

# Legend Maps Adventurer Art Inspiration

Legend Maps is an occluded world, littered with lore and lies -- a place of opportunity, uncertainty, surprise and trickery. It holds the promise of wealth and power for those who survive and dust for those who do not. This is the desperate opaque landscape that beckons our Adventurers.

Every Adventurer is unique, an individual. Each a collection of circumstances, abilities, experiences, fears, dreams and desires. But, whether by nobility or curiosity, debt or depravity, they all find themselves in the same place. Holding their breath and a scrap of map, preparing to enter a dark doorway towards an uncertain end.

## Design Direction

Stylistically and thematically, Legend Maps borrows first from a time in gaming when the ideas were big, the platforms limited and the budgets were tight. Restrictions like these often create a freedom that produces amazing innovative results, like the revolutionary games from the dawn of the first pcs and consoles. That resonating visual appeal, depth of experience and game design success is as evocative and relative today as it was 40 years ago.

Over time, game after game has built on this foundation and new ideas and twists have created an enormous family tree of game genres and styles. This expansive arc gives us the wonderful opportunity to grab what we love from the pre-tech era influences that informed the pioneers, the contemporary aesthetics of their birth, and the more current designers who are reinterpreting all of it.

For the Adventurers we will be looking at a hand drawn illustrated approach. Black brush, pen line, rich colors. A look that is inspired by the era, but not a copy or even an homage. A style that captures the "anything goes" DIY inventiveness of the earliest fantasy illustrators and graphic designers. Earnest and ironic, slightly more sophisticated and modern with the overarching goal of creating Adventurers with their own identifiable style.

### We start here...

- 70's/80's
- Medieval
- Ink-brush, hatch, stipple
- Line sets the story-color drives the mood
- Dramatic
- Light & dark
- Old school D&D
- Heavy Metal Magazine/Psychedelic
- Illustrated, but not cartoonish
- Dynamic, but controlled

### ...and end here

- Compelling design
- Stand out style
- Telling a story
- Special
- Interesting
- Surprising
- Resonant
- Personality driven
- Enhancing the experience
- Extending the aesthetic

# Inspiration

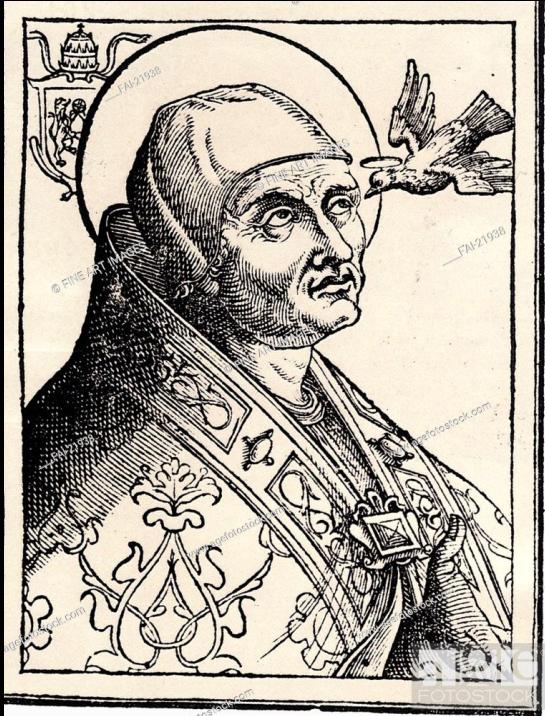
Color and final production are pivotal in the final design of the Adventurers. But foundationally, we first need to establish the style, personality and architecture through black line and texture. What follows are some influences to draw from for our approach.

## Renaissance/Woodcut

When you look at the fantasy art of the 60's and 70's you can see the influence of the art from the dark and middle ages. With their transmogrified attempts at realism, and their depictions of the clash of the divine and common, these woodcuts and illustration are amazing and fertile inspiration. The style also provides a language that feels mystical, raw and temporally specific.

