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Dungeons and Dragons may be the most important gaming franchise ever. The fantasy role-playing game has captivated millions of players for its four-decade history, inspiring game designers, authors and filmmakers, and brought countless people together. Now a new illustrated story provides an unprecedented look at the visual evolution of the game, showing its continuing impact on the worlds of pop culture and fantasy... and it's an absolutely exciting book. Dungeons and Dragons of Art and Arkana: The Visual History of Ten Speed Press Dungeons and Dragons of Art and Arkana: Visual History, today, conveys the epic history of the DZO through more than 700 works of art covering game books, magazines, advertising, merchandise, prototypes, projects and more. The authors of the book had unprecedented access to the archives of Wizards of the Coast publishers, as well as to the personal collections of leading collectors and original game designers, allowing them to compile the most complete collection of images ever collected. The result is a great and significant visual history of the game. I took this book knowing a decent amount about the DSO! I wrote my own book about it, Bones and Men: A Story of Dungeons and Dragons and the people who play it. But I was constantly surprised and happy to find material in art and Arkana that I had not known or had never seen before. Any fan of the DZO will be drooling over the color photos of the original maps and concept art, and the text - written by some of the most knowledgeable people in the hobby - is full of new information and obscure details. Just check out some of these pages spreads: a watercolor study for the cover of the bestselling 1980 adventure module Keep on... The BorderLands of the artist Jim Roslof. Ten Speed Press's Jeff Easley's painting Abandon Hope graced the cover of the 1983 Dungeon Master Guide. Ten Speed Press Collection Dungeons and Dragons merchandise from the 1980s, including coloring books, View-Master ... Coils and reading records. Ten Speed Press Art and Arcana was written and compiled by an all-star group of DDD experts, including Michael Whitver, author of Empire of Imagination: Gary Gygax and The Birth of Dungeons and Dragons; John Peterson, author of Game in the World: A History of Imitation of Wars, People and Fantastic Adventures, From Chess to Role-Playing Games; Kyle Newman, screenwriter and director of films including Fanboys and Barely Deadly; and Sam Whitver, an actor whose work includes being a man, Star Wars Rebel, and BATTLESTAR GALACTICA. These are all the guys who grew up playing the game, and who genuinely love and respect it; they are also very knowledgeable about their past, and are well suited to compile this visual story. But as much as I love the book itself, I'm particularly excited about the Special Edition box set, which adds a cot case and a cover featuring hydro47 art, as well as ten poster-sized re-creations of classic D.D. works, and recreation of Gary Gygax's original, unpublished tomb of Horrors adventure module. The kit is really worth it for extras alone. Dungeons and Dragons of Art and The Arcana Special Edition of Ten Speed Press Art and Arcana is a must for fans of the DMO. But it's also worth checking out if you're new to the game, or just a pop culture fan. D.I is an incredibly influential invention, and it has shaped decades of fiction, movies, games and television. Art and Arkana helps put the game in context. It's the kind of book to pore over and regularly come back, something to display on your favorite shelf or leave on a coffee table. I've had a copy sitting on my desk for a few weeks and I keep picking it up in quiet moments. Every time I crack the lid, I discover some new details in the picture, or find some new bit of esoteric knowledge. If you've ever paged through the Monster Guide just to gawk at amazing photos, this book is for you. If you learned about mythology because you loved portraits in deities and demigods, this book is for you. If you've ever been obsessed with a hand-drawn dungeon map, attached a fantasy magazine cover to the wall, or wore a T-shirt printed with a knight or dragon, this book is for you. Art and Arkana are a delight and a treasure. Dungeons and Dragons of Art and Arkana: Visual History is on sale today, October 23, 2018. The 448-page hardcover edition has a list price of \$50, while the special edition boxed Book and Ephemera Set are listed at \$125, but both editions are available at a significant mark-up from various booksellers and online retailers. This volume invites the reader through every stage of the evolution of this wonderful game, engaging in incredible art, enlightening photography, and deep anecdotes that both inform and inspire. If you've got to experience the birth of DUNGEONS and DRAGONS and want to relive that origin spark, or are new to the community and would like adventure through a visual chronicle of your past, present and future... I can't recommend