

Taking Flight Legends Of Ethshar

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Embark on an extraordinary adventure through the realms of Ethshar, where ancient legends come alive with breathtaking tales of taking flight. This collection explores the fantastical journeys and mythical beings that soar through the skies and imaginations of this captivating world, revealing the true spirit of courage and discovery in these timeless Ethshar stories.

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Taking Flight

Kelder had always dreamed of a life more exciting than what waited for him on the family farm. So when a fortune-teller predicted a glorious future, that he'd roam free and unfettered and be a champion of the lost and forlorn, he immediately set out on the fabled Great Highway to Shan in search of adventure. But once he was on the road, life was hardly as exciting as he'd hoped - until he met Irith. She was the most beautiful girl, and the only girl with wings, Kelder had ever seen. They teamed up to see the world, and then Kelder found adventures aplenty: there were bandits and demons, and there were curses to lift, wizards to seek spells from, orphans to champion, and legendary cities to visit. For the young and carefree, life on the Great Highway was filled with fun, action, and magic. But Kelder began to wonder about his beautiful companion. Irith certainly had seen a lot of the world for one so young - and everyone along the highway seemed to know her . . . Soon, discovering Irith's secrets became Kelder's greatest adventure of all . . .

Taking Flight

Every wizard in Ethshar knew that if you needed something special, something difficult to find, that Gresh the Supplier was the man to see. He was expensive, but always delivered. So when the Wizards' Guild finally got fed up with the little green nuisances that called themselves "spriggans," the Guild hired Gresh to fetch them the magic mirror that created the troublesome imps. The wizards thought finding it looked impossible. Gresh thought his methods would do the job. But no one had asked the spriggans what they thought!

The Spriggan Mirror

Tabaea the Thief stole something more precious than Dragons' Blood from the enchanted old house: eavesdropping on the doddering wizard who owned the place, she stole the secret of wizardry itself.

The Spell of the Black Dagger

Kelder's dreams of life on the road fall short of the sometimes drab realities, that is until he meets Irith, a beautiful woman who introduces him to a life of adventure, romance, sorcery, and danger. Original.

Taking Flight

When the foreigners confronted Sterren in Ethshar of the Spices, he was uneasy; when they all but abducted him, taking him to an obscure kingdom in the south, he knew he was in a terrible predicament. A predicament some might actually find appealing--he was by heredity the Ninth Warlord of Semma, least of the small kingdoms; he was a noble, and his rank afforded him material privileges, even in a place as insignificant and obscure as Semma. But the office also carried certain terrible responsibilities: he was to win the war the stupid King had stirred up by his arrogance. Two larger and stronger Kingdoms were preparing to invade Semma. And if the country lost, the first thing likely to be forfeit was the life of the Warlord. And if it won ... if it won, the fate and shape of Ethshar would change forever. For deep in the south there are secrets of magic not even Sterren can imagine.

The Unwilling Warlord

Originally published: New York: Del Rey Books, 1991.

The Blood of a Dragon

A SINGLE SPELL Tobas had been lucky to find a wizard to take him on as apprentice. But then the wizard died suddenly and unexpectedly after teaching Tobas only a solitary spell, and the youth was too old to find a new master. How could he earn a living when all the magic he could do was light fires? A DESTINY UNFOLDING In the Small Kingdoms there were dragons to be slain, princesses and gold to be won, magic castles, witches who knew the secret of immortality, and other treasures. But how could a wizard with a single, simple spell hope to find them and win them?

With a Single Spell

Ethshar and the Northern Empire have been at war for hundreds of years. No one remembers why anymore or over what. No one dreams it could ever end until a wizard creates a sword that makes its user unbeatable.

The MisenCHANTed Sword

The gods had chosen the Domdur to rule the world, and had chosen Malledd to be their champion among the Domdur. They had not asked Malledd whether he wanted the job. Now a wizard has raised an army of the undead to overthrow the Domdur Empire, and the world awaits the divine champion who is to save them -- but will Malledd come? And if he does, can he be the savior the Domdur expect, or has the gods' favor turned elsewhere?

Touched by the Gods

Gregory Kraft was cursed. At night he could see the ghosts and monsters ordinary people could not, and when he slept, he suffered prophetic dreams. He could see these things -- but he couldn't stop them.

