



Figure 8.18: Red Dragon from the Peraldus Theological Miscellany (1250-1300) [British Library: Public Domain]

8.11 Dragons

- [1] J. R. R. Tolkien, Douglas A. Anderson. **The Annotated Hobbit (3rd ed)**. Houghton Mifflin. 2019.

For readers throughout the world, *The Hobbit* serves as an introduction to the enchanting world of Middle-earth, home of elves, wizards, dwarves, goblins, dragons, orcs, and a host of other creatures depicted in *The Lord of the Rings* and *The Silmarillion*—tales that sprang from the mind of the most beloved author of all time, J.R.R. Tolkien. • Revised for the thirtieth anniversary of publication, Douglas A. Anderson has drawn on new sources of criticism and newly discovered writings by Tolkien himself to ensure that *The Annotated Hobbit* is the definitive explication of the sources, characters, places, and things of J.R.R. Tolkien's timeless classic. Integrated with Anderson's notes and placed alongside the fully restored and corrected text of the original story are more than 150 illustrations showing visual interpretations of *The Hobbit* specific to many of the cultures that have come to know and love Tolkien's Middle-earth. Tolkien's original line drawings, maps, and color paintings are also included, making this the most lavishly informative edition of *The Hobbit* available. • 416 pp.

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- [2] Trent Hergenrader. **Collaborative Worldbuilding for Writers and Gamers**. Bloomsbury Academic. 2018.

The digital technologies of the 21st century are reshaping how we experience storytelling. More than ever before, storylines from the world's most popular narratives cross from the pages of books to the movie theatre, to our television screens and in comic books series. Plots intersect and intertwine, allowing audiences many different entry points to the narratives. In this sometimes bewildering array of stories across media, one thing binds them together: their large-scale fictional world. • *Collaborative Worldbuilding for Writers and Gamers* describes how writers can co-create vast worlds for use as common settings for their own stories. Using the worlds of *Star Wars*, *Lord of the Rings*, *A Game of Thrones*, and *Dungeons & Dragons* as models, this book guides readers through a step-by-step process of building sprawling fictional worlds complete with competing social forces that have complex histories and yet are always evolving. It also shows readers how to populate a catalog with hundreds of unique people, places, and things that grow organically from their world, which become a rich repository of story making potential. • The companion website collaborativeworldbuilding.com features links to online resources, past worldbuilding projects, and an innovative card system designed to work with this book.

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- [3] William O'Connor. **Dracopedia Legends: An Artist's Guide to Drawing Dragons of Folklore**. Impact. 2018.

Learn to draw colossal dragons and legendary heroes! It was a stormy night in Northern Wales when I and my apprentice, Conceil, had to take shelter in an old stalkers cottage along Caernarfon Bay. A peat fire was lit, and our guide, Sir Geoffrey Guest, regaled us with ancient stories of dragons while, outside, the gale battered the coastline.... What follows is a retelling of classical legends, plucked from the folklore of cultures spread across time and around the world, from ancient Greece and China to Medieval England and Norse mythology. You'll discover the epochal dragons who reigned over snow and sea; those with wings and flaming maws; those who thwarted Beowulf in underground lairs; and those slain by Hercules' mighty sword. Dracopedia Legends presents 13 epic tales of heroes vanquishing dragons, accompanied by lavish dragon illustrations inspired by the myths. Acting as both a storybook and art guide, each chapter also includes in-depth instructions to reveal how to conceptualize, research and design every iconic battle scene, broken down into multiple stages so you can create your own commanding and evocative narrative paintings. Includes: 13 tales of the most legendary dragons from around the world Instructions for drawing and painting each climactic clash between hero and beast How to design, sketch and develop illustrations into layered and detailed final paintings The fourth book in the best-selling Dracopedia saga!

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- [4] Michael Witwer, Kyle Newman, Jon Peterson, Sam Witwer, Joe Manganiello. **Dungeons and Dragons Art and Arcana: A Visual History**. Ten Speed Press. 2018.

An illustrated guide to the history and evolution of the beloved role-playing game told through the paintings, sketches, illustrations, and visual ephemera behind its creation, growth, and continued popularity. • From one of the most iconic game brands in the world, this official DUNGEONS & DRAGONS illustrated history provides an unprecedented look at the visual evolution of the brand, showing its continued influence on the worlds of pop culture and fantasy. Inside the book, you'll find more than seven hundred pieces of artwork — from each edition of the core role-playing books, supplements, and adventures; as well as Forgotten Realms and Dragonlance novels; decades of Dragon and Dungeon magazines; and classic advertisements and merchandise; plus never-before-seen sketches, large-format canvases, rare photographs, one-of-a-kind drafts, and more from the now-famous designers and artists associated with DUNGEONS & DRAGONS. The superstar author team gained unparalleled access to the archives of Wizards of the Coast and the personal collections of top collectors, as well as the designers and illustrators who created the distinctive characters, concepts, and visuals that have defined fantasy art and gameplay for generations. This is the most comprehensive collection of D&D imagery ever assembled, making this the ultimate collectible for the game's millions of fans around the world.

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- [5] Juliette Wood. **Fantastic Creatures in Mythology and Folklore: From Medieval Times to the Present Day**. Bloomsbury Publishing. 2018.

Drawing on historical sources, myth and folklore, *Fantastic Creatures in Mythology and Folklore* explores the roles of fantastical beasts — particularly the unicorn, the mermaid, and the dragon — in a series of thematic chapters organised according to their legendary dwelling place, be this land, sea, or air. Through this original approach, Juliette Wood provides the first study of mythical beasts in history from the medieval period to the present day, providing new insights into the ways these creatures continue to define our constantly changing relationship to both real and imagined worlds. It places particular emphasis on the role of the internet, computer games, and the cyberspace community, and in doing so, demonstrates that the core medieval myth surrounding these creatures remains static within the ever-increasing arena of mass marketing and the internet. This is a vital resource for undergraduates studying fantastic creatures in history, literature and media studies.

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- [6] Jeffro Johnson. **Appendix N: The Literary History of Dungeons & Dragons**. Castalia House. 2017.

APPENDIX N: The Literary History of Dungeons & Dragons is a detailed and comprehensive investigation of the various works of science fiction and fantasy that game designer Gary Gygax declared to be the primary influences on his seminal role-playing game, *Dungeons & Dragons*. It is a deep intellectual dive into the literature of SF/F's past that will fascinate any serious role-playing gamer or fan of classic science fiction and fantasy. Author Jeffro Johnson, an expert role-playing gamer, accomplished Dungeon Master and three-time Hugo Award Finalist, critically reviews all 43 works and authors listed by Gygax in the famous appendix. In doing so, he draws a series of intelligent conclusions about the literary gap between past and present that are surprisingly relevant to current events, not only in the fantastic world of role-playing, but the real world in which the players live. • 352 pp.

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- [7] Carolyne Larrington. **Winter is Coming: The Medieval World of Game of Thrones**. I.B. Tauris. 2016.

