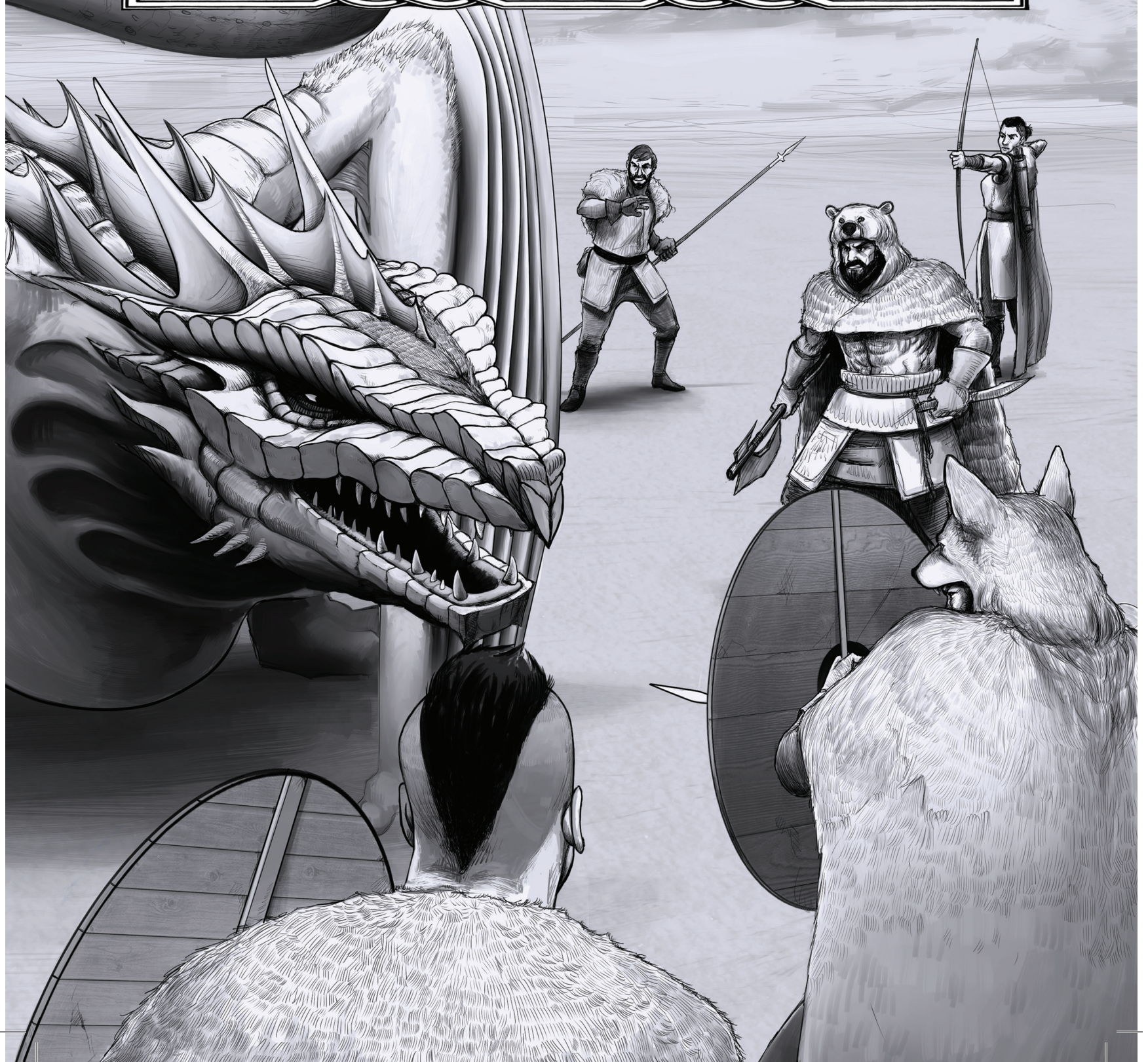


# THE ART OF THE ICE KINGDOMS





MAD MARTIAN GAMES PRESENTS

THE ART OF

THE ICE KINGDOMS

Copy and Art Direction by Robert Stenberg  
Layout and Design by Lisa Pangborn

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I was approached about two years ago about doing some artwork for a Dungeons & Dragons retro-style tabletop game system called Ice Kingdoms. I listened intently to Chris (CS) Barnhart as he passionately explained his hopes and vision of this new setting and I was immediately hooked. It was a unique and interesting locality that intrigued me...

And then the realities set in...

There was a very limited budget, and there was no way I could find the time to create all of the art that was needed. He suggested that maybe we would be better served if I acted as the Art Director and see if I could get some other artists on board. Using my friends and contacts in the fantasy art community, we tried to get some known artists interested in the project and of course they were interested but couldn't accept the rates we quoted them, so we were stuck. I realized that this type of project was doomed without some eye catching art, so Chris and I decided that we may be better served if I located some new and hungry artists and maybe if we were lucky, get a pro to take a pay cut with the hopes of further work down the road...

Enter David Newbold, who I've known for years... He was very interested in the concept and in doing something different like this to expand his repertoire and resumé. We had our foundation. I reached out to a few more artists and realized that we actually might have a chance at making this project work.

After finding a half-dozen rookie and semi-pro artists, I felt a little more comfortable with the prospects. I developed a great relationship with the crew and with each conversation and submission, knew that the Ice Kingdoms had some legs.

Our next hurdle was the Kickstarter... We needed some initial art to catch our gamer's attention and David absolutely delivered! After some stumbling and minor issues during development (as well as a LOT of antacids) we managed to make our project minimum and had some cash to make sure our artists were paid for their work (which I felt was a MUST, having dealt with the whole "do it for the exposure" line that is thrown at artists of all types ALL of the time).

There were a few issues and artists that dropped the ball, forcing me to pick up some slack and do a bit of filler art (which kind of killed me inside that I didn't finish) but I am very proud of the great work from David Newbold, Sayu Gonzalez, Eric Kempfer, Cory Gelnet, Lisa Pangborn, and of course our source book cover artist Marko Radulovic. I was impressed with each and every one of them and thought it was SO cool that we could see the progression and each of them increase the strengths of their work. I look forward to working with them more with future ice Kingdoms projects!

RW Stenberg





## DAVID NEWBOLD

is a comic book artist. Newbold's first work was in 2004, where he inked an issue of Marvel Comics' series Marvel Age Fantastic Four. He later became publicly known for his brief tenure on the Marvel Comics' award-winning series, Runaways along with writer Brian K. Vaughan and artist Adrian Alphona. Newbold also inked the Weapon X series.



