



# Dragonlance Chronicles

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## **Dragonlance Chronicles** Margaret Weis , Tracy Hickman

More than three million readers have witnessed the return of the dragons...And now the books that began the best-selling 'dragonlance' saga are collected in their entirety in this special edition, along with all of the artwork from the trilogy. This splendid collector's edition is a must for the millions of readers who fell in love with the fantasy world of Krynn.

## **Dragonlance Chronicles Details**

Date : Published March 1st 1988 by TSR (first published September 1st 1985)

ISBN : 9780880386524

Author : Margaret Weis , Tracy Hickman

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Genre : Fantasy, Dungeons and Dragons, Dragonlance, Fiction, Science Fiction Fantasy, Epic Fantasy

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# From Reader Review Dragonlance Chronicles for online ebook

## David Beavers says

This review isn't for the special edition (which I didn't know existed) per se, it's just a convenient way to review all 3 of the books in this series . . . this marvelous series, which I read when I was probably 15 or 16, and which is a really wonderful piece of fantasy storytelling. If you like that sort of thing, I can't recommend Margret Weiss and Tracy Hickman's work enough: they're brilliant storytellers, and they invest the Dragonlance fantasy world with a darkness, wit, and gravity that's equal to the best of fantasy writing, anywhere. I can't really understate the effect this series (along with the Dragonlance: Legends trilogy, of course) had on my teenaged imagination.

There's one note I should make about the Dragonlance books: A while back, I was discussing the series with two of my friends. I consider these two friends to be two of the most well-read humans on the planet; they're two of the biggest literary nerds I have ever known, or could imagine knowing. The three of us agreed -- without any trace of irony -- that Raistalin, from this Dragonlance series, is one of the best characters in literature.

I'll let that sink in for a moment.

We're talking about a short list that probably includes Stephen Dedalus, Hamlet, Patrick Bateman, and Clarissa Dalloway. And now, Raistalin, a dark wizard who's pupils have turned into hourglasses, because the entropic nature of the universe has been revealed to him, and he sees everything in a state of constant decay & death.

Can I get an amen?? Can I get a hallelujah ???? Thank you.

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## Cassie Shook says

This is a book my brother gave me when we were kids, and I found it recently on a bookshelf at my parents house. I was looking for a totally fantastical fantasy story, so I decided to read it again.

I LOVE IT. If you're looking for a book to read that takes you completely out of the current reality (and you love reading about Elves and Dragons and Dwarfs etc), read this. I've been working on it as my bedtime reading for a month or so now, and more than once have I ended up staying up til 4 or 5 in the morning, not able to stop turning the pages. A relatively easy read (although, they get really creative with some names), but very long.

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## StoryTellerShannon says

CONCEPT: A group of adventurers are chosen to help drive back the Evil from another world led by the Dark Queen.

**MARKETING APPEAL:** The DRAGONLANCE chronicles had the whole AD&D industry behind them; TSR used this tale as a marketing ploy, using their fans and game designers (to set up the world); then, they took some above average writers to do the first trilogy; Set up in a typical AD&D adventure (rag tag group of mixed adventurers off to save the world with promise of great magic, great evil, great good and an epic scale) the series took off as a bestseller; royalties were probably astounding.

**SCORING:** Superb (A), Excellent (A-), Very good (B+), Good (B) Fairly Good (B-) Above Average (C+), Mediocre (C ), Barely Passable (C-) Pretty Bad (D+), Dismal (D), Waste of Time (D-), Into the Trash (F)

**DIALOGUE:** B/B-/C/D (C ) **STRUCTURE:** B+ **HISTORY SETTING:** B (A to game designers) **CHARACTERS:** B+/B/B-/C/C- (C+) **EVIL SETUP/ANTAGONISTS:** B- **EMOTIONAL IMPACT:** B **SURPRISES:** A- **LITTLE THINGS:** A- **MONSTERS:** B (A- to game designers) **PACING:** B+ **OVERALL STYLE:** B **FLOW OF WORDS:** B+/C+ **CHOICE OF FOCUS:** B+ **TRANSITIONS/FLASHBACKS/POV:** B **COMPLEXITY OF WORDS/SYMBOLISM/THEMES:** B-

**OVERALL GRADE:** B

**HISTORY SETTING:** Absolutely brilliant. Only problem is: the authors didn't do it. A host of game designers, who set it up for their RPG system, ran it countless times and then hired the writers to do it. So, the best I can give is a B to them.