One-Eyed Jack

Professor Aloysius Vanderhart has been kidnapped, and his daughter has asked young adventurer Tom Derringer to find him and bring him home. Other scientists and adventurers have also gone missing. Who took them, and why? The search for those answers plunges Tom into new adventures -- and into the heart of a mad millionaire's electrical empire!

Tom Derringer & the Electrical Empire

The lost colony planet Denner's Wreck was found by a group of immortal, high-tech tourists who decided it would be fun to hang around for a few centuries playing at being gods for the low-tech descendants of the original colonists. One of the Powers, Geste the Trickster, played a prank on a mere mortal, Bredon the Hunter, and Bredon didn't let it go. He held Geste to account, and found himself caught up in the affairs of the immortal Powers -- one of whom is a murderous psychopath...

Denner's Wreck

Godsworld was settled by Christian fundamentalists who sought to escape the sinful Earth. They were certain Earth was doomed, and spent a century in suspended animation to reach their new home. But

Earth survived, and now the heathens have found them. John Mercy-of-Christ is leading the resistance to the invasion -- but the heathens have far more powerful technology than the Godsworlders.

Shining Steel

Twenty stories by Hugo-winning author Lawrence Watt-Evans, spanning the cosmos from spaceships to unicorns.

Celestial Debris

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Among the Powers

Carlisle Hsing is a down-on-her-luck detective in Nightside City, a resort town on the planet Epimetheus that's going to be uninhabitable in twenty years -- so why is someone buying up soon-to-be-worthless real estate? A group of squatters hire Hsing to find out.

Nightside City

A would-be conqueror had accused Tom Derringer of being a part of Gabriel Trask's cabal of spies and assassins. Tom had never heard of Gabriel Trask. The experts of the Pierce Archives knew only that Mr. Trask had some connection with the late Emperor Norton, self-proclaimed Emperor of the United States and Protector of Mexico, so Tom set out across the continent in pursuit of the truth. Did Trask truly control spies and assassins? And if so, had Tom made himself their target? Someone was certainly taking an unwelcome interest in Tom's activities...

Tom Derringer in the Tunnels of Terror

The sword that Garth had stolen from Dusarra marked him as the chosen of Bheleu, god of destruction, and gave him immense power. This power could only be used to destroy, and Garth wanted to build. He chose to refuse the god's gift. Bheleu did not intend to allow that.

The Sword of Bheleu

The overman named Garth sought immortal fame. The oracle told him to serve the Forgotten King to get that fame. But this King sent Garth after a basilisk whose gaze could turn men to stone. What sane use could anyone have for a monster like that?

The Lure of the Basilisk

Garth had given the mighty Sword of Bheleu into the Forgotten King's keeping. Now he needed it back, and the King demanded that Garth bring him the Book of Silence in exchange -but Garth feared that the King would use the Book to bring about an Age of Death

The Book of Silence

Garth of Ordunin had been set a new task by the Forgotten King: bring back to Skelleth whatever he found upon the altars of the seven temples of Dusarra. As he went about his blasphemous errand he learned more about the Dark Gods - and more about his own destiny!

The Seven Altars of Dusarra

Ethshar, or "the World" as its inhabitants call it, is the setting for almost a dozen novels by Lawrence Watt-Evans. The dominant nation on the World is the Hegemony of the Three Ethshars, while the largest, richest city, where most of the stories are set, is Ethshar of the Spices. The name itself comes from words meaning "safe harbor." You don't need to have read any of the novels to enjoy the stories herein; each one should stand alone. And if you've read the novels, you will enjoy this return to the world of Ethshar with 11 stories...

Tales of Ethshar

In 1884 the "Bone Wars" between rival paleontologists were in full swing, driving fossil hunters to outrageous lengths in pursuit of the latest finds, when reports came out of the Wasatch Mountains in the Utah Territory of the most amazing discovery yet. An adventurer went into the mountains to investigate - and he didn't come back. Fresh from his adventures in the tunnels under Los Angeles, Tom Derringer is hired to find the missing man. With his assistant Betsy Vanderhart he sets out into the wilderness, where he finds more than he bargained for...

Tom Derringer and the Steam-Powered Saurians

Tobas had been lucky to find a wizard to take him on as apprentice. But then the wizard died suddenly and unexpectedly after teaching Tobas only a solitary spell, and the youth was too old to find a new master. How could he earn a living when all the magic he could do was light fires?

With a Single Spell

Nothing could get Carlisle Hsing back to Nightside City -- except money, family, and blackmail.

