

The WORLDS of TSR

A Pictorial Journey Through the Landscape of Imagination . . .



THE WORLDS OF TSR

A PICTORIAL JOURNEY
THROUGH THE LANDSCAPE OF IMAGINATION



Edited by
Marlys Heeszal

THE WORLDS OF TSR

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JEFF EASLEY

PROLOGUE

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Here Be Dragons

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and the Farthest
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QUESTION:
If a picture paints
a thousand words,
what creates a
world?

ANSWER:
An artist, an
image, and the
beholder's
imagination.



The creation of worlds

is TSR's stock in trade. Designers refine the research and theory, storytellers start the action from whence a new history can begin, and artists incorporate both into a visual model waiting to be animated

by the involved observer. The TSR artists, past and present, are architects of the imagination, fleshing out visual landscapes of the fantastic from the ideas and descriptions of others. Medieval courts, gothic towers, barren deserts, and exotic cityscapes become as real as



JEFF EASLEY

photographs in the hands of such talented artists as Jeff Easley, Larry Elmore, and Clyde Caldwell.

Vampire counts, gladiators of the arena, wizened wizards, and jousting knights come to life on the canvases of Robb Ruppel, Brom, Fred Fields, Paul Jaquays, and Dana

Knutson. Together with others too numerous to mention, they bring our worlds to life. More than a tale to be listened to, or a script to be followed, the art of TSR takes you on a journey through such legendary worlds as Dragonlance, Greyhawk, Forgotten Realms, Ravenloft, and beyond.

Let them and their work be your tour guide through the landscapes of imagination that are

THE WORLDS OF TSR. . . .

**WARNING:
HERE BE DRAGONS!**

As you journey along the highroads and byways of the imagination, be ever watchful for what lurks around the corner. The favorite inhabitant of these worlds is of course that wonderful product of myth, imagination, and lore: the dragon.

Now dragons come in all sizes, shapes, and colors, with an equal variety of dispositions, personalities, and peccadillos.

“Enemy,” “ally,” and “indifferent observer” are all possible monikers for the winged behemoth who might lurk around the next corner, over the next dale, or way overhead. . . . And up close is not the safest place to be when you discover that you haven’t been invited “to lunch” but “as lunch.”

Cartographers of the days of Christopher Columbus were “in the know” when dealing with the unknown, and their maps’ labels would read, “Warning: Here be dragons!”

PROLOGUE





JEASLEY



KEITH PARKINSON



CLYDE CALDWELL



JEFF EASLEY



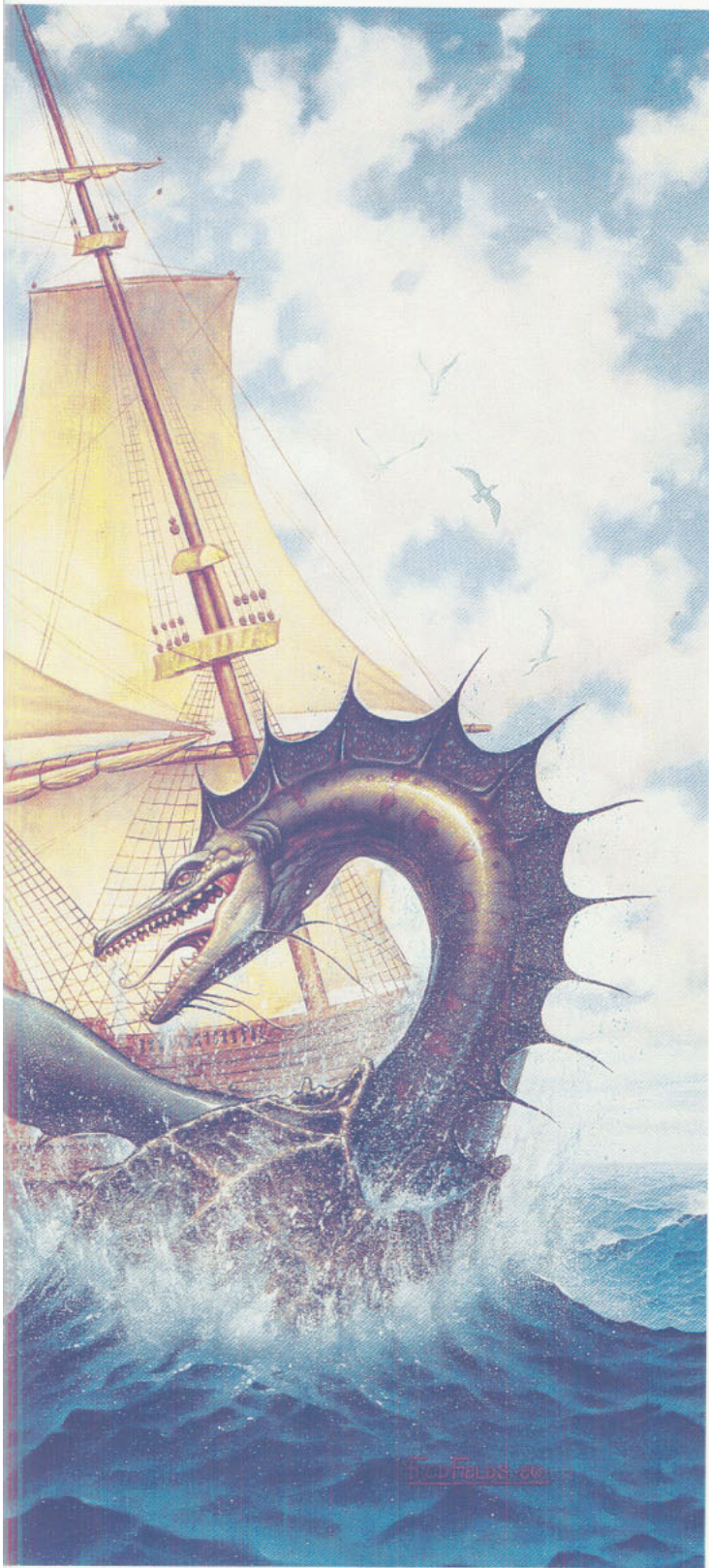
JEFF EASLEY



BROM



FRED FIELDS



LARRY ELMORE



KEITH PARKINSON



DANILO GONZALES



BROM

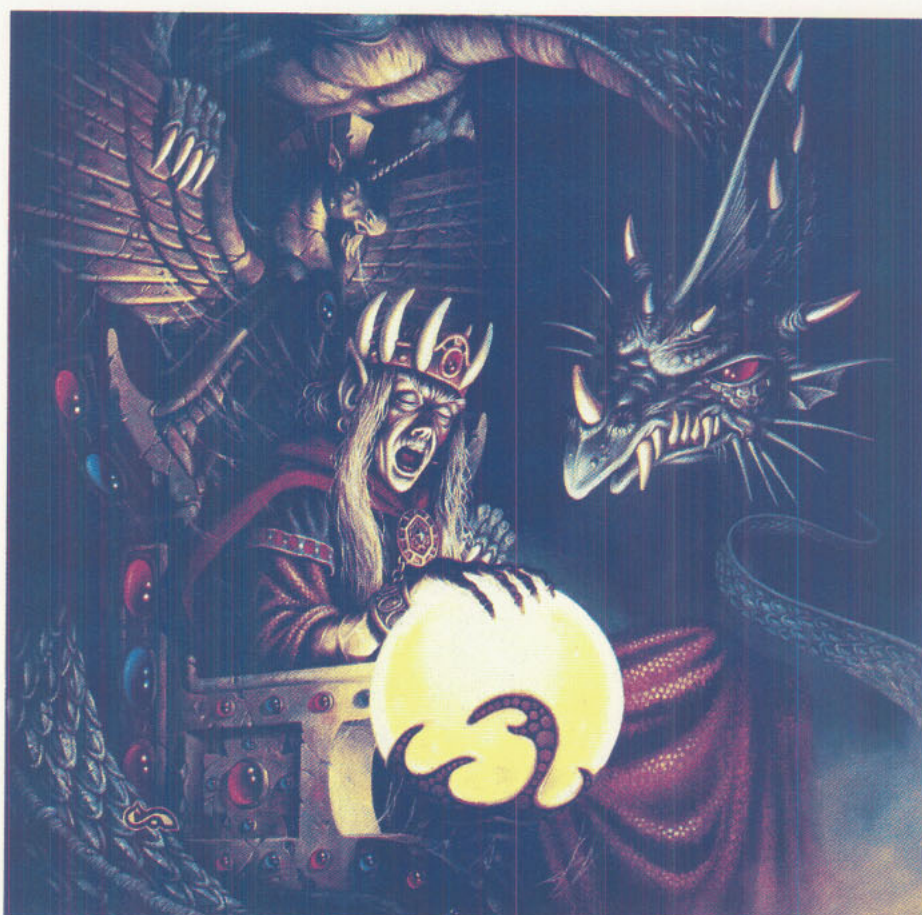




LARRY ELMORE



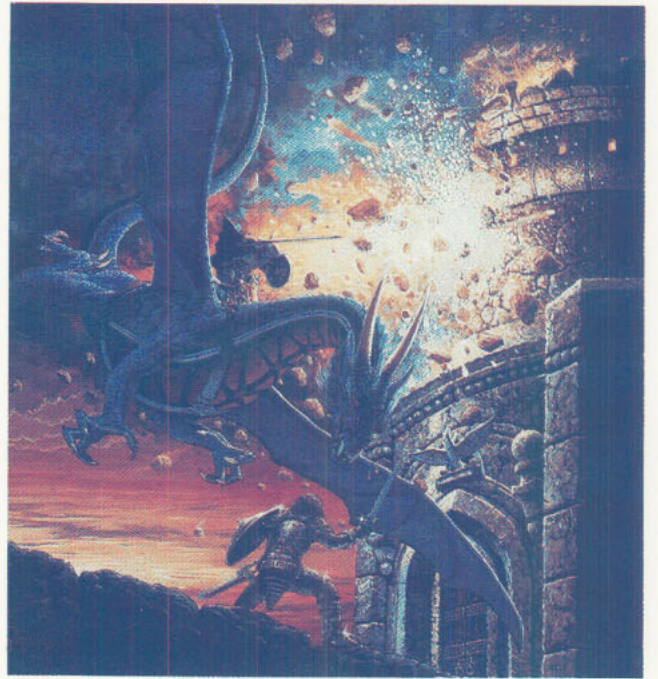
CLYDE CALDWELL



CLYDE CALDWELL



KEITH PARKINSON



KEITH PARKINSON



JEFF EASLEY



JEFF EASLEY



LARRY ELMORE

It all starts so simply.
A medieval countryside, a
questing knight or bold
adventurer, and a dragon.
Dragons come in all shapes and
sizes, their origins a mystery,
their habits both varied and
dangerous. Whether lurking
around a mountaintop or in some
dark cavern, they are more than
willing to trade places with you
and become the predator to your
prey.
A
dragon
hunt is just one scene
in an entire landscape of
adventures.

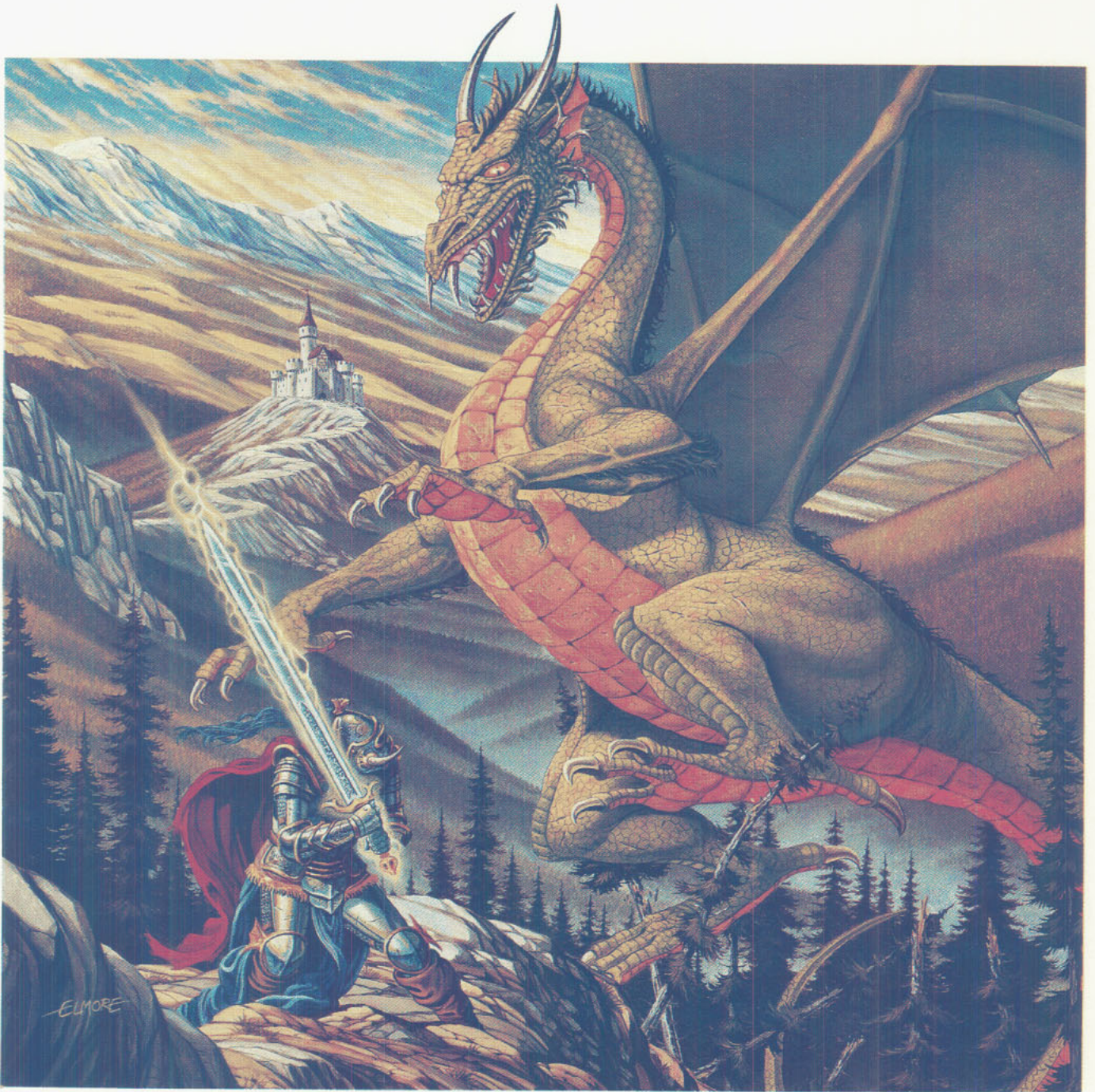
Dungeons & Dragons®
Game

There are kingdoms to explore,
chivalric royals to meet, princes
and princesses to hobnob with,
and courts that remind you of
King Arthur and the days of yore.
And of course every metaphoric
Camelot has its metaphoric
Merlin, a magician willing to
share his secrets of magic and
wonder . . . secrets that might be
necessary for your continued
survival in the land of adventure.

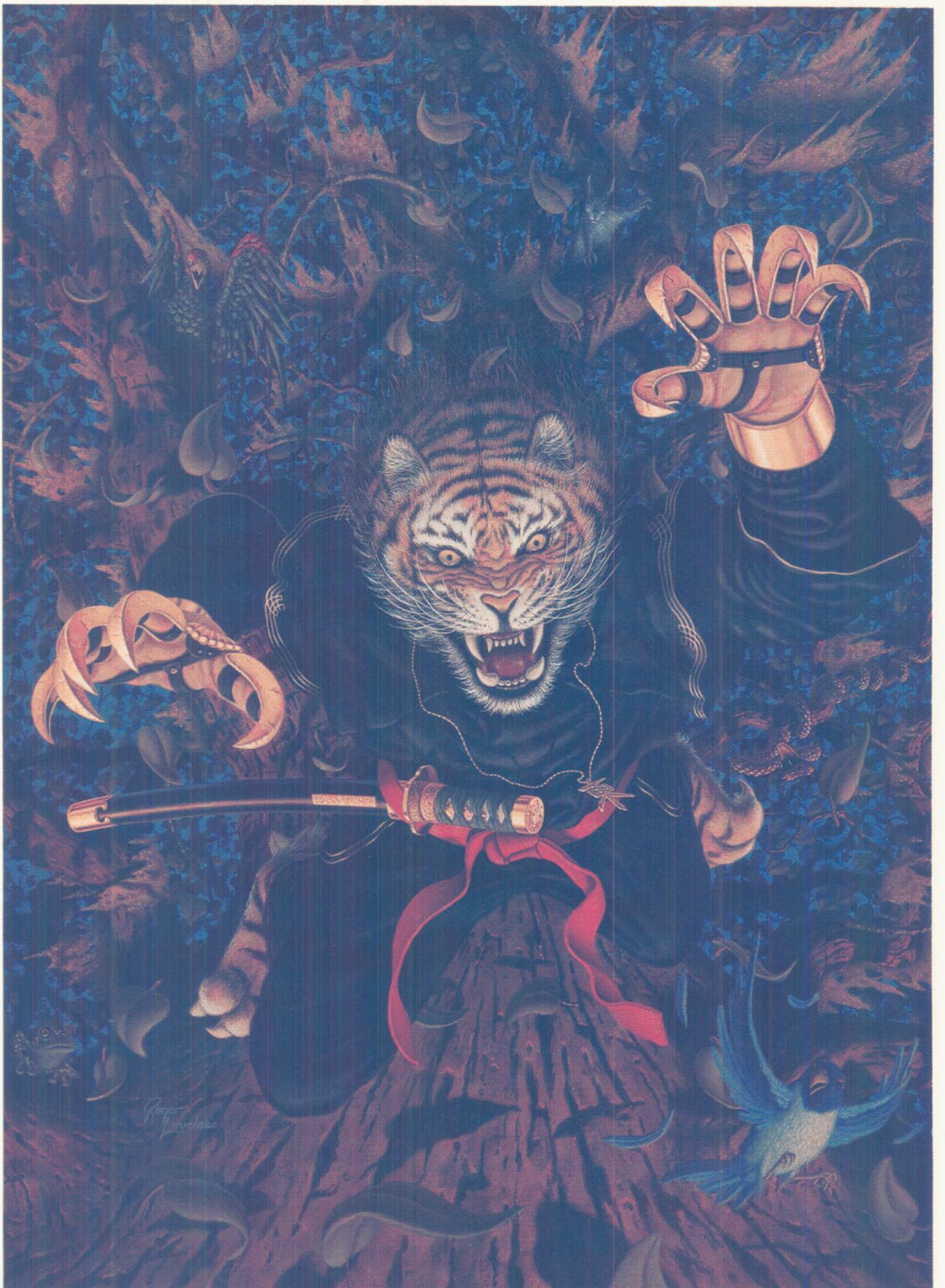
PART I Landscapes of Adventure



ROBIN RAAB



LARRY ELMORE



ROGER LOVELESS



JEFF EASLEY



ROBH RUPPEL



JEFF EASLEY



JEFF EASLEY



JEFF EASLEY



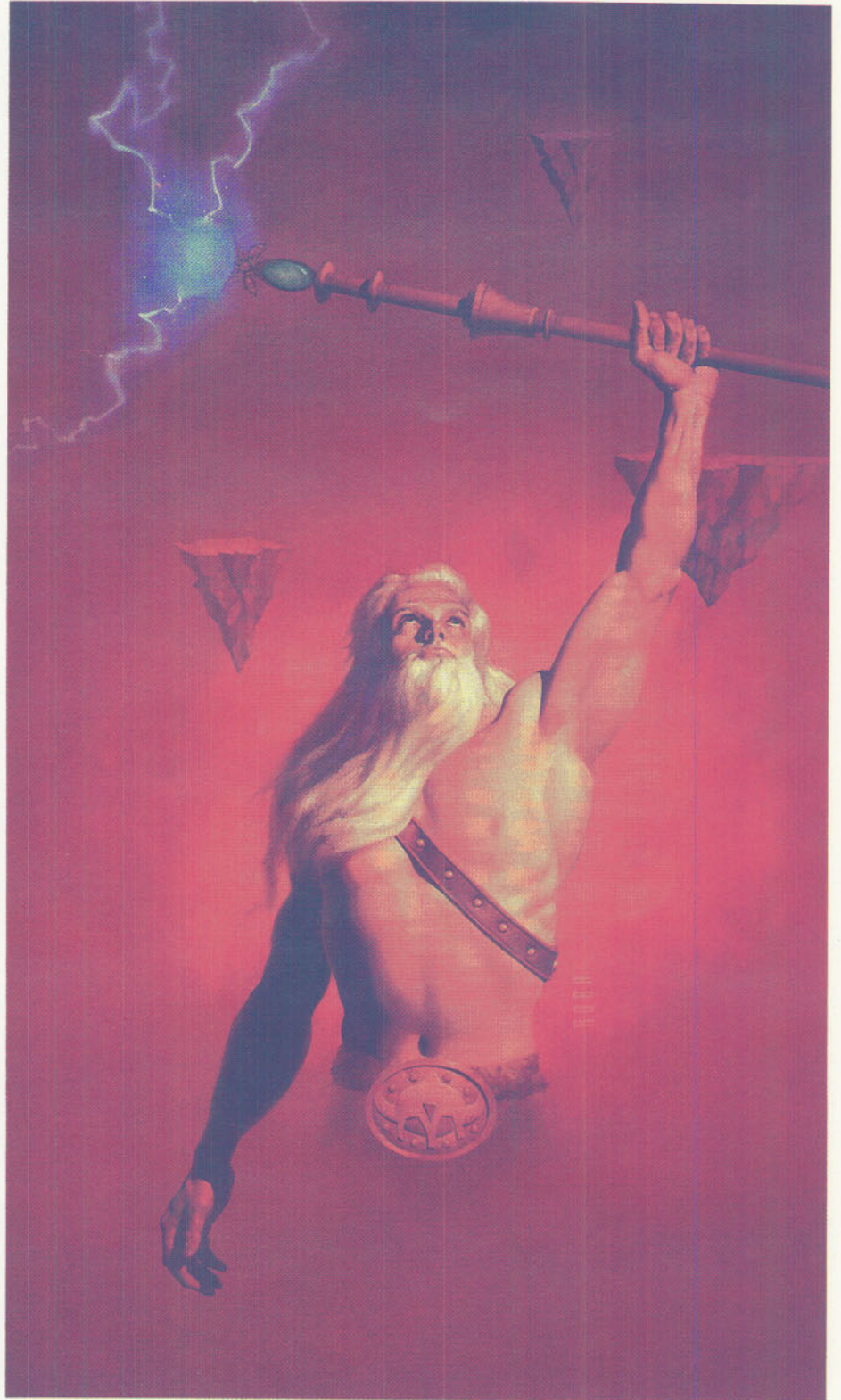
KEITH PARKINSON



JEFF EASLEY



SAM RAKELAND



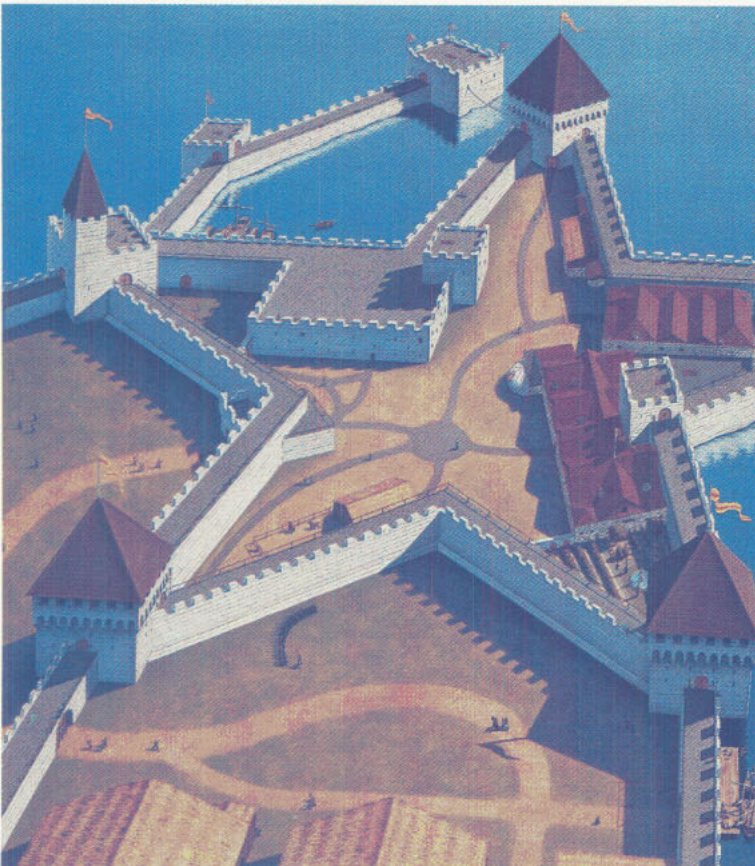
ROBH RUPPEL



ERIK OLSON



ERIK OLSON



ROGER LOVELESS

Not too far from the colorful pageantry of courtly life are other castles, dark castles filled with treasures, secrets, and magic items ripe for the picking.

You knock on the door, but it looks as if nobody's home.

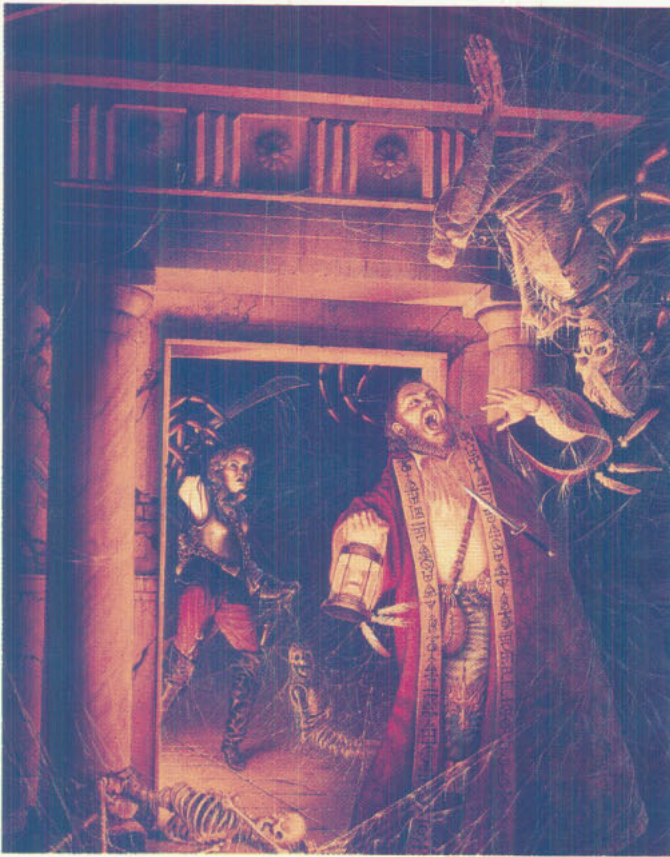
First you search high . . . but find no treasure on the upper floors.

