



Old School Dungeons & Dragons™ Inspirational Reading List

2008 Edition

Edited by Kellri

Kellri23@yahoo.com
<http://kellri.blogspot.com>

While there are bookcases in the upper studio, elsewhere on the second floor, and on the first floor, the main repository of printed lore (other than that piled here and there) is my basement library which includes thousands of reference works, maps, magazines, and works of fiction.

- E. Gary Gygax

Some guidelines for future contributors:

(1) No Forgotten Realms/Dragonlance/etc. tie-ins. This is not a list of licensed gaming fiction. You'll thank me later.

(2) No campaign journals, fan-written fiction or other unpublished/amateur work. See (1).

(3) No gaming sourcebooks, modules, rulebooks or magazines (unless they contain reprinted or original fiction). For a list of old school gaming materials, surf to the Acaeum.

(4) Include in-line links to the material. In some cases these books are available online for free, if not, they are available from Amazon. Several gaming-related reader's lists are already available at Amazon, and can be a decent way to find reviews for many of these books.

c.f. <http://www.amazon.com/D-Inspirational-Educational-Reading-Appendix/lm/2K4BPOB553DZ1>

(5) A descriptive blurb would be great, or optionally a short list of keywords or tags for the DM looking for specific inspiration. Examples might include ELVES, DUNGEON, DRAGON, THIEVES, OGRES, etc.

(6) In the case of series or trilogies, please include the titles of the individual books if possible.

(7) Several of the authors listed below may need an updated or expanded listing. Feel free to make additions or suggestions. Again, not all of a particular author's work may be appropriate.

It has always been THE DRAGON's contention that role-playing gaming requires large amounts of stimulation to ensure fresh and viable campaigns. Due to the fact that virtually all of the good role-playing games require liberal interpretation, fresh ideas are paramount. We will continue to bring you quality heroic fiction.

- Excerpt from Tim Kask, "Dragon Rumbles" in Dragon Magazine #16

Alexander, Lloyd

Lloyd Chudley Alexander was the American author of more than forty books, mostly fantasy novels for children and adolescents, as well as several adult books. His most famous contribution to the field of children's literature is the fantasy series *The Chronicles of Prydain*. The first two books in this series formed the basis of the Disney animated film *The Black Cauldron*.

The Chronicles of Prydain Series

A five-volume series of children's fantasy novels. The stories detail the adventures of a young man named Taran, who is awarded the honor of Assistant Pig-Keeper but dreams of being a grand hero, and his companions Princess Eilonwy, Fflewddur Fflam the wandering bard and king, a feral yet gentle creature called Gurgi, and a dwarf named Doli. Since a recurring facet of the series is the progression from youth to maturity, particularly prominent in *Taran Wanderer*. Thematically the novels siphon from the wells of Welsh mythology, particularly that of the *Mabinogion*. Notable D&D tropes include bards, dwarves, and magic items such as swords, and an evil cauldron that spawns undead.

- The Book of Three: An assistant pig-keeper, Taran, and his companions race to defeat the war lord of Arawn.
- The Black Cauldron: Taran and the companions struggle to destroy an evil enchanted cauldron. 1966 Newberry Honor winner.
- Castle of Llyr: Eilonwy is kidnapped and Taran leads a band to rescue her.
- Taran Wanderer: Taran, with his companion Gurgi, begins a bittersweet search for his parentage. The AD&D lich is very similar to a character from Taran Wanderer, by Lloyd Alexander, a magician with an unnaturally-extended life who can only die if the item he has stored his soul in is broken (in this case, a bone from his little finger); however, the term "lich" is never used in the book. The origin of both the AD&D lich and Alexander's character is probably the Russian folkloric character "Kotshchey the Deathless", also an unnaturally long-lived magician (or demon) who was almost impossible to kill.
- The High King: Taran, with his companion Gurgi, begins a bittersweet search for his parentage. Winner of the 1969 Newberry Medal.
- The Foundling and Other Tales from Prydain: A Collection of background short stories, such as Dallben's heritage, the sword *Dyrnwyn*, and Eilonwy's mother.

Anderson, Poul

- The Broken Sword : Thor has broken the sword Tyrfinn so that it cannot strike at the roots of Yggdrasil, the tree that binds together earth, heaven and hell. But now the mighty sword is needed again to save the elves in their war against the trolls, and only Scafloc, a human child kidnapped and raised by the elves, can hope to persuade Bolverk the ice giant to make Tyrfinn whole again. But Scafloc must also confront his shadow self, Valgard the changeling who has taken his place in the world of men.
- Three Hearts and Three Lions : A 20th century version of Mark Twain's *A Connecticut Yankee in King Arthur's Court*. Holger Carlsen, wounded in Nazi-occupied Denmark, awakens to find himself in a magical land of knights, dragons, and sorcerers. This book was heavily used as an inspirational source for many elements of AD&D, including basilisks, elves, dwarves, kobolds, griffons, goblins, manticores, paladins, regenerating trolls, swanmay, werewolves, nixies, holy swords, and spells such as *fog cloud*, *geas*, *magic mouth*, *alter self* and *invisible servant*. The axis of Law/Chaos here later influenced Michael Moorcock, who in turn influenced the D&D alignment system. The dwarven ability to detect the slope of an underground passage is specifically mentioned here, which is most likely the immediate source for inclusion of that ability in D&D.
- Hrolf Kraki's Saga : Retelling of the Viking saga of legendary king Hrolf Kraki. Heroic, brutal, and fantastic portrayal of the world of the Norse bards.
- The Merman's Children : In the waning years of the Middle Ages, before Christendom had completely scoured the world of magic, both Faery and Man lived on Europe's shores. This is the story of those last days: of the halfling children of the Liri king, who were of both realms but chose the one we call the other; of how they schemed & fought for survival, hounded from the Baltic to the ice caves of Greenland to the Mediterranean coast; of how they loved & how they died.
- The Golden Slave - A thundering novel of conquest and vengeance in the barbaric days of the 1st century B.C.
- Rogue Sword - Historical novel. The hero is a roguish swordsman with a penchant for lusty adventure.

The Last Viking Series

- The Golden Horn
- The Road of the Sea Horse
- The Sign of the Raven

Operation Otherworld Series

- Operation Chaos : In a war waged against Black Magic, the fact that Steve is a werewolf and his wife is a highly skilled witch is not unusual. But their adventures prove very unusual, even for their world, when they are given the task of neutralizing an enemy's ultimate weapon--the world's most powerful demon.
- Operation Luna : Ginny Greylock and Steve Matuckek are partners on an Earth quite unlike our own. Ginny is a licensed witch and Steve is an engineer and werewolf. He works on a spacecraft out in the Arizona desert and takes part in a project that soon discovers there is life on the moon.
- Operation Otherworld - Omnibus containing "Operation Chaos" and "Operation Luna"

Arkenberg, Jerome

Jerome S. Arkenberg is an American historian. He is History Professor at McHenry County College, the contributing editor for Internet History Sourcebooks Project, and the author of entries in readers guides, dictionaries and specialist encyclopedias. He has also edited a widely accessed "*Guide to Medieval Terms*" and "*A List of Fiction For Students of History: Ancient and Medieval*." He has published one short story in the pages of Dragon Magazine.

Short Stories

- "The Gospel of Benwa", in Dragon Magazine #15

Arnold, Matthew

- Tristram and Iseult : Tristan and Isolt's conflict of love and loyalty is one of the classic tales of Western literature; in the Arthurian tradition, their tragic trajectory rivals and complements that of Lancelot and Guinevere. The basic story is one of misdirected love: Tristan, the heroic nephew of King Mark of Cornwall, is sent to Ireland to escort the Irish king's daughter, the beautiful Isolt, to Cornwall to become his uncle's bride. **This work is in the public domain and is available in html at the above link.**

Asprin, Robert Lynn & Abbey, Lynn, editors

Thieves' World was a shared fantasy anthology series. The action was set in the city of Sanctuary, located at the edge of the Rankan Empire. Only the dregs of society found their way there and it was a city beset not only by the scum of the earth, but by the warring gods, the invading Rankan gods and the Ilsigi gods they had ousted from the region. As the series continued, additional invasions occurred and the city was taken over by the snake-worshipping Beysib as the Rankan empire collapsed. Over time, a number of the characters in the series are revealed either to be the offspring of or otherwise blessed by various figures in the pantheons of the competing cultures, and discover or develop various powers as the series progresses.

- Thieves' World
- Tales From the Vulgar Unicorn
- Shadows of Sanctuary
- Storm Season
- The Face of Chaos
- Wings of Omen
- Dead of Winter
- Soul of the City
- Blood Ties
- Aftermath
- Uneasy Alliances
- Stealer's Sky
- Sanctuary - Omnibus of the first 3 Thieves' World novels
- Cross Currents - Omnibus of the 4th-6th Thieves' World novels
- The Shattered Sphere - Omnibus of the 7th-9th Thieves' World novels
- Price of Victory - Omnibus of the 10-12th Thieves' World novels

Barber, Richard

Richard Barber is a prominent British historian who has been writing and publishing in the field of medieval history and literature ever since his student days. He has specialized in the Arthurian legend.

- A Companion to World Mythology: Alphabetically lists the gods of such diverse cultures as Polynesia, Japan, and ancient Greece, with substantial accounts of their exploits.
- Arthurian Legends: An Illustrated Anthology: This anthology is a celebration of the magical and mysterious world founded on the figure of an obscure Welsh princeling, of Arthur's exploits in literature, of his far-famed knights and their ladies, of all the high trappings of romance. Here is a single volume which gives the reader an idea of the power and range of Arthurian literature from its beginnings to the present day. All the great Arthurian writers are represented, from France, Germany and England, and the text is complemented by a superb selection of full color illustrations.

Barker, M.A.R.

Muhammad Abd-al-Rahman Barker is a retired professor of Urdu and South Asian Studies who has written several fantasy novels under the pen name M.A.R. Barker. In his youth, he created the world of Tékumel, a fantasy world based on ancient India, the Middle East, the Aztecs and Maya, and other non-European sources. Tékumel has spawned four professionally-published roleplaying games over the course of the years. The first, Empire of the Petal Throne, was published by TSR in 1975. In that respect, it was the first example of a detailed campaign setting for a role-playing game.

Tékumel Series

- 1: Man of Gold : The first of Barker's Tékumel novels. Its hero is Harsan, a young priest of the god Thumis whose adventures take him deep into the Underworlds below the Empire of the Petal Throne.
- 2: Flamesong : The second Tékumel novel. Its hero is a young officer in the Legion of Red Devastation fighting for the Empire in the deserts of Milumanaya.
- 3: Lords of Tsámra : This is the third Tékumel novel, featuring Korrukka, a priest of mysterious temple of Ksarul. He is part of a political mission to the distant Tsolei Isles.
- 4: Prince of Skulls : The fourth Tékumel novel, in which Harsan and Trinesh are sent to treat with the wild Pe Choi of the Do Chakan highlands, but are soon plunged into much deeper and distant affairs.
- 5: A Death of Kings : Bringing together several of Barker's past heroes, this is the fifth Tékumel novel, and chronicles a journey along the coast of Salarvya.

Bellairs, John

An American author, best known for his well-respected fantasy novel *The Face in the Frost*, as well as his many gothic mystery novels for young adults.

- The Face in the Frost : Writing in 1973, Lin Carter described *The Face in the Frost* as one of the three best fantasy novels to appear since *The Lord of the Rings*. It centers on two accomplished wizards, Prospero ("and not the one you're thinking of") and Roger Bacon, tracking down the source of a great magical evil. Playfully written with frightening dips into necromancy, the novel includes talking mirrors, carriages made out of turnips and miniature wizards bobbing through underground rivers in miniature ships, but also disturbing imagery including magically mummified animals, melting cities, and souls trapped within their own graves. Prospero's practice of studying his book of spells the night before he might need them may have helped inspire the AD&D requirement for magic users to do the same.
- The House With a Clock In Its Walls : The book begins when the recently orphaned Lewis Barnavelt moves to the town of New Zebedee, Michigan, to live with his mysterious uncle Jonathan Barnavelt. Jonathan turns out to be a mediocre, though well-intentioned, wizard, while his next-door neighbor and good friend, Florence Zimmermann, is a far more powerful good witch. Jonathan's house was previously owned by Isaac and Selenna Iazard, a sinister couple who had dedicated their lives to evil magic, and plotted to bring about the end of the world. Before dying, Isaac constructed the titular clock which he hid somewhere inside the walls of the house, where it eternally ticks, still attempting to pull the world into the magical alignment which would permit him to destroy it. An escalating series of encounters with the sorceress' ghost builds to a final confrontation in the basement of Jonathan's house, where Lewis must summon up his courage and prevent her from finishing her husband's work and bringing on Doomsday.
- The Figure in the Shadows: Lewis Barnavelt is having problems. He's picked on by bullies and he's afraid his best friend, Rose Rita, doesn't respect him because he's not rough-and-tough. When he finds his great-grandfather's lucky coin, he starts wearing it, hoping it will bring him luck, only to discover that it's actually a powerful talisman and a sinister hooded figure is watching over him.

Bok, Hannes

Hannes Bok, pseudonym for Wayne Woodard, was an American artist and illustrator, as well as an amateur astrologer and writer of fantasy fiction and poetry. All together, he painted nearly 150 covers for various science fiction, fantasy, and detective fiction magazines, as well as contributing hundreds of black and white interior illustrations. Bok's work graced the pages of calendars and early fanzines, as well as dust jackets from specialty book publishers like Arkham House, Llewellyn, Shasta, and Fantasy Press.

As an author, Bok is best known for his novels *The Sorcerer's Ship*, originally published in the December 1942 issue of John W. Campbell's legendary fantasy magazine *Unknown*; and *The Blue Flamingo/Beyond the Golden Stair*. *The Blue Flamingo* first appeared in the January 1948 issue of *Startling Stories*. Bok later performed an extensive revision and expansion of this work, which was published posthumously as *Beyond the Golden Stair* (1970). Both novels have been repeatedly re-issued, as in the Ballantine Adult Fantasy series. Bok also was allowed to complete two novellas left unfinished by A. Merritt at the time of his death in 1943. These were published as *The Blue Pagoda* (1946) and *The Black Wheel* (1947).

- *Beyond the Golden Stair*: Hibbert, an imprisoned innocent, is caught up in the jailbreak of his cellmate Scarlatti, engineered with the assistance of another man, Burks. Forcing Hibbert to accompany them, Scarlatti and Burks make for the Florida Everglades, picking up Scarlatti's girlfriend Carlotta on the way. In the Everglades the four encounter a miraculous golden stairway extending into the sky. Ascending, they find a pool defended by a blue flamingo, which is killed by Burks. Another stairway leads them to the land of Khoire, a strange and mysterious paradise. There a man named Patur exposes the true nature of each by means of a crystal mask. He warns them that they will be transformed in accordance with those natures within a day, and must leave Khoire. Scarlatti and Carlotta's alteration is horrible, and they are consumed by a huge beast; Burks agrees to become a blue flamingo, taking the place of the guardian of the pool, in the hope of some day being readmitted to Khoire. Hibbert is little changed. Returning to the mundane world, he undertakes to find certain persons who can help him gain his own readmittance to Khoire, having fallen in love with one of its denizens, Mareth of the Watchers.
- *The Sorcerer's Ship*: An alternate universe tale in which a man from New York finds himself in an alien fantasy world and explores it aboard the titular vessel, which belongs to an odd but benevolent magician. He experiences various adventures, including battles, palace intrigue, encounters with monsters, and a dead city, gaining along the way the love of a princess. The sorcerer serves as Bok's *deus ex machina* to set everything right at the end.
- *A Hannes Bok Treasury*

Borges, Jorge Luis

Jorge Francisco Isidoro Luis Borges was an Argentine writer whose output included short stories, essays, poetry, literary criticism, and translations. He is widely regarded as one of the most important writers of the 20th century.

- *The Book of Imaginary Beings*: Written and edited by Borges in 1957 as the original Spanish *Manual de zoología fantástica*, or *Handbook of Fantastic Zoology*, expanding it in 1967 and 1969 to the final *El libro de los seres imaginarios*. The English edition, created in collaboration with translator Norman Thomas di Giovanni, contains descriptions of 120 mythical beasts from folklore and literature. In the preface, Borges states that the book is to be read "as with all miscellanies...not...straight through.... Rather we would like the reader to dip into the pages at random, just as one plays with the shifting patterns of a kaleidoscope"; and that "legends of men taking the shapes of animals" have been omitted. D&D Monsters covered here include the Alicanto, Amphisbaena, Bahamut, Banshee, Basilisk, Behemoth, Carbuncle, Catoblepas, Centaur, Djinn, Doppelganger, Dragon, Elves, Fairies, Gnomes, Golem, Griffon, Harpy, Hellhound, Hippogriff, Hsiao, Hsing-Tien, Hydra, Kraken, Lamia, Lemure, Leucrotta, Manticore, Minotaur, Morlock, Naga, Nymph, Peryton, Phoenix, Remora, Salamander, Satyr, Sea Horse, Sphinx, Sylph, Troll, and Unicorn.

Brackett, Leigh

Leigh Douglass Brackett was a writer of science fiction, mystery novels and — best known to the general public — Hollywood screenplays, most notably *The Big Sleep*, *Rio Bravo*, *The Long Goodbye* and *The Empire Strikes Back*.

- Sea-Kings of Mars and Otherworldly Stories : An anthology of Brackett's best sword-and-planet short stories that include *The Sorcerer of Rhiannon*, *The Jewel of Bas*, *Terror out of Space*, *Lorelei of the Red Mist*, *The Moon that Vanished*, *Sea-Kings of Mars*, *Queen of the Martian Catacombs*, *Enchantress of Venus*, *Black Amazon of Mars*, *The Last Days of Shandakor*, *The Tweener*, and *The Road to Sinharat*.
- The Book of Skaith : *The Book of Skaith* (1976) - Omnibus edition of the three novels in the Skaith series, *The Ginger Star*, *The Hounds of Skaith*, and *The Reavers of Skaith*.
- The Halfling and Other Stories : Anthology of short stories including *The Halfling*, *The Dancing Girl of Ganymede*, *The Citadel of Lost Ages*, *All the Colors of the Rainbow*, *The Shadows*, *Enchantress of Venus*, and *The Lake of the Gone Forever*.

