

BOOKS RENEWED

A Catalogue of Interesting and Unique RPG
Material for Players and Collectors of All
Levels



CATALOGUE 1:
The Book of Many Things

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Catalogue No. 1



Terms

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Ordering

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Shipping

We use USPS for our shipping needs. United States shipping per order is \$4, regardless of how many items ordered. We can discuss other shipping options. International orders ship at cost.

Code

As members of IOBA (Independent Online Booksellers Association), we conform to, and adhere to their strict code of ethics.

We Are Always Looking for More Material

If you have a treasure or collection that you would like to sell, please contact me. I also take material on consignment, and are happy to discuss terms with you. All emails answered.

We welcome all comments, suggestions, and notes that say, "Hello".

Cover art by Jesse Joseph, 2016.

1. [OD&D][Generic] **The Tome Of Mighty Magic**. James A Dees. North Pole Publications, 1982. 98pp. First printing. Flattened out cover crease and a touch of rubbing. *276 spells from first to 20th level. Create Plane, Divine Ascension, Duplicate any Item. Big spells.* \$50.

2. [OD&D] **Gen Con IX Dungeon**, Bob Blake. Judges Guild, 1978. 30pp. Fair. Fourth printing. Moderate wear. *The official D&D tournament dungeon for Gen Con IX in 1976. Pregens included. The characters must retrieve the Staff of Albalon from Baldemar Castle, in a Celtic themed world.* \$80.

3. [OD&D] **Supplement IV Gods, Demi-Gods & Heroes**. James Ward, Robert Kuntz. TSR, 1976. 69pp. First printing. Some underlining and marginalia. Moderate wear, but binding generally sound. *One of the first supplements, this brings mythology to OD&D. "Egyptian, Hindu, Greek, Celtic, Norse, Finnish, Aztec, Mayan, Chinese, and Japanese mythologies, as well as Robert E. Howard's Hyborea and the Melnibonon Mythos from Michael Moorcock's Elric novels."* \$55.

4. [OD&D][Generic] **The Warlock Menagerie**. Nick Smith. Balboa Game Company, 1980. 45pp. One stress mark to spine, otherwise near fine. *A bestiary for The Complete Warlock, this is compatible with the original D&D three booklet set. Over 100 new monsters, plus magic items, weapons, poison, and ideas on how to create new monsters.* \$75.

5. [OD&D][Judges Guild] **The Thieves of Fortress Badabaskor**. Marc Summerlott. Judges Guild, 1978. 32pp. Mild rubbing to the edges. *Stronghold of a band of brigands. Stats for a local deity. History, room descriptions, and a dungeon carved out of a mountain.* \$30.

6. [AD&D] **AD&D Player's Handbook**, Third Printing. Gary Gygax. TSR, 1979. 124pp. Third printing, consistent with Acaem. Edge worn. Previous owner's stamps and signature inside cover. Underlining. \$40.

7. [AD&D] **Against the Cult of the Reptile God**. Douglas Niles. TSR, 1983. 28pp. Mild rubbing. *Created for new players and DMs. One of the earliest AD&D modules - the players are solving a mystery through town, wilderness, and dungeon.* \$40.

8. [AD&D] **Deities & Demigods**. James M Ward, Rob J Kuntz. TSR, 1980. 144pp. Hardcover. Fair. Wear to the corners including bumping. Stamp of a unicorn on the flyleaf. NO thank you to Chaosium on page 4, making it the first printing. *When first published, material from Chaosium was used, which prompted problems - in the second printing TSR issued a thank you to quell it - however, subsequent printings removed all the Cthulhu material.* \$150.

9. [AD&D] **Dragonrunners of Kola**. Ian Ralph. Massconfusion, 1984. 13pp. Near fine. *What's eating all the kolaberry crops? Things beat up when the PCs find out. RP-centric tournament mod. 8 pregens. Level 1-2.* \$75.

10. [AD&D] **Dungeon Masters Guide**. Gary Gygax. TSR, 1979. 232pp. Hardcover. Fair. Binding is shaken, but the hinges are not cracked. Heavy rubbing all around. The artifacts section has been filled in on the blank lines. Previous owner's signature. All first edition points, as called for. *Iconic cover art by Sutherland, with interior art by Sutherland, Trampier, Pekul, McLean, LaForce, and the esteemed Erol Otus. A pivot point for RPGs.* \$120.

11. [AD&D] **Dungeon Masters Guide**. Gary Gygax. TSR, 1979. 232pp. True first printing, with all issue points consistent with Acaem, including the red and yellow spine inlay. Binding is sound, though there is a great deal of rubbing. *However, this copy was owned by Roger E Moore, long running editor of Dragon Magazine. There is numerous underlining and marginalia. Also, his signature on the first free flyleaf. Not to be missed. Comes with a signed letter of provenance from author Mickey Zucker Reichert, best known for her Renshai series, who was gifted this by Moore.* \$750.

12. [AD&D] **Insta-Character**. Steve Shaw. GAI, 1984. 33pp. Near fine. *Signed and inscribed by Shaw. A step by step system for rolling up characters or NPCs in under five minutes.* \$100.

13. [AD&D] **Lady Eileen's Castle**. Robert Jennings. Massconfusion, 1984. 30pp. Near fine. *Levels 3-6. Fast paced castle recovery mission - it has been seized and the PCs must hack and slash their way through before it gets entrenched or looted.* \$70.

14. [AD&D] **Mertwig's Maze Gamefolio**. Tom Wham, TSR, 1988. Very slightly bumped corners. Unpunched. *Light hearted board game by the designer of multiple games found in Dragon Magazine.* \$110.

15. [AD&D] **Monster Manual Third Alpha Printing**. Gary Gygax. TSR, 1978. 112pp. Moderate wear with ownership signature. *All points correct for third alpha, by Acaem.* \$65.

16. [AD&D] **Monster Manual**. Gary Gygax. TSR, 1977. Hardcover. Fair. Spine is taped with duct tape. Binding sound. True first printing. *"TM Reg Applied For" is present. Red flyleaves. Covers rough like a school textbook.* \$115.

17. [AD&D] **Needle**. Frank Mentzer. TSR, 1987. 48pp. Near fine. *The legendary Mentzer. Find an obelisk in a far away jungle. Travel to another world.* \$30.

18. [AD&D] **Players Handbook**. Gary Gygax. TSR, 1978. This is a true first printing, consistent with all of Acaem's points. Poor condition - binding failing and rubbing all around. *However, this copy was owned by Roger E Moore. There are numerous underlining and marginalia. Errors are notated, which served as the basis for Dragon Magazine articles. Also, his signature on the first free flyleaf. Not to be missed. Comes with a signed letter of provenance from author Mickey Zucker Reichert, best known for her Renshai series, who was gifted this by Moore.* \$750.

19. [AD&D] **Random Events July 15, 1982**. Jeff Perren and Staff. TSR Hobbies, 1982. 4pp. G+. One piece of tape at top corner, unsure why it was put there. Slight smell of smoke, as was likely the environment

of TSR offices. One nearly flattened out fold across the middle, where it was originally folded in half. *Contains a story by Jeff Perren on the company picnic, a short notice of expectant families, a corporate organizational chart, recipe, sweepstakes results, birthday list, lost & found, note, and a list of merchants offering discounts to TSR staff. Quite scarce. As this was an in house publication, there werent many printed, and far fewer that survived.* \$340.

20. [AD&D] **Return to the Tomb of Horrors.** Bruce R Cordell. TSR, 1998. Box shows very light wear. Contents near fine. Complete, including the facsimile printing of the first printing of the Tomb of Horrors. *Expanding greatly on the original Tomb - the PCs realize that the whole Tomb of Horrors was merely the entranceway to a much expanded area.* \$90.

21. [AD&D] **Rob Kuntz's Personal AD&D Reference Library c2012-2014.** Lot of DMG, PHM, MM, MMII, DM Screen. Gary Gygax. TSR, various. G. Rubbing all around. Previous owners signatures and bookplates. Bindings generally sound. Faint smell of cigarette smoke. *These were picked up in used book stores by Rob in the past few years, to be used on projects he was working on as well as at conventions. These are working copies that were used by him to design some of his adventures and other products. Rob is the type of author that smokes while writing, so these books smell of cigarette smoke. It is not severe. The provenance is from Rob to Paul J Stromberg, who has created a CoA signed by him as well as Kuntz. Kuntz was TSRs 6th employee. His bibliography is extensive.* \$440.

22. [AD&D] **Temple of Elemental Evil (T1-4).** Mentzer, Frank, and Gygax, Gary. TSR Hobbies, 1985. 128pp. New in shrink-wrap. *Signed by Frank on front cover (on the shrink-wrap). The Temple of Elemental Evil was ranked the 4th greatest Dungeons & Dragons adventure of all time by Dungeon magazine in 2004. I personally got this signed at TotalCon 30.* \$600.

23. [AD&D] **The Circle of Fire.** Bill Barsh. Pacesetter Games, 1999. 36pp. Near fine. *Limited run of 125, this being #82. Surrounded by fire ants, escape or die in an inferno. Out of the frying pan and into the fire?* \$30.

24. [AD&D] **The Sinister Secret Of Saltmarsh.** Don Turnbull, Dave Browne. TSR, 1980. 32pp. Mild rubbing to the corners. *Saltmarsh is plagued by strange sounds and happenings in the long abandoned mansion. The PCs are in for a surprise.* \$30.

25. [AD&D] **Torture Tower. Roger Anderson.** Massconfusion, 1984. 14pp. Near fine. *Replaced by TotalCon, Massconfusion was an early, long running gaming convention. A farming community is being raided, and the PCs need to save the farmers daughter. 8 pregens. Scarce. Levels 1-3.* \$65.

26. [AD&D] **Werewolf Country.** Robert Jennings. Massconfusion, 1984. 30pp. Very mild rubbing. *Published for Massconfusion, 1984, the precursor to TotalCon in Massachusetts. Pressured into helping, the PCs must tackle raiders, robbers, a cults, and even a local Nazi party. Role-playing centric.* \$65.

