



REALMS

THE ROLEPLAYING GAME ART OF
TONY DiTERLIZZI

INTRODUCTION BY CHRISTOPHER PAOLINI





TONY DiTERLIZZI'S WORK has a distinct flair, a love for monsters if you will. This devotion to the strange and unusual is quite precious in our day and age, and it comes from a place of wonder, a place in Tony's heart that is common to all "monster children." His creatures have the flair and charm of Henson or Rackham, but they carry with them hints of their own ecosystem.

Even in his early sketches and follies, Tony evidences his own personality and point of view. I would like to think of him as one of those children that get abducted by the children of the earth (fairies, dwarves, goblins, etc.) in the stories of old. These children come back eventually, but they remain somewhat out of step with their time and place of origin; they walk around with a perpetual smile and an absent look in their eyes—as if they are able to see beyond.

We have much to learn from those who believe in fairies, those who allow themselves to bring their dreams forth. Our lives regain a certain magic when we have them around, as they, we hope, may feel compelled to tell us about the sights they've seen and the things they've learned so we can dream together of a time that never was.

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
FILMMAKER





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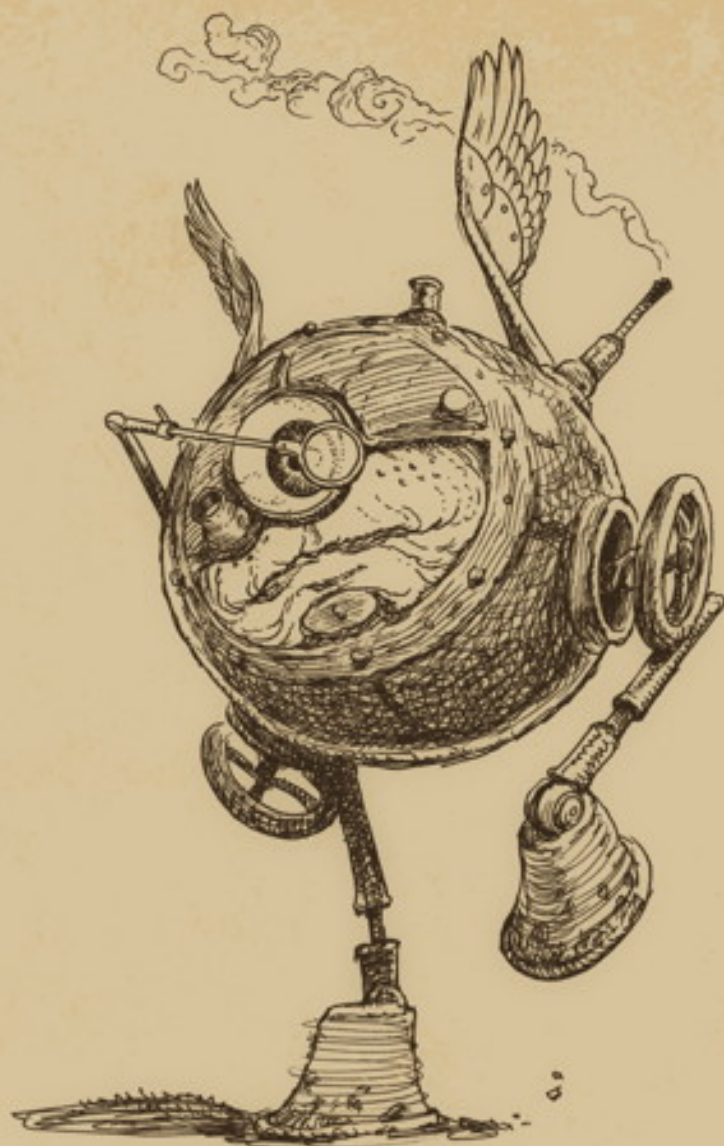
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