There is only one place left to go, so you follow a cavernous stairwell to the lower levels, down to the dungeon.

Your way is illuminated solely by the torch you carry. The dungeon is cold and damp, and the echoes of your footsteps play tricks on your ears.

You are alone. The castle is empty. The dungeon is deserted . . . you hope.

Dungeons **Advanced Dungeons & Dragons**[®] are more than just medieval cellars occasionally used for weapons storage and prisoner confinement.



PAUL JAQUAYS

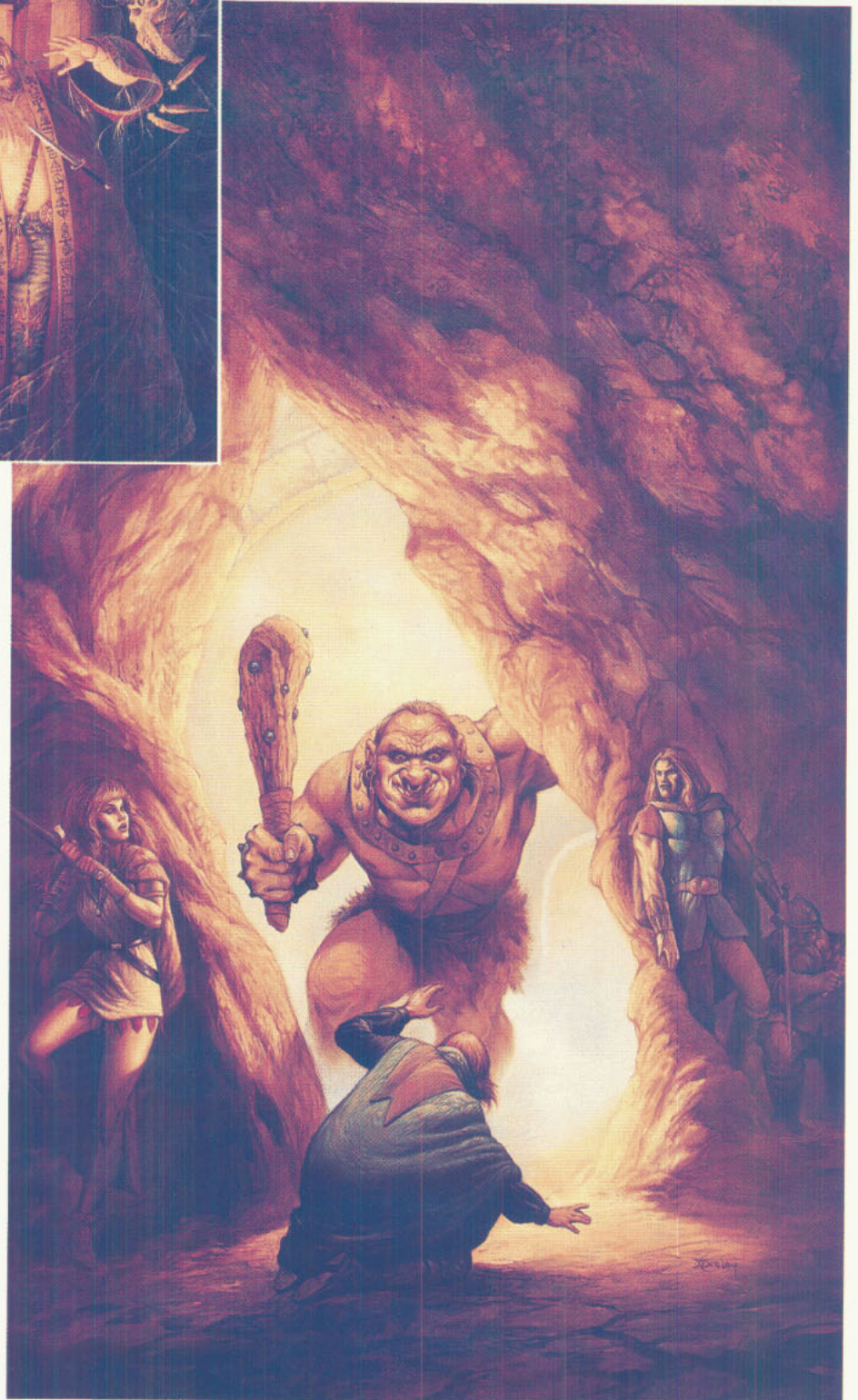
Dungeons can be whole worlds unto themselves, stretching for miles underground, deeper and deeper into the bowels of the earth.

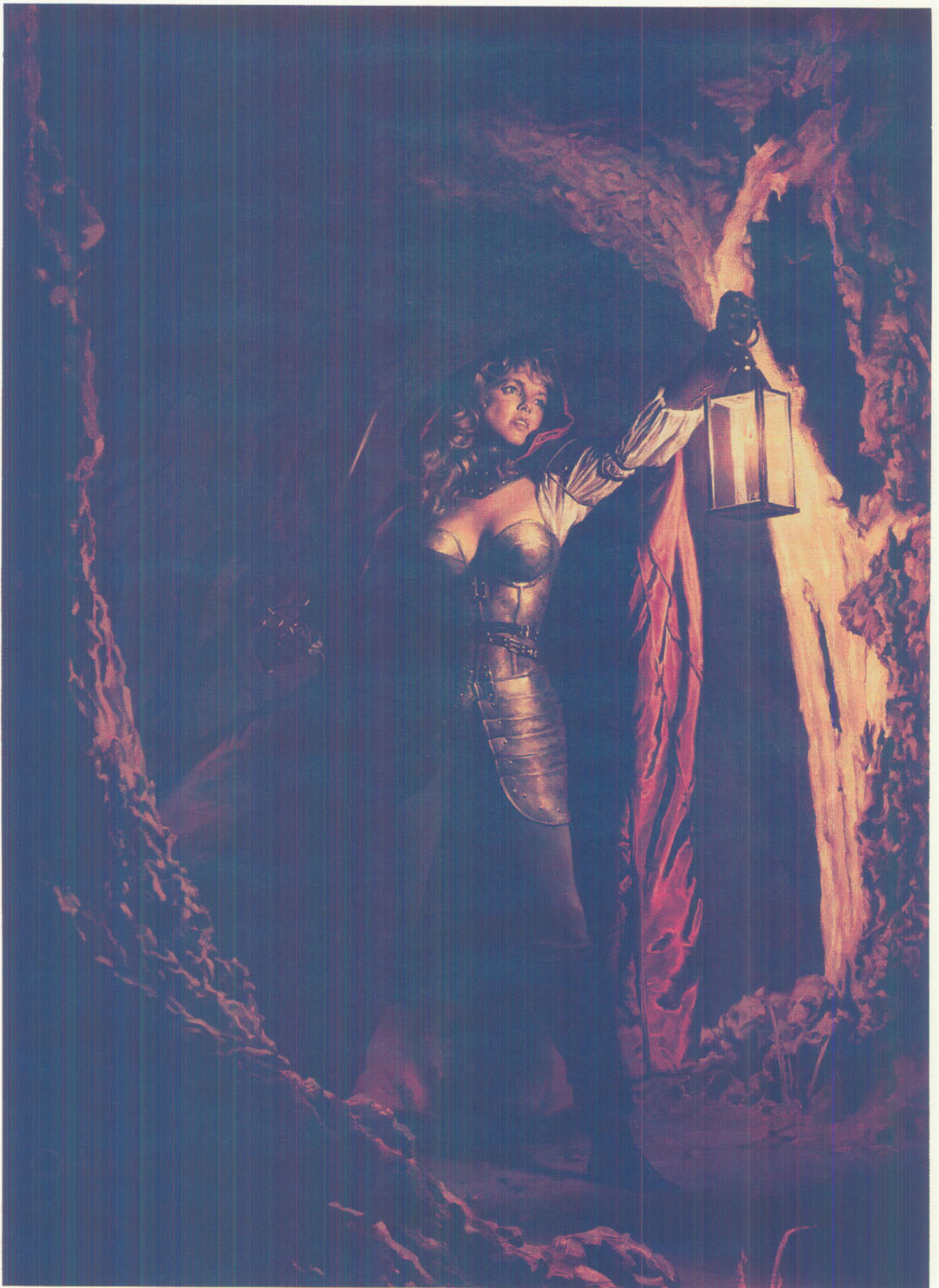
Traps have been set all around you.

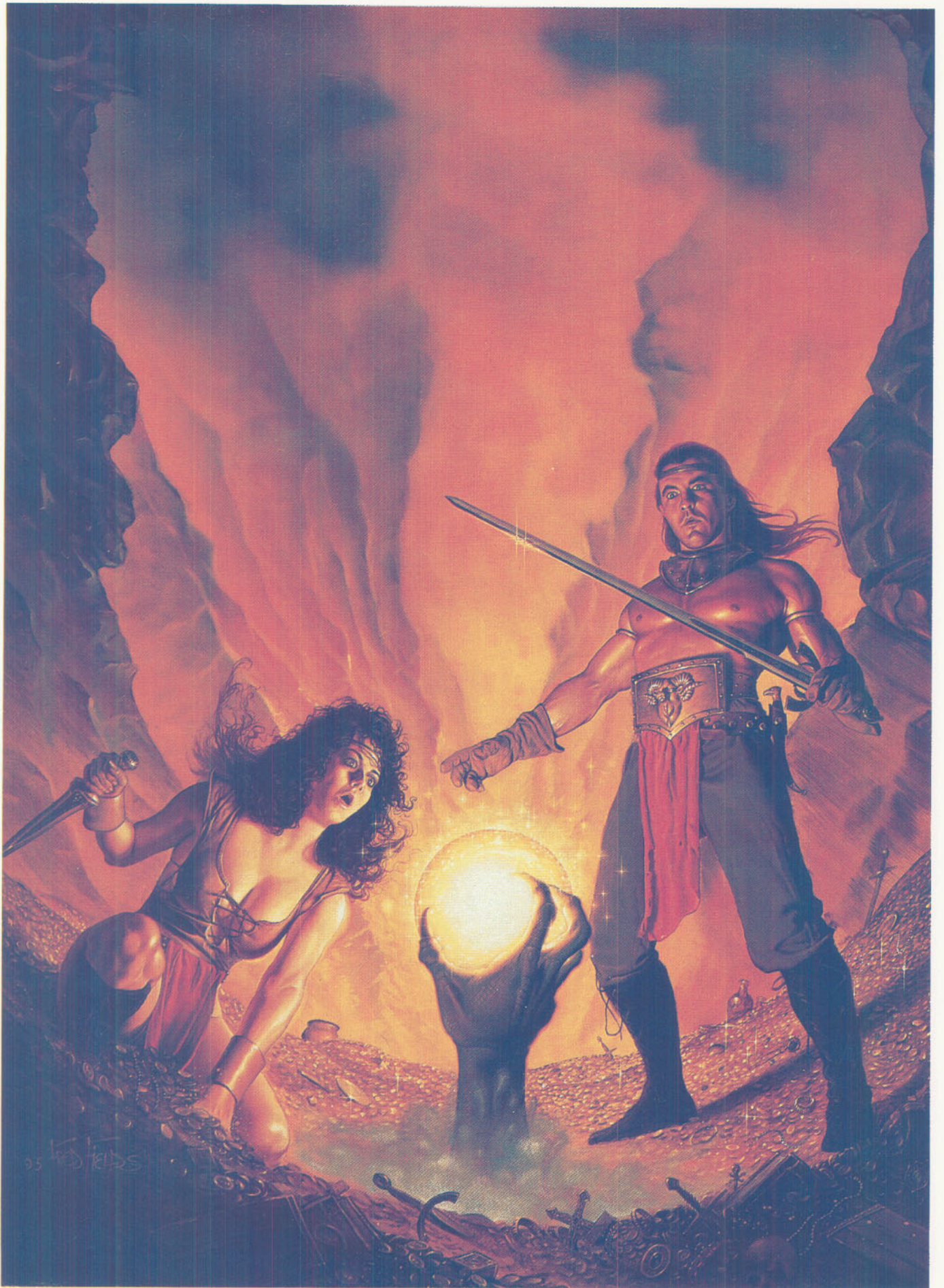
Ogres, orcs, tigers, or undead warriors might be lurking around the very next corner (not to mention the occasional evil wizard protecting his secrets or some subterranean dragon looking for his lunch).

You might think about turning back . . . but the treasure is sure to be right around the bend, and you did come here looking for adventure, right?

You step around the next corner to collect your booty . . . and a sudden breeze extinguishes your torch.







The underground landscape of colorful adventure is replaced by pitch black, while you try to sort out the echoes of your footsteps from the other sounds you hear . . . and your imagination does the rest.

In terms of world building, the DUNGEONS & DRAGONS® game is where it all began.

A simple setting—an underground chamber filled with a winning combination of wonder and danger—started it all: dungeons, monsters, artifacts, weapons, jewels, dragons (of course), and any other element from beyond the limits of imagination.

Your options are determined by the characteristics of the role you play: a warrior brave and bold, a thief daring and stealthy, or a wizard secretive and powerful. Who you play is as unlimited as the field you play on, and that is limited only by your own sense of wonder and adventure.

The DUNGEONS & DRAGONS® and ADVANCED DUNGEONS & DRAGONS® games allow you to play in a landscape of imagination. You can set the course of history; gain experience, wealth, and knowledge; become a combination of Marco Polo, Conan, and Merlin; play individually or as part of a team.

Dungeons, castles, cities, kingdoms, and even whole planets have been invented and detailed for your playing pleasure . . . and the art brings them to life, offering you an invitation to step inside and become part of the scenes of adventure.



FRED FIELDS



JEFF EASLEY



CAROL HEYER



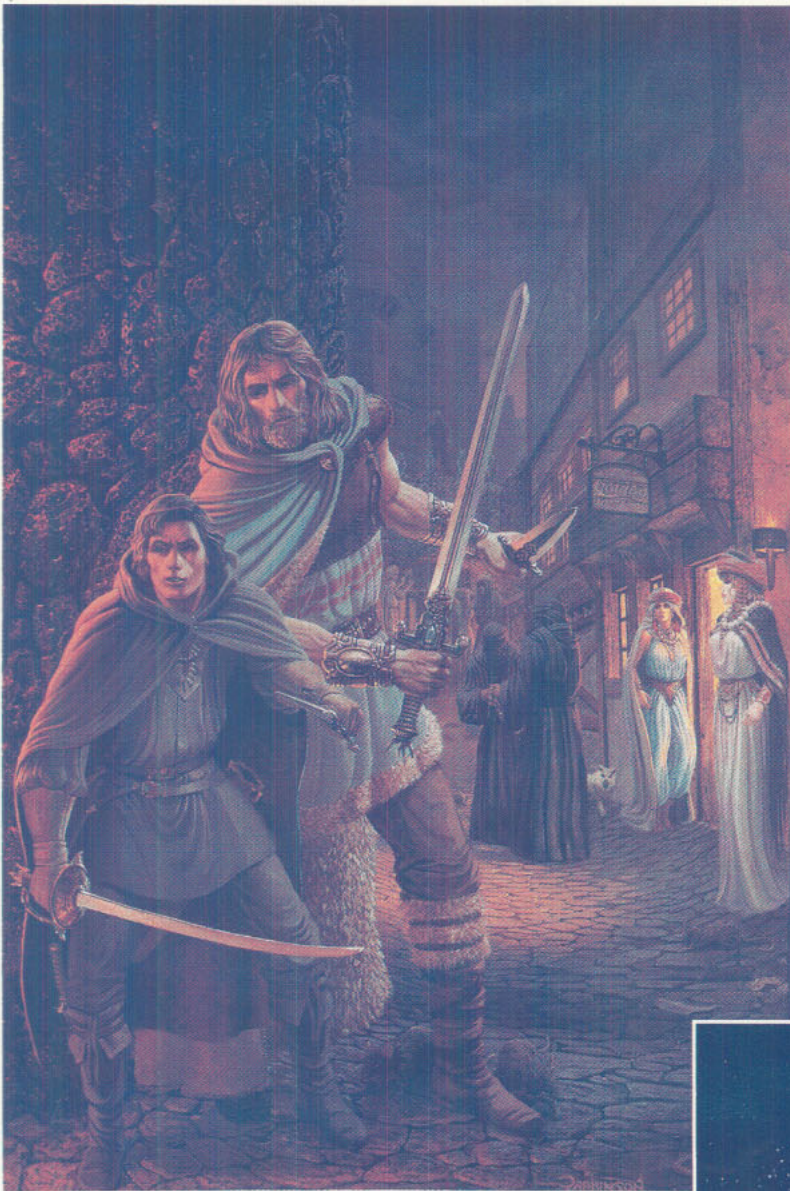
JEFF EASLEY



FRED FIELDS

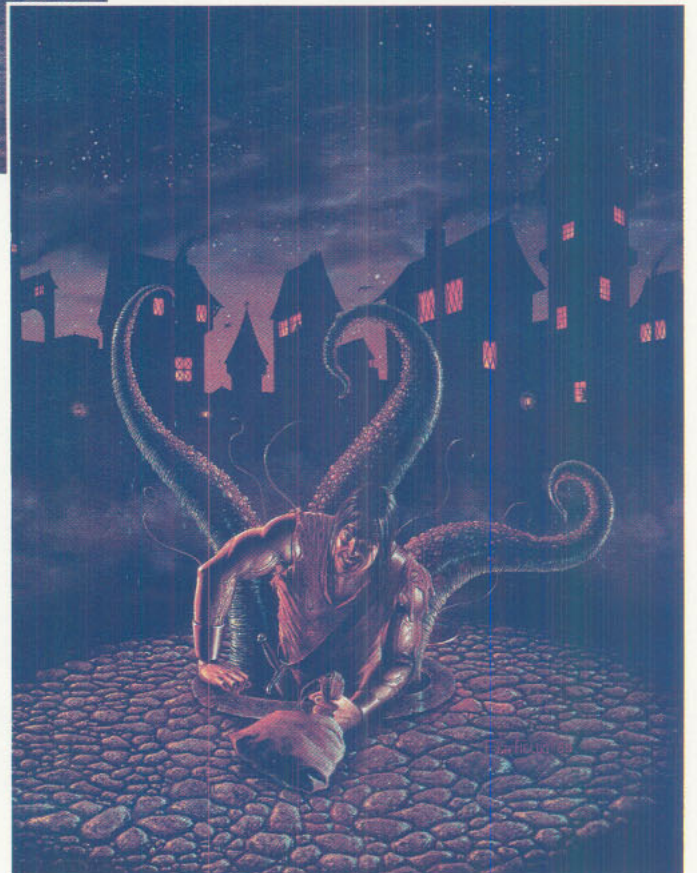


ERIK OLSON



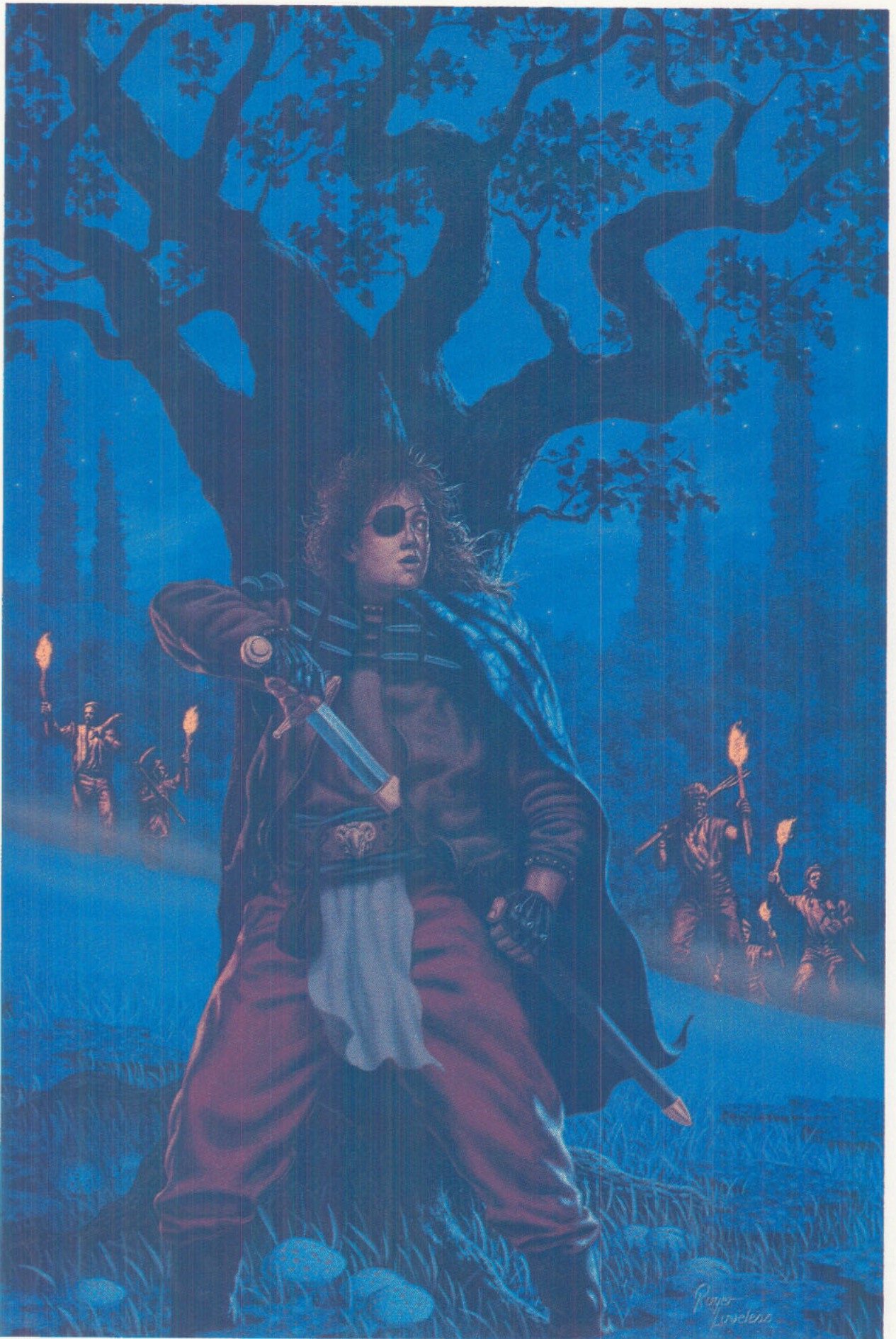
KEITH PARKINSON

FRED FIELDS





FRED FIELDS



ROGER LOVELESS



JEFF EASLEY

The medieval world of make-believe is made more real through increased detail. Planets are given names like Oerth, Toril, and Krynn. Kingdoms and countries take on identities of their own. Personalities develop. Distinctions are made.

The landscape is no longer general. It is now precise. An ecology has developed.

A new world is born.

The world of Greyhawk is located on



Adventures

the planet Oerth.

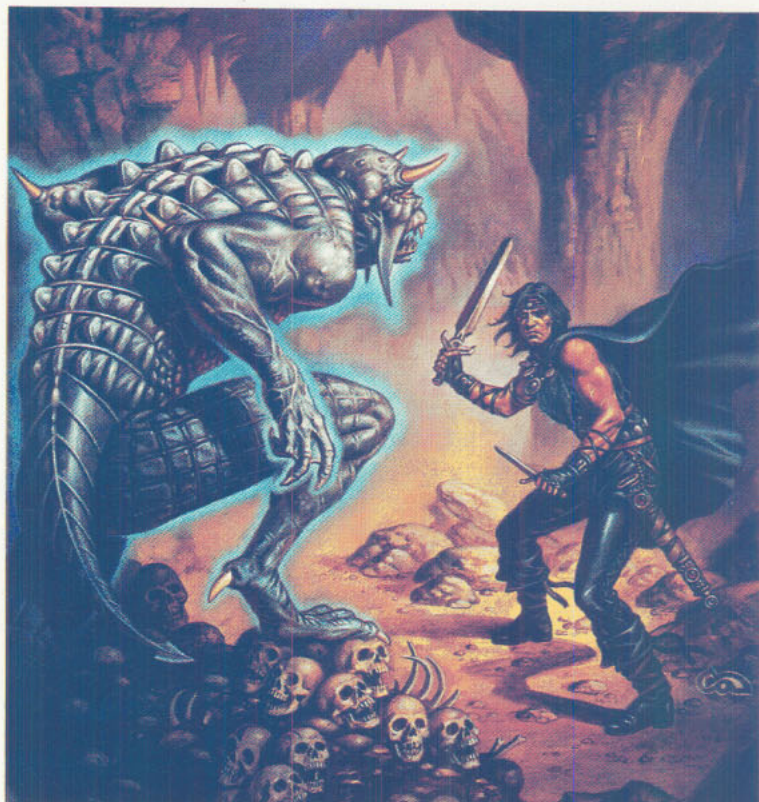
It is the oldest of the ADVANCED DUNGEONS & DRAGONS® game worlds. The nameless dungeon of earlier adventures has become more advanced through locales such as the Temple of Elemental Evil, the Tomb of Horrors, and the City of Skulls. Memorable personalities such as Mordenkainen, Iuz the Evil, and Ivid the Undying come to life. A history develops. Events change the landscape. Politics get out of hand. Power-hungry forces vie for supremacy. War breaks out.