Brown, Fredric

Fredric Brown was an American science fiction and mystery writer. He was one of the boldest early writers in genre fiction in his use of narrative experimentation. While never in the front rank of popularity in his lifetime, Brown has developed a considerable cult following in the almost half century since he last wrote. His works have been periodically reprinted and he has a worldwide fan base, most notably in the U.S. and Europe, and especially in France, where there have been several recent movie adaptations of his work. He also remains popular in Japan.

- Night of the Jabberwock: A bizarre and sometimes hilarious, but ultimately satisfying, narrative of an extraordinary day in the life of a small-town newspaper editor.
- The Best of Fredric Brown : Anthology

Brust, Steven

Steven Karl Zoltán Brust is an American fantasy and science fiction author of Hungarian descent. He is best known for his novels about the assassin Vlad Taltos. Most of his short stories are set in shared universes. These include Emma Bull's and Will Shetterley's *Liavek*, Robert Asprin's *Thieves' World*, Neil Gaiman's *Sandman* and Terri Windling's *Borderland Series*.

Vlad Taltos Series

Vlad Táltos is the central character of a series of novels set on the planet Dragaera. Vlad was first introduced in the 1983 novel *Jhereg* as a mobster and witch in the Dragaeran metropolis of Adrilankha. "Táltos" (pronounced "Taltosh") is a Hungarian word for a particular supernatural person or creature. Vlad is always accompanied by his familiar, Loioh, a wisecracking flying reptile called a jhereg, with whom he shares a telepathic and empathic connection.

The primary focus of the books is in action, intrigue and mystery. In the earlier books, Vlad is generally given a difficult and dangerous problem to solve, usually an assassination or a threat to his powerbase. As the series progresses, Vlad's problems become more personal and emotional. He often receives limited closure by the end of later novels.

- 1: Jhereg: Vlad Taltos, a mobster and assassin in the magical metropolis of Adrilankha, is given the largest contract of his career, but the job is even more complicated than he expects.
- 2: Yendi: Six months after he took control of his own territory in the criminal Organization, Vlad engages in his first turf war with a rival boss.
- 3: Teckla: Soon after the events of *Jhereg*, Vlad becomes embroiled in a struggle between the House of the Jhereg and a group of revolutionaries that his wife has joined.
- 4: Taltos: Set in the earliest days of Vlad's career in the Organization, Vlad receives a job from the Dragonlord Morrolan. A second timeline chronicles the details of Vlad's development through childhood and into his early career in the Organization.
- 5: Phoenix: Vlad receives an assassination job from his patron goddess, which aggravates the ongoing conflict between his wife's revolutionary group and the Dragaeran Empire.
- 6: Athyra: Vlad wanders into the village of Smallcliff and involves a local Teckla boy in his investigation of a recent murder.
- 7: Orca: Vlad and his friend Kiera the Thief investigate a financial cover-up following the mysterious death of an Orca tycoon.
- 8: Dragon: Vlad joins Morrolan's army and fights in a war against a rival Dragonlord.
- 9: Issola: Vlad teams up with Teldra to rescue his friends Morrolan and Alera from the clutches of the Jenoine.
- 10: Dzur: While eating at Valabar's, Vlad is indirectly asked to help his ex-wife, Cawti, resolve a problem in South Andrilankha, the Easterners' Quarter. While investigating, Vlad determines that it is actually the Left Hand of the Jhereg, the sorceresses, who are actually trying to muscle in on the territory.
- 11: Jhegaala: Vlad journeys east to his ancestral homeland, and find things there are not as he expects them.

Buehr, Walter

Walter Buehr was born in Chicago on May 14, 1897. He served in the first camouflage section of the U.S. Army Engineers during WWI. Buehr had varied talents and interests. He designed furniture, was interested in ceramics, like to tinker with high fidelity systems, and loved sailing. He wrote and published over fifty-six books, including four for adults, which reflected his wide variety of interests, including sailing and the sea, medieval history, exploration, transportation, electricity, and more. His history books dealt with romantic tales of medieval knights, Vikings, and explorers.

- [Knights, Castles and Feudal Life:](#)
- [The Viking Explorers:](#)
- [The Crusaders:](#)
- [The Story of Locks:](#) A fascinating look at the history of locks. Of particular interest to both Dungeon Masters and those who would play thieves.

Bullfinch, Thomas

Thomas Bullfinch was an American writer, born in Newton, Massachusetts. Bullfinch belonged to a well educated Bostonian merchant family of modest means. His father was Charles Bullfinch, the architect of the Massachusetts State House in Boston and parts of the U.S. Capitol in Washington, D.C. Bullfinch supported himself through his position at the Merchants' Bank of Boston. He is best known as the author of *Bullfinch's Mythology*, an 1881 compilation of his previous works.

- [Bullfinch's Mythology: the Age of Fable or Beauties of Mythology \(1913\)](#) **This work is in the public domain and is available in html at the above link.**
 - [Volumes I & II: Stories of Gods & Heroes:](#) Anthology of retold myths of Greek gods, demigods and heroes.
 - [Volume III: The Age of Chivalry:](#) Anthology includes *King Arthur & his Knights*, the *Mabinogion*, and *Hero Myths of the British Race*
 - [Volume IV: Legend of Charlemagne:](#) Anthology of stories concerning the great French king Charlemagne.

Burroughs, Edgar Rice

Edgar Rice Burroughs was an American author, best known for his creation of the jungle hero Tarzan and the heroic John Carter, although he produced works in many genres.

Barsoom Series

Barsoom is a fictional version of the planet Mars invented by author Edgar Rice Burroughs for a series of action adventure stories. In 1911, Burroughs began his writing career with *A Princess of Mars*, a rousing tale of pulp adventure set on the planet featuring the hero, John Carter. Several sequels followed, filling out his vision of Barsoom and developing it in more detail. *A Princess of Mars* was possibly the first fiction of the 20th century to feature a constructed language; although Barsoomian was not particularly developed, it did add verisimilitude to the narrative.

- [A Princess of Mars](#): Full of swordplay and daring feats, the story is considered a classic example of 20th century pulp fiction. John Carter, an American Civil War veteran, goes prospecting in Arizona and, when set upon by Indians, is mysteriously transported to Mars, called "Barsoom" by its inhabitants. Carter finds that he has great strength on this planet, due to its lesser gravity. Carter soon falls in among the Tharks, a nomadic tribe of the planet's warlike, four-armed, green inhabitants. Thanks to his strength and combat abilities he rises in position in the tribe and earns the respect eventually the friendship of Tars Tarkas one of the Thark chiefs. The Tharks subsequently capture Dejah Thoris, Princess of Helium, a member of the humanoid red Martian race. The red Martians inhabit a loose network of city states and control the desert planet's canals, along which its agriculture is concentrated. Carter rescues her from the green men to return her to her people. This book and its series are noted as early inspiration by many later science fiction authors and scientists, including Robert A. Heinlein, Ray Bradbury, and Carl Sagan. Burroughs' *Barsoom* novels have been cited as a model for H. P. Lovecraft's *The Dream-Quest of Unknown Kadath*. **This work is in the public domain and is available in html at the above link.**
- [Gods of Mars](#): The second book in the series, *Gods of Mars* sends John Carter on another quest to save his beloved Dejah Thoris, even as he discovers two races of supposedly extinct martians and brings down a worldwide religion. **This work is in the public domain and is available in html at the above link.**
- [Warlord of Mars](#): John Carter races to save his wife, the princess Dejah Thoris, who is imprisoned in the Temple of the Sun by the vile pretender goddess Issus. His antagonists manage to stay ahead of him and flee to the north, taking the imprisoned woman along. No ordeal can detain John Carter from his quest to be reunited with his wife. He follows them untiring into the undiscovered north polar regions where he discovers more fantastic creatures and ancient mysterious Martian races. **This work is in the public domain and is available in html at the above link.**
- [Thuvia, Maid of Mars](#): In this novel the focus shifts from John Carter, Warlord of Mars, and Dejah Thoris of Helium, protagonists of the first three books in the series, to their son, Carthoris, prince of Helium, and Thuvia, princess of Ptarth. As Thuvia suffers the common Burroughsian heroine's fate of being kidnapped and in need of rescue, Carthoris' goal is abetted by circumstances. The rescue takes our hero and his love to ancient Lothar, home of an ancient fair human race gifted with the ability to create lifelike phantasms from pure thought. The kidnapping of Thuvia is done in such a way that Carthoris is blamed. This ignites a war between the red nations of Barsoom. Will Carthoris be back in time with Thuvia to stop the war from breaking loose? Will Carthoris' love ever be answered by the promised Thuvia? **This work is in the public domain and is available in html at the above link.**
- [The Chessmen of Mars](#): In this novel Burroughs continues to focus on the younger members of the family established by John Carter and Dejah Thoris, protagonists of the first three books in the series. The heroine this time is their daughter Tara, princess of Helium, whose hand is sought by the gallant Gahan, Jed of Gathol. Both Helium and Gathol are prominent Barsoomian city states. Meeting Gahan in Helium, Tara is initially unimpressed by him, viewing him as something of a popinjay, and not much of a man, either. When she takes her flier into a storm, she loses control and the storm takes her far away, leaving her stranded. Fleeing from a pack of ferocious Banths, she gets herself

captured by the horrific Kaldanes, an intelligent non-human race resembling grotesque heads perched atop tiny crustacean bodies who favor mental prowess over, in their eyes, useless emotions. Gahan, having lost his heart to the Princess of Helium, sets out to search for her, only to get caught by the same storm. Through sheer coincidence he manages to reach Bantoom, the realm of the Kaldanes. He manages to rescue Tara and together with the disaffected Ghek, they flee in Tara's crippled flier. They manage to reach the isolated city of Manator. Craving food and water, Turan ventures into the city only to find himself tricked and entrapped. Soon after, Tara and Ghek are captured as well. Manator subjects captives to fight to the death in the arena in a modified version of Jetan, a popular Barsoomian board game resembling Chess; the living version uses people as the game pieces on a life-sized board, with each taking of a piece being a duel to the death. Throughout the novel, Gahan is forced to prove himself in the approved heroic manner of all Burroughsian protagonists in his effort to win Tara's heart. As always, the heroine must be rescued from numerous perils and sticky situations.

Burroughs worked out the rules for Jetan, publishing them as an appendix to the book. The concept inspired imitation by authors of later planetary romances influenced by Burroughs, each of whom felt compelled to invent their own extraterrestrial version of chess to be fought with human beings. Instances of such homage include Lin Carter's game of Darza, appearing in *Renegade of Callisto*, the eighth volume in his *Callisto* series, Kenneth Bulmer's game of Jikaida, appearing in *A Life for Kregen*, the 19th volume in his *Dray Prescott* series, and John Norman's game of Kaissa, mentioned many times in his *Gor* series, although never fully described. **This work is in the public domain and is available in html at the above link.**

- The Master Mind of Mars: In this novel Burroughs shifts the focus of the series for the second time, the first having been from early protagonists John Carter and Dejah Thoris to their children after the third book. Now he moves to a completely unrelated hero, Ulysses Paxton, an Earthman like Carter who like him is sent to Mars by astral projection. On Mars, Paxton is taken in by elderly mad scientist Ras Thavas, the "Master Mind" of the title, who has perfected techniques of transplanting brains. **This work is in the public domain and is available in html at the above link.**
- A Fighting Man of Mars: The story is purportedly relayed back to earth via the Gridley Wave, a sort of super radio frequency previously introduced in Burrough's *Pellucidar* novels, which thus provides a link between the two series. The story-teller is Ulysses Paxton, protagonist of the previous novel, but this story is not about him; rather, it is the tale of Tan Hadron of Hastor, a lowly, poor padwar (a low-ranking officer) who is in love with the beautiful, haughty Sanoma Tora, daughter of Tor Hatan, a minor but rich noble. As he is only a padwar, Sanoma spurns him. Then Sanoma Tora is kidnapped, and the novel moves into high gear. As Tan Hadron crosses Barsoom searching for Sanoma Tora, he encounters some of Burroughs's most ferocious beasts—huge, many-armed, flesh-eating white apes, gigantic spiders, and the insane cannibals of U-Gor. He also meets the mad scientist Phor Tak, who is crazed with the desire for revenge. The initial simplicity of Burroughs' well-worn pursuit plot is elaborated by Hadron's rescue of an escaped slave, Tavia, from a band of six-limbed green Tharks, en route to the city of Jahar where Hadron believes Sanoma Tora has been taken. **This work is in the public domain and is available in html at the above link.**
- Swords of Mars: *Swords of Mars* begins as a cloak and dagger thriller and ends as an interplanetary odyssey. In this novel John Carter, transplanted Earthman, returns to his status of protagonist and first-person narrator for the first time since the third Martian novel, *The Warlord of Mars*. For the first time the action of the series goes off-planet, as Ur Jan and Gar Nal flee with Dejah to the Martian moon Thuria in one of the spacecraft, pursued by Carter and his allies Jat Or and Zanda in the other. **This work is in the public domain and is available in html at the above link.**
- Synthetic Men of Mars: *Synthetic Men of Mars* is the ninth of the Barsoom series. It was first published in the newspaper *Argosy Weekly* in six parts in early 1939. One notable aspect of the novel is that it explores potential dangers of cloning and genetic engineering years before these themes became commonplace in science fiction. **This work is in the public domain and is available in html at the above link.**
- Llana of Gathol: It consists of four stories that were originally published in *Amazing Stories* in 1941: "The Ancient Dead" (originally "The City of Mummies"), "The Black Pirates of Barsoom", "Escape on Mars" and "Invisible Men of Mars." The first collected edition of *Llana of Gathol* was published in 1948.

It is the penultimate book in the *Barsoom* series and the last to be published during Burroughs's lifetime.

The stories in this collection revolve around John Carter's granddaughter Llana of Gathol, who plays the "damsel in distress" role played by Dejah Thoris and Thuvia in earlier entries of the *Barsoom* series. The stories have a somewhat more humorous tone than earlier entries of the *Barsoom* series, and this book is considered to be an example of Edgar Rice Burroughs engaging in self-parody late in his career. **This work is in the public domain and is available in html at the above link.**

- [John Carter of Mars](#): The eleventh and final book is not actually a novel but rather a collection of two *John Carter of Mars* stories. The first, "*John Carter and the Giant of Mars*," is a juvenile story written by Burroughs in collaboration with his son John "Jack" Coleman Burroughs for a Whitman Big Little Book illustrated by Jack Burroughs that was published in 1940 and then republished in *Amazing Stories* the next year. The second story, "*Skeleton Men of Jupiter*," was first published in *Amazing Stories* in 1943. The story was never completed, and several other writers wrote pastiche endings for the story. This story is notable for the way that it appears to begin a completely new series that Burroughs abandoned. **This work is in the public domain and is available in html at the above link.**

Pellucidar Series

Pellucidar is a fictional Hollow Earth milieu. In a notable crossover event between Burroughs' series, there is a Tarzan story in which the Ape Man finds his way into Pellucidar. The stories initially involve the adventures of mining heir David Innes and his inventor friend Abner Perry after they use an "iron mole" to burrow 500 miles into the earth's crust. Later protagonists include indigenous cave man Tanar and additional visitors from the surface world, notably Tarzan, Jason Gridley, Frederick Wilhelm Eric von Mendeldorf und von Horst and (in a non-Burroughs sequel authorized by his estate) Christopher West. Pellucidar is populated by primitive people and prehistoric creatures, notably dinosaurs. The region in which Innes and Perry initially find themselves is ruled by the cities of the Mahars, intelligent flying reptiles resembling pterosaurs with dangerous psychic powers, who keep the local Stone Age human beings in subjugation. Innes and Perry eventually unite the tribes to overthrow the Mahars' domain and establish a human "Empire of Pellucidar" in its place.

- [At the Earth's Core](#)
- [Pellucidar](#)
- [Tanar of Pellucidar](#)
- [Tarzan at the Earth's Core](#)
- [Back to the Stone Age](#)
- [Land of Terror](#)
- [Savage Pellucidar](#)

Venus Series

A science fiction series consisting of four novels and one novelette. Most of the stories were first serialized in *Argosy*, an American pulp magazine. It is sometimes known as the Carson Napier of Venus Series, after their fictional main character, Carson Napier. The novels, part of the Sword and Planet subgenre of science fiction, follow earthman Napier's fantastic adventures after he crash-lands on Venus, called Amtor by its human-like inhabitants. Amtor is a verdant world shielded from the heat of the sun by a (nearly) perpetual cloud cover. The portion depicted, largely confined to the southern hemisphere's temperate zone (or Trabol, as it is known to its inhabitants), is primarily oceanic, but includes two continents and a number of large islands. Amtorian vegetation, particularly on Vepaja, tends to be gigantic. Vepaja is notable for the enormous forests. Most of the events of the series take place on the island of Vepaja, the kingdom of Korva on the island of Anlap, and the city-states of Havatoo and Kormor on the tropical continent north of Vepaja. As is common in Burroughs' works, the hero is bold and daring, and quickly wins the heart of the Vepajan princess (or *janjong*) Duare, though class prejudices long inhibit her from expressing her love. Napier meets many varied peoples, including the Vepajans, refugees from an overthrown empire; the Thorists, thinly disguised communists who ran the Vepajans out of what is now the Thoran empire; pirates;

the super-scientific eugenicists of Havatoo; the zombies of Kormor; the fascistic Zanis of Korva; and the hideous Cloud People.