**OPPOSITION/MONSTERS:** Done very well. The Dragonlords are all formidable and the dragons seem nearly invincible. For the most part, the adventurers must flee from them and it is only through other means that the dragons are driven off or slain. The means of escaping from the dragons was done quite well, for the most part, except where (CENSORED)

**DIALOGUE:** I have to say this is where the DRAGONLANCE TRILOGY is weak. Most of it is above average or even pretty good. But some of it is mediocre and a few parts are downright horrible. Too many 20th century phrases used like "sure" and some are overused

**PACING:** Done very well. These writers know their structure and keep a lot of surprises tossing about. For the most part, the story never lets up. Weis and Hickman are very good at being sure to constantly place lots of surprises, as well as wonders in this tantalizing world.

**EMOTIONAL IMPACT:** I have to say that even though some of the characters were cheesy or stilted, the story made up for it with its structure, sense of wonder and pacing. As I said above, a richly textured tapestry.

**CHARACTERS:** Okay, this is where the trilogy gets slammed and good. (CENSORED)

**CONCEPT:** The concept was already marketed in DRAGON magazine a couple of years before the trilogy came out. So, in a sense, part of their customer basis was primmed up for this series. Book trilogy does an excellent job of incorporating the Krynn milieu into an AD&D world. Characters are not complex and some of them are stilted or stodgy. However, most of the latter are typical stereotypes that we are sometimes willing to accept. Also, this writing style seems to have been centered on high school ages; fairly simple with some complexities. Simple humor that sometimes got a chuckle out of me. Overall, this series did very well. Main reasons I can see for this is: (1) DRAGON, DUNGEON and TSR fanbase; (2) a superb design of the setting and History by the game creators; (3) lots of surprises and twists; (4) a well encompassed adventuring

group (quite a challenge for any writer and I believe these two were just starting out) in which there were at least a few who any reader would love; (5) big epic scale with wonder and magic; (6) focused marketing by TSR (in other words, they did the marketing, not some other publisher who wouldn't have been as passionate).

GRADE REASON: Mostly shown above. But to reiterate, the story did a very good to great job on its History, pacing, surprises and narrative structure. Story was lacking in character and dialogue, as well as with the emotional feeling of the antagonists, so that brought it down to a B grade at the cusp. Overall, I'd recommend this book but warn that it's written at a sophomoric level.

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## Mei says

I have to give these five stars because my love of fantasy stems from my stumbling onto these, and reading them, as a teenager. No mean feat given I grew up in a small town in Malaysia!

I have read, and reread, these books many, many times, for comfort, for memory's sake, for any number of reasons. I have not read them in recent years, and I have to confess that I am loathe to do so, because you can never go back, but they deserve 5 stars just for the warm memories I have of them, and how they made me feel as I read them.

I remember, even after all these years, Tanis (the hero), Cameron (the warrior), Tasslehoff (kender, plucky, but good for comic relief), Flint (dour dwarf), Sturm (stern, unyielding knight), Kitiara (Kit!)...but most of all, I remember reading about Raistlin with his ruined health, his bitterness, his sarcasm, his cruelty to his brother, and his hourglass eyes, and being mostly in love with him. He was always the character that I loved. I grew up with them and the Dragonlance Legends and I will always remember them fondly.