PART II

Landscapes of Wonder



JEFF EASLEY



CLYDE CALDWELL



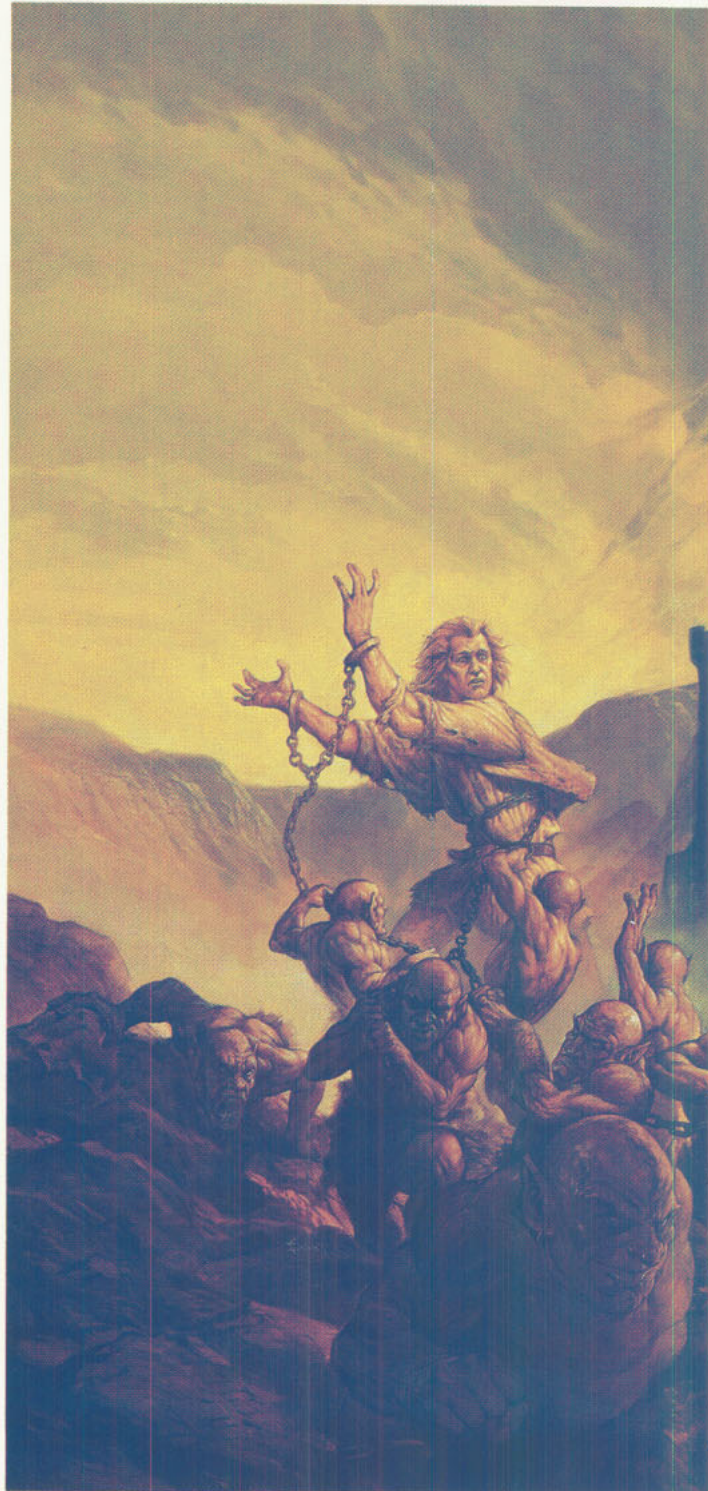
GLEN ORBIK



JEFF EASLEY

The world evolves. The
landscapes change.
Great cities fall to the ground.
Grand towers are besieged and
crumble at the strain of oncoming
enemy forces.
You are no longer facing only
the monsters of the wild and traps
laid to deter your greed.

The devastation of war is all
around you. A civilization is
being destroyed . . . but out of
the ashes, a new one evolves.
History continues for the planet
Oerth, its landscape battered by
war and the forces of evil.



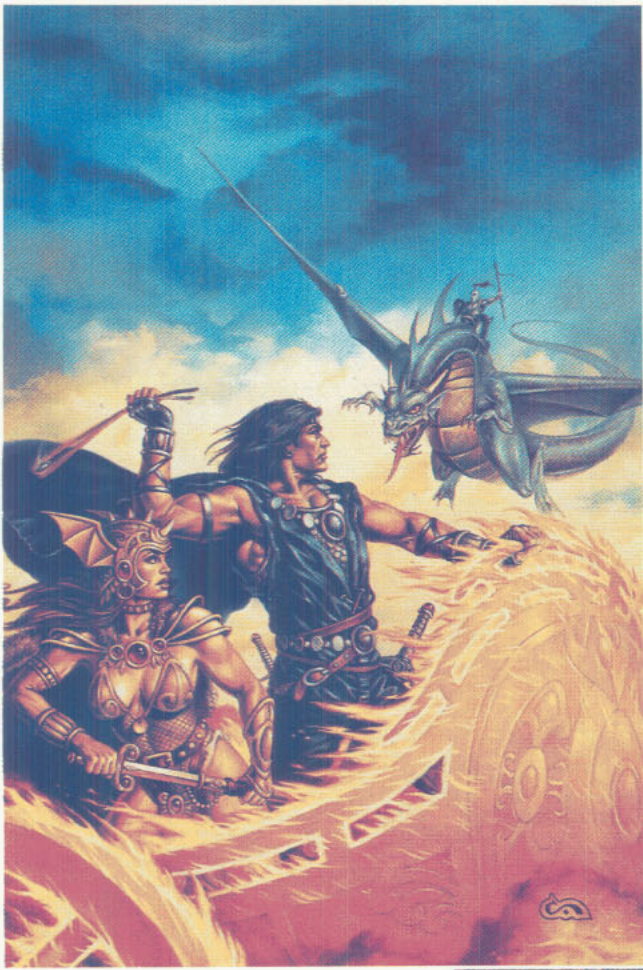
JEFF EASLEY



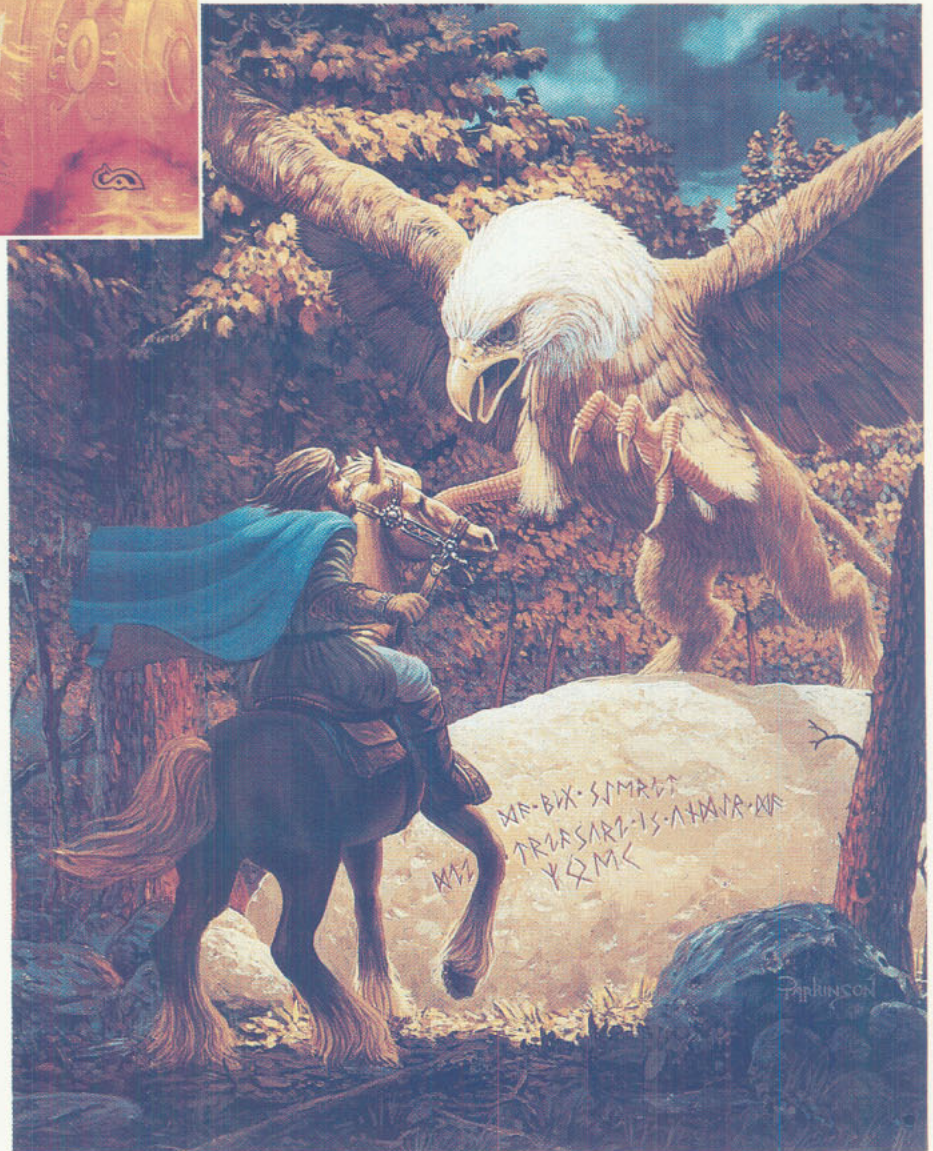
PAUL JAQUAYS



ROGER RAUPP



CLYDE CALDWELL



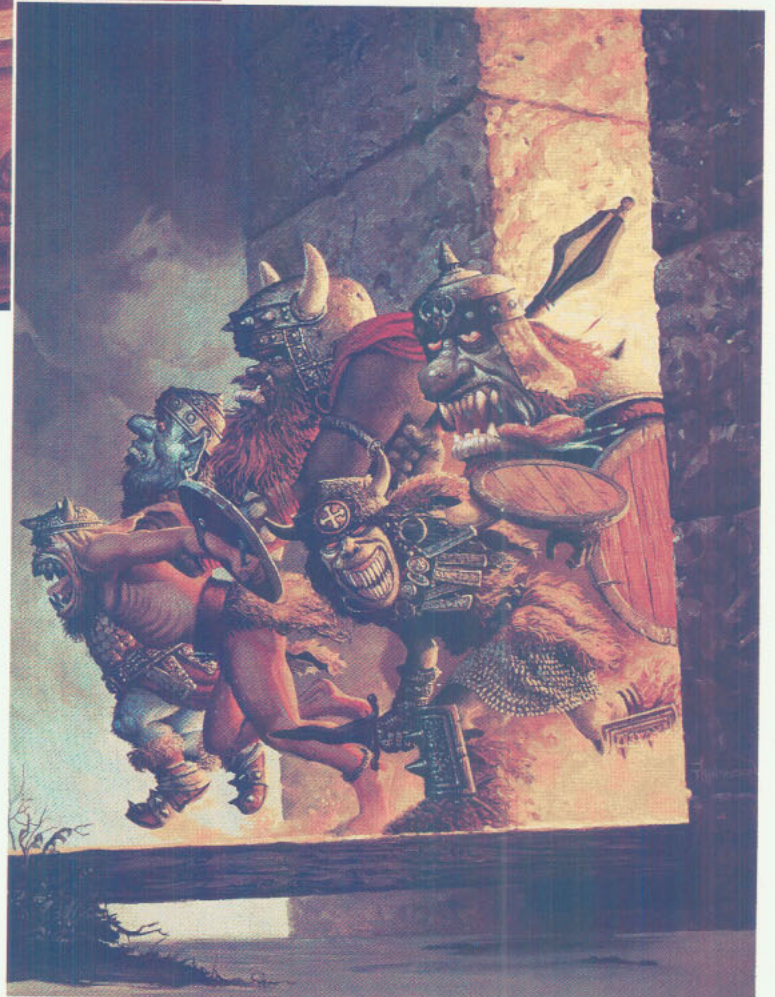
KEITH PARKINSON



JEFF EASLEY



CLYDE CALDWELL



KEITH PARKINSON



PAUL JAQUAYS



ROBH RUPPEL

A new terrain of adventure and wonder unfolds around you.

The world of the Forgotten



Realms is located on the planet Toril. Larger than the Greyhawk world in both geographic area and cultural diversity, the history of the Forgotten Realms evolves in a truly global sense.

Visit the frozen North and the Shining South.

Visit the Moonshaes and Evermeet, far off the Sword Coast.

See the wonders of Waterdeep, Cormyr, Phlan, Tantris, and Shadowdale, and meet their citizenry. Maybe the great Volo can be your guide.

Journey to the far reaches of the Hordelands or to the dinosaur-inhabited Jungles of Chult in search of adventure and excitement.

But more wonders exist below the surface.

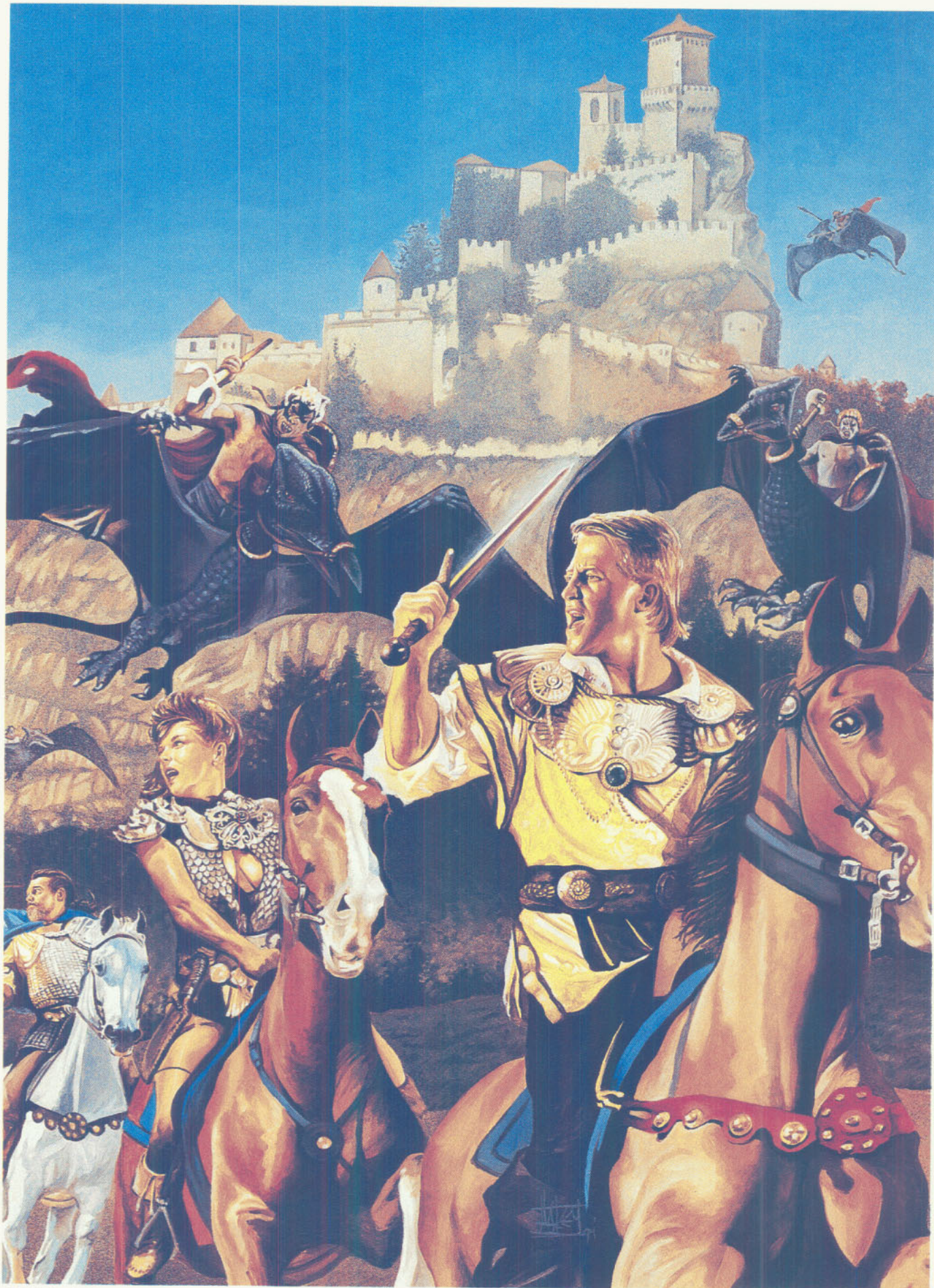
Explore the ancient, secret treasure troves of Undermountain. Recover the remnants of the past as you tour the ruins of Zhentil Keep and Myth Drannor.

Sneak into the wondrous underground city of the Drow, Menzoberranzan, a sight not meant to be beheld by the eyes of mortal men.

Shake hands with Elminster, High Lady Alustriel, and Drizzt, the dark elf ranger.

Catch up on current events with King Azoun. See how the wars are faring.

No longer a Camelot wannabe, the world of the Forgotten Realms is much more real, a living landscape of opportunity.



JOHN & LAURA LAKEY



ROBH RUPPEL





FRED FIELDS



VALERIE VALUSEK



JOHN & LAURA LAKEY



CLYDE CALDWELL

CLYDE CALDWELL





CLYDE CALDWELL





FRED FIELDS



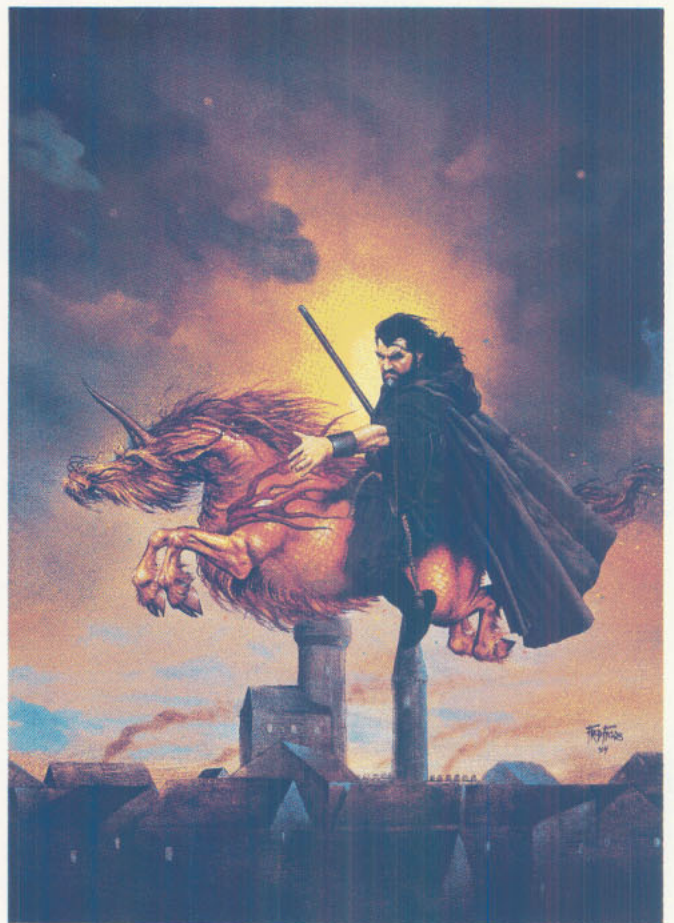
FRED FIELDS



92
Kobayashi



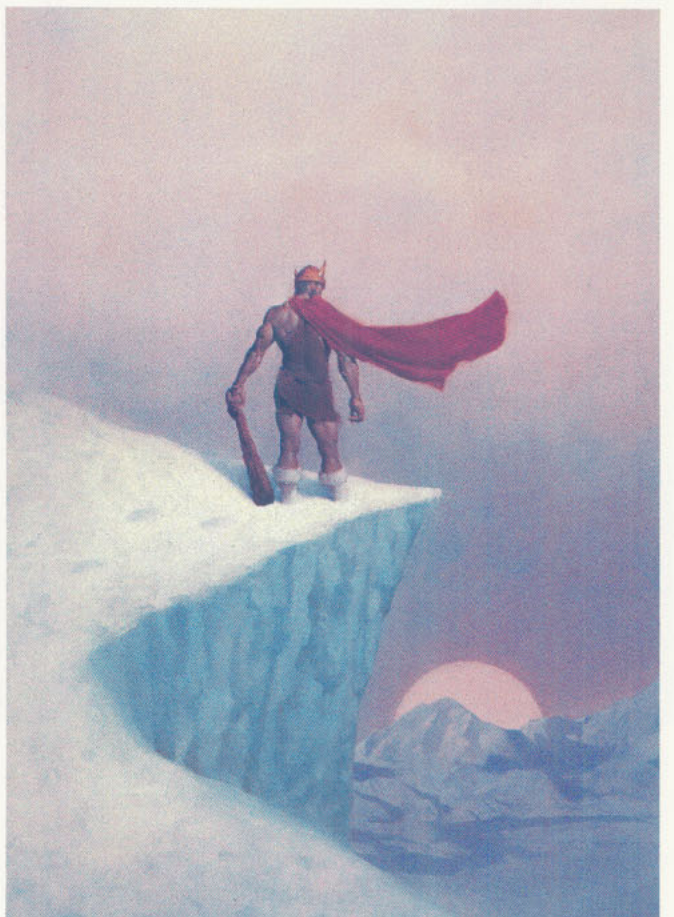
FRED FIELDS



FRED FIELDS



JEFF EASLEY



ROBH RUPPEL



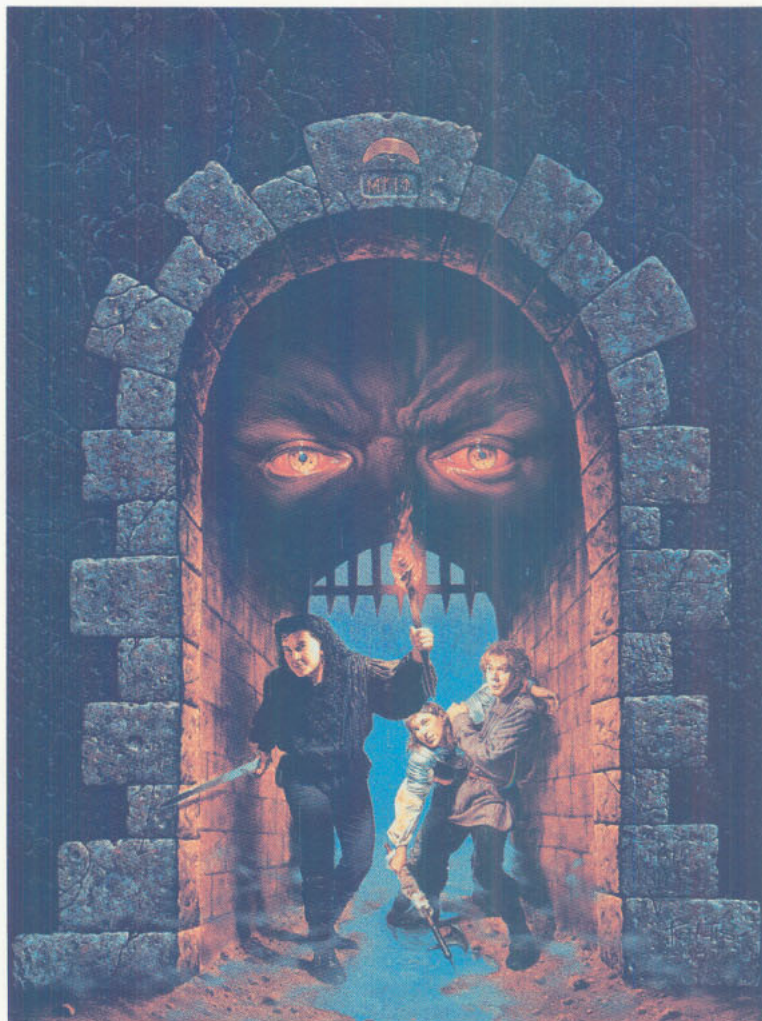
JEFF EASLEY



JOHN & LAURA LAKEY



JOHN & LAURA LAKEY



FRED FIELDS



JEFF EASLEY



LARRY ELMORE

The world of Dragonlance is located on Krynn and is probably most famous for its legendary Cataclysm and War of the Lance, where the struggle between good and evil—the triumph of hope, honor, and camaraderie against overwhelming odds—is the

subject of numerous tales and historical chronicles.

