



# 2011

SPRING CATALOG





# 2011 WIZARDS OF THE COAST

## TRADE

<i>The Stonetellers</i> . . . . .	4
<i>The Emyrean Odyssey</i> . . . . .	5
<i>The Lady Penitent</i> . . . . .	6

## ROLEPLAYING GAMES

<i>Caverns of Icewind Dale™</i> – Dungeon Tiles . . . . .	8
<i>Deluxe Dungeon Master's Screen</i> . . . . .	9
<i>Gazetteer: The Nentir Vale™</i> . . . . .	10
<b><i>D&amp;D™ Gamma World™</i></b> Expansion: <i>Legion of Gold™</i> . . . . .	12
<i>Player's Option: Heroes of Shadow™</i> . . . . .	13
<i>Mordenkainen's Magnificent Emporium™: Mundane and Magical Equipment for Every Adventurer</i> . . . . .	14
<b><i>Dungeons &amp; Dragons</i></b> Essentials™ . . . . .	16
D&D Essentials Path to Success . . . . .	18
<b>Book Trade Ordering Information</b> . . . . .	19
<b>Hobby Trade Ordering Information</b> . . . . .	20



# BY MONTH

## JANUARY

<i>The Stonetellers</i> . . . . .	4
<i>Caverns of Icewind Dale™</i> – Dungeon Tiles . . . . .	8

## FEBRUARY

<i>The Emyrean Odyssey</i> . . . . .	5
<i>Deluxe Dungeon Master's Screen</i> . . . . .	9
<i>Gazetteer: The Nentir Vale™</i> . . . . .	10
<i>D&amp;D® Gamma World™</i> Expansion: <i>Legion of Gold™</i> . . . . .	12

## MARCH

<i>Player's Option: Heroes of Shadow™</i> . . . . .	13
---	----

## APRIL

<i>The Lady Penitent</i> . . . . .	6
<i>Mordenkainen's Magnificent Emporium™: Mundane and Magical Equipment for Every Adventurer</i> . . . . .	14



# TRADE NOVELS



**SKU:** 296120000

**ISBN:** 978-0-7869-5767-5

**Date:** January 4, 2011

**Format:** Trade Paperback

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

**Pages:** 768

**Carton:** 12

**Price:** \$15.95/\$17.95 CAN

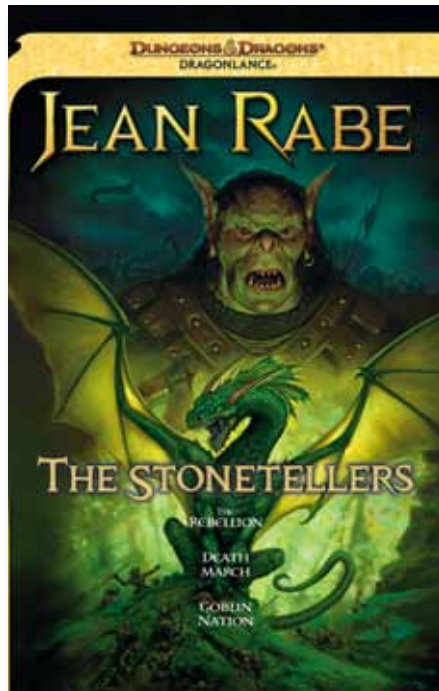
**Key Selling Points:**

- Features new introduction by *The New York Times* best-selling author and **Dragonlance** co-creator Margaret Weis.
- Three books included in a value-priced omnibus.

**Series Overview:**

The rise of a goblin nation chronicled from the slave-pens of Steel Town to fortresses built to hold onto their new homeland, while their leaders struggle for position and stability. This omnibus collects the titles *The Rebellion*, *Death March*, and *Goblin Nation*.

**Freedom is more dangerous than captivity  
for the goblins of Krynn.**



Prototype cover. Art and design not final.

A **Dragonlance**® Omnibus  
*The Stonetellers*  
Jean Rabe

Jean Rabe returns to the world of **Dragonlance** with a tale of slavery, rebellion, and the struggle for freedom. This exciting trilogy is rife with the sweeping mythology of the **Dragonlance** world, seen through the eyes of characters at once alien and familiar—heroes that will capture your heart and villains you'll love to hate.

The goblin slaves of the Dark Knights' mining camp flee their brutal masters as destruction visits the armies of the Dragon Queen. In the chaos the surviving goblins unite under the leadership of a determined hobgoblin and a crafty shaman who share a vision of freedom, and of a new homeland. But first they must escape the Dark Knights, and their only path to safety is across a land more dangerous than their captivity.

JEAN RABE is the author of the Dhamon Saga and other popular **Dragonlance** novels and other science fiction and fantasy books. Visit her website at [www.jeanrabe.com](http://www.jeanrabe.com).