In the course of his adventures within the series, Carson Napier becomes a pirate (twice), escapes from the dread Room of the Seven Doors, and is finally made a prince, or *tanjong*, of Korva after the overthrow of the Zanis. Napier also rescues princesses from incomparable dangers innumerable times.

- Pirates of Venus: **This work is in the public domain and is available in html at the above link.**
- Lost on Venus: **This work is in the public domain and is available in html at the above link.**
- Carson of Venus: The novel, which was written close to the outbreak of World War II, satirizes Nazi Germany by including a fascist political faction called the "Zani." **This work is in the public domain and is available in html at the above link.**
- Escape on Venus: Consists of four interconnected stories published in *Fantasic Adventures* between 1941 and 1942: "*Slaves of the Fishmen*," "*Goddess of Fire*," "*The Living Dead*," and "*War on Venus*." **This work is in the public domain and is available in html at the above link.**
- The Wizard of Venus: The book consists of two stories written during the early 1940s that were discovered after Burroughs's death: "*Wizard of Venus*" and an unrelated pirate adventure story entitled "*Pirate Blood*."

Carter, Lin

Linwood Vrooman Carter was an American author of science fiction and fantasy, as well as an editor and critic. He usually wrote as Lin Carter; known pseudonyms include H. P. Lowcraft (for an H. P. Lovecraft parody) and Grail Undwin. As a fiction writer most of Carter's work was derivative in the sense that it was consciously imitative of the themes, subjects and styles of other authors he admired. He was quite explicit in regard to his models, usually identifying them in the introductions or afterwords of his novels, and introductory notes to self-anthologized or collected short stories. His best-known works are his sword and planet and sword and sorcery novels in the tradition of Edgar Rice Burroughs and Robert E. Howard. His first published book, *The Wizard of Lemuria*, first of the "*Thongor the Barbarian*" series, combines both influences. His other major series, the "*Callisto*" and "*Zanthodon*" books, are direct tributes to Burroughs' *Barsoom* series and *Pellucidar* novels, respectively. Other works pay homage to the styles of contemporary pulp magazine authors or their precursors. Some of these, together with Carter's models, include his "Simrana" stories (influenced by Lord Dunsany), his horror stories (set in the "Cthulhu mythos" of H. P. Lovecraft), his "Green Star" novels (uniting influences from Clark Ashton Smith and Edgar Rice Burroughs), his "Mysteries of Mars" series (patterned on the works of Leigh Brackett), and his "Prince Zarkon" books (based on the "*Doc Savage*" series of Kenneth Robeson). Later in his career Carter assimilated influences from mythology and fairy tales, and even branched out briefly into pornographic fantasy.

As an editor for Ballantine Books from 1969-1974, Carter brought several obscure yet important books of fantasy back into print under the "Adult Fantasy" line. Authors whose works he revived included Dunsany, Morris, Smith, James Branch Cabell, Hope Mirrlees, and Evangeline Walton. He also helped new authors break into the field, such as Katherine Kurtz and Joy Chant.

Carter was a fantasy anthologist of note, editing a number of new anthologies of classic and contemporary fantasy for Ballantine and other publishers. He also edited several anthology series, including the *Flashing Swords!* series from 1973-1981, the first six volumes of *The Year's Best Fantasy Stories* for DAW Books from 1975-1980, and an anthology format revival of the classic fantasy magazine *Weird Tales* from 1981-1983.

- Kellory the Warlock : Kellory is the last of the Black Wolves, sole descendant of the Lost Kings of Illyriod. His fighting arm maimed, his homeland stolen, his tribe slaughtered by the merciless Thungoda Horde, Kellory lives for one thing: revenge. Good fictional example of AD&D's Fighter/Magic User
- The Xothic Legend Cycle: The Complete Mythos Fiction of Lin Carter : A collection of horror short stories, edited by Robert M. Price. It was first published as a trade paperback by Chaosium in 1997 as book 13 of the publisher's "Cthulhu Cycle" series. The book collects thirteen stories by Carter, two of them collaborative, his sonnet cycle "*Dreams from R'lyeh*" and an additional story by Price, all set in H. P. Lovecraft's Cthulhu Mythos, together with an introduction by Price.
- Beyond the Gates of Dream : The book collects seven stories by Carter, two of them collaborative, together with an introduction and afterward.
- Lost Worlds : A collection of short stories first published in paperback by DAW Books in 1980. The book collects eight stories by Carter, including two collaborative stories with Clark Ashton Smith and another with Robert E. Howard, on the subject of such "lost worlds" as Atlantis, Mu, Valusia, and other "sunken continents beyond memory," together with an introduction and afterward by the author.

Zarkon, Lord of the Unknown Series

- 1: The Nemesis of Evil
- 2: Invisible Death
- 3: The Volcano Ogre
- 4: The Earth-Shaker
- 5: Horror Wears Blue

Gondwane Series

- 1: [The Warrior of World's End](#)
- 2: [The Enchantress of World's End](#)
- 3: [The Immortal of World's End](#)
- 4: [The Barbarian of World's End](#)
- 5: [The Pirate of World's End](#)
- 6: Giant of World's End

Green Star Series

An anonymous, rich, crippled American gets books from the Tibetan monastery at Qanguptoy, from which he learns the art of soul projection. Longing for an adventure, and restricted by his earthly body, he looks at the sky one night and sees a green star (referred later as The Green Star) and projects his soul to a cloud-covered planet revolving around it. The texts of the five volumes of the series are ostensibly transcripts of first-person narratives by the anonymous author recounting his adventures: the first after he took the (preserved) body of Chong The Mighty, and returned to earth after Chong was killed by a brigand; the rest, in his second incarnation as Karn The Hunter (where the author had taken over Karn's just-dead body). Through a bequest, these come into the hands of Lin Carter, who "edits" them for publication.

- 1: [Under the Green Star](#)
- 2: [When the Green Star Calls](#)
- 3: [By the Light of the Green Star](#)
- 4: [As the Green Star Rises](#)
- 5: [In the Green Star's Glow](#)

Thongor Series

The Thongor series is Carter's premier creation in the Sword and Sorcery genre, representing a tribute to both the *Conan* series of Robert E. Howard and the *Barsoom* novels of Edgar Rice Burroughs. The Thongor series relates the struggle of the titular hero to unite the humans of Lemuria into a single empire and complete the overthrow of the "dragon kings." The series marked an important milestone in reestablishing the Sword and Sorcery genre in the 1960s. While a number of authors had attempted to imitate the success of Robert E. Howard's Conan stories, which initiated the genre in the 1930s, their efforts remained interesting experiments, of which only Fritz Leiber's *Fafhrd and the Gray Mouser* series had really caught on. Aside from Leiber's work, Carter's was the first successful ongoing series, paving the way for an explosion of similar (and mostly lesser) works by other hands. It even inspired such spinoffs as a comic book series and even a rock group. After Carter was recruited by L. Sprague de Camp to assist in continuing Howard's original Conan series, however, his interest in Thongor gradually waned. Ultimately the saga remained unfinished, and was already out of print well before the author's death. There has been no revival of interest in it to date.

- [Thongor and The Wizard of Lemuria](#)
- [Thongor and the Dragon City](#)
- [Thongor Against the Gods](#)
- [Thongor In the City of Magicians](#)
- [Thongor at the End of Time](#)
- [Thongor Fights the Pirates of Tarakus](#)

Zanthodon Series

- [Journey to the Underground World](#)
- [Zanthodon](#)
- [Hurok of the Stone Age](#)
- [Darya of the Bronze Age](#)
- [Eric of Zanthodon](#)

Flashing Swords! Anthologies, editor

A series of fantasy anthologies published by Dell Books from 1973 to 1981 under the editorship of Lin Carter, it showcased the heroic fantasy work of the members of the Swordsmen and Sorcerers' Guild of America (SAGA), a somewhat informal literary group active from the 1960s to the 1980s, of which Carter was the guiding force. Most of the important sword and sorcery writers at the time of the group's founding were members; later, membership was extended to other fantasy authors. The *Flashing Swords!* series provides a cross-section of the heroic fantasy of the period. Carter and SAGA also sponsored The Gandalf Award from 1974-1981. With the collapse of Carter's health in the 1980s the anthology series, the Gandalf award, and SAGA itself all went into abeyance.

- [Flashing Swords! #1](#) : *The Sadness of the Executioner* - a Fafhrd and the Gray Mouser story by Fritz Leiber; *Morreion* - a Tale of the Dying Earth by Jack Vance; *The Merman's Children* - Viking fantasy by Poul Anderson; and *The Higher Heresies of Oolimar* - Almaric the Mangod by Lin Carter.
- [Flashing Swords! #2](#) : *The Rug and the Bull* - a Pusadian Tale by L. Sprague de Camp; *The Jade Man's Eyes* - Elric of Melnibone by Michael Moorcock; *The Toads of Grimmerdale* - a Witch World Tale by Andre Norton; and *Ghoul's Garden* - Brak the Barbarian by John Jakes.
- [Flashing Swords! #3: Warriors and Wizards](#) : *Two Yards of Dragon* - Eudoric of Treveria by L. Sprague de Camp; *The Frost Monstreme* - Fafhrd and the Gray Mouser by Fritz Leiber; *Spider Silk* - a Witch World Tale by Andre Norton; *The Curious Custom of the Turjan Seraad* - Almalric the Mangod by Lin Carter; and *Caravan to Illiel* - The Sage of Corydon by Avram Davidson.
- [Flashing Swords! #4: Barbarians and Black Magicians](#) : *The Bagful of Dreams* - Cudgel the Clever by Jack Vance; *The Tupilak* - The Merfolk by Poul Anderson; *Storm in a Bottle* - Brak the Barbarian by John Jakes; *Swords Against the Marluk* - Deryni by Katherine Kurtz; and *The Lands Beyond the World* - Elric of Melnibone by Michael Moorcock.
- [Flashing Swords! #5: Demons and Daggers](#) : *Tower of Ice* by Roger Zelazny; *A Thief of Korianth* by C. J. Cherryh; *Parting Gifts* by Diane Duane; *A Dealing with Demons* by Craig Shaw Gardner; and *The Dry Season* by Tanith Lee.

Cook, Glen

Glen Cook is a contemporary American science fiction and fantasy author, best known for his fantasy series, *The Black Company*.

The Black Company Series

A gritty, epic fantasy series that follows an elite mercenary unit through several decades of their history. The series, currently 10 novels long, has become something of a cult classic, especially among current and former members of the military. When asked about the series' popularity among soldiers, Cook replied: "The characters act like the guys actually behave. It doesn't glorify war; it's just people getting on with the job. The characters are real soldiers. They're not soldiers as imagined by people who've never been in the service. That's why service guys like it."

In 2004, Green Ronin Games published a role-playing game designed to simulate the epic battles of *The Black Company*, the style of writing, and the harsh rules of mortality. *The Black Company Campaign Setting* also features full stats for all of the important *Black Company* characters (including the Taken), various creatures native to the world of the *Black Company*, and suggestions for game styles. Glen Cook says Green Ronin "did their homework" and has faithfully assembled a comprehensive guide to the world of the *Company*.

- *The Black Company* : Some feel the Lady, newly risen from centuries in thrall, stands between humankind and evil. Some feel she is evil itself. The hardbitten men of the *Black Company* take their pay and do what they must, burying their doubts with their dead. Until the prophecy: The White Rose has been reborn, somewhere, to embody good once more. There must be a way for the *Black Company* to find her.
- *Shadows Linger* : Mercenary soldiers in the service of the Lady, the *Black Company* stands against the Rebels of the White Rose. They are tough men, proud of honoring their contracts. The Lady is evil, but so, too, are those who falsely profess to follow the White Rose, reincarnation of a centuries-dead heroine. Yet now some of the *Company* have discovered that the mute girl they rescued and sheltered is truly the White Rose reborn. Now there may be a path to the light, even for such as they. If they can survive it.
- *The White Rose* : She is the last hope of good in the war against the evil sorceress known as the Lady. From a secret base on the Plains of Fear, where even the Lady hesitates to go, the *Black Company*, once in service to the Lady, now fights to bring victory to the White Rose. But now an even greater evil threatens the world. All the great battles that have gone before will seem as skirmishes when the Dominator rises from the grave.
- *Shadow Games* : After the devastating battle at the Tower of Charm, Croaker leads the greatly diminished *Black Company* south, in search of the Lost Annals. The Annals will be returned to Khatovar, eight thousand miles away, a city that may exist only in legend...the origin of the first Free Companies.
- *Dreams of Steel* : Croaker has fallen and, following the *Company's* disastrous defeat at Dejugore, Lady is one of the few survivors -- determined to avenge the *Company* and herself against the Shadowmasters, no matter what the cost.
- *Bleak Seasons* : The saga of the siege of Stormgard, the chronicle of a desperate conflict between dark sorcery and bare human courage, seen through the eyes of a war-weary, battle-scarred veteran.
- *She Is The Darkness* : At the heart of the plain stands a vast grey stronghold, unknown, older than any written memory. One ancient tower has collapsed across the fissure in the plain. From the fastness comes a great, deep, slow beat like that of a slumbering world-heart, cracking the olden silence.
- *Water Sleeps* : Regrouping in Taglios, the surviving members of the *Black Company* are determined to free their fellow warriors held in stasis beneath the glittering plain. Journeying there under terrible conditions, they arrive just in time for a magical conflagration in which the bones of the world will be

revealed, the history of the Company unveiled, and new worlds gained and lost , all at a terrible price.

- Soldiers Live : As *Soldiers Live* opens, no Black Company member has died in battle for four years. Croaker figures it can't last. He's right. For, of course, many of the Company's old adversaries are still around. Narayan Singh and his adopted daughter -- actually the offspring of Croaker and Lady -- hope to bring about the apocalyptic Year of the Skulls. Other old enemies like Longshadow and Howler are also ready to do the Company harm. And much of the Company is still recovering from the fifteen years many of them spent in a stasis field.
- The Silver Spike : The Silver Spike is embedded in the trunk of the scion of the godtree, it contains the essence of the maddest of the Ten Who Were Taken...The Dominator. Defeated by the Lady and cast from this world, all that was left of him was a foul trace of lingering evil. But the graveyard that was once the Barrowland contains more secrets than dead. All who would possess the power of the Dominator are drawn to the spike. A foolhardy band of thieves is the first to reach it, and a rapacious and malign spirit is unleashed on an unwary world.

Coolidge, Olivia

Olivia Coolidge was an English children's author. She received her education at Somerville College, Oxford University, where her main subjects included Latin, Greek, and philosophy. These studies helped her earn her place in the pantheon on children's literature through her mythological retellings demonstrating careful research and the adroit capacity to bring the past to life.

- Greek Myths: This novel is an excellent introductory book for young readers and a great refresher for long time mythology lovers. Coolidge structures the book so that beginners can learn in an easy to understand context. The book is divided into major sections like Stories of the Gods, Love of the Gods, Rivalry of the Gods, etc. The format is character driven, readers can look up a name, find the subtitle with that name, and enjoy the wonderful mythical stories. For mythology lovers it provides for a easy to use reference guide as most of the sections can be read in minutes.
- The Trojan War: This book is an excellent introduction to Homer and the Trojan War stories. It includes all of the key tales from the Trojan War epic cycle, including the judgment of Paris, the death of Achilles, the stories of Ajax and Philoctetes, the death of Paris, the fall of Troy, the death of Agamemnon, and the homecoming of Odysseus. Perhaps the most heart-wrenching tale in the collection is the fate of the Trojan women. This story poignantly outlines the horror and anguish that afflict the innocent and unwilling participants of any war.
- Legends of the North :
- Egyptian Adventures : This is a remarkable collection of short stories -- vivid, haunting, detailed, based on life in Egypt more than 3000 years ago, during what we now call the New Kingdom, a period which lasted from about 1600 to 1100 B.C. It was a time when Egyptian life was at its most colorful and varied, when Egypt virtually dominated the entire Mediterranean Sea, and its Pharaohs and merchants had acquired unbelievable wealth and power, while the masses of poor people and slaves conquered from other lands had nothing whatever to call their own.

All of these stories seem to have been told by someone who was alive at the time, so sharp are the impressions and so vivid the descriptions down to the smallest details of clothing, cooking, or the furnishings of a house. But more than just accurate recording, these stories reflect the spirit of the times, a peculiar restlessness, the sinister superstitions in the practice of magic, and occasionally the cruelty of those who for too long had enjoyed being masters. **This work is in the public domain and is available in html at the above link.**

Coyne, John

John Coyne is an American writer. He is the author of more than twenty nonfiction and fiction books, including a number of horror novels, while his short stories have been collected in "best of" anthologies such as *Modern Masters of Horror* and *The Year's Best Fantasy and Horror*. A former Peace Corps Volunteer and a life-long lover of golf, Coyne has edited and written a number of books dealing with both subjects, the most recent of which is his novel *The Caddie Who Knew Ben Hogan*.

- Hobgoblin : Hobgoblin is a fantasy roleplaying game based on ancient Irish mythology. Scott Gardiner is a lonely prep school student who escapes reality every now and then, playing under the guise of his character Brian Boru. The line between reality and fantasy begin to blur as events and creatures from the game begin showing up in the real world.

D'Aulaire, Ingri and Edgar Parin

Ingri and Edgar Parin d'Aulaire were two of the best known writers and illustrators of children's books in the 20th century. Using their research and travel experiences as inspiration, the husband and wife team produced 27 picture books for children. They received various awards for their work. Edgar illustrated Nora Burglon's book, *Children of the Soil: A Story of Scandinavia* which in 1932 won the Newbery Medal.

