
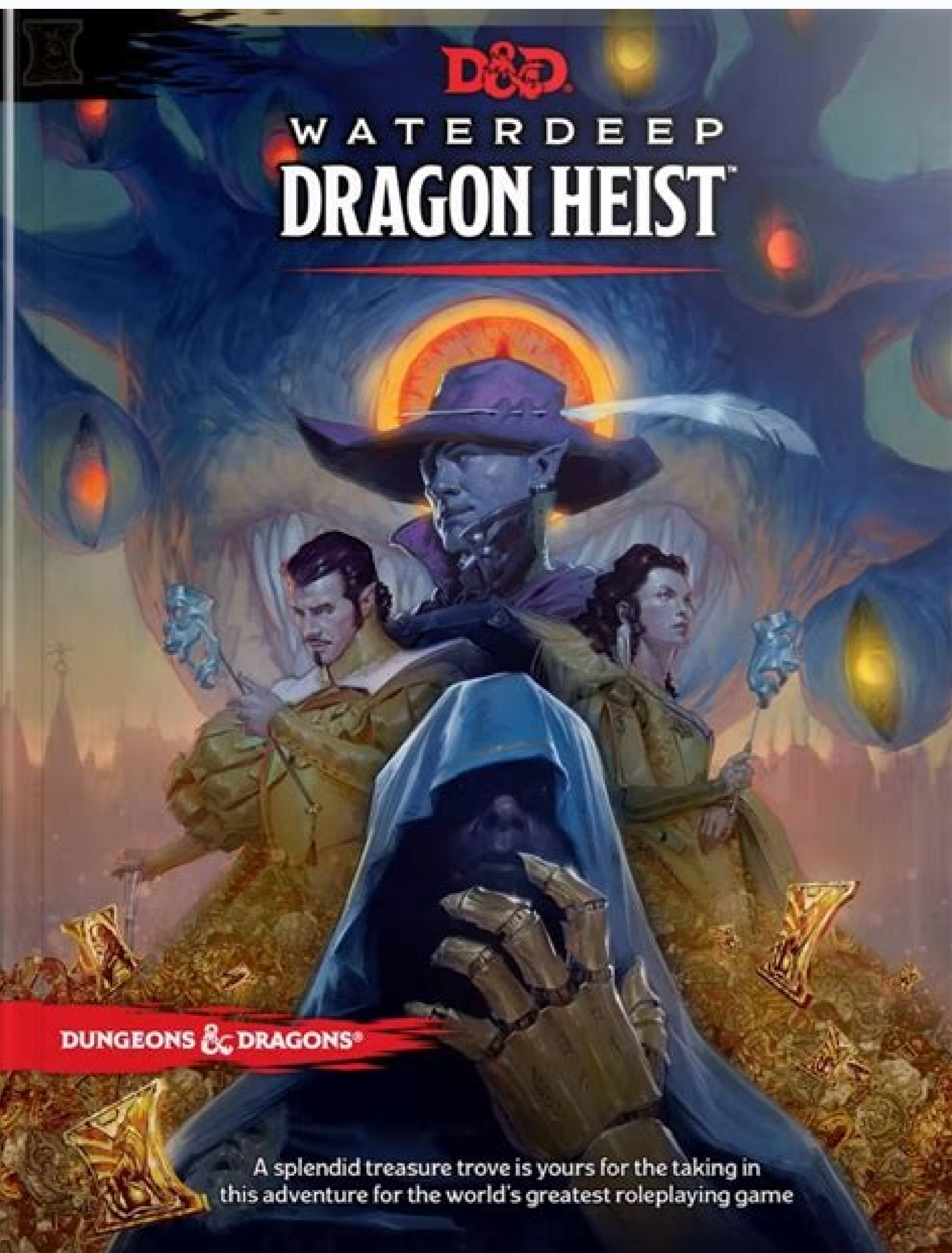
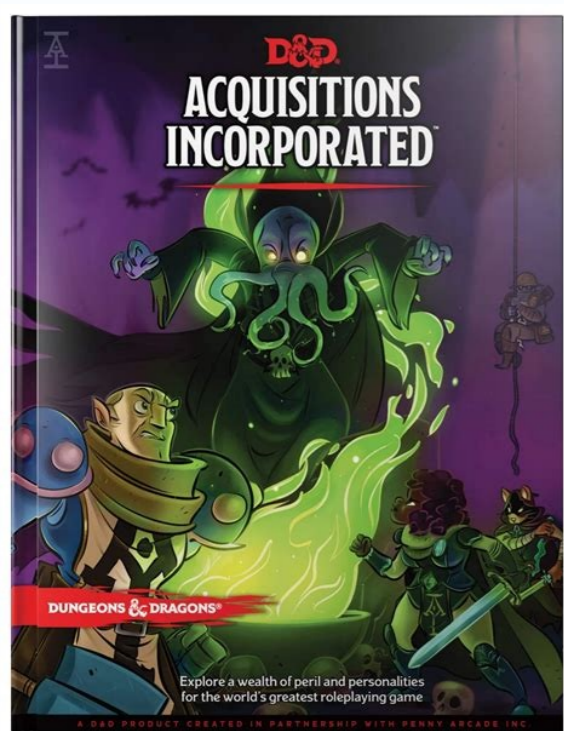
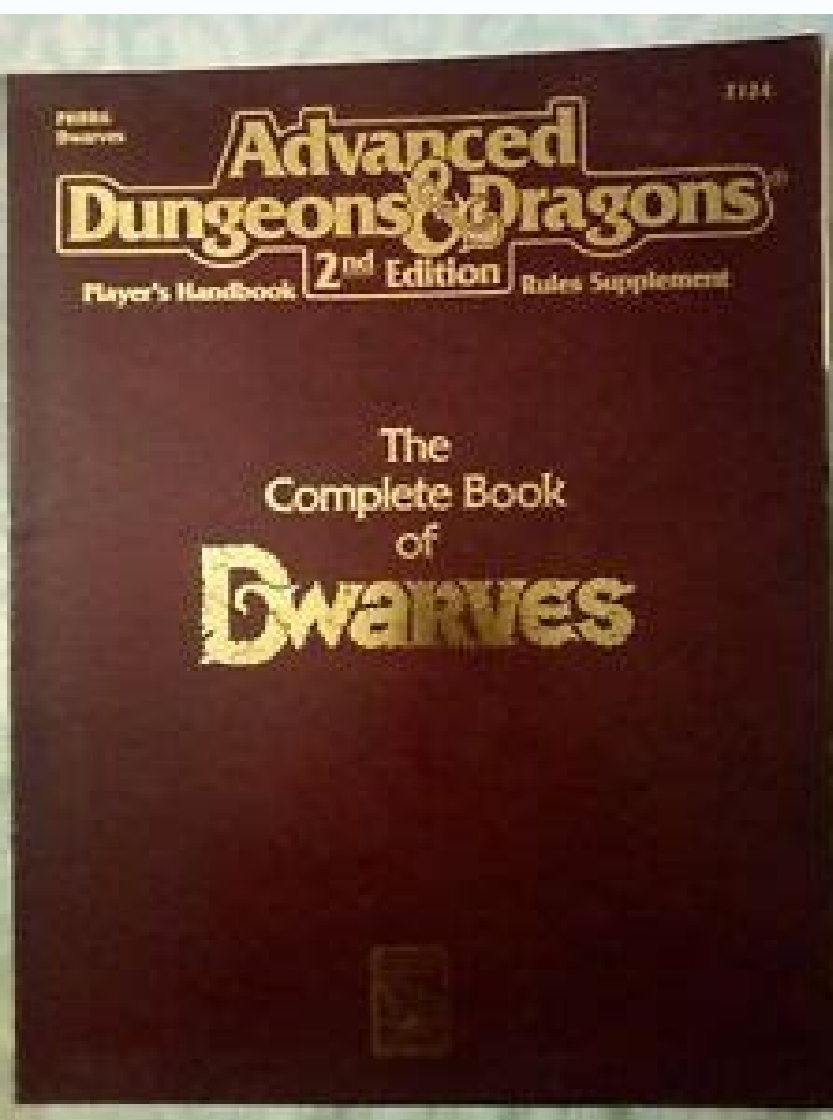
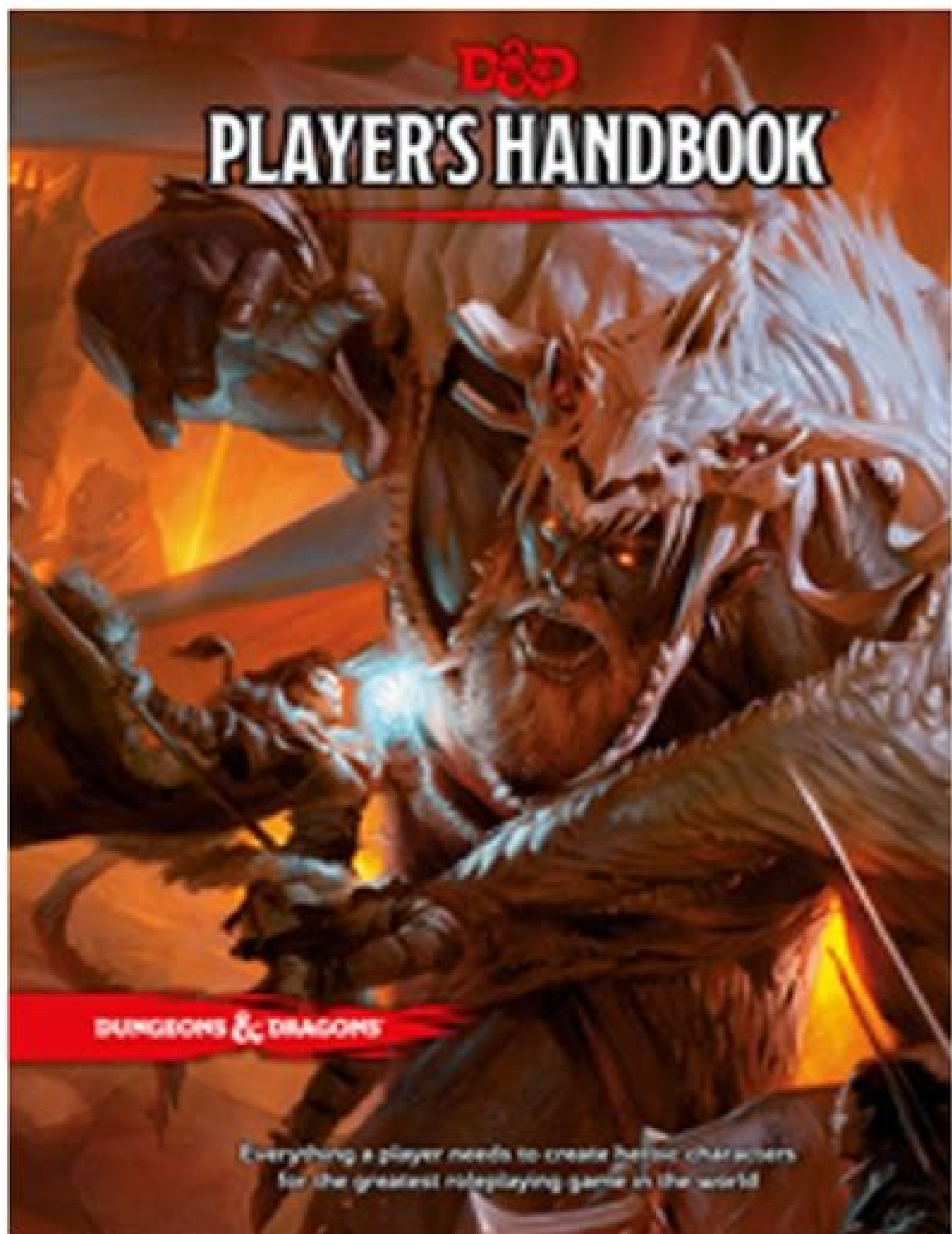


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Retrieved from [^] Andy Collins, Skip Williams, and James Wyatt Michele Carter, Dale Donovan, Gwendolyn F.M. Kestrel, Charles Ryan Draconicon: The Book of Dragons is an accessory for the 3.5th-edition of Dungeons & Dragons® ruleset. The first book is Draconicon: Chromatic Dragons, released in November 2008.[6] Written by Bruce R. CBR. It contains information about dragon physiology and psychology, along with new dragon-only feats, spells, and prestige classes. Other uses Draconicon was also the name of a 1997 expansion pack for the Spellfire collectible card game. "Capsule Reviews: Draconicon". Retrieved 2022-04-28. Archived from the original on 2009-11-05. Different Draconicon books have been issued for the 2nd, 3rd, and 4th editions of the Dungeons & Dragons game. Retrieved August 11, 2013. The second book, Draconicon: Metallic Dragons, was written by Bruce R. ISBN 978-1-61317-075-5. Cover art was by Todd Lockwood, with interior art by Wayne England, Emily Fiegenschuh, Lars Grant-West, Rebecca Guay-Mitchell, David Hudnut, Jeremy Jarvis, Ginger Kubic, John and Laura Lakey, David Martin, Dennis Crabapple-McClain, Matt Mitchell, Mark Nelson, Steve Prescott, Vinod Rams, Richard Sardinha, Ron Spencer, Stephen Tappin, Joel Thomas, Ben Thompson, and Sam Wood. Dragon. What's the most fun is how there are tables for the language of dragons, giving an even deeper layer to one of the game's namesakes.[13] Reviews Casus Belli #84 (Dec 1994)[14] References [^] a b c d e Swan, Rick (April 1992). [^] Coble, Viktor (2021-12-17). www.sjgames.com. Andy Collins talks about the beginnings of the idea for this book: "I remember talking about this project as early as 2001 or so, during our regular "What are we going to write next?" meetings. With new feats, spells, magic items, and prestige classes for dragons, their allies, and those brave or foolish enough to hunt them, Draconicon: The Book of Dragons also provides illustrated lairs for each of the classic dragons and rules for generating their all-important treasure hoards. They were replaced by a number of other lines. The book treats them as characters first and foremost, participants in the story, and in fact there are guidelines for using them as PCs, NPCs, forces of nature, or just the stuff of legend that dominates an area's history. Cordell, Logan Bonner, Ari Marmell, and Robert J. White Wolf Magazine. "D&D: 10 Best Supplemental Handbooks". Index[] Creatures[] abyssal drake • dracolich • draconic creature (template) • dragonkin • dragonnel • elemental drake (air drake • earth drake • fire drake • ice drake • magma drake • ooze drake • smoke drake • water drake) • faerie dragon • fang dragon • fieldrake, spiked • ghostly dragon • golem (dragonbone golem • drakestone golem) • ironwyrmling • landwyrmling • desert landwyrmling • forest landwyrmling • hill landwyrmling • jungle landwyrmling • mountain landwyrmling • plains landwyrmling • swamp landwyrmling • tundra landwyrmling • underdark landwyrmling • planar dragon (battle dragon • chaos dragon • ethereal dragon • howling dragon • oceanus dragon • pyroclastic dragon • radiant dragon • rust dragon • styx dragon • tarterian dragon) • shadow dragon • skeletal dragon • squamous spewer • storm drake • vampiric dragon • zombie dragon Referenced only jackdaw Gallery[] Credits[] Developer:Andy Collins Design Assistance: Ed Stark, Gwendolyn F.M. Kestrel Editors: Michele Carter, Dale Donovan, Gwendolyn F.M. Kestrel, Charles Ryan Managing Editor: Kim Mohan D&D Design Manager: Ed Stark Director of RPG R&D: Bill Slavicek Vice President of Publishing: Mary Kirchoff Project Manager: Martin Durham Production Manager: Chas Delong Art Director: Dawn Murin Cover Artist: Todd Lockwood Interior Artists: Wayne England, Emily Fiegenschuh, Lars Grant-West, Rebecca Guay-Mitchell, David Hudnut, Jeremy Jarvis, Ginger Kubic, John and Laura Lakey, David Martin, Dennis Crabapple-McClain, Matt Mitchell, Mark Nelson, Steve Prescott, Vinod Rams, Richard Sardinha, Ron