We won't be parroting this style directly, but the line weight, lightly exaggerated proportion and composition are very effective. Particularly in creating story through character and expression. Many contemporary artists design in this style so there are many ancient and modern versions from which to draw inspiration.





## D&D Originators

There are many different illustrators who have contributed to Dungeons and Dragons, but one thing they all have in common is they did it their own way and made much of it up as they went.

Capturing the freedom these illustrators had, as well as their attention to quirky details that provide context for characters, should be a big part of our development. Also, we should incorporate the textures and techniques they use, as it is in line with our world and is of a piece with the maps and game design.

### David A Trampier

All of the creators in this space added to its greatness, But DAT defined what is now known as "Old School D&D". So many iconic works. All of them featuring wild creativity and deep storytelling communicated with excellent line work, technique and control.







**Dave Laforce**



**Jeff Dee**



**Erol Otis**



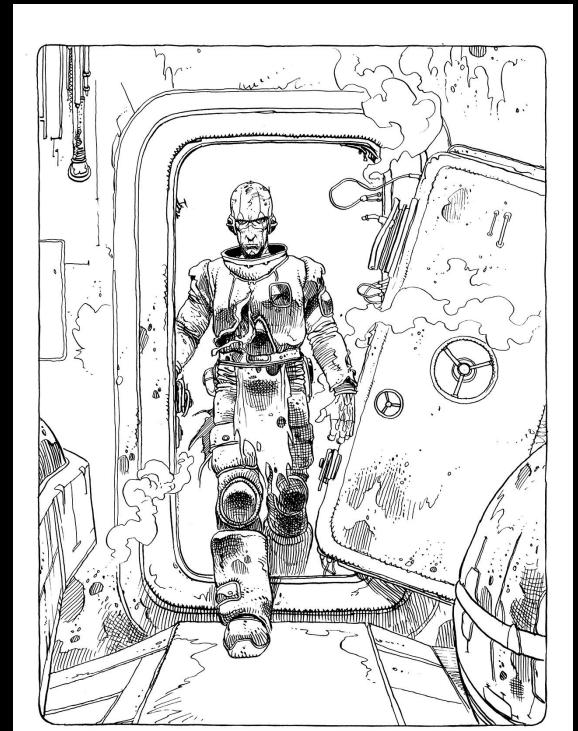
## French Heavy Metal

Along with early gaming and fantasy pen and paper, another ripe resource evocative of the 70s/80s fantasy era is "adult" comics. In particular *Heavy Metal*. Many of the stories were sci-fi, but often they centered less on tech, and more on character and societies with more traditional fantasy structures.

There are many great artists to consider, but for our design we will start with three illustrators; Enki Bilal, Phillippe Drullet, and Jean Giraud (Moebius).

### Enki Bilal

Bilal creates great tension and fluidity with his mostly evenly weighted line. There is also great contrast and visual interest created in the forms which alternate from lightly textured, to intricately lined, along with a lot of depth and dimension with heavy hatching and simple blacks. Also his use of contour line to suggest shape is effective.



