

## **GATEWAY TO ADVENTURE 50 YEARS OF D&D ART**

### **Lucca Comics & Games exhibits for the first time the works of the Koder Collection**

*Lucca, Chiesa dei Servi  
from 26 October to 3 November 2024*

*Lucca, 26 June 2024* - The prestigious and sacred setting of the **Chiesa dei Servi** will host an exhibition with over 100 original works by the artists who have made the history of D&D, curated by **Jon Peterson**, one of the most authoritative historians of role-playing and wargaming, and art historian **Jessica Lee Patterson**.

On display will be works from the **Koder Collection**, the world's most complete collection of artwork related to Dungeons & Dragons and fantasy games, assembled over the course of more than two decades. The collection brings together original works of art, both published artworks and preparatory sketches, created over the last half century with the aim of conserving them and in the future founding an institution that will make them accessible to the public, highlighting the impact that this type of art has on popular culture.

"Art has had such a huge impact on the way people view and see fantasy, and the ways in which the genre has developed through games and literature. The contribution of artists to the fantasy genre has not always been sufficiently recognized and appreciated. The works of art were fragmented and dispersed, they had to be collected so that people could appreciate them in their historical context. The goal of the collection is to be a real portal to adventure, inviting to the exploration of fantasy art through the lens of D&D" comments **Matthew Koder, owner of the collection**.

The Lucca exhibition will see **more than 100 pieces on display including original works, memorabilia, rare publications and iconic objects**. A retrospective on the last fifty years of D&D art and the ways in which it has spread through society, forever influencing the worlds of gaming and literature and subsequently achieving a global impact, the famous "butterfly effect" which this year Lucca Comics & Games wants to celebrate.

Visitors will be guided on a journey from images of the first versions of the game to the most recent ones, including a series of important works by the "Four Horsemen" of D&D art: **Jeff Easley**, **Larry Elmore**, **Clyde Caldwell** and **Keith Parkinson**. Among the artists featured in the exhibition are **Todd Lockwood**, **Tim Hildebrandt**, **Brom**, **Wayne Reynolds**, **Robh Ruppel**, **Rick Berry** and many others. Alongside the works of these immortal masters, the symbolic objects of fifty years spent at the gaming table.

The exhibition will be dedicated both to Gary Gygax and Dave Arneson, creators of D&D. The city of Lucca will also name one of the historic dungeon-like wall exits after Gary Gygax, Dave Arneson and Keith Parkinson, who passed away in 2005.

**See you on October 26th with the official inauguration!**

#### THE CURATORS

**Jon Peterson** is a role-playing and wargaming historian. He is the author of *Playing at the World* (2012), *The Elusive Shift* (2020), and *Game Wizards* (2021), and provided the images and commentary for *Wizards of the Coast's The Making of Original Dungeons & Dragons* (2024). He is also co-author of the books *Dungeons*

*& Dragons: Art & Arcana (2018) and Lore & Legends (2023), as well as the bestseller Heroes' Feast (2020) and its sequel. (2023), as well as the Deck of Many Morsels (2024). He has also worked on various ancillary projects for Wizards of the Coast, including the guide to Trivial Pursuit: Dungeons & Dragons Ultimate Edition (2022). He has contributed to numerous academic anthologies and lectured on games at UCLA, USC, Stanford and NYU, and has been a guest of honor at numerous industry conventions. He has also contributed to several film and television projects, including his appearance in The Dreams in Gary's Basement (2023, also executive producer) and the television show Heroes' Feast (2024, also associate producer). Since 2022 he has assisted the Koder Collection in cataloging.*

***Jessica Lee Patterson** is an art historian with a PhD in Art History from UC Berkeley. She taught in the Department of Art, Architecture and Art History at UC San Diego for over a decade, first as an assistant, then as an associate professor and department chair. It has developed a curriculum focused primarily on 19th- and 20th-century Asian and modern art, with an emphasis on intercultural encounters. Since 2022, Dr. Patterson has worked full-time cataloging and researching the Koder Collection, developing expertise in role-playing visual culture and fantasy literature from the late 20th century to the present.*

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