

DUNGEONS & DRAGONS®



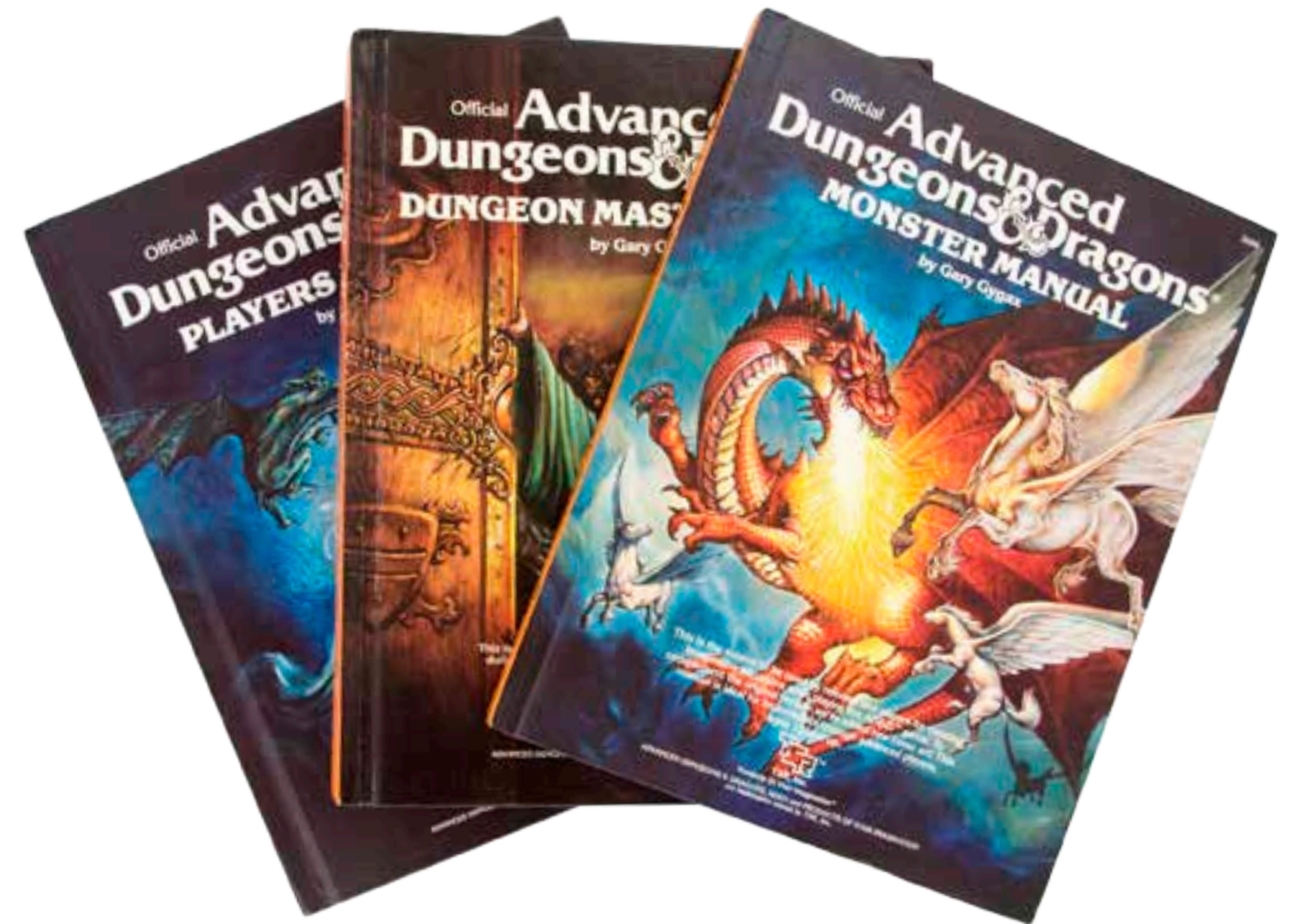
ART & ARCANA

A VISUAL HISTORY

MICHAEL WITWER • KYLE NEWMAN • JON PETERSON • SAM WITWER



OPPOSITE Jeff Easley's *Abandon Hope*, which graced the cover of the 1983 *Dungeon Masters Guide*. Do come in . . .