HEAVY METAL 73

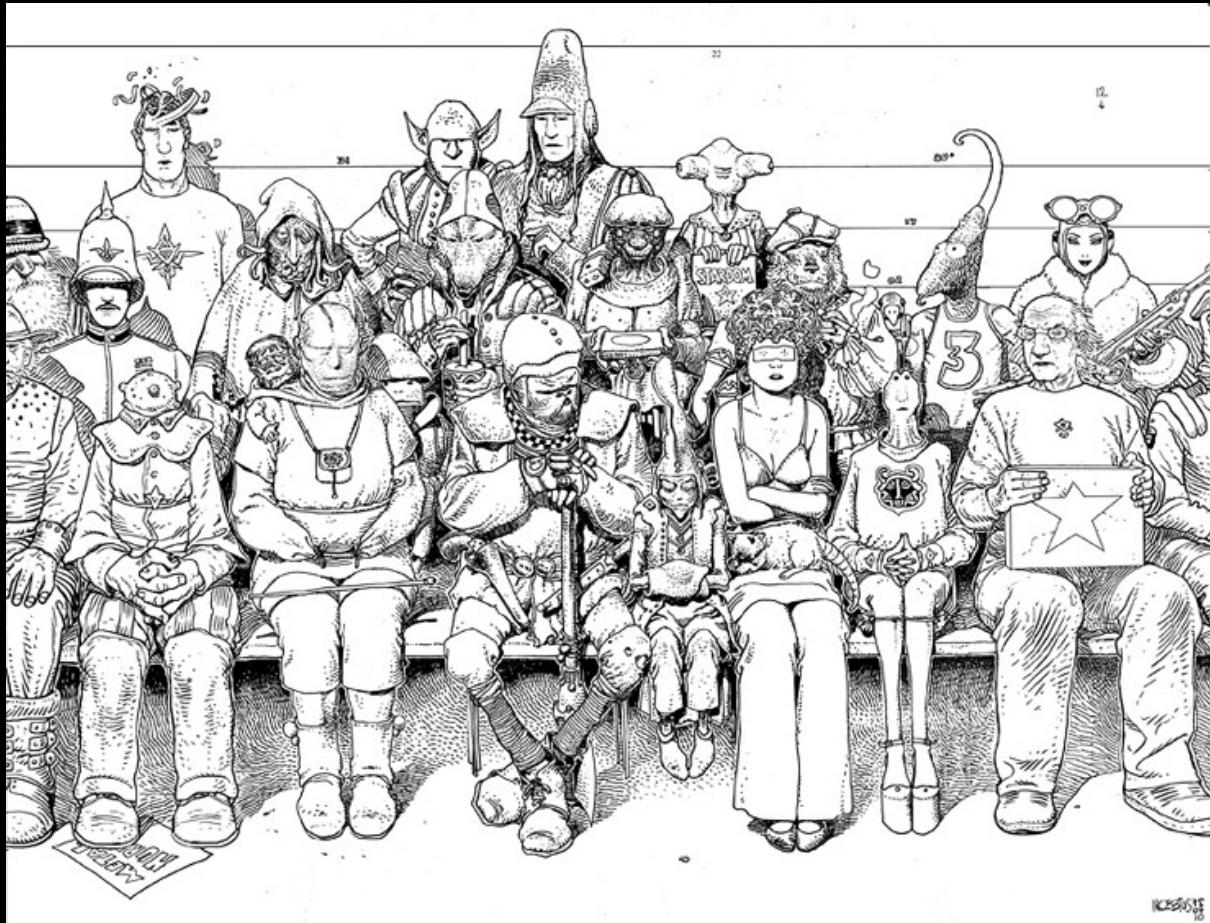
## Phillipe Druillet

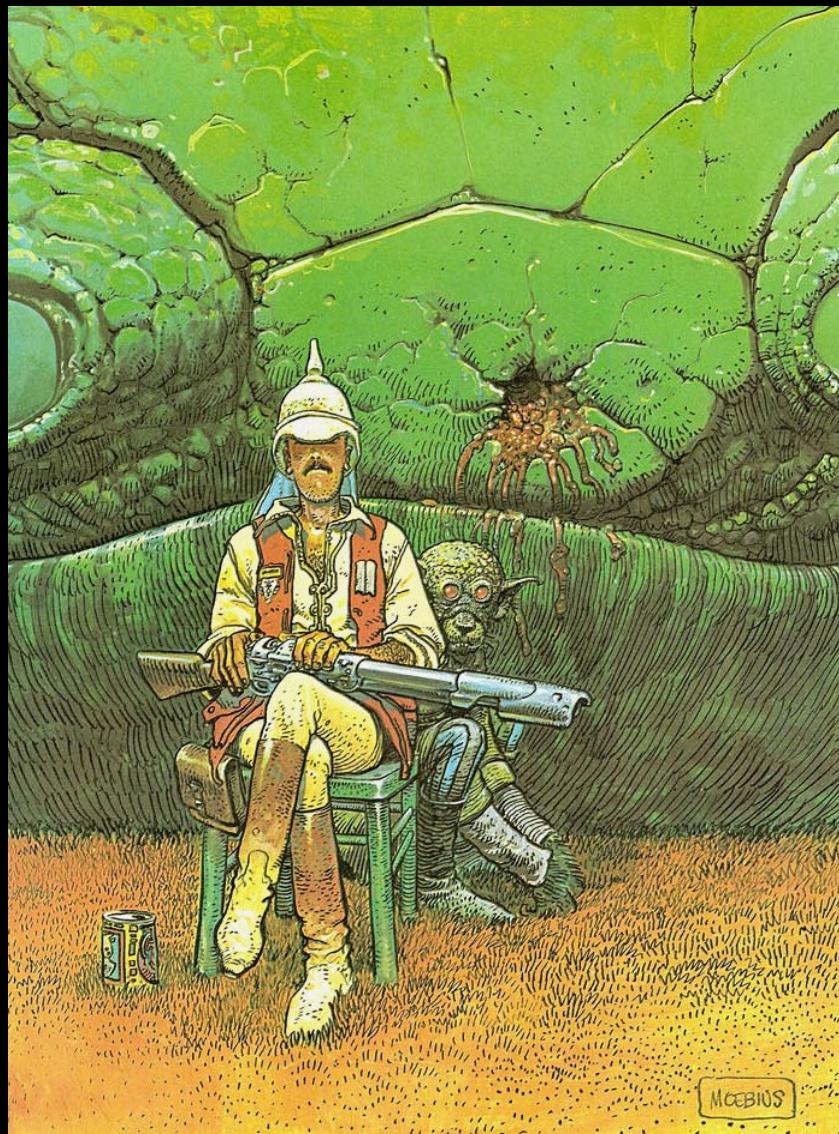
Druillet's work has a lot of drama, stark shadow and textural hatching. It is probably a bit too graphic and psychedelic, but the organic forms combined with the more geometric shapes is an interesting thought for the backgrounds and assets.



