revolutionary Council and threaten outlying holdings. If Tyr is to thrive, heroes must arise to tame the lawlessness and evil that threatens the free city.

This stand-alone **D&D** adventure is designed to take characters from 2nd to 5th level. Although nominally set in the **Dark Sun**<sup>®</sup> campaign setting, Dungeon Masters can easily incorporate it into their "homebrew" **D&D** campaigns.

CHRIS SIMS is a web specialist and game designer at Wizards of the Coast who has written and developed numerous articles for **D&D Insider**<sup>™</sup>. His previous design work includes the **Eberron**<sup>®</sup> *Campaign Guide*, the **Monster Manual**<sup>®</sup> 2 core rulebook, and the *Seekers of the Ashen Crown*<sup>™</sup> adventure.

CHRIS TULACH is a content designer in the Organized Play department of Wizards of the Coast. Among his many duties, he oversees the creation of **D&D** adventures for the **Roleplaying Game Association** (RPGA<sup>®</sup>). His previous design credits include the *Kingdom of the Ghouls*<sup>™</sup> adventure.

**SKU:** 253890000

**ISBN:** 978-0-7869-5495-7

**Date:** August 17, 2010

**Format:** Trade Paperback

**Trim:** 8-1/4" x 10-7/8"

**Pages:** 32

**Carton:** 24

**Price:** \$12.95/\$14.95 CAN

### Key Selling Points:

- **Perfect for Any Campaign:** This product can be used as a stand-alone adventure in any published or "homebrew" **D&D** campaign, including the **Dark Sun** campaign, or as a follow-up to the introductory adventure presented in the *Dark Sun Campaign Guide* supplement.
- **Quick and Easy Play:** This adventure features an easy-to-run format designed to make the Dungeon Master's job simpler and more fun.

### Related Titles:

*Seekers of the Ashen Crown*<sup>™</sup>

July 2009

**ISBN:** 978-0-7869-5017-1

\$24.95/\$29.95 CAN

*Scepter Tower of Spellgard*<sup>™</sup>

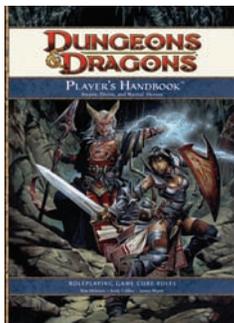
September 2008

**ISBN:** 978-0-7869-4954-0

\$24.95/\$29.95 CAN

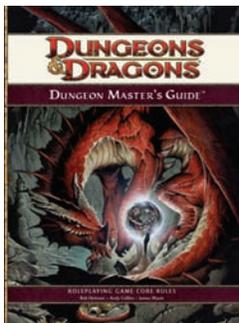
# D&D® MUST-HAVES

HAVING THESE EVERGREEN ITEMS ON YOUR SHELVES  
WILL ENSURE SUCCESS!



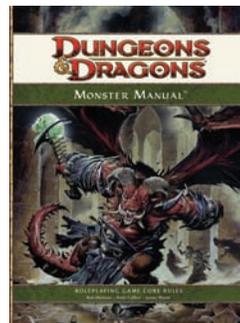
**Player's Handbook®**

**SKU:** 217367200  
**ISBN:** 978-0-7869-4867-3  
**Price:** \$34.95/\$39.95 CAN



**Dungeon Master's Guide®**

**SKU:** 217507200  
**ISBN:** 987-0-7869-4880-2  
**Price:** \$34.95/\$39.95 CAN



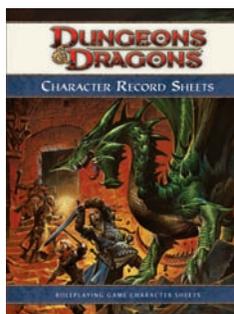
**Monster Manual®**

**SKU:** 217207200  
**ISBN:** 978-0-7869-4852-9  
**Price:** \$34.95/\$39.95 CAN



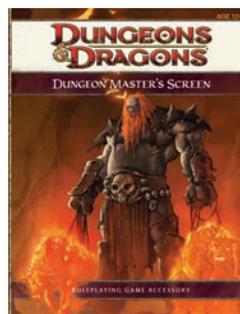
**D&D® Roleplaying Game Starter Set**

**SKU:** 217120000  
**ISBN:** 978-0-7869-4820-8  
**Price:** \$16.99/\$20.00 CAN



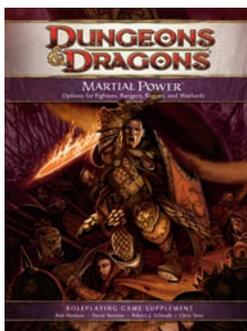
**D&D Character Sheets**

**SKU:** 217217400  
**ISBN:** 978-0-7869-4853-6  
**Price:** \$9.95/\$11.95 CAN



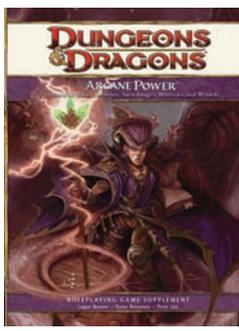
**Dungeon Master's Screen**

**SKU:** 218307401  
**ISBN:** 978-0-7869-4927-4  
**Price:** \$9.95/\$11.95 CAN



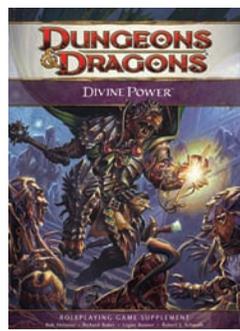
**Martial Power™**

**SKU:** 217897200  
**ISBN:** 978-0-7869-4981-6  
**Price:** \$29.95/\$34.00 CAN



**Arcane Power™**

**SKU:** 217657200  
**ISBN:** 978-0-7869-4957-1  
**Price:** \$29.95/\$34.00 CAN



**Divine Power™**

**SKU:** 217907200  
**ISBN:** 978-0-7869-4982-3  
**Price:** \$29.95/\$34.00 CAN

## What is the Dungeons & Dragons® Roleplaying Game?

For more than 30 years, the **Dungeons & Dragons** Roleplaying Game has been the premier medieval fantasy brand in the hobby gaming market. It embodies the best of every great fantasy story: heroes battling monsters, exploring vast dungeons, plundering ancient ruins, and waging eternal war against the dark forces seeking to destroy civilization. It's heroic, exciting, fantastic, social and fun.