Game of Thrones is a phenomenon. As Carolyne Larrington reveals in this essential companion to George R.R. Martin's fantasy novels and the HBO mega-hit series based on them the show is the epitome of water-cooler TV. It is the subject of intense debate in national newspapers;

by PhD students asking why Westeros has yet to see an industrial revolution, or whether astronomy explains the continent's climatic problems and unpredictable solstices ('winter is coming'); and by bloggers and cultural commentators contesting the series' startling portrayals of power, sex and gender. Yet no book has divulged how George R.R. Martin constructed his remarkable universe out of the Middle Ages. Discussing novels and TV series alike, Larrington explores among other topics: sigils, giants, dragons and direwolves in medieval texts; ravens, old gods and the Weirwood in Norse myth; and a gothic, exotic orient in the eastern continent, Essos. From the White Walkers to the Red Woman, from Casterley Rock to the Shivering Sea, this is an indispensable guide to the twenty-first century's most important fantasy creation.

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- [8] Terryl Whitlatch. **Bestiary: The Natural History of Mythical Creatures**. Titan Books. 2016.

Top creature designer and academic illustrator Whitlatch reveals the biology behind supposed mythical creatures, from sphinx and griffins, to vampires and sasquatch, through unicorns and centaurs, dragons, phoenix, ogres and Jersey devils. From physical features to behaviours, this lavishly illustrated tome is a must for fans of Whitlatch's art, mythology and fantasy, and even biology.

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- [9] Shannon Appelcline. **Designers & Dragons**. Evil Hat Productions. 2014.

History of the roleplaying game industry. • Volume 1, The '70s is a comprehensive picture of the beginnings of the RPG industry. Learn about the colorful history of TSR and the wave of D&D inspired games (and gaming companies) to follow, and dip your toes into wargaming trivia. Volume 2, The '80s is a picture of the growth of RPG industry. Take an in-depth look at '80s style gaming courtesy of companies like Steve Jackson Games and West End Games, plus an intro to the small (but mighty!) presses of the decade. Volume 3, The '90s is a picture of the heyday of the RPG industry. This volume includes profiles for twenty-one 1990s gaming companies including Wizards of the Coast, White Wolf, and Atlas Games. It also gives the inside scoop for games like Dungeons & Dragons 3e, Warhammer 40k Roleplay, and Vampire: The Masquerade. The final and most updated book in this series, volume 4 is an all inclusive picture of the new resurgence of the RPG industry. Includes profiles for twenty-five 2000s gaming companies including Paizo Publishing, Green Ronin, Mongoose Publishing, and yes — Evil Hat. Meet the characters behind the characters and the games behind the games in this 4-volume Designers & Dragons set.

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- [10] Terry Breverton. **Breverton's Phantasmagoria**. Quercus. 2013.

From dragons and wyverns to vampires, werewolves and mischievous gremlins, pixies and fairies, Breverton's Phantasmagoria is a unique compendium of over 250 mythical animals. Prepare to revisit familiar myths, such as vampires, werewolves and the Loch Ness Monster, the Minotaur and Medusa from Greek legend, and Biblical beasts such as Behemoth and Leviathan. Discover new mysterious animals like the giant serpents of Central America, the lethal Mongolian death worm, and the Ennedi tiger in Africa, and investigate the evidence for sightings of Bigfoot and the reclusive Yeti. Packed with quirky line illustrations and a wealth of weird and wonderful information, Breverton's Phantasmagoria surveys the globe to uncover over 250 imaginary creatures passed down from generation to generation.

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- [11] Gardner Dozois, Jack Dann. **Bestiary: Stories about legendary creatures of myth and magic!**. Baen Publishing. 2013.

An anthology of extraordinary stories about legendary creatures of myth and magic features works by Tanith Lee, T.H. White, Jane Yolen, and Gene Wolfe • The Man Who Painted the Dragon Griaule – Lucius Shepard • Draco, Draco – Tanith Lee • The Rule of Names – Ursula K. Le Guin • The Black Horn – Jack Dann • Walk Like a mountain – Manly Wade Wellman • Treaty in Tartessos – Karen Anderson • The Woman Who Loved the Centaur Pholus – Gene Wolfe • The Sleep of Trees – Jane Yolen • The Hardwood Pile – L. Sprague de Camp • The Blind Minotaur – Michael Swanwick • Landscape with Sphinxes – Karen Anderson • Simpsons Lesser Sphynx – Esther M. Friesner • Gods Hooks! – Howard Waldrop • A Leg Full of Rubies – Joan Aiken • The Valor of Cappen Varra – Poul Anderson • The Troll – T.H. White • Return of the Griffins – A.E. Sandeling • The Last of His Breed – Rob Chilson • At the publisher's request, this title is sold without DRM (Digital Rights Management).

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- [12] Daniel Ogden. **Drakon: Dragon Myth and Serpent Cult in the Greek and Roman Worlds**. Oxford University Press. 2013.

This volume explores the dragon or the supernatural serpent in Graeco-Roman myth and religion. It incorporates analyses, with comprehensive accounts of the rich literary and iconographic sources, for the principal dragons of myth, and discusses matters of cult and the paradoxical association of dragons and serpents with the most benign of deities.

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- [13] Daniel Ogden. **Dragons, Serpents, and Slayers in the Classical and Early Christian Worlds: A Sourcebook.** Oxford University Press on Demand. 2013.

Dragons, Serpents, and Slayers in the Classical and Early Christian Worlds offers a comprehensive and easily accessible collection of dragon myths from Greek, Roman, and early Christian sources.

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- [14] Mark Atherton. **There and Back Again: J.R.R. Tolkien and the Origins of The Hobbit.** I.B.Tauris. 2012.

Even the smallest person can change the course of the future. Addressed to Frodo as he prepared to travel from Lothlrien to Mordor to destroy the One Ring, the prophetic words of Galadriel in the film *The Fellowship of the Ring* are just as pertinent to J.R.R. Tolkien's own fiction. For decades, hobbits, elves, dwarves, dragons and the other fantastical creatures of Middle-earth have captured the imaginations of a fiercely loyal tribe of readers, all enhanced by the immense success of Peter Jackson's films: first *The Lord of the Rings* trilogy, and now his new *The Hobbit*. But for all Tolkien's global fame and the familiarity of modern culture with Gandalf, Bilbo, Frodo and Sam, the sources of the great mythmakers own mythmaking have been neglected. Mark Atherton here explores the chief influences on *The Hobbit*: Tolkien's boyhood in the West Midlands; the landscapes and seascapes which shaped his mythologies; his formative experiences in the First World War; his studies in Norse mythology and medieval English literature; his love of language and dialect, and proverb and saying; his literary friendships, especially with C.S. Lewis and the Oxford-based Inklings; and the relevance of his themes, especially ecological themes, to the present-day. *There and Back Again* offers a unique guide to the varied inspirations behind Tolkien's life and work, and sheds new light on how a legend is born. Essential reading for all those who love and admire the rich and complex topographies of Middle-earth, the book will also have great appeal to students of literature, history and myth. It is the first to show in depth from where Tolkien drew creativity, and how these myriad resources inspired him to craft the most remarkable fantasy novels ever written, densely packed with fauna from another world.