Every fantasy stereotype is there, you have a quest, you have the battles, you have betrayal, you have good and bad and evil, and most of all, you *care* about them. You care about the characters, you cry with them, and you never want it to end. I don't think anything else done by Weis and Hickman comes close to these for me. Give them to your children to read; you could do a whole lot worse.

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## St-Michel says

OH GOD!!! This thing sucked!!!!

Ok, now understanding the background behind this book, I have to relax on certain qualms - the main one being how it reads like a RPG transcript, basically because it IS an RPG transcript. So, that's fine, and personally, Hickman and Weis did a bang-up job of presenting it as such.

## SPOILER!!

Now, that aside, I think the book started great and through most of the first book, was pretty good, until people starting dying. This is where I started becoming so angry that I just wanted to throw it through the TV and light it on fire. No, I didn't have a problem with the characters dying - I think all characters should be vulnerable and, to a degree, somewhat expendable whether they're important or not. It's my problem with living - NOBODY DIES!!! WTF!?!? Yes, some die - but then, wait...they don't, well, they did, but they're

alive!? OH MY GOD!!! If yr going to kill them, then kill them! Be the heartless bastard for a writer for once and quit bring them back to life - not everything is peaches and rainbows.

This is one of my biggest problems and perceived inherent flaws with the fantasy genre, the amount of authors who create an overabundance and overuse of magic and artifacts that always seem to fall into the hero's hands, practically making them invulnerable to everything. This kind of power makes for a boring story real fast no matter how much action is involved, because it quickly becomes way too predictable: good triumphs, evil loses...every single fucking time. Give me a break.

One of my other big issues with this book is that it just seems to be marred with loopholes and plot failures. Time and time again I would say to myself "What!? According to a couple chapters ago, this would deem impossible and/or highly unlikely!" It only got worse as the books wore on. How I made it through the second book, I don't know, and by the time I got to the third book, I just wanted to get the thing over with and ploughed through it as fast as I could.

In my eyes, this book has achieved an all-time record: as much as I hate Terry Brooks and his writing and can rant endlessly about how atrocious his stuff is. This piece of garbage actually pissed me off all the more. I have never had a book raise such a hellfire within me, to literally want to destroy it everytime I picked it up. I did everything I could to finish this as quick as possible as I did not want to be stuck, boiling away over this...this...*thing*.

In the end, my own envisionment of Hell would now be to have to read this thing 24/7 for the rest of my life...it's that bad.

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### **Simon says**

When I was 13 and I read this, it blew me away. I loved every minute of it. Despite these fond memories, that does not prevent me from recognising that this was deeply formulaic fantasy trash that unashamedly revelled in rehashing all the well worn cliches of the genre. Hence my three star rating. My rating at the age of 13 would have been five stars. If I had read it for the first time now, I would probably have given it one star.

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### **Tony says**

Quite simply this is a MUST read for anybody who loves Fantasy novels and in particular Dungeons and Dragons.

I have read this first trilogy so many times and it is just as good now as it was when I first read it. The characters are some of the most memorable of any I have read (my wife vetoed Raistlin as a name for my son). This is right up there with LOTR in the must reads category and I can't say much more than would add to this point...

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## **Jason says**

Okay, let's start by clarifying that these books are not literature, even though there's a whole generation of Xers (Gen-Xers) who would claim otherwise because many of them were coming of age reading these novels.

I owned my copies from the time I was about 22, but never read them all the way through until I was closer to 35. They came off as pulpy, silly, cheap and badly written in many ways. The characters were beyond even decent graphic novel caliber in their exaggerated, stereotyped behavior and imagery. The plot itself was juvenile, not well structured or paced (though admittedly, basing the whole thing on an original game of D&D was, at the time, unique and courageous), and the narrative tone was horribly cliché.

