

Tsr Jam 1999 Advanced Dungeons Dragons

Well of Worlds Encyclopedia Magica [Dungeons & Dragons Player's Handbook](#) Understanding Video Games [The Complete Ninja's Handbook](#) Greyhawk Servants of Darkness Domains of Dread Believing in Bits Realms: The Roleplaying Art of Tony DiTerlizzi [Of Dice and Men](#) Eurogames 1999 Comic Book Checklist and Price Guide Shattered Circle Narrative Design Guinness World Records 2015 Gamer's Edition [Science Fiction Video Games Beasts & Behemoths \(Dungeons & Dragons\)](#) The Postmodern Joy of Role-Playing Games Introduction to Game Analysis Slaying the Dragon Forgotten Realms [The Planewalker's Handbook](#) The Rod of Seven Parts The Lazy DM's Workbook Macworld [Gaming Lives in the Twenty-First Century](#) [Special Edition Dungeon Master's Guide](#) [Vintage Game Consoles](#) Baldur's Gate, Tales of the Sword Coast · Official Strategies & Secrets Tempest Empire of Imagination Jonny Magic and the Card Shark Kids [The Greenwood Encyclopedia of Science Fiction and Fantasy](#) Virtual Communities: Concepts, Methodologies, Tools and Applications Fantasy-Rollenspiele als Medienverbundangebote: 'Das Schwarze Auge' und 'Advanced Dungeons and Dragons' The Complete Fighter's Handbook [Dungeons & Dragons The Role-Playing Society](#) [Ravenloft](#)

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1999 Comic Book Checklist and Price Guide Oct 20 2021

Well of Worlds Nov 01 2022

Greyhawk May 27 2022 Everything a Dungeon Master needs to start up a Greyhawk campaign! Features extensive histories of the world, a detailed look at the City of Greyhawk, and hooks for hours of adventure in the world where the adventures began.

Understanding Video Games Jul 29 2022 From Pong to PlayStation 3 and beyond, Understanding Video Games is the first general introduction to the exciting new field of video game studies. This textbook traces the history of video games, introduces the major theories used to analyze games such as ludology and narratology, reviews the economics of the game industry, examines the aesthetics of game design, surveys the broad range of game genres, explores player culture, and addresses the major debates surrounding the medium, from educational benefits to the effects of violence. Throughout the book, the authors ask readers to consider larger questions about the medium: what defines a video game? who plays games? why do we play games? how do games affect the player? Extensively illustrated, Understanding Video Games is an indispensable and comprehensive resource for those interested in the ways video games are reshaping entertainment and society. A Companion Website (www.routledge.com/textbooks/9780415977210) features student resources including discussion questions for each chapter, a glossary of key terms, a video game timeline, and links to other video game studies resources for further study.

Of Dice and Men Dec 22 2021 Originally published in hardcover in 2013.

The Rod of Seven Parts Nov 08 2020 When the Rod of Seven Parts, a symbol of the conflict between law and chaos, gets broken and its pieces scatter throughout the land, an assortment of characters ranging from heroes to monsters compete to find the pieces

Forgotten Realms Jan 11 2021 Everything a player needs to adventure in the Forgotten Realms, the most popular setting in the D&D "RM" game can be found right here: history, maps, non-player characters, geography, economics, societies, organizations, religions, politics, monsters, magic items, spells ... even a start-up adventure in the Realms!

Eurogames Nov 20 2021 While board games can appear almost primitive in the digital age, eurogames—also known as German-style board games—have increased in popularity nearly concurrently with the rise of video games. Eurogames have simple rules and short playing times and emphasize strategy over luck and conflict. This book examines the form of eurogames, the hobbyist culture that surrounds them, and the way that hobbyists experience the play of such games. It chronicles the evolution of tabletop hobby gaming and explores why hobbyists play them, how players balance competitive play with the demands of an intimate social gathering, and to what extent the social context of the game encounter shapes the playing experience. Combining history, cultural studies, leisure studies, ludology, and play theory, this innovative work highlights a popular alternative trend in the gaming community.

[Ravenloft](#) Jun 23 2019 A night of eternal terror. A world ruled by fear and horror. Vampires who command the night. Shapeshifters who prowl the forests. Eldritch ghouls and undead skeletons who prey upon a fearful populace. If ever a world needed heroes, it is the world of Ravenloft.