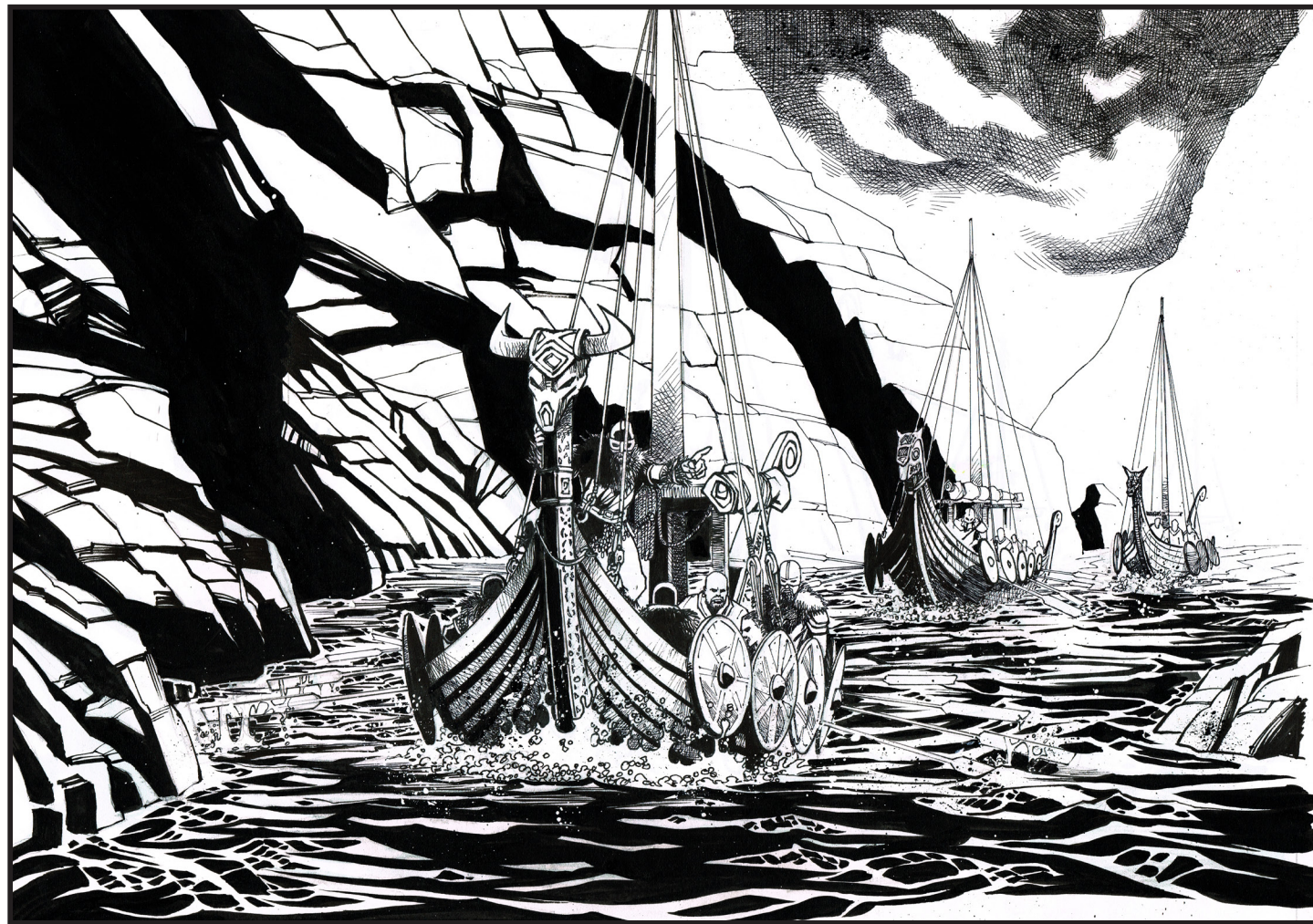








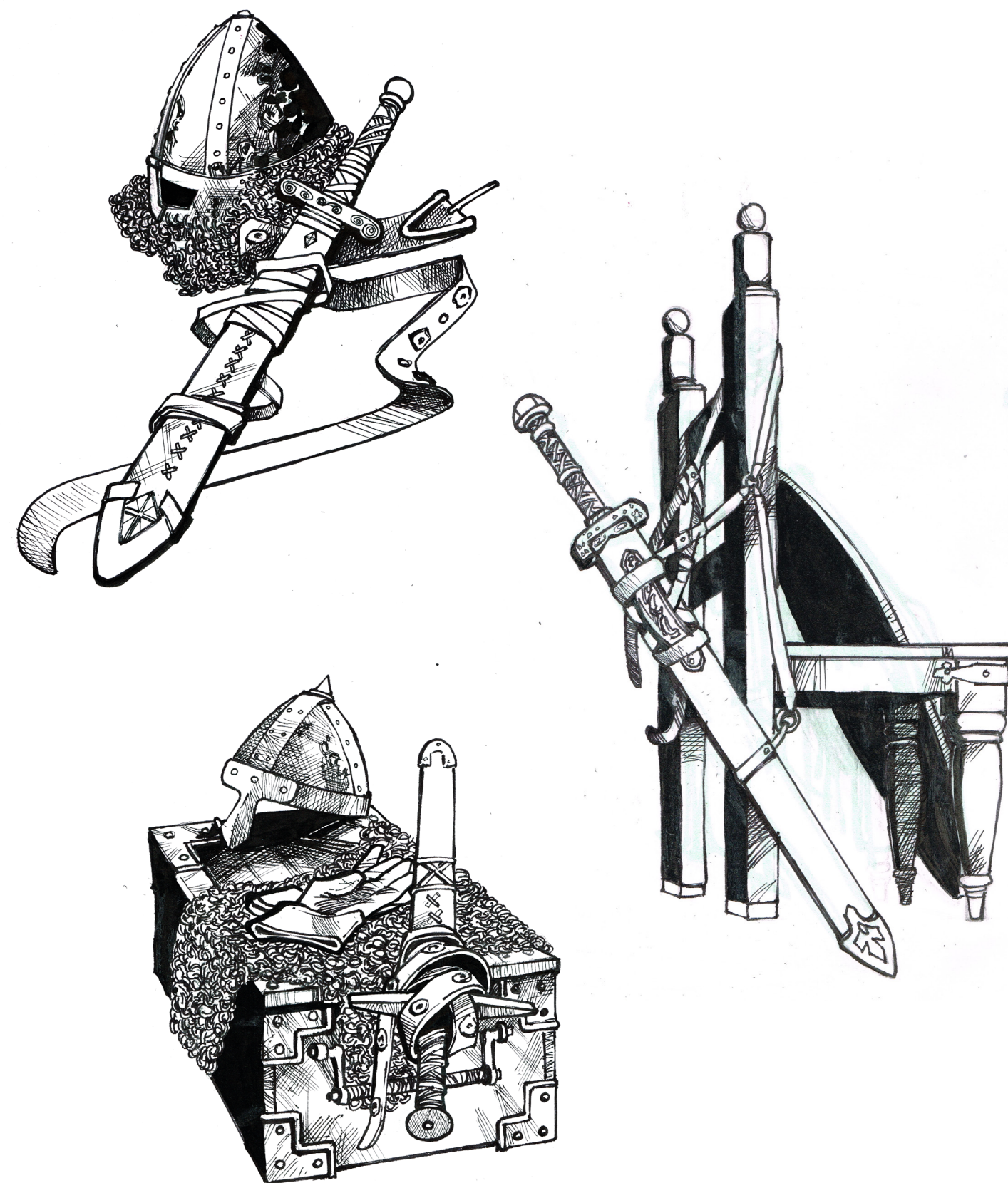




















## CORY GELNETT

Pencil and ink Samurai, Comic book Illustrator, and Graphic designer, Cory spends his time drawing, inking, thinking about drawing, sometimes Dming and throwing dice. Cory went to Joe Kubert School for Cartooning and Graphic arts in New Jersey. He left and joined the real world, letting his art skills sit and draw cobwebs for the better part of a decade. Picking up the pencil again, he began working on his own characters and RPG campaign world, that led to him picking up comic book illustration and forming Shonuff Studios. He has illustrated for Gold & Glory RPG, Tim Kask, Thorkhammer, D3 Adventures, And many Basic Fantasy RPG modules and adventures, as well as being the main artist on the Arcanum 30th anniversary RPG that recently kickstarter funded.











## ERIC KEMPFER

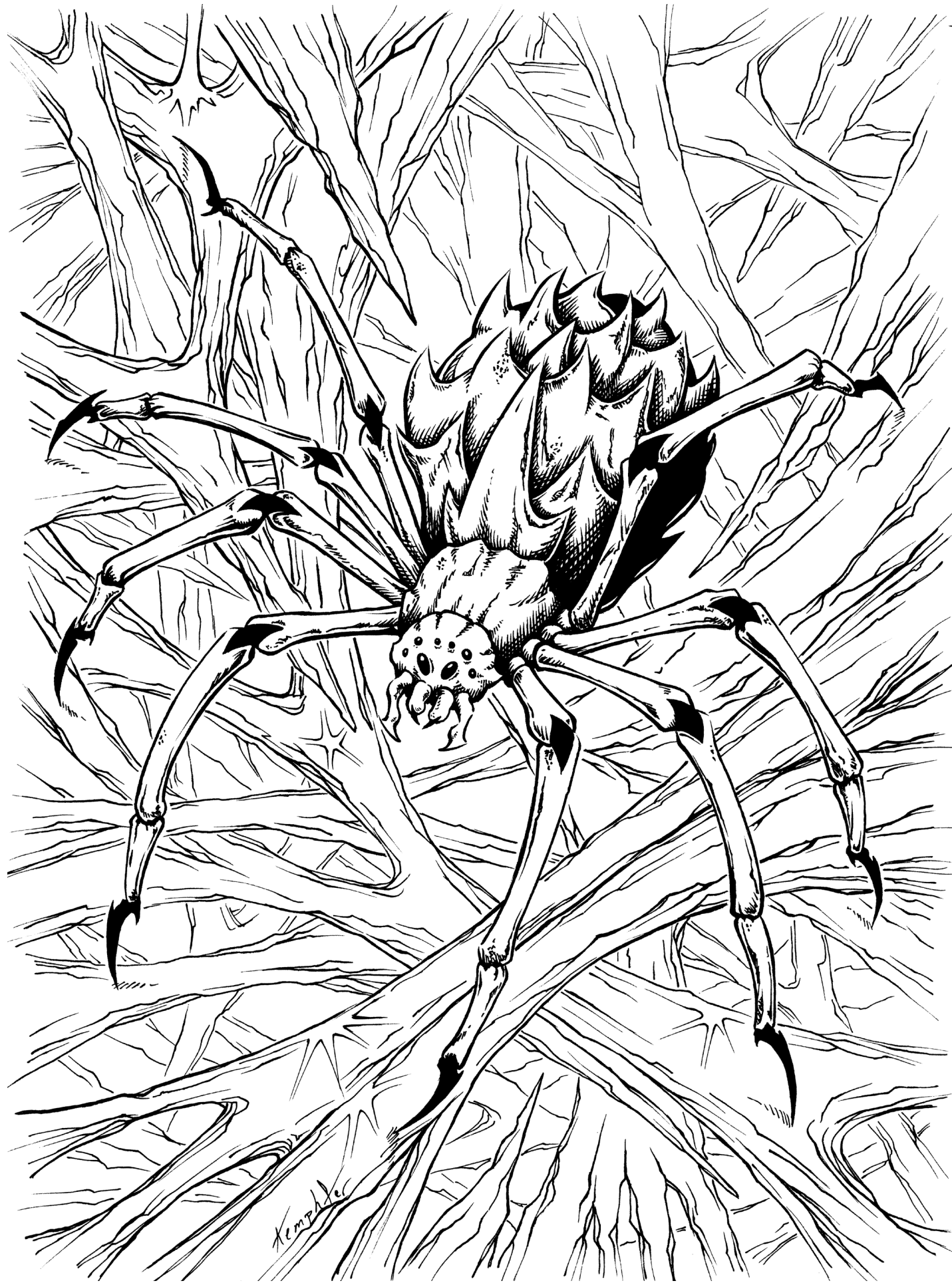
Like every other artist out there, I've been drawing since I can remember, it's apparently just in us from birth. I became interested in comic books and the fantasy genre in high school while playing role playing games with my friends. Got close to graduation and realized I needed a direction to my life and figured why not? I received a Bachelor of Arts in Studio Art from Kent State University in 1995 and from there have been working on numerous freelance jobs and personal projects. Inspired by fantasy and influenced by comic book art, I merge these styles using digital techniques along side traditional pencil and ink.























## LISA PANGBORN

Lisa Pangborn is an award winning illustrator and designer. She honed her skills in the world of advertising for nearly twenty-five years, and now she is devoting herself to her art full time as a freelancer based in Chicago. Creating illustrations for Ice Kingdoms is her first foray into making art for an RPG, and she can't wait to do more!







## RW STENBERG

A published artist and photographer, raised on too many movies, anime programs and comic books, Robert has had an interest in all forms of visual media since early in life. With his background in television production, photography and illustration, he enjoys mentoring other artists nearly as much as he does creating his own art and hopes to continue both with other Ice Kingdoms projects.



