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KEY=ZELAZNY - NICKOLAS CODY

NINE PRINCES IN AMBER

ROGER ZELAZNY'S VISUAL GUIDE TO CASTLE AMBER

Provides detailed information on Castle Amber

LORD OF LIGHT

Harper Collins Earth is long since dead. On a colony planet, a band of men has gained control of technology, made themselves immortal, and now rules their world as the gods of the Hindu pantheon. Only one dares oppose them: he who was once Siddhartha and is now Mahasamatman. Binder of Demons. Lord of Light.

THE PATH OF TRANSFORMATION

HOW HEALING OURSELVES CAN CHANGE THE WORLD

New World Library In this powerful book, Shakti brings us an exciting message for the new millennium. Questioning the traditional transcendent spiritual path, and challenging many popular New Age beliefs, she describes the journey we must all make in order to heal ourselves and our planet.

SIGN OF THE UNICORN

THIS IMMORTAL

ibooks "Vivid and elliptical... If you've ever asked yourself what would have happened if Philip Marlowe had been Odysseus... here is a clue to the

answer.” —NEW WORLDS THE HUGO AWARD-WINNING FIRST NOVEL EVER WRITTEN BY THE BESTSELLING AUTHOR OF THE CHRONICLES OF AMBER! Conrad Nomikos has a long, rich personal history that he'd rather not talk about. And, as Arts Commissioner, he's been given a job he'd rather not do. Escorting an alien grandee on a guided tour of the shattered remains of Earth is not something he relishes-especially when it is apparent that this places him at the center of high-level intrigue that has some bearing on the future of Earth itself! "Roger Zelazny [was] the compleat New Wave author, so daring he could pen nothing without perturbing some creaky icon... so strong a writer, so moving in the sweep of his plots and imagery."—David Brin

PRINCE OF CHAOS

G K Hall & Company

ARMAGEDDON; A NOVEL OF BERLIN,

JACK OF SHADOWS

Chicago Review Press In a world half of light, half of darkness, where science and magic strive for dominance, there dwells a magical being who is friendly with neither side. Jack, of the realm of shadows, is a thief who is unjustly punished. So he embarks on a vendetta. He wanders through strange realms, encountering witches, vampires, and, finally, his worst enemy: the Lord of Bats. He consults his friend Morningstar, a great dark angel. He is pursued by a monstrous creature called the Borshin. But to reveal any more would be to spoil some of the mindboggling surprises Jack of Shadows has in store. First published in 1971 and long out-of-print, Jack of Shadows is one of fantasy master Roger Zelazny's most profound and mysterious books.

CHANGELING

Ibooks Two novels in one volume include Changeling, in which the wizard Mor, after defeating Det Morson and destroying his castle, finds Det's infant son Pol amidst the ruins, and Madwand, in which Pol, son of Lord Det and a powerful sorcerer, must learn how to control his powers before he can take the throne. Original.

A NIGHT IN THE LONESOME OCTOBER

Prelude Books "One of Zelazny's most delightful books: Jack the Ripper's dog Snuff narrates a mad game of teams to cause or prevent armageddon." NEIL GAIMAN All is not what it seems. In the murky London gloom, a knife-wielding gentleman named Jack prowls the midnight streets with his faithful watchdog Snuff - gathering together the grisly ingredients they will need for an upcoming ancient and unearthly rite. For soon after the death of the moon, black magic will summon the Elder Gods back into the world.

And all manner of Players, both human and undead, are preparing to participate. Some have come to open the gates. Some have come to slam them shut. And now the dread night approaches - so let the Game begin. Praise for *A Night in the Lonesome October*: “. . . this book is unique; the premise, Zelazny's writing and the atmosphere conjured up are something very special indeed.” “A geek fest extraordinaire with huge wit, warmth and intelligence.” “An absolute gem - how can you not to like something written from the perspective of Jack the Ripper's super-intelligent dog?! An outstanding example of truly original fiction.” “This is pure brilliance . . . Highly recommended.” Editorial reviews: “The last great novel by one of the giants of the genre.” George R.R. Martin “A madcap blend of horror tropes and fantasy. . . There aren't many authors who would set out to write a novel in which the Wolfman and Jack the Ripper were the two heroes . . . And I'm not sure anyone else could have made it work.” *Science Fiction Chronicle* “Sparkling, witty, delightful. Zelazny's best for ages, perhaps his best ever.” *Kirkus Reviews* “A cheerful, witty, well-crafted fantasy . . . Its deft, understated good humor and spare, poetic prose reaffirm Zelazny as one of fantasy's most skilled practitioners.” *Publishers Weekly*