Krynn is a world of personalities:

the good guys like Goldmoon, Tasslehoff, Caramon, and others; the bad guys like Toede, the





LARRY ELMORE

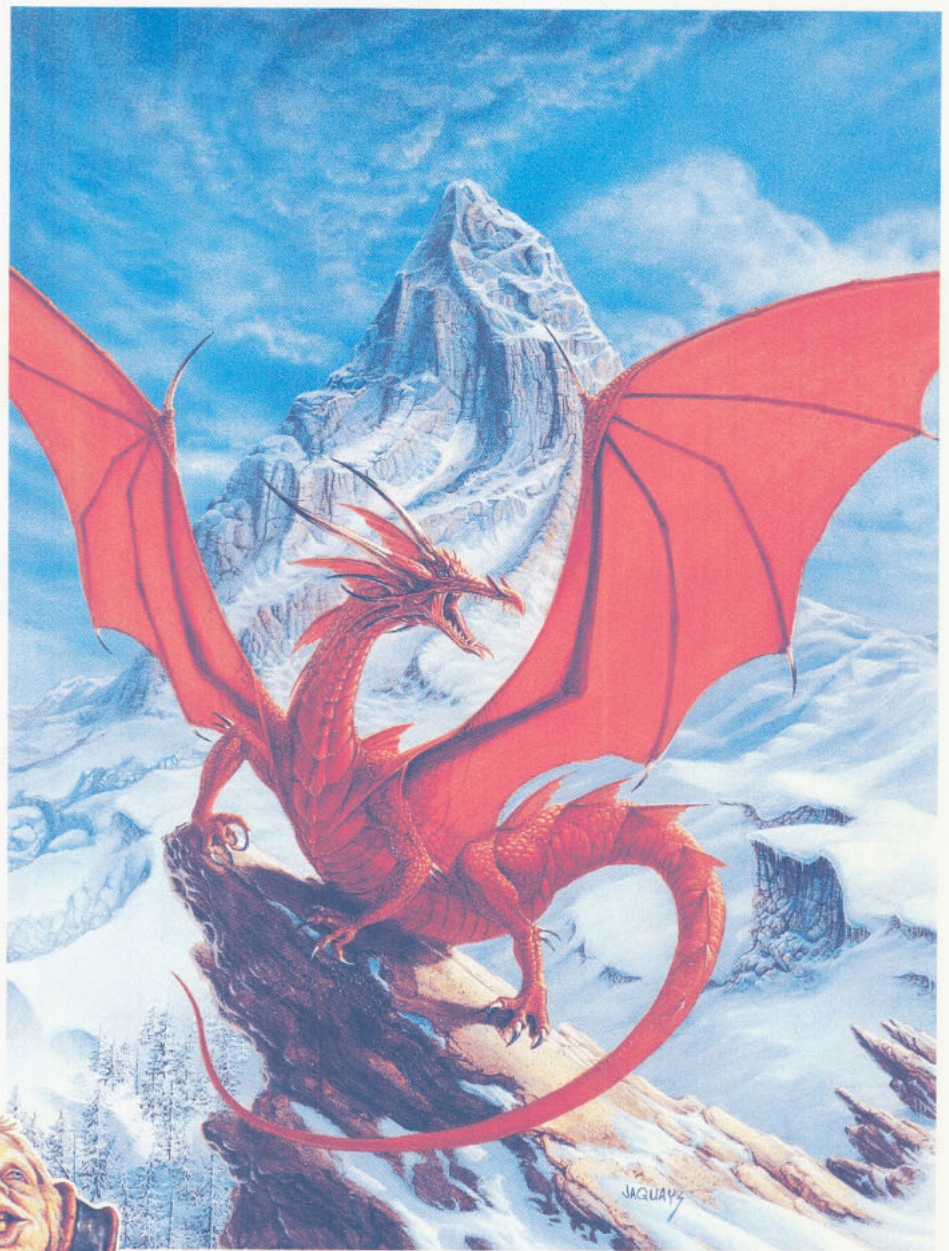
Dark Queen, and Ariakas;
the races like the kender, the
dwarves, the minotaurs, and the
dragons themselves.

Visit the past before the war,
witness the signing of the
Swordsheath Scroll, or attend a
meeting of the legendary Knights
of Solamnia.

Experience the Cataclysm.
Change the course of time.
Aid the Companions in their war
to end all wars.

Become a witness to the history of
Krynn . . . and beyond, as new
legacies bear fruit and the world
and its inhabitants continue to
evolve.

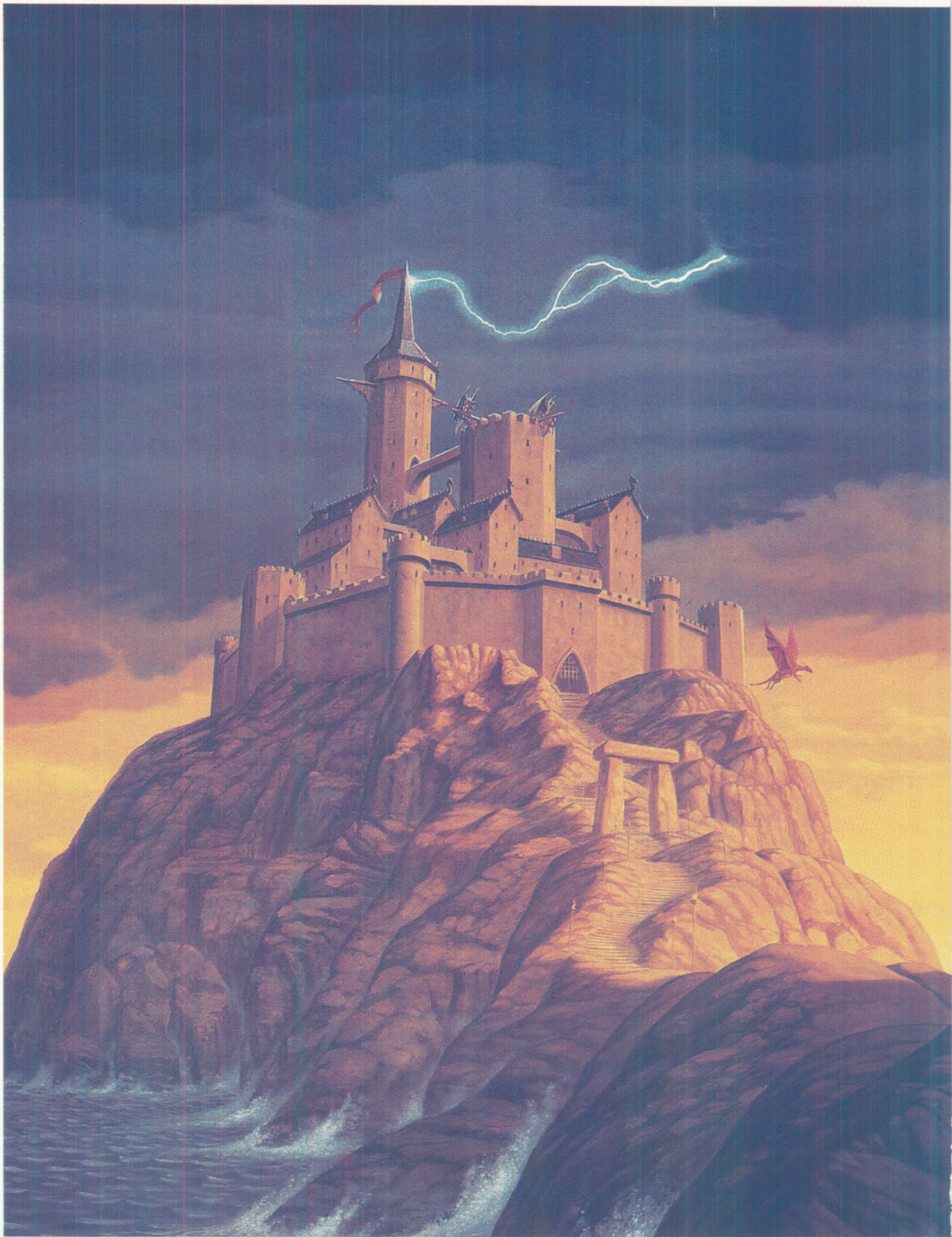
The wonders never cease.



PAUL JAQUAYS



JEFF EASLEY



LARRY ELMORE





ELMORE '91

LARRY ELMORE



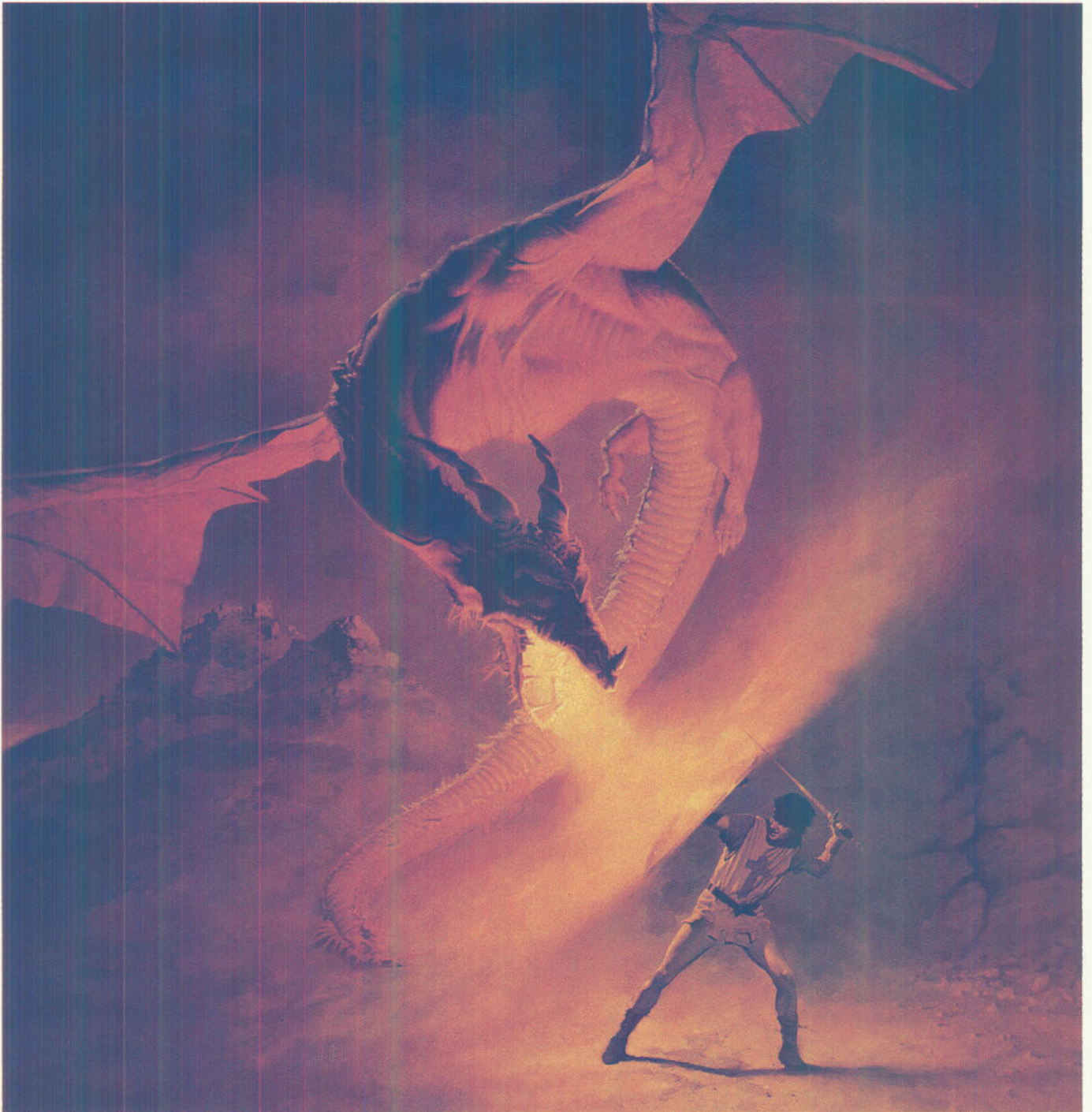
JEFF EASLEY



TIM HILDEBRANDT



TIM HILDEBRANDT



ROBH RUPPEL



BROM



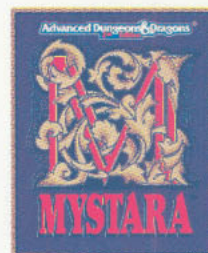
BRUCE EAGLE



DAN FRAZIER

Welcome to the world of Mystara,
our newest location with our
oldest history.

Formerly the home of the
DUNGEONS & DRAGONS[®]
Game, Mystara has undergone a
renovation, giving birth to a
world that preserves the history of
the old, energized with the
freshness of the new.



Campaign

Chivalry . . . but not
Camelot. Dragons
. . . but not Krynn.
New legends, new
adventures,
new landscapes . . .
yet preserving the

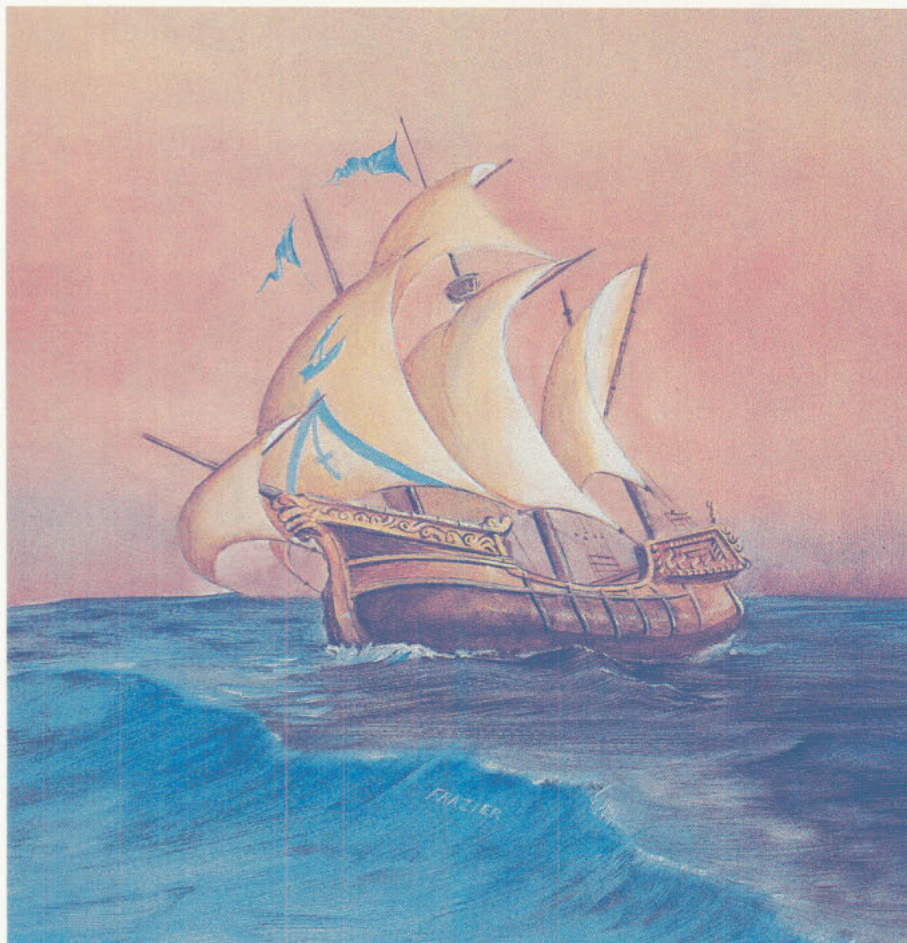
legacy of a land
formerly called the Known World,
complete with courts and
pageantry, long-lost heirs, and
intrigue.

The history is yours for the
taking.

The picture that was worth a
thousand words has become a
gallery of history and alternatives.

A simple courtly setting has
become a living, breathing world,
and an unnamed hero (or
one-dimensional monster) has
become a living, breathing
character with a past and a future
left at your disposal.

. . . and the wonders never cease.



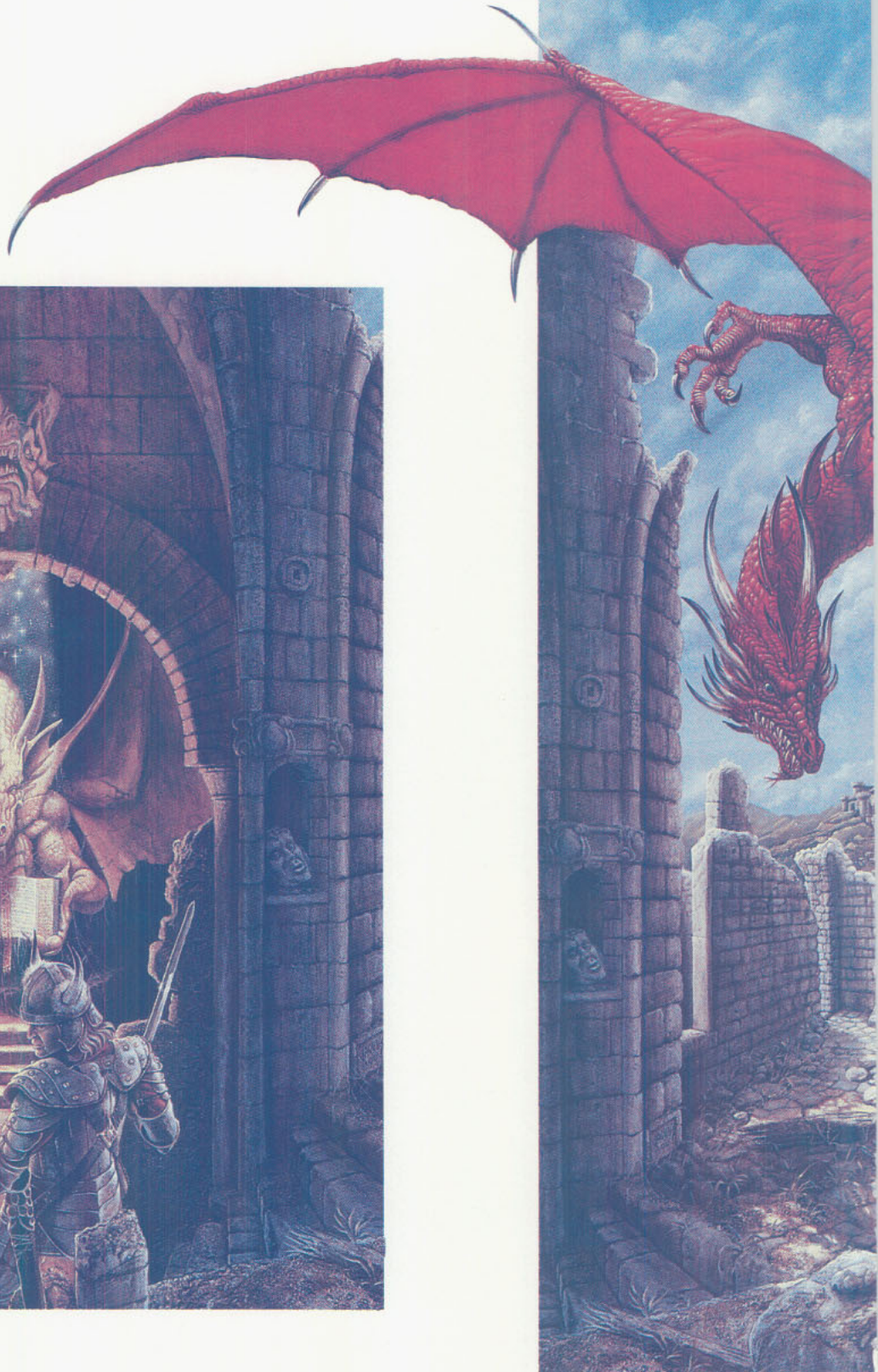
DAN FRAZIER



GLEN ORBIK



PAUL JAQUAYS



PAUL JAQUAYS



PAUL JAQUAYS



ROBH RUPPEL

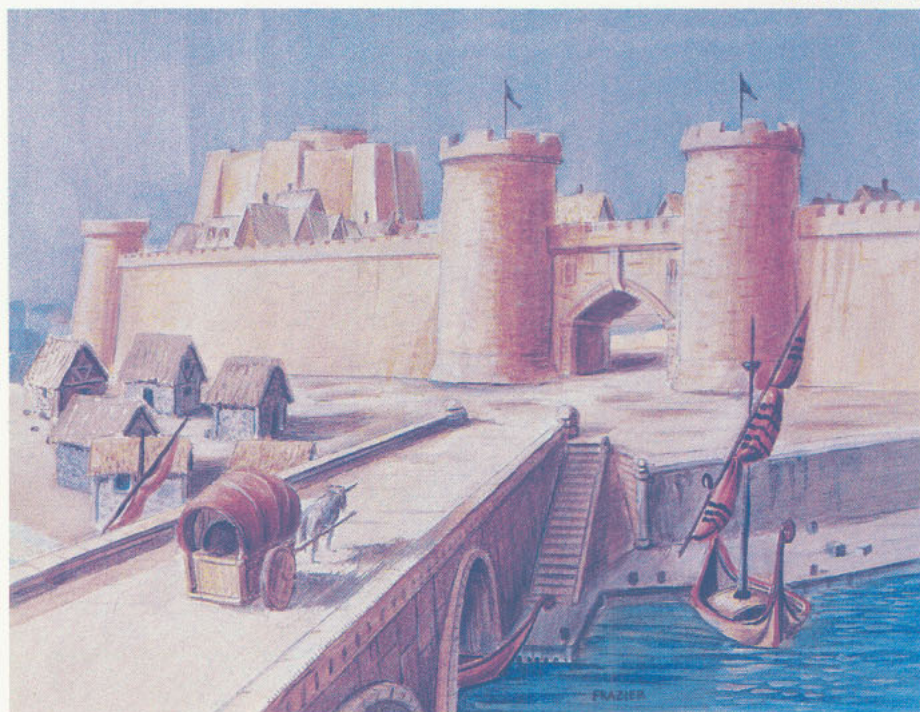


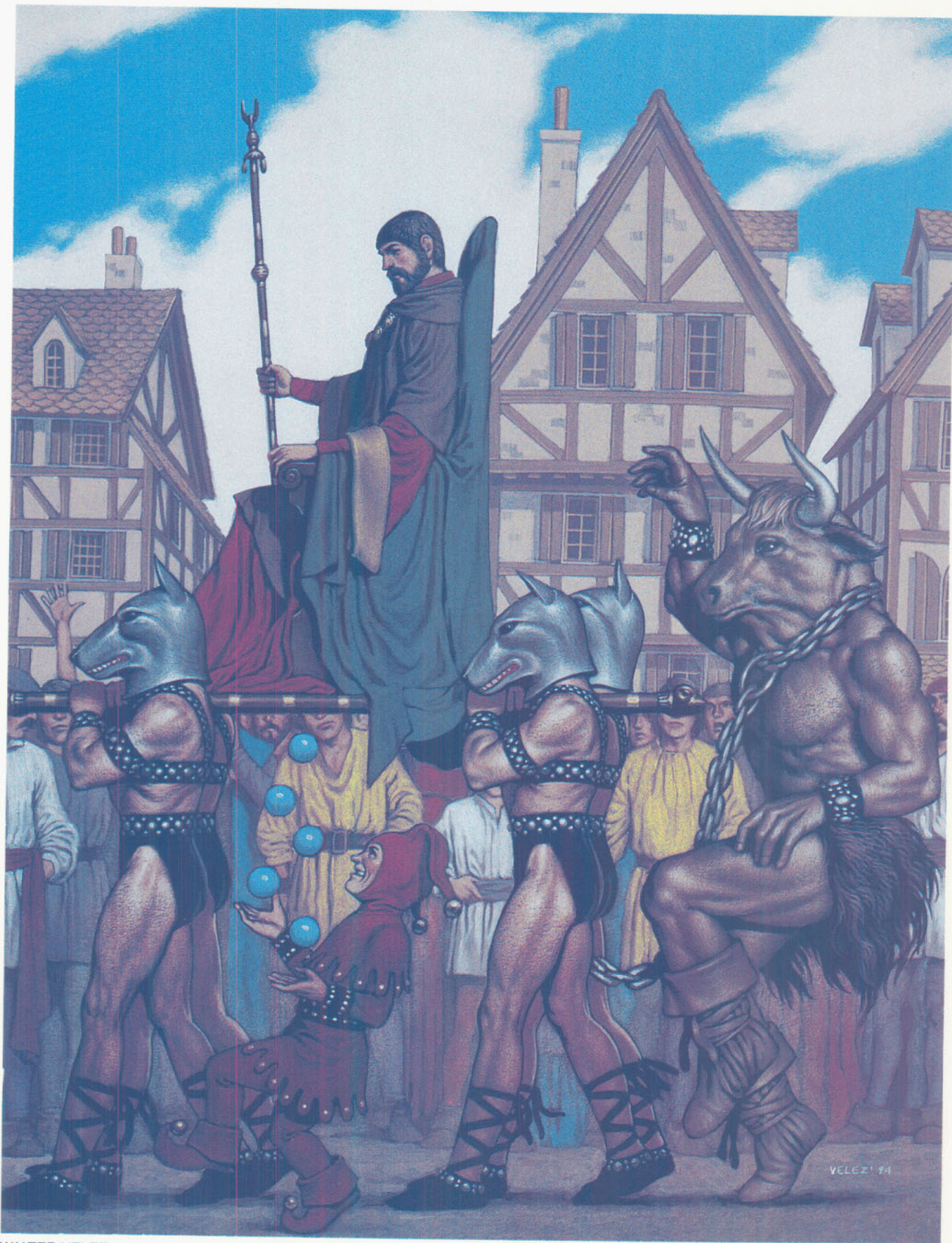
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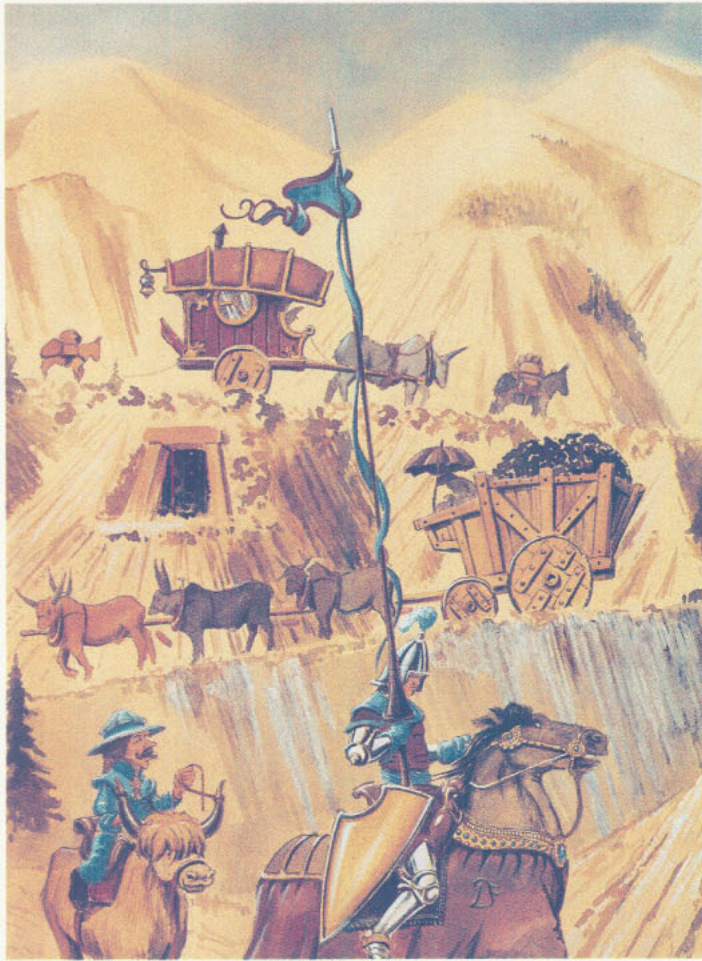
WALTER VELEZ

DAN FRAZIER





WALTER VELEZ



DAN FRAZIER





WALTER VELEZ



JOHN & LAURA LAKEY



Gothic Adventures

Envision a world clouded in
mystery. Visualize
a graveyard
where the dead
no longer rest, an
ill-equipped lab where a
self-educated scientist harvests the
remains of a patient as spare parts
for his ill-made creation, or a
deserted castle where long-dead
former residents still roam the
halls.