- Book of Norse Myths: The Norse myths are some of the greatest stories of all time. Weird monsters, thoroughly human gods, elves and sprites and gnomes, with grim giants nursing ancient grudges lurking behind—the mysterious and entrancing world of Norse myth comes alive in these pages thanks to the spellbinding storytelling and spectacular pictures of the incomparable d'Aulaire. In this classic book, the art of the Caldecott Award—winning authors of d'Aulaires' *Book of Greek Myths*, a longtime favorite of children and parent, reaches one of its pinnacles.
- Book of Greek Myths: No education is complete without a large slice of Greek mythology. And there's no better way of meeting that literary quota than with the D'Aulaires' book. All the great gods and goddesses of ancient Greece are depicted in this big, beautiful classic, lovingly illustrated and skillfully told. Young readers will be dazzled by mighty Zeus, lord of the universe; stirred by elegant Athena, goddess of wisdom; intimidated by powerful Hera, queen of Olympus; and chilled by moody Poseidon, ruler of the sea. These often impetuous immortals flounce and frolic, get indiscreet, and get even. From petty squabbles to heroic deeds, their actions cover the range of godly--and mortal--personalities.

Davidson, Avram

Avram Davidson was an American Jewish writer of fantasy fiction, science fiction, and crime fiction, as well as the author of many stories that do not fit into a genre niche. He won a Hugo Award and three World Fantasy Awards in the science fiction and fantasy genre, a World Fantasy Life Achievement award, and a Queen's Award and an Edgar Award in the mystery genre. Davidson edited *The Magazine of Fantasy and Science Fiction* from 1962 to 1964. *The Encyclopedia of Science Fiction* says "he is perhaps sf's most explicitly literary author".

- Ursus of Ultima Thule : Swarthy, hairy, ostracized by others of his tribe, the boy Arnten flees their abuse and goes in search of the Bear, his father, in the wilds of Ultima Thule. Witchery leads him to the Bear, and witchery leads the evil one called the Wolf to catch them both. And witchery helps Arnten to escape, alone again, with his father's Bearskin and the horn All-Caller and his destiny: a path fraught with peril he must overcome to save himself, his companions, his woman, and his world. Rich with weird beauty, mystery, and magic, this is one of Avram's finest fantasies.
- Or All the Seas With Oysters: Struck by the fact that there are never enough pins and always too many coat-hangers, a bicycle shop owner begins to speculate on the possible parallels between nature and man-made objects.

Peregrine Series

- Peregrine Primus: Peregrine was the illegitimate son of the king of Sapodilla, which, as every schoolboy knows, was the last pagan kingdom in the world to resist Christianity. Cast out of Sapodilla as required by law when he reached his majority, Peregrine sallied forth into the Dark Ages with his page Dafty and the rather time-worn sorcerer Appledore to find his fortune. What he found instead was: dragons, whores, Huns, Roman legions, emperors, and a delightful collection of mysteries and adventures
- Peregrine Secundus: Peregrine, bastard son of King Paladrine, thought he had trouble when he was transformed by a sorcerer into a falcon. In fact, his real troubles began when the prepubescent Princess Ruby accidentally changed him back into...well, almost a prince: A bastard. Whereupon he was dragged off by a dyspeptic dragon, smooched by a sphinx, wooed by the weefolk, and finally appointed Sub-Imperial-sub-Legate, which is still not quite a prince, but somewhat more elegant than a bastard. Rich in an exotic sense of place and love of strange incident, this second book in the Peregrine series is a dryly and exuberantly funny peregrination through the lighter side of the dark ages.

Dear, William C.

- Dungeon Master: The Disappearance of James Dallas Egbert III: 1984 nonfiction book written by private investigator William Dear, giving his explanation of the 1979 "steam tunnel incident", which he feels was misrepresented by the news media. The book recounts his experience investigating the 1979 disappearance of James Dallas Egbert III, a student at Michigan State University. Egbert had committed suicide by self-inflicted gunshot wound in 1980. Dear had kept the true circumstances of Egbert's disappearance a secret until four years after his death.

De Camp, L. Sprague

Lyon Sprague de Camp, was an American science fiction and fantasy author and biographer. In a writing career spanning fifty years he wrote over one hundred books, including novels and notable works of nonfiction, such as biographies of other important fantasy authors. When he was not debunking literary conventions he was often explaining them, as with the early "Harold Shea" stories co-written with Fletcher Pratt, in which the magical premises behind a number of bodies of myths and legends were accepted as a given but examined and elucidated in terms of their own systems of inherent logic. De Camp's explanatory tendency also carried over into his non-fictional writings.

- The Fallible Fiend: Story told from the point of view of the monster, in this case a demon.
- Literary Swordsmen and Sorcerers : Biographical review of the heroic fantasy genre
- Lost Continents: An exploration of various lost-continent myths from history.
- The Complete Compleat Enchanter, with Fletcher Pratt: The Harold Shea stories are parallel world tales in which universes where magic works coexist with our own, and in which those based on the mythologies, legends, and literary fantasies of our world and can be reached by aligning one's mind to them by a system of symbolic logic. Cited by Gary Gygax as an important Inspiration for the AD&D game. The influence can be seen particularly in the G series of modules (Against the Giants).
- The Carnelian Cube, with Fletcher Pratt:

Short Stories

- "*The Green Magician*", in Dragon Magazine #15, #16
-

Dunsany, Lord

Edward John Moreton Drax Plunkett, 18th Baron of Dunsany was an Anglo-Irish writer and dramatist, notable for his work in fantasy published under the name Lord Dunsany. More than eighty books of his work were published, and his oeuvre includes hundreds of short stories, as well as successful plays, novels and essays. Born to one of the oldest titles in the Irish peerage, he lived much of his life at perhaps Ireland's longest-inhabited home, Dunsany Castle near Tara. Dunsany's most notable fantasy short stories were published in collections from 1905 to 1919. The stories in his first two books, and perhaps the beginning of his third, were set within an invented world, Pegāna, with its own gods, history and geography. Starting with this book, Dunsany's name is linked to that of Sidney Sime, his chosen artist, who illustrated much of his work, notably until 1922. Several other notable authors have cited Dunsany as an influence, including HP Lovecraft, Neil Gaiman, Jorge Luis Borges, Arthur C. Clarke, Michael Moorcock, and Fletcher Pratt.

AD&D Gnolls are the literary descendants of Lord Dunsany's "gnoles", who were clever, evil and nonhuman. This connection is evidenced by Gary Gygax's description in the earliest edition of "Dungeons & Dragons" (1974): "*A cross between gnomes and trolls (...perhaps, Lord Dunsany did not really make it all that clear) with +2 morale. Otherwise they are similar to hobgoblins...*"

- [The King of Elfland's Daughter](#) : Dense and evocative prose contains elements of both fairytale fantasy and high fantasy.
- [The Gods of Pegāna](#) : The book is a series of short stories linked by Dunsany's invented pantheon of deities who dwell in Pegāna. **This work is in the public domain and is available in html at the above link.**
- [Time and the Gods](#)

Eddison, E.R.

Eric Rücker Eddison was an English civil servant and author, writing under the name "E.R. Eddison." He is best known for his early romance *The Worm Ouroboros* and his three volumes set in the imaginary world Zimiamvia, known as the Zimiamvian Trilogy. These early works of high fantasy drew strong praise from J. R. R. Tolkien, C. S. Lewis, and Ursula Le Guin. They are written in a meticulously recreated Jacobean prose style, seeded throughout with fragments, often acknowledged but often frankly stolen, from his favorite authors and genres: Homer and Sappho, Shakespeare and Webster, Norse Saga and French medieval lyric.

- The Worm Orouborous: The book describes the protracted war between the domineering King Gorice of Witchland and the Lords of Demonland in an imaginary world that appears mainly medieval and partly reminiscent of Norse sagas. A half-finished framing story describes this world as Mercury, though it is clearly a fantasy version of Earth, a "secondary-world" (no effort was made to conform to the scientific knowledge of Mercury, as it existed at the time of writing). At a number of points the characters refer to their land as Middle earth, used here in its original sense of "the known world," and the gods worshipped have the names of deities from Greek mythology. The world even has a moon, which Mercury does not. The title of the book refers to Ouroboros, the snake or dragon that swallows its own tail. In the book many events are repeated, both directly, and indirectly. **This work is in the public domain and is available in html at the above link.**

Eisenstein, Phyllis

Phyllis Eisenstein is an author of science fiction/fantasy stories. She was born in Chicago in 1946, and has lived there for most of her life. She has published six novels and about three-dozen shorter works in the science fiction, fantasy, and horror genres, as well as a popular nonfiction book on treating arthritis. Her stories have been nominated twice for the Hugo Award, three times for the Nebula Award.

Tales of Alaric the Minstrel Series

- Born to Exile: The novel concerns the adventures of wandering minstrel, Alaric who has the ability to teleport and his search for love and his family.
- In the Red Lord's Reach

Book of Elementals Series

- Sorcerer's Son: Spurned by a rejected offer of marriage, the demon sorcerer Smada Rezhyk begins imagining that the sorceress Delivev of Castle Spinweb is plotting to bring him down. He sends his most faithful demon servant, Gildrum, to take the form of a handsome knight who has been injured in battle and comes to Castle Spinweb for refuge, with the plan to impregnate Delivev with a child.
- The Crystal Palace: Sorcerer Cray Ormoru and his friend, the seer Feldar Sepwin, craft an enchanted mirror that allows whoever gazes upon it to see their heart's desire. For Cray himself, the mirror remains blank for many years, until one day he sees in it the image of a young girl. With no idea of who she is, he watches the girl transform into a lovely woman over the years, and Cray realizes that he is destined to find her. When he does, he learns that this is Aliza, a sorceress who lives in a crystal palace which is partly within the demon realm and who is dedicated solely to the study of her craft.
- The Book of Elementals Vols. 1 & 2: Omnibus edition including both *Sorcerer's Son* and *The Crystal Palace*.

Farmer, Philip Jose

Philip José Farmer is an American author, principally known for his science fiction and fantasy novels and short stories. He was born in Terre Haute, Indiana, but spent much of his life in Peoria, Illinois, where he currently lives.

The World of Tiers Series

These are set within a series of artificially-constructed universes, created and ruled by decadent beings (who are genetically identical to humans, but who regard themselves as superior), who are the inheritors of an advanced technology they no longer understand. A French-language role-playing game inspired by the World of Tiers has been released.

- [The Maker of Universes](#)
- [The Gates of Creation](#)
- [A Private Cosmos](#)
- [Behind the Walls of Terra](#)
- [The Lavalite World](#)
- [Red Orc's Rage](#)
- [More Than Fire](#)
- [The World of Tiers](#) : Omnibus containing the last three World of Tiers novels

Philip Jose Farmer's The Dungeon Series

The **Dungeon Series** is a series of fantasy novels written under the auspices of Philip José Farmer, who wrote an introduction for each book in the series. The series is notable for being written by four different authors, with a different author carrying on the story from the previous book. The purpose of the series was to imitate the themes and writing style of Philip Jose Farmer, specially his [Riverworld](#) series, and incorporate as many themes and concepts of Science Fiction and Fantasy as possible.

The books follow nineteenth century explorer Clive Folliot as he travels through a multilayered dungeon world attempting to find his twin brother Neville. Along the way, he forms a group of similarly lost creatures and persons, and must battle the pawns and agents of the Dungeon's mysterious alien masters.

- [Volume 1: The Black Tower](#) by Richard A. Lupoff
- [Volume 2: The Dark Abyss](#) by Bruce Coville
- [Volume 3: The Valley of Thunder](#) by Charles de Lint
- [Volume 4: The Lake of Fire](#) by Robin W. Bailey
- [Volume 5: The Hidden City](#) by Charles de Lint
- [Volume 6: The Final Battle](#) by Richard Lupoff

Fine, Gary Allen

Gary Alan Fine is an American sociologist and author. Fine has written ethnographies of a number of diverse small group activities from analyses of Dungeons and Dragons players and mushroom hunters to high school policy debaters and restaurant workers. Fine maintains that these different groups and distinct areas connect

- [Shared Fantasy: Role Playing Games as Social World](#) : Seminal sociological study of role playing. Of particular note are the detailed oral interviews with players in a university gaming club. Excellent source for understanding role-playing games as played in their infancy.

Finney, Charles G.

Charles G. Finney was an American fantasy novelist and newspaperman. His full name was Charles Grandison Finney, evidently in honor of the famous evangelist. Finney was born in Sedalia, Missouri and served in China with the United States Army's 15th Infantry Regiment 1927–1929. In his memoirs, he notes that his first novel (and most famous book) *The Circus of Dr. Lao* was conceived in Tientsin in 1929. After the Army, he worked for the *Arizona Daily Star* in Tucson, Arizona, 1930–1970, as a proofreader.

- [The Unholy City](#)
- [The Circus of Dr. Lao](#): The novel is set in the fictional town of Abalone, Arizona, the inhabitants of which epitomize ordinary Americans as they are simultaneously backhandedly celebrated and lovingly pilloried for their emergent reactions to the wonders of magic and of everyday life. A circus owned by a Chinaman named Dr. Lao pulls into town one day, carrying legendary creatures from all areas of mythology and legend, among them a sea serpent, Appolonius of Tyana, a medusa, a satyr, and others. Through interactions with the circus, the locals attain various enigmatic peak experiences appropriate to each one's particular personality. The tale ends with the town becoming the site of a ritual to a pagan god whimsically given the name "Yottle", possibly an allusion to the Mesoamerican god Yaotl, whose name means "the enemy". The ritual ends in death and confusion, scattering the townsfolk to the winds. A "Catalogue" (similar to an appendix), notes all the people, places, items and mythological beings mentioned in the novel, summing up the characters pithily and sardonically, revealing the various fates of the townsfolk and listing a number of plot holes and unanswered questions not addressed in the book. Several D&D monsters make appearances in the novel, including the satyr, medusa, roc, thorny, mermaid, sphinx, chimera, sea serpent, werewolf, and unicorn.

Ford, John M.

John Milo "Mike" Ford was an American science fiction and fantasy writer, game designer, and poet. Ford was regarded as an extraordinarily intelligent, erudite and witty man. He was a popular contributor to several online discussions. He composed poems, often improvised, in both complicated forms and blank verse, notably Shakespearean pastiche; he also wrote pastiches and parodies of many other authors and styles.

- [The Dragon Waiting](#): The novel is a fantasy alternate history combining vampires, the Medicis, and the convoluted English politics surrounding Edward IV and Richard III. The book also fictionalizes the fate of the Princes in the Tower.

Fox, Gardner

Gardner Francis Fox was an American writer best known for creating numerous comic book characters for DC Comics. Comic-book historians estimate that he wrote over 4,000 comics stories. Fox wrote over 100 novels in genres such as science fiction, sword and sorcery, espionage, crime, fantasy, romance, western, and historical fiction. Among his output was the modern novelisation of the Irwin Allen production of Jules Verne's *Five Weeks in a Balloon*, two books in the "Llarn" series; five volumes dealing with the adventures of "Kothar" (beginning with the 1969 novel *Barbarian Swordsman*) and four books detailing the adventures of "Kyrik," starting with *Warlock Warrior*. His pen names included Jefferson Cooper, Bart Sommers, Simon Majors, Paul Dean, Ray Gardner, and Lynna Cooper.

Llarn Series

- [Warrior of Llarn](#) : With illustrations by Frank Frazetta.
- [Thief of Llarn](#) :

Kothar Series

- [Kothar -- Barbarian Swordsman](#)
- [Kothar of the Magic Sword!](#)
- [Kothar and the Demon Queen](#)
- [Kothar and the Conjuror's Curse](#)
- [Kothar and the Wizard Slayer](#)

Kyrik Series

- [Kyrik: Warlock Warrior](#)
- [Kyrik Fights the Demon World](#)
- [Kyrik and the Wizard's Sword](#)
- [Kyrik and the Lost Queen](#)

Short Stories

- "Shadow Of a Demon", in Dragon Magazine #2
- "Beyond the Wizard Fog", in Dragon Magazine #5
- "The Stolen Sacrifice", in Dragon Magazine #13
- "The Thing From the Tomb", in Dragon Magazine #23
- "The Eyes of Mavis Deval", in Dragon Magazine #33
- "The Cube From Beyond", in Dragon Magazine #36
- "The Cup of Golden Death", in Dragon Magazine #38
- "The Lure of the Golden Godling", in Dragon Magazine #44
- "The Coming Of the Sword", in Dragon Magazine #55

Frazetta, Frank & Silke, James

Frank Frazetta is an American fantasy and science fiction artist, noted for his Buck Rogers comic book covers for Famous Funnies and paperback book cover paintings on series' such as Tarzan by Edgar Rice Burroughs and Conan the Barbarian by Robert E. Howard. His paintings gained added popularity in the 1970's, appearing in books, posters, prints, record covers, and various other kinds of popular merchandise.

The Death Dealer Series

Death Dealer is an iconic 1973 fantasy painting by Frank Frazetta. It depicts a menacing armor-clad warrior with a horned helmet, whose facial features are obscured by shadow, atop a horse, holding a bloody axe and shield. The art of Death Dealer spawned a short lasting novel franchise, written by author James Silke. Four novels were published.

- [Prisoner of the Horned Helmet](#)
- [Lords of Destruction](#)
- [Tooth & Claw](#)
- [Plague of Knives](#)

Gaiman, Neil

Neil Richard Gaiman is an English author of science fiction and fantasy short stories and novels, graphic novels, comics, and films. His notable works include *The Sandman* comic series, *Stardust*, and *American Gods*.

Sandman Series (DC Comics)

The Sandman's main character is Morpheus, the Lord of Dreams, who is essentially the anthropomorphic personification of dreams. At the start of the series, Morpheus is captured by an occult ritual and held prisoner for 70 years. Morpheus escapes in the modern day and sets about rebuilding his kingdom, which has fallen into disrepair in his absence. Gaiman himself has summarized the plot of the series (in the foreword to *Endless Nights*) as "The Lord of Dreams learns one must change or die and then makes his decision." The character's initially haughty and often cruel manner begins to soften after his years of imprisonment at the start of the series, but the challenge of undoing past sins and changing old ways is an enormous one for a being who has been set in his ways for billions of years. In its beginnings, the series was a very dark horror comic. Later, the series evolves into an elaborate fantasy series, incorporating elements of classical and contemporary mythology, ultimately placing its protagonist in the role of a tragic hero.