CREATURES OF LIGHT AND DARKNESS

Harper Collins Two gods, two houses, one quest, and the eternal war between life and death To save his kingdom, Anubis, Lord of the Dead, sends forth his servant on a mission of vengeance. At the same time, from The House of Life, Osiris sends forth his son, Horus, on the same mission to destroy utterly and forever The Prince Who Was a Thousand. But neither of these superhuman warriors is prepared for the strange and harrowing world of mortal life, and The Thing That Cries in the Night may well destroy not only their worlds, but all mankind. As Zelazny did with the Hindu pantheon in the legendary, groundbreaking classic *Lord of Light*, the master storyteller here breathes new life into the Egyptian gods with another dazzling tale of mythology and imagination.

BRING ME THE HEAD OF PRINCE CHARMING

THE COURTS OF CHAOS

Avon Amber reveals the mysteries of King Oberon's disappearance, the hellwitch's identity, and the magical pattern that holds the kingdom of Amber together, but his victory over the Dark Lands remains in doubt

LORD OF LIGHT

Harper Collins Earth is long since dead. On a colony planet, a band of men has gained control of technology, made themselves immortal, and now rules their world as the gods of the Hindu pantheon. Only one dares oppose them: he who was once Siddhartha and is now Mahasamatman.

Binder of Demons. Lord of Light.

ROADMARKS

Amber Limited The Road runs from the unimaginable past to the far future, and those who travel it have access to the turnoffs leading to all times and places--even to the alternate time-streams of histories that never happened. Why the Dragons of Bel'kwinith made the Road--or who they are---no one knows. But the Road has always been there and for those who know how to find it, it always will be! Dizzying in its virtuosity, gripping in its kaleidoscopic treatment of time, character, and action Roadmarks is a dazzling achievement.

ROGER ZELAZNY'S THE DAWN OF AMBER

ibooks In the final novels of his ten-book Amber series, Roger Zelazny rewarded readers with several startling revelations about his fantasy universe. Fans discovered for the first time that Amber is not the one true world of which all others are but Shadows. Rather, the mysterious Courts of Chaos preceded the creation of Amber. It was also revealed that the mad mage Dworkin was the father of Oberon, founder of Amber's ruling dynasty, and that Dworkin's origins go further back in time than the founding of Amber itself. The Dawn of Amber is a prequel series, exploring events that precede the first novel in the series, that answers these intriguing questions. Here, in Book One, you'll meet the young soldier known as Obere as he's whisked away from the kingdom and world he has known and defended his entire life, and placed on a knife's edge of turmoil, intrigue, domination and death. He must learn what he can on the fly, unwilling to let friend and foe alike know how little he understands of this strange universe and the dangerous creatures that rule it. His life is in jeopardy, as is the entire House of Dworkin—the result of an ages-old blood feud that threatens to destroy Obere's new-found family and any hope for a universe of light to balance and oppose the forces of Chaos and darkness. To achieve his legacy of power and become a player rather than a pawn in this deadly game whose rules he is yet to discover, Obere must journey into the serpent's lair, the home of his enemies . . . the Courts of Chaos.

SIGN OF CHAOS

G K Hall & Company Following the cliffhanger ending of Blood of Amber, Merlin is stranded in a surrealistic Alice in Wonderland-esque bar where the Mad Hatter serves cocktails. Managing to escape, Merlin meets new family members -- one of whom is intent on killing him. As events escalate, Merlin finds himself surrounded by his worst enemies including his ex-girlfriend -- back from the dead.

