

Tyler Warren's Personal Favorites

Greetings passionate RPG creators! I am Tyler Warren, the creator/editor of the self-named battler packs. If you're reading this, you've likely gotten a great deal on my resources through the RPG Maker store, or my personal store. It is my pleasure to present for your use this collection of my personal favorites from across my multiple packs. Below is some additional insight into my creative process and some discussion about what makes these my favorites.

History:

I was heavily influenced by the Dragon Warrior (quest) series when it first came out in the 1980s. The art, the playstyle, the leveling up and the hidden items and the Nintendo Power guide book with poster and world map! So awesome! Everything about the exploration of a fantasy world full of comic monsters, adventures, quests, dragons and so on, was something I fell in love with. I played the NES/SNES Dragon Warrior and Final Fantasy series for countless teenage hours. I used to draw out maps on graph paper, and sketch little monsters, recreating game elements on paper. I always aspired to making my own game. I still use paper/pencil for my artwork, so each of my monsters, before it goes into the computer has an original hard-copy counterpart.

While in college, (studying Economics about 2005) I made my first real attempt at creating a full RPG game. In addition to the artwork, I was trying to learn the C# programming language. I failed at making my game, but as a positive side effect I had created a large amount of graphic assets to go into the game. Several years passed and I had basically written off my RPG project as a loss, until I came across RPG Maker. It was exactly the tool I was looking for.

Finding my time was too limited to successfully finish my own epic RPG game (secretly still in the works...somewhere), I reached out to RPG Maker through the forum to see if I could offer my battler art to other game makers. Long story short, I've had a fantastic time creating battlers for the RPG Maker community and hope you enjoy using them in your next project.



1st 50 Pack Favorites - <https://selfy.com/p/oSjJ/>



Behemoth – This is a classic for me and was one of the first monsters I created for my original game project. Obviously based on the Final Fantasy monster, I wanted to see what I could come up with. I like the simple design and beefiness/stockiness of it. The purples are full of blends from their opposite yellows.



Brain Slime – I laughed out loud when I drew this. I was working on the theme of new and creative slime monsters for the early part of the game and this was just too fun to pass up. Alternately, I think this could be used as a fun “mechanical slime” or mad-scientist’s remotely controlled construct.



Coward – One of my favorites because it’s so scared looking. The concept was to create a slime creature with very high defense and probably the power of “retreat” if it ever got hit. Of course it would be weak to magic attack, but physically hard to beat. There are many subtle colors in the stone (green/yellow/red) that make up the grays.



Earth King – The original drawing for this is enormous and beautiful, easily a frame-able piece and I love the richness and complexity of the colors. Intended to be a boss for an earth themed level. I know he’s made his way into at least one commercial game so far, and hope he sees other releases as well.



Flaming Snowman – The juxtaposition of snowman and flaming fire is just hilariously fun to me. I also had a great time drawing this one, sitting by the swimming pool with my kids splashing around in the hot Alabama heat and one of my daughters was next to me, drawing this same picture; so there is a cute 6 year-old version of this in my collection, a happy and memorable creative session for sure.

2nd 50 Pack Favorites - <https://selfy.com/p/Rx6R/>



Mimic – It’s hard not to like a mimic, one of the staples of the classic RPG game. There was a lot of details in the wood grain that just didn’t get captured in the scan very well, but I was still happy with it. The blue/silver color variation I did later, I actually preferred to the gold/brown original.



Sand Slime – Oh my gosh, I loved creating sand slime! The original drawing is so tiny it’s hard to explain how cute it is. Some of the pieces that become monsters take hours, but I think sand slime was crafted in about 15 minutes. The simple-ness of the art in this case is appealing to me. The graininess of it and the beady eyes, just asking to be encountered in an early desert map.



Sun Slime – I love me some bright colors, simple design, big emotion-hiding eyes. And sun slime does it all for me. The simple gradient of color changes from orange to yellow and the theme of slimes. It is also one of the few that has a color outline, instead of hard black outline.



White Dragon – The first dragon I drew for my game! Drawn as to be a playable character actually, which is why he’s posed strait side-view. The original drawing, that I still admire when I pull it out, is large, but I felt the detail was captured well in the conversion. The digital version has some very nice color enhancement too.



Wisp – Favorite for a couple reasons. One was the challenge of getting a hairy looking drawing into the computer without a huge amount of artifacts all around it. This took me a while to clean up in the transfer. Also, love the dark theme with glowing eyes. I made three views of this one and it remains a must-have in my book.

3rd 50 Pack Favorites – Slimes and Dragons - <https://selfy.com/p/aVc1/>



Blue Dragon – Blue Dragon was such an incredible piece of artwork. Again, very large sized original and several hours of work putting it together. I loved the sky blue coloration I settled on and the reverse look of the character (facing one direction, but head turned the other).



Dragon Hawk – One of my favorites that has multiple elements I love. Clearly a magic caster, part dragon and part hawk/eagle. I was envisioning a character that when encountered makes you afraid, because you know it's a hard fight. Maybe he casts "death" or stone, just real difficult, making any party respect the Dragon Hawk.



