

## Roger Zelazny The Amber Chronicles

Roger Zelazny's Chronicles of Amber have earned their place as all-time classics of imaginative literature. Now here are all ten novels, together in one magnificent omnibus volume. Witness the titanic battle for supremacy waged on Earth, in the Courts of Chaos, and on a magical world of mystery, adventure, and romance.

Three twentysomething guys who transitioned from collegiate underachieving to corporate bottom feeding sketch out a plan to make a grab for some dignity. They will rob the publishing house that employs their only stable member and insults him on a daily basis. Being the bright, perceptive fellows they are, they all quickly realize it isn't about the money. For Phil "Dub" Dublen, it's a pissed off statement against a dull, meaningless job. For self-styled poet Trim, it's a chance to actually be as outrageous and anarchic as he needs to be. For Trim's roommate Dan, it seems to be something he does for the same reason he does everything: to vent some anger, having nothing to do. By the time their master plan is all said and done, nothing has been solved, nothing is better, and nothing, really, has changed. And in the slightly fractured wisdom of the larcenous trio, this surprises none of them.

Amber is the one true world of which all others are but shadows. Collected here in one binding are seven tales of Amber. It was Zelazny's intent to use these short stories to tie up unfinished threads from his amazing Chronicles of Amber. This edition is sure to be a treat for the legion of Amber fans. "A storyteller without peer. He created worlds as colorful and exotic and memorable as any our genre has ever seen." --George R.R. Martin . . . his performance was never anything other than dazzling. --Robert Silverberg

Roger Zelazny's work excited me. It was intoxicating and delightful and unique. And it was smart. --Neil Gaiman  
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.

Amber is the one real world, casting infinite reflections of itself - Shadow worlds, that can be manipulated by those of royal Amberite blood. But the royal family is torn apart by jealousies and suspicion; the disappearance of the Patriarch Oberon has intensified the internal conflict by leaving the throne apparently up for grabs. In a hospital on the Shadow Earth, a young man is recovering from a freak car accident; amnesia has robbed him of all his memory, even the fact that he is Corwin, Crown Prince of Amber, rightful heir to the throne - and he is in deadly peril ... The five books, *Nine Princes in Amber*, *The Guns of Avalon*, *Sign of the Unicorn*, *The Hand of Oberon* and *The Courts of Chaos*, together make up *The Chronicles of Amber*, Roger Zelazny's finest work of fantasy and an undisputed classic of the genre.

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.

Returning to Shadow Earth to investigate a threat against his life, Corwin discovers that the Jewel of Judgment has been stolen by his traitorous brother, Brand, who plans to use the enigmatic gem to reshape the universe. Reissue.

"The ethics in a world of blood are gray--and an underground strata of blood magicians has been engineering disasters for centuries in order to acquire enough fuel for their spells. They are not good people. Some practitioners, however, use the Words and a swipe of the blade to cast simpler spells, such as Charms and Cantrips to gas up one dollar bills so they appear to be twenty dollar bills. Lem Vonnegan and his sidekick Mags fall into this level of mage, hustlers and con men all. Lem tries to be ethical by using only his own blood, by not using Bleeders or "volunteers." But it makes life hard. Soon they might have to get honest work. When the pair encounters a girl who's been kidnapped and marked up with magic runes for a ritual spell, it's clear they're in over their heads. Turning to Lem's estranged master for help, they are told that not only is the girl's life all but forfeit, but that the world's preeminent mage, Mika Renar, has earth-shattering plans for her-- and Lem just got in the way. With the fate of the world on the line, and Lem both spooked and intrigued by the mysterious girl, the other nominates him to become the huckleberry who'll take down Renar. But even if he, Mags, and the simpletons who follow him prevail, they're dealing with the kind of power that doesn't understand defeat, or mercy."--Amazon.com

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.

?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.