**Related Titles:**

*The Rebellion*, Vol. One

August 2007

**ISBN:** 978-0-7869-4280-0

\$6.99/\$8.99 CAN

*Death March*, Vol. Two

August 2008

**ISBN:** 978-0-7869-4917-5

\$6.99/\$8.99 CAN

*Goblin Nation*, Vol. Three

October 2009

**ISBN:** 978-0-7869-5153-6

\$7.99/\$10.99 CAN

**SKU:** 296130000

**ISBN:** 978-0-7869-5768-2

**Date:** February 1, 2011

**Format:** Trade Paperback

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

**Pages:** 768

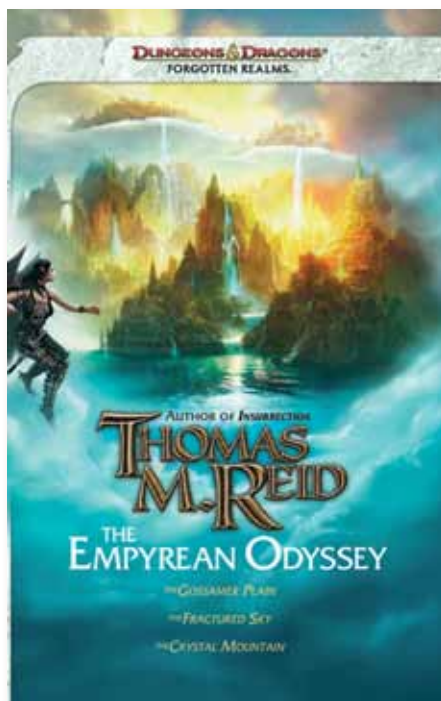
**Carton:** 12

**Price:** \$15.95/\$17.95 CAN

**Key Selling Points:**

- Aliisza and Kaanyr Vhok are popular characters from Thomas Reid's *Insurrection*, the second book in *The New York Times* best-selling series R.A. Salvatore's War of the Spider Queen.
- A substantial read at a great price—three books in one!
- Exclusive, new content.

## Storm the Gates of Heaven!



Prototype cover. Art and design not final.

### A **Forgotten Realms**® Omnibus

## *The Empyrean Odyssey*

Thomas M. Reid

“Reid is proving himself to be one of the best up-and-coming authors in the **Forgotten Realms** universe.”

—fantasy-fan.org

Aliisza and Kaanyr Vhok have returned from their attempted invasion of Menzoberranzan and set their sights on Sundabar. But before she can complete a mission in that besieged city, Aliisza finds herself in the one place a demon would never want to go, no matter how sure she is of her wits and cunning: the very heart of Celestia.

*The Empyrean Odyssey* features the return of popular characters Aliisza and Kaanyr Vhok, from Thomas Reid's *Insurrection*, the second book in *The New York Times* best-selling series R.A. Salvatore's War of the Spider Queen. **Forgotten Realms** fans won't want to miss this epic tale of two fiends struggling to escape the heart of a deeply troubled Celestia.

THOMAS REID graduated from the University of Texas with a degree in swing-set construction (also known as a BA in History). Today, he pretends to be a freelance author and editor in the Texas Hill Country.

**Related Titles:**

*The Gossamer Plain*, Book I

May 2007

**ISBN:** 978-0-7869-4024-0

\$6.99/\$8.99 CAN

*The Fractured Sky*, Book II

November 2008

**ISBN:** 978-0-7869-4807-9

\$6.99/\$8.99 CAN

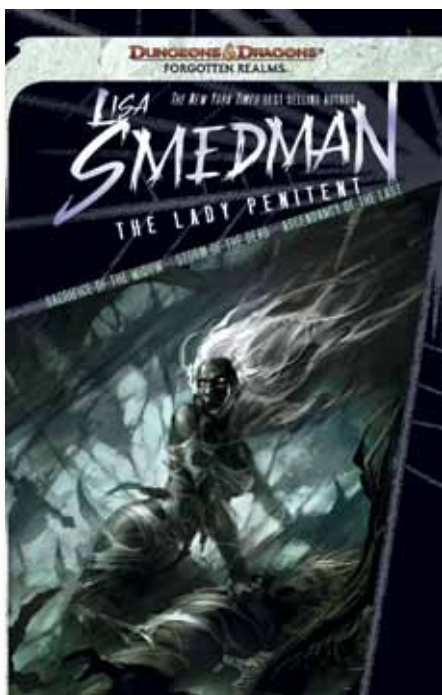
*The Crystal Mountain*, Book III

July 2009

**ISBN:** 978-0-7869-5235-9

\$7.99/\$10.99 CAN

Two goddesses vie for the hearts of the drow!



Prototype cover. Art and design not final.

A *Forgotten Realms*® Omnibus  
*The Lady Penitent*  
Lisa Smedman

**Forgotten Realms** readers have fully embraced Lisa Smedman's follow-up to the best-selling series R.A. Salvatore's *War of the Spider Queen*. This handsome omnibus edition collects all three volumes of the *Lady Penitent* trilogy—*Sacrifice of the Widow*, *Storm of the Dead*, and *Ascendancy of the Last*—all under one cover, with stunning new art.

Canadian author Lisa Smedman lives in Vancouver with her partner, and spends much of her time catering to the needs of her “blended family” of cats. In 1993 she was a finalist in the Writers of the Future contest.

**SKU:** 280560000

**ISBN:** 978-0-7869-5740-8

**Date:** April 5, 2011

**Format:** Trade Paperback

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

**Pages:** 768

**Carton:** 12

**Price:** \$15.95/\$17.95 CAN

**Key Selling Points:**

- Each of the individual volumes in this gift set sold well on their own, making Lisa Smedman the newest **Forgotten Realms** superstar.
- The mysterious dark elves are always fan favorites.
- Omnibus editions are an excellent value for readers looking to catch up with the **Forgotten Realms** novels.