Jonny Magic and the Card Shark Kids Jan 29 2020 If you think a gang of real-life geeks can't take on the world and win big . . . think again. And whatever you do, don't sit down across a gaming table from Jon Finkel, better known as Jonny Magic. Jonny Magic and the Card Shark Kids is his amazing true story: the jaw-dropping, zero-to-hero chronicle of a fat, friendless boy from New Jersey who found his edge in a game of cards—and turned it into a fortune. The ultimate bully-magnet, Finkel grew up heckled and hazed until destiny came in the form of a trading-card game called Magic: The Gathering. Magic exploded from nerdy obsession to mainstream mania and made the teenage Finkel an ultracool world champion. Once transformed, this young shark stormed poker rooms from the underground clubs of New York City to the high-stakes tables online, until he landed on the largest card-counting blackjack team in the country. Taking Vegas for millions, Finkel's squad of brainy gamers became the biggest players in town. Then they took on the town's biggest game, the World Series of Poker, and walked away with more than \$3.5 million. Thrilling, edgy, and ferociously feel-good, the odyssey of these underdogs-turned-overlords is the stuff of pop-culture legend. And David Kushner, acclaimed author of Masters of Doom, masterfully deals out the outrageous details while bringing to life a cast of characters rife with aces, kings, knaves . . . and more than a few jokers. If you secretly believe every player has his day, you're right. Here's the proof.

Shattered Circle Sep 18 2021 JUST YOUR AVERAGE MEGA-WITCH . . . It's tough being a modern woman, but Persephone Alcmidi has it worse than most. Being the prophesied Lustrata has kicked her career as a witch into high gear, and juggling a werewolf boyfriend who is about to become king of his kind and a seductive vampire who bears her magical Mark isn't easy either. Still, Seph's beloved foster daughter, Beverley, is causing more trouble than these two men put together. The young girl's been playing with a magical artifact that's far more dangerous than she realizes. Now Seph must summon help from a mystical being so potent that even vampires fear him . . . and the cost of his aid may be more than she's willing to pay. Seph, Johnny, and Menessos face threats from all sides—and a few from within. Will the forces of destiny cement their tenuous supernatural union, or shatter it forever?

[Dungeons & Dragons Player's Handbook](#) Aug 30 2022 Discusses how to create and play characters of various races, classes, and abilities, covering topics including skills, feats, equipment, adventuring, and magic.

[The Greenwood Encyclopedia of Science Fiction and Fantasy](#) Dec 30 2019 A comprehensive three-volume reference work offers six hundred entries, with the first two volumes covering themes and the third volume exploring two hundred classic works in literature, television, and film.

[Gaming Lives in the Twenty-First Century](#) Aug 06 2020 This volume examines the claim that computer games can provide better literacy and learning environments than schools. Using case-studies in the US at the beginning of the twenty-first century and the words and observations of individual gamers, the book offers historical and cultural analyses of their literacy development, practices and values.

[The Complete Ninja's Handbook](#) Jun 27 2022

The Postmodern Joy of Role-Playing Games Apr 13 2021 Historian Johan Huizinga once described game playing as the motor of humanity's cultural development, predating art and literature. Since the late 20th century, Western society has undergone a "ludification," as the influence of game-playing has grown ever more prevalent. At the same time, new theories of postmodernism have emphasized the importance of interactive, playful behavior. Core concepts of postmodernism are evident in pen-and-paper role-playing, such as Dungeons and Dragons. Exploring the interrelationships among narrative, gameplay, players and society, the author raises questions regarding authority, agency and responsibility, and discusses the social potential of RPGs in the 21st century.

[Vintage Game Consoles](#) Jun 03 2020 Vintage Game Consoles tells the story of the most influential videogame platforms of all time, including the Apple II, Commodore 64, Nintendo Entertainment System, Game Boy, Sega Genesis, Sony PlayStation, and many more. It uncovers the details behind the consoles, computers, handhelds, and arcade machines that made videogames possible.