Imagine an island where spectral
ships cruise the coastline, a crypt
where liches and wraiths lie in
wait for prey, or an isolated tower
where an undead count romances
his latest bride.

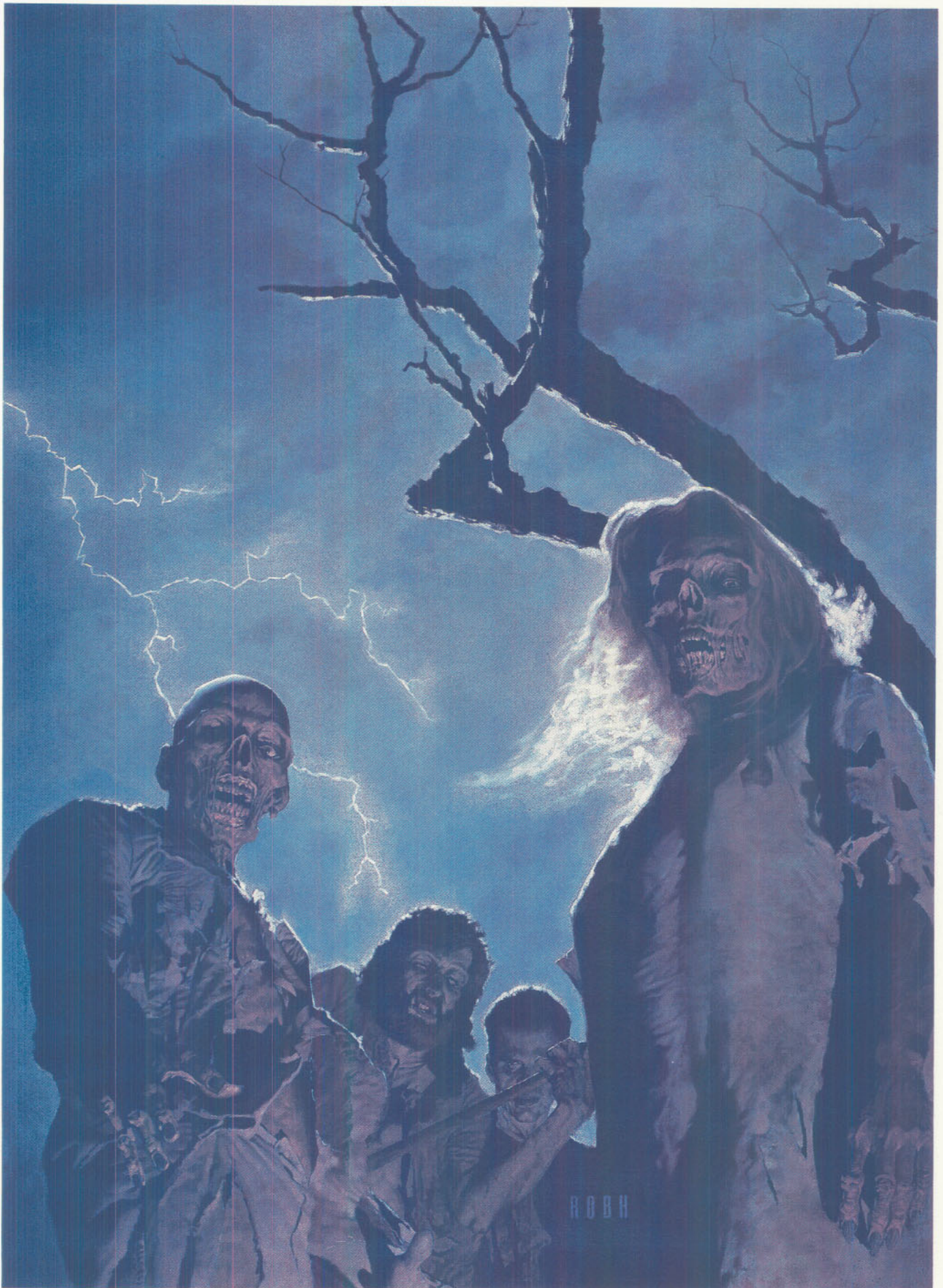
The world of Ravenloft
encompasses all of these
landscapes of dark mystery, and
its denizens come from all walks
(and crawls) of life.

PART III

Landscapes of Mystery, Darkness, and Light



ROBH RUPPEL



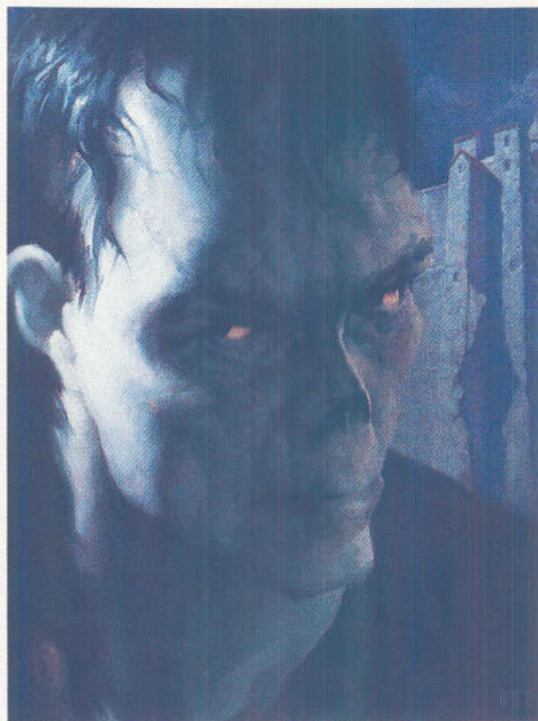
ROBH RUPPEL



ROGER LOVELESS



JEFF EASLEY



ROBH RUPPEL

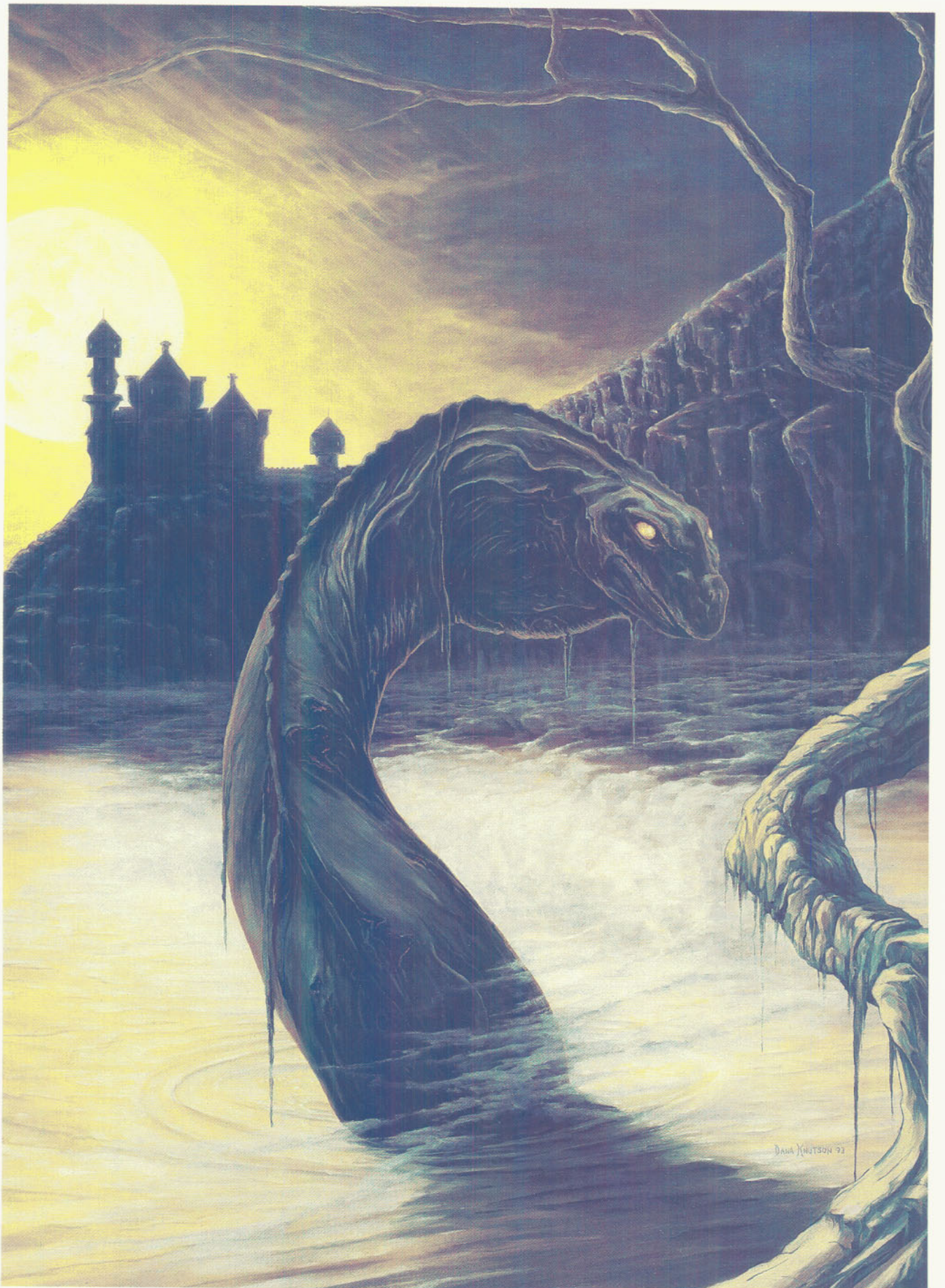
Elegant vampires rule the night.
Werebeasts exult in their
moonlight curse.
Undead creatures cling to the
shadows, ashamed of their
decaying flesh.
Menacing monks hold the secrets
of your salvation . . . and
damnation.
Shadows, fog, darkness, and mist
shroud the landscape of mystery
known as Ravenloft.



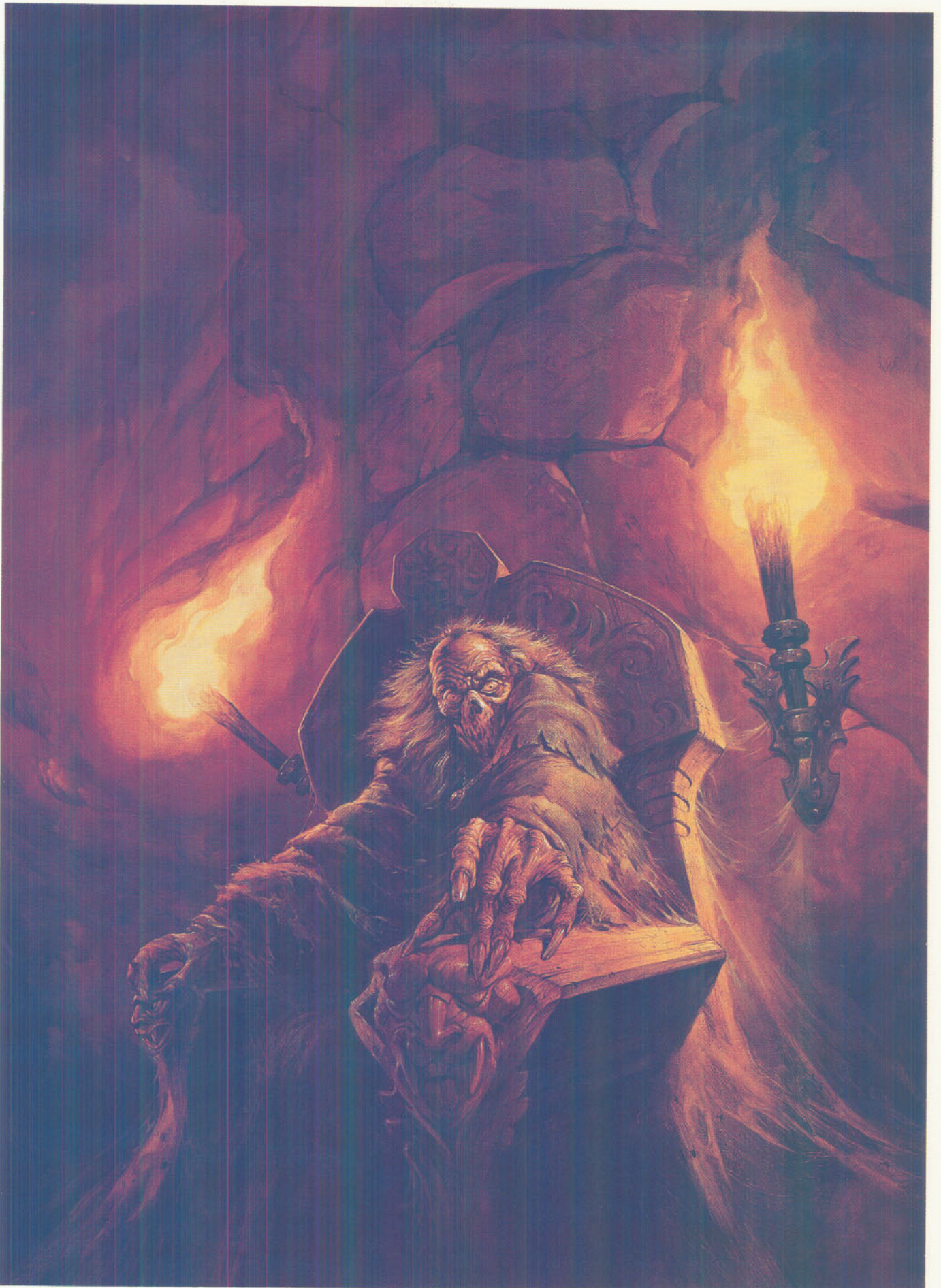
CLYDE CALDWELL



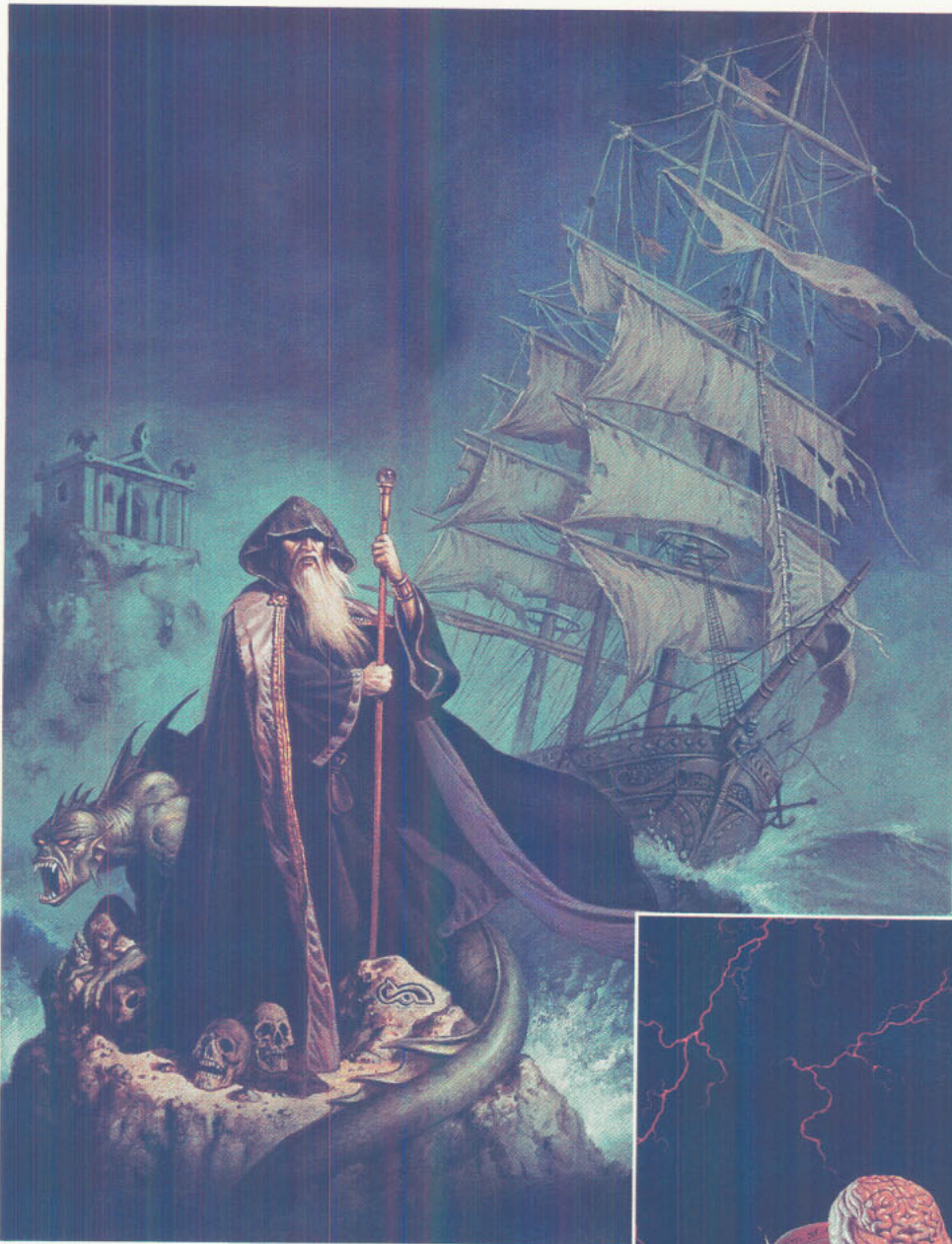
CLYDE CALDWELL



DANA KNUTSON



JEFF EASLEY



CLYDE CALDWELL

FRED FIELDS





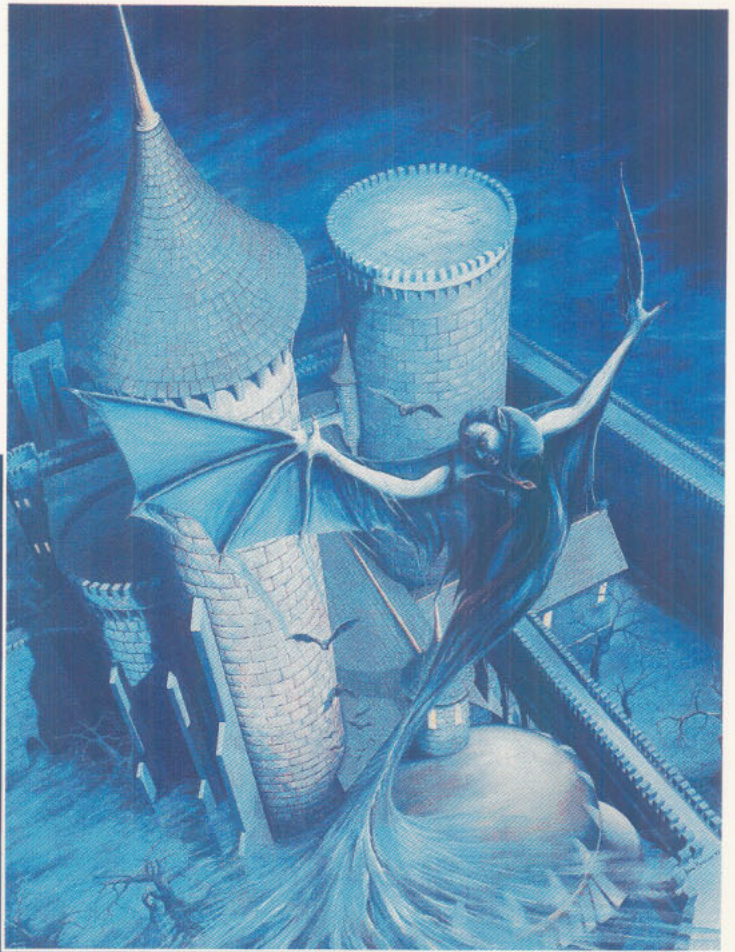
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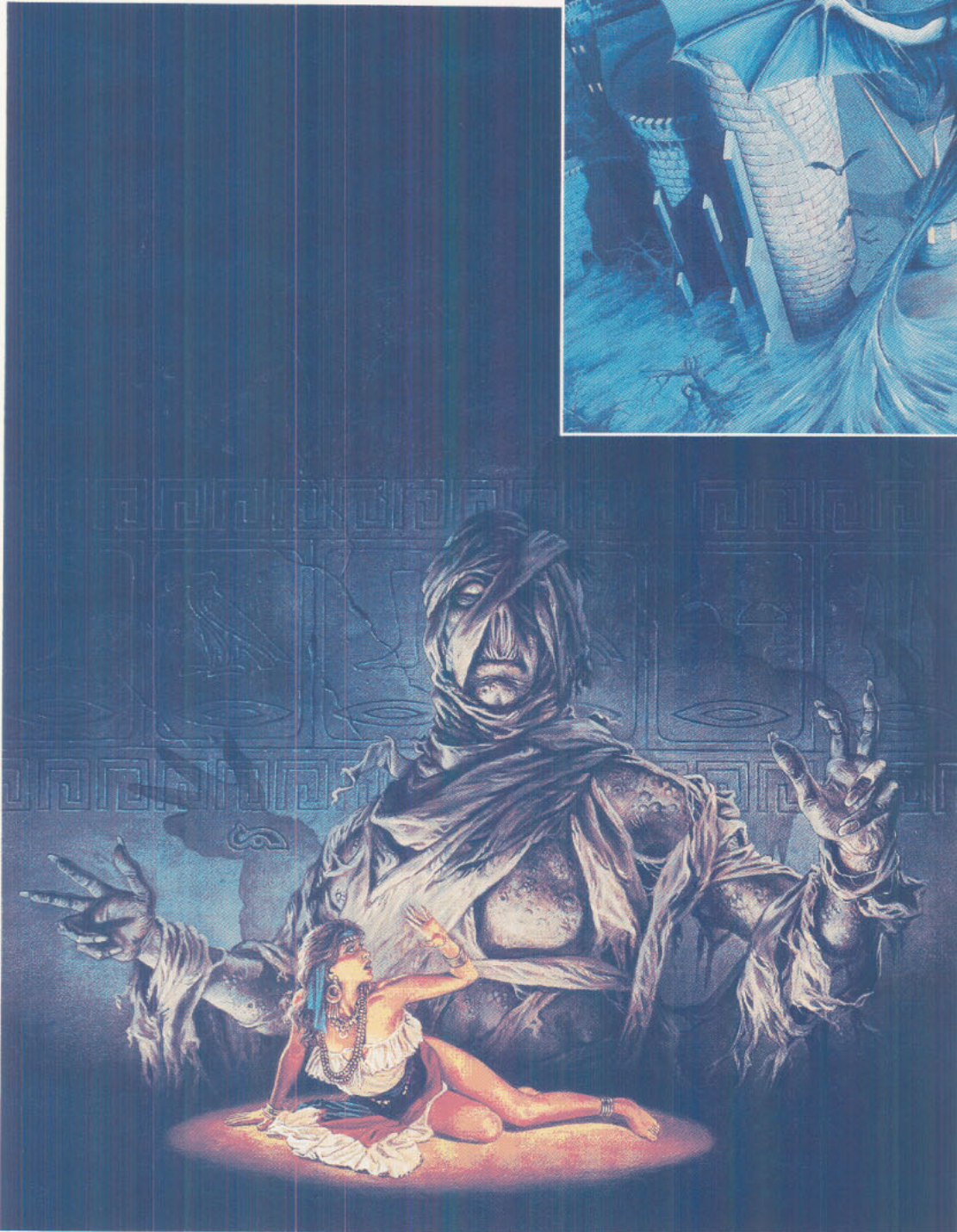
CLYDE CALDWELL



JEFF EASLEY



DANA KNUTSON



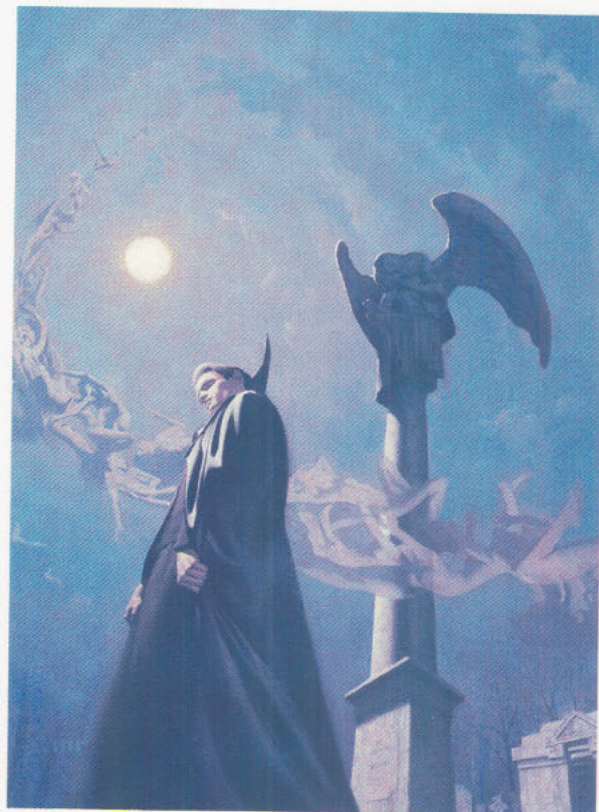
CLYDE CALDWELL



ROBH RUPPEL



ROBH RUPPEL



ROBH RUPPEL



CLYDE CALDWELL



BROM

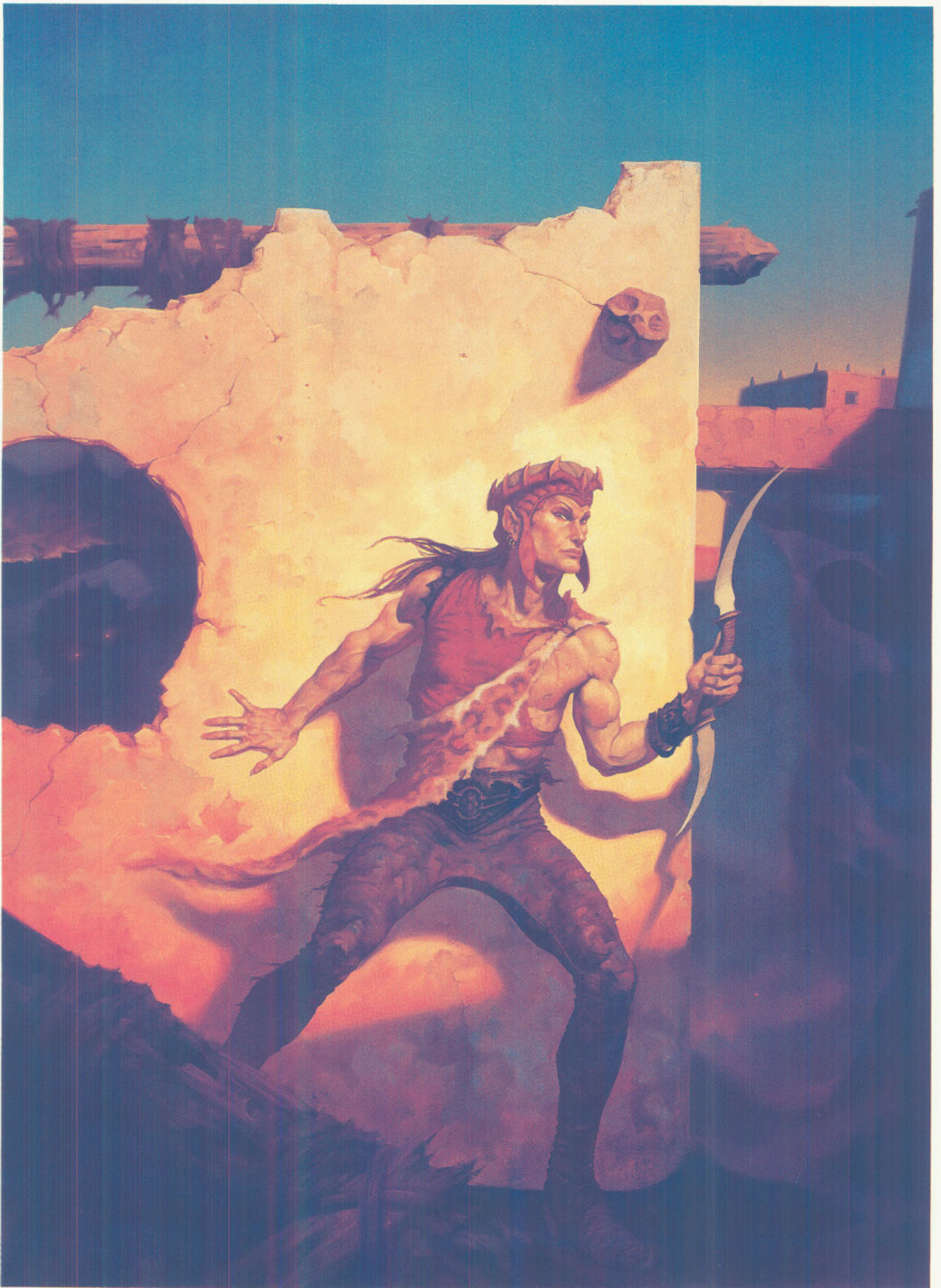


Envision a world of brutality where the spirit of free will is oppressed by the demands of survival, the darkness of evil, and the cruelty of greed and rage. Envision a barren landscape burnished by a dark sun, a landscape whose vitality has been drained by too many years of waste and corruption, a landscape where gladiatorial combat is an everyday occurrence, as well as an apt metaphor for the everyman's lot in life.