Drakee – Classic Drakee-type from the good old days. What is most enjoyable to me was the color choices I made and the wonderful blending they did. The wings ended up with an almost neon glow to them (which wasn't totally planned). I could stare at the original for a long time and still want to see it again.



Emperor Slime – I have a big sheet of slimes that went into this pack and this one stands out on the page because of his size and the fun expression on his face. I wanted him to be a boss slime, something regal, elderly, experienced and challenging. I like the grey coloration contrasted with the flowing red royal cape.



Wave Slime – I fell in love with wave slime when the penciling was complete. Add to that the solid yet semi-translucent simple coloration and I think it is just so fun. Perfect for a water level, or near a river, or perhaps as a summoned companion to a boss or mini-boss—(casts wave spell at the party and two wave slimes appear.)

4th 50 Pack – RTP Redesign Part 1 - <https://selfy.com/p/T6Kg/>



Chimera – Sometimes drawings just come together beautifully. In a lot of my advertising you'll see Chimera out front. I did a lot of experimenting when I was making it. I wasn't sure if the fur would work, or the wings, etc. but they all seemed to come together nicely, which is a reminder to try new things.



Demon – Favorite because of the massive size of the original drawing (you should see it), lots of details, lots of fun colors (purples/blues/reds) and it matched really well with the RTP character icon. Easily usable as a mini-boss or main boss of an underworld level.



Evil God – Ok, I know you're tired of hearing "you should see the original drawing," but man this one is just beautiful and took many, many hours over several days to pull together. The drawing was super fun, and is a positive memory for me. Would love to make this my final boss battler, super tough, lots of tricks, counters and magic.



Octopot – If I had to use one of my characters as my logo, this would be it. I think I was channeling my inner Hayao Miyazaki, after watching his animations over and over. It's just so fun, the eyes, the timidity, the mystery of it. When I look at it I smile and just get a kick out of the silly character.



Plant – When I decided to re-create the RTP battlers, this was the first one I drew. I think if it hadn't come off so good (in my view), I wouldn't have finished the rest. I was very happy with how well it matched the RTP character. Sometimes hundreds of hours spent on a single project can be exhausting, so when I needed motivation to continue, I would look at this and think, "yes, that's good, keep going!"

5th 50 Pack – 50 Shades of Battle - <https://selffy.com/p/us37/>



Angel of the Dark – I don't know what it is about the black silhouette of each of these drawings, but I just loved making this pack. Angel is a great example of saying a lot with just the edge of a drawing. To me it seems like there is a lot of details in there, captured in the suggestion provided by the outline.



Crow – Nothing says evil mystery nightmare death like a good crow. It's like a herald of the living world crossing into the undead realm. My favorite because I want to use it as a game or company logo. It's marching forward and casting a glance slightly upward, suggestive of an ultimate purpose or destination, we just need to follow.



Djinn – There was so much struggle in this drawing to capture the intent without adding too much, and losing the shape. I was very happy with the chains and the lamp, as well as the oversized hands reaching upward. We may have unleashed a terrible evil upon ourselves by means of the dark lamp's magic.



Old Turtle – If there is something more fun to draw than turtles, I am not aware of what it is. They are so fun for me to create and mess with, this one in particular. It must be linked to my love of Teenage Mutant Ninja Turtles from back in my younger days.



Skeleton – I can't think of anything more fitting an all-black set than a skeleton. It was so fun to define the details by showing just the edges. He reminds me of the demon knight from the original Dragon Warrior, or at least that's what I was going for. Really this entire pack was inspired by that one enemy.

6th 50 Pack - Monster Evolution - <https://selffy.com/p/W6Vt/>



Calm and Fury – Do not disturb the meditating mage! I had a great time making the Calm and Fury for the same-named music pack cover contest. While I didn't take the win, still had a great time with the art. I envision this pair as a Jekyll and Hyde type boss fight. So you mess with the calm and when he's to a certain level of defeat, he transform into the fury!



Yanfly Evolution – It's hard to make great RPG Maker games without Yanfly's exceptional plugins (<http://yanfly.moe/>) and I wanted to do a tribute to him with this new pack of monster evolution. There is so many ways to use this pack and I hope you evolve the heck out of Yanfly in your next game.



What's Next?

First off, I hope I've given you enough free (30) battlers to be helpful in your next project. This "favorites" collection is just a small sample of the 300+ battlers you can get from buying the complete packs. The samples are presented in recommended sizes, but the full packs also include full resolution versions of each. If you've found use for these, please consider buying more. I have been regularly updating packs with additional/free content and I will continue to do so.

Secondly, please pass on your questions and feedback on what you like/use/want more of. You can email me at: tyler.jacob.warren@gmail.com, or through my store front <https://selfy.com/tylerjwarren> or find my thread on the RPG Maker forum:

<https://forums.rpgmakerweb.com/index.php?threads/tyler-warrens-battlers-and-other-resources-in-progress.43673/>

Lastly, I wish you success on whatever project you are pursuing.

All the best,

Tyler Warren