AT THE BEGINNING of 1983, TSR made its first concerted response to the pressures of the mass-market and religious fundamentalism. No longer did the logo of TSR feature a wizard or a depiction of anything fantastic: it was just the three letters “TSR” done in a blocky geometric style that could only obliquely suggest a dungeon map, a subtle indication of how TSR planned to diversify its business beyond fantasy. Roslof also directed Jeff Easley to create new covers for all of the core rulebooks, replacing the former images by Sutherland and Trampier of suspiciously horned red fellows that might offend Middle American sensibilities. Famously, the trade dress of Dungeons & Dragons this year, both in the Basic and Advanced versions, began to form its ampersands into the shape of a dragon breathing fire, providing further visual distinction between TSR’s D&D and non-D&D properties.

By 1983, D&D had reached its initial peak. The game had become a sensation not just in America, but also internationally, with translated versions of the game rolling out in French and eventually expanding into more than a dozen languages and over twenty countries, spanning from Western Europe to Asia. Driven by the strength of a steady stream of new products, such as *Monster Manual II* and ongoing revision of the Basic rules led by Frank Mentzer, TSR would reach the zenith of the hobby games industry, achieving revenues of nearly \$27 million. Jeff Easley was the go-to cover artist for the hardbound AD&D product lines, but it would be Larry Elmore who provided the paintings that would grace the box covers of the growing Basic D&D product line.



Tiamat from the pages of the *1st Edition Monster Manual* alongside a cover illustration for *The Rise of Tiamat* by Michael Komarck, which was cited as being one of the best D&D illustrations of all time by multiple *5th edition* designers.



DUNGEONS & DRAGONS is a trademark owned by TSR, Inc. and used under license from TSR, Inc.

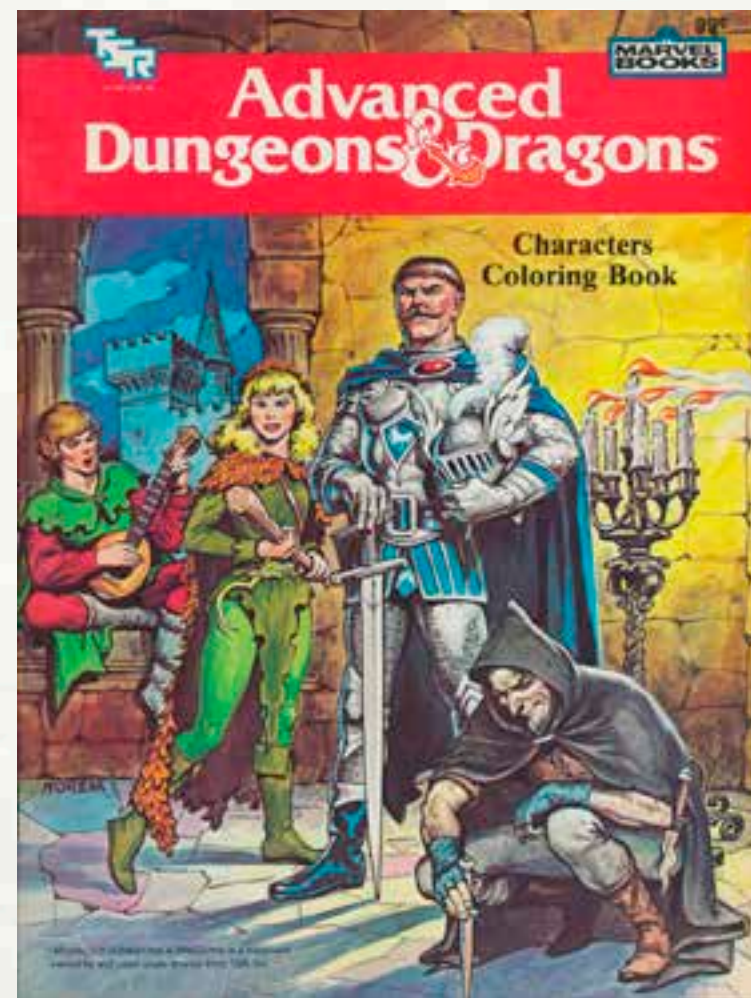


A Kid Stuff Records & Tapes 1984 book and read-along record prominently featuring Strongheart the paladin.