Drawing on extensive research and the authors' own lifelong experience with videogames, Vintage Game Consoles explores each system's development, history, fan community, its most important games, and information for collectors and emulation enthusiasts. It also features hundreds of exclusive full-color screenshots and images that help bring each system's unique story to life. Vintage Game Consoles is the ideal book for gamers, students, and professionals who want to know the story behind their favorite computers, handhelds, and consoles, without forgetting about why they play in the first place – the fun! Bill Loguidice is a critically acclaimed technology author who has worked on over a dozen books, including CoCo: The Colorful History of Tandy's Underdog Computer, written with Boisy G. Pitre. He's also the co-founder and Managing Director for the popular Website, Armchair Arcade. A noted videogame and computer historian and subject matter expert, Bill personally owns and maintains well over 400 different systems from the 1970s to the present day, including a large volume of associated materials. Matt Barton is an associate professor of English at Saint Cloud State University in Saint Cloud, Minnesota, where he lives with his wife Elizabeth. He's the producer of the "Matt Chat," a weekly YouTube series featuring in-depth interviews with notable game developers. In addition to the original Vintage Games, which he co-authored with Bill, he's author of Dungeons & Desktops: The History of Computer Role-Playing Games and Honoring the Code: Conversations with Great Game Designers.

[Special Edition Dungeon Master's Guide](#) Jul 05 2020 A deluxe, leather-bound version of the essential tool every D&D Dungeon Master needs. The follow-up to the special edition Player's Handbook™ released in 2004 for the 30th anniversary of D&D, this special release of the Dungeon Master's Guide™ features an embossed, leather-bound cover and premium, gilt-edged paper.

[The Role-Playing Society](#) Jul 25 2019 Since the release of Dungeons & Dragons in 1974, role-playing games (RPGs) have spawned a vibrant industry and subculture whose characteristics and player experiences have been well explored. Yet little attention has been devoted to the ways RPGs have shaped society at large over the last four decades. Role-playing games influenced video game design, have been widely represented in film, television and other media, and have made their mark on education, social media, corporate training and the military. This collection of new essays illustrates the broad appeal and impact of RPGs. Topics range from a critical reexamination of the Satanic Panic of the 1980s, to the growing significance of RPGs in education, to the potential for "serious" RPGs to provoke awareness and social change. The contributors discuss the myriad subtle (and not-so-subtle) ways in which the values, concepts and mechanics of RPGs have infiltrated popular culture.

Encyclopedia Magica Sep 30 2022 Provides detailed information on magical paraphernalia and spells for players of Dungeons and Dragons

Domains of Dread Mar 25 2022 Add a touch of horror to your AD&D game with this medieval Gothic setting! Vampires, werewolves, forbidding castles, and ghosts of all kinds inhabit the Demiplane of Dread. Features new rules for creating heroes native to the domains, adapting magic to the demiplane, and dealing with fear and horror checks when the characters experience the true terror that dominates the Ravenloft "RM" campaign.

Believing in Bits Feb 21 2022 Believing in Bits advances the idea that religious beliefs and practices have become inextricably linked to the functioning of digital media. How did we come to associate things such as mindreading and spirit communications with the functioning of digital technologies? How does the internet's capacity to facilitate the proliferation of beliefs blur the boundaries between what is considered fiction and fact? Addressing these and similar questions, the volume challenges and redefines established understandings of digital media and culture by employing the notions of belief, religion, and the supernatural.

Fantasy-Rollenspiele als Medienverbundangebote: 'Das Schwarze Auge' und 'Advanced Dungeons and Dragons' Oct 27 2019 Da das Buch als favorisiertes Medium immer mehr zurückgeht, gewinnen Medienverbände stetig an Bedeutung. Ein solcher verbindet über die Arbeit mit derselben Welt verschiedene Medien miteinander; das bekannteste Beispiel hierfür ist die nachträgliche Verfilmung eines Buches. Während bisher jedoch hauptsächlich buch- und filmbasierte Medienverbände in den wissenschaftlichen Fokus gesetzt wurden, untersucht dieses Buch am Beispiel von Das Schwarze Auge (DSA) und Advanced Dungeons and Dragons (AD&D) die Möglichkeit des Fantasy-Rollenspiels als neue Form des Medienverbundes, dem spielbasierten: Eine von einem Autoren geschaffene Spielwelt mit eigener Geschichte und eigenen Regeln wird immer wieder neu aufgegriffen in einem Hybriden aus Spiel und Literatur. Einerseits gleicht das Rollenspiel der Märchenstunde, in der oral eine Geschichte ausgearbeitet wird, zugleich trägt jedoch schon der Name auch das Spiel heran, da die Geschichte nicht linear gegeben ist, sondern die Spieler unter anderem durch eigene Gestaltung ihrer Figuren und Auslegung dieser sowie durch Erfahren oder Nicht-Erfahren von Informationen innerhalb der Geschichte diese aktiv mitgestalten können. So führt Bruske-Guth anhand der Geschichte und den Regeln der beiden Rollenspiele den Gedanken eines bisher kaum beachteten Medienverbundes aus, der durch das DSA-Brettspiel, den AD&D-Film, Live-Rollenspiele, Computerspiele und Fanfiction immer weiter ausbreitet und kreativ weitergedacht wird.