Envision a world where all odds are against you.



Envision the world of Dark Sun. Now take everything you know about dwarves and dragons, elves and magic, and sorcerers and priests, and set it aside. On Athas, the fantasy landscape and all of its denizens have been changed.





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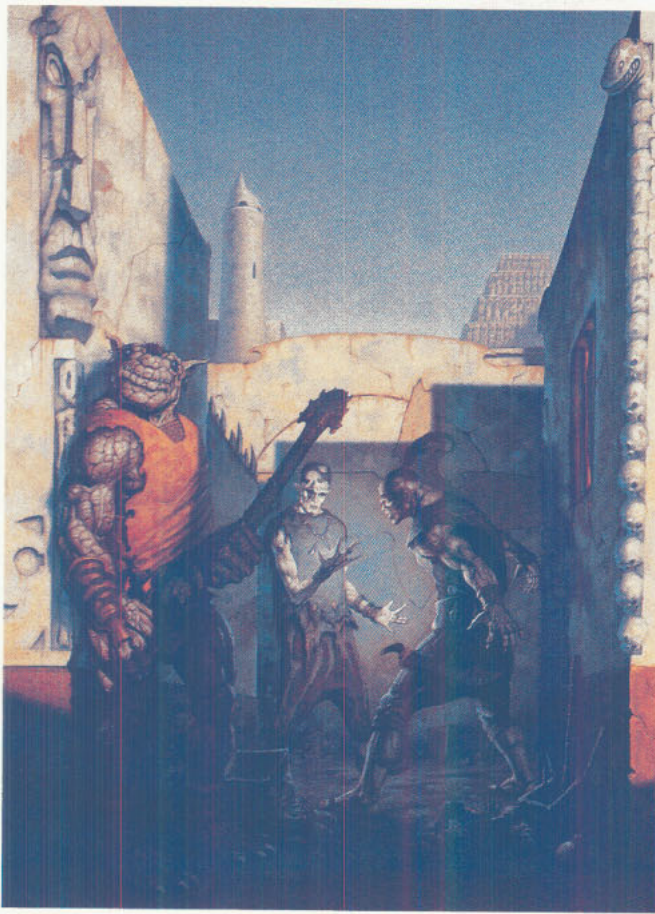


BROM

Dragons are ancient, corrupt
sorcerer-kings who long ago lost
their humanity.
Dwarves are bold and broad
warriors in the arena and in
cities' back alleys.
. . . And magic is the power that
has turned a once green and
fertile world into a sun-scorched
terrain of fire, dust, and dunes of
desolation. A land where
marauders roam free and
sorcerous storms rage
unhindered.
Hues of faded yellow, burnt
umber and sepia, and fiery red
color the landscape of darkness
that is known as Dark Sun.



BROM



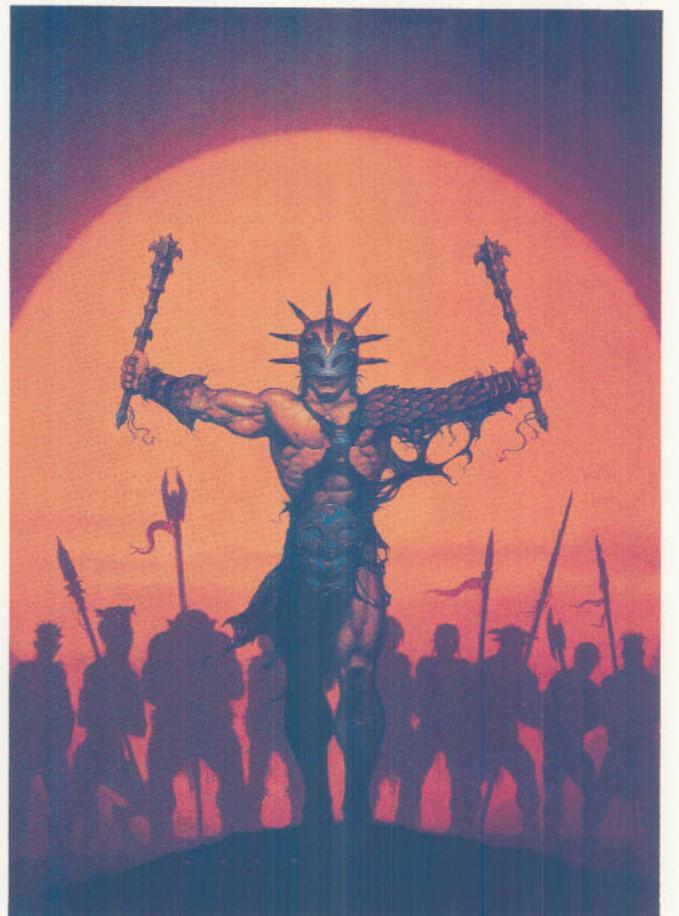
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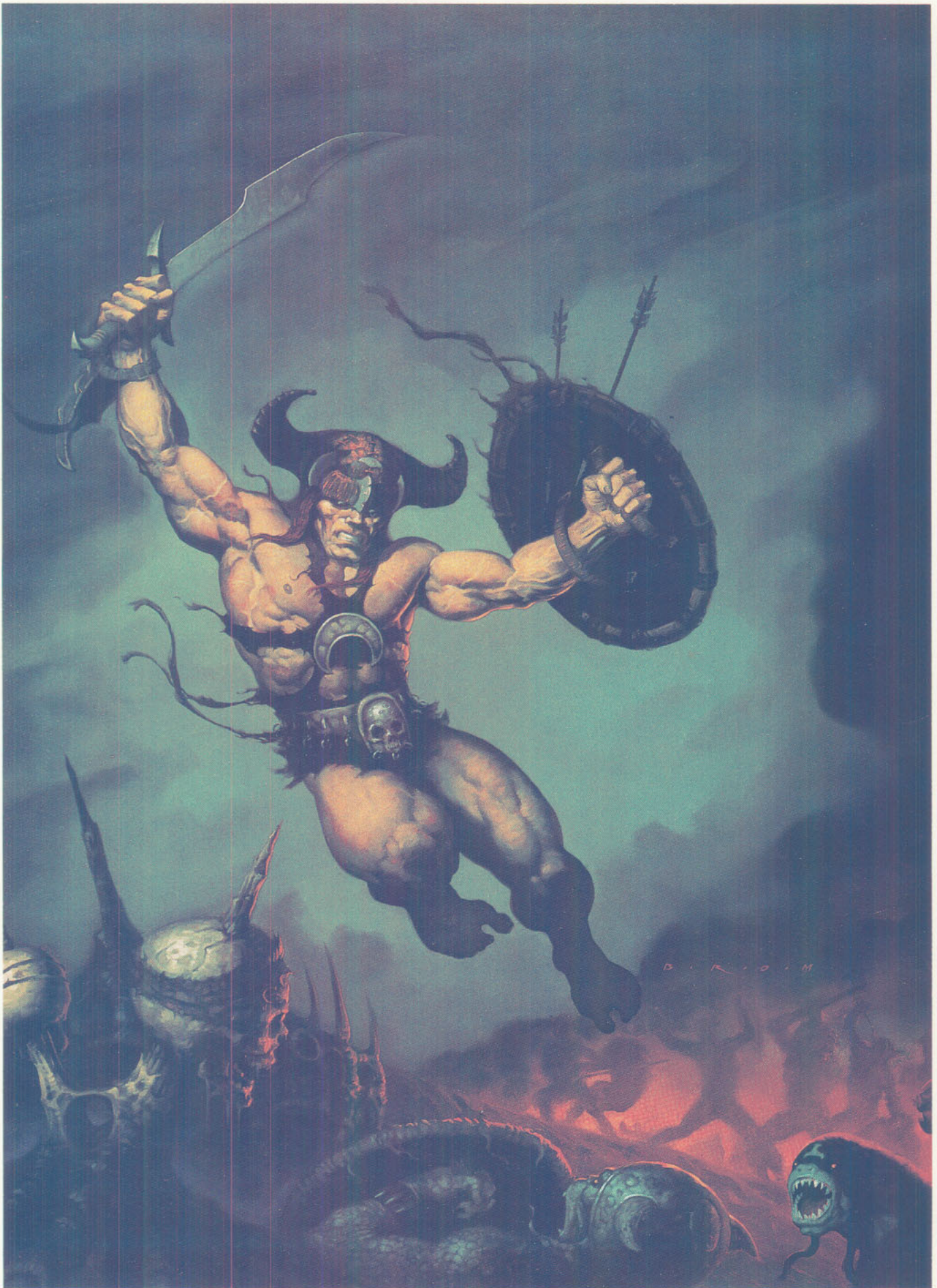
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JEFF EASLEY

Envision a different sort of desert,
one full of life and light, basking
in the exoticism of the Middle East
and the Arabian Nights.



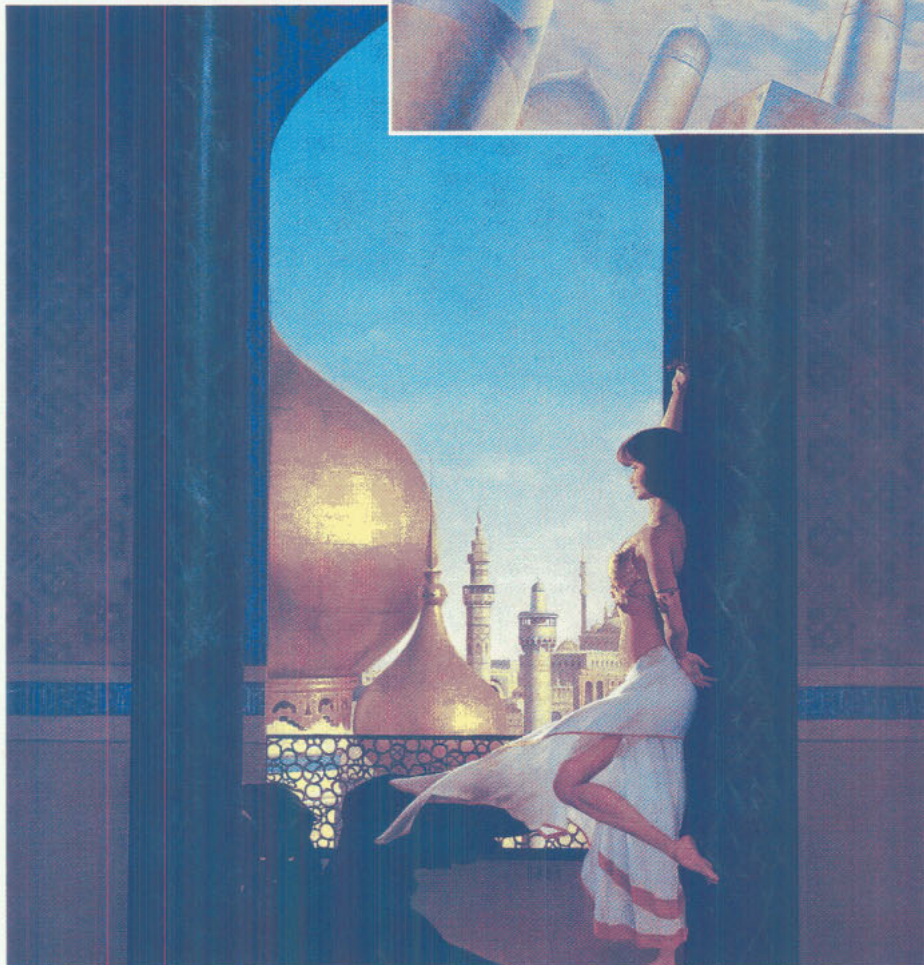
“Huzzah!
Huzzah!
Huzzah!

Visit the bazaar,”
the fakir’s pitchman
calls.

Welcome to the Al-Qadim world
of Arabian adventures, the Land
of Fate, and the Cities of Delight,
Bone, and Assassins.
Welcome to our landscape of light
and enlightenment, where tales
from the past—of forty thieves
and a lamp, of ill-fated caravans
and long-lost kingdoms—abound.



FRED FIELDS



ROBH RUPPEL



JEFF EASLEY

Visit the seas of Golden Voyages, filled with pirates and dangers of the deep. Visit the deserts, alive with secrets and treasures guarded by powerful djinn. Assassins, sha'irs, yakmen, fakirs, and magicians are just some of the more colorful characters in the vast rainbow of color and light that make up the Arabian landscapes of Al-Qadim.



JEFF EASLEY



KARL WALLER



PHILLIP BABB

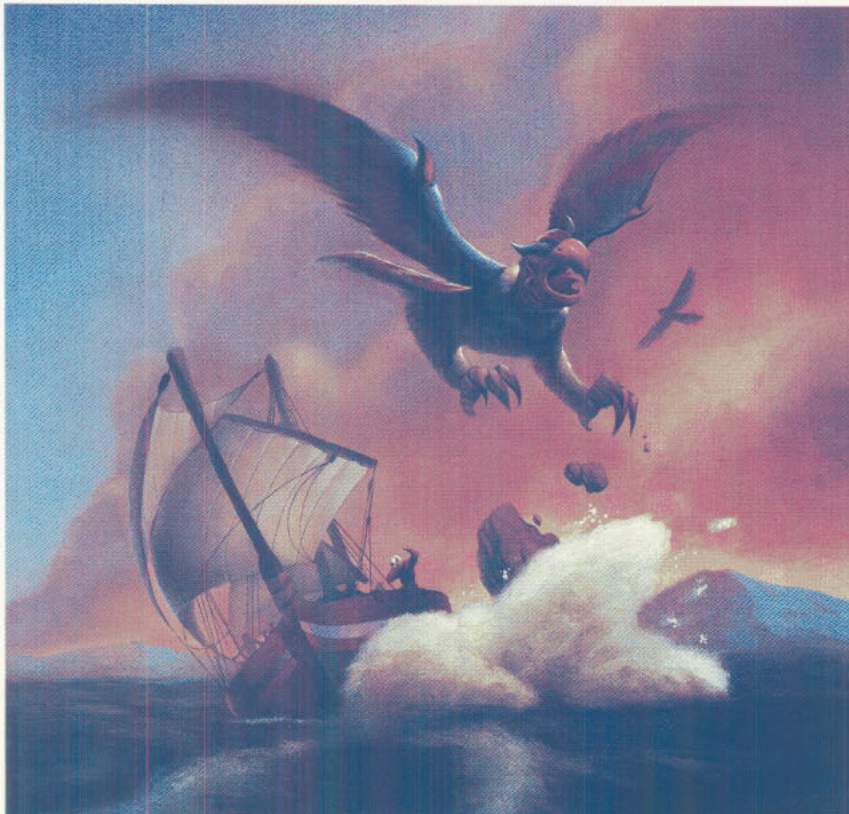
The mysteries of the undead,
color them blue and red.
The darkness of power,
burnt yellow, brown, and dour.
The rainbow of light,
the secrets and adventures
of the Arabian Night.
Ravenloft, Dark Sun, and Al-Qadim—
worlds of alternatives,
landscapes of variety.



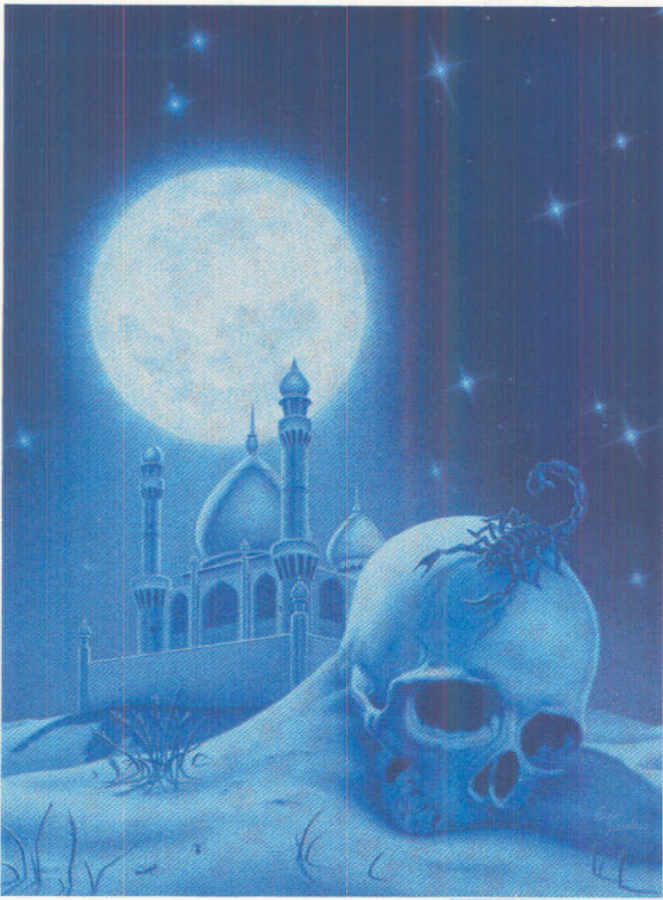
CAROL HEYER



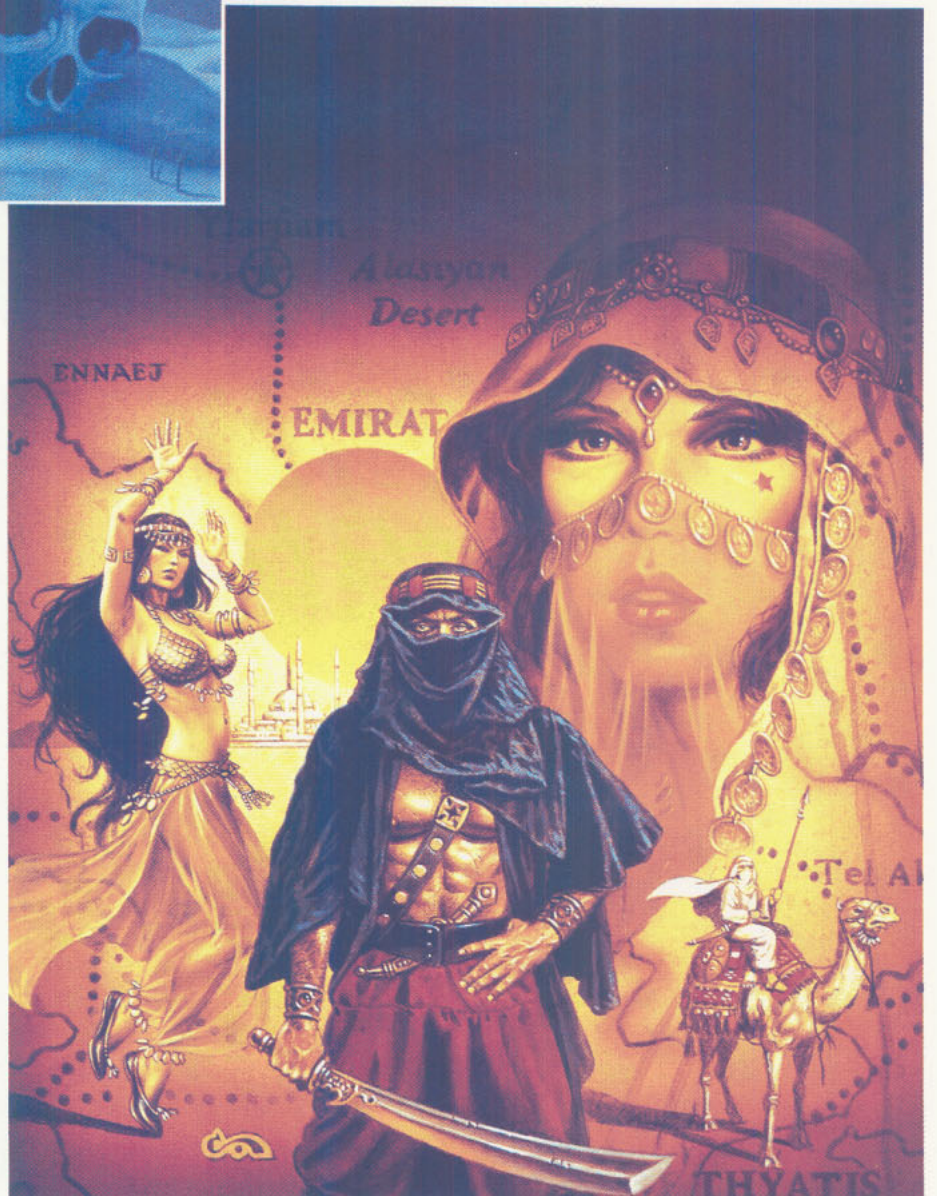
FRED FIELDS



HENRY MAYO



ROGER LOVELESS



CLYDE CALDWELL



FRED FIELDS

Not all of TSR's worlds have their origins in the fantasy of the past or legends.

The future is also a fertile playing field for the imagination.