BELOW D&D candy figures, featuring Larry Elmore's 1983 *Basic Rules* and *Expert Rules* box cover art on the front and monster and character trading cards on the back.

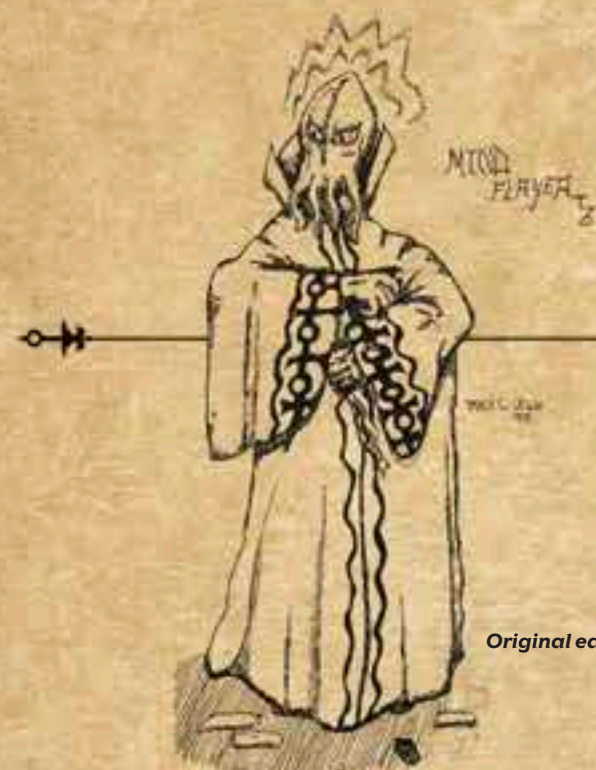
BOTTOM Marvel's 1983 coloring book and a set of vintage View-Master reels.



EVILUTION | MINDFLAYER

“Mind flayers are found only in subterranean places, as they detest sunlight. They are greatly evil and consider the bulk of humanity (and its kin) as cattle to feed upon . . . The mind flayer’s skin glistens with slime. Its skin color is a nauseous mauve, its tentacles being purplish black. A mind flayer’s eyes are dead white, no pupil being evident. The three long fingers of each hand are reddish, but the hands are mauve.”

