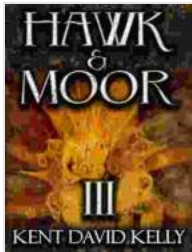


Hawk Moor: The Unofficial History of Dungeons & Dragons



HAWK & MOOR - The Unofficial History of Dungeons & Dragons: Book 3 - Lands and Worlds Afar by Kent David Kelly

★★★★☆ 4.7 out of 5

Language : English
File size : 1078 KB
Text-to-Speech : Enabled
Screen Reader : Supported
Enhanced typesetting : Enabled
Print length : 306 pages
Lending : Enabled



In the early 1970s, a group of friends in Lake Geneva, Wisconsin, created a game that would change the world of gaming forever. That game was Dungeons & Dragons.

Dungeons & Dragons is a tabletop role-playing game in which players create their own characters and embark on adventures in a fantasy world. The game is played with dice, miniatures, and a dungeon master who controls the game world and the non-player characters.

Dungeons & Dragons was an instant success, and it quickly became the most popular role-playing game in the world. Over the years, the game has been translated into more than 30 languages and sold millions of copies.

The story of Dungeons & Dragons is a fascinating one, and it is full of colorful characters and exciting adventures. Hawk Moor is the first book to tell the complete story of the game's creation, from its humble beginnings to its current status as a global phenomenon.

Hawk Moor is written by Jon Peterson, a lifelong gamer and historian who has interviewed dozens of people involved in the creation of Dungeons & Dragons. The book is packed with never-before-seen photos, artwork, and documents.

Hawk Moor is the definitive history of Dungeons & Dragons, and it is a must-read for any fan of the game.

The Authors of Dungeons & Dragons

Dungeons & Dragons was created by Gary Gygax and Dave Arneson. Gygax was a wargamer and science fiction fan, while Arneson was a fantasy enthusiast. The two men met in 1972, and they quickly bonded over their shared love of gaming.

Gygax and Arneson began working on Dungeons & Dragons in 1973. The game was originally called Blackmoor, but it was later renamed Dungeons & Dragons. The first edition of the game was published in 1974, and it was an instant success.

Gygax and Arneson continued to work on Dungeons & Dragons for many years. They released a number of supplements and expansions for the game, and they also created new editions of the game. In 1984, Gygax and Arneson sold the rights to Dungeons & Dragons to TSR, Inc.

TSR continued to publish Dungeons & Dragons for many years, and the game continued to grow in popularity. In 1997, TSR was acquired by Wizards of the Coast, Inc. Wizards of the Coast continues to publish Dungeons & Dragons today.

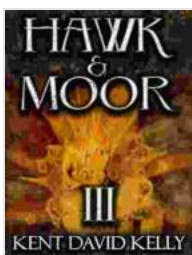
The Impact of Dungeons & Dragons

Dungeons & Dragons has had a profound impact on the world of gaming. The game has inspired countless other role-playing games, and it has also helped to popularize the fantasy genre.

Dungeons & Dragons has also been credited with helping to develop creativity, problem-solving skills, and social skills in children and adults.

Hawk Moor: The Unofficial History of Dungeons & Dragons is the definitive history of the world's most popular role-playing game. The book is packed with never-before-seen photos, artwork, and documents. It is a must-read for any fan of the game.

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