The Books of Magic Series (DC Comics)

A four-issue English-language comic book mini-series written by Neil Gaiman, and later an ongoing series, published by the DC Comics imprint Vertigo. Since its original publication, it has also been published in a single-volume collection with an introduction by author Roger Zelazny. It tells the story of a young boy who has the potential to become the world's greatest magician.

1602 Series (Marvel Comics)

An eight-issue comic book limited series published in 2003 by Marvel Comics. The limited series was written by Neil Gaiman, penciled by Andy Kubert, and digitally painted by Richard Isanove; Scott McKown illustrated the distinctive scratchboard covers. The eight-part series takes place in a timeline where Marvel superheroes have been transplanted to the Elizabethan era; faced with the destruction of their world by a mysterious force, the heroes must fight to save their universe. Many of the early Marvel superheroes—Captain America, Nick Fury, the X-Men, and the Fantastic Four— as well as villains such as Doctor Doom and Magneto appear in various roles.

Garner, Alan

Alan Garner OBE is an English writer whose work is firmly rooted in Cheshire. Many of his works are drawn from local legends and locations. Such works include *The Weirdstone of Brisingamen*, *The Moon of Gomrath*, and *The Owl Service*. He attended Manchester Grammar School (where a library is named after him) and studied classics at Oxford. His early books were fantasy, marketed for children, though he was not ever comfortable with being labeled simply as a "children's writer", saying he had no intention one way or the other about writing specifically for children.

- Elidor: Originally written as a short radio play, the book concerns the adventures of a group of young teenagers as they struggle to hold back a terrible darkness by fulfilling a prophecy from another world. Like many of Garner's books, the emphasis of the narrative is on the hardships, cost and practicalities of the choices and responsibilities that the protagonists face.
- The Weirdstone of Brisingamen: It is set in and around Macclesfield and Alderley Edge, Cheshire, and tells the story of two children, Colin and Susan, who are staying on a farm at Alderley whilst their parents are overseas. Susan possesses a small tear-shaped crystal held in a bracelet: unknown to her, this very crystal is the Weirdstone of the title, and her ownership of it causes the children to be hunted by the evil forces of the Dark Spirit Nastrond who had, centuries before, been defeated and banished to the Abyss of Ragnarok by a powerful English king. The two children also have to compete with a wicked shapeshifting sorceress named the Morrigan and the evil wizard Grimnir, who wish to possess the Weirdstone for themselves. The children are aided in their battle by the powerful sorcerer, Cadellin Silverbrow.

The story borrows extensively from Celtic, Norse and Arthurian legends, as well as what Garner has described in public talks and writings as "The Legend of Alderley", told to him as oral literature in his childhood by his grandfather. This legend concerns in particular the story of the farmer, the wizard and the milk-white mare. Many of the locations in the book and in the sequel are actual places which Alan Garner knew from his childhood. As well as the long sandstone escarpment of the Edge itself, these include the ancient Wizard's Well and inscription, the open mine pits, and the Beacon.

- The Moon of Gomrath: Once again, it details the involvement of two children, Colin and Susan, with the world of myth and magic. This time the focus is on the potential of the older, wilder forms of magic and myth cycle to create both creative and destructive forces on the world. In order to ease the surrender of the Weirdstone in *The Weirdstone of Brisingamen*, Susan was given a magical bracelet by Angharad Goldenhand. It is the donning of this bracelet which has launched Susan unwittingly on a destiny connected with the cycles of the moon and hence the older, wilder powers of the world. Garner provides an interesting side-light on his authorial approach by including an appendix of books which inspired him, along with a brief discussion of his approach to mythology.
- The Owl Service: It is a contemporary interpretation, which Garner described as an "expression of the myth", of the story of the mythical Welsh figure of Blodeuwedd, whose story is told in the Fourth Branch of the *Mabinogi*. The legend concerns a woman created from flowers by a Welsh wizard. She betrays her husband, Lleu, in favour of another, Gronw or Goronwy, and is turned into an owl as punishment for inducing Gronw to kill Lleu.

Gemmell, David

David Andrew Gemmell was a bestselling British author of heroic fantasy. A former journalist and newspaper editor, Gemmell had his first work of fiction published in 1984, going on to write over thirty novels. Best known for his debut, *Legend*, Gemmell's works are often violent and explore themes of honour, loyalty and redemption.

Drenai series

The Drenai Series is a fantasy series written by David Gemmell. The series is about the history of the Drenai Nation and follows various heroes through the ages of its history.

- Legend : The novel follows the stories of two men who find their destiny at Dros Delnoch. Regnak (Rek for short) an ex-army officer and natural baresark, seeing a war brewing, resigned his commission because he lacked the courage to risk his life and took to a life of wandering. Rek is an idealist and eventually he returns to Delnoch at the persuasion of the woman he falls in love with and finds his destiny as the Earl of Bronze. The other man is the greatest hero of the Drenai people - Druss the Legend. His death was foretold defending Delnoch and while given the choice to avoid it and fall into senility Druss marched to the great fortress to defend his people one last time. In this story Druss is greatly aged and much weaker than his prime but still a formidable warrior and an inspirational leader to the Drenai.
- The King Beyond the Gate : The book is set in the same fictional world as *Legend*, that of the Drenai, but is not a sequel in the usual sense as the events of the two books take place around a century apart. The Drenai are under the rule of Ceska, a mad emperor. Ceska has a force of Joinings to help keep him in power. Joinings are werebeasts, created by merging animal with man. He also has support from the Dark Templars. The Templars are fighting priests without equals. Only one man can stop him - Tenaka Khan.
- Waylander : The Drenai King is dead - murdered by a ruthless assassin. Enemy troops swarm into Drenai lands. Their orders are simple - kill every man, woman and child. But there is hope. Stalked by men who act like beasts and beasts that walk like men, the warrior Waylander must journey into the shadow-haunted lands of the Nadir to find the legendary Armour of Bronze. With this he can turn the tide. But can he be trusted? For he is Waylander the Slayer. The traitor who killed the King.
- Quest for Lost Heroes
- Waylander II: In the Realm of the Wolf : High in the wooded, peaked mountains of Skeln, the woodsman Dakeyras, and his beautiful daughter Miriel live a life of harmonious solitude. Unbeknown to them, a group of grim-eyed, bloodthirsty warriors stalk the mountains. Men who have never known defeat, to whom revenge and torture are meat and drink. For ten thousand in gold they are eager to kill the woodsman. Battle-hardened warriors all, they have no fear of this task - yet they should have. For Miriel is a woman of fire and iron, skilled with bow and blade and taught her skills by one of the deadliest killers of all time: Her father, Dakeyras, is better known as Waylander the Slayer.
- The First Chronicles of Druss the Legend : A novel detailing the beginnings of the hero of the Drenai, Druss.
- The Legend of Deathwalker
- Winter Warriors
- Hero in the Shadows : Waylander, the assassin anti-hero of Waylander and Waylander II, is now a rich old man looking for a world that will give him peace and atonement for his crimes. However, his relatively quiet peace is broken by the appearance of old demons from the past, and enemies from the present. Faced with enemies he cannot easily fight, even a magical sorcerer working for an unknown cause, he is forced to take up his bow and sword to once again become Waylander. Aided by a idealistic warrior, a braggart with a stolen sword, a girl with a special talent, and a mysterious priestess and her followers, he seeks to close the chapter of his life by destroying the evil he has created by his own hand.
- White Wolf (2003)

- The Swords of Night and Day (2004): The novel is an exploration of the future of the Drenai world, focussing heavily on Jiamads; Joinings of beast and men honed to fighting perfection. The story also contains a satisfactory ending to Skilganon's original life, including not only his first demise, but that of Jianna, the Witch Queen with whom he was deeply in love.

Greek Series: alternate history

- Lion of Macedon: A historic fantasy novel. It is the first of two books following the character Parmenion. The book was first published in 1990.
- Dark Prince (1991)

Troy Series

The Troy Series is a sequence of historical fantasy novels covering events surrounding the Greek legend of the battle for Troy. All three novels, *Troy: Lord of the Silver Bow*, *Troy: Shield of Thunder*, *Troy: Fall of Kings* have been published; the last posthumously.

- Troy: Lord of the Silver Bow : Three lives will change the destiny of nations. Helikaon, the young prince of Dardania, haunted by a scarred and traumatic childhood. The priestess Andromache, whose fiery spirit and fierce Independence threatens the might of kings. And the legendary warrior Argurios, cloaked in loneliness and driven only by thoughts of revenge. In Troy they find a city torn apart by destructive rivalries - a maelstrom of jealousy, deceit and murderous treachery. And beyond its fabled walls blood-hungry enemies eye its riches and plot its downfall. It is a time of bravery and betrayal; a time of bloodshed and fear. A time for heroes. It narrates the events leading up to the battle of Troy.
- Troy: Shield of Thunder : The war of Troy is looming, and all the kings of the Great Green are gathering, friends and enemies, each with their own dark plans of conquest and plunder. Into this maelstrom of treachery and deceit come three travellers; Piria, a runaway priestess nursing a terrible secret, Kalliades, a warrior with a legendary sword, and Banokles who will carve his own legend in the battles to come. *Shield of Thunder* takes the reader back into the glories and tragedies of Bronze Age Greece, reuniting the characters from *Lord of the Silver Bow*; the dread Helikaon and his great love, the fiery Andromache, the mighty Hektor and the fabled storyteller, Odysseus.
- Troy: Fall of Kings : War has been declared by the Warlords of Greece with High King Agamemnon in control and the Ancient World is divided into fiercely opposing factions. On the killing fields outside the Golden City forces loyal to the Mykene king gather. Among them is Odysseus, ally to King Agamemnon, alongside him the mighty warrior Achilles and his Myrmidons stand ready to begin the slaughter of the Trojans and her Allies. Both know that Agamemnon will stop at nothing to secure the gold that lies within the city walls. Ailing and bitter, the Trojan king Priam waits, secure in the knowledge that his favourite son Hektor is riding to his aid. And that, at sea, the dread Helikaon, will bring blood, death, and terrible vengeance for the death of his wife at the Mykene hands. As darkness falls on the Great Green, and warriors who were once kinsmen are filled with bloodlust, this much is certain. This is a battle whose tragic consequences will echo down the centuries.

Gygax, E. Gary

Ernest Gary Gygax was an American writer and game designer, best known for co-creating the pioneering role-playing game *Dungeons & Dragons* with Dave Arneson in 1974, and co-founding the company Tactical Studies Rules (TSR, Inc.) with Don Kaye in 1973. After leaving TSR, Gygax continued to author role-playing game titles independently. Gygax is generally acknowledged as the father of the tabletop role-playing game.

Gord the Rogue Series

The series follows the progress of the orphan beggar Gord, from his lowly youth to celestial heights as the avatar of neutrality. These books appealed to a largely male readership, with writing styles reminiscent of Robert E. Howard's Conan the Barbarian series. Gord is somewhat less than heroic, but his early mentors, Gellor and Curley Greenleaf, continually steer him toward honorable ends. Eventually Gord is revealed to have a kinship with the enigmatic Cat-Lord. The series also spawned a collection of short stories. The books also provide some world details otherwise missing from either of the First Edition Greyhawk Campaign box sets.

- 1: *Saga of Old City*: the first novel in TSR's Greyhawk Adventures series. It starts in Gord's childhood, and ends with his triumphant return to Greyhawk City as a young man and master thief. He learns his trade in the 'beggars' guild', and gets involved in the gang war touched off by the beggars encroaching on the official thieves' guild's territory. He travels and has a variety of swashbuckling adventures, ranging from participating in a war to liberating a young noblewoman held hostage.
- 2: *Night Arrant*: A collection of nine short stories about Gord's adventures, in his early twenties, in the City of Greyhawk.
- 3: *Artifact of Evil*: A continuation of *Saga of Old City*. This is the second, and final, Greyhawk Adventures novel written by Gygax that was published through TSR. An ancient artifact is uncovered, whose power could destroy their world. It is up to Gord and his companions to try to stop this artifact of evil from falling into the wrong hands.
- 4: *Sea of Death*: Gord travels far afield to the *Sea of Dust*, on a quest for a 'theorpart', hidden in a lost city. He must face rivals sent by demon lords; the psychopathic dwarf Obmi, who serves Zugtmoy, and the drow elf priestess Eclavdra, serving Graz'zt. He meets and falls in love with Leda, a clone of Eclavdra. Leda impersonates Eclavdra and returns to the Abyss to impersonate her.
- 5: *City of Hawks*: A retelling of the events that occurred in *Saga of Old City*. Gord's rise simple beggar to master thief is detailed, as is his search for his heritage.
- 6: *Come Endless Darkness*: Continues where *Sea of Death* left off and has Gord continue his quest to stop Tharizdun & Lord Entropy from taking over the Multiverse.
- 7: *Dance of Demons*: The finale, in which Gord and Gellor enter the Abyss, on a mission from the world's most powerful forces of Balance, to retrieve the remaining theorparts. The goal is nothing less than to free Tharizdun, the long-imprisoned god of ultimate evil and entropy, and to finally destroy him.

Roleplaying Mastery Series

- *Role-Playing Mastery*:
- *Master of the Game*:

Short Stories

- "The Gnome Cache" (as 'Garrison Ernst'), in Dragon Magazine #1, 2, 3, 5, 6, 7:
- "Faceless Men, Clockwork Monsters" in Dragon Magazine #17:
- "At Moonset Blackcat Comes" in Dragon Magazine #100:
- "The Return of Gord" in Dragon Magazine #344:

Hazeltine, Alice

Alice Isabel Hazeltine was born August 2, 1878. In 1908 she was made Supervisor of Branch Children's Rooms at the Carnegie Library of Pittsburgh. A devoted children's librarian, Alice Hazeltine is perhaps best known for compiling *Library Work with Children*. She was an advocate for children's literature, and promoted 'good' reading for all children.

- [Hero Tales from Many Lands](#)

Hillyer, Virgil

Virgil Hillyer was a Harvard-trained scholar who served as Head Master of the Baltimore, Maryland-based Calvert School shortly after its founding in 1897. After developing the young school's private school program, he became a leading advocate of homeschooling and went on to write several introductory textbooks, many of which are still in use today.

- [A Child's History of the World](#): One of the finest history books for children, this well-loved classic engages the reader with stories of world history from pre-historic man through the 20th century, developing an appreciation of how events relate to one another.

Holmes, John Eric

John Eric Holmes, M.D. (born 1930), is a former associate professor of neurology at the University of Southern California School of Medicine, an author and promoter of fantasy role-playing games, a noted fan and enthusiast of Edgar Rice Burroughs, and an American writer of non-fiction and science fiction. His writings have appeared under his full name and under variants such as Eric Holmes and J. Eric Holmes.

Holmes's non-fiction relates to both his chosen profession and the role-playing game phenomenon. He is a one-time editor of the *Dungeons & Dragons* Basic Set RPG rule book. His science fiction consists of two pastiches of the Pellucidar novels of Edgar Rice Burroughs, the Buck Rogers novel *Mordred*, and *The Maze of Peril*, an original fantasy novel featuring a D&D-like scenario.

- [Mahars of Pellucidar](#): A sequel to Edgar Rice Burroughs' *Pellucidar* novels authorized by the Burroughs estate. Publication of Holmes' follow-up novel, *Red Axe of Pellucidar*, reportedly ready for print in 1980, was supposedly *blocked* by the estate, and only saw print much later in a limited private edition.

Short Stories & Articles

- "Trollshead" (Excerpt) in *Dragon Magazine*, #31:
- "Sorcerer's Jewel, The" in *Dragon Magazine*, #46:
- "In the Bag", in *Dragon Magazine*, #58:
- "Confessions of a Dungeon Master," in *Psychology Today*, Nov. 1980. Perhaps the first attempt at a scholarly analysis of role-playing games in terms of group and individual psychology.

Howard, Robert Ervin

Robert Ervin Howard, sometimes referred to as REH, was an American pulp writer of fantasy, horror, historical adventure, boxing, western, and detective fiction. Howard wrote "over three-hundred stories and seven-hundred poems of raw power and unbridled emotion" and is especially noted for his memorable depictions of "a sombre universe of swashbuckling adventure and darkling horror." He is well known for having created, in the pages of the legendary Depression-era pulp magazine *Weird Tales*, the character Conan the Cimmerian, a.k.a. Conan the Barbarian, a literary icon whose pop-culture imprint can only be compared to such icons as Tarzan of the Apes, Count Dracula, Sherlock Holmes, and James Bond. Between Conan and his other heroes Howard created the genre now known as sword-and-sorcery in the late 1920s and early 1930s, spawning a wide swath of imitators and giving him an influence in the fantasy field rivaled only by J.R.R. Tolkien and Tolkien's similarly inspired creation of the modern genre of High Fantasy. As a seminal figure in the history of modern fantasy, Howard remains a highly read author, with his best work endlessly reprinted. He has been compared to other American masters of the weird, gloomy, and spectral, such as Nathaniel Hawthorne, Herman Melville, and Jack London.

Gary Gygax cited REH as an important influence on AD&D. The Barbarian class found in *Unearthed Arcana* is based largely on the character of Conan with some elements taken from the character of Fahfrd from Fritz Lieber's *Lankmar* series.

- [Ghor, Kin-Slayer: The Saga of Genseric's Fifth-Born Son](#) : Modern shared novel based on an unfinished REH story. A barbarian hero pitted against the Cthulhu Mythos.
- [Kull](#) : Collection of Howard's stories of the Atlantean hero, Kull.
- [Treasures of Tartary](#) : Anthology of Howard's historical adventure fiction

Weird Works Series

Reprinted anthologies of Howard's lesser known supernatural adventure short stories.