**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:**

*Sacrifice of the Widow*, Book I

January 2007

**ISBN:** 978-0-7869-4250-3

\$6.99/\$8.99 CAN

*Storm of the Dead*, Book II

August 2007

**ISBN:** 978-0-7869-4701-0

\$6.99/\$8.99 CAN

*Ascendancy of the Last*, Book III

June 2008

**ISBN:** 978-0-7869-4864-2

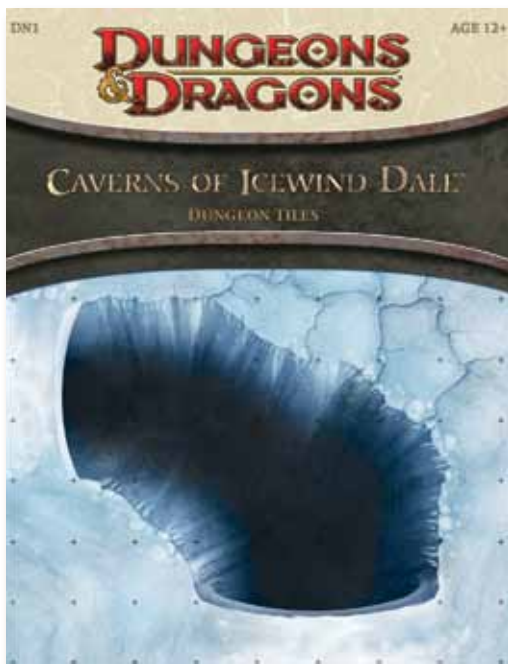
\$6.99/\$8.99 CAN



# ROLEPLAYING GAMES



Illustrated card stock terrain tiles  
for use with the *Dungeons & Dragons*<sup>®</sup>  
*Fantasy Roleplaying Game*.



Prototype cover. Art and design not final.

A **Dungeons & Dragons** Accessory

## *Caverns of Icewind Dale*<sup>™</sup> — Dungeon Tiles

This accessory gives Dungeon Masters an easy and inexpensive way to include great-looking terrain in their games. This set provides ready-to-use, configurable tiles with which to build icy caves, winter backdrops, and other exciting encounter locations. The tiles in this set can be combined with tiles from all past and future sets to create truly memorable adventures.

*Caverns of Icewind Dale* contains six double-sided sheets of illustrated, die-cut terrain tiles printed on heavy cardstock.

**SKU:** 280890000

**ISBN:** 978-0-7869-5746-0

**Date:** January 18, 2011

**Format:** Non-traditional

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

**Pages:** N/A

**Carton:** 20

**Price:** \$11.95/\$12.95 CAN

### Key Selling Points:

- This product allows Dungeon Masters to build attractive, professional-quality encounter locations for their gaming sessions. The tiles provide DMs with ultimate versatility to create the adventure sites they need.
- *Caverns of Icewind Dale* is tied thematically to the **Forgotten Realms**<sup>®</sup> campaign setting and the favorite stomping grounds of its beloved dark elf iconoclast, Drizzt Do'Urden, popularized in the *New York Times* best-selling novels of R.A. Salvatore. However, the tiles are non-setting specific and can be used in any **D&D**<sup>®</sup> campaign.
- The tiles in this set can be combined with tiles from other sets, including the three master sets (*Dungeon Tiles Master Set: The Dungeon*, *Dungeon Tiles Master Set: The City*, and *Dungeon Tiles Master Set: The Wilderness*).

### Series Overview:

Dungeon Tiles sets provide Dungeon Masters of any experience level with an easy way to build encounter maps for their **D&D** adventures.

### Related Titles:

*Desert of Athas*<sup>™</sup> — Dungeon Tiles  
June 2010

**ISBN:** 978-0-7869-5398-1  
\$11.95/\$13.95 CAN

*Harrowing Halls*<sup>™</sup> — Dungeon Tiles  
March 2010

**ISBN:** 978-0-7869-5397-4  
\$11.95/\$14.95 CAN

*Sinister Woods*<sup>™</sup> — Dungeon Tiles  
October 2009

**ISBN:** 978-0-7869-5246-5  
\$9.95/\$12.95 CAN

**SKU:** 280590000

**ISBN:** 978-0-7869-5743-9

**Date:** February 15, 2011

**Format:** Hardcover

**Trim:** 8-7/16" x 10-3/4"

**Pages:** N/A

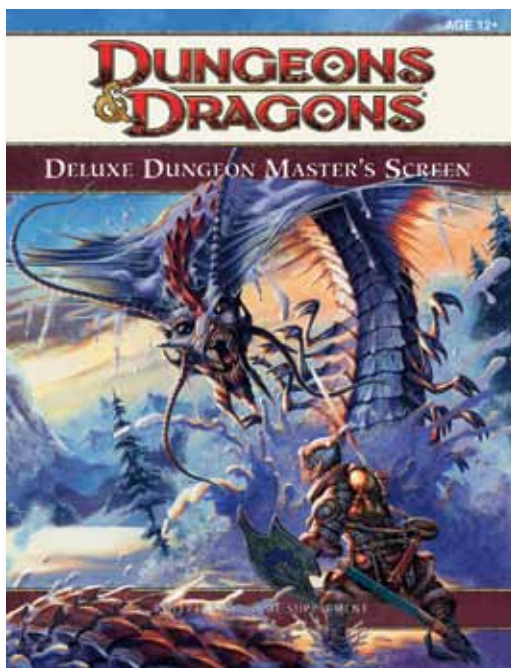
**Carton:** 24

**Price:** \$9.95/\$10.95 CAN

**Key Selling Points:**

- This Dungeon Master's screen features all-new **Dungeons & Dragons** art by celebrated fantasy illustrator Wayne Reynolds.
- Every Dungeon Master needs a DM's screen, and this premium quality screen is beautiful, practical, and durable.
- This Dungeon Master's screen is made of sturdy, game board-quality card stock. The four-panel design allow plenty of room behind the screen for the DM's notes as well as plenty of room for all of the rules information a DM needs during a typical game session.