?“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

All Hail King Oberon! At last, Dworkin has created the magic Pattern, and Amber has been established with its own myriad of shadow worlds. Now, King Oberon works on repairing Castle Amber after winning his epic battle with the forces of Chaos. And his world is at peace . . . until he is attacked by a nightmare creature that refuses to die, while everything in its path withers and turns to dust. Oberon leads the monster away from Amber, on through an almost infinite number of Shadows, and still the creature presses ever closer. At last, Oberon travels to the world of the Pattern itself—his source of power—to make a stand against it. His fight, from the center of the Pattern, rips the world asunder—even damaging the Pattern itself. But Oberon manages to defeat the deadly monstrosity . . . and the Pattern repairs itself. Still, much time has passed, and much damage has been done. Among other things, when Oberon returns to Amber, his father tells him that the Pattern has been magically transported to the bowels of the castle. Further examination reveals that the original Pattern remains where it was drawn, and Castle Amber now possesses its identical double. But more damage than that may have been done. In a single evening, Oberon discovers that Amber hosts another race of creatures—a whole civilization living beneath the ocean in a mirror duplicate of Amber. He learns that it, too, has had a copy of the Pattern appear in its depths, that the Queen of the undersea kingdom knows all about him and desires him to get rid of the Pattern from her realm; and that she has plans for him . . . and the powers to perhaps make her wishes real. "Fans of the late Roger Zelazny's popular AMBER series should flock to this..."—PUBLISHERS WEEKLY

Awakening in an Earth hospital unable to remember who he is or where he came from, Corwin is amazed to learn that he is one of the sons of Oberon, King of Amber, and is the rightful successor to the crown in a parallel world. Reissue.

Provides detailed information on Castle Amber

Titles include: Nine Princes in Amber; The Guns of Avalon; Sign of the Unicorn; The Hand of Oberon; The Courts of Chaos.

Debut novelist Simon Kurt Unsworth sends the detective novel to Hell. In *The Devil's Detective*, a sea change is coming to Hell . . . and a man named Thomas Fool is caught in the middle. Thomas Fool is an Information Man, an investigator tasked with cataloging and filing reports on the endless stream of violence and brutality that flows through Hell. His job holds no reward or satisfaction, because Hell has rules but no justice. Each new crime is stamped "Do Not Investigate" and dutifully filed away in the depths of the Bureaucracy. But when an important political delegation arrives and a human is found murdered in a horrific manner—extravagant even by Hell's standards—everything changes. The murders escalate, and their severity points to the kind of killer not seen for many generations. Something is challenging the rules and order of Hell, so the Bureaucracy sends Fool to identify and track down the killer. . . . But how do you investigate murder in a place where death is common currency? Or when your main suspect pool is a legion of demons? With no memory of his past and only an irresistible need for justice, Fool will piece together clues and follow a trail that leads directly into the heart of a dark and chaotic conspiracy. A revolution is brewing in Hell . . . and nothing is what it seems. *The Devil's Detective* is an audacious, highly suspenseful thriller set against a nightmarish and wildly vivid world. Simon Kurt Unsworth has created a phantasmagoric thrill ride filled with stunning set pieces and characters that spring from our deepest nightmares. It will have readers of both thrillers and horror hanging on by their fingernails until the final word. In Hell, hope is your worst enemy.

?THE SEQUEL TO CHANGELING "With Samuel R. Delany and Harlan Ellison, [Roger Zelazny was] a leading and representative figure of the American new wave sf that urged a shift of emphasis from the external world of the hard sciences to the internal worlds explorable through disciplines like psychology, sociology, linguistics, and the like." —THE SCIENCE FICTION ENCYCLOPEDIA The people had long suffered under Det Morson's power . . . lived in terror of his dragons and other minions. When, at last, the wizard Mor joined the fight, Det and his infamous Rondoval castle were destroyed. But the victory was not complete, for the conquerors found a baby amidst the rubble: Det's son, Pol. Unwilling to kill the child, Mor took him to a world where the ways of magic were considered mere legends—a world called Earth. But the laws of symmetry demanded that Mor take a baby from the other world to replace young Pol Detson, and that child would also remain ignorant of his rightful heritage. As the child—Mark Marakson, born Daniel Chain—matured, he displayed a gift for making mechanical gadgets that soon gave way to a variety of unnatural devices that frightened his neighbors . . . On Earth, Pol Detson grew to become Daniel Chain, a nightclub guitarist possessing mental energies he doesn't understand. But those mental abilities will soon determine his fate in a terrifying clash of power . . . on a world which, as yet, he knows nothing about.

Corwin, a prince who has escaped from prison, attempts to regain his right to the throne of the perfect kingdom, known as Amber

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

The War Against Evil Has Been Won! In this world the millennial battle against the forces of evil has just been won, and all the hard-working heroes are just about to start living very happily Forever After. But first, you see, there's this one little problem. To win the aforementioned War Against Evil, four mantic objects of great power had been summoned forth from dark recesses in which they had lain secreted for a thousand year—since, in fact, the last Great War Against Evil. But there was a reason these objects had been buried so long ago: if they are left in the open for any length of time the forces that emanate start to combine—and Bad Things start to happen. Dinosaurs come to battle dragons, and 747s eclipse the Moon—and that's just for starters. So it is that our heroes must leave hearth and home to go upon their four separate anti-quests to bury for another thousand years the powers that saved the world. And you can join them—Forever After.... With Robert Asprin, David Drake, Jane Lindskold & Mike Stackpole. At the publisher's request, this title is sold without DRM (Digital Rights Management).