### Jean Giraud (Moebius)

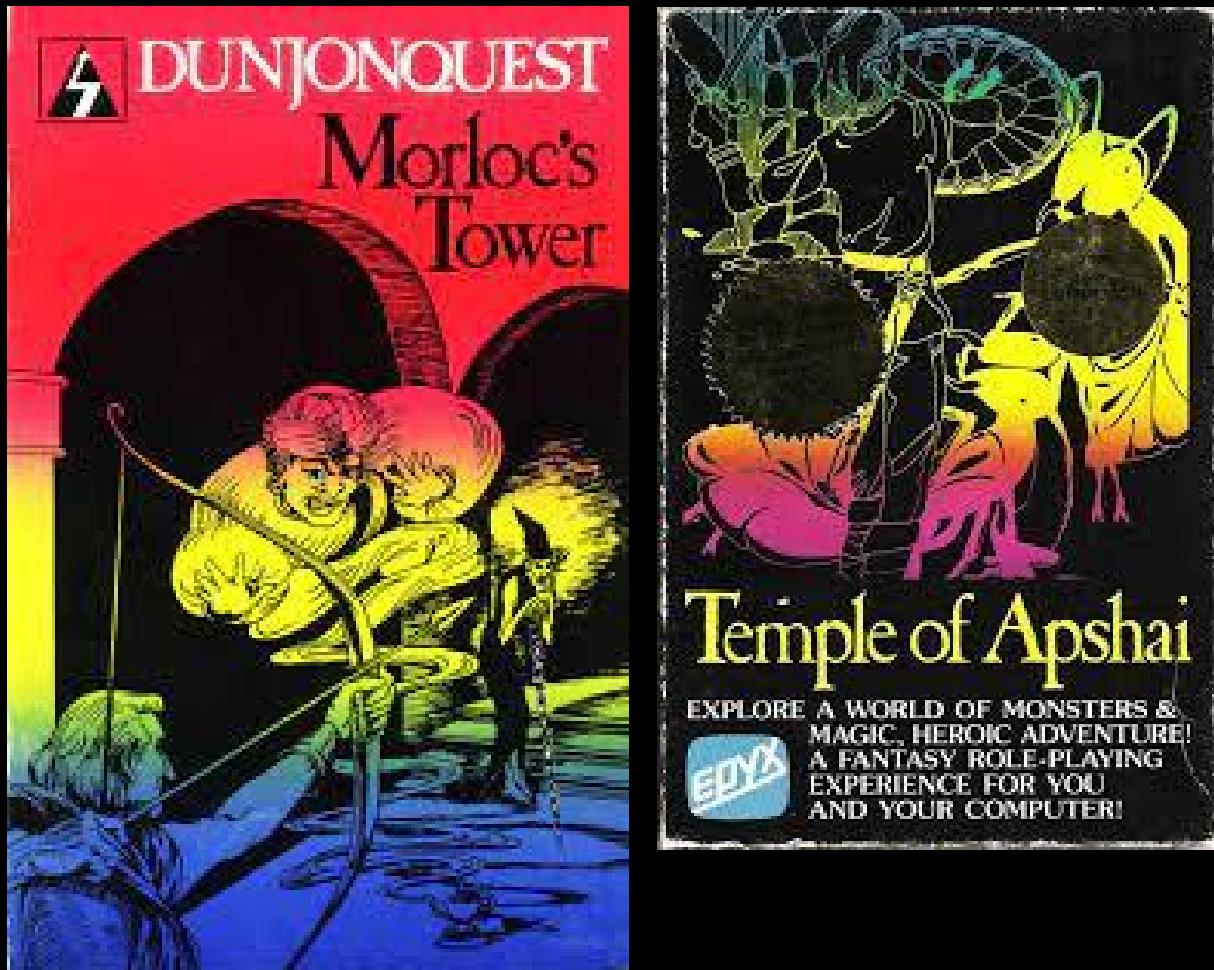
The best of the French? Like the other two, it is very stylized and a little more cartoony. He's a master and designs weighty characters with simple outlines using different textures to create dimension and differentiation between textiles and assets. The style is very effective at allowing characters to range from nearly realistic to pulp comic to crazy creature yet all looking like they live in the very same world.

