

Advanced Dungeons & Dragons®

Trivium Athlon™

THE ARCAINE CHALLENGE

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

1ST PRIZE Trip for two to your choice of either the Spanish GEN CON® Game Fair in Barcelona, Spain, November 1997
— OR —
the Euro GEN CON Game Fair in England, September 1997. First Prize includes airfare, accommodation, free admission, and \$500 in spending money!

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

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

Name _____

Address _____

City _____

State _____

Zip Code _____

Daytime Phone Number Including Area Code _____

Signature of Parent or Guardian _____

(Required if Entrant is Under 18 Years of Age)

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

ADVANCED DUNGEONS & DRAGONS
TRIVIATHLON Contest
TSR, Inc.
201 Sheridan Springs Road
Lake Geneva, WI 53147

No purchase necessary to enter or win.
Entries must be received by June 15, 1996.
See back panel for complete contest rules.

Need a clue or two?
Call the AD&D TRIVIATHLON Clue Line
1-900-420-CLUE
(1-900-420-2583)

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

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

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

TEST YOUR GAME BRAIN!



The 100 ADVANCED DUNGEONS & DRAGONS® TRIVIATHLON™: THE ARCAINE CHALLENGE Questions

Knowledge is the power to win TSR's biggest contest ever! Answer the following questions and test your Intelligence, Constitution, and Dexterity with a pen in the categories of AD&D® Game Rules, Stories and Settings, and Art!

CATEGORY 1: GAME RULES

Unless otherwise indicated, all game rules questions refer to the AD&D 2nd Edition.

- 1 What type of animal is most often found guarding a gnome's lair?

- 2 What is the percentage chance to burn through a rope with a candle?

- 3 I just cast a spell at my enemy, who was then pelted with red flowers. Where am I?

- 4 What being is the source of Pluma magic?

- 5 If a drow says to you, "Oloth plynn dos," what does he mean?

- 6 A specialist wizard in the School of Abjuration cannot cast spells from which schools?

- 7 Who is worshipped at the Silent Hall in Iriaebor?

- 8 What bonus proficiency is granted to a metaphysician?

- 9 What level of spell is *tentacle walls*?

- 10 A PC drinks half of an *enlarged* potion of diminution. What happens to her?

- 11 According to the *Player's Handbook*, what is the maximum number of hit points a 1st-level thief can have?

- 12 Doommasters are specialty priests of what deity?

- 13 What damage bonus does a character gain when wearing a *girdle of storm giant strength*?

- 14 What potion ages its user by a year?

- 15 What is the proper name for polar halflings?

- 16 The first impression one has of these is of "a writhing mass of fur and flesh in the distant moonlit darkness." What are they?

- 17 A 3rd-level fighter (Str 17, plate mail, boots of speed, two-handed sword with specialization) battles a hook horror: statistically, who is most likely to win, and in which round?

- 18 According to the *Player's Handbook*, what is the minimum level a priest must be to have a chance at turning a vampire?

- 19 In what AD&D game campaign setting could you find hadozees and rastipedes?

- 20 The only thing I won't eat is an elf, although I don't like the taste of dwarves. What am I?

- 21 How many fen equal one yuan?

- 22 Which character races can be demi-bards?

- 23 "Goblinsticker" is a special fighter kit for what race?

- 24 At what level can a sha'ir call upon a jann for aid and protection?

- 25 Who or what are korobokuru?

- 26 What AD&D game warrior kit is "the explorer of the Known Spheres, expander of the reach of the spaceborne, and discoverer of new worlds?"

- 27 Lord Ragnar (fighter 16) has 12 hp after fighting six mummies. Deliah (cleric 18) casts every "cure wounds" spell she can. How many hit points could Ragnar regain?

- 28 This undead creature is so horrifying that the sight of it can age a victim 10 years.

- 29 Name the three distinct races of spirit folk.

- 30 How long does it take a person, with assistance, to properly don a suit of plate mail?

- 31 What AD&D 1st edition hardcover book contained tiny drawings of a snit and a bolotomus?

- 32 A monodrone modron has only one side. What shape is it?

- 33 How far can a paragon black dragon breathe a stream of acid?

- 34 Which dragon is the smallest, weakest, and least intelligent of the true dragons?

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

- 36 If a 3rd-level shukenja casts a *calm* spell onto a breeze-tossed lake, what happens?

- 37 What is the Wisdom score of Astinus of Palanthus?

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

- 39 How many metal coins weigh a pound?

