

THE CREATION of the world's preeminent Fantasy Role-Playing Game (FRPG), Dungeons & Dragons, is one of the most fascinating tales to be told in all the shared histories of entertainment, play and game design. Two very different men, David Lance Arneson and Ernest Gary Gygax, undertook an unprecedented collaboration which gifted us with their shared legacy with one of the most intriguing games the world has yet experienced. Their game did not just simulate one isolated corner of reality; it dared to encompass the entirety of all realms of adventure, the consensual playground of the human imagination. HAWK & MOOR tells the story of Dave and Gary, and the many other people whose efforts gave first life to the game we know and love today. Arneson had spectacular ideas, but Gygax knew how to refine them. Collaboration soon turned to conflict as Arneson believed his game was being taken from him, and Gygax crystallized systems where incomprehensible riddles had stood before. Both men were creative geniuses, but the game they created from Gygax's Chainmail (1971) was the end result not only of their teamwork, but also of their clashes and disagreements. HAWK & MOOR Book III: Lands and Worlds Afar spans the years 1973 through 1975, when TSR surged forth to conquer the wargaming industry and to spread the hobby of fantasy role-playing far and wide. A tragedy in January 1975 forced the reformation of TSR, planting the seeds which would cause E. Gary Gygax to lose control of the company in the even wilder years to come. This devastating loss was worsened by aggressive legal challenges brought forth by the estate of Edgar Rice Burroughs. Nevertheless and through it all, TSR soldiered on. This book is not just a compendium of business maneuvers, however; it is a chronicle of adventure. The dread domains of the Tomb of Horrors, Castle Greyhawk, the Temple of Elemental Evil, Dungeonland and the Temple of the Frog are all unveiled herein through the eyes of Ayelerach, Bigby, Burne, Erac, Erac's Cousin, Jaroo, Mordenkainen, Robilar, Rufus, Tenser, Terik, Yrag and many other heroes of the Greyhawk campaign. HAWK & MOOR Book Three: Lands and Worlds Afar includes 79,500 words on over 430 pages, supported by 617 footnotes and annotations. Prepare yourself, take up torch and sword. Come along and experience an unprecedented journey into the Golden Age!

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