27. [AD&D][Generic] **Daemonic Arcane.** Rob Kuntz. Pied Piper Publishing, 2007. 15pp. NF. Signed and limited to 200, by Kuntz and Sheok. *Contains over two dozen magical items from the "original campaign", which refers to*

the original Greyhawk campaign that Kuntz co-DM'd with Gary Gygax. Includes author commentary. \$140.

28. [AD&D][Generic] **El Raja Key's Arcane Treasury**. Eric N Shook, Rob Kuntz. Pied Piper Publishing, 2009. 96pp. Small scratch to front cover edge. Near fine, otherwise. *Signed by the legendary TSR employee Kuntz, with an X for the number. Limited to 200. A wonderful and unique collection of magic items.* \$120.

29. [AD&D][Generic] **Island Town: Expedition**. Erol Otus. NTRPG Con, 2012. Still sealed. *Written and illustrated by the legendary Otus. For levels 5 and up - a generic module in which an island is discovered - and only 4 expeditions out of 17 have returned.* \$120.

30. [AD&D][Generic] **Portals of Irontooth**. Rudy Kraft. Judges Guild, 1981. 46pp. New in shrink-wrap. *Second of the Portals series. All new world, including new monsters and magic. Humans and gnomes are explored through their leaders history, and settlements. Portal rules.* \$140.

31. [AD&D][Generic] **The Book of Artifacts**. Staff. Dragon Tree Press, 1982. 33pp. Mild rubbing, and two pages with a touch of soiling. *Published as generic, but really geared towards AD&D. New magical and comical magical items and artifacts, including a spell casting arrow, for example.* \$50.

32. [AD&D][Generic] **The Serpent Islands: A Fantasy Role Playing Adventure**. David Speight, James A. Dees. North Pole Publications, 1983. 48pp. Near fine. *Intended for AD&D use, though can be used with other FRPGs. Will the horrors that thrive on the islands be your end?* \$40.

33. [AD&D][Greyhawk] **The Final Enemy**. Don Turnbull, Dave J. Browne. TSR, 1983. 48pp. Mild stress marks on the spine. *Underwater quest! Greyhawk. Third and last in the Saltmarsh series.* \$30.

34. [AD&D][Judges Guild] **Portals of Torsh**. Rudy Kraft. Judges Guild, 1980. 46pp. Still in shrink. *First in the portals series. Human and lizardman towns detailed extensively. Adventures, lairs, wilderness, more. Suitable for mid level characters in any campaign.* \$30.

35. [AD&D][Judges Guild] **Tower of Indomitable Circumstance**. Corey Cole. Judges Guild, 1981. Near fine. *Can be used with any system - intended as a first time or solo adventure. Maps. Brave the initiation test!* \$35.

36. [AD&D][Judges Guild] **Village Book 1**. Marc Summerlott, Bill Davis. Judges Guild, 1978. *Charts, guidelines, and everything needed to create villages on the fly. Many examples and prefilled ones. Hex system.* \$45.

37. [AD&D][Judges Guild] **Village Book 2: Campaign Hexagon Sub - System ; Guidelines & Villages on Numbered Hex Grids**. Bryan Hinnen, Mark Holmer, et al. Judges Guild, 1979. 62pp. Near fine. *Fifty*

pages of small villages, hamlets, and settlements. How to generate heraldry and coats of arms. \$60.

38. [AD&D][Planescape] **Faction War**. Monte Cook. TSR, 1998. 96pp. Near fine. *An adventure that puts the future of Sigil into question. This reveals secrets and brings plots to an end. It is a new era for the City of Doors.* SOLD

BECMI stands for Basic, Expert, Companion, Master, Immortal. These were sets of D&D rules written by Frank Mentzer, starting in 1983. This is D&D from levels 1-36, published at the same time as AD&D.

39. [BECMI] **3-D Dragon Tiles: featuring The Revenge of Rusak**. Dave Cook. TSR, 1985. 36pp. Near fine, unpunched. *A sequel to the "The Kidnapping of Princess Arelina". Now, the warden has usurped power, and the PCs run across the fleeing Princess.* \$50.

40. [BECMI] **Castle Caldwell and Beyond**. Harry Nuckols. TSR, 1985. 32pp. Mild stress marks to spine. *Five miniscenarios. Clear out a castle and its dungeons, rescue an abducted princess, escape from a prison, and recover a holy item for a church.* \$50.

41. [BECMI] **Champions of Mystara, Heroes of the Princess Ark**. Ann Dupuis. TSR, 1993. Contents near fine. Mild rubbing to the box. *Based on the "Princess Ark" chronicles from Dragon Magazine. Includes everything needed to build a campaign around Prince Haldemar of Haaken and his skyship.* \$100.

42. [BECMI] **Dungeons & Dragons Box Set 3 (Italian Edition)**. Frank Mentzer. TSR, 1984. Box set New in shrink-wrap. Mint. *The Italian translation of the Mentzer Companion Rules. Scarce, particularly in shrink.* \$150.

43. [BECMI] **Five Shires**. Ed Greenwood. TSR, 1988. Near fine, but map missing. *From legendary Ed Greenwood, this is the eighth book in the Gazetteer series. Details the Halfling life and culture.* \$60.

44. [BECMI] **King's Festival**. Carl Sargent. TSR, 1989. 32pp. Very mild rubbing. *An introductory scenario set in the Grand Duchy of Karamaikos, with advice for new players and DMs. "The summary and reference charts are effectively employed to help organize information for the rookie DM." - Ken Rolston.* \$90.

45. [BECMI] **Legacy of Blood**. Katharine Kerr, Steve Perrin. TSR, 1987. 32pp. Slight best to outer edge, not creased. *A PC inherits the power to the Realm of Fenholm. Problems abound. Strange ghosts, people missing, and racial problems must be tackled.* \$50.

46. [BECMI] **Legions of Thyatis**. John Nephew. TSR, 1990. 32pp. Still sealed. *Sequel to Arena of Thyatis. The players continue their struggle against the corrupt Thatian senator. The players must journey below the city to stop the senators plot.* \$60.

47. [BECMI] **Queen's Harvest** (B12). Carl Sargent. TSR, 1989. 32pp. Very mild stress marks to the spine. *Picks up where King's Festival left off. Geared towards new players and DMs, it is set in the country of Karamaikos in the Mystara campaign setting, and contains adventuring tips for players.* \$120.
48. [BECMI] **Rahasia**. Tracy and Laura Hickman. TSR, 1984. Mild rubbing and bumping to the corners. Green cover. *An evil cleric has taken over the dungeons beneath the Elven temple - and he holds a group of kidnapped Elven women. Classic.* \$40.
49. [BECMI] **Saga of the Shadow Lord**. Stephen Bourne. TSR, 1986. 64pp. Near fine. *Two linked adventures making a mini campaign. First steal from the Shadowlord, then beat his minions to another item of great power.* \$50.
50. [BECMI] **Talons of Night**. Paul Jaquays. TSR, 1987. Mild stress marks to the spine. NF otherwise. *Egyptian themed module within the Mystara world. Encounter a ghost ship, spatial spiders, and the sinister people of Thothia.* SOLD
51. [BECMI] **The Best of Intentions**. Ken Rolston. TSR, 1987. 48pp. Very mild rubbing. *For immortal level characters, this farce involved the players finding a missing god. Aerial combat.* \$60.
52. [BECMI] **The Duchy of Ten**. David Richie, Dave Arneson. TSR, 1987. 48pp. Very mild rubbing to the corners. *Based on Arneson's original Blackmoor campaign. PCs must venture to the place of creation for the Well of Souls.* \$80.
53. [BECMI] **The Eastern Countries: Trail Map**. Staff. TSR, 1989. Wrapper shows wear - map fine. *The northern reaches of Vestland to Thyatis, and as far east as the mighty Isle of Dawn. Eastern Mystara. Travel costs, rates of exchange, universities, more.* \$50.
54. [BECMI] **The Emirate of Ylaruam** (GAZ2). Rolston, Ken. Wizards of the Coast, 1987. 64pp. VG. "The Mill" as address, presumed first printing. *A Complete historical, economical, geographical, and sociological overview of the Emirates of Ylaruam. The village of Kirkuk is extensively held up as an example of a typical village.* \$25
55. [BECMI] **The Tree of Life**. Bruce Heard. TSR, 1986. 32pp. Mild stress marks to the spine and light rubbing to the corners. *The players must go to the grave of the first tree keeper to find out why a disease is killing the Tree of Life. If the tree dies, all Elves die.* \$75.
56. [BECMI] **Thunderdelve Mountain**. William Carlson. TSR, 1985. Rubbing all around and some mild pencil marks. *A solo adventure for a mid level dwarf. Confront a red dragon on their own turf.* \$40.

57. [BECMI] **Wrath of the Immortals**. Aaron Allston. TSR, 1992. 210pp. Box set. Fair. Box has splits. Contents complete and near mint. *Contains everything needed to introduce immortal play into your campaign.*

SOLD

In 1989, AD&D saw an explosion of source material with the release of 2nd edition. Created largely to remove the stigma of the "Satanic Panic" from AD&D, many mechanical changes were implemented, making the game more accessible.

58. [2nd Edition D&D] **Deck of Magical Items**. Staff. TSR, 1993. Box included with rubbing, as well as wear to the little box. Cards near fine. *Cards detailing items in detail, as well as who can use it. 400 cards included, most from the Tome of Magic and DMG.*

\$50.

59. [2nd Edition D&D] **Den of Thieves**. Staff. TSR, 1996. Paperback. New in shrink-wrap. *This accessory presents a sample thieves' guild, but not limited to just typical thievery. Included in the guilds enterprises is counterfeits, forgeries, extortions, muggings, blackmails, pimps, gambles, loan sharks, smugglers, protections, and dancing girls.*

\$150.

60. [2nd Edition D&D] **Dungeon Master's Guide**. Zeb Cook et al. TSR, 1989. 224pp. Rubbed corners. Bound in gatherings of 18, with uneven cuts to the edges, as issued. French. *A hard to find French language edition of the iconic DMG.*

\$90.