In CHAOS AND AMBER, Dworkin and his son Oberon arrive at the Courts of Chaos to discover, and confront, their hidden enemies. But things don't go as planned. Oberon has a terrible physical reaction to being in Chaos, while assassination attempts are made on both his and Dworkin's lives—and the traitor in their family remains a hidden but quite real threat. Dworkin takes Oberon on a desperate journey, pressing deeper into Shadow than ever before. Here, Oberon discovers more of the true nature of his father...and of his real mother. But they have been followed, and a horde of hell-creatures attacks. Ultimately, Dworkin must create a new Pattern with his own blood to save himself, his family, and the future.

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

An exile from infancy, Pol Detson is unaware of his heritage and his powers until the race that has banished him to Earth returns, begging him to save their magic kingdom from Demon Technology

Manna From Heaven is once again available. The new edition includes an introduction by Stephen Brust, and six shorts set in the Amber Universe. In addition to the 16 stories that ran in the original print edition, this edition has three additional stories. "Nine Starships Waiting," "Tunnel Vision," and "The Three Descents of Jeremy Baker." A must for any science fiction, fantasy, or Zelazny fan. Stories included are: "Godson" "Manna from Heaven" "Corrida" "Prince of the Powers of this World" "The Furies" "The Deadliest Game" "Kalifriki of the Thread" "Come Back to the Killing Ground, Alice, My Love" "Lady of Steel" "Come to Me Not in Winter's White" (with Harlan Ellison) "The New Pleasure" "The House of the Hanged Man" "Epithalamium" "The Last Inn on the Road" (with Danny Plachta) "Stowaway" "Angel, Dark Angel" "Nine Starships Waiting" "Tunnel Vision" "The Three Descents of Jeremy Baker" Six From AMBER "Prologue to Trumps of Doom" "Blue Horse, Dancing Mountains" "The Salesman's Tale" "The Shrouding and the Guisel" "Coming to a Cord" "Hall of Mirrors"

THE FINAL NOVEL IN SF GRANDMASTER MICHAEL MOORCOCK'S EPIC STEAMPUNK TRILOGY - BACK IN PRINT FOR THE FIRST TIME IN OVER 10 YEARS! Bastable encounters an alternate 1941 where the Great War never happened and Great Britain and Germany became allies in a world intimidated by Japanese imperialism. In this world's Russian Empire, Bastable joins the Russian Imperial Airship Navy and is subsequently imprisoned by the rebel Dugashvii, the 'Steel Tsar', also known as Joseph Stalin.

In the nationally bestselling Roger Zelazny's THE DAWN OF AMBER, John Gregory Betancourt began the epic exploration into how the world of Amber and all of its shadow worlds came into existence. The young warrior named Oberon, who is destined to found a dynasty and rule over Amber, was rescued from attacking hell creatures by his father, Dworkin, and introduced to his brothers and sisters—and his heritage as a Prince of the Courts of Chaos. But the shadow world called Juniper, the home of Dworkin and his kin, came under deadly attack by unknown and overwhelming forces. After sending the rest of the family to distant shadow worlds for their own safety, Dworkin and Oberon, and Oberon's half-brother Aber, traveled to the center of the known universe and the lair of their enemies, the Courts of Chaos, to put an end to the undeclared blood feud. In TO RULE IN AMBER, the story picks up when Oberon takes on the reins of leadership, and he carves an empire from the new universe created by his father. Enemies new and old lie in wait, and creating a kingdom for himself and his heirs requires delicate political maneuvering, a will of iron, and the might of a born warrior. Power-mad siblings, a madman for a father, assassins, and the King of Chaos are just the beginning of his troubles. Oberon must learn to master them all, if he is To Rule in Amber. The more Oberon tries to do to clear the family name, the worse the situation becomes, until the mysteriously missing Dworkin Trumps into the scene and snatches him away. Dworkin has no intention of trying to clear his name right now, especially since he is a traitor, having stolen the magical object known as the Jewel of Judgement. This he needs to create a new, equally powerful universe from which to oppose the Courts of Chaos, the universe that will be known as Amber . . . a universe built from magic, will power, and royal blood.

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