— MONSTER MANUAL, 1977



Original edition, 1974



1st edition, 1977



2nd edition, 1993



3rd edition, 2000



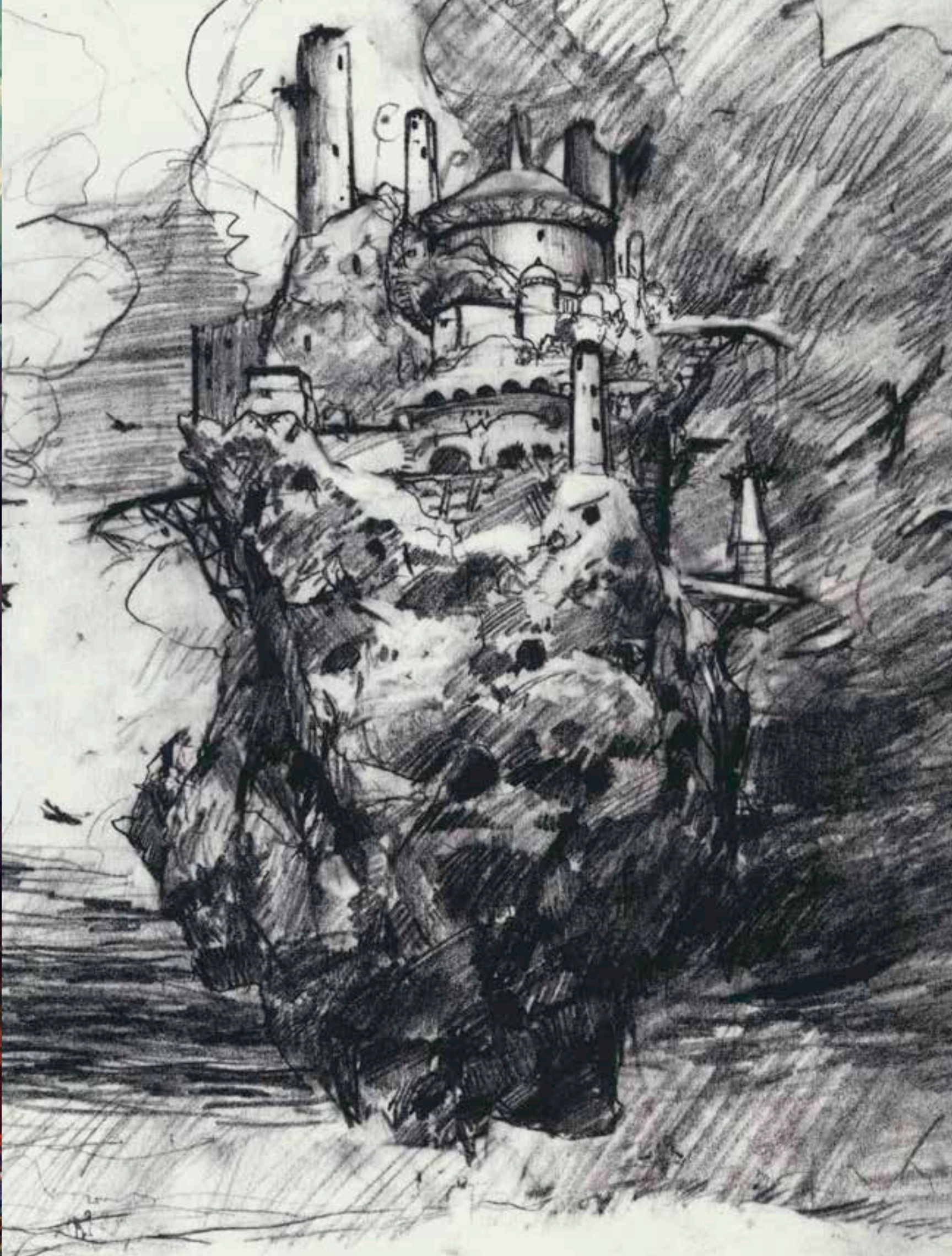
4th edition, 2008



5th edition, 2014



Dragons of Light by Keith Parkinson, from the 1985 *Dragonlance Calendar*, alongside an earlier concept sketch. This iconic image of a flying citadel would be reused for several future products, including the module cover for *DL7: Dragons of Light*.



DUNGEONS & DRAGONS

Rules for Fantastic Medieval Wargames
Campaigns Playable with Paper and Pencil
and Miniature Figures

GYGAX & ARNESON



3-VOLUME SET



PUBLISHED BY
TACTICAL STUDIES RULES
Price \$10.00

BELOW Where it all began: the three original Dungeons & Dragons rules booklets.

OPPOSITE Perhaps the world's best-preserved example of the first printing of Dungeons & Dragons, one of the original one thousand "brown boxes" hand-assembled in dining rooms and basements by co-creator Gary Gygax and his partners and family in 1974.



IT ALL STARTED with one thousand curious boxes marked with unfamiliar symbols and verbiage. Throughout 1974, they slipped into the hands of an unsuspecting public, most arriving by mail, though a few were sold on shelves if you knew where to look. No one would mistake their woodgrain casing boxes for an actual treasure chest made of oak, but their cardboard walls nonetheless contained treasures. Who could have foreseen, when they lifted the lid, the adventures that would burst forth? The cover legend promised "Rules for Fantastic Medieval Wargames Campaigns" inside, where three digest-sized booklets vowed to tutor readers on *Men & Magic*, *Monsters & Treasure*, and a revolutionary way to experience *Underworld & Wilderness Adventures*.