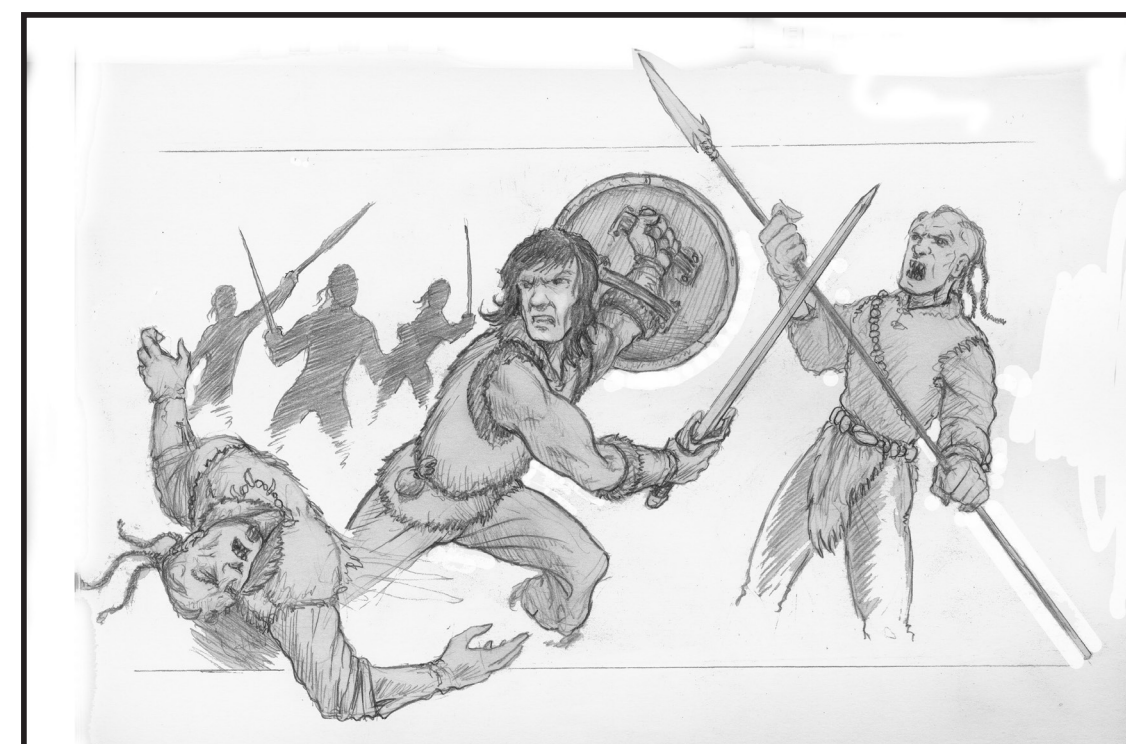
















## SAYU GONZALEZ

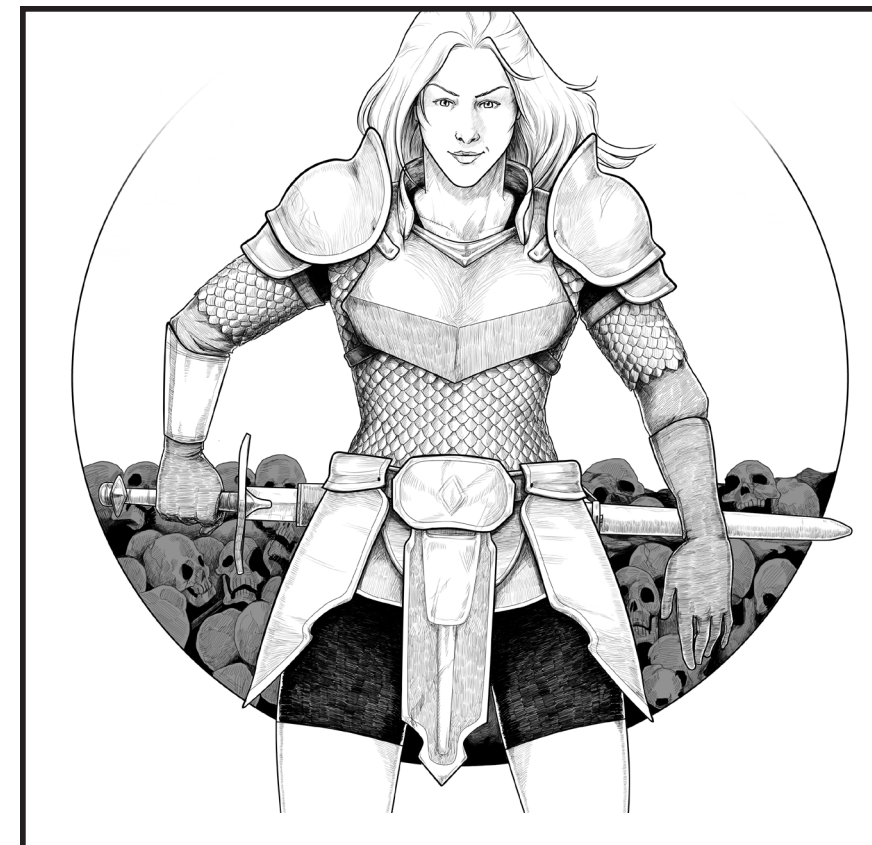
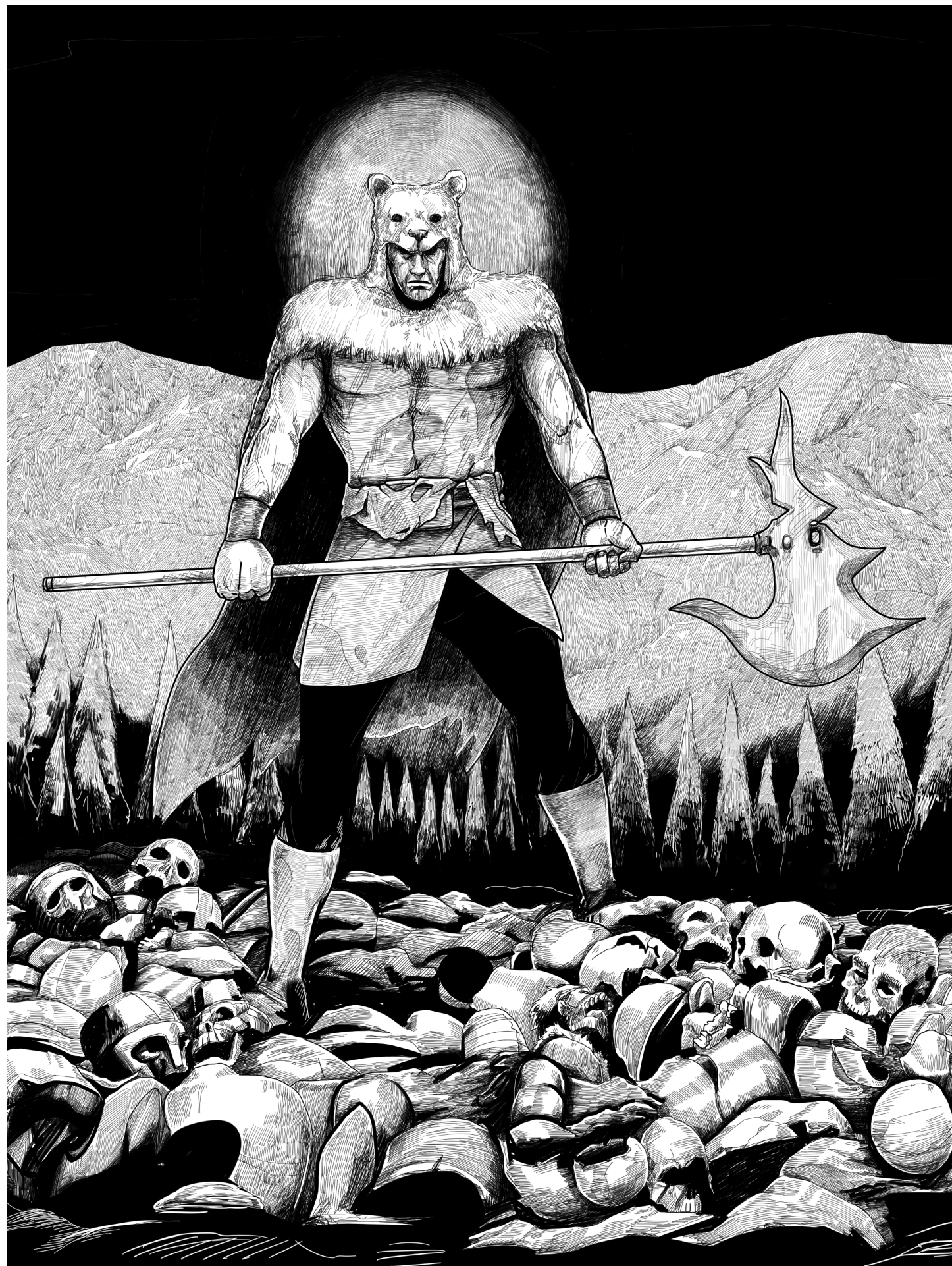
is from Caracas, Venezuela. Influenced by animé at an early age, she's been drawing ever since, then later on being heavily influenced by Internet culture and discovering the DeviantArt community, along with artists such as Endling, AfuChan and Jamie Hewlett. At 15 she joined the historical Cristóbal Rojas School of Visual Arts, now becoming influenced by Francisco de Goya, Lucian Freud, Gustav Klimt and Alphonse Mucha. She later obtained a medium-level Visual Arts Technician's Degree (2010) and joined the former IUESAPAR (Armando Reveron Institute), now UNEARTE (National Experimental University of Arts). She is currently awaiting her Bachelor's Degree, which she will receive on June 2017.



