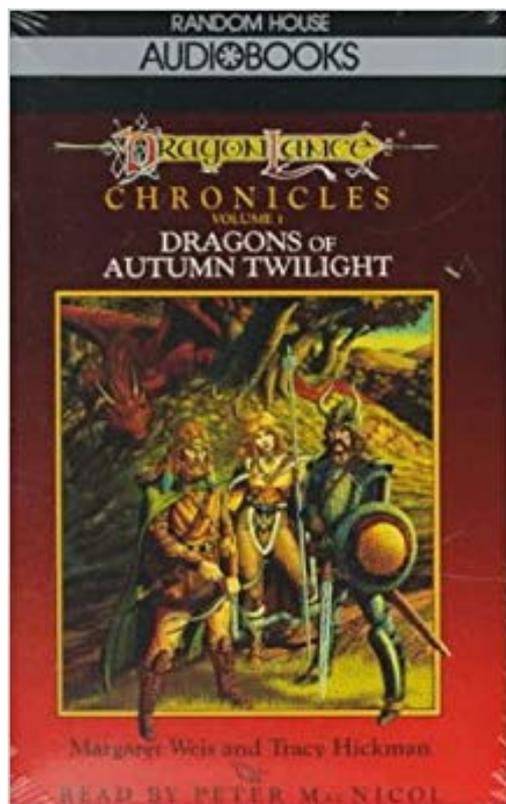


Dragons of Autumn Twilight (The Dragonlance Chronicles)

by Margaret Weis



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A Compelling, ground-breaking, highly imaginative tale from the most phenomenally popular fantasy authors since J.R.R. Tolkien. Creatures of legend, the dragons have returned to Krynn. Now, the darkness of war threatens to engulf the land. Then hope appears -- a blue crystal staff in the hands of a beautiful bar barian woman. The promise of this hope forces a group of long-time friends into the unlikely roles of heroes: Tanis Half-Elven, their leader, a skilled warrior who detests fighting and is tormented by love for two women; Sturm Brightblade, Knight of Solamnia, driven to restore the honor of the knighthood; Raistlin Majere, the powerful and unsettling magic-user, whose hourglass-shaped eyes conceal dark mysteries; Caramon, Raistlin's twin, a genial giant both loved and feared by his brother; Flint Fireforge, the gruff old dwarven fighter, almost a father to them all; and Tasselhoff Burrfoot, a kender, the nuisance race of Krynn, immune to fear and followed by trouble wherever he goes. These are the warm, memorable characters of Dragons of Autumn Twilight who bring alive the fantasy world of Krynn, a land millions of listeners will want to return to again and again.



Reviews of the **Dragons of Autumn Twilight (The Dragonlance Chronicles)** by Margaret Weis

Road.to sliver

When readers, especially younger ones, ask me what fantasy novels to read after going through "The Hobbit" and "Lord of the Rings" by Tolkien, I usually tell them to check out "The Dragonlance Chronicles" by Margaret Weis and Tracy Hickman. That trilogy starts off with "Dragons of Autumn Twilight," a book I adored as a child and returned to three decades later.

There are problems to be sure. The writing is often clunky and, as the authors admit in their notes in the "Annotated Chronicles," they fell into the traps associated with TSR producing a series of RP modules at the same time as the books, especially where "Autumn Twilight" was concerned. Characters often make strange decisions so the plot can flow and the humor goes from funny to forced in the blink of an eye. There are far too many heroes at the end of the book with almost 15 characters in the main party. Needless to say, some of the characters simply get lost (including one who was crucial at the start of the book and basically ignored by the end of it). Going through TOR's reread of the books--which is worth looking at--I found myself nodding my head far too often as the reviewers pointed out the various problems.