The Dungeon Master's best friend.



Prototype cover. Art and design not final.

A **Dungeons & Dragons**® Accessory

## *Deluxe Dungeon Master's Screen*

This accessory for the *Dungeons & Dragons Fantasy Roleplaying Game* is a beautiful addition to any game table and the ultimate aid for Dungeon Masters.

The four-panel screen is made of durable game board-quality card stock, with a lavish illustration on the outside and handy reference tables and charts on the inside. The landscape design allows Dungeon Masters to see and reach over the screen without difficulty. Dungeon Masters can keep their notes and die rolls hidden from the players while having all important rules information at the ready.

**Related Titles:**

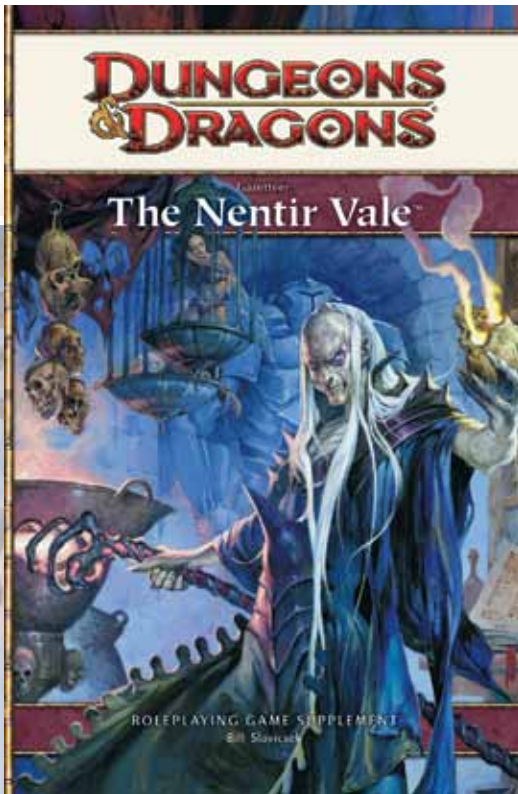
*Dungeon Master's Screen* (2008)

August 2008

**ISBN:** 978-0-7869-4927-4

\$9.95/\$11.95 CAN

The perfect  
campaign getaway!



Prototype cover. Art and design not final.

**SKU:** 291710000

**ISBN:** 978-0-7869-5766-8

**Date:** February 15, 2011

**Format:** Trade Paperback

**Trim:** 6" x 9"

**Pages:** 192

**Carton:** 16

**Price:** \$19.95/\$22.95 CAN

A **Dungeons & Dragons**<sup>®</sup>  
Roleplaying Game Supplement

## *Gazetteer: The Nentir Vale*<sup>™</sup>

Bill Slavicsek

### Related Titles:

**Forgotten Realms**<sup>®</sup> Campaign Guide

August 2008

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

\$39.95/\$45.00 CAN

*Manual of the Planes*<sup>™</sup>

December 2008

**ISBN:** 978-0-7869-5002-7

\$29.95/\$34.00 CAN

This paperback book is the first in a new series of game supplements spotlighting specific regions of the 4th Edition **Dungeons & Dragons** core world, with information that Dungeon Masters can use to run adventures and campaigns set in the region, plus secrets and story hooks for players.

*Gazetteer: The Nentir Vale* provides the definitive guide to the Nentir Vale region, introduced in the **Dungeons & Dragons** *Fantasy Roleplaying Game Starter Set* and the *Dungeon Master's Kit*. Herein you'll find adventure hooks, NPCs, maps, and detailed information about specific locations within the Vale. The material in this book can also be adapted for any campaign setting.

BILL SLAVICSEK is the R&D Director of Roleplaying Games and Book Publishing at Wizards of the Coast. In addition to writing numerous games and game supplements, he is the co-author of **Dungeons & Dragons** *for Dummies* (published by Wiley Press) and author of *The Mark of Nerath*, the first in a series of 4th Edition **Dungeons & Dragons** core world novels.



### Key Selling Points

- This portable 6" x 9" book provides ready-to-use content for Dungeon Masters running games set in the Nentir Vale—the default setting for 4th Edition **Dungeons & Dragons** campaigns. DMs can also plunder ideas for their own campaign worlds. For players, this book contains information and insights about the Nentir Vale that they can use to flesh out their characters' backgrounds.
- The Nentir Vale region was first introduced to players in the "H"-series adventures (H1 *Keep on the Shadowfell*, H2 *Thunderspire Labyrinth*, and H3 *Pyramid of Shadows*). Since then, more information about the region has been published. This book expands on existing knowledge to give Dungeon Masters and players never-before-seen glimpses into the darkest corners of the Vale!
- The Nentir Vale is a great place in which to start a new **Dungeons & Dragons** campaign. Dungeon Masters will find this book invaluable when running games set in this region.

### Series Overview:

Each **D&D** Gazetteer shines a spotlight on a specific region of the **Dungeons & Dragons** core world, providing Dungeon Masters with ready-to-play material for their home campaigns and players with insights useful in developing character backgrounds. Future gazetteers will explore regions beyond the Nentir Vale, contributing to the evolution of the **Dungeons & Dragons** core world.

Don't forget your toothbrush and oxygen tank. And the dynamite.



Prototype cover. Art and design not final.