Enough bashing. If you pick these books up without expecting anything great, you can easily fall in love with at least a couple of these characters. It may be precisely BECAUSE they are so badly stereotypical that you feel comfortable and happy going along on their Saturday morning adventures. The stuff on these pages is taken straight out of a long night of gaming around a table, rolling dice and chugging Dew, and for those of us now in middle age, it brings back a feeling of being a teen again, enjoying RPGs when there were no other options, no online WOW crap, nothing but you, the dice, some graph paper and your imagination. So when you can't find a bunch of other old Gygaxians to help you crack open a 30-year-old non 4.0 module, these books can take you there, so enjoy.

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## **Mike (the Paladin) says**

I actually came across these books seeking something to interest my son in reading. He had up to that point been uninterested in books and we're a family of readers. I was concerned.

But, using the wisdom of all good parents (get him something that is totally without merit and has no educational value) I introduced him to the Dragon Lance books (I'd discovered Dungeons and Dragons in 1978) and since I got them for my son I read them to.

Ever played D&D? These are pretty much the same experience...a group of friends struggling from adventure to adventure that eventually tie together into an overall story. Not bad, fun, you lose some of the characters along the way. They do grow and develop. The books are really quite enjoyable, so, enjoy.

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## **A. Dawes says**

Read this trilogy when I was 13 and really enjoyed it at the time - not as much as Stephen Donaldson or Terry Brooks or even Weis & Hickman's other series: The Rose of the Prophet, and The Darksword Trilogy. Having said that, I liked it a lot more than Eddings's series.

The Dragonlance Chronicles suit those after a Tolkienesque world but one more accessible like Terry Brooks'. I'd recommend the trilogy for fantasy lovers and D&D fans and also young adult readers. I'm glad that the trilogy had me ripping through the pages as a young teenager -it added to my love of reading.

Would I enjoy it now as an adult? Well, no, but I'm not the target audience any longer. But I am revelling in

the more adult historical fantasy equivalents by contemporary writers such as George RR Martin and Joe Abercrombie - and Dragonlance certainly played an influential role in leading me later on in life to these works, and for that I'm eternally grateful.

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## **Efaki says**

My first-look impression of this enormous trilogy, when presented to me by a friend, was exactly this :

<http://replygif.net/611>

^"What the f...? How am I supposed to read all this!!!"...^

And then it began.

At first, I have to say, I lived the experience of AD&D myself. Reading something that some other DM has written was kinda strange for me. The reason was that I didn't feel that it would be the same reading someone else's story, I'd much rather live it through my DM. But then I started reading.

The first book "Dragons of Autumn Twilight" was kinda slow in the beginning. I thought that my first impression was right. Too many names and locations and all the action was taking place rather fast. I was not used to it, I like the version of D&D sessions that ACTUALLY the character develops him/herself through the story. There was too much information in the first chapters, too much blahblah and less character development. But I enjoyed the action, I have to admit. My sessions were not so dramatic and active as were in this book. I started enjoying the reading.

Then the second book "Dragons of Winter night". I used to take it with me in my workplace. It began more fascinating, the plot was getting more serious and dramatic and I had the chance, finally, to see the characters develop. I literally finished the book in 2 weeks. And, luckily for me, there was MORE.

The third book "Dragons of Spring Dawning", was something different. The characters experienced their inner dramatic conflicts and, at last, they "build characters". Through losses of friendly faces, the whole story grew more tragic, but the action was good. The only problem was that it's so much different when you read an action scene than living it through your D&D character. I kinda missed strong action scenes and I really didn't miss soap-opera scenes.

The whole trilogy is, in general, easy-to-read, with good action scenes, but, to speak the truth, if someone has played D&D before, something is missing. Maybe, for D&D players, the thrill to develop their character and live through the story. My rating is for the three books of Dragonlance Chronicles and the ideas for characters they gave me for my future D&D sessions.