Dungeons & Dragons is not necessarily something you look at while you play it, the way you stare at a board game or video game. The three slim rulebooks in the Dungeons & Dragons box

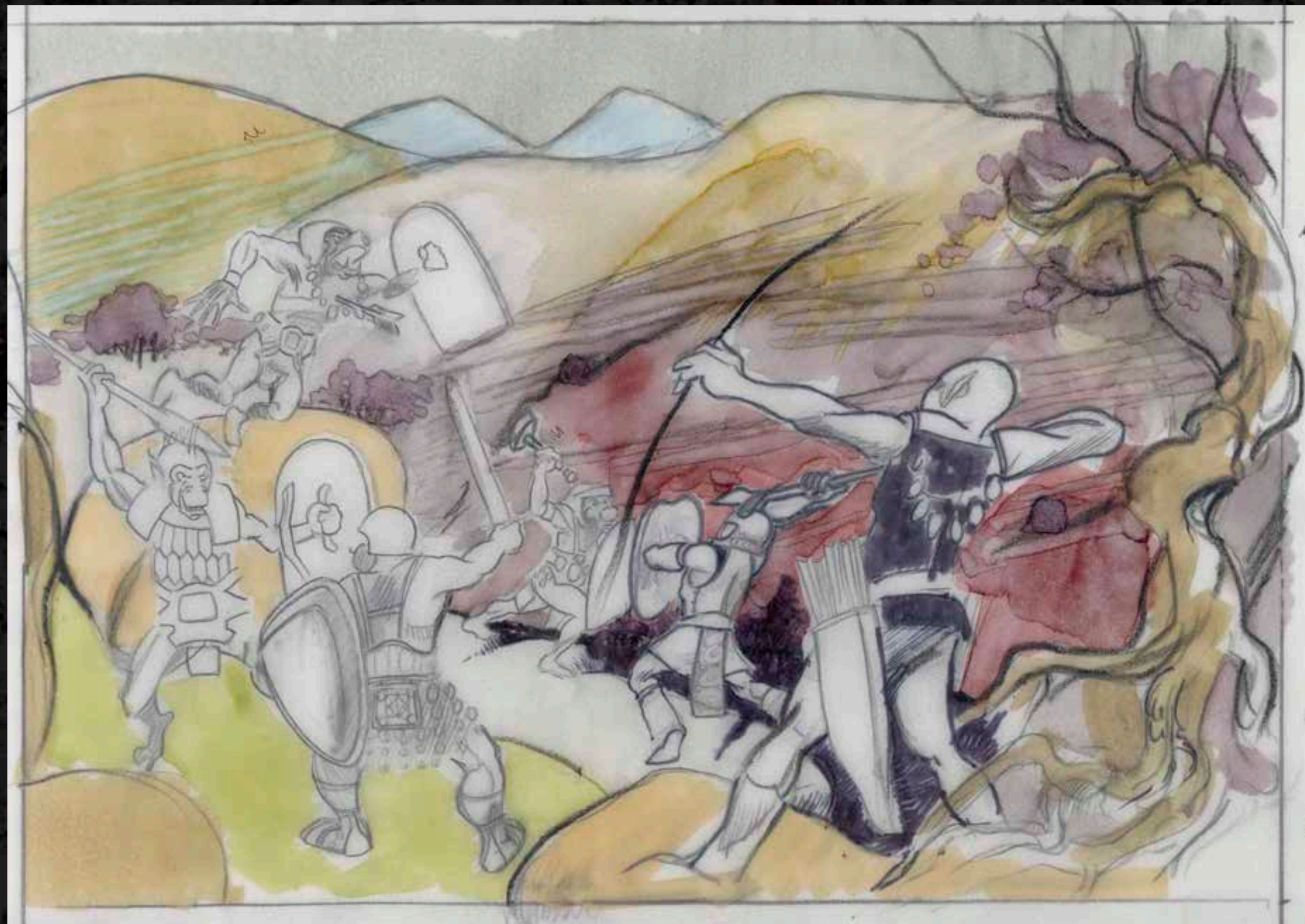
taught the world how to turn a spoken conversation into a fantasy adventure game, one you could pretty much play with your eyes closed. A Dungeon Master, or "referee" as was the original vernacular in 1974, describes to the players the situation that their characters face in a shared imaginary world, and players respond by proposing actions for their characters to attempt. The Dungeon Master and players take turns crafting action statements, cooperatively riffing off and strategizing against each other—each trying to outsmart the other—appending snippets to a story they are telling collectively. Because this all happens through spoken words, players had little need for a board or pieces they could see and touch: D&D came to life in the imagination of participants.