A D&D® **Gamma World™**  
Roleplaying Game Expansion

## *D&D Gamma World* Expansion: **Legion of Gold™**

Richard Baker and Bruce R. Cordell

The radioactive wastelands of Earth are home to many bizarre and barbaric creatures. The apocalypse hasn't exactly made the world a better place. It's survival of the fittest. Time to build a new food chain.

This boxed expansion for the *D&D Gamma World Roleplaying Game* includes an exciting ready-to-play adventure, a double-sided foldout battle map, a menagerie of mutant monsters, character and monster token sheets, and 10 exclusive game cards featuring new Cryptic Alliance options. The monsters and tokens appearing in this product can also be pulled over and used in the *Dungeons & Dragons Fantasy Roleplaying Game*.

RICHARD BAKER and BRUCE R. CORDELL are preeminent game designers at Wizards of the Coast whose recent credits include the *D&D Gamma World Roleplaying Game* and the 4th Edition revision of the *Dark Sun® Campaign Setting*. In their copious spare time, they write novels set in the immensely popular *Forgotten Realms®* campaign world.

**SKU:** 254620000

**ISBN:** 978-0-7869-5510-7

**Date:** February 15, 2011

**Format:** Non-traditional

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

**Pages:** 160

**Carton:** 8

**Price:** \$29.99/\$34.00 CAN

### Key Selling Points:

- *Legion of Gold* includes a ready-to-play adventure featuring mutants, monsters, and technology gone awry, along with die-cut tokens for the creatures and characters that appear in the adventure. It also contains 15 exclusive game cards featuring new Alpha Mutation, Omega Tech, and Cryptic Alliance options.
- This product gives players more creatures to choose from when populating their **D&D Gamma World** adventures and campaigns.
- This game product is fully compatible with the *Dungeons & Dragons Fantasy Roleplaying Game*.

### Series Overview:

**D&D Gamma World** is a light-hearted science-fantasy roleplaying game that takes place on post-apocalyptic Earth, based the 4th Edition **D&D** rules system. It is the first in a new line of roleplaying games that explores different fantasy genres using the **D&D** rules as a foundation.

### Related Titles:

***D&D Gamma World Roleplaying Game***

October 2010

**ISBN:** 978-0-7869-5508-4

\$39.99/\$47.99 CAN

***D&D Gamma World Expansion: Famine in Far-go™***

November 2010

**ISBN:** 978-0-7869-5509-1

\$29.99/\$35.00 CAN

**SKU:** 280880000

**ISBN:** 978-0-7869-5745-3

**Date:** March 15, 2011

**Format:** Trade Paperback

**Trim:** 6" x 9"

**Pages:** 320

**Carton:** 14

**Price:** \$19.95/\$22.95 CAN

#### Key Selling Points:

- *Player's Option: Heroes of Shadow* is aimed at players who are ready to reach beyond the Player Essential books (*Heroes of the Fallen Lands™* and *Heroes of the Forgotten Kingdoms™*) and play heroes with a darker edge.
- The shadow power source was introduced on **D&D Insider™** with the revenant race and the assassin class. This book expands on that material by adding new character options tied to the shadow power source.
- This 6" x 9" paperback book is very portable and doesn't take up much space on the game table.
- This product will receive online support on [www.DungeonsandDragons.com](http://www.DungeonsandDragons.com).

#### Series Overview:

Player's Option books are aimed at players who are ready to move beyond the Player Essentials books, *Heroes of the Fallen Lands* and *Heroes of the Forgotten Kingdoms*. The Player's Option series presents advanced **Dungeons & Dragons** character options as well as new ways to customize and optimize one's existing character.

#### Additional Titles in the Series:

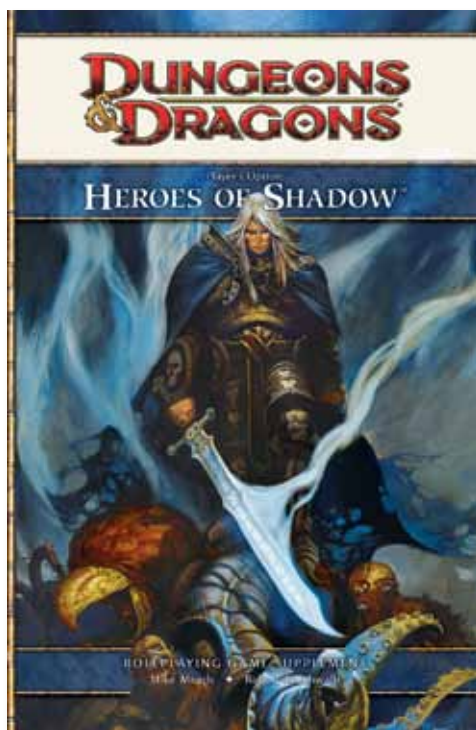
*Player's Essentials: Heroes of the Fallen Lands*  
October 2010

**ISBN:** 978-0-7869-5620-3  
\$19.95/\$23.95 CAN

*Player's Essentials: Heroes of the Forgotten Kingdoms*  
November 2010

**ISBN:** 978-0-7869-5619-7  
\$19.95/\$23.95 CAN

For heroes who bask in darkness.



Prototype cover. Art and design not final.