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- [15] Arthur Cotterell, Rachel Storm. **The Ultimate Encyclopedia of Mythology: An A-Z Guide to the Myths and Legends of the Ancient World.** Southwater Pub. 2012.

This title deals with the myths and legends of the ancient worlds, from Greece, Rome and Egypt to the Norse and Celtic lands, through Persia and India to China and the Far East. It is a comprehensive A to Z of the classic stories of gods and goddesses, heroes, warriors and mythical beasts, with copious cross-references. Over 1000 alphabetical entries describe the central mythical figures of each culture and their importance to the ancient civilizations of their day. It is beautifully illustrated with over 1000 images spanning fifteen centuries of fine art, from the ancient world to the present, including specially commissioned artworks. It presents superb pictorial spreads on the mythical themes and symbols central to each culture. Timeless in scope and appeal, it is a classic and enduring reference work by two expert authorities. In this important volume, the mythologies of the ancient world are brought to life. In the first half, author Arthur Cotterell describes the central mythical figures of classical Greece and Rome, the Celtic heroes and the Nordic gods. In the second part, author Rachel Storm expertly leads us through the powerful pantheon of gods and goddesses of the East from Ancient Egypt, through Central Asia, to the dragon festivals of eastern lands. Pictorial features focus on recurring mythological themes, including heroes, oracles and prophecies. This comprehensive guide to the myths and legends of two great continents is timeless in its universal appeal.

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- [16] William O'Connor. **Dracopedia — The Great Dragons: An Artist's Field Guide and Drawing Journal.** IMPACT. 2012.

An Artist's Field Guide to the World's Great Dragons! Creatures of great beauty and terrible ferocity, dragons have been featured and revered for centuries. Of the thousand-plus species still in existence, none have inspired more folklore and artistic awe than the eight species of Great Dragons. Within these pages, these fire-breathing monsters of legend — the rock stars of the dragon world — come to life through the work of artist and adventurer William O'Connor. Not since the original *Dracopedia* has there been such a beautifully illustrated and meticulously researched guide on the subject, with special focus on the distinctive features of each species — from the broad horns of the Icelandic white dragon to the elaborate neck frills of the Ligurian gray. Based on the author's expeditions to sanctuaries around the globe and consults with prominent regional experts, *Dracopedia — The Great Dragons* presents never-before assembled facts and instruction to help you capture the heart-beating grandeur of these magnificent monsters. Inside, find everything you need to know to capture the essence of your favorite dragons through your artwork: Learn about the habits, anatomy and natural history of 8 fierce and fantastic dragons Each profile features

sketches, drawings and start-to-finish creation of a stunning artwork, illustrating key concepts that apply to any medium Discover special techniques for achieving dramatic lighting effects, powerful compositions and the incredible sculptural forms and textures of dragons Includes a gallery of dragons and a foldout comparison poster.

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- [17] Jack Dann, Gardner Dozois. **The Dragon Book: Magical Tales from the Masters of Modern Fantasy.** Andersen Press. 2011.

In this unmissable collection, the biggest names in Fantasy reignite the fire of these legendary beasts with stories that will consume your imagination. Magical! THE DRAGON BOOK has stories from Garth Nix, Tad Williams, Jonathan Stroud, Tamora Pierce, Diana Wynne Jones, Sean Williams, Greg Maguire and many others.

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- [18] Sara Kuehn. **The Dragon in Medieval East Christian and Islamic Art: With a Foreword by Robert Hillenbrand.** BRILL. 2011.

This book is a pioneering work on a key iconographic motif, that of the dragon. It examines the perception of this complex, multifaceted motif within the overall intellectual and visual universe of the medieval Irano-Turkish world. Using a broadly comparative approach, the author explores the ever-shifting semantics of the dragon motif as it emerges in neighbouring Muslim and non-Muslim cultures. The book will be of particular interest to those concerned with the relationship between the pre-Islamic, Islamic and Eastern Christian (especially Armenian) world. The study is fully illustrated, with 209 (b/w and full colour) plates, many of previously unpublished material. Illustrations include photographs of architectural structures visited by the author, as well as a vast collection of artefacts, all of which are described and discussed in detail with inscription readings, historical data and textual sources.

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- [19] Dennis McCarthy. **Here Be Dragons: How the study of animal and plant distributions revolutionized our views of life and Earth.** Oxford University Press. 2011.

Why do we find polar bears only in the Arctic and penguins only in the Antarctic? Why do oceanic islands often have many types of birds but no large native mammals? As Charles Darwin and Alfred Russel Wallace travelled across distant lands studying the wildlife they both noticed that the distribution of plants and animals formed striking patterns — patterns that held strong clues to the past of the planet. The study of the spatial distribution of living things is known as biogeography. It is a field that could be said to have begun with Darwin and Wallace. In this lively book, Denis McCarthy tells the story of biogeography, from the 19th century to its growth into a major field of interdisciplinary research in the present day. It is a story that encompasses two great, insightful theories that were to provide the explanations to the strange patterns of life across the world — evolution, and plate tectonics. We find animals and plants where we do because, over time, the continents have moved, separating and coalescing in a long, slow dance; because sea levels have risen, cutting off one bit of land from another, and fallen, creating land bridges; because new and barren volcanic islands have risen up from the sea; and because animals and plants vary greatly in their ability to travel, and separation has caused the formation of new species. The story of biogeography is the story of how life has responded and has in turn altered the ever changing Earth. It is a narrative that includes many fascinating tales — of pygmy mammoths and elephant birds; of changing landscapes; of radical ideas by bold young scientists first dismissed and later, with vastly growing evidence, widely accepted. The story is not yet done: there are still questions to be answered and biogeography is a lively area of research and debate. But our view of the planet has been changed profoundly by biogeography and its related fields: the emerging understanding is of a deeply interconnected system in which life and physical forces interact dynamically in space and time.

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- [20] Cressida Cowell. **How to Cheat a Dragon's Curse.** Hodder Children's Books. 2010.

Read the books that inspired the How to Train Your Dragon films! This book will be a hit with children and adults alike. THE STORY CONTINUES in the fourth volume of Hiccup's How to Train Your Dragon memoirs ... Hiccup Horrendous Haddock III was an awesome sword-fighter, a dragon-whisperer and the greatest Viking Hero who ever lived. But it wasn't always like that. Hiccup's memoirs look back to when Hiccup was just an ordinary boy, and finding it very hard to be a Hero. Fishlegs has been struck with deadly Vorpentitis. The only cure is rare and almost impossible to find ... a potato. But where on Berk will Hiccup find such a thing? Hiccup will have to dodge Sharkworms, battle Doomfangs and outwit crazy Hooligans if he's going to be a Hero ... again. How to Train Your Dragon is now a major DreamWorks franchise. How to Train Your Dragon 2 hits cinemas in Summer 2014 starring Gerard Butler, Cate Blanchett and Jonah Hill and the TV series, Riders of Berk, can be seen on CBeebies and Cartoon Network. Read the rest of Hiccup's exploits and check out the website at www.howtotrainyourdragonbooks.com It's the place to go for games, downloads, activities and sneak peeks! Read all about Hiccup and all of your favourite characters, learn to speak Dragonese and train your own dragon to do tricks!