61. [2nd Edition D&D] **Escape from Thunder Rift**. Teeuwynn. TSR, 1993. Near fine. Originally packaged with a DM screen, only the module is present. *Introduces players to the village of Bywater from the best-selling D&D Novel, The Tainted Sword.*

\$45.

62. [2nd Edition D&D] **Glantri: Kingdom of Magic**. Bruce Heard, Monte Cook. TSR, 1995. Box shows minimal rubbing, contents near fine. *A land where wizards rule. Magic everywhere. Details the dozen principalities of the land.*

\$50.

63. [2nd Edition D&D] **Monstrous Compendium, Al-Qadim Appendix**. Staff. TSR, 1992. 64pp. One mild corner bump, else near fine. *64 Monsters drawn and inspired by fables of the Middle East. Great for any desert setting.*

\$65.

64. [2nd Edition D&D] **Red Steel**. Tim Beach. TSR, 1994. Box and books show minor rubbing. CD sealed. *A magical dust causes harm and powers, and a rock prevents the ill effects. Put them together and you get super powers. Interesting tangent.*

\$55.

65. [2nd Edition D&D] **The Apocalypse Stone**. Jason Carl, Chris Pramas. WotC, 2000. 96pp. Mild rubbing to the corners. *Intended for characters 15th and above, this module completion just might end the world.*

\$80.

66. [2nd Edition D&D] **The Silver Key**. Ted James, Thomas Zuvich. TSR, 1996. 32pp. Still in shrink. Crisp. *Orcs roam the countryside, while the city prepares for war. The Orcs have captured the Silver Key, which aids in teleportation.*

- A recovery mission ensues, with the players being polymorphed into orcs. Ingenious rules for rewarding RP-ing as an orc, which the danger of becoming one permanently.* \$50.
67. [2nd Edition D&D] **The Tale of the Comet.** John Rateliff. TSR, 1997. Mild rubbing and compression to box. Contents near fine. *A frontier town has mysterious lights in the sky and tales of doom. Travel through a portal to another world and see aliens fight with metal machines of death. Fantasy vs. Space Invaders.* \$50.
68. [2nd Edition D&D][Al-Qadim] **Assassin Mountain.** Wolfgang Baur. TSR, 1993. 210pp. Still in original shrink with no wear. *Players face three adventures. First, a simple recovery mission, then an assault on a mountain fortress, ending with a murder mystery.* \$80.
69. [2nd Edition D&D][Birthright] **Naval Battle Rules: The Seas of Cerilia.** Rich Baker. TSR, 1996. Still in original shrink-wrap, but with mild compression and rubbing. *Expands the Birthright rules to handle sea travel and combat. Sample navies of the Anuirean, Khinasi, and Rjurik kingdoms as examples of player navies.* \$90.
70. [2nd Edition D&D][Dark Sun] **The Complete Gladiator's Handbook.** Walter M Baas. TSR, 1993. 128pp. Flattened out corner crease. Else, minimal rubbing. *New kits, details of arenas, quick combat rules, new martial arts system.* \$45.
71. [2nd Edition D&D][Dragonlance] **Dragon Knight.** Rick Swan. TSR, 1990. 64pp. Still in shrink-wrap. *Dragons in Taladas are being killed. The PCs pretend to be dragon hunters to find out the culprit. Ranges all around Taladas into the Astral Plane.* \$50.
72. [2nd Edition D&D][Dragonlance] **Dwarven Kingdoms of Krynn.** Douglas Niles. TSR, 1993. Shrink is present, with a small tear to it. Slight dishing and rubbing to the box, as well. *Four modular maps. Everything on the Dwarves in the Dragonlance world.* \$50.
73. [2nd Edition D&D][Forgotten Realms] **Ruins of Zhentil Keep.** John Terra, Kevin Melka. TSR, 1995. 210pp. Contents near fine - but box shows a bit of rubbing. *Massive campaign setting, including two books, monstrous compendium sheets, three poster maps, and eight cardstock cards.* \$60.
74. [2nd Edition D&D][Greyhawk] **Child's Play.** Jean Rabe, Skip Williams. TSR, 1989. 32pp. Sealed in shrink. *Intro mod for 2nd ed rules. Easy to referee, but still full of danger and traps galore.* \$50.
75. [2nd Edition D&D][Planescape] **Doors to the Unknown.** Bill Slavicsek. TSR, 1996. 64pp. Mild rubbing to the corners. *Four short adventures that can be linked together. Every 500 years, four doors appear - each holds a mystery that needs to be solved.* \$60.
76. [2nd Edition D&D][Planescape] **Hellbound: The Blood War.** Monte Cook, Colin McComb. TSR, 1996. Boxset. The contents are in excellent condition, but the box is split and crushed. *The Blood War is a conflict that has raged across the planes since the dawn of time - and is detailed within. Trenton Webb reviews it by saying, "it*

does flesh out a savage game setting in stunning detail". \$120

77. [2nd Edition D&D][Planescape] **Something Wild**. Ray Vallese. TSR, 1996. Near fine. *The players must battle a god who has escaped his prison, in a mass nightmare.* \$85.

78. [2nd Edition D&D][Planescape] **The Factor's Manifesto**. Tim Beach, Dori Jean Hein, J. M. Salisbury. TSR, 1995. A touch of rubbing to the front bottom cover. *Provides an in depth look at Sigil's 15 factions.* \$50.

79. [2nd Edition D&D][Planescape] **The Great Modron March**. Monte Cook. TSR, 1997. 127pp. Fair condition, with tape. Text clean. *Part of a series of adventures that give the players a look at the great wheel.* \$50.

80. [2nd Edition D&D][Planescape] **The Planewalkers Handbook**. Monte Cook. TSR, 1996. 160pp. Very mild rubbing. *Create and customize characters, new races archetypes, equipment, etc. A look at each plane. Planar travel. How magic works in the planes. New spells. More.* \$50.

81. [2nd Edition D&D][Ravenloft] **The Nightmare Lands**. Shane Hensley. TSR, 1995. Mild splits to the box, but contents are near fine. *Introduces mental fortitude, which was clearly inspired by Lovecraftian lore. Expands the Ravenloft universe in dark ways.* SOLD

82. [2nd Edition D&D][Spelljammer] **Legend of Spelljammer**. Jeff Grubb. TSR, 1991. Box. Box shows a touch of compression and rubbing. Contents fine. *Complete deck plans for most famous ships. Over 200 pages to challenge even the best Spelljammers. Many new creatures detailed.* \$40.

d20 refers to a system published by WotC in 2000, and is the basis for 3.0/3.5. It was released with an Open Gaming License, and as such, many third parties released material under these rules.

83. [d20][7th Sea] **7th Sea Game Master's Screen & Erebus Cross, Part I**. Ray Yans, Kevin Wilson, et al. Alderac Entertainment Group, 1999. 70pp. Mild bumping to the corners. *A three panel foldout GM screen - but also includes the first part of a piracy and sorcery series. Travel across Theah.* \$60.

84. [d20][7th Sea] **Castille**. Patrick Kapera. Alderac Entertainment Group, 2000. 128pp. Very slightly bumped corner. *Nations of Theah, Book Five. Complete history of Castille, details on the land, people and culture. Bullfighting. Duels. Castillian heroes.* \$60.

85. [d20][7th Sea] **Freiburg**. Rob Vaux, Kevin Wilson. Alderac Entertainment Group, 2000. Box is crushed, but contents near fine. *As refugees flood the city looking for work, disease spreads through the city. Contains everything there is to know about this largest city in Theah.* \$65.

86. [d20][7th Sea] **Swashbuckling Adventures: Ships and Sea Battles.** Andrew Peregrine, Bill LaBarge, et al. Elderac Entertainment Group, 2003. Near fine. *Details on ship types, crewmen positions, Thean ports of call, adventure hooks, new campaign ideas, and more! Mass naval combat system.* \$75.
87. [d20][7th Sea] **Swordsman's Guild.** John Wick, Kevin Wic, Aaron Chusid. Alderac Entertainment Group, 2002. 128pp. Paperback. NM. *The Guild is a worldwide club that all great swordmasters join. Details on members, places, etc.* \$120.
88. [d20][7th Sea] **Tangled Strands.** Kevin P Boerwinkle. Alderac Entertainment Group, 2003. 48pp. Near fine. *Module for the award winning system, the heroes must fight bandits, save a condemned man from execution, fight a protection racket, and save a damsel from kidnappers.* \$50.
89. [d20][7th Sea] **The Church of the Prophets.** Marshall Smith, Les Simpson. Alderac Entertainment Group, 2002. 128pp. Near fine. *History of the Vaticine. Details of the Inquisition. New rules, skills, backgrounds, and expanded details for the Faith Advantage. Tips on playing clergy.* \$75
90. [d20][7th Sea] **The Montaigne Revolution.** Kevin Wilson, Rob Vaux, et al. Alderac Entertainment Group, 2002. 128pp. Near fine. *The most powerful nation rises up against the oppression of the nobles. Places the heroes right into the middle of the action.* \$95.
91. [d20][7th Sea] **Vendel Vesten.** Kevin P. Boerwinkle, Les Simpson. Alderac Entertainment Group, 2003. 128pp. Near fine. *On an island formerly controlled by fierce warrior tribes of sorcery and steel, the island is now ruled by bankers and merchants. Details the history. New magic, heroes, and abilities.* \$115.
92. [d20][Babylon 5] **Babylon 5: Athena Strain.** Matt Thomason. Mongoose Publishing, 2005. 80pp. Near fine. *A seemingly unstoppable enemy causes great pains for the survival of the characters.* \$30.
93. [d20][Babylon 5] **Babylon 5: Guide To The Station.** Greg Lynch. Mongoose Publishing, 2006. New. In Shrink-wrap. Box set. *From comprehensive floor plans to full second edition roleplaying game statistics, the Guide to the Station is nothing less than Babylon 5 at your fingertips.* \$280.
94. [d20][Babylon 5] **Babylon 5: The Galactic Guide.** Michael Straczynski. Mongoose Publishing, 2005. 256pp. VG. Hardcover. A touch of laminate crease to the bottom of the rear cover. *Contains ancient planets, races, political influences. A huge resource for players and GMs.* \$115.
95. [d20][Babylon 5] **Heroes And Aliens.** Greg Lynch. Mongoose Publishing, 2006. 160pp. Hardcover. VG+. Minimal shelf wear. *Vital guide for players and GMs with classes, tricks, abilities, and equipment.* \$19.