Servants of Darkness Apr 25 2022

Narrative Design Aug 18 2021 Narrative designers and game designers are critical to the development of digital and analog games. This book provides a detailed look at the work writers and designers perform every day on game development projects. It includes practical advice on how to break into the game industry as a writer or game designer. Readers can use the templates and detailed instructions provided here to create lively portfolios that will help open the door to jobs in the game industry. Key features of this book: • An intimate look at the workings of AAA game development from someone who has spent decades embedded on teams at well-known companies. • An insider's look at the game industry, including advice on breaking into the industry. • Detailed

instructions for creating a portfolio to demonstrate narrative design and game design skills to prospective employers. • Lessons and exercises to help students develop narrative design and game design skills. • A how-to guide for college instructors teaching classes in narrative design and game design. Detailed assignments and syllabi are included. Author Bio: Michael Breault is a 35-year industry veteran who has contributed his writing and game design skills to over 130 published games. He currently teaches narrative design and game design courses at Webster University in St. Louis. The courses he creates and teaches are based on the tasks narrative designers and game designers undertake every day while developing games. These classes provide his students with a real-world view of the work they will be doing as writers and designers in the game industry.

Dungeons & Dragons Aug 25 2019 Taken from the popular novels by R.A. Salvatore, this volume delivers three graphic novels in the 'Icewind Dale Trilogy' - 'The Crystal Shard', 'Streams of Silver', and 'The Halfling's Gem' - into one book.

Slaying the Dragon Feb 09 2021 Dungeons & Dragons. It's the fantasy role-playing game first conceived over fifty years ago by the now-legendary company TSR, which has enthralled millions of devoted gamers around the world for generations. It's a test of skill, intelligence, audacity, and survival. But no D&D game ever played could compare to the stunning behind-the-scenes melee for power and dominance that was the true story of TSR. *Slaying the Dragon* chronicles the rise and fall of TSR (Tactical Studies Rules), how the brilliant and wild minds of the legendary Gary Gygax and his co-creator Dave Arneson gave birth to a game that would capture the imagination of outsiders and underdogs throughout the world. From its humble beginnings in the small town of Lake Geneva, Wisconsin to its emergence as a cultural phenomenon, TSR soon spawned an unlikely empire of games and geekdom—with Dungeons & Dragons leading the way—that was decades ahead of its time, inviting both hyper-devoted fans as well as hysteria surrounding the game's supposed corrupting influence on America's youth. TSR was in the news, in the money, and on top of the world. But success soon took its toll, with creative control and rivalries within the firm threatening the stability of TSR. Former allies grew apart personally and professionally, and the formerly fun, freewheeling firm founded by a band of misfits collapsed into a desperate struggle for survival. Despite attempts to grow in a changing market, setbacks and management decisions put TSR in a downward spiral in the 1990s which resulted in the company's death and then resurrection by the most unlikely of saviors. With author access to previously unreleased documents and insider stories, and interviews with former TSR employees and associates who witnessed the high-stakes machinations and maneuvering that would eventually seal the company's fate, *Slaying the Dragon* is a fascinating, revealing tale of friends turned enemies, success and failure, and loyalty and betrayal that no roll of the die could predict... "Riggs has written a fascinating and dishy account of the business hits and whistling misses of a band of dreamers, writers, artists, and geeks... A must-read for fighters, magic-users, and even bards -- and everyone else, too." — Brad Ricca, Edgar-nominated author of *Mrs. Sherlock Holmes* and *True Raiders* "Far from a fluff piece on a beloved hobby, this book goes behind the GM's screen to take a hard-nosed look at the people and circumstances that first gave rise to D&D, then nearly killed it -- twice. Riggs takes you on a roller-coaster from boom to near bankruptcy, but never loses sight of the individuals involved, the good, the bad, and the geeky." — Marie Brennan, Hugo-Award nominated author of the *Memoirs of Lady Trent* series