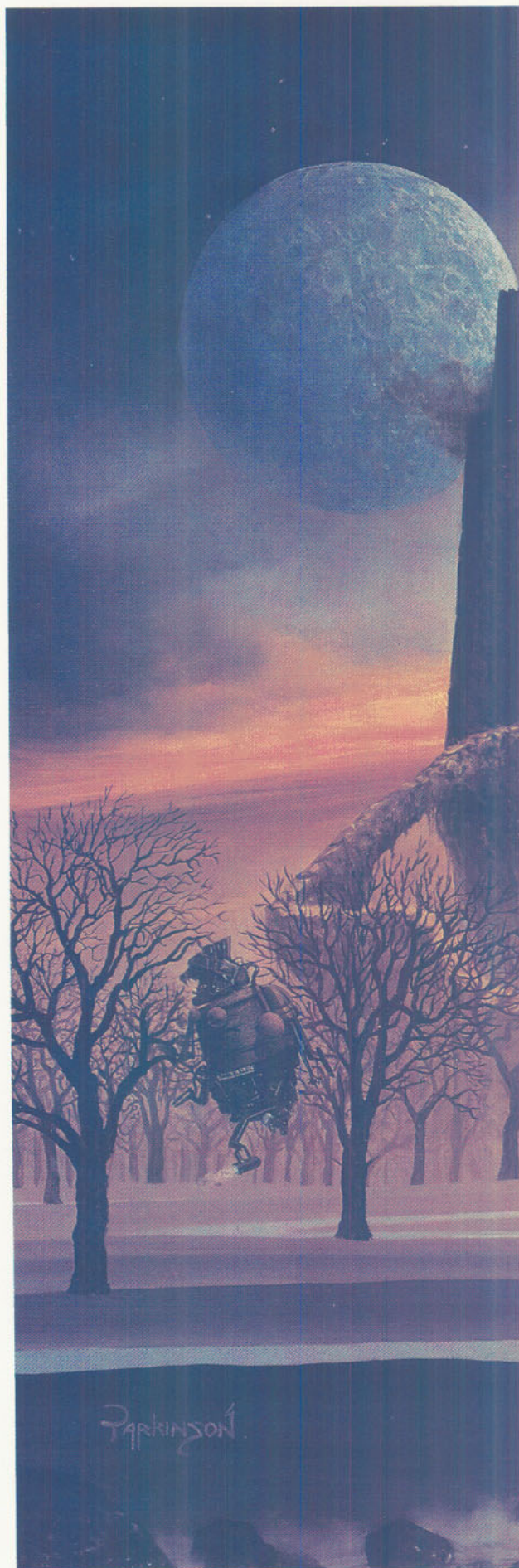


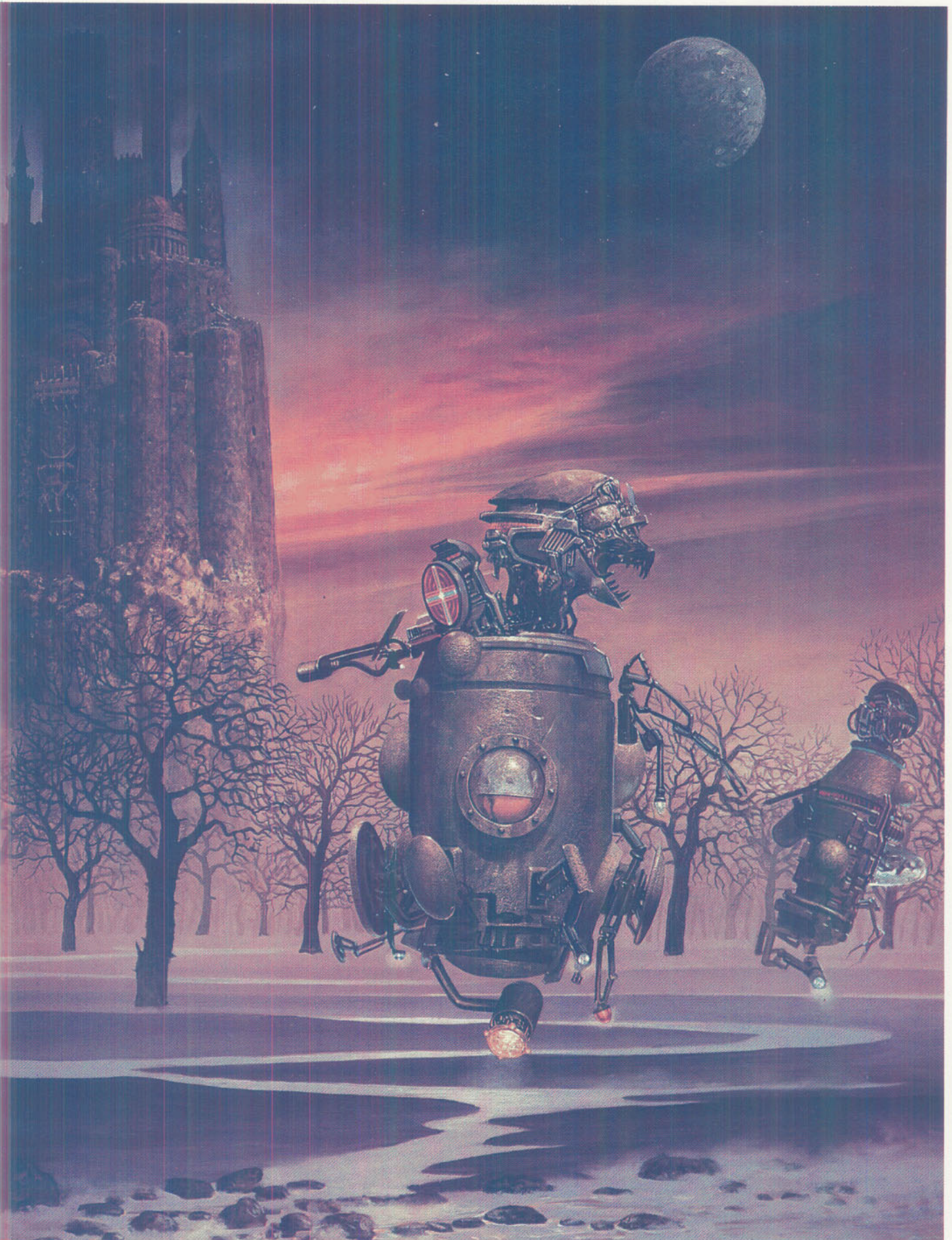
Game

Imagine a world of the far future, where society exists only through hints of our current culture, architecture, and civilization. It is a virtual no-man's land . . . which is not to say it is uninhabited. In the words of GAMMA WORLD® game creator James Ward, “. . . we took a planet much like Earth in the 23rd century, added a few terrible wars with radioactive fallout causing the usual nuclear winter, sprinkled in some bacterial warfare, and then had nature mutate everything in sight.”

PART IV

Landscapes of Tomorrow and the Farthest Reaches of the Universe





KEITH PARKINSON



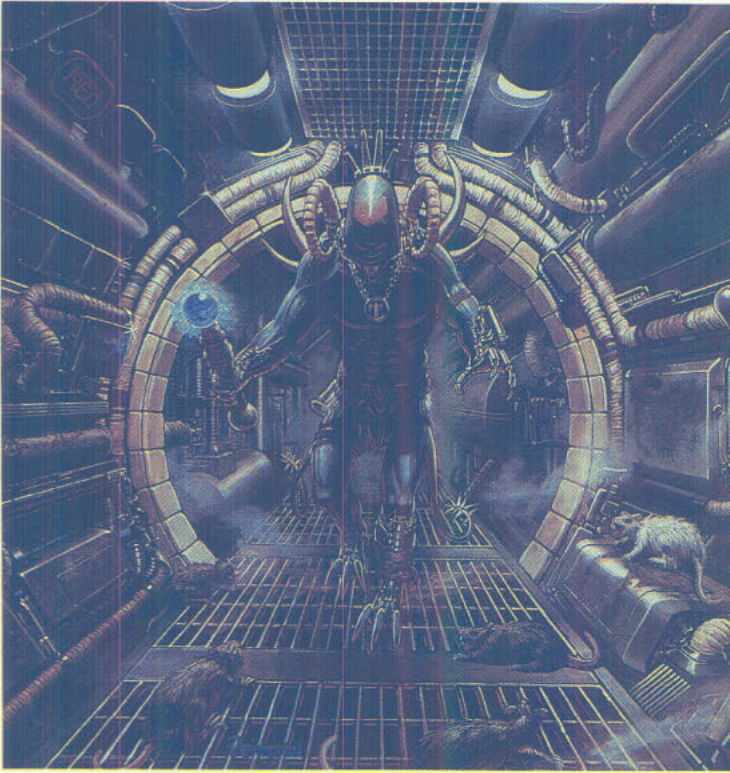
ERIK OLSON

Come see the sights!
Stand trial before a court of
mutated zoo animals in a
menagerie-based judge's
chambers.
Fight the big, bad monsters while
wearing your robot suit. Shoot
that king-sized blaster.
Skim the surface of the desert
with a ragtag troupe of rebels
fleeing an all-powerful,
not-quite-human warlord.
Have fun and adventure in a
world gone crazy, where the
heroes and heroines are as warped
as the landscape.
The future can't possibly match
the craziness of life in
Gamma World.

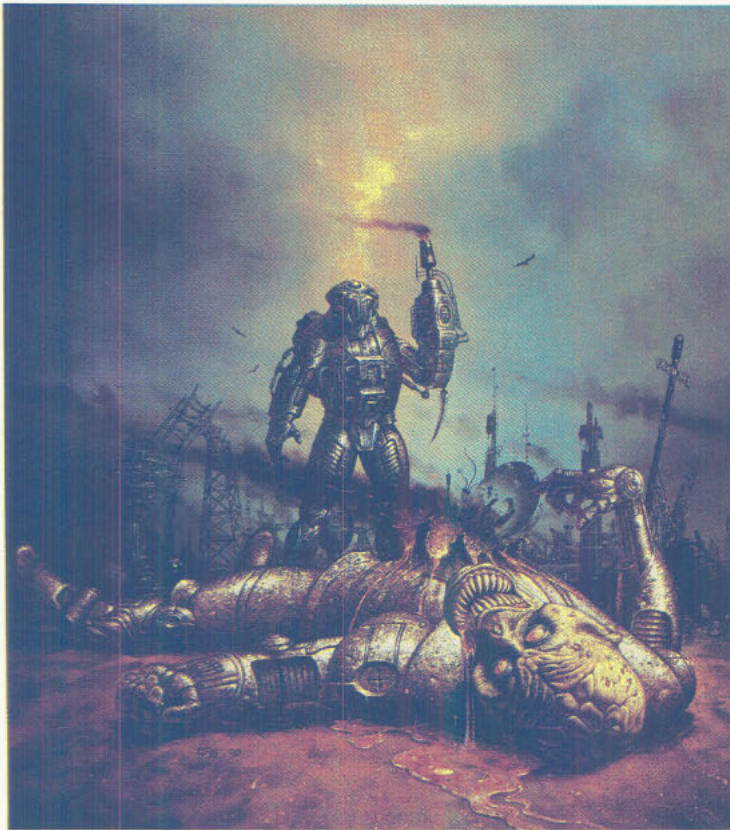


BROM





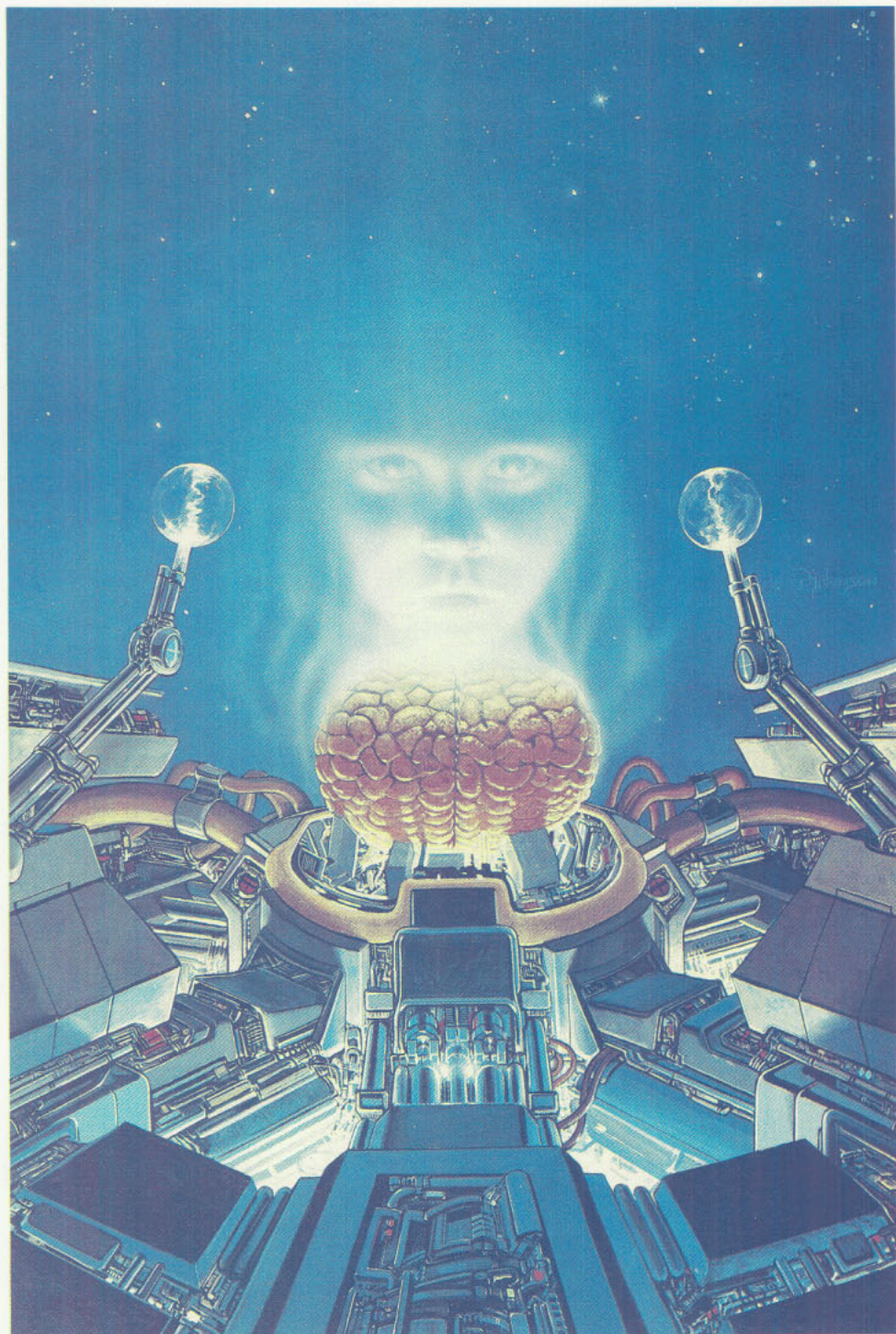
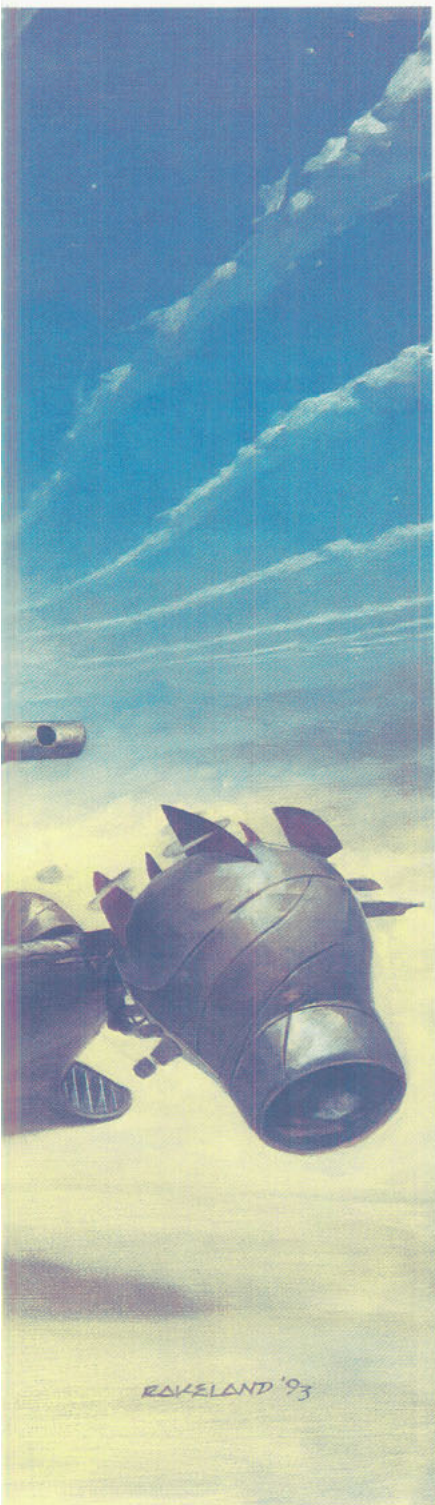
KEITH PARKINSON