Spencer, Stephen Tappin, Joel Thomas, Ben Thompson, Sam Wood Graphic Designers: Dawn Murin, Mari Kolkowski Cartographer: Todd Gamble Graphic Production Specialist: Erin Dorries, Angelika Lokotz Original Interior Design: Sean Glenn Appendix[] External Links[] Connections[] Evil Hat Productions. [^] Product page for Draconicon I: Chromatic Dragons on the Wizards of the Coast website [^] Excerpt from Draconicon I: Chromatic Dragons on the Wizards of the Coast website. White Wolf Publishing. [^] Findley, Nigel, Christopher Kubasik, Carl Sargent, John Terra, and William Tracy. Along with the physiology, psychology, personality, and society of dragons, you'll discover statistics for all ten of the classic dragons at each of their twelve age categories. [^] "Têtes D'Affiche | Article | RPGGeek". "Product Spotlight: Draconicon". 3rd Edition Draconicon (The Book of Dragons) AuthorsAndy Collins, Skip Williams, James WyattGenreRole-playing gamePublisherWizards of the CoastPublication dateNovember 2003Media typePrint (Hardcover)Pages288ISBN0-7869-2884-0OCLC53447707LC ClassGV1469.62.D84 D836 2000 The 3rd edition version of the Draconicon, named Draconicon (The Book of Dragons) specifically, contains information about dragon physiology and psychology, along with new dragon-only feats, spells, and prestige classes. There are various types of new dragons and dragon-related creatures, along with sample statistics blocks for dragons of all the chromatic and metallic varieties of all ages. p. 53. This lavishly illustrated supplement for the D&D® game presents a comprehensive overview of the most evocative creatures in fantasy roleplaying. The "FOR" books instead looked at organization in the Realms — much like the splatbooks of White Wolf and others. They ran from FOR1: Draconicon (1990) to Giantcraft (1995)."[3]:104 The book includes new dragons, among them steel, mercury, and yellow dragons.