

= Dragonlance =

Dragonlance is a shared universe created by Laura and Tracy Hickman , and expanded by Tracy Hickman and Margaret Weis under the direction of TSR , Inc. into a series of popular fantasy novels . The Hickmans conceived Dragonlance while driving in their car on the way to TSR for a job interview . At TSR Tracy met Margaret Weis , his future writing partner , and they gathered a group of associates to play the Dungeons & Dragons role @-@ playing game . The adventures during that game inspired a series of gaming modules , a series of novels , licensed products such as board games , and lead miniature figures .

In 1984 , TSR published the first Dragonlance novel , Dragons of Autumn Twilight . It began the Chronicles trilogy , a core element of the Dragonlance world . While the authoring team of Tracy Hickman and Margaret Weis wrote the setting 's central books , numerous other authors contributed novels and short stories to the setting . Over 190 novels have used the Dragonlance setting , and have been accompanied by supplemental Dungeons & Dragons campaign setting material for over a decade . In 1997 , Wizards of the Coast LLC purchased TSR , and licensed Dragonlance to Sovereign Press , Inc in 2001 to produce game materials ; this licensing agreement expired in 2007 .

The fictional Dragonlance world of Krynn contains numerous characters , an extensive timeline , and a detailed geography . The history of Krynn consists of five ages . The novels and related game products are primarily set in the fourth age , The Age of Despair . Since February 2009 , the fifth age , the Age of Mortals , has been used . The Heroes of the Lance , created by Weis and Hickman , are the popular protagonists of the Chronicles trilogy . Along with D & D 's world of the Forgotten Realms , Dragonlance is one of the most popular shared worlds in fiction .

= = World = =

The Dragonlance world is described in dozens of books and novels . The setting contains numerous characters , an extensive timeline , and a detailed geography .

= = = Krynn = = =

Dragonlance is set on the world of Krynn . The majority of the novels take place in the various regions of Ansalon , a small continent , though some have taken place on the continent of Taladas , located northeast of Ansalon . The world 's major gods are the High God and his children : good Paladine , neutral Gilean , and evil Takhisis . The gods are opposed by Chaos , who seeks to destroy Krynn . Depending on the time period , the evil chromatic and the good metallic dragons are rare or plentiful . Humans are Krynn 's most common humanoid race , but elves , dwarves , kender , gnomes , and minotaurs occupy the world as well . Clerics derive magical powers from their gods , and wizards derive their power from the three moon gods , Solinari , Lunitari , and Nuitari . Hickman had previously served as a Mormon missionary in Java for two years , and uses Indonesian in Dragonlance spells . During Krynn 's various wars , armies of draconians are used as troops . Draconians are created by corrupting a dragon egg , thereby creating a reptilian humanoid . The eggs of good dragons create evil draconians , and vice versa .

= = = Fictional history = = =

The history of the world of Krynn , and thus the settings for both the novels and gaming supplements , is roughly split into five separate ages . The first age is the time of creation , when the gods are born and Krynn is formed . The Age of Dreams , the second age , is marked by the rapid growth of the world 's first great civilizations and the appearance of myriad new races . This era is also marked by three great wars between dragons and their minions . Following the Third Dragon War , in the Age of Might , the Cataclysm obliterates the great empire of Istar and changes almost the entire surface of Krynn . A three @-@ hundred year depression follows this event , in what is

called the Age of Despair . This period also marks the War of the Lance . When Dragonlance was first introduced to Dungeons & Dragons , events such as the Lost Wars happened during The Age of Despair .

= = = Dragonlances = = =

Dragonlances are weapons first created in the Third Dragon War , designed with the purpose of killing evil dragons , and are the only weapons with which mortals can kill dragons . Dragonlances have this power because of the way in which they are created , which requires the use of " two god @-@ blessed artifacts " . The weapons clearly draw upon Christian iconography , as the two mythical figures shown defeating dragons , Archangel Michael and Saint George , are often portrayed wielding lances to do so .

Dragonlances are rare and not commonly traded . There are lesser dragonlances , which are made when only one of the artifacts is used to create them , and greater dragonlances , which are made when both artifacts are used to make them . Greater dragonlances are blessed with the power of Good , unlike lesser dragonlances .