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- [21] David Day. **Guide to Tolkien's World: A Bestiary**. Bounty Books. 2010.

Guide to Tolkien's World seeks to do justice to the creatures and their world through more than one hundred fantasy illustrations. All kinds of beings are shown, be they vast winged dragons, earthbound creatures of evil, or simple flowers. David Day has identified and analyzed 129 separate races. Each is clearly explained in terms of its physical appearance, language, behaviour and culture. The purpose of Guide to Tolkien's World is not to retell their stories, but to make Tolkien's own book more accessible by identifying his creatures and explaining their roles in his epic world.

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- [22] Christopher Dell. **Monsters: A Bestiary of Devils, Demons, Vampires, Werewolves, and Other Magical Creatures**. Inner Traditions. 2010.

From myth to manga, an artistic visual history of the human mind through an imaginative collection of fantastical monsters from around the world • Includes more than 300 color illustrations • Reveals monsters to be essential companions to the gods and the necessary complement to the perfect human archetype of the hero Every culture on earth has its own monsters. Their stories, their curious habits and diets, and the ways in which they can be warded off create a picture of imaginations running riot. But what does our creation of monsters say about humankind? Why do we find one-eyed giants both in Japan and ancient Greece, or the same dragons in Europe and China? Hindu legends abound with creatures that are half man, half beast. Pliny described the monstrous races that lurked on the edges of Roman civilization. Even modern imagination is populated by monstrous beings such as the Loch Ness Monster and Bigfoot. This universal fascination with monsters is as old as humanity and continues to grow with each generation. Why? Because monsters respond to a sense of the supernatural that lies deep within us. The battle between order and chaos, good and evil, is made visible through gods and monsters. Introducing a bestiary of bizarre creatures from the furthest reaches of artists' imaginations, this book offers a unique visual history of the human mind through a collection of fantastical monsters drawn from all over the world — from the earliest prehistoric depictions to the classical world, the Middle Ages, and the Renaissance, up to the first glimmer of modern science and Romantic horror. From myth to manga, from dreams to nightmares, Christopher Dell's mythic-religious study of monsters shows them to be essential companions to the gods as well as the necessary complement to the perfect human archetype of the hero.

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- [23] Christopher McGowan. **The Dragon Seekers: How An Extraordinary Circle Of Fossilists Discovered The Dinosaurs And Paved The Way For Darwin**. Basic Books. 2009.

"Against the backdrop of the Industrial Revolution, an extraordinary circle of fossilists struggled to make sense of a mysterious, prehistoric world — a world they had to piece together from the fossilized and often fragmentary remains of animals never before seen. In this transporting, seamlessly written book, Christopher McGowan takes us back to a time when geology and paleontology were as young and vibrant as genetic engineering is today. The nineteenth-century pioneers of these new disciplines were an eccentric lot, from different social classes and sexes, with a range of motivations in fossil hunting. These "Dragon Seekers" sought to persuade a populace raised on a literal interpretation of Genesis that the ground they walked was once a very frightening and unfamiliar place. A sweeping narrative history, The Dragon Seekers shows how these remarkable characters forever changed our interpretation of the world and its inhabitants".

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- [24] Brenda Rosen. **The Mythical Creatures Bible: The Definitive Guide to Legendary Beings**. Sterling. 2009.

Fabulous animals, specters from the shadow world, nature spirits, and sacred beings: these are the monstrous, marvelous, and mythic creatures that have come down to us in folklore and legend. Some probably have their origins in reality; others spring completely from the imagination — and they are all here, in this stunningly illustrated bible. Its rich in history and images, and international in scope, covering dragons and serpents; weird insects like the Aztec Itz'papaotl; zombies, golems, and banshees; the watery Undine; the Monkey King, Sun Wukong; and much, much more. A fascinating and informative work.

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- [25] Tony Allan. **The Mythic Bestiary: The Illustrated Guide to the World's Most Fantastical Creatures**. Duncan Baird. 2008.

The book is organized into three parts, according to habitat — the beasts of the air, those of the earth and those of the aquatic realms. Coverage includes the monsters and hybrids of the classical world, the myriad serpents and dragons of both East and West, the malevolent ogres and trolls of Scandinavia, and the elusive cannibals, shape-shifters and ape-people of North America and Eurasia. As well as describing

the classic appearance of each beast, there are numerous references to contemporary incarnations in film and literature, from Batman to the Pirates of the Caribbean, from J.R.R. Tolkien to J.K. Rowling. Indispensable for all those drawn to the beasts of myth and legend, The Mythic Bestiary brings these compelling creatures thrillingly to life.

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- [26] Jonathan Duane Evans. **Dragons: Myth and Legend**. Apple Press. 2008.

The greatest dragon myths from the depths of tradition, and from dragon-fearing countries all around the globe, are presented in a magnificently illustrated collectible edition. Each tale is punctuated with panels of dragon lore written by one of the world's leading dragon scholars, to explain the beliefs behind the fantastical best at its centre, and framed with historical and cultural explications to take the reader beneath the dragon's scales to its dark, impenetrable heart. To complete the quest for fully formed dragons, the myths are illustrated with a compendium of the most magnificent paintings from history, which show how the mere mention of dragons has inspired creativity in so many cultures. This is not merely a collection of dragon stories but a historical treasure trove of the finest dragon paintings, engravings, maps, sculptures, architecture, ornaments and jewels: the visual feast that any mythology adventurer would expect to find at the end of their dragon quest. Jonathan Evans, Associate Professor of English at the University of Georgia, has published extensively on the mythology of the dragon-slayer and the dragon myth, focusing primarily on dragon-lore in Beowulf, The Saga of the Volsungs and other early Germanic literature.

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- [27] Anne C. Petty. **Dragons of Fantasy: all about Dragons and Those who Create Them**. Kitsune Books. 2008.

An in-depth look at draconic villains and heroes and the skilled writers who create them. A longtime dragon admirer, Tolkien scholar Anne Petty takes readers on an adventurous ride into realms populated by the likes of Smaug, Ramoth, and Orm Embar, just to name a few. Authors discussed in the Foreground section include J. R. R. Tolkien, Anne McCaffrey, Terry Pratchett, Ursula Le Guin, Jane Yolen, Terry Goodkind, and J. K. Rowling. The Background section offers an overview of draconic history in myth, art, and literature. A treasure trove of dragonlore for fans and scholars alike. • "Anne C. Petty's *Dragons of Fantasy* is quite unlike most other books on dragons I know. Her very readable study goes beyond the usual collection of sources and myths, though Petty does not neglect to give an overview of dragons from their mythical beginnings to the 21st century (in chapters fittingly entitled 'Dragonology 101 and 102'). The main focus of this study, however, is primarily on the use of dragons in 'fantastic' literature. Individual chapters analyse and discuss dragons in the works of J.R.R. Tolkien, Anne McCaffrey, Terry Pratchett, Ursula K. Le Guin, Jane Yolen, Terry Goodkind, and J.K. Rowling. Petty's concise analysis and accessible presentation of the literary and narrative techniques used by the individual authors provide the reader with the necessary literary toolbox to gain a deeper insight into how these mythical beasts come to life at the touch of a gifted author. A very useful chapter on sources old and new forms the conclusion of this thoroughly delightful and inspiring study, which is strongly recommended reading for all who share a fascination in the draco literatus fantasticus." – Thomas Honegger, Professor for Mediaeval Studies, Friedrich-Schiller-University (Jena, Germany) • "With the 2nd edition, Petty reinvigorates the text with edited material from the 1st edition... this reinstituted material enhances the text and demonstrates Petty's love and inherent grasp of the mechanics of sub-creation. By examining the work of Tolkien, McCaffrey, Le Guin, Rowling, Pratchett, Yolen, and Goodkind, Petty opens our minds to their particular methodology. This examination is paralleled by her discussions on the creative process which allow readers to grasp the very fabric of this reality. Petty has gone where many would dream to go: she has taken her love for her craft, her dedication to scholarship, and she has walked with dragons." – Anthony Burdge & Jessica Burke, Co-chairs, The Northeast Tolkien Society, New York City.