A **Dungeons & Dragons**® Supplement

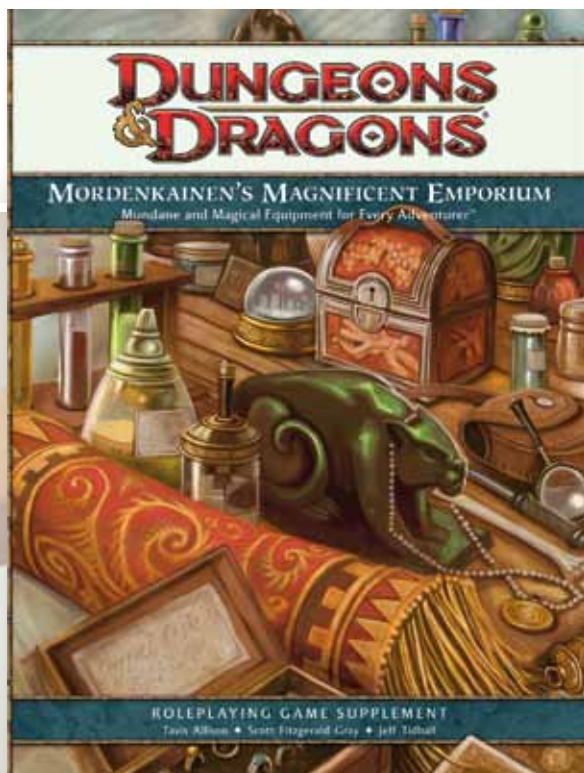
## *Player's Option: Heroes of Shadow™*

Mike Mearls and Robert J. Schwalb

The Shadowfell is a cold, grim place through which the spirits of the dead must pass on their way to . . . wherever. Dark, evil things live there, suffused with the power of shadow. Some mortals in the natural world learn how to tap into this source. Assassins. Necromancers. Hexblades. By all accounts, a ruthless lot. However, not all beings that draw strength from the Shadowfell are vile, blackhearted fiends. A few even dare to call themselves heroes, using the power of darkness to fight darkness. Are they evil? No. Deeply disturbed and hounded by their own dark demons? You bet.

*Player's Option: Heroes of Shadow* focuses on characters that fight evil in ways that make others cringe. In addition to exploring the nature of the shadow power source, this book presents races, classes, feats, powers, and other options aimed at players hungry to play the archetypal antihero with a dark edge.

A wondrous collection  
of magical treasures  
for any campaign



Prototype cover. Art and design not final.

**SKU:** 280690000

**ISBN:** 978-0-7869-5744-6

**Date:** April 19, 2011

**Format:** Hardcover

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

**Pages:** 160

**Carton:** 20

**Price:** \$29.95/\$34.95 CAN

A **Dungeons & Dragons**® Supplement  
*Mordenkainen's  
Magnificent Emporium*™  
James Wyatt

**Related Titles:**

*Adventurer's Vault*™

September 2008

**ISBN:** 978-0-7869-4978-6

\$29.95/\$34.00 CAN

*Adventurer's Vault 2*

August 2009

**ISBN:** 978-0-7869-5204-5

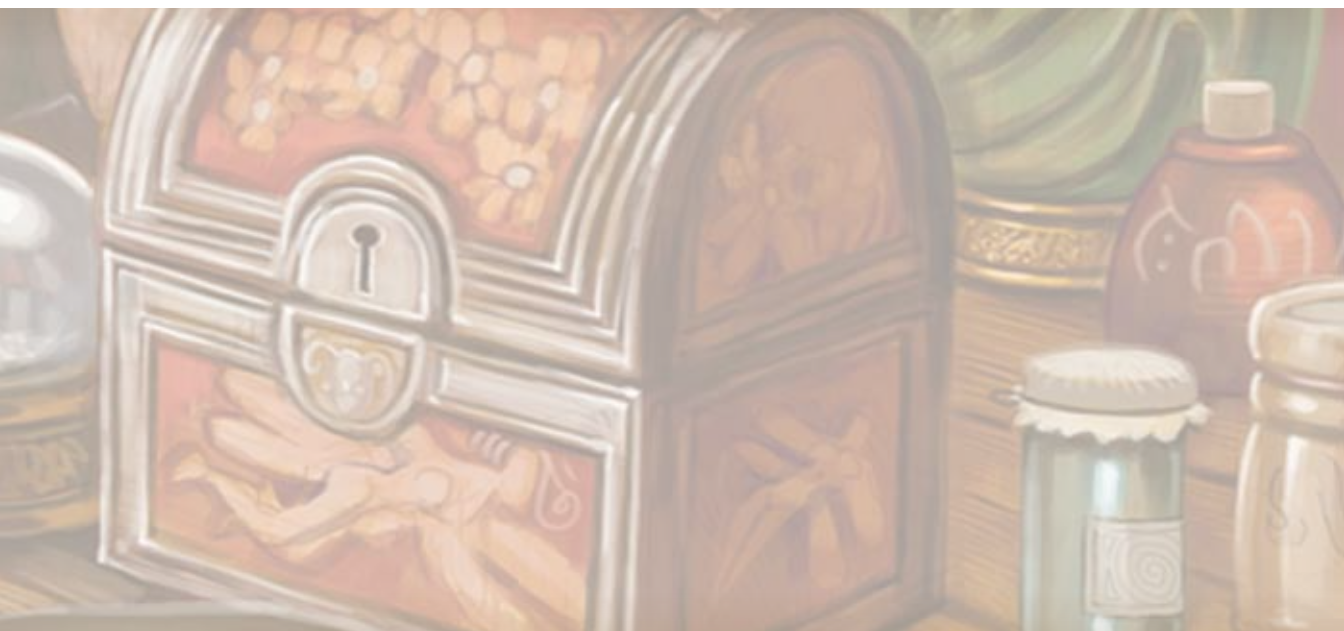
\$29.95/\$37.00 CAN



Few wizards know more about magic than the mighty Mordenkainen, whose arcane achievements are without peer. He's the Archmage of Adventure . . . and no stranger to unearthing hidden lore. Stand aside, Tenser! Back to the books, Otiluke! Few can match Mordenkainen's collection of magic items. Still, he hardly seems the type to settle down and open a magic shop. And yet . . .