Realms of Light

Young Ishta found it in the forest, buried beneath dead leaves: a rounded, flattened stone as black as onyx. One side held a golden oval that glowed with a unnatural light. Of course, it had to be magic. But what did farmers know of magic? It could be dangerous, or it could be some harmless toy. They had to find out. Since Ishta was too young to bring her discovery to the Baron of Varag's stronghold, her older brother, Garander, went instead. Once there, Azlia, a beautiful wizard, recognized the stone immediately as Northern sorcery. She had to call Sammel, the local sorcerer, to find out its nature . . . a relic of the last great war. When the Baron takes the stone for himself, that should have ended things. But it was just the beginning for Garander. Because that magical stone wasn't the only relic left in the woods...

Relics of War

Lawrence Watt-Evans, author of the acclaimed Legends of Ethshar and Worlds of Shadows novels, invites readers to embark on a rollicking journey in *A Young Man Without Magic*. Anrel Murneau is a scholar, a young man with no magical ability, even though he is the son of two powerful sorcerers. Anrel's lack of talent bars him from the ruling classes, but he is content to be a simple clerk. Upon returning to his childhood home after years of study in the capital, Anrel finds his friends and family held under the thumb of the corrupt local lord. When this lord murders Anrel's dear friend, Anrel discovers that even though he's not a sorcerer, he is not without other means to demand justice. If he can survive life on the run. Carrying only his sword, a few coins, and his wit, Anrel must leave behind everything he has ever known, trust himself to unexpected allies, and outmaneuver leagues of enemies who will stop at nothing to keep his dangerous ideas from ever being heard. Magic and intrigue collide in a swashbuckling tale of daring escapes, beautiful witches, and one quiet young man's rise to hero—or traitor.

A Young Man Without Magic

Dumery of Shiphaven was a lad with a love of wizardry--and no magic at all. He dreamed of apprenticing himself to a great wizard, but because he had not even a touch of the talent, it was a dream he could never fulfill. He would never apprentice himself to a great wizard, nor even a meager one; no matter how he loved magic and the magical arts, he would never work with wizards or wizardry. That's what Dumery was beginning to think, anyway--until he spied a great wizard humbling himself before a man selling

dragon's blood, the precious stuff that made difficult spells work. If Dumery couldn't be a wizard, he could still become a dragon-hunter--and have all those condescending wizards crawling to him. And so Dumery set off on a quest--a quest in search of dragons and dragon-hunters, and ultimately the secret that lay beneath all the wizardry in Ethshar. Before he reached its end, he would uncover the terrible mystery of the dragon-hunters--and scheme a scheme that would change the face of Ethsharitic magic forever.

The Blood of a Dragon

Once, not so long ago, A warlock named Vond built an empire in the southern part of the Small Kingdoms. Vond is gone, but his empire survives under the rule of a seven-person Imperial Council and a young regent named Sterren. The Empire of Vond was hardly trouble-free after Vond's departure. Its neighbors are understandably wary of further expansion, there are questions about how Vond's magic became so potent, and so on. Most of the World, though, doesn't care -- Vond is off there in the southeastern corner of the World, far away from anywhere important. But one day a dockworker named Emmis watches a Vondish ship arrive in Ethshar of the Spices and finds himself hired as native guide and aide to someone who claims to be Vond's ambassador plenipotentiary to the overlords of the Hegemony of the Three Ethshars. But who is the Vondish ambassador, really, and what is his true business in Ethshar? And who has followed him to the city?

The Vondish Ambassador

Life can be hard in Ethshar of the Sands, especially when you're an aging diva whose husband has just left you. Never mind that he gave her their house and plenty of money. Never mind that he no longer loves her and never wants to see her again. Or hear her voice. Or interact with her in any way, shape, or form. Dulzan just wants his freedom to be a humble carpenter. Sharra wants Dulzan, though, and that's all that counts in her head and heart. And as so often happens with a wife scorned, she turns to magic to get her way. Because she has to have him, no matter the cost. A legend of Ethshar from the best-selling author of *The MisenCHANTed Sword* and *With a Single Spell*.

Charming Sharra

Arlian was winning his war against the dragons -- but he was discovering the costs of that victory might be far higher than he had expected, and more than he was willing to pay. Could he find a way to save humanity from both the dragons, and the wild magic the dragons had kept at bay?