Introduction to Game Analysis Mar 13 2021 This accessible textbook gives students the tools they need to analyze games using strategies borrowed from textual analysis. As the field of game studies grows, videogame writing is evolving from the mere evaluation of gameplay, graphics, sound, and replayability, to more reflective writing that manages to convey the complexity of a game and the way it is played in a cultural context. Clara Fernández-Vara's concise primer provides readers with instruction on the basic building blocks of game analysis—examination of context, content and reception, and formal qualities—as well as the vocabulary necessary for talking about videogames' distinguishing characteristics. Examples are drawn from a range of games, both digital and non-digital—from *Portal* and *World of Warcraft* to *Monopoly*—and the book provides a variety of exercises and sample analyses, as well as a comprehensive ludography and glossary. In this second edition of the popular textbook, Fernández-Vara brings the book firmly up-to-date, pulling in fresh examples from ground-breaking new works in this dynamic field. *Introduction to Game Analysis* remains a unique practical tool for students who want to become more fluent writers and critics not only of videogames, but also of digital media overall.

Guinness World Records 2015 Gamer's Edition Jul 17 2021 Now in its eighth edition, Guinness World Records Gamer's Edition is the ultimate guide to videogames. With all-new design and photography, the fresh-looking 2015 edition is packed full of news and views about the most up-to-date achievements and developments in gaming. It offers the most dazzling images from this year's top titles, along with fascinating facts, figures and features on the games and characters you love - from *Minecraft* to the world-beating *Grand Theft Auto V*, from thrilling new games to all-time classics. The latest edition includes gameplay tips and hints, interviews and features exploring gaming from different perspectives, and quotes from leading figures in the industry. Find out about the biggest-selling games, the highest scores, and the world's most amazing gamers. Read about the latest hardware developments in the battle of the eight-generation consoles, and explore the most exciting news stories across all the major gaming genres.

The Lazy DM's Workbook Oct 08 2020 The Lazy DM's Workbook contains a wide range of tools, maps, and reference sheets to help you run your fifth edition fantasy roleplaying game—and is designed to be useful right at the table. This book contains numerous fifth edition rules references, guides, and random generators to help fire up your imagination as you prepare and run your games. The workbook also contains ten lazy lairs: full-color maps and quick descriptions of locations common to most fantasy roleplaying games. When the characters take a game session in a direction you didn't expect, you can use any of these lairs with minimal prep time, running it straight out of the book. The Lazy DM's Workbook is an indispensable reference, designed to be kept at your side as tales of high adventure unfold at your gaming table.

Science Fiction Video Games Jun 15 2021 Understand Video Games as Works of Science Fiction and Interactive Stories *Science Fiction Video Games* focuses on games that are part of the science fiction genre, rather than set in magical milieus or exaggerated versions of our own world. Unlike many existing books and websites that cover some of the same material, this book emphasizes critical analysis, especially the analysis of narrative. The author analyzes narrative via an original categorization of story forms in games. He also discusses video games as works of science fiction, including their characteristic themes and the links between them and other forms of science fiction. Delve into a Collection of Science Fiction Games The beginning chapters explore game design and the history of science-fictional video games. The majority of the text deals with individual science-fictional games and the histories and natures of their various forms, such as the puzzle-based adventure and the more exploratory and immediate computer role-playing game (RPG).

Tempest Apr 01 2020 Atari's 1981 arcade hit *Tempest* was a "tube shooter" built around glowing, vector-based geometric shapes. Among its many important contributions to both game and cultural history, *Tempest* was one of the first commercial titles to allow players to choose the game's initial play difficulty (a system Atari dubbed "SkillStep"), a feature that has since become standard for games of all types. *Tempest* was also one of the most aesthetically impactful games of the twentieth century, lending its crisp, vector aesthetic to many subsequent movies, television shows, and video games. In this book, Ruggill and McAllister enumerate and analyze *Tempest*'s landmark qualities, exploring the game's aesthetics, development context, and connections to and impact on video game history and culture. By describing the game in technical, historical, and ludic detail, they unpack the game's latent and manifest audio-visual iconography and the ideological meanings this iconography evokes.