- [1: Shadow Kingdoms](#)
- [2: Moon of Skulls](#)
- [3: People in the Dark](#)
- [4: Wings in the Night](#)
- [5: Valley of the Worm](#)
- [6: The Garden of Fear](#)

Conan Series

- [The Coming of Conan the Cimmerian](#)
- [The Bloody Crown of Conan](#)
- [The Conquering Sword of Conan](#)

Agnes de Chastillon Short Stories

- [Blades for France](#)
- [Sword Woman](#)
- [Mistress of Death](#)

Black Vulmea Short Stories

- [Black Vulmea's Vengeance](#)
- [For the Witch of the Indies](#) by David C. Smith

Bran Mak Morn Short Stories

- The Lost Race
- Worms of the Earth
- For the Witch of the Mists by David C. Smith & Richard Tierney

De Montour Short Stories

- In the Forest of Villefere
- Wolfshead

El Borak Short Stories

- Blood of the Gods
- Hawk of the Hills
- Son of the White Wolf
- The Country of the Knife
- The Daughter of Erlik Khan
- The Lost Valley of Iskander

Fantasy Adventure Short Stories

- Black Canaan
- House of Arabu
- People of the Dark
- Spear and Fang
- The Voice of El-lil
- Delenda Est

Historical Adventure Short Stories

- The Gates of Empire
- The Lord of Samarcand
- The Lion of Tiberias
- The Sowers of the Thunder
- Red Blades of Black Cathay
- The King's Service

Red Sonja Short Stories

- The Shadow of the Vulture

Solomon Kane Short Stories

- Rattle of Bones
- Red Shadows
- Skull in the Stars
- The Footfalls Within
- The Hills of the Dead
- The Moon of Skulls
- Wings in the Night

Turlough Dubh O'Brien Short Stories

- The Dark Man

- The Gods of Bal-Sagoth
- The Shadow of the Hun

Weird Menace Short Stories

- Black Talons
- Black Wind Blowing
- Moon of Zambabwe
- Skull-Face

Jaffe, Rona

Rona Jaffe was an American novelist.

- Mazes and Monsters: A controversial novel published in 1981, which depicted a Dungeons & Dragons-style game that caused disorientation and hallucinations among its players and incited them to violence and attempted suicide. The book was in part based on the largely apocryphal 1979 steam tunnel incident and dovetailed with Patricia Pulling's accusations in the 1980s that D&D and other role-playing games encouraged devil worship and other evils. The book was made into a television movie starring the young Tom Hanks.

Jacobs, Joseph

Joseph Jacobs was a literary and Jewish historian. He was a writer for the *Jewish Encyclopaedia* and a notable folklorist, creating several noteworthy collections of fairy tales.

- English Fairy Tales

Keightley, Thomas

- The Fairy Mythology, Illustrative of the Romance and Superstition of Various Countries (aka The World Guide to Gnomes, Fairies, Elves and Other Little People): Gary Gygax has stated that the inspiration for the drow came from this book.

Kuttner, Henry

Henry Kuttner was an American science fiction author. Kuttner was known for his literary prose and worked in close collaboration with his wife, C. L. Moore. They met through their association with the "Lovecraft Circle", a group of writers and fans who corresponded with H. P. Lovecraft.

- Fury
- Mutant
- Northwest Smith
- Judgment Night

Lanier, Sterling

Sterling Edmund Lanier was an editor, science fiction author and sculptor, perhaps best known as the book editor who single-handedly championed the publication of Frank Herbert's bestselling *Dune*. The most prominent of his own writings, which were written as Sterling Lanier and Sterling E. Lanier, are his stories of the crypto-adventurer Brigadier Donald Ffellowes (told in the 'club story' style of Lord Dunsany's *Jorkens* tales), and the post-apocalyptic novels *Hiero's Journey* (1975) and *The Unforsaken Hiero* (1983). His short story "A Father's Tale" (1974) was a World Fantasy Award nominee.

Hiero Desteen Series

Post-apocalyptic science-fantasy which was very influential in the development of TSR's Gamma World rpg. Features mutated animals and use of psionics.

- Hiero's Journey
- The Unforsaken Hiero

Lee, Sharon

Sharon Lee is an American science fiction and fantasy writer. She is the co-author (with Steve Miller) of the *Liaden* universe novels and stories, as well as other works, and individually the author of two mystery novels.

Short Stories

- "Master Of the Winds", in *Dragon Magazine* #84

Lee, Tanith

Tanith Lee is a British writer of science fiction, horror and fantasy. She is the author of at least 54 novels and 188 short stories, a children's picture book and many poems. Tanith Lee's prolific output spans a host of different genres, including adult fantasy, children's fantasy, science fiction, horror, gothic horror, gothic romance, and historical novels. Her style and atmosphere is probably closest to Jack Vance who, similarly, is not tied to a specific genre.

- [Cyrion](#)
- [Vazkor, Son of Vazkor](#)

Tales from the Flat Earth Series

A series of interconnected tales called "The Flat-Earth Cycle", beginning with *Night's Master* and *Death's Master*, is similar in scope and breadth to Jack Vance's *The Dying Earth*.

- [Night's Master](#)
- [Death's Master](#)
- [Delusion's Master](#)
- [Tales from the Flat Earth](#): Omnibus of all three novels

Leiber, Fritz

Fritz Reuter Leiber Jr. was an influential American writer of fantasy, horror and science fiction. He was also an expert chess player and a champion fencer. Leiber was heavily influenced by H. P. Lovecraft and Robert Graves in the first two decades of his career. From the late 1950s onwards, he was increasingly influenced by the works of Carl Jung, particularly by the concepts of the anima and the shadow. From about 1965 onwards, he also began incorporating elements of Joseph Campbell's *The Hero with a Thousand Faces*. These concepts are often openly mentioned in his stories, especially the anima, which becomes a method of exploring his fascination with but estrangement from the female.

Leiber had a lifelong love affair with cats, which feature prominently in many of his stories. Tigerishka, for example, is a cat-like alien who is sexually attractive to the human protagonist yet repelled by human customs in the novel *The Wanderer*. Leiber's "Gummitch" stories feature a kitten with an I.Q. of 160, just waiting for his ritual cup of coffee so that he can become human, too.

His popularity amongst both fans and his fellow writers was considerable, and his science fiction novels *The Big Time* and *The Wanderer*, along with the short stories "Gonna Roll the Bones", about a gambler dicing with Death, and "Ship of Shadows" (1970), all won Hugo Awards. "Bones" also won a Nebula Award.

Many of Leiber's most-acclaimed works are short stories, especially in the horror genre. In such stories as "The Girl With the Hungry Eyes", and "You're All Alone" (AKA "The Sinful Ones"), he is widely regarded as one of the forerunners of the modern urban horror story. (Ramsey Campbell cites him as his single biggest influence.) In his later years, Leiber returned to short story horror in such works as "Horrible Imaginings", "Black Has Its Charms" and the award-winning "The Button Moulder."

Fans awarded him the Gandalf (Grand Master) award at the World Science Fiction Convention in 1975, and in 1981 the Science Fiction and Fantasy Writers of America voted him the recipient of their Grand Master award. He was also a member of the Swordsmen and Sorcerers' Guild of America (SAGA), a loose-knit group of Heroic Fantasy authors founded in the 1960s, some of whose works were anthologized in Lin Carter's *Flashing Swords!* anthologies.

Fafhrd & the Grey Mouser Series

The tales are for the most part set in the mythical world of Nehwon, many of them in and around its greatest city, Lankhmar. It's described as "a world like and unlike our own". Fafhrd is a tall northern barbarian; Mouser is a small, mercurial thief, and a former wizard's apprentice. These stories were among the progenitors of many of the tropes of the sword and sorcery genre (a term coined by Leiber). They are also notable among sword and sorcery stories in that, over the course of the stories, his two heroes mature, take on more responsibilities, and eventually settle down into marriage. Gary Gygax cited Leiber, and in particular his Nehwon novels, as an important influence on AD&D. This series provided the inspiration for the AD&D thief.

- [1: Swords and Deviltry](#)
- [2: Swords Against Death](#)
- [3: Swords in the Mist](#)
- [4: Swords Against Wizardry](#)
- [5: The Swords of Lankhmar](#)
- [6: Swords and Ice Magic](#)
- [7: The Knight and Knave of Swords](#)
- [The First Book of Lankhmar](#) : Omnibus of the 1st-4th novels
- [The Second Book of Lankhmar](#) : Omnibus of the 5th-7th novels

Short Stories

- "Sea Magic", in *Dragon Magazine* #11

Le Guin, Ursula K.

Ursula Kroeber Le Guin is an American author. She has written novels, poetry, children's books, essays, and short stories, most notably in the fantasy and science fiction genres. She was first published in the 1960s. Her works explore Taoist, anarchist, ethnographic, feminist, psychological and sociological themes. She has received several Hugo and Nebula awards, and was awarded the Gandalf Grand Master award in 1979 and the Science Fiction and Fantasy Writers of America Grand Master Award in 2003. She has received eighteen Locus Awards, more than any other author. Her novel *The Farthest Shore* won the National Book Award for Children's Books in 1973.

Earthsea Series

A tale about a reckless, awkward boy named Sparrowhawk who becomes a wizard's apprentice after the wizard reveals Sparrowhawk's true name. The boy comes to realize that his fate may be far more important than he ever dreamed possible. Le Guin challenges her readers to think about the power of language, how in the act of naming the world around us we actually create that world. Teens, especially, will be inspired by the way Le Guin allows her characters to evolve and grow into their own powers. Le Guin has said that the series was in part a response to the image of wizards as ancient and wise, and to her wondering where they come from. Her short stories, "The Rule of Names" and "The Word of Unbinding", established some of the groundwork for the original Earthsea trilogy.

- [A Wizard of Earthsea](#)
- [The Tombs of Atuan](#)
- [The Farthest Shore](#)
- [Tehanu](#)
- [Tales from Earthsea](#)
- [The Other Wind](#)

Lewis, C. S.

Clive Staples "Jack" Lewis, commonly referred to as C. S. Lewis, was an Irish writer and scholar. Lewis's works are diverse and include medieval literature, Christian apologetics, literary criticism, radio broadcasts, essays on Christianity, and fiction relating to the fight between good and evil. Examples of Lewis's allegorical fiction include *The Screwtape Letters*, *The Chronicles of Narnia* and *The Space Trilogy*. Lewis was a close friend of J. R. R. Tolkien, the author of *The Lord of the Rings*. Both authors were leading figures in the English faculty at Oxford University and in the informal Oxford literary group known as the "Inklings".

Chronicles of Narnia Series

A series of seven fantasy novels for children and is considered a classic of children's literature. Written between 1949 and 1954 and illustrated by Pauline Baynes, the series is Lewis' most popular work having sold over 100 million copies in forty-one languages. It has been adapted several times, complete or in part, for radio, television, stage, and cinema. The series has been published in several different orders, and the preferred reading order for the series is often debated among fans.

The books contain many allusions to Christian ideas which are easily accessible to younger readers; however, the books are not weighty, and can be read for their adventure, colour, and richness of ideas alone. Because of this, they have become favourites of children and adults, Christians and non-Christians. In addition to Christian themes, Lewis also borrows characters from Greek and Roman mythology as well as traditional British and Irish fairy tales. Lewis reportedly based his depiction of Narnia on the geography and scenery of the Mourne Mountains and "that part of Rostrevor which overlooks Carlingford Lough". Lewis cited George MacDonald's Christian fairy tales as an influence in writing the series.

- 1: [The Lion, The Witch, and the Wardrobe](#)
- 2: [Prince Caspian: Return to Narnia](#)
- 3: [The Voyage of the Dawn Treader](#)
- 4: [The Silver Chair](#)
- 5: [The Horse and His Boy](#)
- 6: [The Magician's Nephew](#)
- 7: [The Last Battle](#)

Linzner, Gordon

Gordon Linzner is an American fantasy and horror author.

Short Stories

- "The Feline Phantom", in *Dragon Magazine* #62
- "Desperate Acts", in *Dragon Magazine* #95

Longcor, Michael

Michael Longcor is a folk and filk singer. His songs span a range of topics including military history, Indiana history, and humor. He has won six Pegasus Awards and has been nominated for six others^[1]. His music has appeared on Dr. Demento and on NPR's "Folksong Festival," and his music has provided the background for a BBC documentary on Rudyard Kipling. He is a member of the Society for Creative Anachronism, in which he is known as Moonwulf Starkaaderson. As a member of the SCA, he has been king of the Middle Kingdom twice and has served as baron of the Barony of Rivenstar since it was founded.

- "The Unicorn Song" (poem), in *Strategic Review*, #3

Lovecraft, Howard Philips

Howard Phillips Lovecraft, sometimes referred to as HPL, was an American author of horror, fantasy, and science fiction, known then simply as weird fiction. Lovecraft's major inspiration and invention was cosmic horror: the idea that life is incomprehensible to human minds and that the universe is fundamentally alien. Those who genuinely reason, like his protagonists, gamble with sanity. Lovecraft has developed a cult following for his Cthulhu Mythos, a series of loosely interconnected fictions featuring a pantheon of human-nullifying entities, as well as the Necronomicon, a fictional grimoire of magical rites and forbidden lore. His works were deeply pessimistic and cynical, challenging the values of Enlightenment, Romanticist, and Christian humanism. Lovecraft's protagonists usually achieve the mirror-opposite of traditional gnosis and mysticism by momentarily glimpsing the horror of ultimate reality. Although Lovecraft's readership was limited during his life, his reputation has grown over the decades, and he is now commonly regarded as one of the most influential horror writers of the 20th century, exerting widespread and indirect influence, and frequently compared to Edgar Allan Poe.

His prose is somewhat antiquarian. Often he employed archaic vocabulary or spelling which had already by his time been replaced by contemporary coinages; examples including Esquimau, and Comanchian. He was given to heavy use of an esoteric lexicon including such words as "eldritch," "rugose," "noisome," "squamous," "ichor," and "cyclopean," and of attempts to transcribe dialect speech which have been criticized as clumsy, imprecise, and condescending. His works also featured British English (he was an admitted Anglophile), and he sometimes made use of anachronistic spellings, such as "compleat" (for "complete") "lanthorn" ("lantern"), and "phantasy" ("fantasy"; also appearing as "phantastic" and "phantabulous"). Much of this Lovecraftian vocabulary has subsequently been adapted and popularized throughout the D&D game and fantasy fiction in general. Gary Gygax cited HPL as an important influence on AD&D in Appendix N of the 1st edition *Dungeon Master's Guide*.

Several AD&D monsters are notable for obvious Lovecraftian influences. Examples include mind flayers (illithids), gibbering mouther, purple worms, kuo-toa, aboleths, and the Demon Lord Juiblex. The first edition of *Deities and Demigods* also featured a chapter entitled *The Cthulhu Mythos*, which described several of Lovecraft's creations in AD&D terms.

- Dreams of Terror and Death: The Dream Cycle of H.P. Lovecraft : A cycle of novellas set in the Dreamlands, a vast, alternate dimension that can be entered through dreams, similar to astral or ethereal projection. The Dreamlands has its own pantheon known as the Great Ones.
- The Doom that Came to Sarnath and Other Stories : An anthology of Lovecraft's earlier work, similar in tone to his later Dream Cycle.

Lumley, Brian

Brian Lumley is an English horror fiction writer. Born in County Durham, he joined the British Army and wrote stories in his spare time before retiring from the military in 1980 and becoming a professional writer. He added to H. P. Lovecraft's Cthulhu Mythos cycle of stories, including several tales featuring the character Titus Crow. Others pastiched Lovecraft's Dream Cycle and featured the characters David Hero and Eldin the Wanderer. Lumley once explained the difference between his Cthulhu Mythos characters and Lovecraft's: "My guys fight back. Also, they like to have a laugh along the way."

- [Khai of Khem](#) : This time-traveling adventure story spans centuries and cultures in Lumley's trademark mix of horror and science fiction, Khai of Khem is packed with fast-paced action, hair's-breadth escapes, all-consuming love, endless horror, and, in the person of Khai himself, quick wits and bravery in the teeth of danger.

Dreamlands Series

Swords and sorcery tales set within H.P. Lovecraft's Dreamlands setting.

- [Hero of Dreams](#)
- [Ship of Dreams](#)
- [Mad Moon of Dreams](#)
- [Iced on Aran](#)

Primal Land Series

- [Tarra Khash: Hrossak!](#)
- [Sorcery in Shad](#)

Titus Crow Series

- [The Burrowers Beneath & The Transition of Titus Crow](#): Gary Gygax has said that one of his inspirations for the mind flayer (illithid) was the cover painting of this book.
- [The Clock of Dreams & The Spawn of Worlds](#)
- [In the Moons of Borea & Elysia](#)

Macauley, David

- Castles
- [Pyramid](#)
- [City: A Story of Roman Planning and Construction](#)
- [Ship](#)

Martin, George R.R.

George Raymond Richard Martin, sometimes referred to as GRRM, is an American author and screenwriter of fantasy, horror, and science fiction. He is best known for his *A Song of Ice and Fire* series.

- *Dying of the Light*: The book takes place on the planet of Worlorn, which is itself dying; it is a rogue planet whose erratic course is taking it irreversibly far from its neighboring stars into a region of cold and dark where no life will survive. The battles of all the varying actors are played out beneath the dying light falling on Worlorn. At the end, many of the characters have indeed died, but having faced their fears of death and of life. Charles R. Stross borrowed the idea of the githyanki & githzerai from this novel. Here, the githyanki are called "soulsucks" because of their dangerous psychic powers. They were slaves of another alien race called the hrangans, and were used by them in their long space wars with humanity. Unlike the D&D race, they are barely sentient. No githyanki actually appear in *Dying of the Light*, as the book takes place after the war between the humans and the hrangans is long over, and the soulsucks are nearly extinct. There is also a passing reference to them in Martin's short-story collection *Tuf Voyaging*.