[1] It contains general reference information about dragons, geography in the Forgotten Realms relating to dragons, dragon psychology, advice on role-playing dragons, along with new dragon species, a "hall of fame" of important dragons, new magic for dragons, a "hunter's guide", and four short adventures featuring dragons. At one point, it was tentatively slated as a full-blown coffee table book with only minimal game material. Cordell and Ari Marmell and was released in November 2009.[9] It introduced the new cobalt, mercury, mithral, orium, and steel dragons.[10][needs update] The front cover illustration is by Chippy, with interior illustrations by Dave Allsop, Kerem Beyit, Zoltan Boros and Gabor Szikszai, Chippy, Wayne England, Jason A. by Wizards of the Coast. Dungeons & Dragons sourcebook Draconicon AuthorsNigel Findley, Christopher Kubasik, Carl Sargent, John Terra, and William TracyRole-playing gamePublisherTSRPublication date1990Media typePrint The Draconicon is the title for several optional sourcebooks for the Dungeons & Dragons role-playing game, providing supplementary game mechanics for dragons specifically. Reception John Setzer reviewed the original Draconicon in the February 1992 issue of White Wolf Magazine.[11] He stated that "all in all, this book is a must if you play in the Forgotten Realms", noting that it would be useful for any AD&D player and worth a look for anyone who likes dragons.[11] Overall, he rated it a 4 out of a possible 5.[11] Rick Swan reviewed the original Draconicon for Dragon magazine #180 (April 1992).[1] He calls the book an "entertaining collection of draconic odds and ends"[1] According to Swan, "The fanciful essays discussing behavior and customs [...] makes for a delightful read, while the Spelljammer material clears up a few questions about dragons in space. [^] "Spotlight Interview - Draconicon". It was released shortly before the buyout of TSR, Inc. The Latin-inspired name of the books loosely translates as "Book of Dragon Names". We eventually realized that that wasn't our strong point, but the notion that this book should be art-intensive stuck around.