THE GUNS OF AVALON

THE LAST DEFENDER OF CAMELOT

After the fall of the Table Round, Launcelot DuLac fled England a broken man awaiting death. But death never came for him; instead, cursed, he has continued his search for the Holy Grail down through the ages, seeking a redemption that he fears he will never find. A chance meeting with Morgan Le Fay makes him question his curse and his destiny, for Merlin is about to awake and Launcelot will be called on one last time to defend the ideals of King Arthur and the Table Round, because he is the last defender of Camelot. By the author of the Chronicles of Amber! Roger Zelazny was a science fiction and fantasy writer, a six time Hugo Award winner, and a three time Nebula Award Winner. He published more than forty novels in his lifetime. His first novel This Immortal, serialized in The Magazine of Fantasy and Science Fiction under the title ...And Call Me Conrad, won the Hugo Award for best novel. Lord of Light, his third novel, also won the Hugo award and was nominated for the Nebula award. He died at age 58 from colon cancer. Zelazny was posthumously inducted into the Science Fiction Hall of Fame in 2010.

LORD OF THE FANTASTIC:

STORIES IN HONOR OF ROGER ZELAZNY

Harper Voyager Roger Zelany He created worlds and legends no one else could have imagined. His groundbreaking fiction seamlessly melded the primal and the highest tech. By combining icon and hoary archetype with new modern myths of his own invention, he stretched and advanced a speculative genre into unexplored areas beyond all pre-existing boundaries. Now twenty-five of his fellow artists in the dual realms of the astounding future-possible and the wildly, improbably wondrous pay grateful homage to the writer and the man-and to his legacy of bold innovation-with new stories the master himself would have enjoyed; new excursions into Zelazny-esque lands; new variations on his favorite themes; plus fascinating reminiscences about their late friend and eternal inspiration, the Lord of the Fantastic. He created worlds and legends no one else could have imagined. His groundbreaking fiction seamlessly melded the primal and the highest tech. By combining icon and hoary archetype with new modern myths of his own invention, he stretched and advanced a speculative genre into unexplored areas beyond all pre-existing boundaries. Now twenty-five of his fellow artists in the dual realms of the astounding future-possible and the wildly, improbably wondrous pay grateful homage to the writer and the man-and to his legacy of bold innovation-with new stories the master himself would have enjoyed; new excursions into Zelazny-esque lands; new variations on his favorite themes; plus fascinating reminiscences about their late friend and eternal

inspiration, the LORD OF THE FANTASTIC.

THE ROAD TO AMBER

VOLUME 6: THE COLLECTED STORIES OF ROGER ZELAZNY

Nesfa Press "This six volume collection includes all of Zelazny's know short fiction and poetry, three excerpts of important novels, a selection of non-fiction essays, and a few curiosities."--V. 1, p. 5.

RIP VAN WINKLE AND THE LEGEND OF SLEEPY HOLLOW

DAI SAN

Head of Zeus Raised beneath the surface of the earth, Ronin escaped the subterranean city of Freehold to make his mark upon the world. After wandering the icy wastelands and coming to the port city of Sha'angh'sei, he has taken to the sea to seek a distant island whose secrets could save mankind. Backed by a disfigured first mate, an adventure-hungry navigator, and a mysterious telepath, Ronin rides the storm-tossed waters, on his quest to save civilization from the chaos it has become. But a treacherous journey awaits. Four bloodthirsty monsters known as the Makkon are convening to raise an army of death and call their sinister master back from beyond the grave. To turn this bloody tide, Ronin must forge the legend of the Sunset Warrior. The Bladesman of Freehold has vanquished many enemies, and now he must battle the apocalypse itself.

THE STARS ARE LEGION

Duncan Baird Publishers Somewhere on the outer rim of the universe, a mass of decaying world-ships known as the Legion is traveling in the seams between the stars. Here in the darkness, a war for control of the Legion has been waged for generations, with no clear resolution. As worlds continue to die, a desperate plan is put into motion. Zan wakes with no memory, prisoner of a people who say they are her family. She is told she is their salvation - the only person capable of boarding the Mokshi, a world-ship with the power to leave the Legion. But Zan's new family is not the only one desperate to gain control of the prized ship. Zan finds that she must choose sides in a genocidal campaign that will take her from the edges of the Legion's gravity well to the very belly of the world. Zan will soon learn that she carries the seeds of the Legion's destruction - and its possible salvation. But can she and the band of cast-off followers she has gathered survive the horrors of the Legion and its people long enough to deliver it? In the tradition of *The Fall of Hyperion* and *Dune*, *The Stars are Legion* is an epic and thrilling tale about tragic love, revenge, and war as imagined by one of the genre's most celebrated new writers. File Under: Science Fiction