Dragon Venom

Tabaea was an ordinary thief, sneaking and prowling and stealing for a living. Then one night while burgling a house, she witnessed a wizard teaching his apprentice a spell - the creation of a magic dagger. Tabaea decided to try the magic for herself. But even though she could feel the power rising around her as she went through the steps of the ritual, something had clearly gone wrong. The apprentice's dagger had glowed; it had resisted attempts to pick it up; and there had been a blinding flash at the end of the ceremony. But Tabaea's dagger didn't do any of those things. And it wouldn't free her from bonds, or heal her wounds - it didn't seem to be magical at all. It just turned black. Then, by chance, Tabaea discovered that her dagger indeed had its own kind of unusual magic - a dark, powerful magic that promised invincibility to its bearer. But magic can be dangerous even in the hands of an expert - and for Tabaea, magic and power could spell disaster . . .

The Spell of the Black Dagger

Every wizard in Ethshar knew that if you needed something special, something difficult to find, that Gresh the Supplier was the man to see. He was expensive, but always delivered. So when the Wizards' Guild finally got fed up with the little green nuisances that called themselves "spriggans," the Guild hired Gresh to fetch them the magic mirror that created the troublesome imps. The wizards thought finding it looked impossible. Gresh thought his methods would do the job. But no one had asked the spriggans what they thought!

The Spriggan Mirror

Long out of print since 1989 after several printings by its original publisher, and now graced with stunning new packaging, the second book in the fabled Ethshar series is back!

With a Single Spell

The Calling. Sooner or later, it claimed every powerful warlock . . . a growing magical compulsion to go north to the mysterious land of Aldagmor that nothing could stop. None ever returned. Hanner the Warlock knew his days were numbered. The Calling pulled at him ceaselessly now, and his ability to resist had begun to crumble. So he determined to find a place where the Calling couldn't reach him . . . another world, located through a magic tapestry. Every warlock knew that the farther he was from Aldagmor, the weaker the Calling was — and the weaker his magic was, as well, but that was only a secondary consideration. That weakening had given Hanner the idea to find, or make, a place so distant from Aldagmor that the Call couldn't reach it at all. Unfortunately, the Call took him anyway. And that's where his story really gets interesting. Because the Calling wasn't what everyone believed. And when the warlocks who had been Called over the decades suddenly woke up again at the object doing the calling — and found themselves without their powers — their world may never be the same!

The Unwelcome Warlock

"When the foreigners confronted Sterren in Ethshar of the Spices he was uneasy; when they all but abducted him, taking him to an obscure kingdom in the south, he knew he was in a terrible predicament. A predicament some might actually find appealing — he was by heredity the Ninth Warlord of Semma, least of the small kingdoms; he was a noble, and his rank afforded him material privileges, even in a place as insignificant and obscure as Semma. But the office also carried certain terrible responsibilities: he was to win the war the stupid King had stirred up by his arrogance. Two larger and stronger Kingdoms were preparing to invade Semma. And if the country lost, the first thing likely to be forfeit was the life of the Warlord. And if it won . . . if it won, the fate and shape of Ethshar would change forever. For deep in the south there are secrets of magic not even Sterren can imagine."

The Unwilling Warlord

Concise discussions of the lives and principal works of writers of various forms of fantasy, including heroic fantasy, sword and sorcery, humorous fantasy, adult fairy tales and fables, and children's fantasies still popular with adults. Written by subject experts.

St. James Guide to Fantasy Writers

When Morvash of the Shadows, a journeyman wizard, discovers some of the statues in his uncle's house are real people turned to stone, he sets out to do the right thing. But turning them back is a bigger challenge than he anticipated....

Stone Unturned: A Legend of Ethshar

The dark force known as Shadow had been defeated, but its world-spanning web of power had survived. This incredible magical weapon was now held not by a prince or wizard, but by Pellinore Brown, a marketing consultant from Germantown, Maryland. Pel Brown wished no one ill; he merely wanted his family back. But the Galactic Empire that had seen Shadow as a threat saw him as Shadow's heir, a menace to be destroyed as Shadow had been. And when the awesome magical might of Shadow's legacy was turned against the rayguns and spaceships of the Empire, entire planets were caught in the middle. Pel Brown wished no one ill - but hundreds would die to put an end to ... THE REIGN OF THE BROWN MAGICIAN

The Reign of the Brown Magician