But read the fine print on the box cover: the game promises to be "playable with paper and pencil and miniature figures." That last element—miniature figures—is where the visual history of D&D begins.



The cover of bestselling 1980 adventure module *The Keep on the Borderlands* alongside an earlier watercolor on parchment color study by cover artist Jim Roslof.

IN 1980, GARY GYGAX swapped out the module in TSR's bestselling D&D Basic Set. Previously, it had housed Carr's *In Search of the Unknown*, but now, players were introduced to Gygax's own *The Keep on the Borderlands*. Millions of players now faced his newest peril: the monster infested Caves of Chaos, which were for many players the first steps into the world of Dungeons & Dragons. The multi-tiered caves became a popular haunt for adventurers seeking fame and fortune who were staying at the Keep, but choosing the wrong cave could mean an insidious game of Russian roulette for a less experienced party, depending on what lurked inside.





FOREWORD BY JOE MANGANIELLO

An illustrated guide to the history and evolution of the beloved role-playing game told through the paintings, sketches, illustrations, and visual ephemera behind its creation, growth, and continued popularity.

Dungeons & Dragons is the most iconic and pervasive gaming franchise in the world. It is the seminal RPG (roleplaying game) and the inspiration for video games like *World of Warcraft* and *Zelda*, fantasy art, and countless other facets of “geek culture.” This officially licensed illustrated history features more than 700 pieces of artwork—from each edition of the game’s core books, supplements, and adventures; decades of *Dragon* and *Dungeon* magazines; classic advertisements and merchandise; and never-before-seen sketches, large-format canvases, rare photographs, one-of-a-kind drafts, and more from the now-famous designers and artists associated with the game. The superstar author team gained unparalleled access to the archives of Wizards of the Coast and the personal collections of top collectors, as well as the designers and illustrators who created the distinctive characters, concepts, and visuals that have defined fantasy art and gameplay for generations. This is the most comprehensive collection of D&D imagery ever assembled, making it the ultimate collectible for the game’s millions of fans around the world.

On sale October 23, 2018

\$50.00 | 448 pages | 9 x 11⁷/₈ inches | Hardcover ISBN: 978-0-399-58094-9

ALSO AVAILABLE

DUNGEONS & DRAGONS | ART & ARCANA SPECIAL EDITION

A deluxe boxed edition with one-of-a-kind cover art from Hydro74, one of Dungeons & Dragons’s most acclaimed contemporary artists; frameable large-scale art; plus a facsimile reproduction of Gary Gygax’s never-before-seen, historic first draft of the *Tomb of Horrors* adventure—a rarity many thought was lost to the ages.

\$125.00 | 448 pages | 9 x 11⁷/₈ inches | Hardcover ISBN: 978-0-399-58275-2

Publicity Contact – Erin Welke | 510-285-2948 | erin.welke@tenspeed.com

Sales Inquiries

Established Accounts Order Department | 800-733-3000 | csorders@penguinrandomhouse.com

New Accounts, Sales Representatives, and General Information | 800-729-2960

specialmarkets@penguinrandomhouse.com



Penguin
Random
House

Uncorrected sample pages not for sale or distribution