Welcome to *Mordenkainen's Magnificent Emporium*, a wondrous collection of magic items—each one with a story to tell. This tome provides Dungeon Masters with a ready assortment of treasures to tempt greedy players, along with historical nuggets and alluring adventure hooks that set these items apart from your run-of-the-mill *flaming sword* or *bag of holding*. This book adds rich flavor to the treasures and trinkets presented within, and a dash of inspiration for Dungeon Masters looking to liven up a monster's trove. Hold on to your magic hats—everything must go!

JAMES WYATT is the design manager for roleplaying games at Wizards of the Coast. His most recent work includes the *Dungeon Master's Kit* boxed set and the *Dungeons & Dragons Roleplaying Game Starter Set*.



### Key Selling Points

- *Mordenkainen's Magnificent Emporium* strikes an excellent balance between rules content and story content, making it a fun read as well as a practical reference book for Dungeon Masters looking to sprinkle their dungeons with tantalizing treasures.
- This book provides an alluring collection of new magic items that players will desire for their characters, along with rich background information and adventure hooks that Dungeon Masters can use to add depth or story to the campaign.
- This product will receive online support at [www.DungeonsandDragons.com](http://www.DungeonsandDragons.com).

# D&D ESSENTIALS™

With over 35 years in the marketplace, the **Dungeons & Dragons**® Fantasy Roleplaying Game continues to be the number one tabletop roleplaying game in the world.

The advent of 4th Edition **Dungeons & Dragons** has not changed that standing – Wizards of the Coast continues to produce quality roleplaying products for gamers of all levels.

But what if you are new to selling **Dungeons & Dragons**? Where do you begin?

Introducing the **Dungeons & Dragons Essentials**™ line – 10 products clearly designed for each level of gamer. Whether you are a “newb” to roleplaying, an experienced player, or a seasoned Dungeon Master, these products are essential to success – not only as a game player, but as a game retailer as well!

Keeping these products stocked on your shelves is essential to your success!

## INTRODUCTORY D&D ESSENTIALS

These products introduce the concepts of roleplaying to a new generation of players, as well as laying out the rules in an easy-to-follow format that will have them primed for more advanced game-play...



### **Dungeons & Dragons Fantasy Roleplaying Game**

**SKU:** 244660000

**ISBN:** 978-0-7869-5629-6

**Price:** \$19.99/\$23.99 CAN



### **Dungeons & Dragons Rules Compendium™**

**SKU:** 247530000

**ISBN:** 978-0-7869-5621-0

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

## D&D ESSENTIALS FOR PLAYERS

Designed for the more advanced gamer, these products contain all of the essential information about player classes and races that will enable players to take their game to the next level...



### Player Essentials: Heroes of the Fallen Lands™

**SKU:** 247520000  
**ISBN:** 978-0-7869-5620-3  
**Price:** \$19.95/\$23.95 CAN



### Player Essentials: Heroes of the Forgotten Kingdoms™

**SKU:** 247510000  
**ISBN:** 978-0-7869-5619-7  
**Price:** \$19.95/\$23.95 CAN



### D&D Roleplaying Game Dice Set

**SKU:** 244690000  
**ISBN:** 978-0-7869-5611-1  
**Price:** \$12.95/\$14.95 CAN

## D&D ESSENTIALS FOR DUNGEON MASTERS

The central figure in any D&D game, the Dungeon Master requires many different tools to move the game forward. These D&D Essentials are specifically designed to make the DM's life easier... and the game even better!



### Dungeon Master's Kit™

**SKU:** 244640000  
**ISBN:** 978-0-7869-5630-2  
**Price:** \$39.99/\$47.99 CAN



### Monster Vault™

**SKU:** 244650000  
**ISBN:** 978-0-7869-5631-9  
**Price:** \$29.99/\$35.00 CAN



### Dungeon Tiles Master Set - The Dungeon

**SKU:** 198860000  
**ISBN:** 978-0-7869-5555-8  
**Price:** \$19.99/23.99 CAN



### Dungeon Tiles Master Set - The City

**SKU:** 214430000  
**ISBN:** 978-0-7869-5571-8  
**Price:** \$19.99/23.99 CAN



### Dungeon Tiles Master Set - The Wilderness

**SKU:** 244670000  
**ISBN:** 978-0-7869-5612-8  
**Price:** \$19.99/23.99 CAN

# DUNGEONS & DRAGONS ESSENTIALS™



## PLAYERS



## DUNGEON MASTER





# BOOK TRADE ORDER INFO

## **UNITED STATES**

Random House Customer Service  
400 Hahn Road  
Westminster, MD 21157  
Order by phone or Customer Service:  
(800) 733-3000  
Available daily 8:30 AM to 5:00 PM EST  
(Eastern and Central Accounts)  
10:30 AM to 7:00 PM EST  
(Western Accounts)  
Fax: (800) 659-2436  
Toll Free Electronic Ordering (EDI):  
(800) 258-4233  
Shipping minimum reorders: \$200.00 Retail  
Shipping minimum new titles: \$100.00 Retail

