

Dragon Magazine 430

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This article is about a subject published in Dragon magazine. Only topics that fall within Realms canon should be presented here; either Realms-specific articles or articles from core D&D that are applicable to the Realms. The cover of the final issue of Dragon magazine. [Dragon magazine 430](#)

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The last published issue was No. 430 in December 2013. A digital publication called Dragon+, which replaces the Dragon magazine, launched in 2015. It is created by Dialect in collaboration with Wizards of the Coast, and restarted the numbering system for issues at No. 1.

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DRAGON magazine is published monthly by Dragon Publishing, a division of TSR Hobbies, Inc. The mailing address of Dragon Publishing is P.O. Box 110, Lake Geneva, WI 53147; telephone 414- 248-8044 DRAGON is available at hundreds of hobby stores and bookstores throughout the United States and Canada, and through a limited number of overseas outlets.

[Dragon Magazine #43](#)
Dragon issue 400 was released in PDF format only in June of 2011. It contained the following articles related to the Forgotten Realms: The magic items introduced here have strong ties to the world ' s darkest reflection. Some are relics of bygone eras, once held in the hands of powerful wielders of shadow magic, or forged by ancient masters in the shadows of Gloomwrought.

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Dragon was launched in 1976 by TSR, Inc., the publishers of the Dungeons & Dragons game. The magazine (originally known as The Dragon) was the successor to The Strategic Review, a gaming newsletter started by D&D co-creator Gary Gygax, which published seven issues before the advent of The Dragon.

[The DragonDex - A complete index to Dragon Magazine](#)
DRAGON Magazine is also interested in publishing small fantasy-based games, though we accept very few submissions. You could send an SASE for our writers guidelines and query us on details relevant to your proposed design. Hoist the flag! Dear Dragon: I was curious why you changed the flag of the magazine (you know, the big fi DRAGON Magazine fl logo on the cover). . . . It™s different, and ...

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Dragon Magazine was published by TSR to provide support material for the Dungeons & Dragons role-playing game as well as their other products. It was started in 1976 as a spinoff of their The Strategic Review title. The last issue, #359, was published in September 2007.

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Dragon magazine was one of the official magazines for information about the Dungeons & Dragons roleplaying game. It debuted in 1976 as a successor to an earlier magazine named The Strategic Review and had a companion publication, Dungeon Magazine. Its last printed issue was #359 (September 2007).

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THE DRAGON is published bi-monthly by TSR Periodicals, a division of TSR Hobbies, Inc., POB 756, Lake Geneva, WI 53147. It is available at better hobby shops and bookstores, or by subscription. Subscription rate is \$9.00 per 6 issues (one year). Single copy and back issue price is \$1.50, but availability of back issues is not guaranteed.

[Vol. I, No. 4 December ' 76](#)
Dragon Magazine was the house organ for TSR and later Wizards of the Coast centering on D&D. At one time it also incorporated Ares Magazine, to offer a look at science-fiction games. It was published by Paizo under license from Wizards for the last several years of its life. It ran for 359 issues, 6 annuals, and 5 best ofs.

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Dungeon Adventures, or simply Dungeon, was a magazine targeting consumers of role-playing games, particularly Dungeons & Dragons. It was first published by TSR, Inc. in 1986 as a bimonthly periodical. It went monthly in May 2003 and ceased print publication altogether in September 2007 with Issue 150. Starting in 2008, Dungeon and its more widely read sister publication, Dragon, went to an ...

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430; 431; 432 ... Go to page. Go. 451 ... and ongoing columnist in Dragon magazine, Len was one of the founders of the hobby that we enjoy today. He will be deeply missed. Thanks to Shannon Appelcline for providing historical information regarding his life. RPG.net offers best wishes for a speedy recovery for Ken St. Andre, designer of Tunnels and Trolls and the first edition of Stormbringer ...

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Big changes are in the wind for Dragon and Dungeon. Read it here first. 4 the LOst WORLd By Aeryn " Blackdirge " Rudel We brush away the dust of ages and reveal primordial beasts that lived before the rise of dinosaurs, or after their extinction. 9 Channel Divinity: neruLL By Jon Green A human wizard invented the magical art of necromancy. His name was Nerull. 17 CODex Of betrayalL: Levistus ...

[Roleplaying Game Supplement](#)
From Dungeon's founding in 1986, it published content that could be used in a variety of forms of Dungeons & Dragons systems, much like its sister magazine, Dragon. When Wizards of the Coast merged all D&D product lines into one, 2000's 3rd Edition, Dungeon published exclusively 3E content between September 2000's issue 82 and July 2003's issue 100, which shifted to 3.5E.

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