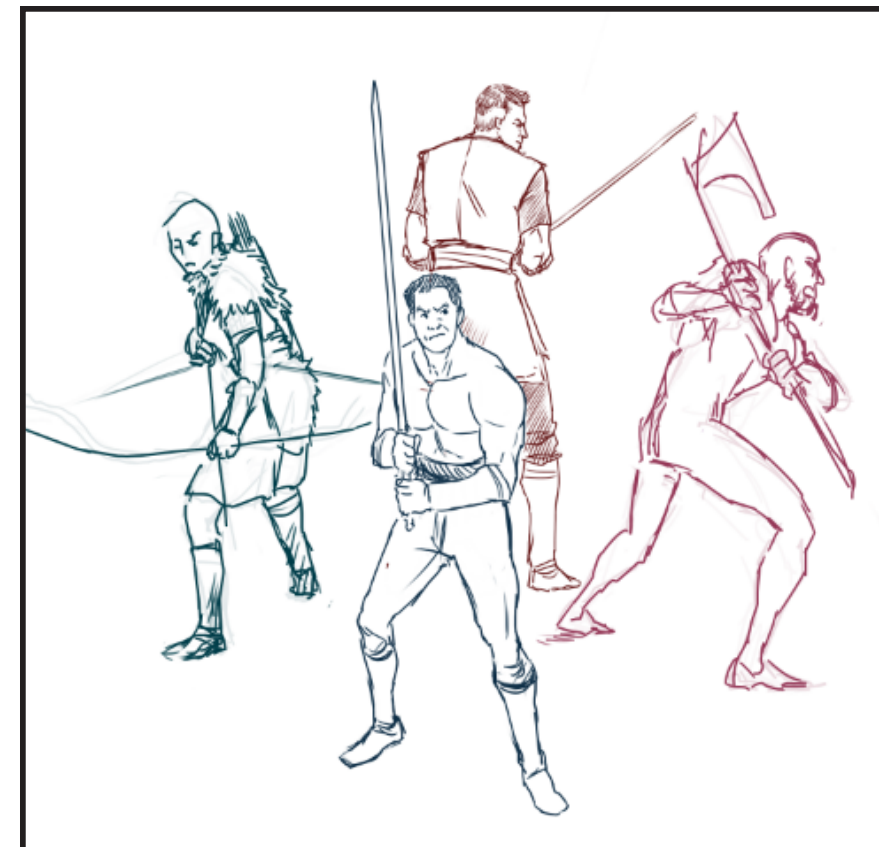




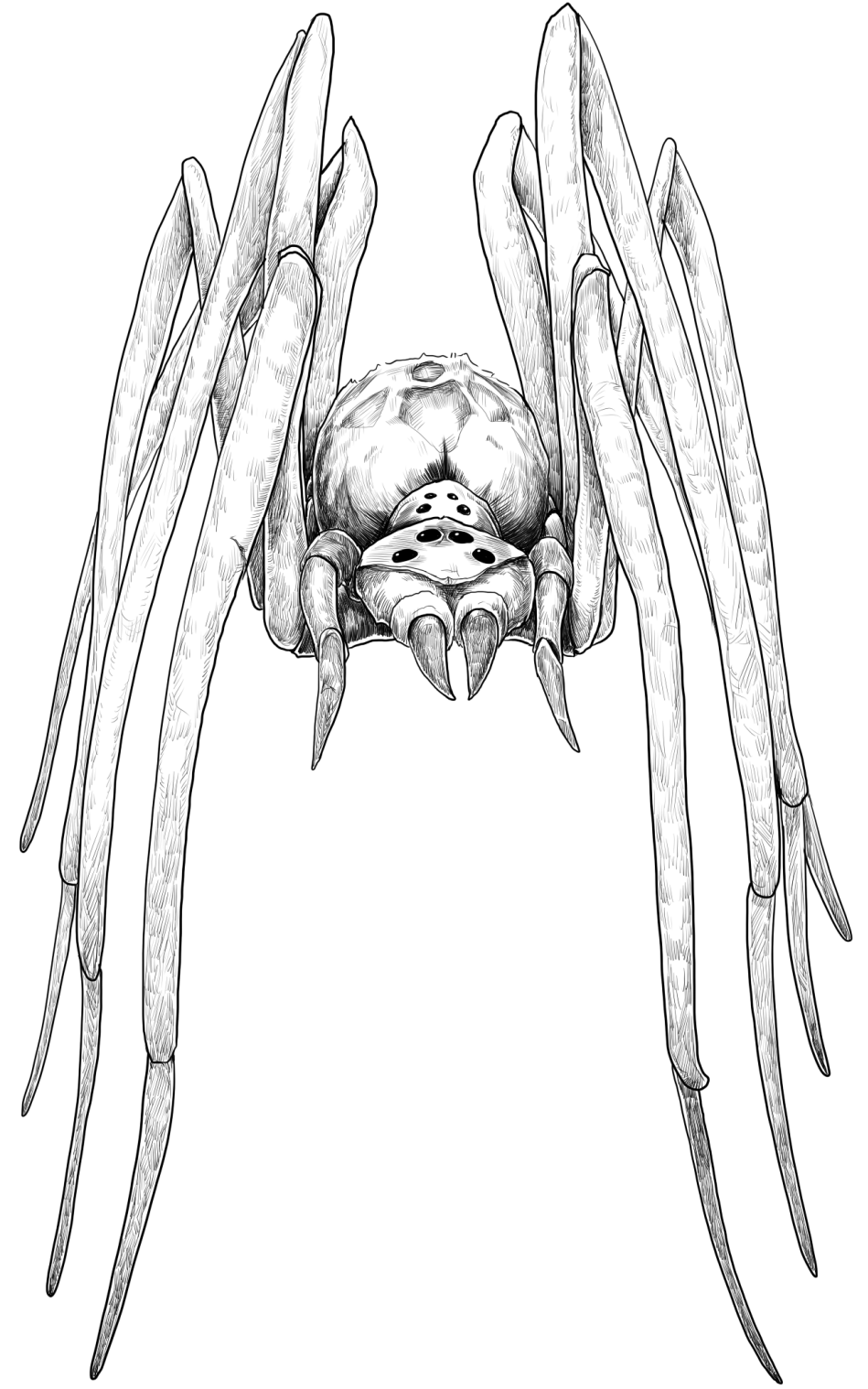














# EVOLUTION OF A COVER

I really enjoy the connection of being the Art Director and guiding hand for the artists. So when I contacted Sayu about doing a new cover for this book, we already had a great working relationship and were very comfortable with our communications.

I wanted to give her a lot of creative freedom for this piece and so I just told her that I wanted “adventurers” facing some sort of dragon or wyvern in the typical winter setting.

She initially sent a very static rough with the dragons back facing the viewer and a trio of fighters facing it. (Image 1) Very posed and stiff, so we discussed moving the creature to the center of the layout and have more adventurers surround it. I sent her a VERY rough layout (Image 2) and she ran with the concept.

She initially had the wyvern with wings spread (Image 3) but I felt that it just overwhelmed the layout, so I suggested that she have it looking like it may pounce (Image 4) which we were both very happy with. She then started fleshing out the creature and you could see that we were onto something cool. (Image 5) I really loved how each one of the warriors had their own personality and purpose, adding impact to the layout and message.

She continued working on finalizing the warriors and creature (Images 6-7) and we discussed weapons and some minor thoughts on armor. I was VERY happy other than the creature wasn’t quite “winter” enough...

After a few back and forth communications, we discussed some things that may add to making the creature belong in this place in time. I knew she had it exactly how I hoped we both wanted and she did. (Image 8)

And of course you have in your hands, the final cover and product that we all worked hard to produce.