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## Brad says

*This review was written in the late nineties (just for myself), and it was buried in amongst my things until today, when I uncovered the journal it was written in. I have transcribed it verbatim from all those years ago (although square brackets indicate some additional information for the sake of readability). It is one of my lost reviews.*

An epic fantasy of Tolkien-like scope?! Sounds good for a novel's back cover, doesn't it? But it is almost true with the Dragonlance Chronicles. Almost.

The key to that "almost" is the characters (cause there's no way it could be the prose). I'll begin with the character I hate, Tanis Half-Elven. He is the weakest link in the novel, yet he's the novel's chief protagonist. His apparent depth comes from his duality and its manifestation in his love for Kitiara and Laurana, but who cares? The other characters are much, much better. Laurana, Flint, Gilthanas, Alhana, Tika, Fizban, Tasslehoff, Caramon and Raistlin are all superior to the Chronicles' hero. And the last two are even better in their own series.

But the character who is the true Hero of the Lance is Sturm Brightblade. He is the best character that Weis & Hickman created because his tale is complete. He is complex without being cliché; he loves his honour, his destiny and Alahana, and he fights to fulfil all three right to the end. He is a straight-up, no-joke hero, and I love him -- which shocks me, to be honest. Sturm Brightblade. The Black Rose. A hero I love. Go figure.

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## Uve says

El retorno de los dragones me costó un poco al principio meterme en otro mundo de fantasía pero una vez conoces a los personajes me enganchó muchísimo. La tumba de Huma fue alucinante un 5 para él. El desenlace me dejó totalmente descolocada... que ayer después de una noche de lectura todavía no había asimilado... vamos que pasan cosas que no esperaba para nada y eso siempre es bienvenido.

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## Kayla Cruz says

4.5

Laurana is my book wife.

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## Monsour says

Raistlin: Hope is the denial of reality. It is the carrot dangled before the draft horse to keep him plodding along in a vain attempt to reach it.

Tannis: Are you saying we shouldn't hope?

Raistlin: I'm saying we should remove the carrot and walk forward with our eyes open..T\_T

Yup...yup. Best conversation of characters in a high fantasy setting.EVER!!  
The best fantasy book series i've ever read.

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## **Stefan Yates says**

Classic literature means different things to different people. While the Dragonlance Chronicles will most probably never be considered in the canon of classic literature, it has an important place in molding how we perceive the genre of fantasy today. Tolkien will always reign supreme as the father of modern fantasy. His works set the standards for much of what was to follow in the genre and they managed to break the barrier between fantasy and classic literature. What Dragonlance did for the genre is to move fantasy into the mainstream public eye. I wouldn't necessarily say that Dragonlance is a part of the foundation of modern fantasy, but I would consider Dragonlance (especially the Dragonlance Chronicles) to be a keystone in the gateway to the popularity of fantasy in modern culture today.

The late 70s and early 80s were a tough time for D&D gamers. Controversy about the game was rampant and it was associated with satanism and other negative images by many people who simply did not understand the game. The Dragonlance Chronicles were the first novels released by TSR. These books brought the magic of a Dungeons & Dragons campaign to the masses in a way that introduced people to the genre without them realizing that what they were reading was a stylized version of actual D&D gaming.

I think that what stood out most to me was that these books were no longer tucked away in the back corner of my favorite Walden Books or B. Dalton Booksellers in the mall. I discovered them in a full-fledged display at the front of the store near the register. I admit, I was a little late to the party, the display was advertising the release of Dragons of Spring Dawning, but it was displaying all three books of the Chronicles in their splendid glory. Thick paperback novels with spectacular cover art by Clyde Caldwell that begged the adolescent me to pick them up and find out what exactly they were about. Within seconds, I was asking my dad if I could get the first one of the series and I was hooked from there.