Empire of Imagination Mar 01 2020 The life story of Gary Gygax, godfather of all fantasy adventure games, has been told only in bits and pieces. Michael Witwer has written a dynamic, dramatized biography of Gygax from his childhood in Lake Geneva, Wisconsin to his untimely death in 2008. Gygax's magnum opus, *Dungeons & Dragons*, would explode in popularity throughout the 1970s and '80s and irreversibly alter the world of gaming. D&D is the best-known, best-selling role-playing game of all time, and it boasts an elite class of alumni—Stephen Colbert, Robin Williams, and Junot Diaz all have spoken openly about their experience with the game as teenagers, and some credit it as the workshop where their nascent imaginations were fostered. Gygax's involvement in the industry lasted long after his dramatic and involuntary departure from D&D's parent company, TSR, and his footprint can be seen in the genre he is largely responsible for creating. But as Witwer shows, perhaps the most compelling facet of his life and work was his unwavering commitment to the power of creativity in the face of myriad sources of adversity, whether cultural, economic, or personal. Through his creation of the role-playing genre, Gygax gave two generations of gamers the tools to invent characters and entire worlds in their minds. Told in narrative-driven and dramatic fashion, Witwer has written an engaging chronicle of the life and legacy of this emperor of the imagination.

Beasts & Behemoths (Dungeons & Dragons) May 15 2021 Study this guide and keep it close at hand—this manual of monsters might save your life! This immersive illustrated bestiary introduces you to memorable monsters in *Dungeons & Dragons*, from the smallest beasts to the most dangerous behemoths. This illustrated guide transports new players to the magical world of *Dungeons & Dragons* and presents a one-of-a-kind course on the unusual creatures, from the minuscule to the massive, that fill the fantastic world of the game. This guide features easy-to-follow and entertaining explanations of where to find each beast, their strange abilities and magical powers, and how to defeat them, along with amazing illustrations that will ignite your imagination. Organized by size from small to large, bigger and more dangerous monsters are introduced with every turn of the page. *Beasts & Behemoths* is a perfect way for new players and young fantasy fans to learn about the monsters an adventuring party can meet, with profiles full of example encounters and storytelling tips that encourage creative problem-solving skills when battling beastly foes.

Virtual Communities: Concepts, Methodologies, Tools and Applications Nov 28 2019 Covers the development, design, and utilization of virtual organizations and communities and the resulting impact of these venues.

The Complete Fighter's Handbook Sep 26 2019 *Fantasirollespil*.

Baldur's Gate, Tales of the Sword Coast : Official Strategies & Secrets May 03 2020 Set in the *Advanced Dungeons and Dragons* universe, *Baldur's Gate* is a massive PC role-playing game from Interplay. Hardcore fans will find a wealth of statistics and strategies in this guide for all new creatures, objects, and spells.

Macworld Sep 06 2020

The Planewalker's Handbook Dec 10 2020

Realms: The Roleplaying Art of Tony DiTerlizzi Jan 23 2022 New York Times bestselling creator Tony DiTerlizzi is known for his distinctive style depicting fantastical creatures, horrific monsters, and courageous heroes. His illustrations reshaped and defined the worlds of *Advanced Dungeons and Dragons*, *Planescape*, and *Magic: The Gathering* in the imaginations of legions of devoted roleplaying gamers during the 1990s, before he transitioned to mainstream success with *The Spiderwick Chronicles* and *The Search for WondLa*. Collected here for the first time, this book features never-before-seen artwork and photographs, in addition to showcasing DiTerlizzi's most iconic roleplaying work with commentary by the artist. Introduction by Christopher Paolini (*Eragon*) and featuring appreciations by Guillermo del Toro, Brom, Jane Yolen, Holly Black, Zeb Cook, Jeff Easley, and Donato Giancola, among others! Tony's work has a distinct flair, a love for monsters if you will . . . His creatures have the charm of *Henson* or *Rackham* but they carry with them hints of their own ecosystem . . . Tony stands alone as a world creator and a weaver of tales, may you treasure these art pieces as much as I do. --Guillermo del Toro