RW Stenberg

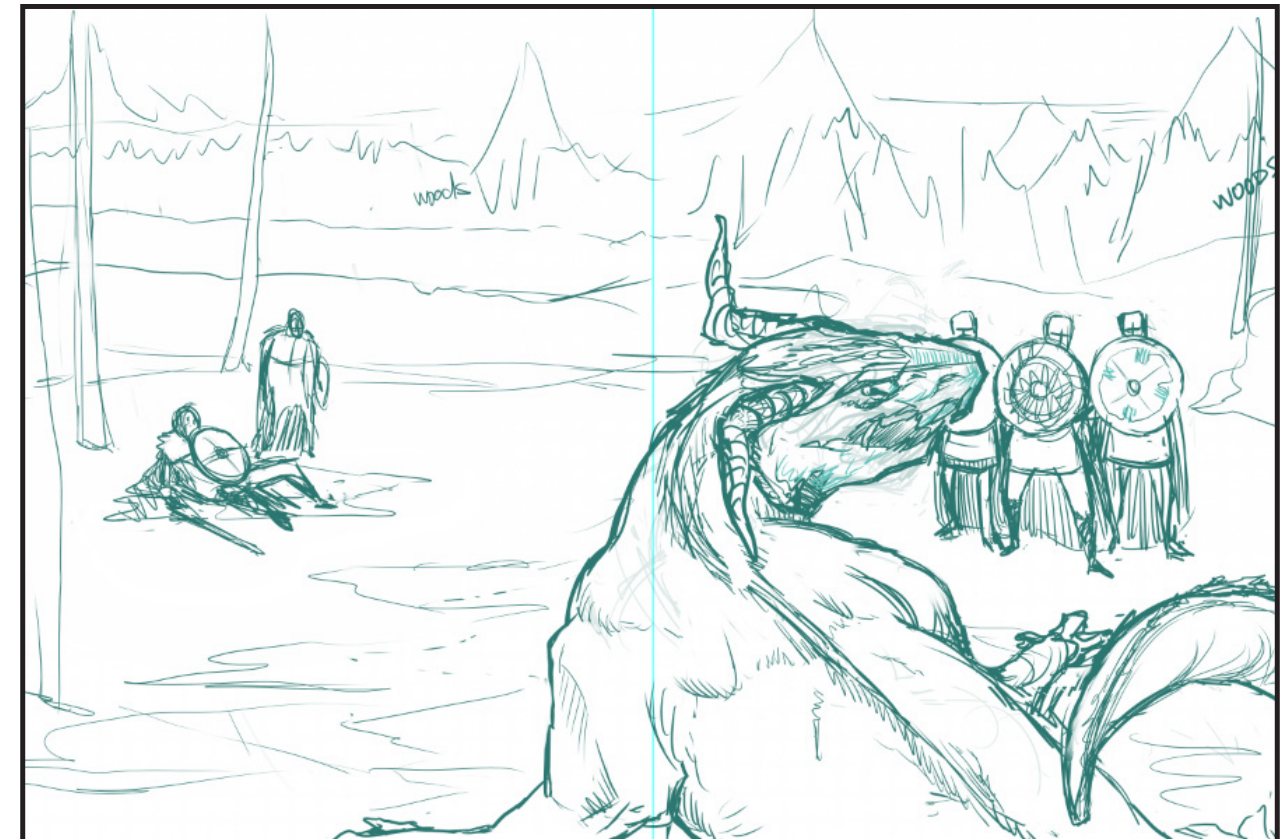


Image 1



Image 2



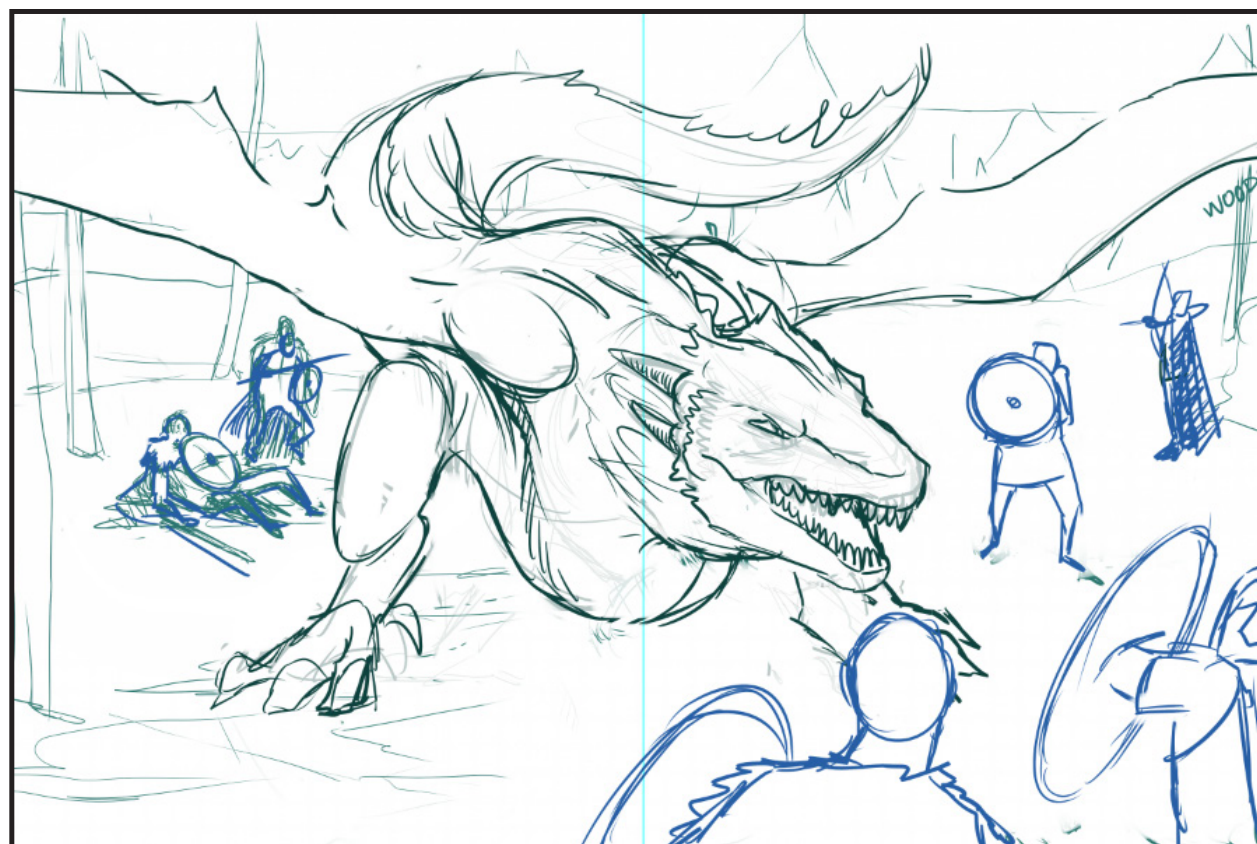


Image 3

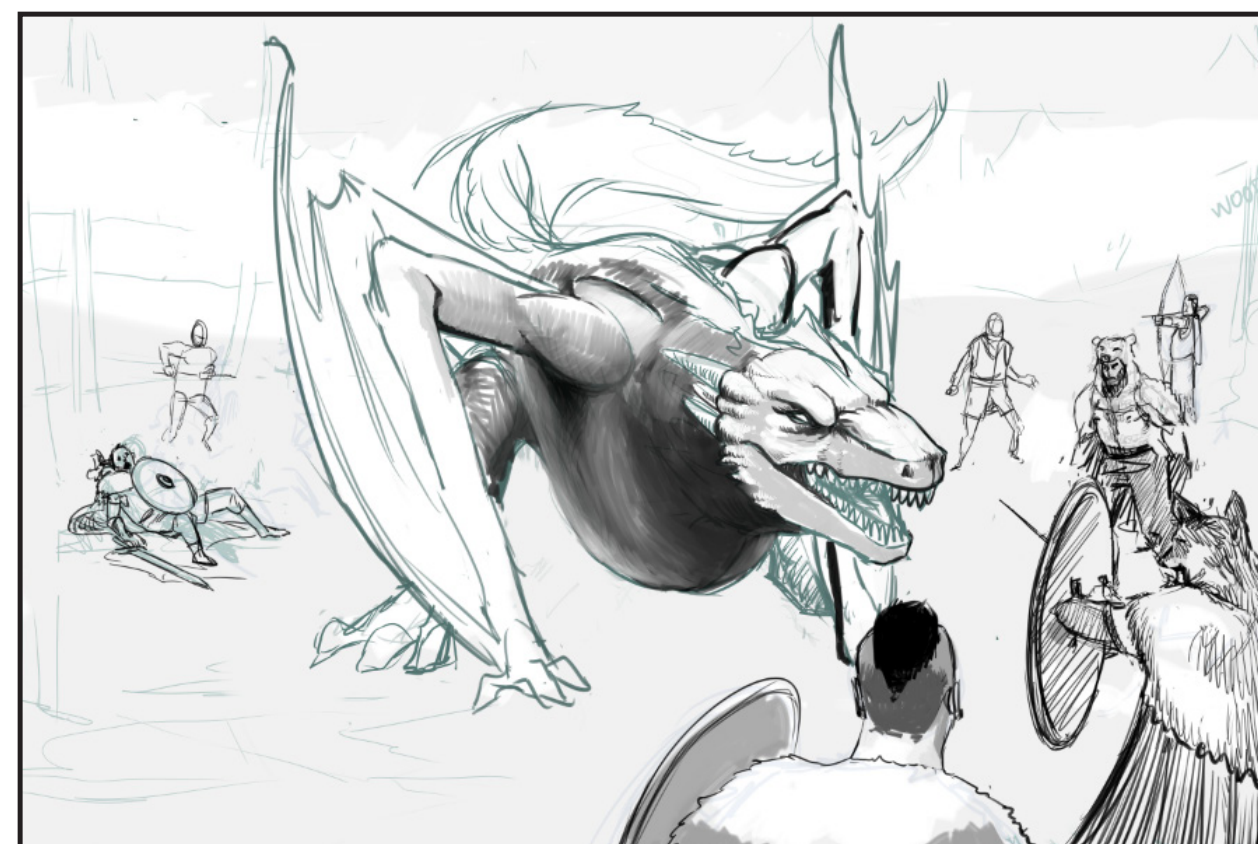


Image 5

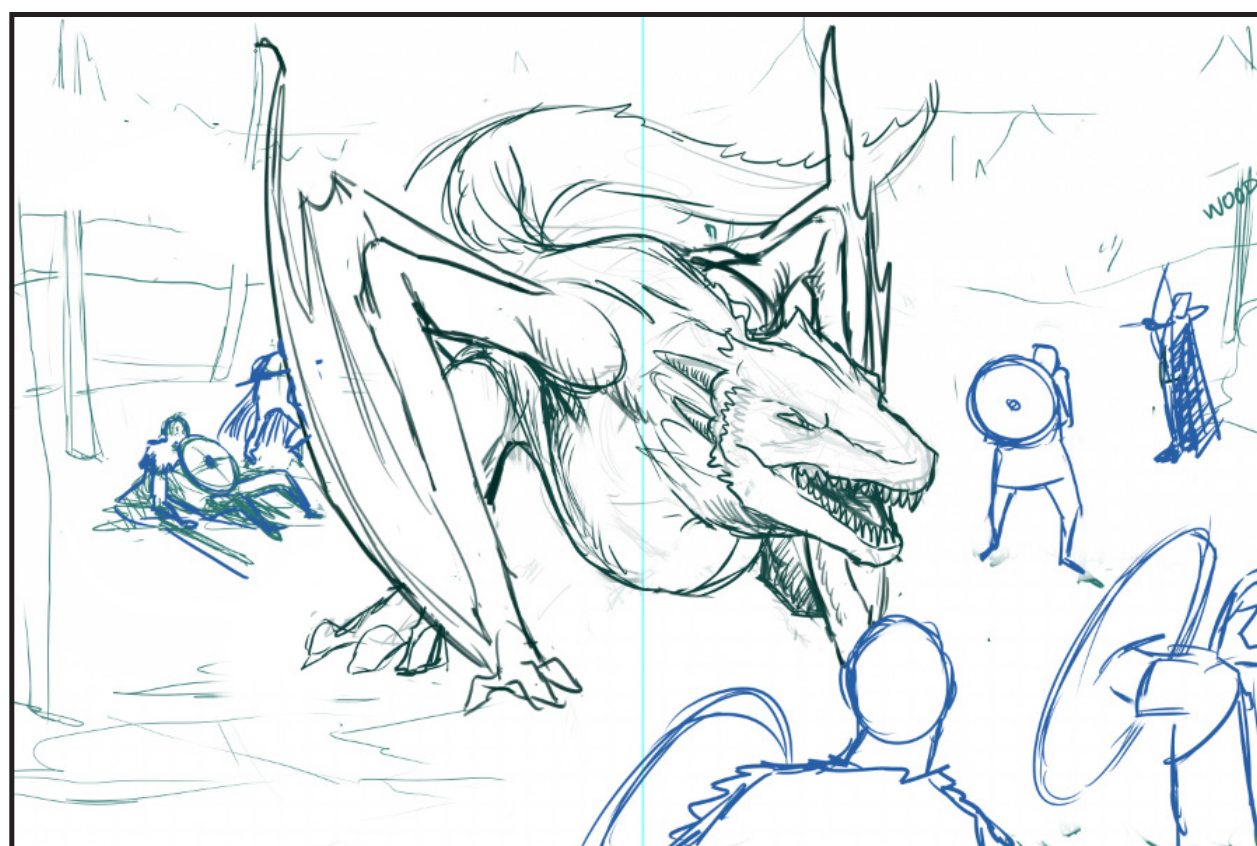


Image 4

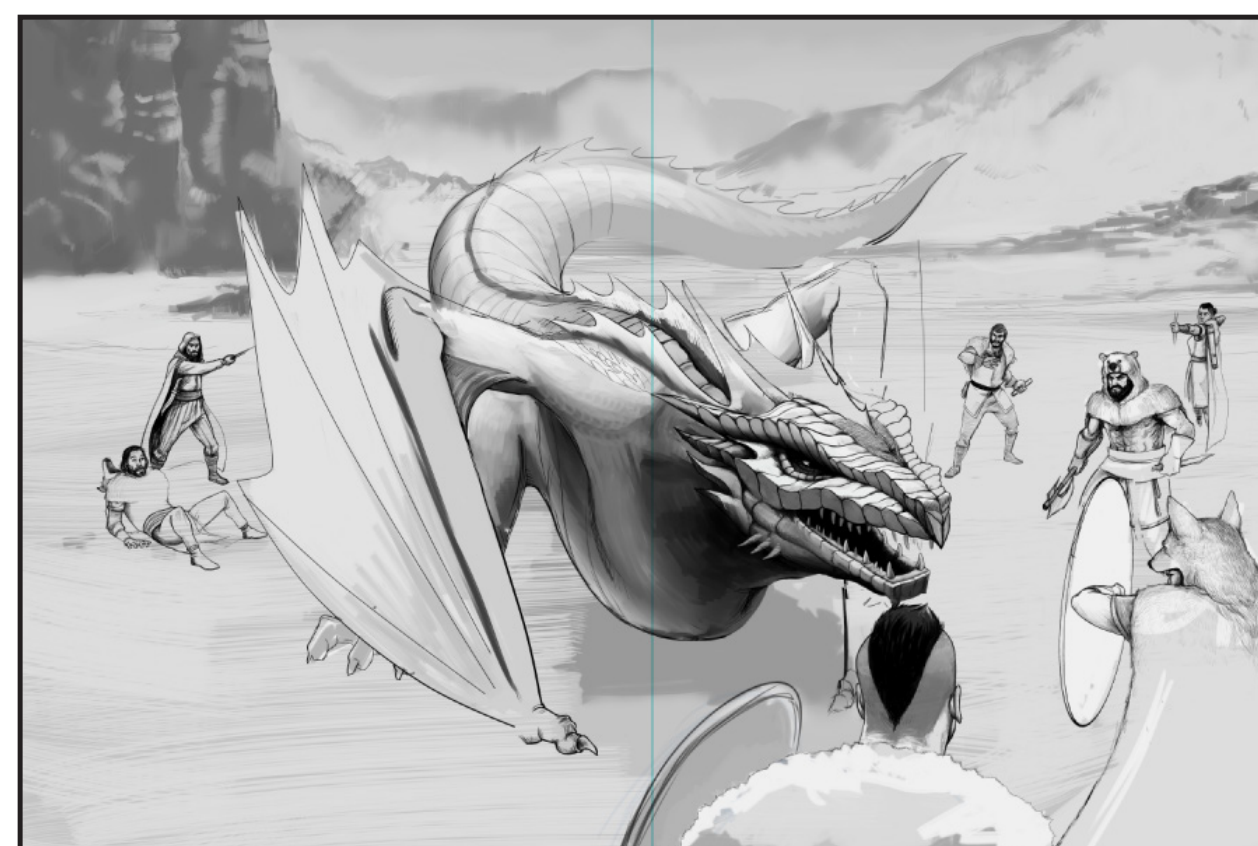


Image 6





Image 7



Image 8

## THE WORLD OF THE ICE KINGDOMS

The Ice Kingdoms Source Book

Ice Kingdoms adventure modules

Into the Mournwood

The Girl with the Demon Tattoos

The Lair of the White Wyvern

The Temple of Drawoh Rock

Ice Kingdom Expansion Volume One: Bestiary

Ice Kingdoms Expansion Volume Two: Cultures

All products available on [lulu.com](http://lulu.com) and [drivethrurpg.com](http://drivethrurpg.com)

Source book available at [Amazon.com](http://Amazon.com)

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