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- [28] Travis Prinzi. **Harry Potter & Imagination: The Way Between Two Worlds**. Zossima Press. 2008.

"What we achieve inwardly will change outer reality." Those words, written by Plutarch and quoted by J.K. Rowling in her 2008 Harvard commencement speech, sum up both the Harry Potter series and Travis Prinzi's analysis of the best-selling books in *Harry Potter & Imagination: The Way Between Two Worlds*. • Great imaginative literature places the readers between two worlds — the story world and the world of daily life — and challenges readers to imagine and to act for a better world. • Starting with Harry Potter's great themes, *Harry Potter & Imagination* takes readers on a journey through the transformative power of those themes for both the individual and for culture by placing Rowling's series in its literary, historical, and cultural contexts. • Prinzi explores how fairy stories in general, and Harry Potter in specific, are not merely tales that are read to "escape from the real world," but stories with the power to transform by teaching us to imagine better. • "Harry Potter & Imagination offers a challenging and rewarding tour of the inspirations for and meanings behind J.K. Rowling's lauded series. Travis Prinzi ably explores how the Harry Potter books satisfy fundamental human yearnings, utilize mythological archetypes, and embody their author's social vision. From Arthurian romance and Lovecraftian horror to postmodernism and political theory, Prinzi provides new insights into the Harry Potter phenomenon. *Harry Potter & Imagination* will not only fascinate and entertain readers, but will also convince them that fairy tales matter." Dr. Amy H. Sturgis, editor of *Past Watchful Dragons* • "There is no more insightful commenter on the Harry Potter novels than Travis Prinzi — and *Harry Potter & Imagination* is an ideal showcase for his original thinking and lucid

writing. This trail-blazing guidebook into the world of Harry Potter — showing the imaginative way between two worlds — is a must read." — John Granger, author of *The Deathly Hallows Lectures* and other books.

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- [29] Robin Roberts. **Anne McCaffrey: A Life with Dragons**. Univ. Press of Mississippi. 2007.

Anne McCaffrey: A Life with Dragons is the biography of a writer who vividly depicted alien creatures and new worlds. As the author of the Dragonriders of Pern series, McCaffrey (b. 1926) is one of the most significant writers of science fiction and fantasy. She is the first woman to win the Hugo and Nebula awards, and her 1978 novel *The White Dragon* was the first science-fiction novel to appear on the New York Times hardcover bestseller list. • This biography reveals a fascinating and complex figure, one who creates and re-creates her fiction by drawing on life experiences. At various stages, McCaffrey has been a beautiful young girl who refused to fit into traditional gender roles in high school, a restless young mother who wanted to write, an American expatriate who became an Irish citizen, an animal lover who dreamed of fantasy worlds with perfect relationships between humans and beasts, and a wife trapped in an unhappy marriage just as the women's movement took hold. • Author Robin Roberts conducted interviews with McCaffrey, her children, friends, and colleagues, and used archival correspondence and contemporary reviews and criticism. The biography examines how McCaffrey's early interests in theater, Slavonic languages and literature, and British history, mythology, and culture all shaped her science fiction. The book is a nuanced portrait of a writer whose appeal extends well beyond readers of her chosen genre.

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- [30] Diana Wynne Jones. **The Tough Guide to Fantasyland**. Firebird. 2006.

Imagine that all fantasy novels — the ones featuring dragons, knights, wizards, and magic — are set in the same place. That place is called Fantasyland. *The Tough Guide to Fantasyland* is your travel guide, a handbook to everything you might find: Evil, the Dark Lord, Stew, Boots (but not Socks), and what passes for Economics and Ecology. Both a hilarious send-up of the clichés of the genre and an indispensable guide for writers, *The Tough Guide to Fantasyland* has been nearly impossible to find for years. Now this cult classic is back, and readers can experience Diana Wynne Jones at her very best: incisive, funny, and wildly imaginative. This is the definitive edition of *The Tough Guide*, featuring a new map, an entirely new design, and additional material written for it by Diana Wynne Jones.

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- [31] Joanna Pitman. **The Dragon's Trail: The Biography of Raphael's Masterpiece**. Simon and Schuster. 2006.

In her fascinating new book, Pitman has written an enthralling micro history of Raphael's painting "St. George and the Dragon" — as well as the colorful rogue's gallery of historical characters who have owned it.

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- [32] David R. Loy, Linda Goodhew. **The Dharma of Dragons and Daemons: Buddhist Themes in Modern Fantasy**. Simon and Schuster. 2004.

The authors apply Buddhist principles to modern fantasy writing, including the works of J.R.R. Tolkien, Philip Pullman, and Ursula K. Le Guin, among others. Original.

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- [33] Anne C. Petty. **Dragons of Fantasy**. Cold Spring Press. 2004.

Are you a dragon lover? One of those people like J.R.R. Tolkien who have always desired dragons of one sort or another? If your answer is yes, then get in line with devoted dragon fans like author Anne Petty, who has been reading and thinking about dragons for years, especially as they appear in fantasy fiction. Petty asks, "What is a dragon? What does it look like, and how does it behave? What image pops into your mind when you read the word dragon?" You are invited on a quest for dragons of fantasy literature, for an in-depth look at the scaly characters on the page and the skilled writers who created them. A longtime dragon admirer, Tolkien scholar Petty takes readers on an adventurous ride over the hills and far away into realms populated by the likes of Smaug, Ramoth, Norbert, and Orm Embar, just to name a few. Authors under discussion include J.R.R. Tolkien, Anne McCaffrey, Terry Pratchett, Ursula Le Guin, Jane Yolen, Terry Goodkind and J.K. Rowling. There's also an in-depth background section on the history of dragons in myth and literature, plus an extensive bibliography. Happy dragon hunting!

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- [34] Ariane Delacampagne, Christian Delacampagne. **Here Be Dragons: A Fantastic Bestiary**. Princeton University Press. 2003.