96. [d20][Babylon 5] **Ship Builders Manual**. Bryan Steele. Mongoose Publishing, 2006. 96pp. VG+. Very mild shelfwear. *Indispensable guide to building, modifying and improving spacecraft in the Babylon 5 universe.* \$30.
97. [d20][Babylon 5] **The Minbari Federation Fact Book**. August Hahn. Mongoose Publishing, 2003. 196pp. Near fine, but slight manufacturing defect to lamination. *Full color book expands on the Minbari information presented in the main rulebook.* \$40.
98. [d20][Babylon 5] **The Ragged Edge**. Gareth Hanrahan. Mongoose Publishing, 2006. 160pp. VG+. Minimal wear. *Standalone that follows The Cold Equations.* \$9.
99. [d20][Babylon 5] **Wheel of Fire**. Ian "Lizard" Harac. Mongoose Publishing, 2005. 128pp. A touch of laminate failure at bottom of covers. *This indispensable handbook chronicles all the events of 2262. New rules and advice.* \$45.
100. [d20][Conan] **Conan: Across The Thunder River**. V Darlage. Mongoose Publishing, 2004. 200pp. Text block split due to cheap binding - corners slightly bumped. *The first campaign supplement for the Conan RPG. Details the Aquilonian frontier. Pictish border raids, terrifying ambushes and fast paced adventure. Written by Conan expert.* \$45.
101. [d20][D&D 3/3.5] **Monster Manual II**. Edward Bonny, Steve Winter, Rich Redman, Jeff Grubb. WotC, 2002. 224pp. Near fine. *Five pieces of art signed by Matt Cavotta. Matt is also known for his Magic: The Gathering artwork, in addition to his D&D work. He has signed the Abiel, Bronze Serpent, Leech Walker, Ocean Strider, and the Monster of Legend (Minotaur).* \$110.
102. [d20][D&D 3/3.5] **Players Handbook**. Monte Cook, Jonathan Tweet, Skip Williams. WotC, 2000. 286pp plus monsters and items. 28cm. Rubbing and wear all around with marginalia and underlining. Binding is solid. The QXD file was "T11550_620_00_3E_PHB". It was printed 5-3-2000. *These were used in house pre production to work out kinks and errors. The printed errata and FAQs are from 7-12-02, 1-8-2001, 8-21-2001, and also 8-21-2001.* \$200.
103. [d20][D&D 3/3.5] **The Tome Of Horrors III**. Scott Greene. White Wolf Publishing, 2006. 245pp. Near fine. *200 never seen monsters, demons and devils.* \$50.
104. [d20][Dragonlance] **Towers of High Sorcery**. Margaret Weis, Chris Pierson, Jamie Chambers. Sovereign Press, 2004. 160pp. Some rubbing to the edges, not severe. Comb bound color proof for pre press approval. *Signed by Chambers. One of the most popular DL books from the d20 days. Unique.* \$250.
105. [d20][Gamma World] **Gamma World Player's Handbook**. Geoff Skellams, Mikko Rautalahti, et al. White Wolf Publishing, 2003. 224pp. Fine. *A 21st century reboot of this favorite classic. Adapted for d20 and a new time.* SOLD!

106. [d20][Magazine] **Signs & Portents Magazine Run**. Various. Mongoose Publishing, vd. Near fine. Issues 1, 2, 3, 4, 5, 6, 7, 8, 10, 11, 12, 13, 14, 19, and 25. *Published as a house organ, mostly pushing and detailing Mongoose publishing products. Also covers some other d20 products.* \$75.
107. [d20][Pathfinder] **Pathfinder Chronicles: Seekers of Secrets**. James Jacobs. Paizo, Inc, 2009. 64pp. Fine. *How to join the Pathfinder Society. Three new mystical ioun stones. New compasses. Three new classes. New feats and spells.* \$45.
108. [d20][Pathfinder] **Pathfinder Chronicles: The Great Beyond (A guide to the Multiverse)**. Todd Stewart. Paizo, 2009. 64pp. Fine. *Details all the major planes of the Inner and Outer Spheres. Numerous demi-planes as well.* \$30.
109. [d20][Pathfinder] **Pathfinder Roleplaying Game**. Jason Bulmahn. Paizo, 2011. 256pp. Hardcover. G+. Mild rubbing with a ripped last page, no loss to it. Signed by at least 11 Paizo staff members. First printing. *Pathfinder was released at the same time D&D 4e came out, and split the gaming community between the d20/3.5 rules that Pathfinder uses, and the D&D brand in the new 4e.* \$115.
110. [d20][Penumbra] **In the Belly of the Beast**, Mike Mearls. Atlas Games, 2001. 32pp. *For 2nd to 4th level characters. Heavy roleplaying focus, the players must seek help for a merchant family.* \$8
111. [d20][Star Wars] **Geonosis and the Outer Rim Worlds**. Jason Fry, Daniel Wallace, et al. WotC, 2004. 160pp. Near fine. *Explore the worlds that are on the fringe. New and familiar worlds detailed. Includes Dagobah and Bespin.* \$25
112. [D&D 4e] **Dungeons & Dragons RPG Starter Set**. Staff. WotC, 2011. Boxset. VG+. Very mild corner rubbing. *"Designed for 1-5 players, this boxed game contains everything needed to start playing the Dungeons & Dragons Fantasy Roleplaying Game, including rules for creating heroes, advice for playing the Dungeon Master, a solo play adventure, and group-play adventure content. Learning the game has never been so easy!"* \$190.
113. [D&D 4e] **Into the Shadowhaunt**. Stephen Radney-MacFarland, Peter Schaefer. WotC, 2008. 16pp. *2008 Game Day exclusive. Four linked encounters in and below a creepy crypt, known as the Shadowhaunt Mausoleum.* \$50.
114. [D&D 4e] **One Dark Night in Weeping Briar**. Greg Marks. WoTC, 2009. 12pp. Fine. *Released for Game Day 2009, it is designed for five characters of 11th level, but contains notes for adjusting this. Driven by weather into a seemingly recently abandoned town, the characters can figure out the mystery by saving a girl in the lairs beneath the town.* \$110.

115. [D&D 4e][Dark Sun] **Bloodsand Arena**. Chris Tulach. WotC, 2010. 24pp. Near fine. *Two adventures for first level players intended to introduce the Dark Sun setting to 4e. Free RPG Day, 2010. Scarce.* \$30.
116. [D&D 4e][Dark Sun] **The Lost Cistern of Aravak**. Aeryn Rudel. WotC, 2010. Near fine. *Published for Game Day 2010, this is a Dark Sun module for 4e. Scarce.* \$65.
117. [D&D 4e][Other] **Diablo II Tabletop RPG Box Set**. Thomas Reid, Jeff Grubb, Bill Slavicsek. WotC, 2000. Mild rubbing to the box, and sans dice. Otherwise near fine. *Geared towards younger players to introduce them to the D&D ruleset. Grubb and Slavicsek are legends in the D&D pantheon, and have contributed dozens of works to the hobby.* \$90.
118. [Babylon 5] **Babylon 5: Ship Plans - Primus**. Bryan Steele. Mongoose Publishing, 2006. 32pp. Near fine. *Greatly details and canonizes the Primus.* \$60.
119. [Battlestar Galactica] **Battlestar Galactica Production Bundle**. Jamie Chambers. Margaret Weis Productions, 2007. Mild rubbing to the Quickstart Guide. Two cover concepts near fine. *The quickstart guide is a proof produced for Jamie Chambers to edit and check for errors. There are numerous, hand notated by Jamie in red ink. Also signed by Chambers. A great insight into the game development process. Also included are two color cover concepts for Colonial Military and Ships of the Fleet, unproduced at the time. Guide signed by Chambers. Unique.* \$250.
120. [Battlestar Galactica] **Battlestar Galactica RPG Corebook**. Jamie Chambers. Margaret Weis Productions, 2007. 224pp. Signed by Jamie. Very slight bumping to the corners. *Half of the proceeds will be donated to Jamie's daughter's recovery. Everything you need to start playing in the BG world.* \$80.
121. [Boardgame] **Quest and Conquest in the Age of Magic**. Staff. SPI, 1978. Fair. Boxset. Interior in very nice shape, including the booklets, map, chits, and cards. *Also, two small d6. Box shows rubbing and compression. Scarce boardgame.* \$175.
122. [Castles & Crusades] **Dragons of Aihrde: Leech Wyrms**. Stephen Chenault. Troll Lord Games, 2006. 24pp. *Part of The Rings of Brass Campaign Setting.* \$45.
123. [Chivalry & Sorcery] **Saurians: Dinosaurs & Intelligent Saurian Races**. Edward E Simbalise, Wes Ives. Fantasy Games Unlimited, 1979. 170pp. Paperback. G+. Edge worn, not severely. *Details and rules for intelligent dinosaurs. Scarce.* \$180.
124. [Cyberpunk 2020] **The Bonin Horse**. Eric Heissere. Atlas Games, 1993. 31pp. VG+. Minimal shelf wear. *Introduces the deep ocean as an adventuring area.* \$8.
125. [Cyberpunk 2020] **The Osiris Chip**. Thomas Kane. Atlas Games, 1992. 32pp. VG. Minimal rubbing. *A new cybernetic enhancement hits the streets and pulls the characters in.* \$8.

