



World of Greyhawk (Advanced Dungeons & Dragons Boxed Set)

Gary Gygax

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Enter the WORLD OF GREYHAWK...

...A world where bandit kings raid from their remote stronghold;

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...A world scarred by a vast Sea of Dust, across which drift lost memories from the awful forgotten past.

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Fantasy Game Setting for a panoramic view of this fantastic place.

More than a collection of maps and names, it is an active world filled with decaying empires and dark forests. Game elements include the gods of Greyhawk, the clash of political factions, and encounters in this wild land.

World of Greyhawk (Advanced Dungeons & Dragons Boxed Set) Details

Date : Published March 3rd 1984 by TSR, Inc. (first published 1980)

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Author : Gary Gygax

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From Reader Review World of Greyhawk (Advanced Dungeons & Dragons Boxed Set) for online ebook

David Sarkies says

The original fantasy RPG world

13 December 2012

This was probably one of the first canned RPG worlds that I got my hands on. I won't go into too many details about how I got my hands on it, needless to say that I was a teenager and that when somebody dared me to do something and I believed I could do it, I did it. Of course I am much older now, and I have no idea where the original copy of this game world went, but the fact that it disappeared is probably for the better.

This was the world that Gary Gygax designed the Dungeons and Dragons game around, and it was set up to have as much as possible in it to give Dungeon Masters room to create their own adventures in numerous exotic locations. Of course the main city in this world, Greyhawk, was slap bang in the middle of the map, and when the Spelljammer system came out, we discover that this world also formed the centre of their particular universe. I guess the reason was to try and create as much of the medieval experience as possible (right down to making the world the centre of the universe).

Mind you, using this boxed set to try to help you create a believable game world is probably not the best tool. In a way it seemed as if Gygax didn't have much of a grasp of real world political geography, but then why should one complain since when we enter the world of Dungeons and Dragons we probably should be doing our best to suspend our imagination. On the other hand I always did like the gritty and more realistic adventure, though wondering through a dungeon to encounter a frost giant and not asking how the hell it managed to get in there was also part of the fun (not that that ever happened to us, as far as I can remember).

Terence says

This is, of course, the granddaddy of all preconceived RPG worlds. Again it gets 3 stars because I love reading the back story and poring over the maps.

Unfortunately, Gygax had a dreadful ear for names: Verbobonc, Grazz't, Hepmonaland.

I do remember that my friends and I invented a miniatures game based on Greyhawk.

Rob says

Not everyone's favorite world, but I liked it, truthfully better than I did Waterdeep. Of course, having first read Andrea Norton's Quag Keep didn't hurt.

Larry says

Nowhere near as readable, fun, or full of reusable plots, hooks, and characters as I remember the early 1990s "Forgotten Realms" boxed set being. My copy didn't have a map, so the place settings were confusing. Overall I found it lacking any sort of narrative to hang onto, and it dived far too deep into trivial obscurities.

Quinton Baran says

This is my favorite Dungeons & Dragons campaign setting, probably because it was one of the first that I encountered, and it closely associated with my favorite modules of the time. The maps for this set are excellent - hand drawn with quite a bit of detail. There is enough detail to the area to help a DM to develop their own campaign, but not too much to overwhelm. I really like reading through the different country descriptions and the discussions of how they interact with their neighbors. I am looking forward to setting future adventures/campaigns in this setting again.