Sphinxes, hydras, chimeras, dragons, unicorns, griffins, sirens, and centaurs — fantastic animals can be found in works from Greek vases to paintings by Bosch, Goya, and Picasso, from folk art to comic strips, advertising, and Hollywood movies. Here Be Dragons is a lavishly illustrated compendium of the marvelous menagerie of imaginary animals that humans have conjured up over the ages. Ariane and Christian Delacampagne take us on a visually and intellectually riveting journey through five thousand years of art, examining the symbolic meanings of such creatures and what they say about the unconscious life of the human mind. In the Middle Ages, "bestiary" referred to an edifying poem, in Latin or French verse, in which the moral characteristics of real or imaginary animals were highlighted. With the passing of time, this once-flourishing genre disappeared. We have ceased to equate animals that can be observed with those we only dream of, but neither science nor mass culture has managed to chase away imaginary beasts. Such creatures continue to haunt us, just as they haunted our ancestors. In the first book to explore this subject with such cross-cultural and chronological range, the Delacampagnes identify five basic structures (unicorn, human-headed animal, animal-headed human, winged quadruped, and dragon) whose stories they relate from prehistory to the present day. They also provide fascinating sociological and psychoanalytical insight into the processes through which artists have created these astonishing animals and how they have been transmitted from culture to culture. Contrary to what people once believed, the fantastic exists only in the mind. And yet, as Here Be Dragons shows us, it is one of the mind's most sophisticated, mysterious, and inspiring creations.

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- [35] Carol Rose. **Giants, Monsters, and Dragons: An Encyclopedia of Folklore, Legend, and Myth.** Norton. 2001.

"Lions and tigers and bears, oh my! have nothing on Rose, at home in a thicket of menacing creatures." – Choice • We have always conjured up creatures never seen in nature, from flying horses and two-headed birds to fire-breathing dragons and enormous killer skunks, as well as fantastic distortions of our own image, from giants to nubile maidens. In these pages you will meet extraordinary beings from Hindu and Navajo religions, Scandinavian tales, Russian folklore, Lithuanian stories, Irish oral history, American tall tales, and Aztec myth. Just some of the monstrous entourage: • Baku, a benevolent Japanese monster with the body of a horse, the head of a lion, and the legs of a tiger, who helps people by devouring their nightmares. • Kurma, the giant tortoise of Hindu myth, whose upper shell forms the heavens and lower part the earth. • Missipissy, the feared fish serpent of North America's Great Lakes region. This illustrated encyclopedia not only identifies and describes individual beasts in their cultural context but also groups them together across cultures and discusses common mythological strands and conceits. 60 b/w illustrations. • 428 pp.

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- [36] Joel Levy. **A Natural History of the Unnatural World: Discover what Cryptozoology can teach us about over one hundred fabulous and legendary Creatures that inhabit Earth, Sea and Sky.** Thomas Dunne Books. 2000.

A treasure trove of esoteric knowledge that will prove of immense interest to every member of the family. A Natural History of the Unnatural World is a remarkable collection of first-hand reports, letters, and other historical documents backed up by visual evidence in the form of photographs, drawings and maps. Hitherto this information was restricted solely to members and staff of the exclusive Cryptozoological Society of London. Several factors, however, have conspired to encourage the Society to disseminate this arcane information to a wider audience. Alien life on Earth has been shown to be a distinct possibility through the efforts of the popular media. The approaching Millennium has forced people to focus not only on life in the future but also on the life that has existed up to the present. Finally, the need to attract finance for future expeditions has convinced the Society to lay before the public evidence that proves ours is, indeed, a world filled with wonders. ... Could you tell a Wyvern from a Dragon, outsmart a Kappa, capture a Unicorn, or survive an encounter with a Giant Squid? ... You could with the help of the Cryptozoological Society of London and its top-secret files. For over 150 years, the Society has conducted detailed investigations into all manner of creatures — the majority of which mainstream zoologists claim not to exist. Decades of work have gone into building up an impressive archive of written and physical evidence from the far-flung corners of the world. Now made public for the first time, this incredible compendium will convince even the most sceptical reader of the existence of dozens of creatures with amazing, and sometimes terrifying, abilities. ... These impressive files cover species-transcending oddities such as bird-serpents and winged lions; transmogrifying creatures such as werewolves; manimals — half human beings — from mermaids to minotaurs; and our close relatives, the hominids — vampires, fairy folk, leprechauns and gnomes. ... On-site documentation in the form of researchers' field notes and supporting physical evidence, historical documents and photographs, scientific artifacts, newspaper and magazine articles, and myriad first-hand reports of personal sightings all contain fascinating and little-known information on the habits of these incredible beings. Their evolution and biology, lifecycle and habitats, and hunting and mating activities — the breadth of evidence will astonish, captivate and intrigue.

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- [37] Christine Rauer. **Beowulf and the Dragon: Parallels and Analogues.** Boydell & Brewer. 2000.

The analogues discussed are presented with facing translations and detailed bibliographies.

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- [38] Coleman Charlton, John Curtis, Monte Cook, Lee Short. **Creatures & Monsters.** Iron Crown Enterprises. 1999.

A bestiary of epic proportions! Encounter dragons, sprites, gorgons, sabertooth tigers, and foes of all stripes, spots, and scales. Even the leviathan is not too big for this comprehensive bestiary! Inside you'll find hundreds of animals, monsters, and races. Many are culled from myth, others are staples of fantasy fiction and games, and many more are completely original — unlike anything you have ever seen in a role playing game before! *Creatures & Monsters* provides: — Over 200 pages of animals, monsters, and races that fly, swim, and terrorize the land — with detailed information on appearance, lifestyle, combat statistics, and background. — Animals and monsters of varying dispositions, from those that characters may protect and befriend to those that threaten the existence of entire towns. — Dragons, fell beasts, elementals, constructs, planar creatures, shapechangers, undead, prehistoric animals, dangerous plants, giants, trolls, fairy folk, and more. — Guidelines for how to create your own Rolemaster creatures — Extensive random encounter tables regarding water sources, terrain, vegetation, special features, and power — A complete index.

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- [39] Joe Nigg. *The Book of Fabulous Beasts: A Treasury of Writings from Ancient Times to the Present*. Oxford University Press. 1999.

What do green lions, nine-headed winged snakes, giant gold-digging ants and fish in the shape of bishops have in common? They all inhabit this new, comprehensive collection of strange and fantastic beasts. In excerpts spanning millennia and reflecting the development of the Western imagination itself, we encounter old favorites like the dragon, unicorn, phoenix, griffin, and mermaid, as well as a host of other bizarre creatures. Comprising hundreds of well-known and obscure primary sources arranged chronologically by writer, *The Book of Fabulous Beasts* traces the development of imaginary animals as they appear and reappear in literary accounts from the Babylonian epic of creation to modern fantasy. From Herodotus to medieval bestiaries and travelers's tales, and from Renaissance heraldry, alchemy, and natural histories to the fantasy fiction of Tolkien, the author shows how these resilient beasts — once believed to be real — have transformed and regenerated through time, surviving even the Age of Reason that banished them to the realm of the "fabulous." With an extensive general introduction, glossary of animals, bibliography, index, and more than a hundred illustrations from a Babylonian cylinder seal of a god battling a dragon to James Thurber's drawing of a unicorn in a modern garden, this volume will be the standard reference for years to come. *The Book of Fabulous Beasts* is the rare combination of an exhaustive source book and a delightful read. Readers can browse excerpts, trace one particular creature as it develops through time and translation, or read this epic story straight through, discovering along the way as much about the history and dreams of the human creature as about the fanciful animals on every page.