= = = Characters = = =

The Heroes of the Lance are the protagonists of the Chronicles trilogy , the first series of Dragonlance books . They were created by Weis and Hickman , then fleshed out as player characters in gaming sessions of Dungeons & Dragons at Hickman 's apartment . One player at this initial gaming session was game designer Terry Phillips , who was playing as Raistlin . According to Hickman in the foreword to The Soulforge , " [we] were just settling in to the game when I turned to my good friend Terry Phillips and asked what his character was doing . Terry spoke ... and the world of Krynn was forever changed . His rasping voice , his sarcasm and bitterness all masking an arrogance and power that never needed to be stated suddenly were real . Everyone in the room was both transfixed and terrified . To this day Margaret [Weis] swears that Terry wore the black robes to the party that night . "

Several other Heroes of the Lance were played by various people . Authors Gary and Janet Pack played the half @-@ elf Tanis Half @-@ Elven and the kender Tasslehoff Burrfoot , respectively . Author Douglas Niles played the dwarf Flint Fireforge . TSR employee Harold Johnson played the Solamnic knight Sturm Brightblade . The rest of the Heroes are the barbarians Goldmoon and Riverwind , elf Laurana Kanan , and humans Caramon Majere (Raistlin 's brother) and Tika Waylan . Weis played Fizban the Fabulous .

In the beginning , Margaret Weis had problems depicting Tanis Half @-@ Elven in the novels . Tracy Hickman finally told her " He 's James T. Kirk of the Starship Enterprise . " After that explanation , Margaret had no more difficulty writing about Tanis . Other noteworthy antagonists , and sometimes protagonists , are the Death Knight Lord Soth and Kitiara Uth Matar , the half @-@ sister of Raistlin and Caramon , and leader of one of the Dragonarmies of Ansalon . According to Hickman , Lord Soth is the most unpredictable character to write about , saying " Every time that character made an appearance in one of our books he would try to run off with the story . "

= = Publication history = =

= = = Creation = = =

Hickman developed his world creation technique by writing and self @-@ publishing with his wife Laura the adventure modules Rahasia (1979) and Pharaoh (1980) , and writing TSR 's Ravenloft module (1983) . He was unemployed in 1982 , and TSR offered him a job based on his submission of several modules . That year , while driving from Utah to Wisconsin to start a job with TSR , Hickman and his wife created the Dragonlance universe concept . During the trip , Hickman and his

wife discussed two ideas they had had for several years : an entire world used to support a storyline , and a world dominated by dragons .

Their ideas were well received by TSR , whose marketing department felt they had enough dungeons , but not enough dragons . Hickman suggested a series of twelve modules , each featuring a different dragon . TSR employee Harold Johnson suggested that Hickman should try to get additional support from other TSR staff members and , after a period of months , Hickman had the support of Jeff Grubb , Larry Elmore , Roger Moore , Doug Niles , Michael Williams , and others with whom they discussed ideas for the project . Meanwhile , Weis was editing and writing various Endless Quest books for TSR . The Dragonlance group decided that novels should accompany the game modules ; TSR reluctantly agreed and hired a writer . Hickman became the design coordinator for Project Overlord , the cover name for what would later be known as the Dragonlance saga .

TSR decided to create a franchise , including modules , board games , lead figures , and ? for the first time ? novels . Weis had been hired as an editor ; with Hickman , she began working with the author hired to write the novels . They weren 't satisfied with the author , and decided they should be the ones to write the books . They collaborated over a weekend , writing the prologue for the first five chapters of the first novel , Dragons of Autumn Twilight , based on the module Dragons of Despair . TSR liked their treatment and gave them the assignment , firing the author . After two years of development , TSR released Dragons of Autumn Twilight as a supplement to the Advanced Dungeons & Dragons game . TSR had doubts about the finished novel 's sales potential , and attempted to order thirty thousand copies , ultimately ordering the minimum print run of fifty thousand . The success of the novel prompted TSR to publish more copies to meet demand . Dragonlance eventually received ancillary products such as novels , calendars , computer games , and books of artwork .