126. [Cyberpunk 2020] **Thicker Than Blood**. Alison Brooks. Atlas Games, 1993. 48pp. VG. Mild rubbing. *Extraction scenario within a private school.* \$8.
127. [d6/West End Games] **Wamphyri**. Edward Bolme and Andrew Heckt. West End Games, 1996. 96pp. Paperback. G+. Sticker and moderate rubbing. *Explore the 'lives' and habits of this vampire variant. Scarce.* \$125.
128. [d6/West End Games][Star Wars] **Crisis on Cloud City**. Christopher Kubasik. West End Games, 1990. Sabbac card game not included. Near fine, otherwise. *A standalone optional sequel to Starfall. Set in Bespin's Cloud City, this is a murder-mystery style module.* \$50.
129. [d6/West End Games][Star Wars] **Star Wars Player's Guide to Tapani**. Steve Miller. West End Games, 1997. Near fine. *Home of the rich - and dangerous. Lords, diplomats, mining masters, all of which play rough. This is your essential guide.* \$70.
130. [d6/West End Games][Star Wars] **Star Wars Rules Companion**. Greg Gorden. West End Games, 1989. Mild rubbing. *New movement and combat rules. Errata detailed. Droid construction. Force system. Capitol ship combat. More.* \$30.
131. [d6/West End Games][Star Wars] **Stock Ships**. Paul Sudlow, et al. West End Games, 1997. Mild shelf wear with price sticker. *Details 14 light freighters dating to the Galactic Civil War era. Floor plans included for each ship.* \$50.
132. [d6/West End Games][Star Wars] **Thrawn Trilogy Sourcebook**. Eric S. Trautmann, Bill Slavicsek. West End Games, 1998. 248pp. Flattened out corner crease. *All the characters, aliens, creatures, vehicles, droids, planets and starships from the novels Heir to the Empire, Dark Force Rising and The Last Command.* \$55.
133. [d6/West End Games][Tales from the Crypt] **Sick Little Sagas**. Richard Meyer, Evan Jamieson, Greg Farshtey. West End Games, 1996. 102pp. Near fine. *The crypt keeper returns with four more tales - a mad rancher, scubadive under the Delaware, a computer program in which doctors are cure or killing, last stop on the socially dead train.* \$35.
134. [Deadlands] **Deadlands: The Weird West Roleplaying Game**. Shane Lacy Hansley. Pinnacle Entertainment Group, 1996. 221pp. Mild rubbing. *Western, horror, steampunk are all mashed up to create this eight-times Origins Award-winning setting. First edition.* \$40.
135. [Deadlands] **Denver**. Staff. Pinnacle Entertainment Group, 2001. 128pp. Rear corner bumped, but near fine otherwise. *Denver - the place nobody returns from. Includes details on the Combine, an their plans to dominate the west. Also, new powered armor and more.* \$80.

136. [Deadlands] **The Agency : Men In Black Dusters.** John Goff. Pinnacle Entertainment Group, 2000. 128pp. Near fine. *Everything you need to spy your way through the Deadlands world. New equipment. More.* \$40.
137. [Deadlands] **The Black Circle: Unholy Alliance.** John Goff. Pinnacle Entertainment, 2000. *Black River, Bayou Vermillion, and the Whateleys are together. The Cackler.* \$30.
138. [Deadlands] **The Unity.** Shane Lacey Heasley. Pinnacle Entertainment, 2000. 64pp. Very light rubbing. *Quick combat, new material on the armies of the wasteland. The Unity is a ship of gore and mystery.* \$55.
139. [Dragonlance] **Dragonlance Chronicles Dragons of Winter Night.** DDP, 2006-07. Near fine. Comics. *Full Winter Night run. Devil's Due adaptation of the classic novel.* \$25.
140. [Elric!/Stormbringer!] **The Unknown East: Heart of an Ancient Empire.** Lawrence Whitaker. Chaosium, 1995. 96pp. Near fine. *For the Elric! Game system - details the Eastern lands.* \$60.
141. [Fantasy Master] **The Abduction of Good King Despot.** Russ Stambaugh, Schar Niebling, Will Niebling. New Infinities Productions, 1987. 46pp. VG. Very minor ink loss to spine. Previous owners signature. *Mid to high level characters. Old school style of play with whimsy and challenge.* \$90.
142. [Fantasy Master] **Town of Baldemar,** Robert J. Blake. New Infinities Productions, 1987. 96pp. VG+. *A fully realized river community, complete with mechanics for political play. (94671).* \$40.
143. [Flying Buffalo] **Weirdworld.** Keith Abbott. Flying Buffalo, 1979. Near fine. *A solo adventure, the sixth from FB. Play as a fighter transported into the madhouse of Maximilian the Magnificent.* \$100.
144. [Gangbusters] **Gangbusters.** Tom Moldvay, Mark Acres, Rick Krebs. TSR, 1982. First edition. Fair. 70 tokens, complete. The only two problems with this set is the bottom of the box is from another set and the original dice are not included. The crayons are, though! Light rubbing and compression to the box. *The innovative game about crime in the 20s and 30s. Players can play as criminals, law enforcement, or other characters, such as a newspaper reporter.* \$140.
145. [Generic] **Cities : Encounters, City Populating, Character Catch-Up.** Stephen Abrams. Chaosium, 1986. Light rubbing to the edges. *A guide for encounters, populating cities, and catching up characters. As the title implies.* \$50.
146. [Generic] **Empire of the Petal Throne: The World of Tekumel.** M.A.R. Barker. Gamescience ,1983. Softcover. VG. Staple bound with slight starting of a pull to the binding near it. Copyright goes to Barker.

Barker started creating the world of Tekumel in the 40s. As a professor, Barker got in touch with Gygax and Arneson and teamed up to publish the world. \$210.

147. [Generic] **The Original Tegel Manor: Revised & Expanded.** Niels Erickson, Bob Bledsaw. Gamescience, 1989. 40pp. Softcover. VG+. Black and white cover - this is the Origins PrePublication Preview - very scarce. Looks unused, with the slightest of rubbing to the edges. Map corners (Which are oversized from the booklet) have very light corner bumping. Original ziplock bag. *One of the best known and toughest adventures created by Bledsaw. Within the village, characters can explore the 200 room manor.* \$200.

148. [Generic] **The Saga of Logatroth.** Walter A Jensen. Self published. 2001. 162pp. Version 1.0. Comb-bound folio. VG. Mild rubbing to the corners. *"You are a native of the planet Cree-Zar, and the continent of Malthus. The current social, political, and technological states of the world are similar to those found in Scandinavia prior to the introduction of Christianity. Currently the abominable cult of the Logatroth (the goddess of change and chaos) has penetrated society, working its vile magic upon the good citizens - and you have been chosen (by elders, fate, drawing straws, etc) to combat the menace."* \$285.

149. [Generic] **The Weyland Smith & Company Giant Fun Catalog.** Staff. Hekaforge Productions, 1999. Near fine. *Generic catalog of entertainment centric magical items and apparatus. Geared towards Gygax's 'Legendary Adventures', can be used with any fantasy RPG.* \$40

150. [Generic] **Warlock's Tower.** Kenneth Dahl, Mike Lowry, Pat Shea, and Nick Smith. Balboa Game Company, 1979. 77pp. VG+. *A major supplement to "The Complete Warlock."* *In addition, much of what is presented is adaptable to other FRPGs. Scarce.* \$150.

151. [Generic][Boardgame] **Fantasy Rules!** Staff. Chipco, 1996. 15 leaves. Bagged and Unbound. VG. Corners are slightly bumped and rubbed. In original bag. *Mass combat game with fast rules. An alternative to Warhammer. 2-12 players. Scarce.* \$395.

152. [Generic][Boardgame] **The Vanquished Foe.** Probably Pete and Judy Kerestan. Wee Warriors Production, c1972. Loose cardstock. 10 letter sized leaves. VG+. Leaves show minimal wear and are complete. Includes original ziplock, which has moderate yellowing. *Easy fantasy wargame in which Dwarves or Elves invade a tunnel system. Maps, counters. Wee Warriors is known for the original Dwarven Glory and Palace of the Vampire Queen. Of special interest to the TSR collector. Wee Warriors and TSR had a very interesting early history, in which TSR distributed and marketed some Wee Warriors products. Wee Warriors produced the first publicly available character sheets - and a symbiotic relationship formed between them and TSR.* \$500.

153. [Ghostbusters] **Ghostbusters: Scared Stiffs.** John M Ford, Bill Slavicsek. West End Games, 1987. 32pp. Still in shrink. *"An ethereal escapade."* \$65.

154. [GURPS][Generic] **GURPS Battle Maps**. Staff. Steve Jackson Games, 1987. One tile cut out of back cover. Rubbing all around. Three double sided geomorphic maps. *Can be used with any hex based system. One side shows buildings and roads, and the other wilderness.* \$75.
155. [Harnmaster] **Araka-Kalai**. Edwin King. Columbia Games, 1987. 28pp. Still in shrinkwrap with a touch of rubbing. *The deity Ilvir lives in pit of Ilvir". Two maps, interior plans of the temple, and information on the Ivashu and the enigmatic Dark Order is also given.* \$40.
156. [Harnmaster] **Azadmere: Kingdom of the Dwarves**. Edwin King, Tom Dalglish, N Robin Crossby. Columbia Games, 1986. Near fine. *Details the kingdom of Kbuздul, home of the Dwarves. Four Encyclopedia Harnica articles.* \$50.
157. [Harnmaster] **Gods of Harn**. N. Robin Crossby. Columbia Games, 1985. Covers show mild rubbing. *Provides details on the beliefs and customs of the religions of Kethira. Internal workings of the churches of the ten gods.* \$50.
158. [Harnmaster] **Harnmaster GM Screen**. Staff. Columbia Games, 2003. Price sticker and some bumping to the corners. *Combat tables, weather, healing tables. Scarce.* \$80.
159. [Harnmaster] **Harnmaster: Religion**. Staff. Wizard's Attic, 1998. In black binder as issued, with wear to the edges. *Fairly scarce compendium of Harn religion.* \$80.
160. [Harnmaster] **Menglana**. Eric Hotz, Tom Dalglish, N Robin Crossby. Columbia Games, 1987. Near fine. *Menglana (Ivinia) was once a great kingdom, now fallen upon hard times and decay. Civil unrest grows as the king claws at power.* \$60.
161. [Harnmaster] **Rethem: Kingdom Module**. Tom Dalglish. Columbia Games, 1985. Mild edge rubbing. *Founded less than 100 years ago, Rethem is a feudal kingdom in western Harn. Characters can join in border skirmishes, explore the wilderness to the north, and more.* \$70.
162. [Harnmaster][Generic] **HarnManor**. Grant Dalglish, Penny Dalglish and Carl Stengel. Columbia Games, 1999. 80pp. Paperback. New in shrinkwrap. *HarnManor includes 4 generated manors and rules to create your own. Also rules to generate villages, rules for running the household, and budgeting realistic manors. Adaptable to any rules system.* \$130.
163. [Indiana Jones] **Crystal Death**. Tracy Hickman. TSR, 1984. Near fine. *This came directly from the collection of Brian Blume, former partner of Gary Gygax and Donald Kaye in the earliest days of Dungeons & Dragons. From the French countryside to Africa. Can be played as a group, or as a duel against friends.* \$60.
164. [Indiana Jones] **Indiana Jones Judge's Survival Pack**. Harold Johnson. TSR, 1985. 16pp. Near fine. *This copy comes to you directly from the collection of Brian Blume, former partner of Gary Gygax and Donald Kaye in the earliest days of Dungeons & Dragons.* \$75.