## **CANADA**

Random House of Canada Limited  
2775 Matheson Boulevard East  
Mississauga, Ontario, L4W 4P7  
(905) 624-0672  
To order by phone or for customer service  
(888) 523-9292  
8:30 AM to 5:00 PM EST Monday through  
Friday  
Toll Free Electronic Ordering (EDI):  
(800) 258-4233  
Canadian Telebook ID: S 2013975  
Fax ordering: (888) 562-9924  
Shipping Minimum (Reorders and New title):  
\$100 Retail  
Notice to all Canadian customers:  
Suggested Canadian list prices do not include  
the Federal Goods and Services Tax (GST)

## **INTERNATIONAL**

Random House, Inc. International  
Department  
1745 Broadway  
New York, NY 10019  
(212) 829-6712  
Fax: (212) 572-6045; (212) 829-6700  
E-mail: [international@randomhouse.com](mailto:international@randomhouse.com)

## **SPECIAL MARKETS**

Random House Special Markets  
1745 Broadway  
New York, NY 10019  
(800) 729-2960  
Fax: (212) 572-4961

**UNITED STATES & CANADA**

Wizards of the Coast LLC  
 Attn.: Merchant Relations  
 P.O. Box 707  
 Renton WA 98057-0707  
 United States  
 Tel.: (800) 821-8028  
 Fax: (425) 204-5916  
 Email: retailhelp@wizards.com

**ASIA PACIFIC***Hong Kong and China*

The Oriental Trading Co (H.K.) Ltd  
 15/F Kwun Tong Harbour Plaza  
 182 Wai Yip Street  
 Kwun Tong, Kowloon  
 Tel: (852) 2528 1076 Fax: (852) 2865-6107  
 Email: david.ong@wizards.com

*Japan*

Hobby Japan  
 2-15-8 Yoyogi, Shibuya-ku, Tokyo  
 151-0053 Japan  
 Tel.: 03-5304-9286  
 Fax: 03-5304-9319  
 Email: cardgame@hobbyjapan.co.jp  
 http://www.hobbyjapan.co.jp/dd/

*Asia Pacific**Roleplaying Inquiries*

Wizards of the Coast Australia  
 Level 2, 37-41 Oxford Street  
 Epping NSW 2121  
 Australia  
 Tel.: +61 2 9804 4125  
 Fax: +61 2 9804 4133  
 Email: australia@wizards.com  
 apac@wizards.com

*Singapore*

Hasbro Singapore  
 #14-12 OG Albert Complex  
 60 Albert Street  
 SINGAPORE 189969  
 Tel: 65-67362822  
 Email: David.Ong@wizards.com

*Australia/New Zealand**Book Inquiries*

Walrus and Carpenter  
 PO Box 2450  
 Smithfield NSW 2164  
 Australia  
 Tel.: (612) 9632 7755  
 Fax: (612) 9632 7181  
 Email: sales@walrus.com.au

*Philippines*

Neutral Grounds  
 Freddie & Lourdes Tan  
 Level 4 EDSANode Robinsons Galleria  
 EDSA corner Ortigas Avenue  
 Quezon City  
 Philippines  
 Tel.: (632) 634-8982  
 Fax: (632) 370-8515  
 Email: ngrounds@neutralgrounds.net

*Taiwan*

Wizards of the Coast Taiwan  
 4F-A, No.2, Sec.1  
 Fu Hsing S. Road  
 Tel: 886-2-2781-1158  
 Fax: 886-2-2781-1156  
 laura.ho@hasbro.com.tw

*Malaysia*

Hasbro Malaysia  
 No. 6F / 8&9 Pusat Perdagangan IOI  
 Persiaran Puchong Jaya Selatan  
 Bandar Puchong Jaya  
 47100 Puchong, Selangor  
 MALAYSIA  
 Tel: +603 30768662  
 Email: Albert.Tan@hasbro.com.my

*Korea*

For all enquiries please contact  
**Hasbro Taiwan**

*Indonesia*

For all enquiries please contact  
**Hasbro Singapore**



## EUROPE

### *United Kingdom*

Esdevium Games  
6 Waterbrook Road  
Alton, Hampshire GU34 2QL  
Tel.: 01420 593 593  
Fax: 01420 593 599  
Email: sales@esdeviumgames.com

### *All Other European Countries*

PS Games PV  
Wethouder den Oudenstraat 8  
5706 ST Helmond  
Netherlands  
Tel.: (+31)492.50.98.98  
Fax.: (+31)492.50.98.97

Wizards of the Coast / Hasbro  
Industrialaan 1  
1702 Groot-Bijgaarden  
Belgium  
Tel: (+32) 070-233-277  
Fax: (+32) 070-233-288  
Email: custserv@hasbro.be

## LATIN AMERICA

Devir US, LLC  
309 South Cloverdale Street  
Suite D1  
Seattle, WA 98108  
Tel: 206-764-9499  
Fax: 206-764-9699  
Email: consultas@devir.pt  
www.devir.com

### *Brazil*

Devir Livraria Ltda.  
Rua Teodureto Souto 624  
Cambuci São Paulo SP 01539-000  
Brazil  
Tel.: (+55) 11-3347-5700  
Fax: (+55) 11-3347-5709  
Email: silvio.nexus6@devir.com.br

## All Other INQUIRIES

Wizards of the Coast LLC  
Attn.: Merchant Relations  
P.O. Box 707  
Renton WA 98057-0707  
United States  
Tel. (toll-free): (800) 821-8028  
Fax: (425) 204-5916  
Email: retailhelp@wizards.com



**roleplaying games**

**trade novels**



**[www.wizards.com](http://www.wizards.com)**