Looking back on it now, the marketing of these novels was brilliant. The artwork, stylized Dragonlance logo and fact that the only mention to Dungeons & Dragons was in a small blurb at the bottom of the back cover (to let those not in the know in on who the heck TSR was) were all brilliant moves in my opinion. All this led to a huge franchise, with many authors who contributed along the way, calendars, merchandise and even a film (although I cringe to mention it.) What it also led to were many other franchises of novels from TSR: The Greyhawk Adventures, Forgotten Realms, Ravenloft and many other fantasy settings saw runs of novels. I also feel that the impact outside of TSR extended throughout the genre and led the way to the popularity of fantasy that we see in fiction, film and television (and almost every aspect of merchandising imaginable) that we enjoy today. When I was growing up in the 70s and 80s, fantasy films were few and far between for someone who was enthralled by the genre. We had the Conan films, Beastmaster, Dragonslayer and several other films that, while usually campy, served as the staple for encouraging game play and our hopes for future films. Now, fantasy is everywhere in film and television and I feel that a big part of that is due to the popularity of the original Dragonlance Chronicles.

In regards to the novels themselves, I feel that they are well written, enjoyable pieces of fantasy fiction that really take the reader along with them on their journey. The real strengths of the novel are the beloved characters that are developed throughout the series. These characters became both our heroes and our friends and we truly mourned when one of them was taken from us. The adventures in these novels are exciting and fun and the stories move quickly with rarely a dull moment to be found. I highly recommend this series for

fans of the fantasy genre. They are written in a style that is appealing for almost any age and are a good entry point for those who haven't read much fantasy and are interested in getting into the genre.

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### **Tanis Half-Blacky says**

Once you start with this magnificent Trilogy, you will want more and more! The epic novels by Weis and Hickman provide the readers with stories about friendship, love, war, and how different races struggle together for survival. I really recommend readers to start with the Chronicles and find out the great world behind its pages. Enjoy :)

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### **Bryan says**

I tried reading these once when I was younger and never finished them. They show up on lists of great fantasy series all the time, though, so I tried again. I made it through them this time, but barely: they are really not good.

The writers use as their framework the "alignment" concept from the Dungeons and Dragons manual: the tic tac toe grid of lawful / neutral / chaotic and good / neutral / evil. Each character inhabits one of the boxes in that grid, and that is the extent of their characterization. Each character is also one of that manual's races and classes: there's a big dumb neutral good fighter and a noble lawful good paladin and a shady chaotic neutral mage and so on. They never move from those boxes or grow as characters. The plot is "evil power wants to take over the world and only a small group of adventurers can stop them" paint by numbers fantasy.

It's just a Dungeons and Dragons campaign, written down. I'd read a plot point and think, "Oh, that character must've rolled a nineteen on their saving throw against magic." I suppose, if you really like tabletop gaming, this is right up your alley. But it is not well-written, and all it really has going for it is the interplay and conflict between the various cookie-cutter characters. It's not meant for anyone but true believers.

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### **Henrik says**

It hasn't aged well. Far from as good as I thought in my younger days but still, here and there there are some noteworthy scenes. The scenes of loss are particularly well written, in my opinion. In the end 3 stars, in part because of nostalgia.

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### **Wallace says**

I read this book, technically three books, when I was about 12 years old. It was the first 1,000 page+ book I ever read, and I adored it. I wept when one of the characters died. I gasped when a plot twist was revealed. I was, as you may guess, the target audience. I don't know how well the book would stand up today. It is certainly better than a lot of the fantasy books I've read. Raistlin is a wonderful character. The growth of the mage over the three books was terrific. You were watching him gain more and more power, but you weren't too sure if that was a good thing or not. Very clever. Most of the characters had depth and the story wasn't

too predictable (for a 12 year-old). That's actually pretty rare for this genre. I would definitely recommend this book to anyone who likes this kind of fantasy. It delivers the goods you want.

However, it might seem dated by now, and it's entirely possible that only young readers will get the full effect. I don't know. I recently tried to find my old copy, but I've lost it in the twenty-plus years. I am tempted to buy another copy and give it a go. If I do, I'll certainly update this review.

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