But these problems pale in comparison to a fine book. Weis and Hickman do an amazing job at introducing the characters at the start of "Autumn Twilight" and do a fine job of guiding them through various adventures. The battles scenes are often excellent. Many of the heroes stand out as do some of the villains. Readers who enjoy fantasy novels should enjoy this book and exploring the lovingly crafted world of Krynn.

Sure, there are too many cliches. Yes, Weis and Hickman keep tripping over TSR's modules. There are way too many characters fighting for attention toward the end of "Autumn Twilight." These kind of problems would undermine most books. That doesn't happen here thanks to a fun plot in constant motion and some strong and intriguing characters. Even after three decades, "Autumn Twilight" holds up very well. Highly recommended.

Kanrad

The first time I read this book was close to 30 years ago (ouch). Enough volumes have passed before my eyes and through my thoughts that there was much I'd forgotten. The best books are those you can read and then return back to, like an old friend, to visit again.

Weiss & Hickman have always been excellent storytellers that are vivid in their descriptions of surroundings as much as character development. I can imagine the smell of burning vallenwood as Ember, the red dragon, attacks. Fizban and Tasselhoff add much-needed brevity to the adventure. Raistlan, the mage, still gives me the creeps.

If you've ever played Dungeons and Dragons (or even its video grandchildren: Legend of Zelda, Skyrim, or Baldur's Gate), reading these books is like starting out on a new game or campaign. As always with me, no spoilers! Basically this is a classic epic fantasy of companions on a quest to save the land they love. They will battle hobgoblins, ghosts, zombies, and dragons on the journey. You'll laugh, you may cry, but you won't want to put it down.

That's all the hints you'll get from me. Open the cover for yourself and make the journey to the magical world of Krynn.

IGOT

Fantastic series, especially for gamers. However, be advised that there are numerous formatting

errors in the kindle edition.

In many places, there is no double spaced paragraphs to indicate a scene change within the same chapter. The result is a jarring sudden scene change, sometimes appearing as if a character elsewhere is replying to a character in the previous scene.

AGAD

This book truly sets the standard for Fantasy Novels. I remember first reading this book (along with the other 2) in highschool during my freshman and softmore year. The amount of joy I had reading through the pages is something I'll always remember. Each word paints a vivid picture in your mind. The characters, each and every one, are lovable and distinct. You will find yourself truly attached to their adventure, anxiously waiting to turn the page to discover what is going to happen. As the story unfolds, you'll start to notice that you read more and more every time you open the book. One used to be a chapter a day turned into 4 chapters back to back.

It's simple, this book and its trilogy will change the way you see other books. this will be what you compare all other books of this nature to. As said before, I read these books in highschool, I recently purchased the entire trilogy plus 2 others of the same story line about 2 weeks ago. I was 15 then, I'm 26 now, and let me tell you... 11 years later, this book is even better! You will laugh, you will have anxiety, your jaw will dropped from shock, you may even cry. The authors imagined a world that will become familiar, as if it's a real place you can travel to. You may find yourself day dreaming of its contents. Whether you a RPG fantasy nerd or just a person with a great imagination, young or old, this is a book for everyone to enjoy. A book I highly recommend. May it's pages bring you as much joy as they did for me.

inform

I usually write long reviews, but I'm going to keep it simple with this one. This was a fun and entertaining read, and it really fulfilled my craving for a classic sword/sorcery book along the lines of Dungeons & Dragons. I absolutely loved the characters (all of them are engaging in their own way), so it's nice to know that more books follow. Otherwise, it would be a big letdown, because I found myself forming an attachment to each one of them.

There were some minor issues I had with the book, such as the story dragging in some places, multiple viewpoints in the same scene (not staying with the primary character's point of view), and different scenes bleeding into one another (no scene break in some instances). However, it didn't diminish my reading pleasure enough to give it four stars. I would probably rate it 4-1/2 stars, but it's still deserving of five stars when all is said and done.

I also plan on reading some of the other related series, which provide background/back stories for some of the individual characters. There are so many books to read, which is a good thing!

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