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

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

- 42 How far can Hiawatha shoot a pixie bow?

(Please unfold to continue Category 1: Game Rules.)

Triv!athlon

THE ARCAINE CHALLENGE

CATEGORY 1: GAME RULES

(Continued)

- 43 The only way to be certain of killing me is to reduce me to -30 hit points and then use a wish spell. What am I?

- 44 Igor is a 13th-level fighter wearing *gauntlets of ogre power* and armed with *Melior*. He is a grand master in the weapon's use and he is under the influence of a helpful *prayer* spell. How much damage will he inflict if he strikes a frost giant?

- 45 What kind of character can safely employ the *Mac-Fuirmidh cittern*?

- 46 Under 1st edition rules, what is artichoke juice good for?

- 47 How far can a character see while submerged 30 feet in a freshwater lake?

- 48 How long would it take a moderately encumbered character who is sitting at the bottom of a 60-foot-deep lake to swim to the surface?

- 49 Table 5: Suggested Begging Modifiers can be found in what AD&D® product?

- 50 An electrum piece is worth how many ceramic pieces?

CATEGORY 2: STORIES AND SETTINGS

- 51 The Cleric Quintet is set in what AD&D game realm?

- 52 Who is Charles Oliver O'Kane?

- 53 Who are Yondalla the Provider and Brandobaris?

- 54 What term describes an outcast Vistani, "utterly corrupted by the gloom of the surrounding land?"

- 55 What is the word for "alien wizard" in the AL-QADIM® setting?

- 56 Name the three principle orders of knights in the DRAGONLANCE® setting.

- 57 What is the name of the creature who rules Dragon Mountain?

- 58 The Demonweb Pits are part of what plane?

- 59 The Horseshoe Temple, deep in the Quoya desert where only adventurous nomads travel, houses shrines to the Nine Sacred Sages of the Path. Who was the 5th sage?

- 60 What are the names of Strahd Von Zarovich's brothers?

- 61 What alignment is Chemosh, Lord of the Undead?

- 62 What is the name of Drizzt Do'Urden's panther companion?

- 63 Which vampire in Ravenloft lived the longest?

- 64 What three magical weapons must PCs retrieve from White Plume Mountain?

- 65 What do Soldai, Aurachil, and Kirinor have in common?

- 66 What is the title of the leader of the Solamnic Knights of the Rose?

- 67 What sort of creatures guard the upper level of the Forgotten Temple of Tharizdun?

- 68 Complete the stanza, "Open the gates to my Sphere of Power, And put off evil..."

- 69 What are the three moons of Krynn?

- 70 What lies beyond the ring of Sigil?

- 71 Aside from the Markessas, who can tell the false Markessa from the original Markessa?

- 72 What is Azalin's true name, and from what campaign world did he originate?

- 73 How does Petit-Singe convince the guards at Chateau Sylaire to let him pass?

- 74 Translate the phrase, "Est Sularus oth Mithas."

- 75 Who found the *Silencer of Bodach* "about three King's Ages ago?"

- 76 In what region does the town of Pommeville lie?

- 77 Who is the king of the centaurs living on the Island of Evermeet?

- 78 What's the first thing the Dancing Man says?

- 79 Where was Edralve exiled to after a failed coup attempt?

- 80 Who destroyed the arch-lich Vecna?

- 81 This city is the capital of Talinie.

- 82 Who is the twin brother of Zeboim and son of Sargonnas?

- 83 Googlaboop is a priest of what deity?

- 84 What island lies between Aridia and Inferno in the Io's Blood Island Chain?

- 85 Before Abalach-Re was killed in battle against Sadira of Tyr, what city did she rule?

- 86 Which regular customer at the Welcome Wench Inn is actually an agent of the Viscount of Verbobonc?

- 87 What class and level was Castanmir when he retired to his island?

- 88 In what village did the cult of the reptile god take hold?

- 89 If you and a noyan seek shelter from a buran in your yurt, where do you live?

- 90 What race of petitioners are found in Semuanya's Bog?

- 91 Who inadvertently brought the Red Death to Gothic Earth?

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

- 93 Four cryptknights guard the tomb of Martek. They will not attack a group of adventurers who carry one of these.

- 94 What two magical substances are unique to the Savage Coast?

- 95 In this adventure, PCs begin at 0 level and select a class during play.