= = = Further development = = =

In the mid to late 1980s , a rift developed between Weis and Hickman , and TSR . The pair were feeling under @-@ appreciated by the company , and when TSR turned down their Darksword series of novels , they went to Bantam Books . Bantam made them an offer , which they accepted , and they stopped writing Dragonlance novels for TSR . They returned to write Dragons of Summer Flame for TSR in 1995 , thinking it would be their final Dragonlance novel . At the time , Dragonlance gaming had been converted to the SAGA System , with limited success , and that , combined with TSR 's general financial troubles , put the setting 's future in doubt . Wizards of the Coast bought the troubled TSR in 1997 , and Weis and Hickman then proposed the War of Souls trilogy , which was published in 2000 ? 2002 . All three novels made the New York Times bestseller list , and the setting was commercially revitalized . By 1998 , the original Dragonlance trilogy had sold well over three million copies worldwide and spawned dozens of sequels . The central books of the Dragonlance series were written by the authoring team of Weis and Hickman ; however , many other writers have made contributions , including Richard A. Knaak , Douglas Niles , Roger E. Moore , Don Perrin , Jean Rabe , Paul B. Thompson , Tonya C. Cook , Michael Williams , Nancy Varian Berberick , and Chris Pierson .

In 2001 , Wizards of the Coast licensed Sovereign Press to publish further Dragonlance game materials . This began with the newly revised Dragonlance Campaign Setting in 2003 , which used the new Dungeons & Dragons 3rd Edition rules . On April 23 , 2007 , Weis announced Wizards of the Coast had not renewed Sovereign 's license , and that Dragonlance RPG game supplements and accessories would only be released through the end of the year .

= = Reception = =

Dragonlance is one of the most popular shared worlds , worlds in which writers other than those that created them place adventures . The first Dragonlance trilogy , Chronicles , launched the Dungeons & Dragons line of novels , with many of its characters spun off into other novels . Along with Forgotten Realms , Dragonlance is TSR 's most popular series of novels . According to The

1990s by Marc Oxoby , what is most notable about the series is that " what may at one time been considered disposable , escapist literature " found " unprecedented popularity " in the 1990s . All of the Dragonlance novels remained in print during the decade , turning Weis and Hickman into literary stars and boosting sales of their non @-@ Dragonlance novels . Although the series was initially published in paperback , its success led to hardcover printings . The hardcover version of Dragons of Summer Flame had an " impressive " first printing of 200 @,@ 000 books . Every Dragonlance novel by Weis and Hickman since 1995 has been released in hardcover , and some previous novels have been re @-@ released in hardcover collector 's editions . Dragonlance made TSR one of the most successful publishers of science fiction and fantasy in the 1990s .

By 2008 , there were more than 190 novels in the Dragonlance franchise . Weis and Hickman 's Dragonlance novels have made over twenty bestseller lists , with sales in excess of 22 million . The pair 's novels have been translated into German , Japanese , Danish , Finnish , Spanish , French , Italian , Hebrew , and Portuguese , and have sold well in the United States , Britain , and Australia .

Not all critics have praised Dragonlance and its creators . According to author Stephen Hunt , Wendy Bradley of Interzone magazine does not think highly of their work . Hunt feels that it is unusual for authors to receive such loathing among " fantasy 's literary mafia " , saying , " Behind every critic 's scorn laden insult , there lays [sic] that unsaid thought at the end : ' But I could have written that ! ' " Visions of Wonder , edited by David G. Hartwell and Milton T. Wolf , and published by the Science Fiction Research Association , argues that Dragonlance is published under the " omnivore theory " of publishing . In this theory , the readership is made up of teenagers , and completely replaces itself every three to five years . This allows publishers to release subpar novels and still reach a small yet profitable audience .

= = Novels = =

The main storyline of the original Dragonlance series has been written by Margaret Weis and Tracy Hickman , with multiple books written by other authors , covering years between and sometimes during the main events .

The Chronicles trilogy relates the events since the meeting of the Companions until the end of the War of the Lance and the defeat of the Dragon armies of Ansalon .

The Legends trilogy covers the Blue Lady 's War , as well as the past adventures of Raistlin and Caramon Majere , culminating in Raistlin 's attempt to achieve godhood . The books feature time travel , and focus on events in Istar before the Cataclysm , as well as the ensuing Dwarfgate Wars .