TO SPIN IS MIRACLE CAT

POETRY

Underwood Books

THE DOORS OF HIS FACE, THE LAMPS OF HIS MOUTH

iBooks Presents a collection of stories that combine the dream-like, disturbing imagery of fantasy with the real-life hardware of science fiction, including "The Man Who Loved the Faoli," "This Mortal Mountain," " This Moment of the Storm," and "A Rose for Ecclesiastes."

THE DOORS OF HIS FACE, THE LAMPS OF HIS MOUTH

iBooks A collection of strange, beautiful stories covering the full spectrum of the late Roger Zelazny's remarkable talents in the fields of fantasy and science fiction.

THE CAMBRIDGE COMPANION TO FANTASY LITERATURE

Cambridge University Press Fantasy is a creation of the Enlightenment, and the recognition that excitement and wonder can be found in imagining impossible things. From the ghost stories of the Gothic to the zombies and vampires of twenty-first-century popular literature, from Mrs Radcliffe to Ms Rowling, the fantastic has been popular with readers. Since Tolkien and his many imitators, however, it has become a major publishing phenomenon. In this volume, critics and authors of fantasy look at its history since the Enlightenment, introduce readers to some of the different codes for the reading and understanding of fantasy, and examine some of the many varieties and subgenres of fantasy; from magical realism at the more literary end of the genre, to paranormal romance at the more popular end. The book is edited by the same pair who produced The Cambridge Companion to Science Fiction (winner of a Hugo Award in 2005).

KNIGHT OF SHADOWS

The latest in the series of Amber novels, in which Merlin, the son of Prince Corwin, continues to claim his birthright, despite the various people who wish to kill him.

IPOD & ITUNES FOR DUMMIES

John Wiley & Sons Whether you're completely new to iPod and iTunes or you'd like to discover advanced techniques for playing, managing, browsing, buying, and storing music and other files, iPod & iTunes For Dummies, 6th Edition can help you! The iPod and iTunes have revolutionized how we enjoy music, and this bestselling guide has been updated to keep you current. Here's how to use the newest iPods, set up iTunes on your Mac or PC, purchase music and movies, rip CDs, organize

your media library, make the most of digital sound, and so much more! The latest iPods are much more than just digital music players. Now, surf the Web, rent movies, buy songs and directly download them, send and receive e-mails, store photos, play slideshows, watch videos, and play games. You'll find information about all iPod models and how to set up iTunes so you can start enjoying your iPod right away. You'll learn how to: Learn how to use the iPod displays and scrolling wheels Install iTunes and load your music Keep your library organized so you can search, browse, and sort Create playlists and burn CDs Use your iPod as a hard drive Share content legally Synchronize your e-mail, contacts, and bookmarks Complete with lists of ten common problems and solutions, and eleven tips for the equalizer, iPod & iTunes for Dummies, 6th Edition includes bonus chapters about early iPod models, creating content for iPod, tips for working with MusicMatch, using your iPod for backup and restore, and 14 web sources for additional information.

A ROSE FOR ECCLESIASTES

Harvill Press

THE SEA AND SUMMER

Hachette UK Francis Conway is Swill - one of the millions in the year 2041 who must subsist on the inadequate charities of the state. Life, already difficult, is rapidly becoming impossible for Francis and others like him, as government corruption, official blindness and nature have conspired to turn Swill homes into watery tombs. And now the young boy must find a way to escape the approaching tide of disaster. The Sea and Summer, published in the US as The Drowning Towers is George Turner's masterful exploration of the effects of climate change in the not-too-distant future. Comparable to J.G. Ballard's The Drowned World, it was shortlisted for the Nebula and won the Arthur C. Clarke Award. Winner of the Arthur C. Clarke Award for best novel, 1988