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- [40] Merian Carol Belanger. *Real and Fanciful Animals from Engravings Pictorial*. Dover. 1998.

A painter whose father was an engraver and publisher of the same name, Matthus Merian (1621-1687) published this remarkable group of unusual and highly imaginative animal illustrations. This copyright-free collection includes a large and fascinating selection of engravings that illustrate scientific specimens and legendary creatures — all meticulously reproduced from an extremely rare eighteenth-century edition. Carefully arranged into six major divisions (quadrupeds, snakes, mollusks and crustaceans, fish, birds, and insects), approximately 1,300 copyright-free images include realistic and fanciful portrayals of a varied array of real animals, in addition to such imaginary creatures as unicorns, dragons, basilisks, harpies, griffins, and other mythical beasts. Identifying captions in Latin accompany many of the illustrations. Commercial artists, illustrators, and craftspeople will find a host of uses for these lovingly detailed engravings: as book and magazine illustrations and as attention-getting graphics ideal for enhancing flyers, brochures, newsletters, and any number of other print projects. Art lovers and antiquarians — anyone with an interest in the art and ideas of an earlier era — will enjoy browsing through these wonderful antique images.

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- [41] W.J.T. Mitchell. *The Last Dinosaur Book: The Life and Times of a Cultural Icon*. University of Chicago Press. 1998.

For animals that have been dead millions of years, dinosaurs are extraordinarily pervasive in our everyday lives. Appearing in ads, books, movies, museums, television, toy stores, and novels, they continually fascinate both adults and children. How did they move from natural extinction to pop culture resurrection? What is the source of their powerful appeal? Until now, no one has addressed this question in a comprehensive way. In this lively and engrossing exploration of the animal's place in our lives, W.J.T. Mitchell shows why we are so attached to the myth and the reality of the "terrible lizards." Mitchell aims to trace the cultural family tree of the dinosaur, and what he discovers is a creature of striking flexibility, linked to dragons and mammoths, skyscrapers and steam engines, cowboys and Indians. In the vast territory between the cunning predators of Jurassic Park and the mawkishly sweet Barney, from political leviathans to corporate icons, from paleontology to Barnum and Bailey, Mitchell finds a cultural symbol whose plurality of meaning and often contradictory nature is emblematic of modern society itself. As a scientific entity, the dinosaur endured a near-eclipse for over a century, but as an image it is enjoying its widest circulation. And it endures, according to Mitchell, because it is uniquely malleable, a figure of both innovation and obsolescence, massive power and pathetic failure — the totem animal of modernity. Drawing unforeseen and unusual connections at every turn between dinosaurs real and imagined, *The Last Dinosaur Book* is the first to delve so deeply, so insightfully, and so enjoyably into our modern dino-obsession.

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- [42] J.R.R. Tolkien, Wayne G. Hammond, Christina Scull. **Roverandom**. Houghton Mifflin Harcourt. 1998.

In 1925, while on vacation with his family on the Yorkshire coast, four-year-old Michael Tolkien lost his favorite toy, a little lead dog he was reluctant to put down even to dig in the sand. To console and distract him, his father, J.R.R. Tolkien, improvised a story — the story of Rover, a real dog magically transformed into a toy, who, after many fantastic adventures in search of the wizard who wronged him, at last wins back his life. This charming tale, peopled by a wise old whale and a terrible dragon, by the king of the sea and the Man-in-the-Moon, was a Tolkien family favorite, going through several typewritten drafts over many years. In 1936, Tolkien submitted it to his British publishers as a possible follow-up to *The Hobbit*. What his publishers really wanted, however, was another story about Middle-earth, and so he set aside this little book to begin his masterwork, *The Lord of the Rings*.

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- [43] Jody Lynn Nye, Anne McCaffrey. **The Dragonlover's Guide to Pern (2nd ed)**. Del Rey. 1997.

An indispensable companion guide to the wonderful world of Anne McCaffrey and her dragons. • Guaranteed to enrich every armchair traveler's journey into McCaffrey's legendary world, this illuminating guide leaves no stone in Pern unturned! Both faithful fans and newcomers will relish the fascinating history and lore of ... • THE DRAGONS: How they developed from little fire-lizards into the huge telepathic creatures that carry human riders and fight Thread • THE PEOPLE: How they live, the clothes they wear, the food they eat • THE PLACES: What to see and do in individual Holds and Weyrs • THREAD: Its appearance and behavior, the threat it poses, and ways to combat it • UPDATED TO INCLUDE THE RENEGADES OF PERN, ALL THE WEYRS OF PERN, THE CHRONICLES OF PERN: FIRST FALL, AND THE DOLPHINS OF PERN. • 260 pp.

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- [44] Pamela Wharton Blanpiéd. **Dragons: The Modern Infestation**. Boydell & Brewer Ltd. 1996.

Dragons: what they are, where they originate, their impact on the future of man — and what to do if one lands on your roof. • Pre-medieval dragons are a staple of Western culture, familiar through bestiaries, folklore and the framework of meaning provided by the church. Dragons of the Modern Infestation, however, must be known through a scientific term: verminology. • The purpose of this monograph is to make available to the general public the fruits of verminological research which began shortly after the first modern sightings, in the hope of fostering a better understanding of the risks inherent in dragon/human contact, and a deeper appreciation of the beauty and complexity of these beasts. • The book introduces their basic anatomy, habits, recreation, preferences in food, and their legendary lust for treasure; it covers their mating rituals and their care for their young, and, importantly, the Mime, the means by which the dragons pursue their prey and invade even the most densely populated cities. • Dragon language is discussed, and the controversial possibility of dragon/human communication. • [The book] draws freely from the work of the major verminologists, such as Philomel St James and Philip Marsden; excerpts from their private papers, field notes and journals give the reader the sense of what it is like to study dragons at firsthand. • This is the first edition in the United Kingdom; it includes an updated preface and several new photographs, as well as the charts, graphs, maps, and bibliographic detail that made the 1980 edition the standard reference for the Modern Infestation. PAMELA WHARTON BLANPIÉD has been watching dragons since the first incidents of the Modern Infestation occurred, and has an unrivalled knowledge of the scientific literature on the subject. She is now recognised as the leading authority in this field.

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- [45] Lawrence Schick. **Heroic Worlds**. Prometheus Books. 1991.

This history of role-playing games such as *Dungeons and Dragons* explains their evolution and gives complete definitions and descriptions for related game products. Arriving on the scene in 1973, such games caught on rapidly and spawned a thriving industry. These games are regularly played improvisations, with rules that allow for consistent resolution of action, in which heroic characters created by the players battle enemies or solve mysteries. Featuring essays by eighteen top industry designers, *Heroic Worlds* explains the evolution of role-playing games and their influence on other forms of entertainment. The art and jargon of game design, play, and collection are defined in detail.