The Second Generation is a single compilation book which picks the most important tales from the Tales series and details the children of the Companions , all of whom become players in the later story . This book is considered to be part of the main storyline , as it must be read to understand the events that happened between the War of the Lance and the Chaos War . This novel develops characters that would later be seen in the War of Souls trilogy .

Dragons of Summer Flame covers the Chaos War , also known as the Second Cataclysm . The gods and mortals join forces to defeat Chaos in his attempt to destroy Krynn . The war ends with the withdrawal of Chaos and the gods of Krynn in a divine agreement to keep the world safe .

Dragons of a New Age describes the rise of the Dragon Overlords and introduces the Fifth Age of Dragonlance . It leads into the War of Souls trilogy .

The War of Souls trilogy begins as a strange storm courses through Krynn , heralding the War of Souls . The end of the war brings the return of the gods , Takhisis 's death , and the departure of Paladine as head of the good gods in order to maintain the balance between Good and Evil .

The Dark Disciple trilogy follows the death of Takhisis and the departure of Paladine , when the lesser gods strive to maintain dominance .

The Lost Chronicles trilogy is a companion to the original Chronicles . Each book of the trilogy fills in sections of the story previously left untold . It tells the story surrounding the recovery of the Hammer of Kharas , how the Companions retrieve the dragon orb from Ice Wall , how Kitiara Uth Matar and Lord Soth became allies , and how Raistlin Majere took the Black Robes in Neraka .

= = Campaign setting = =

TSR created Dragonlance as a campaign setting for the Advanced Dungeons & Dragons (AD & D) roleplaying game in 1982 , publishing the first of a series of modules , Dragons of Despair , in March 1984 . They published the first world @-@ spanning sourcebook , Dragonlance Adventures , in 1987 . When AD & D was updated to the 2nd edition in 1989 , the Dragonlance campaign setting was updated as well . However , in 1996 , Dragonlance was converted to use the new SAGA System , which uses cards to determine the effects of actions , with the publication of the Dragonlance : Fifth Age roleplaying game . When the 3rd edition of Dungeons & Dragons was released , Dragonlance was again updated with a new sourcebook (Dragonlance Campaign Setting) , although no new adventures were published by Wizards of the Coast . Wizards of the Coast also turned over all responsibility for maintaining the Dragonlance setting in the 3rd edition to Margaret Weis 's home company , Sovereign Press .

= = Media = =

In 2008 , Dragonlance : Dragons of Autumn Twilight , an animated movie based on the first Dragonlance book of the same name , was released direct @-@ to @-@ video . The animation was produced by Toonz Animation , and featured the voices of Lucy Lawless , Kiefer Sutherland , Michael Rosenbaum , and Michelle Trachtenberg . A number of video games are also set in the Dragonlance world : including Heroes of the Lance (1988) , Dragons of Flame (1989) , War of the Lance (1989) , Dragonstrike (1990) , Shadow Sorcerer (1991) , Champions of Krynn (1990) , Death Knights of Krynn (1991) , and The Dark Queen of Krynn (1992) .

The MUSH game DragonLance is based on Krynn during the final stage of the War of the Lance .

The series has inspired mention in music as well , including " Wishmaster " , a song by Nightwish based partially on the master and apprentice relationship between Raistlin Majere and Dalamar . The Swedish metal band Lake of Tears also recorded a song called " Raistlin and the Rose " on their 1997 album Crimson Cosmos , while the German group Blind Guardian wrote " The Soulforged " , another song inspired by Raistlin 's story , which appeared on the band 's 2002 album A Night at the Opera . Also Danish / American band Pyramaze recorded in their 2008 album Immortal song " Caramon 's Poem " . Another German metal band , Evertale , released The Chronicles Chapter I EP in 2008 and the full album Of Dragons And Elves in 2013 - both releases were composed entirely of songs inspired by and relating to Dragonlance .

In late 2011 , Holysoft Studios Ltd. released the first part of a German audio adaption of the Chronicles Trilogy , with subsequent releases of the later trilogies being announced .