CATEGORY 3: ART



96 Who is this?



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



98 Where is this (in what dungeon)?



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



100 Why is this dragon angry?

Advanced Dungeons & Dragons®

Triviatlon™

THE ARCAINE CHALLENGE

OFFICIAL RULES

1. **NO PURCHASE OR PAYMENT NECESSARY.**

All questions must be answered on an original ADVANCED DUNGEONS & DRAGONS® TRIVIATLON® poster only. No mechanically reproduced copy or other document will be accepted. AD&D® TRIVIATLON posters are available at book or hobby stores until March 31, 1996 (to find the store nearest you, call 1-800-384-4TSR) and in the March 1996 issue of DRAGON® Magazine (#227) and other selected magazines. Limit one entry poster per person. The quantity of AD&D TRIVIATLON posters is limited to four hundred-thousand (400,000).

2. Limit one entry per person, additional entries will be invalid. Persons under eighteen (18) years of age must have the consent and signature of their parent or guardian on the ADVANCED DUNGEONS & DRAGONS TRIVIATLON poster in order to enter. All answers must be printed legibly in dark blue or black ink. Entries must include your name, address, city, state, and zip code. All questions must be answered to be eligible. No faxed entries will be accepted. All entries must be received by TSR, Inc., ADVANCED DUNGEONS & DRAGONS TRIVIATLON, 201 Sheridan Springs Road, Lake Geneva, WI 53147 by the close of business on June 15, 1996. Timely entry is solely the responsibility of the participant. Liability for lost, stolen, misdirected, delayed, damaged, incomplete, illegible, or postage-due entries rests solely with the participant, and not TSR. All entries become the exclusive property of TSR and will not be returned.

3. The ADVANCED DUNGEONS & DRAGONS TRIVIATLON is limited exclusively to residents of the United States. Employees of TSR and its affiliated companies, and any of its distributors, retailers and agents, and persons who have performed freelance work for TSR between January 1, 1993 and May 31, 1996, and the families of each, are ineligible. The AD&D TRIVIATLON is subject to all applicable international, federal, state and local laws and regulations and is void where prohibited by law.

4. Winners will be selected at random from entries containing correct answers to all 100 TRIVIATLON questions. Winners will be selected on or about August 10, 1996 at the 1996 GEN CON® Game Fair in Milwaukee, Wisconsin. In the event that no entry contains correct answers to all TRIVIATLON questions, winners will be selected at random from entries containing the highest number of correct answers. TSR has sole and absolute discretion in judging the accuracy and completeness of all entries and all of TSR's decisions are final and not subject to further review. Entries that are not legible will be disqualified. Entries that are not written in English will be disqualified. Winners need not be present to win. All prizes will be awarded. If a selected winner does not qualify for a prize, a second drawing will be conducted subject to these rules. The odds of winning the prize will depend on the total number of eligible entries received.

5. Neither TSR, participating retailers or distributors, nor their respective shareholders, subsidiaries, affiliates, directors, employees or agents shall have any liability whatever for any injuries, losses or damages of any type caused by any prize or resulting from the acceptance, possession or use of any prize. A participant's entry in the TRIVIATLON constitutes agreement to abide by all the rules of the TRIVIATLON.

6. The First Prize winner will receive winner's choice of (a) two (2) round-trip economy class airline tickets from the major continental United States city nearest the winner's

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

7. Travel and lodging arrangements for First and Second Prizes will be made by TSR. TSR will provide airline tickets and cash prizes to First and Second Prize winners at least five (5) business days prior to departure. First and Second prize winners must provide valid identification and proof of age acceptable to TSR in its sole and absolute judgment prior to departure. First and Second Prize winners under eighteen (18) must be accompanied on trip by a parent or guardian. Any applicable taxes, insurance, gratuities, and other expenses are the sole responsibility of the winners.

8. First and Second Prizes cannot be assigned, exchanged, or sold to any other person without the written permission of TSR which has sole and absolute discretion in determining whether to grant such permission. Winners cannot request substitutions of prizes or cash equivalents, but TSR reserves the option to substitute prizes of equal or greater value.

9. Winners will be notified in writing by certified mail, return receipt requested, posted no later than August 16, 1996. Within 10 days of date printed on notification, winners (or winner's parent or guardian if winner is a minor) must complete an affidavit of eligibility, liability release and publicity release to use winner's name and likeness by TSR without further compensation to winner, or an alternate winner will be selected.

10. To receive a list of all prize winners, send a stamped, self-addressed envelope by December 31, 1996 to:

TSR, Inc.
ADVANCED DUNGEONS & DRAGONS TRIVIATLON Winners List
201 Sheridan Springs Road
Lake Geneva, WI 53147