165. [Indiana Jones] **Indiana Jones Nepal Nightmare Adventure Pack** (IJ5, TSR 6756). Marlene Weigel, D&M Kauth, staff. TSR, 1985. Fine. *This came directly from the collection of Brian Blume, former partner of Gary Gygax and Donald Kaye in the earliest days of Dungeons & Dragons.* \$120.
166. [Indiana Jones] **Raiders of the Lost Ark Adventure Pack**. Douglas Niles. TSR, 1984. Fine. *This came directly from the collection of Brian Blume, former partner of Gary Gygax and Donald Kaye in the earliest days of Dungeons & Dragons.* \$50.
167. [James Bond (TSR)] **Music of Madness**. Robert Jennings. Massconfusion, 1984. 17pp. Fine. *A very scarce James Bond tournament module.* \$100.
168. [Legend of the Five Rings] **Mimura; The Village of Promises**. Jim Pinto. WotC, 2001. *Plots and gaming books, Details the village of Mimura.* \$45.
169. [Magazine] **Adventure Gaming Magazine Vol 1 No 1 July 1981**. Various. Manzakk Publishing, 1981. 38pp. Corner slightly bumped. *Created by Tim Kask - who edited Dragon Magazine for the first couple years. Scarce.* \$90.
170. [Magazine] **Adventurer Magazine #5, December 1986**. Staff. Adventurer Magazine, 1986. *Scarce magazine that works the whole RPG genre. Special vampire issue. A MERP/BECMI scenario. Call of Cthulhu material.* \$40.
171. [Magazine] **Adventures Unlimited Magazine #1**. Staff. Adventures Unlimited, 1995. 88pp. *Issue 1 of a RPG magazine aimed at all systems. Shadowrun, Vampire, Ars Magica, Cthulhu, Cyberpunk, GURPS, and much more are covered in this issue.* \$50.
172. [Magazine] **Ares Magazine Special Edition 2**. Ares, nd[1983-1984]. Moderate rubbing. *A staple for many SF gamers, includes articles on how to write a SF book, random charts for new star systems, Psionics in space, SF miniatures, and much more.* \$75.
173. [Magazine] **Crawling Under a Broken Moon Issue #2**. Reid San Filippo et al. Shield of Faith Studios, 2014. Near fine. *A zine style magazine primarily focused on DCC products and style.* \$50.
174. [Magazine] **Dragonlance Chronicles Comic 1-8**. DDP, Starting 2005. Near fine. *Complete run of this publishers retelling.* \$50.
175. [Magazine] **Gygax Magazine #1**. Various. Gygax Magazine, 2013. 64pp. Mild stress marks to the spine. *The premier issue, intended to bring back a general magazine for RPGs. Short lived because of inside family shenanigans, this great magazine ended before it's time. Carpio, Kask, Lakofka, Luke and Ernie Gygax, Doctorow - the list of luminaries goes on.* \$80.

176. [Magazine] **The Second Citadel Compendium**. Staff. Games Workshop, 1984. 70pp. *Catalog for Games Workshop Miniatures. Extensive. Scarce.* \$50.
177. [Magazine] **White Dwarf Magazine, Issue 10**. Games Workshop, 1978. Near fine. *Early issue edited by Livingstone. Talsimans of Tekumel, Fiend Factory (Which would be compiled later to make the Fiend Folio), Treasure Chest, Light Sword, more.* \$30.
178. [Magazine][d20] **EN World Players Journal 2**. Russell Morrissey. Goodman Games, 2003. 64pp. Near fine. *Issue 2 of The Players Journal, chock full of gaming material. Gen Con tips. Mana Magic. Secret Wars, etc. Scarce.* \$60.
179. [Magazine][GURPS] **Roleplayer: The GURPS Newsletter #11 August 1988**. Staff. Steve Jackson Games, 1988. 8pp. Near fine. *Zine style RPG publication. Ultra Tech, Basic Set 3 intro, New Disadvantages in GURPS, Eidetic memory, Grendel, Q&A, more. Scarce.* \$35.
180. [Magazine][Wargaming] **Wargamer's Magazine #187 October 1977**, Staff. Wargamer's Magazine, 1977. Minimal shelfwear. *Ad announcing the magazine "White Dwarf". Articles by Donald Featherstone. G. F. Hutton, G. D. Evans, George Erik, Gareth M Davies, G Cronin, Stephen Reed, and more.* \$20.
181. [Magazine][Wargaming] **Wargamer's Newsletter #145 April 1974**. Staff. Some wear to the edges. *Articles by Don Featherstone, George Gush, Mike Blake, Douglas H Johnson, Noel Zaal, Keith Robinson, Grady McWhiney, more.* \$20.
182. [Magazine][Wargaming] **Wargamer's Newsletter #172 July 1976**. Staff. Wargamer's Newsletter, 1976. Mild shelfwear. *Articles by Don Featherstone, Neil Cogswill, John Cook, G.J.M. Cronin, more.* \$20.
183. [Magazine][Wargaming] **Wargamer's Newsletter #186 September 1977**. Staff. Wargamer's Newsletter, 1977. Price sticker, else little wear. *Articles by Donald Featherstone, A A Grainger, Mike Dory, Bob Cordery, David Barnes, Stuart A Asquith, more.* \$20.
184. [Magazine][WFRP] **Mordheim: The Best of Town Cryer**. Games Workshop, 2000. 96pp. Near fine with price sticker on barcode. *Games Workshop house organ - details WFRP and wargames from GW. Everything Mordheim.* \$40.
185. [Marvel Super Hero Game] **The Hydra Connection**. Richard Feitelberg. Massconfusion, 1984. 14pp. Near fine. *Published for Massconfusion, 1984, the precursor to TotalCon in Massachusetts. A scarce module for the Marvel Super Hero Game presented by TSR.* \$65.

MERP (Middle Earth Role Playing) was released in 1984, using a streamlined version of the Rolemaster rules.

186. [MERP] **An Artist's Interpretation of Middle-Earth: Including the Wild Lands-East, South, & North.** Peter C. Fenlon. I.C.E., 1990. Map. Mild rubbing to folded corners. 24x35 inches. *Beautiful map meant for display. Can/ should be used with MERP games. Scarce.* \$100.

187. [MERP] **Angmar Realm.** G. Staplehurst, H Kubash. I.C.E., 1995. 160pp. Near fine. *Enter a cold, dark realm run by warrior priests. They control slaves, warriors, armies, and Orcish tribes.* \$90.

188. [MERP] **Arnor: The Land.** Wesley J Frank. I.C.E., 1997. 232pp. VG+. *Describes all the territory encompassing the Dunadan realm of Arnor and its three successor states - Arthedain, Cardolan, and Rhudaur.* \$140.

189. [MERP] **Arnor: the People.** Wesley J. Frank, John David Ruemmler, et al. I.C.E., 1996. 232pp. Small price sticker and a touch of rubbing. *Recounts the saga of the D nedain of the North. Describes history, inhabitants, politics, society, warcraft, figures of note, and items of power that comprise Elendil's legacy.* \$75.

190. [MERP] **Creatures of Middle-Earth.** Ruth Sochard Pitt, Jeff O'Hare, Peter C. Fenlon, Jr. I.C.E., 1995. 144pp. Near fine. *Bestiary of animals and monsters. Smaug. A Kraken. More.* SOLD

191. [MERP] **Dark Mage of Rhudaur.** Staff. I.C.E., 1990. 40pp. Near fine. *The adventurers must enter a desperate attempt to save the Beacon Towers of Dunedain. The Dark Mage has gathered an army.* \$90.

192. [MERP] **Forest of Tears.** Charles Crutchfield. I.C.E., 1990. 40pp. Near fine. *Three dangers threaten Suzza Sumar, a rainforest nestled in a desert. Two maps, three adventures, layouts of all encounter sites, statistics for Honnin priests and monks, beasts of the Suzza Sumar, and one of the powerful Tavari.* \$40.

193. [MERP] **Hands of the Healer.** M Feil. I.C.E., 1997. 160pp. Paperback. VG+. *A sourcebook for healing and herbs. New character development packages, medical skills. 296 herbs, curatives, and poisons.* SOLD

194. [MERP] **Havens of Gondor.** Peter C. Fenlon, Jr. I.C.E., 1987. 56pp. VG. Mild shelfwear with price sticker. *Sail the rugged seas off Gondor's south coast, where Corsairs of Umbar battle the majestic white ships of Dol Amroth. Here, the Elves built the great haven of Edhellond and Galadriel erected the Sea-ward Tower, most famous beacon of all Middle-earth. Journey along the twisting streets of Dol Amroth, City of Princes, and bustling capital of Belfalas.* \$18.

