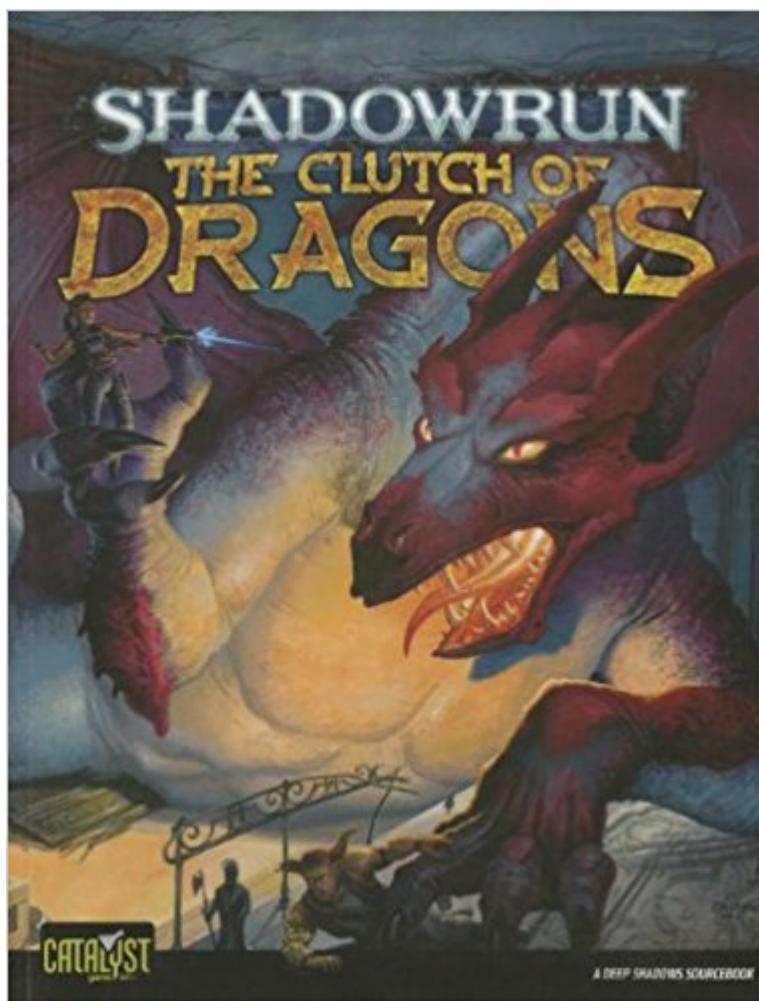


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# Shadowrun Clutch Of Dragons



## Synopsis

Requires Shadowrun, Twentieth Anniversary Edition; develops the ongoing conflict between the dragons of the Sixth World while updating the activities of certain dragons and describing different areas of the world influenced by dragons. Emphasizes how the high-level conflict between dragons plays out on the streets and shapes the environment in which runners work. **Updates** metaplot events in the Sixth World and provides dramatic new developments in the conflict between dragons. **Provides** information on some fan-favorite NPCs, including Lofwyr, Ryan Mercury, and Nadja Daviar. **Details** several geographic areas where dragons have a strong influence so that runners can have a variety of experiences running in the shadows of dragons' wings. **Presents** plot hooks and other ideas that gamemasters can use to easily adapt the elements of the book into their game. **Describes** groups and individuals working to take advantage of the higher-level events so that gamemasters and runners can see how those events play out on the streets. **Presents** fiction that will help immerse gamemasters and players in extreme environments and the ongoing Shadowrun plot.

## Book Information

Series: Shadowrun

Paperback: 208 pages

Publisher: Catalyst Game Labs (September 5, 2012)

Language: English

ISBN-10: 193687623X

ISBN-13: 978-1936876235

Product Dimensions: 8.4 x 0.2 x 10.9 inches

Shipping Weight: 12.8 ounces (View shipping rates and policies)

Average Customer Review: 4.6 out of 5 stars 3 customer reviews

Best Sellers Rank: #2,071,267 in Books (See Top 100 in Books) #96 in Books > Science

Fiction & Fantasy > Gaming > Shadowrun

## Customer Reviews

First off, in case this is a big deal to you, this is 152 pages long, not 208. There is lots of information about various dragons (not just the ones listed in the Table of Contents), along with the usual JackPoint commentary. There is a nice fiction work that shows a Dragon meeting called by Lofwyr. I really enjoyed that piece, far more so than the usual fiction. I'm not an expert on Shadowrun by any means, so there are a number of Dragons I had never heard of in this work. There were a few

proofreading errors that I found distracting. It's not an adventure book, but sure seems that a good GM could mine this for a number of ideas.

a definite must have for SR GMs. Has plenty of timeline and source material to support the world setting and dragon info.

If you like Shadowrun this is a must source book for any campaign involving dragons in the plot. Also a great reading.

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