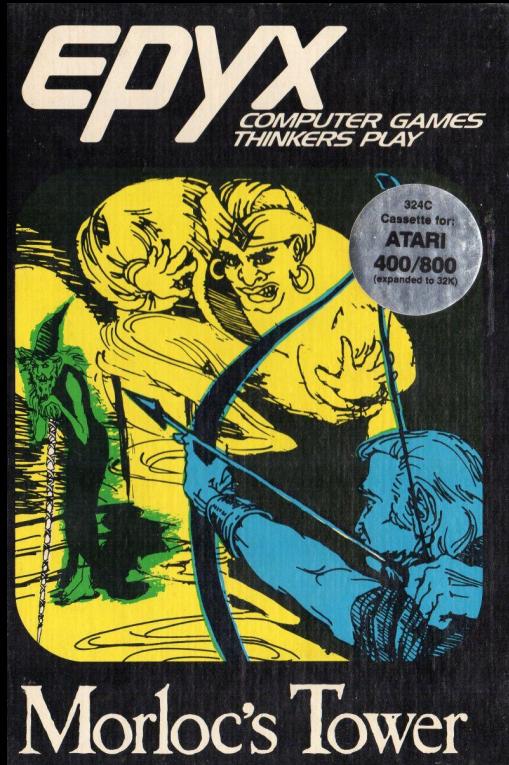




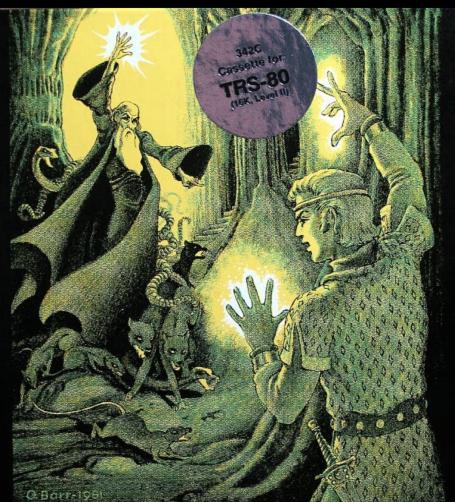
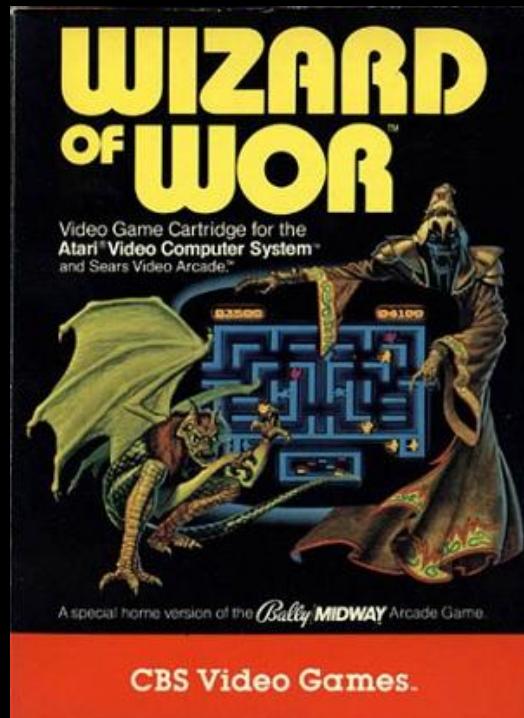
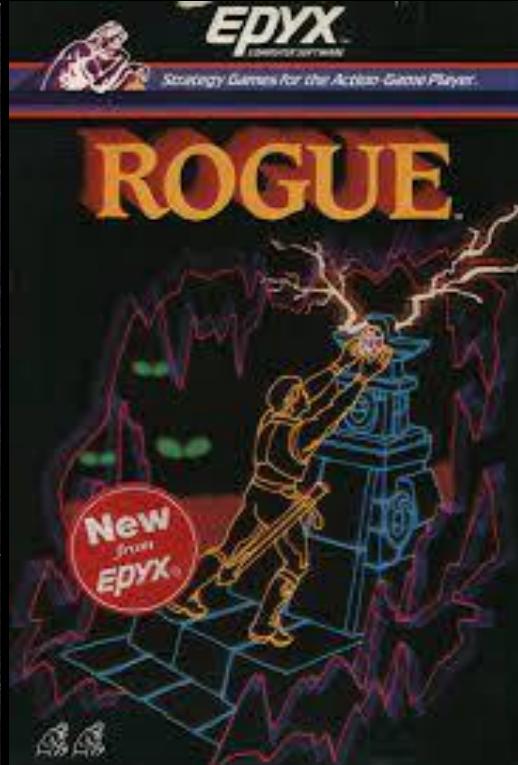
## Early Days Game Collateral

Another fun place to look for inspiration is in the packaging for some of the earliest video games. Borrowing from D&D and fantasy novels, these pieces are elaborate illustrative images that visually set the scene for game experiences limited by processing power. This is not dissimilar to where we are with Legend Maps, a simple straightforward game board that will be enhanced by more detailed and evocative images and animations.