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- [46] Malcolm South. **Mythical and Fabulous Creatures: A Source Book and Research Guide**. Greenwood. 1987.

This serious, scholarly treatment of 20 imaginary beings, from dragon and phoenix to giants and fairies, discusses the origin of each as an idea, its symbolism and lore, and its appearances in art, literature, or film.... Extensive bibliographies follow the generally ambitious and erudite essays, while a final catch-all article and selective bibliography cover still more ground, at a gallop.... [There] are a number of thoughtful and well-written interpretive investigations into the nature and history of some persistent types. Entries on the Basilisk, Harpies,

Medusa, and the Sphinx are particularly fine: here one feels that the mystery and power of these imaginative creations is not vitiated by scholarly taxidermy. – Library Journal • Essays by 18 contributors about 20 imaginary creatures provide information on their probable origins, symbolism, legends, and appearances in history, literature, and art. All the creatures, including those mentioned in a catchall essay for lesser-known beings, are accessible through a meticulous index, which also includes literary references in the text. Excellent bibliographies follow each essay, and a glossary and a taxonomy of creatures are appended. Most of the material is drawn from Indo-European sources, with occasional references to the Far East, North America, and Africa. Literature' begins with the most ancient texts and continues to current fantasy novels, while art' includes painting, sculpture, jewelry, movies, and T.V. This makes for wonderfully serendipitous bibliographies ... [this] book provides thorough documentation of the best-known creatures of fantasy with a breadth of coverage that is both impressive and delightful. Recommended for all libraries supporting research in mythology, fantasy, folklore, or popular culture. – Choice.

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- [47] Karen Wynn Fonstad. **The Atlas of Pern: A Complete Guide to Anne McCaffrey's Wonderful World of Dragons and Dragonriders.** Del Rey. 1984.

Pern, where firebreathing dragons and their human riders join to fight the threads that threaten to destroy all life! Here's the perfect companion and guide for Anne McCaffrey's beloved stories of the Dragonriders of Pern. Karen Wynn Fonstad brings out every detail of the world and history of Pern in fascinating graphics and lucent text. Tour the land whose very existence depends on the dragons and their riders! Detailed two-color maps showing every place and feature yet discovered on Pern; Follow F'lar's research as he learns how to predict Threadfall! Charts tracking the fall of Thread, the deadly spores that periodically ravage Pern; See the hatchling grounds where Jaxom impressed the white dragon Ruth! Schematics of the great Weyrs — the homes of the telepathic dragons and their riders; Visit Ruatha Hold where F'lar found Lessa, his future weyrwoman! Plans of the Holds, where most of the people of Pern live and work; And lots more covering all the books in the great series! The Atlas of Pern provides a spellbinding tour of the world where the harassed settlers from Earth fight to overcome seemingly impossible odds and to carve out a new life for themselves and the future.

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- [48] T.H. White. **The Book of Beasts: Being a Translation from a Latin Bestiary of the Twelfth Century.** Dover. 1984.

If a serpent swallows the spittle of a fasting man, it dies. Trees felled in the wrong season breed termites. If eels are drowned in wine, those who drink it get a loathing for liquor. These and similar flights of fancy were articles of faith in the twelfth century — the era of the fascinating Latin prose bestiary translated in this volume. The translator is T.H. White, author of *The Once and Future King* and outstanding medievalist. Of *The Book of Beasts*, White writes: "No Latin prose bestiary has ever before been printed, even in Latin. This is the first and only English translation in print." • The bestiary was a bestseller in the Middle Ages, a kind of natural history cum-zoological survey that presumed to describe the animals of the world and to point out the human traits they exemplified. Combining the surprisingly accurate with the endearingly phantasmagorical, the bestiarists came up with a bewildering array of real and exotic creatures. The behavior or attributes of the animals often functioned as a metaphor for teaching religious, moral, and political precepts. In addition to a multitude of real mammals, birds, reptiles, and fish, described here with varying degrees of zoological accuracy, the bestiarist introduces a swarm of fanciful denizens thought to haunt the Dark Ages: • manticore, a creature with a man's face, a lion's body, and a ravenous appetite for human flesh • dragon or draco, the biggest serpent and the embodiment of the Devil • amphibia, a fish that could walk on land and swim in the sea • jaculus, a flying serpent • the familiar phoenix • the griffin • and other exotic fauna. Much of the charm of this edition lies in the copious footnotes compiled by T.H. White. With immense erudition, wit, grace, and a singular lack of condescension, the author illuminates literary, scientific, historical, linguistic, and other aspects of the bestiary's catalog. He further enhances the volume with informative discussions of the history of the bestiary from its origins in remote oral traditions; through Herodotus, Pliny and Aristotle; during the medieval period and the Renaissance; and up to Sir Thomas Browne's *Vulgar Errors* (1646). Both amusing and amazing, *The Book of Beasts* is not only a rich survey of the proto-zoology on which much of our later science is based, but also a revealing, illustrated examination of how pre-scientific man perceived the earth's creatures.

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- [49] Peter Dickinson, Wayne Anderson. **The Flight of Dragons.** Harper Collins. 1981.

This thrilling book combines fact with fantasy, science with romance. In an elegant exposition Peter Dickinson, award-winning novelist, sets out to prove that dragons did exist. The mythology of dragons gives many surprisingly consistent clues as to the size and nature of the beasts. Peter Dickinson has woven these intriguing folk-tales and anecdotes into a riveting thesis on how so great a creature as the dragon actually managed to fly. His theory exactly ties in with reports on dragons' flight patterns, eating habits and family life. He reveals to us the dragon's special reasons for hoarding gold, their distinctive mating and evolutionary cycle, in a romantic yet well-researched and wholly satisfying construction of the dragon's way of life.

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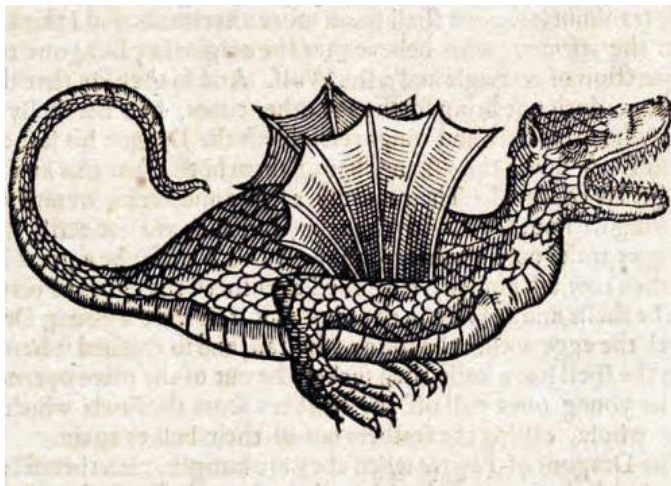


Figure 8.19: *Dragon* (Topsell, 1607) [4-Footed Beastes] *Dragon* (LadyofHats, 2016) [Wikipedia: Public Domain] [D&D monster]



Figure 8.20: *Hydra* (Topsell, 1607) [4-Footed Beastes] *Hydra* (LadyofHats, 2017) [Wikipedia: Public Domain] [D&D monster]