FRED FIELDS



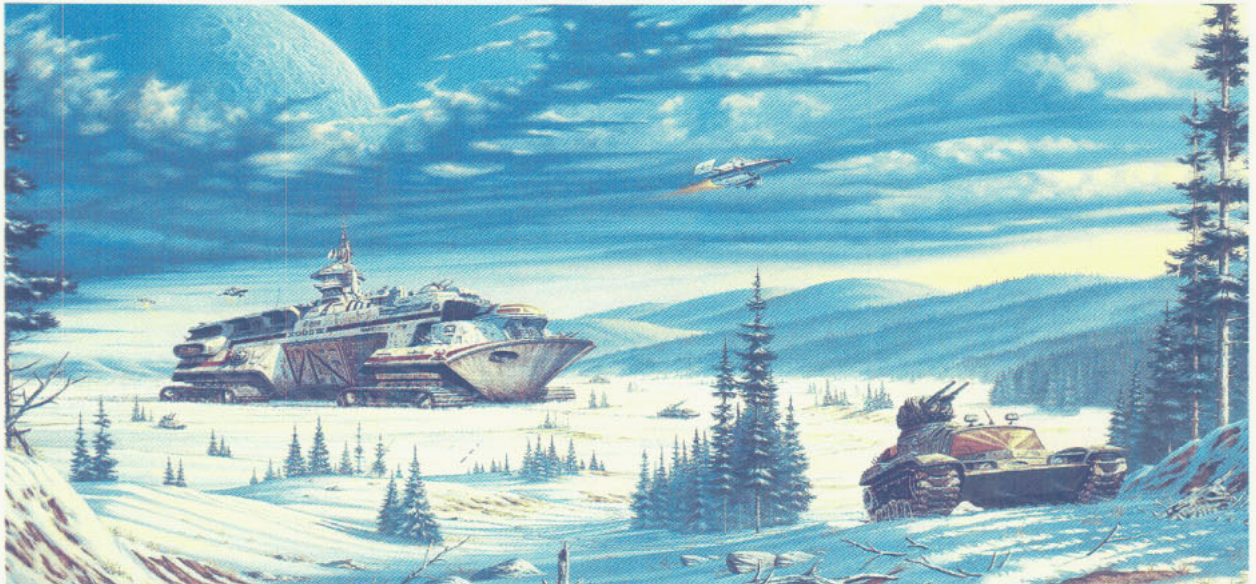
SAM RAKELAND



KEITH PARKINSON



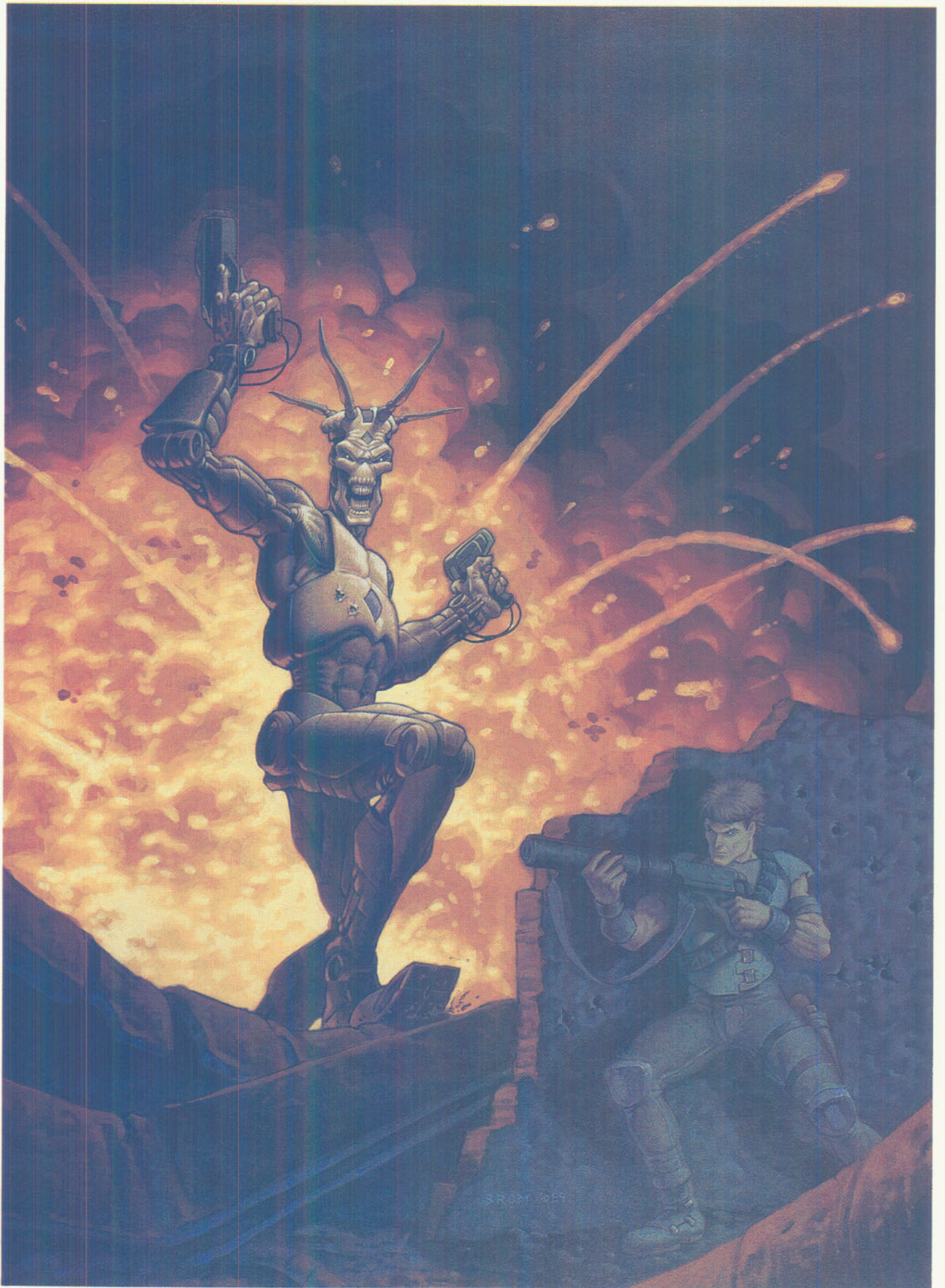
CLYDE CALDWELL



LARRY ELMORE

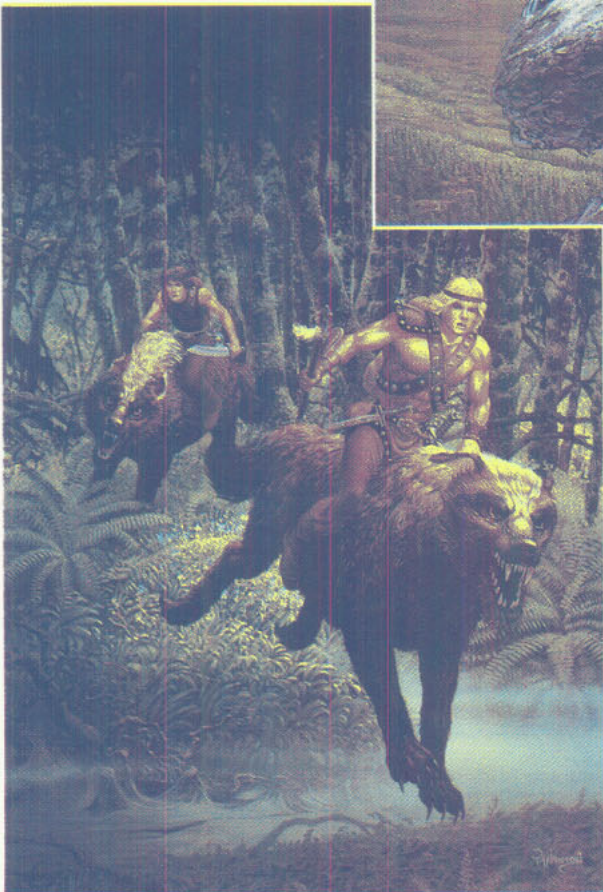


JEFF EASLEY





KEITH PARKINSON



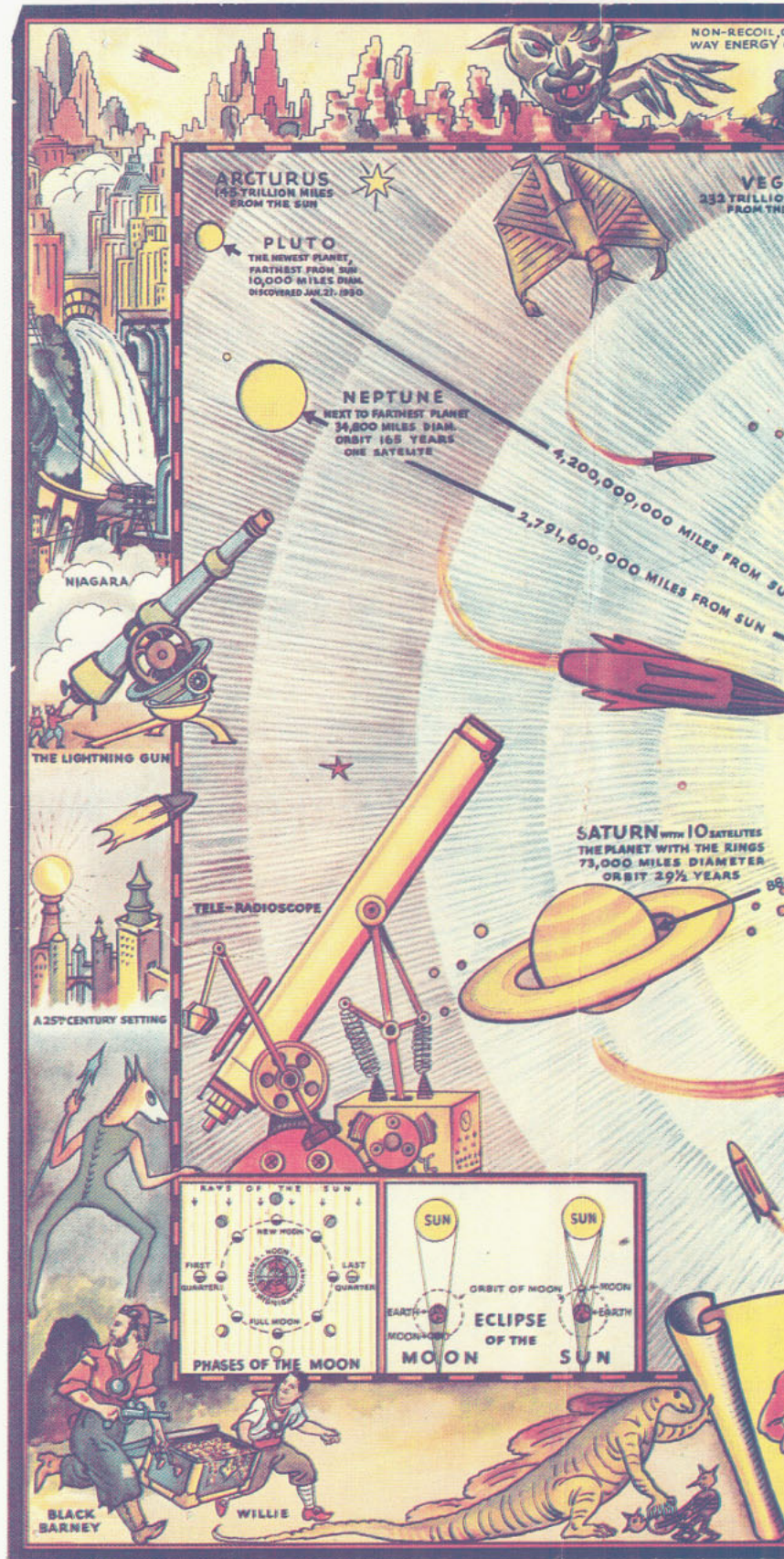
KEITH PARKINSON

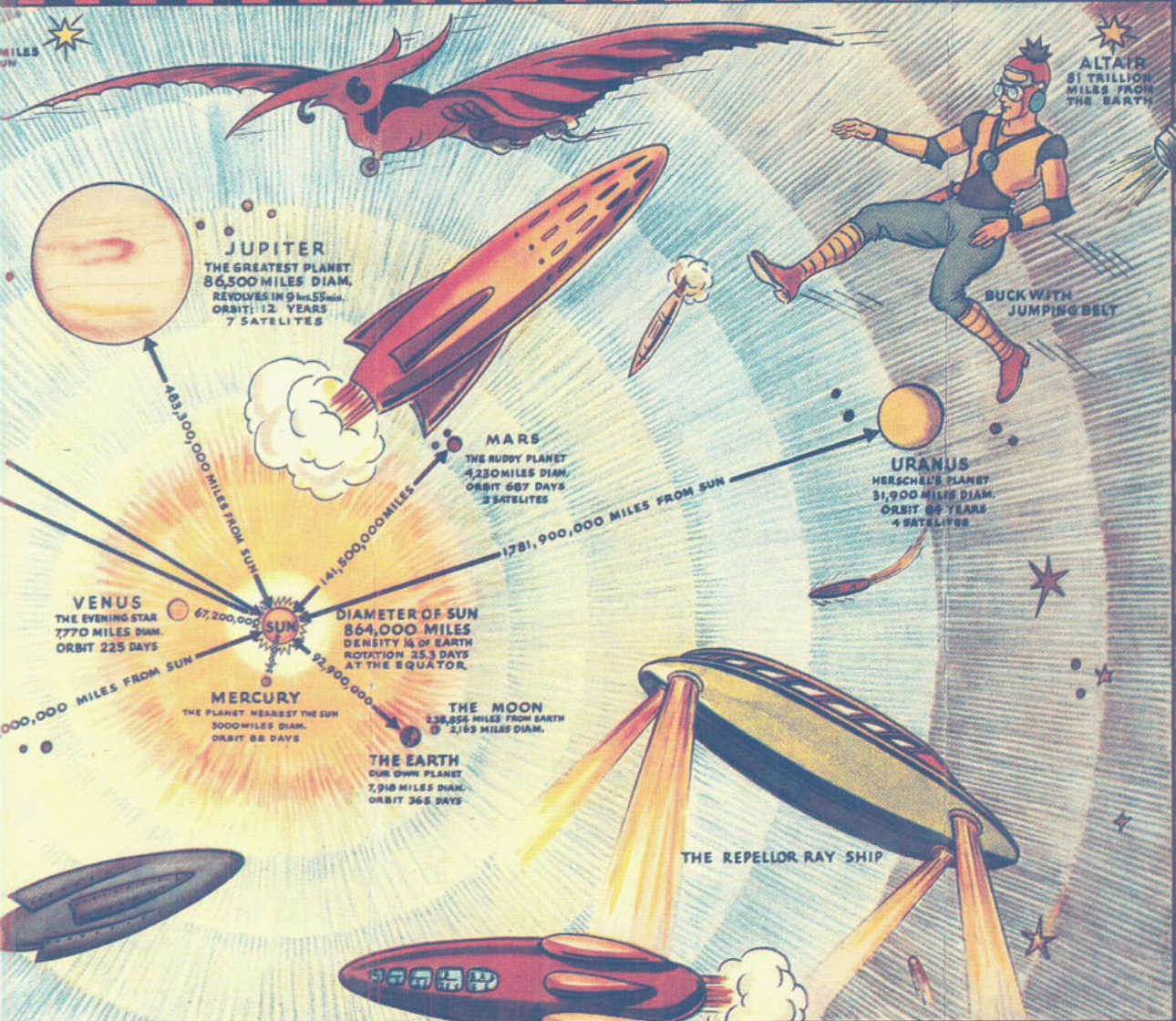
Imagine a more traditional view
of the future.
A classic vision as old as pulp
science fiction itself.
You've been asleep for a very long
time, and during your rest the
world has changed.
No, you are not in the mutated
and whacked locales of
Gamma World.
You have journeyed back to the
golden age of science fiction.

BUCK ROGERS

Game

Welcome to a
land of
space-skimmers,
skyscrapers, and
air pirates.
Cruise far above the urban
cityscape, rocket-belt on, blaster
in hand, Wilma by your side.
Welcome to the 25th century.
Welcome to the BUCK
ROGERS® XXVc™ and HIGH
ADVENTURE® game worlds,
where the future is filled with
adventure and good, clean fun.
From the 1920's to the 30's, to the
40's and beyond, the world of Buck
Rogers is meant for all seasons.

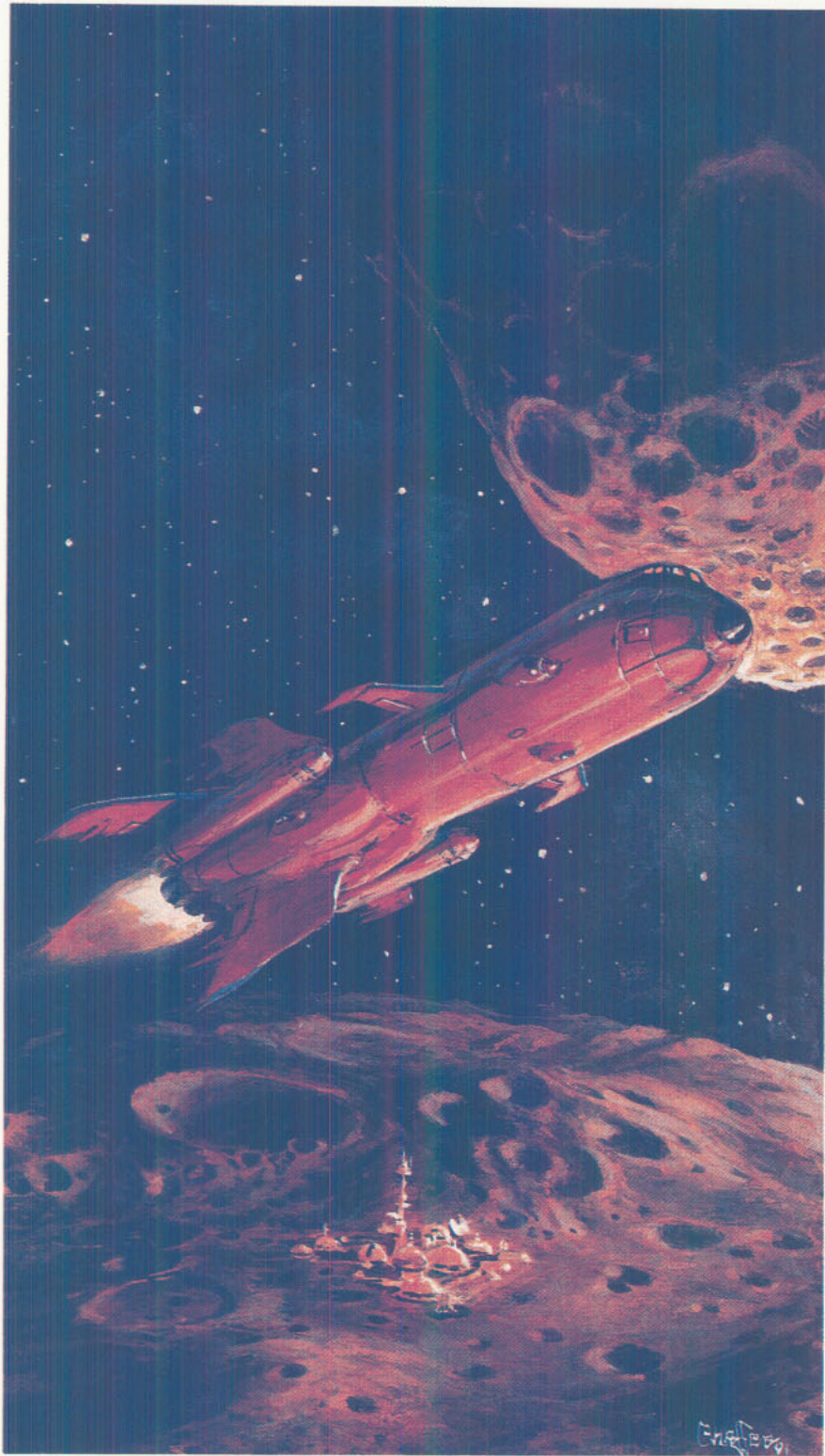






DEN BEAUVAIS





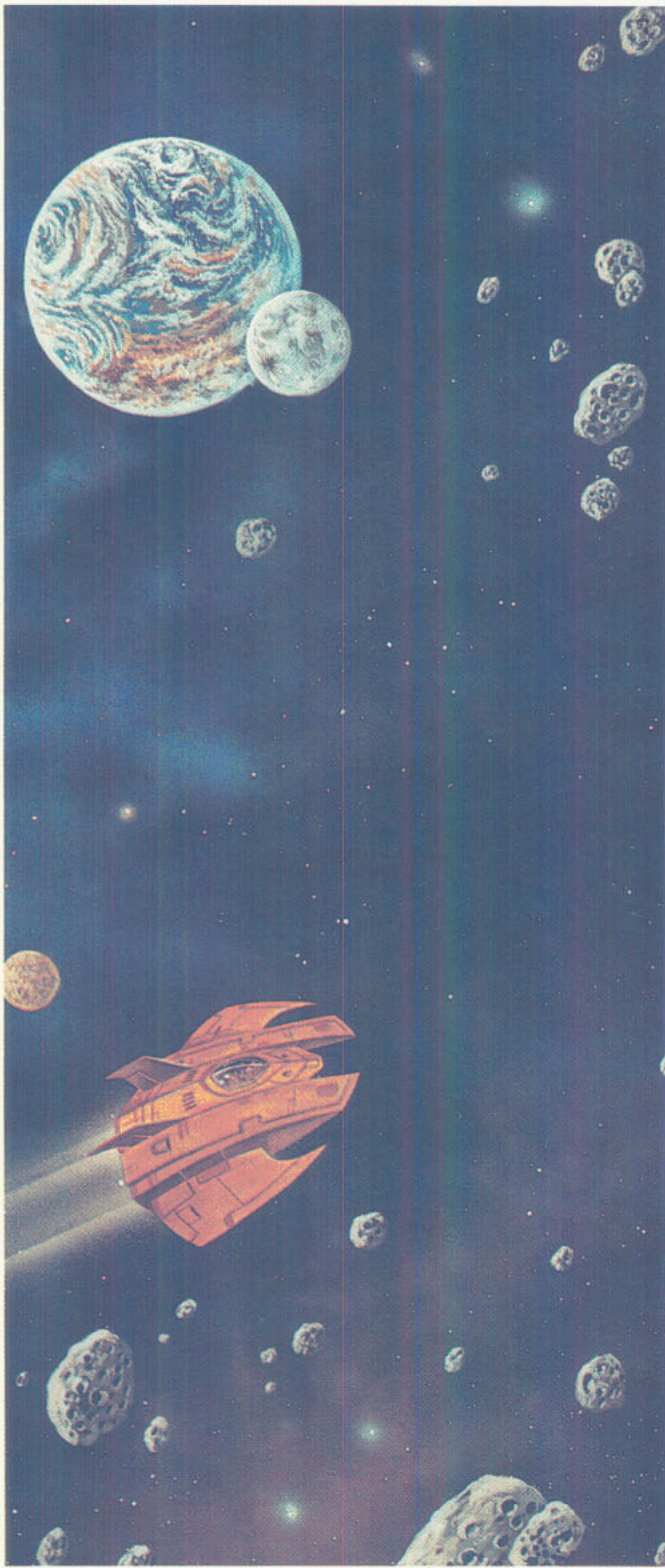
DOUG CHAFFEE



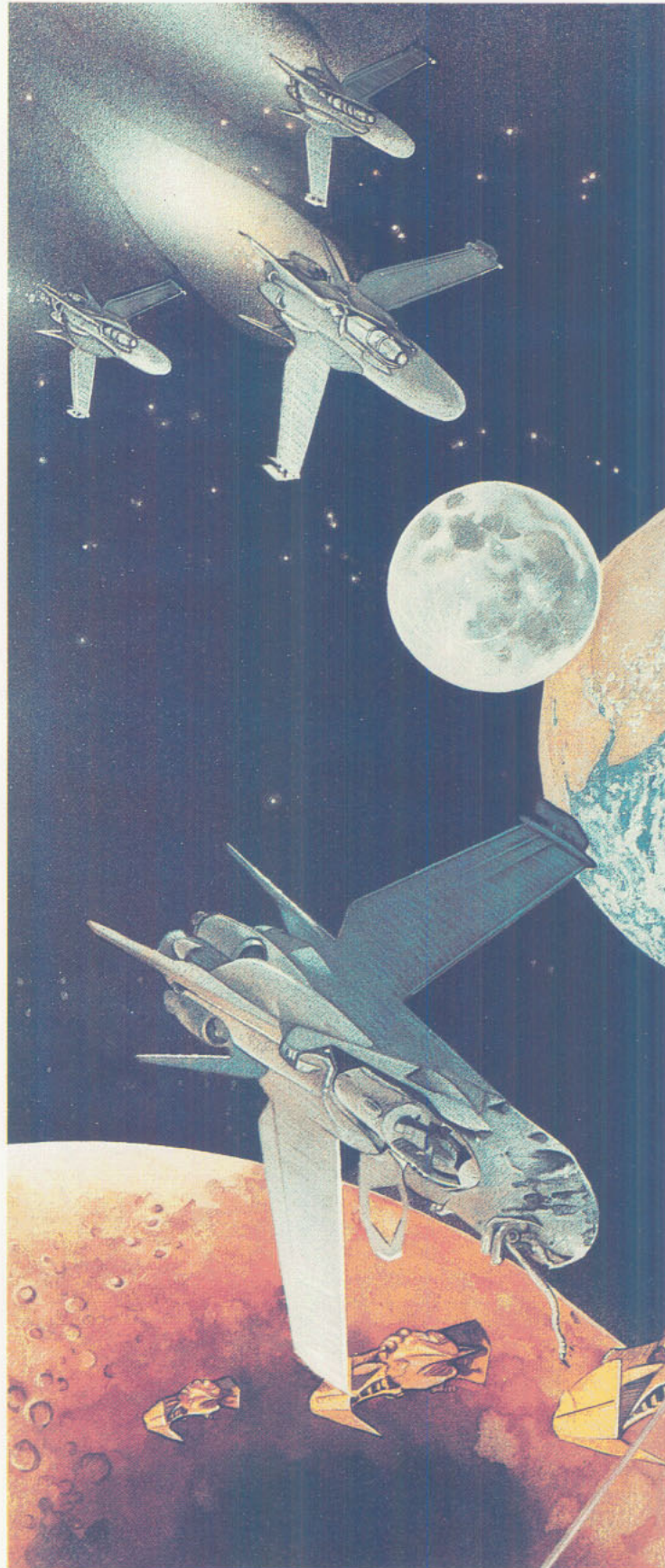
JEFF BUTLER

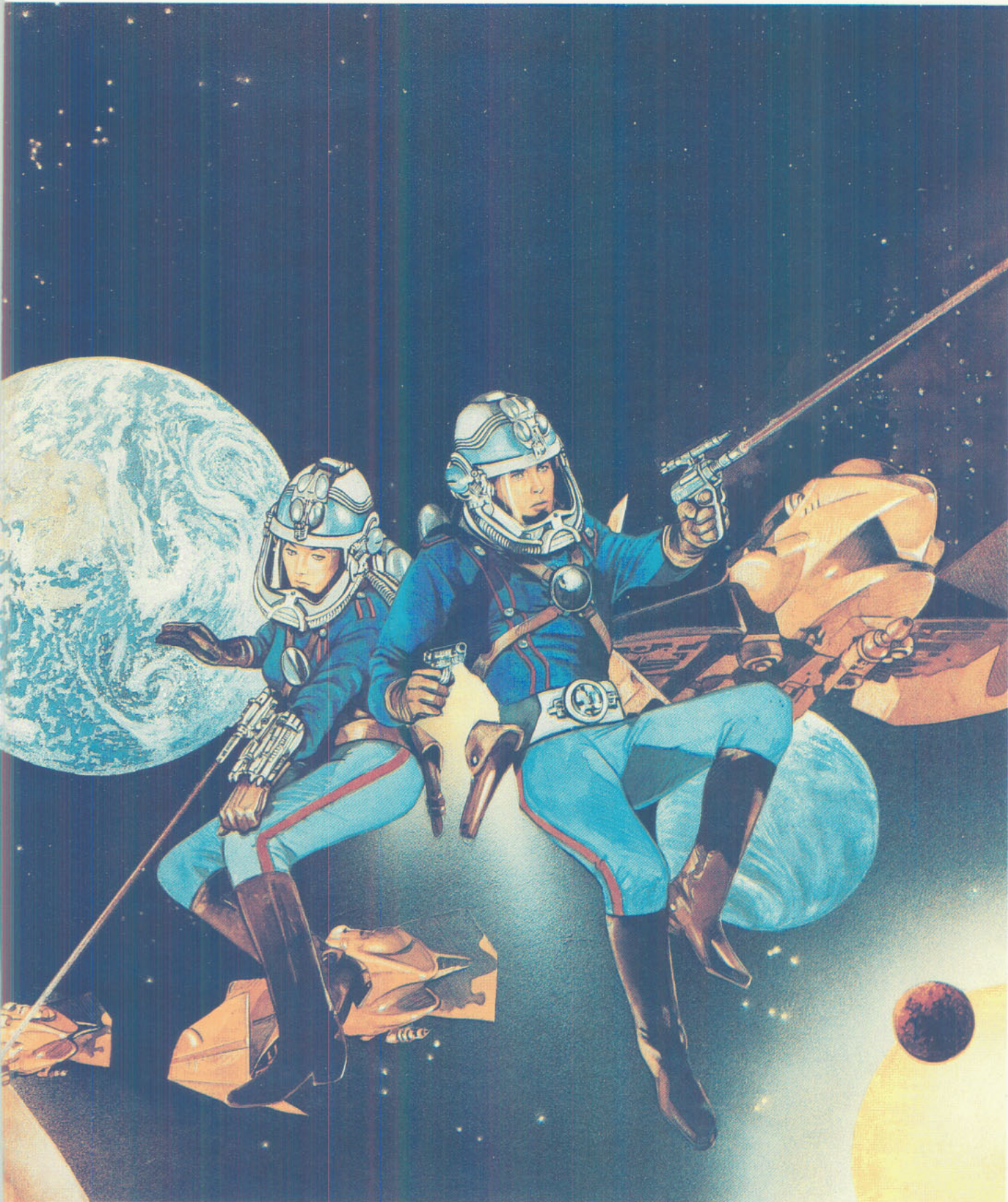


DAVID O. MILLER



JEFF BUTLER





JOHN & LAURA LAKEY



JEFF EASLEY



TOM BAXA

Imagine a different sort of landscape.
Imagine a universe—existing between worlds—that is magical in nature rather than high tech.
This is not the future, nor is it science fiction.
This is not outer space.
This is wildspace.



BROM



This is the SPELLJAMMER® game world, combining the celestial backdrops of space opera with the frigate-based nautical conflicts of the Barbary Coast, and set between the fantasy worlds upon whose terra firma we

have adventured. Sail by Kryynn, Athas, Oerth, and Toril, seeing the worlds as only spacefarers can. Set yourself behind the helm of a spelljammer, a dragonship, a squid, or a galleon. The choice is

yours as you navigate your way through the far reaches of outer space along the ancient paths of the phlogiston. Visit the Rock of Bral. Meet the giff. Travel through the Astromundi



ERIK OLSON

Cluster.

Stop by the worlds of DRAGONLANCE® and the FORGOTTEN REALMS® games while on your way to a martial campaign in the GREYHAWK® game world.

The choice is yours.

The scenery of the SPELLJAMMER® game setting spreads as far as the eye can see, and even farther than that by a universe or two as you travel beyond the moons and stars,

across a cosmic landscape of legend and lore.

The wide open spaces of tomorrow and beyond are only limited by the confines of your imagination.



ERIK OLSON



DAVID O. MILLER



DAVID O. MILLER



PAUL JAQUAYS



JEFF EASLEY



KELLY FREAS



BROM



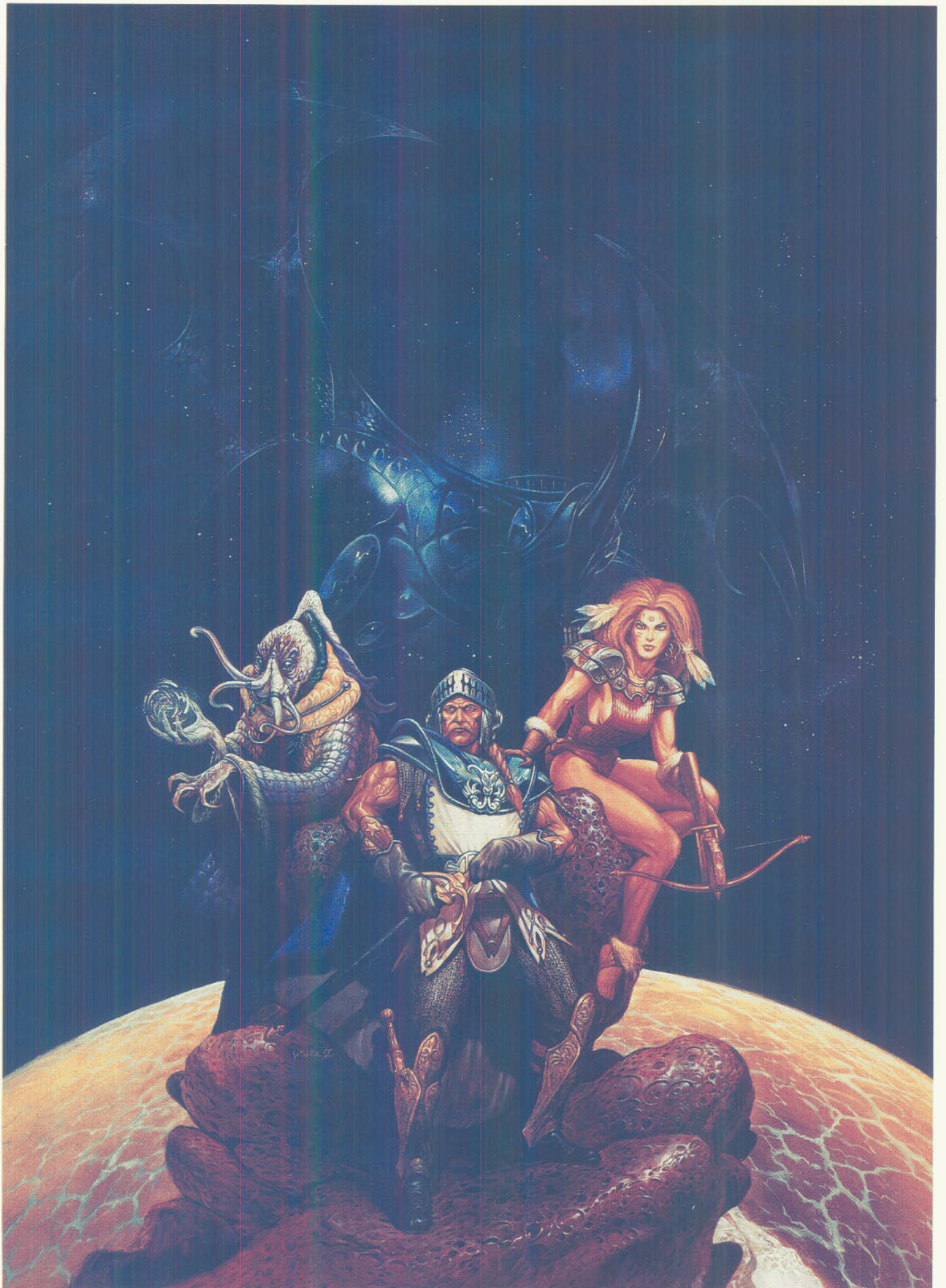
JIM HOLLOWAY



JIM HOLLOWAY



DAVID O. MILLER



JEFF EASLEY



TOM BAXA

Realms of adventure.
Realms of wonder.
Realms of mystery, darkness, and
light.
Realms of the future, and of space
both outer and wild.
The choices are endless.
A thousand images, a thousand
worlds, a thousand adventures

... and all of them are just the
jumping-off point for TSR to lead
you along the landscapes of
imagination into a past that never
was, a future that might still be,
or just an alternative to
day-to-day life.
Accept the invitation to take that
first fantastic step . . .

. . . and beyond.



ROBH RUPPEL



JEFF EASLEY

Without the wondrous imaginations and skilled hands of the artists whose work is featured in this volume, publication of *The Worlds of TSR* would not have been possible. Also to be remembered are the many game designers, writers, and editors whose work laid the foundation for the creation of worlds.

Marlys Heeszal, Editor

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DESIGN	Dee Barnett
GRAPHIC SUPERVISION	Sarah Feggestad
TEXT	Brian M. Thomsen
TYPESETTING.....	Tracey Isler



BROM

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BROM

"...high moments of adventure in eerie landscapes full of dragons, ogres, ghouls, monsters, demons, shapely ladies, and sword-wielding heroes ..."

- Locus



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