this book enough. -Matthew Mercer, Dungeon Master of Critical Role is the most comprehensive, mind-blowing visual story ever created about DUNGEONS and DRAGONS. In addition to the iconic works of art placed on almost every page, the book actually serves as a complete story of the entire D.D. universe and fans of the game, and newcomers will be completely amazed by the countless hours of research and passion placed in this book. There's really nothing else out there like this. -Adam F. Goldberg, creator of the Goldbergs This is the ultimate collection of DUNGEONS and DRAGONS art we've been waiting for all our lives! The images contained in this book will instantly transport you back to your childhood, and conjure up memories of long-forgotten adventures shared with friends at the table. This volume is an important addition to the home library of every fan who is a lifelong fan of the DMO. Buy a copy right now, or make me a lifesaver vs. Death Magic! - Ernie Ernie The author of Ready Player One DUNGEONS and DRAGONS has shaped the imagination of millions of people around the world since her conception. This visual study delving into where it all started is a must-read for both dedicated veterans and new enthusiasts alike. A passionate tribute from the biggest fans in the industry! - Maud Garrett, TV, radio, and online presenter and founder of Geek Bomb I grew up in the early days of DUNGEONS and DRAGONS, and it's been decades since I've seen the wonders that delight me during this magical time. Finally, there are familiar treasures from the depths of the vault. They can make you cry depending on how deep you go. It's an incredible volume of power. -John Romero, one of the creators of DOOM is a time machine. By springing over these images forty years after I first held the main set in my hands, I am struck by the same ineffective feelings I had back in 1977. DUNGEONS and DRAGONS unlocked something in my twelve-year-old brain-exciting sense of opportunity that set my future course as a game designer and writer. This book inspires me over and over again - Amy Hennig, creator of the Uncharted series This fascinating deep immersion in the world of DUNGEONS and DRAGONS will excite both a connoisseur of role-playing games as well as anyone interested in visual history. I found so much information to inspire dreams in a few months. I can't wait to add this to my library of all things geeky. - Deborah Ann Wall, actor and enthusiast D.D. This volume of awesomeness You can only begin to imagine the number of hours that this team of top-notch authors poured into it. They have gained unprecedented access to the archives of the Wizards of the Coast and the personal collection of some of the best collectors. Needless to say, this book will detail and illustrate the long and wonderful journey of Dungeons and Dragons from its humble beginnings to the cult status it has received to this day. This was never achieved in a book before making it a must to have D'D collectibles. - Fabien Payet, Outright Geekery in the early 1980s, I spent a lot of time working and playing with D'D co-creator Gary Gygax during his lost Los Angeles period; I continued to work closely with TSR until its end. For me, it's more than just a book. It's a time machine back to a fantastic, fabulous time when anything was possible. For those who want to understand the pure magic of the DZO and where it came from, get this book at all costs. -Flint Dille, writer/game designer Can't give a higher recommendation than the highest for this amazing book! I saw the preview and I was blown away from page by page! GET THIS BOOK! - Stefan Pokorny, Founder and CEO of Dwarven Forge This book is an exotic, magical and fun journey into the world of DUNGEONS and DRAGONS whether you've ever spent a twelver die or -James Gunn, writer-director of Guardians of the Galaxy film series It's not a simple art book. Written by Michael Whitver, Kyle Newman, John Petersen and Sam Whitver Whitver their lives of love and experience with DUNGEONS and DRAGONS to create a comprehensive story of both role-playing and its legendary creators... Visual history, of course, includes all the works of art you have dreamed of. - Kelly Knox, Nerdist With over 400 pages of art and Arkana is the most comprehensive DDD story you will find anywhere. Like a treasure-filled cave, it is packed (and we mean PACKED) with ample facts, quotes, images, and behind-the-scenes anecdotes to choke on a fully grown Demogorgon. -Josh Weiss, SyFy.com It's incredible... This thing is a gateway to another dimension. -Boing Boing Boing dungeons and dragons art and arcana a visual history. dungeons and dragons art and arcana special edition. dungeons and dragons art and arcana pdf. dungeons and dragons art and arcana pdf download. dungeons and dragons art and arcana review. dungeons and dragons art and arcana barnes and noble. dungeons and dragons art and arcana a visual history review. dungeons and dragons art and arcana book

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