Song of Fire and Ice Series

- 1: [A Game of Thrones](#)
- 2: [A Clash of Kings](#)
- 3: [A Storm of Swords](#)
- 4: [A Feast for Crows](#)

McHargue, Georgess

- [The Beasts of Never: A History Natural and Unnatural of Monsters, Mythical and Magical](#)
- [The Impossible People](#)

Merritt, Abraham

Abraham Merritt, who published under the byline A. Merritt, was an American editor and author of works of fantastic fiction. His reputation has not stood well over the years among speculative fiction fans and critics (with the singular exception of *The Ship of Ishtar*, a universally hailed classic of the fantasy genre), but at one time he was a major influence on H. P. Lovecraft, and highly esteemed by his friend and frequent collaborator Hannes Bok, by then a noted SF illustrator.

Merritt's stories typically revolve around conventional pulp magazine themes: lost civilizations, hideous monsters, etc. His heroes are gallant Irishmen or Scandinavians, his villains treacherous Germans or Russians (depending on the politics of the time) and his heroines often virginal, mysterious and scantily clad.

What sets Merritt apart from the typical pulp author, however, is his lush, florid prose style and his exhaustive, at times exhausting, penchant for adjective-laden detail. Merritt's fondness for micro-description nicely complements the pointillistic style of Bok's illustrations, and often serves to highlight and radicalize the inherent fetishistic tendencies of pulp sf.

Gary Gygax cited Merritt as an important influence on AD&D in Appendix N of the 1st edition *Dungeon Master's Guide*.

- [Creep, Shadow, Creep](#)
- [The Moon Pool](#)
- [Dwellers in the Mirage](#)
- [The Ship of Ishtar](#)
- [The Face in the Abyss](#)

Mieville, China

China Tom Miéville is an award-winning English "fantastic fiction" writer. He is fond of describing his work as "weird fiction" (after early 20th century pulp and horror writers such as H. P. Lovecraft), and belongs to a loose group of writers sometimes called New Weird who consciously attempt to move fantasy away from commercial, genre clichés of Tolkien epigons. He is also active in left-wing politics as a member of the Socialist Workers Party. He has stood for the House of Commons for the Socialist Alliance, and published a book on Marxism and international law.

- Perdido Street Station : In an interview, Miéville described this book as "basically a secondary world fantasy with Victorian era technology. Isaac Dan der Grimnebulin is an eccentric scientist living in the city of New Crobuzon with his Khepri girlfriend Lin. While Lin, an artist, is commissioned to create a sculpture of mob boss Mr. Motley, Isaac is offered a unique challenge. He is approached by the garuda Yagharek, who asks for the restoration of his wings which were cut off by his tribe as punishment for a crime that he claims has no human equivalent. Isaac is sparked by the seemingly impossible nature of the task, and gathers all manners of flying beasts to study in his lab - including multicolored, unidentifiable larvae gathered through illicit means enabled by Lin's involvement with Motley. Once Isaac learns that the caterpillar only eats a hallucinogenic drug called "dreamshit", he begins to feed it, unwittingly stimulating its metamorphosis into an incredibly dangerous, hypnotic and monstrously large butterfly-like insect, a slake moth, that feeds off the dreams of sentient beings, leaving them as catatonic vegetables. Later, it is revealed that dreamshit is in fact the "milk" of a fully-grown dream slake moth, and that four other such creatures are being kept by Mr. Motley, a hideously Remade crime boss, and "milked" to produce the drug. When the fifth larva transforms and escapes, it frees its brethren, and together they plague the citizens of New Crobuzon until Isaac can find a way to stop them.

Mode, Heinz

Heinz Mode was a German folklorist and Professor of Oriental Archaeology at the University of Berlin.

- Fabulous Beasts & Demons: **This work is in the public domain and is available in html at the above link.**

Moorcock, Michael

Michael John Moorcock is an English writer primarily of science fiction and fantasy who has also published a number of literary novels. Moorcock's most popular works by far have been the "*Elric of Melniboné*" stories.

- The Warhound and the World's Pain :
- Blood: A Southern Fantasy:

Elric of Melniboné Series

In these books, Elric is an anti-hero written as a deliberate reversal of what Moorcock saw as clichés commonly found in fantasy adventure novels inspired by the works of J. R. R. Tolkien, and a direct antithesis of Robert E. Howard's Conan the Barbarian. A number of Stormbringer-like vampiric swords appear in D&D, most notably in the module *White Plume Mountain*, whose back cover art features a white-haired warrior wielding a black blade called *Blackrazor*. Also the original edition of *Deities and Demigods* contained statistics for the Melnibonéan mythos and Stormbringer.

- 1: Elric of Melniboné : Elric and cousin Yrkoon find the runeblades in a realm of Limbo and commence battle. Elric and Stormbringer disarm Yrkoon, and Mournblade disappears. Yrkoon is defeated, and Elric and his cousin return to Imrryr.
- 2: The Sailor on the Seas of Fate :
- 3: The Weird of the White Wolf : Elric returns to Imrryr after a long journey and confronts Yrkoon, who usurped the throne in his absence. Yrkoon has regained Mournblade through unknown means and uses it to attack. Elric and Stormbringer kill Yrkoon, and no further mention is made of Mournblade until it is later disclosed that it was recovered by the Seers of Nihrain, to be wielded by Elric's cousin, Dyvim Storm. Imrryr is sacked, though the pillagers fate is not much better, being pursued by the golden battle barges and the few dragons who were awakened, led by Dyvim Tvar. Only Elric's ship escapes, propelled by the aid of his sorcery.
- 4: The Vanishing Tower
- 5: The Bane of the Black Sword
- 6: Stormbringer

Moore, C.L.

Catherine Lucille Moore was an American science fiction and fantasy writer. She was one of the first women to write in the genre, and paved the way for many other female writers in speculative fiction. Her first stories appeared in pulp magazines in the 1930s, including two significant series in *Weird Tales*. One series concerns the rogue and adventurer, Northwest Smith, and his wanderings through the Solar System; the other is a short fantasy series about Jirel of Joiry (one of the first female protagonists in sword and sorcery fiction). The most famous of the Northwest Smith stories is "Shambleau", which marked Moore's first professional sale. It appeared in the magazine in November 1933, with the sale netting her a hundred dollars. The first and most famous of the Jirel of Joiry stories is "*Black God's Kiss*", which received the cover illustration (painted by Margaret Brundage) in the October 1934 *Weird Tales*. Her early stories were notable for their emphasis on the senses and emotions, which was highly unusual at the time.

- Black Gods & Scarlet Dreams: The collected tales of Jirel of Joiry, the first great pulp fantasy female heroine.

Mundy, Talbot

Talbot Mundy (born William Lancaster Gribbon) was an English writer. He also wrote under the pseudonym Walter Galt. Beginning in the late 1920's Mundy wrote a number of stories about *Tros of Samothrace*, a Greek freedom fighter who aided Britons and Druids in their fight against Julius Caesar.

- *Tros of Samothrace*: The novel concerns the swashbuckling adventures of the title character as he battles Norsemen, pre-Roman Britons and Julius Caesar. The novel was constructed of short stories which first appeared in the magazine *Adventure* in 1925-1926. Notable D&D tropes include druids and berserkers.
- *The Lion of Petra*
- *Caves of Terror*

Niven, Larry

Laurence van Cott Niven is an American science fiction author. Perhaps his best-known work is *Ringworld*, which received Hugo, Locus, Ditmar, and Nebula awards. His work is primarily hard science fiction, using big science concepts and theoretical physics. It also often includes elements of detective fiction and adventure stories.

- *The Flight of the Horse*: A series of humorous fantasy stories.
- *World of Ptavvs*: A reflective statue is found at the bottom of one of Earth's oceans, having lain there for 1.5 billion years. Humans have recently developed a time-slowing field, and found that one such field cannot function within another. It is suspected that the "Sea Statue" is in fact a space traveler within a time field. Larry Greenberg, a telepath, agrees to participate in an experiment. A time-slowing field is generated around both Greenberg and the statue, shutting off the stasis field and revealing Kzanol, a living Thrint, a member of a telepathic race which once ruled the galaxy through mind control. Possibly inspired the githyanki/illithid relationship in later AD&D campaign settings.
- *The Magic Goes Away*: A rational fantasy dealing with magic as a non-renewable resource. A fantasy short story written in 1976, and later expanded to a novella of the same name which was published in 1978. While these works were not the first in the "*Magic Universe*" or "*Warlock*" series, they marked a turning point after the 1973 oil crisis and Niven's subsequent transformation of the series into an allegory for a modern-day energy crisis; the novella was also the first work longer than a short story. Niven's approach to fantasy (as with his approach to science fiction) is relatively logical, and somewhat distinct from the high fantasy normally associated with the genre. The setting was later used as a backdrop for a series of full-length novels, *The Burning City* (2000) and its sequel, *Burning Tower* (2005), which were co-written with Jerry Pournelle.
- *Dream Park* (with Steven Barnes): The *Dream Park* series is set in a near-future Earth, the first book taking place in March of 2051. Technology is used to create realistic games in which participants act out the roles of free-willed protagonists in various stories. These are role-playing games and foreshadowed many aspects of modern live action role-playing games (LARPs).

The sets for the games are quite elaborate. In one novel an entire island is created for the game. Holograms are used for special effects. The blades on sharp weapons can be removed and replaced with holographic edges; this allows participants to engage in safe combat. A combination of computers and gamemasters monitor events, prompt actors playing non-protagonist parts, and resolve simulated actions. Thus, after being repeatedly struck with a holographic sword a computer might determine that a player's character has died. The player will be informed that he should pantomime a death and is removed from play.

Although the *Dream Park* assumes future technology, it is still an expensive proposition. Players pay fees to play the games. In addition, the first game played is recorded. The creator of the game takes the recorded footage and edits it into a movie and other media for resale. While the resulting movies are heavily influenced by the game's creator, the actions of the players are unscripted. In this way the books anticipate reality television.

The games in the *Dream Park* series are heavily regulated. One of the regulatory groups is the International Fantasy Games Society or IFGS. The creator of a game has nearly unlimited power in the game; he could arbitrarily change a game to doom a given player's character to death and eject the player from the game. IFGS existed to protect the interests of players and limit abuse by game creators.

A role-playing game was published by R. Talsorian Games entitled *Dream Park* (making it a role-playing game based on a book about a role-playing game).

Norton, Andre

Andre Alice Norton was an American science fiction and fantasy author (with some works of historical fiction and contemporary fiction). She published her first novel in 1934, was the first woman to receive the Gandalf Grand Master Award from the World Science Fiction Society in 1977, and she won the Damon Knight Memorial Grand Master Award from the SFWA in 1983. She wrote under the *noms de plume* Andre Norton, Andrew North and Allen Weston. Often called the Grande Dame of Science Fiction and Fantasy by biographers such as J.M. Cornwell and organizations such as Science Fiction and Fantasy Writers of America, Publishers Weekly and Time, Andre Norton wrote novels for over 70 years. She had a profound influence on the entire genre, having over 300 published titles read by at least 4 generations of science fiction and fantasy authors. Notable authors who cite her influence include Greg Bear, Lois McMaster Bujold, C. J. Cherryh, Cecilia Dart-Thornton, Tanya Huff, Mercedes Lackey, Charles de Lint, Joan D. Vinge, David Weber and K. D. Wentworth.

In most Norton books, whether science-fiction or fantasy, the plot takes place in the open countryside, with only short episodes in a city environment. Protagonists usually move about singly or in small groups, and in conflict situations they are more often scouts, spies or guerillas rather than regular soldiers in large military formations. As could be expected of such characters, they tend to be resourceful and capable of taking independent initiative. In some books, protagonists are introduced already in possession of such characteristics. In others the protagonists (often young) are thrust into situations where they must develop them quickly, and invariably succeed at it. In this respect, she pre-figures and lends inspiration to the party-based questing dynamic of D&D gameplay.

In 1976, Norton was introduced to Dungeons & Dragons by Gary Gygax, and subsequently went on to write the first 'role-playing novel', *Quag Keep*.

- *Quag Keep* : Set in Gary Gygax's World of Greyhawk. This tale has gamers transported to another universe by touching magical game pieces. There they become their game characters. They search first for Lichis, a powerful dragon who always takes the side of the Good and opposes Chaos. They only have a vague notion of where Lichis is laired, so they gather supplies and mounts and ride out on the quest. They are followed by the forces of Chaos.
- *Return to Quag Keep*, with Jean Rabe: In Norton and Rabe's serviceable sequel to Norton's *Quag Keep*, the first novel based on a role-playing game, the original seven adventurers have survived their quest and regained their memories of who they really are—gaming nerds from a variety of locales and occupations on Earth. The "grand purpose" for which they were spirited away to fight may never have existed. Trapped in a backward medieval world, the seven yearn to return home. Eventually, they meet another human in their same situation and discover there is a purpose involving Earth for which they must fight. For the most part, the story and characters lack the magic and imagination typical of Norton at her best.
- *Quag Keep and Return to Quag Keep Omnibus*

The Witch World Series

The Witch World is a long series of fantasies laid in a parallel universe where magic works and, at the beginning at least, is the exclusive property of women. The series combines many traits of high fantasy and sword and sorcery. It begins with what is now called the *Estcarp cycle*. These describe the adventures of Simon Tregarth from Earth, his witch wife Jaelithe, and their three children Kyllan, Kemoc and Kaththea. This can be considered a mirror image of Ursula K. Le Guin's *Earthsea*, where a hierarchy of male mages who

hold female witches in contempt is slowly and painfully forced to accept them as equals. And in both series, the long-held assertion that sex and magic are mutually exclusive ("a mage who makes love thereby unmakes his power") proved unfounded.

- 1: Witch World
- 2: The Web of the Witch World
- 3: Year of the Unicorn
- 4: Three Against the Witch World
- 5: Warlock of the Witch World
- 6: Sorceress of the Witch World
- 7: Spell of the Witch World
- 8: The Crystal Gryphon
- 9: The Jargoan Pard
- 10: The Trey of Swords
- 11: Zarsthor's Bane
- 12: The Lore of Witch World
- Gryphon's Eyrie
- Horn Crown
- 'Ware Hawk
- The Gate of the Cat
- Storms of Victory : with P. M. Griffin

Offutt, Andrew

Andrew Jefferson Offutt is an American science fiction and fantasy author. He has written as Andrew J. Offutt, A. J. Offutt, and Andy Offut. His normal byline, andrew j. offutt, has his name in all lower-case letters. His son is the author Chris Offutt. Offutt published numerous novels and short stories, including many in the "Thieves World" series edited by Robert Lynn Asprin and Lynn Abbey, which feature his best known character, the thief Hanse, also known as Shadowspawn (and, later, Chance). His "Iron Lords" series likewise was popular. He also wrote two series of books based on characters by Robert E. Howard, one on Howard's best known character, Conan, and one on a lesser known character, Cormac mac Art. As an editor Offutt produced a series of five anthologies entitled *Swords Against Darkness*, which included the first professional sale by Charles de Lint.

Swords Against Darkness Series

Anthology series of swords-and-sorcery short stories

- [Swords Against Darkness I:](#)
- [Swords Against Darkness II:](#)
- [Swords Against Darkness III:](#)
- [Swords Against Darkness IV:](#)
- [Swords Against Darkness V:](#)

Cormac Mac Art Series

- [The Sword of the Gael](#)
- [The Undying Wizard](#)
- [Sign of the Moonbow](#)
- [The Mists of Doom](#)
- [When Death Birds Fly](#) : with Keith Taylor
- [The Tower of Death](#) : with Keith Taylor

Pratt, Fletcher

Murray Fletcher Pratt was an American science fiction and fantasy writer; he was also well-known as a writer on naval history and on the American Civil War. Wargamers know Pratt as the inventor of a set of rules for civilian naval wargaming before the Second World War. This was known as the "Naval War Game" and was based on a wargame developed by Fred T. Jane involving dozens of tiny wooden ships, built on a scale of one inch to 50 feet. These were spread over the floor of Pratt's apartment and their maneuvers were calculated via a complex mathematical formula. Noted author and artist Jack Coggins was a frequent participant in Pratt's Navy Game, and De Camp met him through his wargaming group. Pratt is best known for his fantasy collaborations with de Camp, the most famous of which is the humorous Harold Shea series, was eventually published in full as *The Complete Compleat Enchanter*. His solo fantasy novels *Well of the Unicorn* and *The Blue Star* are also highly regarded.

- [Blue Star](#)

Renault, Mary

Mary Renault was an English writer best known for her historical novels set in Ancient Greece. In addition to vivid fictional portrayals of Theseus, Socrates, Plato and Alexander the Great, she wrote a non-fiction biography of Alexander.

- [The Lion in the Gateway](#)
- [The Bull From the Sea](#)

Rosenberg, Joel

Joel Rosenberg is a science fiction and fantasy author with dual American and Canadian citizenship who is best known for his long-running "*Guardians of the Flame*" series. Rosenberg's novels frequently feature the theme of freedom and the right to keep and bear arms. Other themes include protecting children at all costs, and the message that people can overcome hardships and abuse suffered as children. His heroes also frequently find inspiration in the heroic figures of the Greek classics and of American folklore.

Guardians of the Flame Series

A modern fantasy series about a group of college students who find themselves transported into their professor's medieval fantasy role-playing world. Throughout numerous books, Rosenberg has traced these characters, their descendants and the changes they've made to society. He has shown no compunction about killing off popular characters.

- [1: The Sleeping Dragon](#)
- [2: The Sword and the Chain](#)
- [3: The Silver Crown](#)
- [4: The Heir Apparent](#)
- [5: The Warrior Lives](#)
- [6: The Road to Ehvenor](#)
- [7: The Road Home](#)
- [8: Not Exactly the Three Musketeers](#)
- [9: Not Quite Scaramouche](#)
- [10: Not Really the Prisoner of Zenda](#)

Short Stories

- "Wear Wolf", in Dragon Magazine #60
- "The Blink Of a Wizard's Eye", in Dragon Magazine #71

Saberhagen, Fred

Fred Thomas Saberhagen was an American science fiction and fantasy fiction author most famous for his *Berserker* series of science fiction stories. He also wrote a series of vampire novels in which the vampires (including the famous Dracula) are the protagonists, and a series of post-apocalyptic mytho-magical novels beginning with his popular *Empire of the East* and continuing through a long series of *Swords* and *Lost Swords* novels.