The **Dungeons & Dragons** experience created an industry. Not only did it spawn a host of similar tabletop roleplaying games, it had a profound impact on the burgeoning computer gaming industry and inspired new generations of game design.

Now in its fourth edition, the **D&D**® game has been played by more than 20 million people worldwide, translated into more than a dozen languages, and sold in more than 50 countries. The game is also supported by established lines of shared-world novels (including several *New York Times* best-sellers) set in such well-known places as the **Forgotten Realms**®, **Eberron**®, **Ravenloft**®, and **Dragonlance**® world settings.

## How is the D&D game played?

The *Dungeons & Dragons* Roleplaying Game is played around a table. The Dungeon Master is the player who runs the game and sets the adventure pace. The other players have characters within the game whose actions and decisions ultimately shape the outcome of the adventure.

## Some “core conceits” of the D&D game:

- Players create unique characters using the available race and class options presented in the *Player's Handbook*®. Subsequent game supplements give players new options to choose from.
- One player takes on the role of Dungeon Master (DM). The DM runs the adventure and adjudicates the rules, using the *Dungeon Master's Guide*®, *Monster Manual*®, and various supplemental books for support. DMs can either create their own adventures or use published adventures.
- As a group, players explore the world the Dungeon Master has created. Their characters slay monsters, loot dungeons, and accomplish heroic quests. As they complete adventures, their characters gain levels and become more powerful.
- What characters can accomplish in-game is limited only to the player's imaginations.
- Task resolution and random outcomes are handled by rolling dice.



# GAMES & MINIATURES



**SKU:** 207790000

**ISBN:** 978-0-7869-5557-2

**Date:** August 17, 2010

**Format:** Non-traditional

**Trim:** 11-1/2" x 11-1/2"

**Pages:** n/a

**Carton:** 2

**Price:** \$64.95/\$74.99 CAN

**Key Selling Points:**

- Something for Everyone: *Castle Ravenloft* is fun for everyone, including **D&D** players and anyone who enjoys boardgames.
- Great Replay Value: Every game of *Castle Ravenloft* has its own exciting challenges and outcomes, guaranteeing hours of replayability.
- Premier Design: This boardgame features lots of high-end components, including interlocking dungeon tiles, cards, and plastic heroes and monsters.

An exciting **D&D™** boardgame  
for 1–5 players



A **D&D** Boardgame  
*Castle Ravenloft*  
Bill Slavicsek and Mike Mearls

The master of Ravenloft is having guests for dinner—and you are invited! Evil lurks in the towers and dungeons of Castle Ravenloft, and only heroes of exceptional bravery can survive the horrors within. Designed for 1–5 players, this boardgame features multiple scenarios, challenging quests, and cooperative game play.

*Castle Ravenloft* includes the following components:

- 40 plastic heroes and monsters
- 13 sheets of interlocking cardstock dungeon tiles
- 200 encounter and treasure cards
- Rulebook
- Scenario book
- 20-sided die.

**BILL SLAVICSEK** is the R&D Director of Roleplaying Games, Miniatures, and Book Publishing at Wizards of the Coast, as well as an avid boardgame player and collector. His enormous list of credits includes *Alternity™*, *d20 Modern™*, the *Star Wars Roleplaying Game*, and the *D&D for Dummies* book (published by Wiley Press).

**MIKE MEARLS** is the lead designer for the **D&D®** Roleplaying Game at Wizards of the Coast. His previous credits include the *Player's Handbook® 2* and *Player's Handbook 3* core rulebooks.

## From Stalingrad to Anzio!



An **Axis & Allies**® Miniatures Booster Expansion

## *Axis & Allies Miniatures 1941-1943*

Deploy your forces and prepare for the next expansion to the **Axis & Allies** Miniatures game. *Axis & Allies Miniatures 1941-1943* will contain 50 authentically detailed miniatures that war gamers and WWII enthusiasts can use to recreate the pivotal battles of World War II. Tanks, aircraft, and infantry from critical campaigns in the Ukraine, Italy, and the Balkans will debut in this set. *Axis & Allies Miniatures 1941-1943* will also include key units for Romania, New Zealand and Hungary.

**SKU:** 198480000

**ISBN:** 978-0-7869-5551-0

**Date:** August 24, 2010

**Format:** Non-traditional

**Trim:** 2-3/4" x 6-1/2"

**Pages:** N/A

**Carton:** 12

**Price:** \$14.99/\$17.99 CAN

### Key Selling Points:

- Debut in **Axis & Allies** Miniatures of units from Yugoslavia and Croatia.
- American DUKW amphibious truck and German Nashorn tank destroyer included.
- Prepainted, durable plastic—assembled and ready to play, right out of the box.
- Accuracy and detail of miniatures attracts WWII enthusiasts and collectors.

### Additional Titles in the Series:

*Early War: 1939-1941*

September 2009

**ISBN:** 978-0-7869-5096-6

\$14.99/\$18.99 CAN

*Eastern Front*

December 2008

**ISBN:** 978-0-7869-4881-9

\$12.99/\$15.00 CAN

*North Africa 1940-1943*

March 2008

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