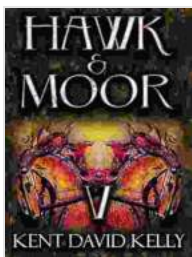


# Hawk Moor: The Unofficial History of Dungeons & Dragons

Hawk Moor is the definitive unofficial history of Dungeons & Dragons, the world's most popular role-playing game. This lavishly illustrated book tells the story of D&D's humble beginnings in the 1970s to its explosive growth in the 1980s and beyond.



## HAWK & MOOR - The Unofficial History of Dungeons & Dragons: Book 2 - The Dungeons Deep by Kent David Kelly

★★★★☆ 4.8 out of 5

Language : English  
File size : 928 KB  
Text-to-Speech : Enabled  
Screen Reader : Supported  
Enhanced typesetting: Enabled  
Print length : 421 pages  
Lending : Enabled



Hawk Moor is a must-read for any fan of D&D, and it's sure to bring back fond memories for those who grew up playing the game. The book is packed with never-before-seen artwork, interviews with key figures in D&D's history, and a wealth of information on the game's evolution over the years.

### The Early Years

Dungeons & Dragons was created in 1974 by Gary Gygax and Dave Arneson. The game was originally inspired by war games and fantasy

literature, and it was quickly adopted by a small group of hobbyists.

In 1977, TSR, Inc. was founded to publish D&D. The game quickly became a hit, and it soon spawned a number of imitators. By the early 1980s, D&D was the most popular role-playing game in the world.

## **The Golden Age**

The 1980s were a golden age for D&D. The game continued to grow in popularity, and it was embraced by a new generation of gamers.

During this time, TSR published a number of new editions of D&D, including the Advanced Dungeons & Dragons (AD&D) rules. AD&D was a more complex and detailed version of the game, and it quickly became the preferred edition for serious gamers.

The 1980s also saw the rise of the D&D cartoon and the D&D movie. These products helped to introduce D&D to a new audience, and they further cemented the game's status as a pop culture phenomenon.

## **The Modern Era**

In the 1990s, D&D began to lose some of its popularity. The game was facing competition from new role-playing games, and it was also being criticized for its violence and its portrayal of women.

In 1997, TSR was acquired by Wizards of the Coast. Wizards of the Coast made a number of changes to D&D, including streamlining the rules and introducing new character classes and races.

The changes made by Wizards of the Coast were successful in revitalizing D&D. The game has continued to grow in popularity in the 21st century, and it is now played by millions of people around the world.

## **Hawk Moor**

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## **Reviews**

"Hawk Moor is the definitive history of Dungeons & Dragons. This lavishly illustrated book is a must-read for any fan of the game." - Polygon

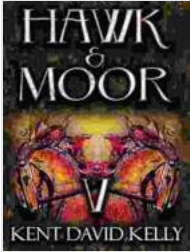
"Hawk Moor is a treasure trove of information on the history of Dungeons & Dragons. This book is a must-have for any fan of the game." - Kotaku

"Hawk Moor is a comprehensive and well-written history of Dungeons & Dragons. This book is a valuable resource for any fan of the game." - The Escapist

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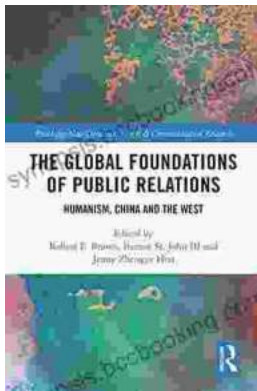
the fascinating history of the world's most popular role-playing game.



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