195. [MERP] **Hazards of the Harad Wood**. John Crowdis. I.C.E., 1991. 32pp. Mild rubbing to the cover. *Four low to mid level adventures. Confront Wild Men, Baricha, Demons, and Desert Screamer.* \$40.
196. [MERP] **Middle-Earth Adventure Guidebook II**. Staff of ICE. Berkley Publishing Group, 1990. Edges rubbed. *A handy guide for language and culture on Middle Earth.* \$55.
197. [MERP] **Middle-Earth Campaign Guide**. Staff. I.C.E., 1993. Near fine. *Intense detail. Timeline, linguistic details, Elvish dictionary, glossary, RP notes, etc. Everything needed to run a Tolkien game.* \$75.
198. [MERP] **Raiders of Cardolan**. Jeff McKeage. I.C.E., 1988. 32pp. Near fine. *Three low-to-mid level adventures that can be played with minimal preparation. Beffraen, Petty-dwarves, and Undead.* \$45.
199. [MERP] **Rogues of the Borderlands**. Peter C Fenlon. I.C.E., 1990. 96pp. A touch of price sticker residue, else near fine. *Details the wild lands at the edge of the Blue Mountains. "Meet intrepid rivermen, banished D'nedain, reclusive Elves, and the shrewd Dwarves of the Nan-i-Naugrim while roaming Numeriador's untouched scenery."* \$50.
200. [MERP] **Southern Gondor: The Land**. A Blixt, J Beresford. I.C.E., 1999. 208pp. Paperback. NM. Torn shrinkwrap present. *Gondor's coastal areas are presented in vivid detail. Two color maps present.* \$210.
201. [Palladium] **Beyond the Supernatural**. Kevin Siembieda. Palladium Books, 2006. 256pp. *Signed by Siembieda, Marciniszyn, Smith, Rosenstein, and two others (presumably staff). A horror RPG, using Palladium's mechanics. Works well with b-movie style shock, to intense Cthulhu style psychological styles. Set in modern times, where magic and psychic powers are all too real.* \$100.
202. [Pendragon] **Pagan Shore/Ireland in the Age of King Arthur**. John Carnahan. Chaosium, 1994. 126pp. Near fine with a touch of sticker residue. *Arthurian era Ireland detailed. Magicians, foster families. Chariots, slings, and revised passions.* \$30.
203. [Pendragon] **Savage Mountains**. Greg Stafford. Chaosium, 1991. 126pp. Scratch on cover. *Four adventures set in the Cambrian mountains. Also, city of Caerlion-on-Usk.* \$30.
204. [Powers & Perils] **Powers & Perils**. Richard Snider. Avalon Hill, 1983. Box shows rubbing, contents near fine. *Complex fantasy system with skill based abilities and point driven magic. A failure for AH, who were masters of wargaming.* \$60.
205. [Rifts][Palladium] **The Magic of Palladium Books Issue 7 & 8 Double Issue**. Kevin Siembieda. Palladium, 1989. Near fine. *Signed and inscribed by Siembieda. Rifts was hot, Palladium was on the rise.* \$40.

206. [Rolemaster][MERP 1e] **Lake-Town**. W. Frazier. I.C.E., 1995. 192pp. Paperback. New in shrink-wrap. *This mercantile center is presented with all its craft associations, smugglers, and more. Two adventures bring the PCs into the watery pathways below the city, and beyond.* \$150.
207. [Shadowrun] **Denver: The City of Shadows**. Nigel D Findley. FASA Corp, 1994. 232pp. New in shrinkwrap. Boxset. *Contains everything a gamemaster needs to know about Denver - secrets, people, places, and surprises await.* \$150.
208. [Space Opera] **Space Opera: Vault of the Ni'er Queyon**. Stefan Jones. Fantasy Games Unlimited, 1982. Rubbing to the edges. *Art by Jeff Dee. A module that spans several space systems and several planets.* \$65.
209. [Star Frontiers] **Referee's Screen and Mini-Module**. Tom Moldvay, Mark Acres. TSR, 1983. 8pp. Still in shrink-wrap. *Three panel screen as well as a mini module: "Assault on Starship Omicron." Introduces new intelligent race (Zuraqqor).* \$55.
210. [Star Frontiers] **Trouble on Janus**. Robert Jennings. Massconfusion, 1984. 18pp. *Janus is a forest planet with an Southern US meets Australia culture. Scarce Star Frontiers Module.* \$75.
211. [Stormbringer] **Sorcerers of Pan Tang**. Charlie Krank et al. Chaosium, 1991. 144pp. Paperback. VG+. *Explore the evil island of Pan Tang. Includes the Garden of Pain and University of Lucid Perversity.* \$130.
212. [Talislanta] **Chronicles of Talislanta, Revised & Annotated 5th Edition**. Stephan Sechi. Moriggan, 2005. 160pp. Stated first printing. *Brings together all changes made over the previous four editions. New city guide for Cymril, Aaman/Zandu and the Rogue City of Gao-Din. Compendium of changes.* \$35.
213. [Talislanta] **Talislanta: The Northern Reaches Sourcebook**. Douglas Bramlett. Moriggan, 2005. 96pp. Near fine. *Covers the cold and dangerous northern regions, including the despoiled lands of Urag, Yrmania and the Brown Hills, the Mirin Kingdom of LÆHaan and the Ice Giant infested wastes of Narandu. New archetypes, skills, magical orders, equipment, and a bestiary.* \$90.
214. [The Dying Earth] **Demons of the Dying Earth**. Ian Thomson. Pelgrane Press, 2003. 138pp. Near fine with the slightest of corner bumps. *New rules, demonic statistics, spells. A chapter dealing with the realms of the demons. New objects and treasures. Also, a tutotial on how to run a demonic adventure.* \$75.
215. [The Dying Earth] **Turjans Tome**. Ian Thomson, Robin D Laws. Pelgrane Press, 2003. 174pp. Paperback. *Based off of Jack Vance's The Dying Earth, this brings new magician classes and new spells. Also presents adventure books, items, powers, and tweaks.* \$200.

216. [The Fantasy Trip] **The Warrior-Lords of Darok**. Kerry Lloyd, Richard Meyer. Metagaming, 1982. 32pp. Very mild rubbing to the cover. *The buried relics and treasure of the golden age reside here, in the "Land Beyond The Mountains."* Four books were originally planned: *Darok, Dihad, Muipoco, and Soukbor.* Only this one was published. \$50.
217. [Top Secret] **Operation Orient Express**. David Cook. TSR, 1983. 32pp. Very minor ink loss to the rear cover. *Tasked to test out new methods of their craft, the PCs are set into six situations within an interlocking train system.* \$60.
218. [Top Secret] **The Doomsday Drop**. Tracy Raye Hickman. TSR, 1987. Still sealed. *This particular copy comes directly from the personal collection of Hickman. Includes a complete letter from TRH of provenance (signed by him and Laura), with a three paragraph memoir of the module's creation and details of doing so. Unique.* \$200.
219. [Tunnels & Trolls] **Dargon's Dungeon: A Solitaire Adventure (#5)**. Flying Buffalo, 1981. Near fine. *At the top of a foreboding cliff lies the entrance. For one to three 1st-3rd level characters.* \$70.
220. [Tunnels & Trolls] **Labyrinth**. Lee Russell. Flying Buffalo, 1980. 32pp. VG+. *They were not lying, the rumors are true. The entrance to The Labyrinth lies before you. Grecian themed. Scarce.* \$125.
221. [Unknown Armies] **One Shots**. Nicole Lindroos, Geoffrey Grabowski, John Tynes. Atlas Games, 1999. 80pp. Near fine. *Five standalone scenarios with pregens. Get ready for a trip to Strangerville, U.S.A.* \$30.
222. [Unknown Armies] **Statosphere: The Invisible Clergy Sourcebook**. John Tynes. Atlas Games, 2000. 126pp. Fine. *'Hellraiser meets Pulp Fiction', is how the Unknown Armies RPG has been described. Players take control of cult leaders. This supplement contains info on The Invisible Clergy, including lore, new archetypes, godwalker rules, and the secrets of the House of Renunciation.* \$110.
223. [Unknown Armies] **To Go**. Greg Stolze. Atlas Games, 2003. 160pp. Fine. *A cult has been poisoning America with magic, one fast food meal at a time. Massive campaign with huge ending.* \$60.
224. [Unknown Armies] **Unknown Armies**. John Tynes, Greg Stolze. Atlas Games, 2002. 336pp. Near fine. Second edition. *RPG of modern cult intrigue. Set in a modern day occultist world, with loose networks and alliances of shadomy, underground practitioners of magic.* \$90.

225. [Wargaming] **Deathwatch Final Sanction**. Owen Barnes. Fantasy Flight Games, 2010. Near fine. RPG Day 2010. *Something is wrong on Landsbolm. Rebellion and anarchy reign. The Inquisition has requested Deathwatch. Full adventure, four pregens.* \$30.
226. [Wargaming] **Konigsgarde Medieval Wargame Rules**. Richard Sartore, Robert Rowe, Jon Webb. Self, 1977. Mild price sticker ghosting on cover. Near fine otherwise. *A scarce pre gunpowder system for miniature wargaming.* \$45.
227. [Wargaming] **Modern Armor: Miniatures Rules for AFVs of the Contemporary Era**. Max A Ray. TSR Rules, 1977. 14pp. Paperback. Fair. Soiling to the bottom edge, a quarter inch in. *Based on 1976-1977 declassified data, the rules were written by a former soldier with combat experience.* \$175.
228. [Wargaming] **PanzerBlitz The Game of Armored Warfare**. Staff. Avalon Hill. Complete with original d6. Box edges show wear. Booklets near fine. Counters complete. *Take WWII to the Eastern Front in this groundbreaking and legendary game.* SOLD
229. [Wargaming] **Rout Pack II**. Staff. Critical Hit!, 1996. Fine in original bag, which shows wear. *Includes 10 scenarios originally published by Michigan ASLer Kurt Martin.* \$120.
230. [Wargaming] **The Art of War: Tactical Warfare in Miniature**. Doug Larsen and R. Russo. Self published, 1995. VG+. *This is a tabletop miniature set of wargame rules. Plays fast, about an hour per battle.* \$120.
231. [Wargaming] **The Emerald Tablet: Wargaming Rules for Heroic Battles and Mystical Conquests**. Staff. Creative Wargames Workshop, Inc., 1977. 56pp. Corners rubbed. *Fantasy rules for miniature wargaming. Dragons, Dwarves, and more.* \$75.
232. [Wargaming] **Tractics: Vol. Two**. Infantry & Artillery. Mike Reese; Leon Tucker; Gary Gygax. TSR, 1975. Minimal shelf wear. Booklet two only. *The iconic set of rules by Gygax and others for conducting WWII battles. Originally published by Guidon Games before TSR was formed, Gygax reprinted this with his TSR brand.* \$65.
233. [WFRP] **Blood on the Reik: A Journey Through the Old World**. David Gallagher. Games Workshop, 2005. 144pp. Rubbing to the corners and edges. *A travel book for the lands in WFRP. Descriptive text.* \$50.
234. [WFRP] **Castle Drachenfels**. Carl Sargent. Games Workshop, 1992. 112pp. Paperback. VG+. *An Adventure for Warhammer Fantasy Roleplay. Sourcebook for the area, including scenario ideas and some new rules.* \$230.
235. [WFRP] **Death on the Reik**. Phil Gallagher, Graeme Davis, Jim Bambra. Games Workshop, 1998. 64pp. Mild corner bumping. Near fine otherwise. *Chaos still spreads across the land. The heroes, while hunting the*

