



Dragons of Autumn Twilight - The Graphic Novel (Dragonlance: Chronicles, #1)

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Adapting the first book in the legendary Dragonlance Chronicles Trilogy! The world of Krynn is on the precipice of a dark age. As a massive army led by the evil Verminaard prepares its final onslaught, paranoia and fear grips the populace. Only a small band of companions can save Krynn. But with even former friends ready to betray them, salvation may be impossible. Friendships will be tested. Lovers will be separated. And sacrifices will be demanded...

Dragons of Autumn Twilight - The Graphic Novel (Dragonlance: Chronicles, #1) Details

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Margaret Weis (Adaptor) , Tracy Hickman , Steve Kurth (Penciler) , Stefano Raffaele (Penciler) ,
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(Editor)

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From Reader Review Dragons of Autumn Twilight - The Graphic Novel (Dragonlance: Chronicles, #1) for online ebook

Simon Munoz says

This was the first series of D&D novels I read even though I had been playing for many years. I fell in love with the characters and the setting after reading this book and I continued with this series and I liked all the other books by Weiss and Hickman but not so much the stuff not written by them.

Mark Blaney says

ZERO STARS...Very Disappointing.
Boring because it was so predictable.
Glad I only picked up Volume 1, not worth the price of admission.
Only gave one star because they won't let me give negative stars.
Really one of the worst Fantasy genre reads I've ever read.
Mark Blaney

Mandy Stigant says

If you keep in mind the heavy D&D background, and the fact that these books are geared towards 15-year-old boys, they're Great Fun! Just good stories. It's pure fluff -- nothing to change your life -- but highly enjoyable.

Dirk Grobbelaar says

I doubt whether this will make a *whole* lot of sense to anybody who hasn't read the original novel. I found it helpful as a reminder of the key plot events that moved the story forward, but there is none of the underlying cast turmoil that added some spice to the *Chronicles*. The art is fairly well done, if a slight bit inconsistent, and Krynn does look a lot like I imagined here.

The problem is: there's a lot that happens here, and it is true to the novel, but not a lot of effort has gone into telling the reader *why* this or that is important, so it doesn't set up the sequels very nicely. Also, *why* does Sturm not want to get out of the road when danger approaches? Since there is no elaboration whatsoever on the Solamnic knights here, readers are left groping in the darkness. What is the story with Tanis, and why is he such a bastard with Laurana? Again, this is developed much better in the original work. The list goes on. Even given the inevitable shortcomings of a graphic work, some effort to address these important issues would not have gone amiss.

Now, I'm giving it three stars, because I **did** enjoy it as a visual companion to Dragons of Autumn Twilight but I would only recommend it to readers who have **read** the original Dragonlance Chronicles.

colleen the convivial curmudgeon says

I listened to this ages ago as an audio book, and one problem I had was keeping all the characters straight. There's still an abundance of characters, but, luckily, now there are handy graphic markers to help keep them straight (i.e. Strum is the knight with the horned helmet, Caramon has the winged helmet, etc.)

It's a well-known story, so I won't go into depth here. It's pretty standard quest fair, but it's fun. I like Tasselhoff and Fizban, and Raistlin and Tanis.

What the hell is with the scantily clad warrior babes, tho? Do you seriously call **that** armour?! **shakes head and chuckles**

The art is good, and the story is what it is. My only complaint is that, with the way it's edited to fit it into the format, it was kind of jumpy in places. More than once I turned back to see if I skipped a page. But you get the gist of the story, and it takes about 3 hours to read. Since I specifically didn't want to commit myself to anything with this series, this is exactly what I was hoping for.

Trevlix says

This is one of the all-time best fantasy books and one that I can always come back to (and I do at times).

Josh says

I picked this one up at a use bookstore, interested to see the Dragonlance story brought to life in the graphic novel format. Although the story clips along at a very fast pace, losing all subtlety and extra pacing that the book provides, the graphic novel covers all the major events of the novel and really depicted them perfectly as I might have imagined them. It was not only a good reminder of the story itself, but also a great accompaniment to the novel as a whole. I thought the artwork was well done, and although I prefer a high level of detail in my comics, this came pretty close.

kehau says

A very good series. Based off the popular Dungeons and Dragons role player game (go half-elves), this was *the* book to read back in high school. Very good journey story with great character arcs. I recommend this opening series and all its accompanying series, especially the Dragonlance-Legends series about the twins Caramon and Raistlin.

Kerry says

I read the book many years ago and I thought it might be fun to read the graphic novel. Not so much. I like

the artwork, but I would rather go back and read the books again because I have my own image of how the story looks in my head.

Megan says

I really enjoyed this adaptation of the novel. I do agree that having some familiarity of the book will help with this. That being said, I liked the artwork and being able to revisit the Dragonlance story without having to spend the time re-reading the books themselves.

Roger Royer says

While not quite as good as the novel and much better than the animated movie I found this graphic novel adaptation of the first book to be rather true to the story of the original book more than I expected.

The art is rather good, almost great at times, though it is a bit dark and hard to read when you are reading in bed.

Overall a good read anytime.

Ilu eh

Audie Little says

if you like mages, knights, elves, dwarfs, and mystical creatures then this is the book for you. a group of Nobel warriors go on a dragon slaying quest. while their world is being taken over by lizard monsters. not too shabby.

Jess says

One of the more 'meh' graphic novel adaptations I've read. Dialogue felt stilted and the pacing was a little uneven. But then again, the original novel wasn't exactly the paragon of literary achievement either.

And Steve Kurth's pencils annoy me a little - perhaps I'm just not used to the style. Not to dismiss Kurth's skills, but I sometimes felt as though the art was saved only by virtue of the great color done by Imaginary Friends Studios.

Rick says

A book club I've recently become involved with decided to read this last month. As I've previously read the novel, I decided to see how the graphic novel adaptation stacked up against this rather badly written and poorly developed book. I know that this series is beloved by many fans, but I just can't see what all those

people see in it. The characters are badly written and the plot is event driven, not character driven, and really nothing but a series of episodically linked random encounters. This makes the whole thing rather boring and the characters are at cliched and stereotyped. The result is that I can't say it really rose above the original material.

Marc says

One of my favorite all time fantasy series. Yes, it's not particularly deep, but it has one of the best characters in all of fantasy lit: Raistlin. A disgruntled and frail wizard who rises to challenge the gods by will and bitterness.
