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# Dragons Of Winter Night (Dragonlance Chronicles, Volume II)



## Synopsis

Now the people know that the dragon minions of Takhisis, Queen of Dragons, have returned. The people of all nations prepare to fight to save their homes, their lives, and their freedom. But the races have long been divided by hatred and prejudice. Elven warriors and human knights fight among themselves. It seems the battle has been lost before it begins. The companions are separated, torn apart by war. A full season will pass before they meet again--if they meet again. As the darkness deepens, a disgraced knight, a pampered elfmaiden, and a rattle-brained kender stand alone in the pale winter sunlight.

## Book Information

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## Customer Reviews

Dragons of Autumn Twilight sets 'em up, and Dragons of Winter Night knocks 'em down. The second volume in Dragonlance's seminal trilogy stokes the action with a big ol' blast of dragon breath. The War of the Lance has begun in earnest, and the Companions--Tanis, Flint, the twins Raistlin and Sturm, Flint Fireforge, Goldmoon, et al.--find themselves separated across Ansalon. Everyone's figured out that Takhisis's dragon minions aren't just scary bedtime stories, and the desperate search for the Dragon Orbs and the mythical Dragonlance is on. Lots of great combat, some humor and romance sprinkled in, and more solid character development for this complex band (especially Tanis and Laurana). An excellent follow-up bookended by cliffhangers--check out Dragons of Spring Dawning to see what happens next. --Paul Hughes

Dragons of Winter Night returns listeners to the mystical world of Krynn, where the memorable band of characters from Dragons of Autumn Twilight continue their fantastical adventures. The land has grown even more dangerous, and now the heroes -- Tanis Half-Elven, Sturm Brightblade, Raistlin and Caramon Majere, Flint Fireforge and Tasselhoff Burrfoot -- have been separated. And Raistlin, his strange, hourglass eyes gleaming, has warned, "Farewell, my friends... And a long farewell it will be. Some of us are not destined to meet again in this world." This ominous prediction, along with sinister dreams, will haunt this group of long-time friends as they search for the mysterious dragon orbe and the legendary dragonlance with the hope of stopping the advance of the Dark Queen! Here, is a compelling fantasy tale in which the true value of love and friendship is measured against the backdrop of a catastrophic war between good and evil. --This text refers to an out of print or unavailable edition of this title.

Of all the books in the initial Dragonlance series, the second one is probably the best. Although there is a leap in time as the original characters have apparently separated and started to seek help in other communities, that was purposeful as it coincided with the release of Modules (Campaign Manuals) that allowed people to run a campaign almost concurrently with the release of the novels. They basically used the same characters as those in the books, but may have chose different courses of action, and each module explained what occurred with the separate outcomes. It was an interesting concept for it's time, and probably resulted in TSR being swamped by people who wanted them to know what occurred in their campaigns so it would be included in some way in the next book. This novel actually makes a few of the previous one dimensional characters into developed characters, and some characters are almost completely ignored. It is recommended for someone with an interest in the genre or the game.

This is the second installment in the Dragonlance series. After reading the first book, all I can say is I was hooked. I blame my friends for not introducing me to this book. I feel proud to say that I'm gradually coming out from under the rock that I have lived under. Dragons of Winter Night stressed me out. I hated to see the companions separate and struggle to fight the evil that is spreading. However, the separation brings so much to light in who these companions really are or who they grow into. I also really developed a deep hate for Derek. I was happy to see one person resurface when he did. All I can say is, I was as excited as Tass was. Knowing that there is another book in this series, I'm so anxious to start, "Dragons of Spring Dawning." I only expect for each character to grow even more. I also can expect that there will be a nerve racking battle that will take place. It

sounds odd, but I'm so happy that I discovered this series. AMAZING! This will be one of the few that I will eventually re-read.

If you love fantasy, these books are for you. They do not possess eloquence of Tolkien who started it all-but in my opinion the writing is very good, characters are easy to relate - and very easy to get attached to, scenery is magnificent, diverse magical critters are abundant, and adventures are so addictive you will want to read all of these books in a row. They are based on Dungeons and Dragons board game which I never had a chance to play and very loosely familiar with. But as I was and still am a huge nerd of the old Might and Magic video games which borrowed a lot of the alternative universe structure, bestiary, and character development from D&D, these books still feel very nostalgic to me and I find it easy to get lost in our heroes' quests, glorious battles, feats of bravery, close brushes with death, studies of magic spells and their subtle love triangles. And I can certainly appreciate constant comic relief of the kender.

This is a long journey, with complex tasks for our heroes. The authors are very good at telling the story of the main characters lives as they either search on there own or are together in a group. The characters each are well developed and as a group the personalities are well blended. A world on the verge of doom, infighting between the different citizens, and a traitor may be born. On to book three to see what alliances are made and broken.

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Dragons of Autumn Twilight was an easygoing fantasy romp with all the staples: goblins, dragons, and a small band of heroes facing overwhelming odds and emerging triumphant. The characters were interesting, with detailed backgrounds preventing Sturm and Raistlin from turning into cardboard cutouts (although Flint Fireforge was, and still is, a rather simple hero). Weiss and Hickman deftly avoid the trap of falling into the fantasy genre's standard (and unarguably dull)

formula of sending heroes on quests, giving what should be long and epic novels an episodic feel more at home in contemporary TV dramas. The quest for Kharas' hammer, held as sacred by the dwarves of Thorbaldin, is given a brief summation at the novel's outset. This allows the authors to focus on the tragedies of war, politics and the heroes coming of age and self-discovery quests. There are far more gripping than any long-winded battle sequences could be, regardless of how well-written they may be. Even Tas, the eternal optimist, undergoes profound revolutions in his character as he learns more about the world, and how his sheltered upbringing and pampered, carefree life did nothing to prepare him for the shadowy underbelly of reality. Perhaps the most profound and apparent theme in this book is the sheer ease with which it is possible to ignore war and the suffering of innocents until the devastation is right upon your doorstep. Taking the path of least resistance is also frowned upon, seen as nothing more than a temporary fix. Appeasement is clearly shown to be the Pyrrhic "solution" it is. Tanis' human love makes a riveting entrance onstage, and sets things up for zigzags and plot twists in the concluding volume. A key character of crucial importance to the Dark Queen makes a reappearance, although we will have to wait until the final installment to discover what his secrets and potentially cataclysmic impact will be.

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