



Dragonhunters

Garon Whited

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You don't become a hero for the money. The money's nice, sure, but you become a hero because something inside compels you, drives you to it. Defending people from monsters simply doesn't pay well enough to make it a good career move.

As for hunting dragons... well, the money is usually good, but the job really bites.

A group of five professional heroes goes into the lair of the dragon. Who will win?

Spoiler: The dragon.

But it turns out killing a hero sometimes does nothing more than make him even more determined.

Sometimes, heroes are never more dangerous than when they're dead!

Dragonhunters Details

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Author : Garon Whited

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From Reader Review Dragonhunters for online ebook

Paula says

The writing didn't appeal to me.

Daniel Shead says

A great read.

A great read. Witty dialogue, an exciting plot, and interesting characters. An adventure novel with a refreshing twist. Particularly recommended for fans of The Dungeoneers, Tinker, or

Jason Carpenter says

Another great read

Fun story with good characters, a good plot. Another great read! If you've liked Nightlord you'll like this. Read it.

Curtis says

Delightful

A beautifully designed and dialogued story, full of humor, intelligence, courtesy, action, greed, drama, and a dragon. It also contains a catalytic cameo of a beloved character to get things moving. The editing is good, and again - the dialogue is a joy. I may read it again just for all the snappy banter. If you could combine the movie "Topper" with a good solid RPG group, you might get something like this. Cheerfully and definitely recommended.

Kathleen Duffy says

A Bit Of Hitchhiker Guide To The Galaxy Style

Very entertaining & enjoyable read. Slow starting getting the reader ready to jump right into the details of the story.

Jessica Bronder says

Five heroes are sent on a quest to kill a dragon in typical role playing fashion. We don't really learn much about them and they find themselves in trouble from the start. But they keep going intent on reaching their goal.

This story reads just like following along with a role playing game. Someone dies, they are resurrected, and they all keep going. There is not a lot of character development and the dialog is rough. Overall I admit that I didn't expect the direction that it went but it was a decent read.

I received Dragonhunters from Reading Addiction Virtual Book Tours for free. This has in no way influenced my opinion of this book.

Douglas Meeks says

What to say? This was a story that started off WAY different than I expected and THAT led to the rest of the story. These 5 adventurers (skills for each pulled out of every D & D type game you ever played) set off for a dragon slaying and things do not go exactly as planned, actually they don't even come close to the plan.

It was an engaging tale and the length of 215 pages seemed way underestimated for the story contained in them but I really enjoyed it and was wishing I had not grabbed this book so soon after publication since now I do not know if there will even be more books or not. There are not cliffhangers or even threads left hanging really but I certainly hope the author writes more of these people and this world.

Bottom Line: Light reading at times and more serious at others, what most of us would consider a Paladin takes the main stage for most of the book but everybody plays a part and I loved it, you don't get a lot of background as to how these people all came together but as the story moves along you don't really care that much and you are fed little pieces of things along the way. This is just a good old fashioned adventure that everybody can love and if you are not too OCD you will love it also, not a work of art, but a great piece of entertainment.

Julie Whitley says

Dragon hunters, ghosts and mayhem, I thoroughly enjoyed this story and the wry humour of the characters in their interactions. The dragon is on a rampage to gather as much tribute and sacrifice as the land and terrified people can stand. The intrepid team of dragonhunters battle against tremendous adversity to complete their goal. Can they defeat the canny fierceness of the dragon?

The story kept me turning the pages and at times even chuckling out loud. The slips of grammar and word usage did not take away from my enjoyment.

Sadie Forsythe says

Man, what an interesting set-up that failed almost completely for me. Look, there are a ton of really fun ideas in this book. But the writing is so flat, the dialogue so formal and fantasy-quest-like (you know what I mean) that it distances the reader so far that I didn't connect with anyone. I finished the book feeling like I hadn't

gotten to know anyone, nor did I care about any of them or their endeavor to kill a random dragon. No one had a believable emotion. No one seemed to react at all to, you know, dying and being resurrected, or becoming the locus of four ghosts. And the traveler that caused the whole mess is never explained at all. He pops up in the beginning and then disappears, never to be seen again.

For a while, in the beginning, I thought this might be a parody of a fantasy quest story. And it might have worked in that vein, but it isn't. It's an attempt at a real thing, as far as I can tell, and I was just really glad to see the end of it. Perhaps there will be readers that love it. I'm not making a blanket, "It's bad," statement. Maybe it's following the norms and expectation of a genre I didn't know I don't know, but it sure didn't work for me.