TO KILL A UNICORN

KILL A UNICORN OR DIE TRYINGThe gods are dead. The fae rule Gaia.Cain used to kill for the fae. The only human to become a member of the Oblivion Guard, he killed one time too many and had enough. Leaving it all behind wasn't as easy as turning in a resignation. But the fae had trained him well and soon it was they who bargained for him to leave Feary and live in exile in Gaia.Now a tracker for an assassination and bounty hunting agency, Cain doesn't kill anymore. When his mission to track a teenage girl goes horribly wrong, he and the girl end up on the run from powerful forces the likes of which he's never seen before.That's because the fae have been hiding a terrible secret. The gods aren't dead. In fact, they're very much alive and killing humans they deem too powerful to survive. The girl is in their crosshairs and now he is too.To make matters worse, Cain

discovers he's dying from the curse of Cthulhu. The cure? Eating a living, beating unicorn heart. Cain thought unicorns were extinct, but a mystery party offers him salvation: a unicorn for the assassination of the leader of the Mages Guild. With the gods, the fae, and the rest of the supernatural world hunting the hunter, the odds don't look good. But Cain has survived too much to give up now. And the high and mighty are about to find out what real fear feels like.

LORDS OF GOSSAMER & SHADOW

DICELESS ROLE-PLAYING

CreateSpace Lords of Gossamer & Shadow Our world is but one of untold many, a flux of chance caught in the struggle between form and cacophony. Always, these forces are at war, shaping the infinite worlds. The immortal, self-appointed sovereigns of battle move between planes of reality with impunity: they are creators, shapers, and destroyers of worlds. In Lords of Gossamer & Shadow, you are caught up in this immense conflict. Possess unique and idiosyncratic magical artifacts, command legions drawn from the myriad of otherworlds, and wield incredible powers that alter the very substance of reality. Whether born into it or discovering it later, your character has inherited a legacy of unimaginable power... and with it great danger! Lords of Gossamer & Shadow is an original sourcebook and role-playing game using Erick Wujcik's Diceless Role-Playing system (used in Amber Diceless Role-Playing). This is a standalone product with an original setting, though it is compatible with Amber Diceless Role-Playing.

THE CHANGING LAND

Ballantine Books

PAWN'S DREAM

New English Library

HARD TO BE A GOD

Hachette UK Anton is an undercover operative from future Earth, who travels to an alien world whose culture has not progressed beyond the Middle Ages. Although in possession of far more advanced knowledge than the society around him, he is forbidden to interfere with the natural progress of history. His place is to observe rather than interfere - but can he remain aloof in the face of so much cruelty and injustice ...?

DONNERJACK

Harper Voyager In our world, called the Verite, he is a Scottish laird, an engineer, and a master of virtual reality design. In the computer-generated universe of Virtu, created by the crash of the World Net, he is a living

legend. Scientist and poet with a warrior's soul, Donnerjack strides like a giant across the virtual landscape he helped to shape. And now he has bargained with Death himself for the return of love. The Lord of Entropy claimed Ayradyss, Donnerjack's beloved dark-haired lady of Virtu, with no warning, leaving a hole in the Engineer's heart. But Death offered to return her to him for a price: a palace of bones...and their first-born child. Since offspring have never before resulted from any union of the two worlds, Donnerjack accepts Death's conditions--and leads his reborn lover far from the detritus and perpetual twilight of Deep Fields to his ancestral Scottish lands, hoping to build a sanctuary and a self for Ayradyss in the first world. But there is no escaping, because cataclysmic change is taking place in Virtu. A bizarre new religion is sweeping through this ever-shifting universe where the homely can be virtually beautiful, the lame can walk and the blind can see. Now it's threatening to spill over into Verite. And its credo is a call for a different kind of order. For all the ancient myths still occupy Virtu. And the Great Gods on Mt. Meru are amassing great armies in anticipation of the time when a vast computer system attempts to take over the reality that constructed it.

MANNA FROM HEAVEN

Wildside Press This new collection includes all five previously uncollected "Amber" stories, plus the prologue from the rare limited edition of *Trumps of Doom*, and sixteen other fantasy and science fiction stories (including a collaboration with Harlan Ellison).