trail of a rock that fell from the sky, discover sinister plots that bring them to the heart of evil in the empire. \$95.

236. [WFRP] **Night's Dark Masters: A Guide to Vampires.** Green Ronin. Black Industries, 2007. 144pp. NF. *A detailed history of vampires, including an overview of the five major bloodlines. Complete guide to Sylvania. New careers. Guide to creating villains.* SOLD

237. [WFRP] **Paths of the Damned: Forges of Nuln.** Green Ronin. Black Industries, 2006. 96pp. Near fine. *Third installment of epic Warhammer campaign. Nuln is detailed and mapped in detail, including NPCs and important locations.* \$70.

238. [WFRP] **Power Behind the Throne: Adventure and Intrigue in the City of Middenheim.** Carl Sargent. Games Workshop, 1988. Near fine. *The Enemy Within Campaign continues into the northeastern city of Middenheim. Why are dwarves and wizards fleeing? Who are the Templars of Sigmar? More questions to answer.* \$55.

239. [WFRP] **Shadows Over Bogenhafen: Enemy Within Campaign, Volume 1.** Graeme Davis, Jim Bamba, Phil Gallagher. Hogshead Publishing, 1987. Near fine. *Scenarios for WFRP, seek out a demonic conspiracy, or come face to face with a worldwide conspiracy. More.* \$35.

240. [WFRP] **Sigmar's Heirs: A Guide to the Empire.** Staff. Green Ronin Publishing, 2005. 127pp. Near fine. *The definitive sourcebook for the empire. Politics, social structure, careers, provinces, and a two page map. Also, a low level adventure. Scarce.* \$75.

241. [WFRP] **Terror in Talabheim.** Eric Cagle, Gary Astleford, T.S. Luikart. Black Industries, 2006. 95pp. *Standalone adventure. Details the city, culture, laws.* \$55.

242. [WFRP] **Warhammer Campaign (The Enemy Within/Shadows Over Bogenhafen).** Phil Gallagher, Graeme Davis, Jim Bamba. Games Workshop. 64pp. Mild corner bumping. Map present. \$115

243. [Ysgarth 4e] **Rivermasters of Arania (Jahannam 10).** Dave Nalle, Jan Mierik, David Feaster, Jon Schuller. Ragnarok Enterprises, 1986. 8pp. VG+. Scarce. *In Rivermasters of Arania the characters move north to encounter the strange merchants and heroes of the Kingdom of Arania while on a trading mission. For character levels 6-9.* \$500.

244. [Other] **Ascolais and the Land of the Falling Wall: Excellent Prismatic Spray 4/5 double issue.** Ed Greenwood, Robin D Laws, Jim Webster. Pelgrane Press, 2003. 148pp. Near fine with price sticker. *Looking like a module, this magazine contains a quantity of gaming material, as well as a map of The Dying Earth.* \$60.

245. [Other] **Avengers**. Greg Porter. Blacksburg Tactical Research Center, 1995. Paperback, New in shrinkwrap. TS-02. *A campaign supplements for TimeLords. 99% of Earth population is wiped out, and in the only surviving orbital colony, the survivors rebuild, protect, and to destroy the evil organization known as "Black Death". Scarce.* \$120.
246. [Other] **Baseball Cap**. Headmaster, 59cm, one size fits all. Slide adjustment. *Unused black baseball cap with the 4e Dungeons and Dragons logo featured prominently with a 2000 trademark.* \$25.
247. [Other] **Business Card**. Brian Blume, Commissioner of Corporate Safety. Near fine. *Wizard logo era TSR Hobbies business card. Scarce.* \$75.
248. [Other] **Castle Arcania (One-On-One Adventure Gamebooks)**. James M Ward. TSR Hobbies, 1985. Two books in slipcase. Paperbacks. G. Moderate wear to the box, and some corner wear to the books. *Both books are signed and dated (2013) by Jim Ward. Two players play as either a knight or a wizard. Each player moves from one location to another, amassing items, and manipulating non player characters. Combat ensues via a combat table when the players meet in the same location.* \$160.
249. [Other] **Castle of Glass**. Tim Kask. Eldritch Ent, 2011. Spiral bound. Near fine. Signed and limited run, this being #32. *Exceedingly scarce, this is a special preview edition. Originally play tested on Aug 4th, 2011, during Gen Con. "An uplifting sword & sorcery RPG adventure in the clouds." Includes introduction by Kask.* \$420.
250. [Other] **Decals**. TSR. 9 total. Two sets of store decals from TSR to promote 3rd edition. *There are six instances of the footprint decal, which was meant to guide customers to the displays. Three instances of an "on sale here" decal. Scarce.* \$65.
251. [Other] **Denim vest**. Levis. Medium sized 70s era blue denim vest. Size medium. *Featured prominently on the rear is a sewn on tan patch (24x28cm) featuring a barbarian in black and white with scroll work "Roll for Damage" and "Portland." Unclear if this is Maine or Oregon, though acquisition points towards Oregon. Unusual.* \$150.
252. [Other] **Dice (6) and crayon**. Light blue and yellow dice from a very early box set. Set unknown. Little bag still sealed, with broken black crayon for filling in the sides. Scarce. *D4, d6, d8, d10, d12, d20.* \$25.
253. [Other] **Dice**. Margaret Weis Productions. Five six sideds measuring 1.5cm, and one larger measuring 2cm. *These were promo dice from MWP. "d2 dice for the Cortex System, two Serenity RPG "Western" style (orange), one Serenity RPG "Chinese" style (Navy, displaying the numbers 1 and 2 in Mandarin), one Cortex System core style (lighter blue), and one d6 with "Margaret Weis Productions" instead of a 1 face (center). The MWP die is completely unique, made as a promotional item as the only one of its kind." Thanks to Jamie Chambers.* \$50.

254. [Other] **Die. D6.** A promo die from Gen Con 2005. 1.5cm. *A fire like pattern of brick colored red with "GENCON 05" instead of the "1" pip.* \$20.
255. [Other] **Dragonlance Comics Dragons of Spring Dawning 1-12.** DDP. Bagged and boarded, near fine. *Contains the whole run for Spring Dawning.* \$60.
256. [Other] **DragonQuest Fantasy Role-Playing Game System.** Gerald Klug. TSR, 1989. 156pp. Mild rubbing to the edges. Third edition. *Published as a 3rd ed after TSR acquired SPI. One of the first game systems that emphasized skills. Still widely played by devotees of the system.* \$100.
257. [Other] **Fantasy Paths Red Box.** Greg Stafford, Lynn Willis. Chaosium, 1981. Still in shrinkwrap, but box shows a bit of compression. \$120.
258. [Other] **Gamemaster Publications No 1.** Bryan James, Paul Cockburn, Simon Forrest, Fiona Lloyd. Gamemaster Publications, 1985. 56pp. G+. Price sticker. Moderate rubbing to the edges. *Scarce UK publication, usually issued as one large adventure with a few articles. After issue 5, Games Workshop picked it up. Scarce.* \$120.
259. [Other] **In Nomine Ethereal Players Guide.** William Bornefeld. Steve Jackson Games, 2003. 144pp. Mild rubbing. *Now you can play as the neutral spirits, who watched the good and evil gods battle.* \$40.
260. [Other] **Monsters! Monsters!** Ken St. Andre. Flying Buffalo, 1979. 42pp. Comb slightly cracked. 4th printing. *Hilarity ensues when the players can take up the role of monsters. Self contained game, no other rules needed.* \$40.
261. [Other] **Orcs: The Reckoning.** Gary Jackson. Jolly Roger Games, 1999. 7pp. Still sealed. *Covering issues 24-34 of the Knights of the Dinner Table comic.* \$60.
262. [Other] **Slipcase.** RPGA, 1982. Heavy sun fading and heavy wear. *This comes from the personal collection of Jeff Leason! A scarce collectible, from a charter member.* \$25.
263. [Other] **Star Empires: The Game of Galactic Conquest.** John M Snider, Brian Blume, et al. TSR, 1977. 72pp. VG+. Scarce. *A follow up to, "Star Probe". Intended to be a three part series, the third part never came to be. This game adds more economics and research along with rules for fleet battles.* \$120.
264. [Other] **The Catpalog of Palladium Books Winter 1992.** Kevin Siembieda. Palladium, 1992. 31pp. Near fine with ownership signature. *Catalog of Palladium books in print. Scarce.* \$30.
265. [Other] **TSR Hobbies Catalog: Gateway To Adventure.** Staff. TSR, 1981. 14pp. Mild handwear. *Contains Box sets, modules, books, playing aids, collectors items, dice, new releases, future releases, magazine, ads for GenCon, t-shirts, etc.* \$50.



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