[5]4th Edition In 4th edition D&D, the Draconicon is the name of a two books covering dragons. "Role-playing Reviews". Contents[] Introduction Chapter 1: All About Dragons Chapter 2: A DM's Guide to Dragons Chapter 3: The Player's Perspective Chapter 4: New Monsters Chapter 5: Sample Dragons Appendix 1: The Dragon's Hoard Appendix 2: Index of Dragons Description[] Draconicon: The Book of Dragons details chromatic, metallic, and other kinds of dragons and dragon-like monsters, as well as presenting options for dragon-themed and dragon-slaying adventures. [^] Collins, Andy, Skip Williams, and James Wyatt. Lake Geneva, WI: TSR, 1990 [^] Shannon Appelcline (2014). Engle, Tomás Giorello, Lars Grant-West, Ralph Horsley, Howard Lyon, William O'Connor, Chris Seaman, and Franz Vohwinkel. www.wizards.com. [^] Product page for Draconicon: Metallic Dragons on the Wizards of the Coast website [^] "Dungeons & Dragons Roleplaying Game Official Home Page - Article (Excerpts: Draconicon: Metallic Dragons: Orium Dragon)". They can be friend or foe, mentors, or part of the party.[12] Viktor Coble listed Draconicon as #4 on CBR's 2021 "D&D: 10 Best Supplemental Handbooks" list, stating that "It's such a fun read that it feels less like a part of a game and more like a fantasy novel. Players can find new feats, spells, magic items, and prestige classes for use against dragons in this book. [^] "Pyramid: Pyramid Review: Draconicon (for Dungeons & Dragons)". No. 30, Wizards of the Coast. Draconicon. Lake Geneva, Wisconsin: TSR (#180): 22. Designers & Dragons: The '70s. Less successful are the adventures, four rather routine excursions that feature promising plots but suffer from a lack of development; one or two longer adventures would have been preferable to four short ones.[11] The reviewer from Pyramid commented on the third edition Draconicon: "Rather than see the dragon as the huge pile of hit points standing between you and a big pile of treasure, the writers try to flesh out these magnificent beasts. The book was released again in 1999 by Wizards of the Coast with new cover artwork. Shannon Appelcline commented that of the changes to the Forgotten Realms publications in the early 1990s, "The biggest change was that the geographical setting books had faded away starting