Morloc's Tower



Sorcerer of Siva

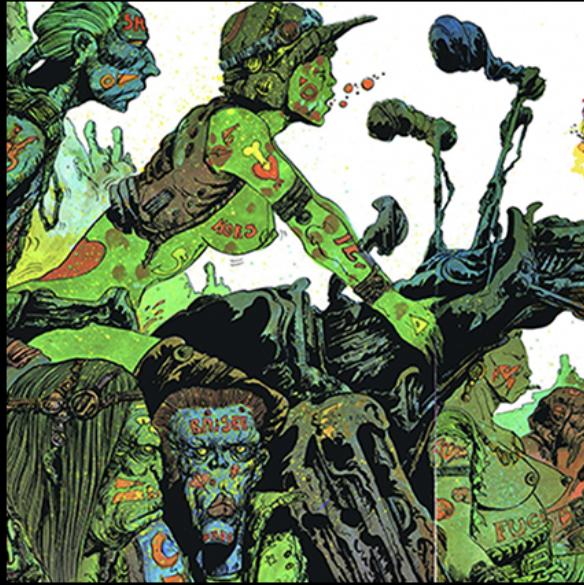


BATTLE THE EVIL  
SORCERER WITH YOUR  
MAGICAL POWERS.

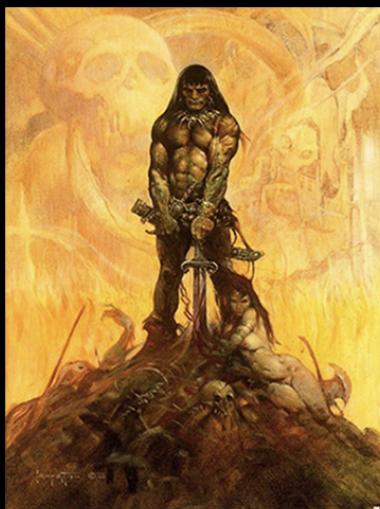
## Color

As stated above, color is something that we will explore and develop after we have solidified the character design and the use of line and black. Inline with our influences and the style of Legend Maps, color direction will be driven towards our initial goals -- setting the mood, working with black, and adding energy and visual interest. *While still TBD, the palette, like the Adventurers themselves, will fall somewhere between psychedelic and mud.*

### Phillipe Druillet



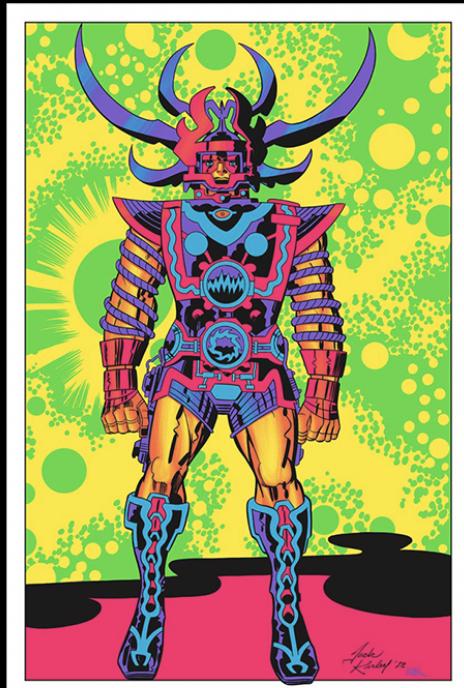
## Frank Frazetta



Ralph Bakshi



Jack Kirby



Mike Mignola



## Mood Board

What follows is a loose collection and jumble of additional work from the Inspiration artists and other stuff that looks cool.





B1  
INTRODUCTORY MODULE

## DUNGEONS & DRAGONS®



**Dungeon Module B1**  
**In Search of the Unknown**

by Mike Carr

This package (a cover folder with maps and descriptive booklet within) forms a complete module for use with BASIC DUNGEONS & DRAGONS®. It is especially designed as an instructional aid for beginning Dungeon Masters and players, specifically created to enable new Dungeon Masters to initiate play with a minimum of preparation and modifications; this module is also eminently suitable for use with ADVANCED DUNGEONS & DRAGONS® as well.

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SPECIAL MODULE

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by Lawrence Schick

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