in the early '90s. There are also additional rules regarding aerial combat and breath weapons. [^] a b c Setzer, John (February 1992). Both editions of the book contain the same information but a Wizards of the Coast logo is included in latter. Draconicon: The Book of Dragons (Wizards of the Coast, 2003) [^] Ryan, Michael (November 7, 2003). Formidable allies and more fearsome opponents, no other creatures have ever inspired such awe and wonder. 2nd Edition The Draconicon, the first book for Dungeons & Dragons by this title, was designed by Nigel Findley for the 2nd edition AD&D, with four adventures designed by Christopher Kubasik, Carl Sargent, John Terra, and William Tracy.[1] It was released in 1990 as a Forgotten Realms sourcebook.[2] The book features cover art by Jeff Easley (uncredited), and interior illustrations by Brom, David Dorman, Keith Parkinson, Terry Dykstra, Fred Fields, Robin Raab, Valerie Valusek, and Karl Waller. There are various types of new dragons and dragon-related creatures, along with sample statistics blocks for dragons of all the chromatic and metallic varieties of all ages.[4] The Draconicon for 3rd edition D&D was designed by Andy Collins, Skip Williams, and James Wyatt, and published in November 2003. Schwalb, it is a 288-page hardcover that contains various information, including sample treasure hoards[7] and monsters, including three types of true dragons new to 4th edition: brown, gray and purple dragons, known as desert, fang and deep dragons in earlier editions.[6] Cover art was by Todd Lockwood, with interior art by Devon Caddy-Lee, Miguel Coimbra, Eric Deschamps, Vincent Dutrait, Emily Fiegenschuh, Tomás Giorello, Lars Grant-West, Warren Mahy, Lee Moyer, Andrew Murray, Steve Prescott, Vinod Rams, Tara Rueping, Rick Sardinha, Ron Spears, Ron Spencer, Joel Thomas, Francis Tsai, Franz Vohwinkel, Eva Widermann, Sam Wood, and James Zhang. Archived from the original on 2008-12-02. Ancient Creatures of Legend' Endless tomes recount epic tales illuminating the night and majesty of dragons.

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