Empire of the East Trilogy

- [The Broken Lands](#)
- [The Black Mountains](#)
- [Ardneh's World](#)
- [Empire of the East](#) : Omnibus of the Empire of the East trilogy

Salmonson, Jessica Amanda

Jessica Amanda Salmonson is an author, editor and writer of fantasy and horror fiction. Salmonson's website, Violet Books, is a "domain for fans & collectors of literary ghost stories, Victorian science fiction." Salmonson is a frequent contributor to online news groups, often critiquing or criticizing others posts and creative works. She also maintains an extensive film blog in which she reviews films of all kinds, art films to exploitation film, with coverage in particular of horror films, Japanese cinema, and Chinese cinema. Her third website is a temperate gardening site on the web.

Tomoe Gozen Series

Set in an alternate universe resembling feudal Japan, the book combines the tale of historical female samurai Tomoe Gozen with the legends and creatures of Japanese mythology to create an action-adventure fantasy. It is the first part of the *Tomoe Gozen Trilogy* which met with some success in the 1980s fantasy novel market. The series is notable for its unusual, highly researched samurai background and feminist story slant.

- [Disfavored Hero](#) :
- [The Golden Naginata](#)
- [Thousand Shrine Warrior](#)

Amazons! Series

Anthology of swords-and-sorcery featuring female heroines.

- [Amazons!](#)
- [Amazons! II](#)
- [Amazons!](#): Omnibus of both Amazons! Anthologies
- [The Encyclopedia of Amazons](#) : Historical review of women warriors from Antiquity to the present.

Short Stories

- "The Sagittarian", in Dragon Magazine #73:

Saunders, Charles R.

Charles R. Saunders is an African American author and journalist currently living in Canada. During his long career, he has written everything from novels both fiction and non-fiction, to screenplays and radio plays.

Imaro Series

Heroic tales of adventures of a black warrior in a fictionalized African continent known as Nyumbani. It details an alternate history that diverges from our own in very interesting ways. Magic exists, and the Cape Buffalo, Rhino and Zebra have been domesticated and used as both pack animals and war steeds. And strange, twisted creatures stalk the land, living artifacts dating back to the Mizungu War that took place a thousand years previous to Imaro's time. Evil exists in the form of the demonic Mashaatan and their many servants. Advanced African empires rule the continent of Nyumbani, foremost among them is Cush.

- Imaro : It was probably the first foray into the sword and sorcery arena by a black author. The novel was a carefully chosen collection of six short stories (*Mawanzo*, *Turkhana Knives*, *The Place of Stones*, *Slaves of the Giant Kings*, *Horror in the Black Hills*, and *The City of Madness*) which were originally published in *Dark Fantasy* a fanzine published by Canadian comic book artist Gene Day during the 1970's. The eponymous hero of the tales is Imaro of the Ilyassai, Imaro the outcast, Imaro the legendary hero of the jungle continent. This is an epic, action packed novel of how Imaro achieved manhood, won his rights among the people, and began his long march against the fantastic and unearthly terrors of that alternate-Africa known as Nyumbani.
- Imaro: The Quest for Cush : A carefully chosen collection of four short stories featuring the hero Imaro (*In Mwenni*, *In Bana-Gui*, *On the Bahari Mashiriki*, and *In Kush*) which were originally published in *Dark Fantasy*.
- Imaro: The Trail of Bohu : the third and final book in the original Imaro Trilogy.

Short Stories

- "Mzee", in *Dragon Magazine* #86

Schenck, Bradley W.

Bradley W. Schenck is an American artist, writer and game designer. His art is widely recognised for its strong themes and rigorous structure applied to fantastic subjects that are reminiscent of the work of members of the Pre-Raphaelite Brotherhood. His work has been strongly influenced by traditional Celtic art and the Art Nouveau style. Some of Brad's earliest published artwork can be found in the *Arduin* role playing game adventure *Welcome to Skull Tower*. Brad's early work can often be identified by his artist's signature "Morno" or the sigil of the moon with an inscribed letter 'M.'

Short Stories

- "The Forest of Flame", in *Dragon Magazine* #6
- "The Journey Most Alone", in *Dragon Magazine* #7

Schweitzer, Darrell

Darrell Schweitzer is an American writer, editor, and essayist in the field of speculative fiction. Much of his focus has been on dark fantasy and horror, although he does also work in science fiction and fantasy. Schweitzer is also a prolific writer of literary criticism and editor of collections of essays on various writers within his preferred genres. His most recent book is *The Neil Gaiman Reader*, a collection of essays about and interviews with Neil Gaiman published by Wildside Press in November, 2006.

Short Stories

- "A Part of the Game", in Dragon Magazine #51

Sellow, Catherine F.

- Adventures with the Giants

Smith, Clark Ashton

Clark Ashton Smith was a poet, sculptor, painter and author of fantasy, horror and science fiction short stories. It is for these stories, and his literary friendship with H. P. Lovecraft from 1922 until Lovecraft's death in 1937, that he is mainly remembered today. With Lovecraft and Robert E. Howard, also a friend and correspondent, Smith remains one of the most famous contributors to the pulp magazine *Weird Tales*.

Smith's stories are exotic swords-and-sorcery tales with a dash of horror and gothic romance. All of his work is now in the public domain and is available from the wonderful [Eldritch Dark](#) website. Links below are to that site.

Zothique Cycle

Short stories set in the fictional dying world of Zothique.

- ["The Black Abbot of Puthuum"](#)
- ["The Charnel God"](#)
- ["The Dark Eidolon"](#)
- ["The Death of Ilalotha"](#)
- ["Empire of the Necromancers"](#)
- ["The Garden of Adompha"](#)
- ["The Isle of the Torturers"](#)
- ["The Last Hieroglyph"](#)
- ["The Master of the Crabs"](#)
- ["Morthylla"](#)
- ["Necromancy in Naat"](#)
- ["The Tomb Spawn"](#)
- ["The Voyage of King Euvoran"](#)
- ["The Weaver in the Vault"](#)
- ["The Witchcraft of Ulua"](#)
- ["Xeethra"](#)
- ["The Crabs of Iribos"](#) (Synopsis)
- ["The Feet of Sidaiva"](#) (Synopsis)

Hyperborean Cycle

Short stories set in the fictional antediluvian continent of Hyperborea.

- ["The Tale of Satampra Zeiros"](#)
- ["The Testament of Athammaus"](#)
- ["The Weird of Avoosl Wuthoqquan"](#)
- ["The Door to Saturn"](#)
- ["The House of Haon-Dor"](#) : Story Fragment
- ["The Ice-Demon"](#)
- ["Ubbo-Sathla"](#)
- ["The Seven Geases"](#)
- ["The White Sybil"](#)
- ["The Coming of the White Worm"](#)
- ["The Theft of the Thirty-Nine Girdles"](#)
- ["The Hyperborean City"](#) : Synopsis

Averoigne Cycle

Short stories set in the fictional medieval French province of Averoigne.

- "The End of the Story"
- "A Rendezvous in Averoigne"
- "The Maker of Gargoyles" : Synopsis
- "The Colossus of Ybourgne"
- "The Holiness of Azédarac"
- "The Beast of Averoigne"
- "The Mandrakes"
- "The Disinterment of Venus" : Synopsis
- "Mother of Toads"
- "The Enchantress of Sylaire"
- "The Satyr"
- "Averoigne" : Poetry
- A Rendezvous in Averoigne

Tierney, Richard L., & David C. Smith

Richard L. Tierney is an American writer and poet. Tierney, a scholar of H. P. Lovecraft, has written Cthulhu Mythos novels and is the coauthor (with David C. Smith) of a series of Red Sonja novels, featuring cover art by Boris Vallejo.

Red Sonja Series

Stories featuring Robert E. Howard's fictional Hyborian heroine, Red Sonja.

- [The Ring of Ikribu](#)
- [Demon Night](#)
- [When Hell Laughs](#)
- [Endithor's Daughter](#)
- [Against the Prince of Hell](#)
- [Star of Doom](#)
- [Red Sonja](#) : Omnibus of all the Red Sonja novels.

Cormac Mac Art Series

Stories featuring Robert E. Howard's Celtic hero, Cormac. (c.f. Andrew Offutt's *Cormac Mac Art* series.)

- Swords of the Northern Sea
- Night of the Wolf
- The Temple of Abomination
- [Tigers of the Sea](#) : Omnibus of all the Smith/Tierney Cormac Mac Art novels

St. Clair, Margaret

Margaret St. Clair was an American science fiction writer, who also wrote under the pseudonyms Idris Seabright and Wilton Hazzard. Apart from more than 100 short stories, St. Clair also wrote nine novels. Of interest beyond science fiction is her 1963 novel *Sign of the Labrys*, for its early use of Wicca elements in fiction. Her interests included witchcraft, nudism, and feminism.

- [The Shadow People](#) (1969)
- [Sign of the Labrys](#) Witches and druids in a post-apocalyptic dark age.

Shea, Michael

Michael Shea is an American fantasy horror and science fiction author. He is a multiple winner of the World Fantasy Award.

- [Niff the Lean](#) : The Niff stories, examples of the sword and sorcery genre modeled on Jack Vance, are notable for their imaginative depiction of the world of demons (which could be read as a satire on 1980s greed and consumerism) and their blend of horror, flowery diction, and occasionally crude humor. Winner of the World Fantasy Award
- The Mines of Behemoth
- [The Incomplete Niff](#): Omnibus of the 1st-2nd novels

Stasheff, Christopher

Christopher Stasheff is an American science fiction author and fantasy author. Stasheff's stories could be categorized as "medieval fantasy"; they are filled with sorcery, monsters, castles, etc. Stasheff has written several series of novels featuring a wizard or warlock as the main character. However, in at least the Warlock series, the "fantasy" is actually psionic powers: telepathy, telekinesis, teleportation, psychometry, etc., with time-traveling enemies, and the protagonist's best friend is a high-tech computer AI in a robotic equine body.

The central theme running through all of Stasheff's novels is the spreading of democracy (constitutional republic) as a form of government. Some of his novels have a religious tinge to them.(e.g. Her Majesty's Wizard). The plot of almost every one of his novels is about a main character causing a change (whether a revolution or coup) in a society from monarchy, feudalism, or any other form of government to a more democratic and populist style of government.

Many of Stasheff's books seek to educate the reader without the reader knowing. He signals this to the reader through the character of Cholly Barman in *Escape Velocity*: an outlaw educator who believes that people are best taught when they don't know they're being taught. Stasheff manages to pack ideas like Hegelian dialect, mediaeval forms of government and theory of poetry into his books, more or less thinly disguised as entertainment.

Warlock of Gramarye Series

- 1: [Escape Velocity](#)
- 2: [The Warlock in Spite of Himself](#)
- 3: [King Kobold Revived](#)
- 4: [The Warlock Unlocked](#)
- 5: [The Warlock Enraged](#)
- 6: [The Warlock Wandering](#)
- 7: [The Warlock Is Missing](#)
- 8: [The Warlock Heretical](#)
- 9: [The Warlock's Companion](#)
- 10: [The Warlock Insane](#)
- 11: [The Warlock Rock](#)
- 12: [Warlock and Son](#)
- 13: [The Spell-bound Scholar](#)
- 14: [The Warlock's Last Ride](#)
- [To the Magic Born](#) : Omnibus of the 1st & 2nd novels
- [The Warlock Enlarged](#) : Omnibus of the 3rd-5th novels
- [The Warlock's Night Out](#) : Omnibus of the 6th & 7th novels
- [Odd Warlock Out](#) : Omnibus of the 8th-10th novels

Stephenson, Neil

Neal Town Stephenson is an American writer, known primarily for his science fiction works in the postcyberpunk genre with a penchant for explorations of society, mathematics, cryptography, currency, and the history of science. He also writes non-fiction articles about technology in publications such as *Wired Magazine*, and has worked part-time as an advisor for Blue Origin, a company developing a manned sub-orbital launch system.

- [The Big U](#): The story follows the misadventures of a socially inept physics student, a pair of gun-wielding lesbians, a hardcore LARP/war gaming club, and other misfits through a series of escalating events that culminates with a full scale civil war raging on the campus of American Megaversity.

Stewart, Mary

Mary Florence Elinor Stewart is a popular English novelist, best known for her series about Merlin, which straddles the boundary between the historical novel and the fantasy genre. She was at the height of her popularity in the 1960s and 1970s when many of her suspense and romantic novels were translated into many languages. She taught at the John Norquay elementary school for 35 years before retiring. Stewart is considered one of the founders of the romantic suspense subgenre, blending romance novels and mystery. Her novels seamlessly combined the two genres, maintaining a full mystery while focusing on the courtship between two people. In her novels, the process of solving the mystery "helps to illuminate" the hero's personality, helping the heroine to fall in love with him.

Arthurian Saga Series

- [The Crystal Cave](#)
- [The Hollow Hills](#)
- [The Last Enchantment](#)

Sutcliff, Rosemary

Rosemary Sutcliff CBE was a British novelist, best known as a writer of highly acclaimed historical fiction. Although primarily a children's author, the quality and depth of her writing also appeals to adults, she herself once commenting that she wrote "for children of all ages from nine to ninety."

- [Black Ships Before Troy](#)
- [The Wanderings of Odysseus](#)
- [The Mark of the Horse Lord](#)

Swann, Thomas Burnett

Thomas Burnett Swann was an American poet, critic and fantasy author. The bulk of Swann's fantasy fits into a rough chronology that begins in ancient Egypt around 2500 BC and chronicles the steady decline of magic and mythological races such as dryads, centaurs, satyrs, selkies and minotaurs. The coming of more "advanced" civilisations constantly threatens to destroy their pre-industrial world, and they must continually seek refuge wherever they can. They see the advent of Christianity as a major tragedy; the Christians regard magic and mythological beings as evil and seek to destroy the surviving creatures, although some manage to survive and preserve some of their old ways through medieval times down to the late 19th Century and *perhaps* the 20th.

An undercurrent of sexuality runs through all of these stories. Many of Swann's characters are sexually adventurous and regard sexual repression as spiritually damaging. Casual and sometimes permanent nudity is common. Homosexual relationships between both male and female characters are often hinted at, although seldom made explicit.

- [The Tournament of the Thorns](#)
- [Moondust](#)
- [The Not-World](#)
- [Green Phoenix](#)

The Minotaur Trilogy

- [Cry Silver Bells](#)
- [The Forest of Forever](#)
- [Day of the Minotaur](#)

Taylor, Keith

Keith Taylor is an Australian fantasy author and two-time winner of Australia's Ditmar Award for Long Fiction.

The Bard Series

- [Bard](#)
- [Bard II: The First Longship](#)
- [Bard III: The Wild Sea](#)
- [Bard IV: Raven's Gathering](#)
- [Bard V: Felimid's Homecoming](#)

Tolkien, J.R.R.

John Ronald Reuel Tolkien, CBE was an English writer, poet, philologist, and university professor, best known as the author of the high fantasy classic works *The Hobbit* and *The Lord of the Rings*. Tolkien was Rawlinson and Bosworth Professor of Anglo-Saxon at Oxford from 1925 to 1945, and Merton Professor of English language and literature from 1945 to 1959. He was a close friend of C. S. Lewis – they were both members of the informal literary discussion group known as the *Inklings*. Tolkien was appointed a Commander of the Order of the British Empire by Queen Elizabeth II on 28 March 1972.

After his death, Tolkien's son, Christopher, published a series of works based on his father's extensive notes and unpublished manuscripts, including *The Silmarillion*. These, together with *The Hobbit* and *The Lord of the Rings*, form a connected body of tales, poems, fictional histories, invented languages, and literary essays about an imagined world called Arda, and Middle-earth within it. Between 1951 and 1955 Tolkien applied the word *legendarium* to the larger part of these writings.

While many other authors had published works of fantasy before Tolkien, the great success of *The Hobbit* and *The Lord of the Rings* when they were published in paperback in the United States led directly to a popular resurgence of the genre. This has caused Tolkien to be popularly identified as the "father" of modern fantasy literature, or more precisely, high fantasy.

Undoubtedly, Tolkien as exerted a profound influence on D&D, and on fantasy role-playing games in general. Some of the common D&D tropes found in Tolkien include rangers, dragons, halflings, dwarves, elves, half-elves, goblins, orcs, trolls, werebears, treants, wights, worgs, wraiths and rings of invisibility.

- [The Hobbit](#)
- [The Silmarillion](#)

Lord of the Rings Trilogy

- [The Fellowship of the Ring](#)
- [The Two Towers](#)
- [The Return of the King](#)

Vance, Jack

John Holbrook Vance is an American fantasy and science fiction author. Most of his work has been published under the name Jack Vance. Vance has published 11 mysteries as John Holbrook Vance and 3 as Ellery Queen. Other pen names include Alan Wade, Peter Held, John van See, and Jay Kavanse.

Among his awards are: Hugo Awards, in 1963 for *The Dragon Masters* and in 1967 for *The Last Castle*; a Nebula Award in 1966, also for *The Last Castle*; the Jupiter Award in 1975; the World Fantasy Award in 1984 for life achievement and in 1990 for *Lyonese: Madouc*; an Edgar (the mystery equivalent of the Nebula) for the best first mystery novel in 1961 for *The Man in the Cage*; in 1992, he was Guest of Honor at the WorldCon in Orlando, Florida; and in 1997 he was named a SFWA Grand Master.

The system of magic used in some of Vance's work, in which spells are memorized and then forgotten once cast, was borrowed by Gary Gygax for the Dungeons & Dragons role-playing game, in part because it is not similar to any real-world occult beliefs, and in part because it allowed for spells themselves to be impressively powerful without giving game-unbalancing power to characters who wielded them. It is often referred to as Vancian spellcasting. Gygax later cited Vance as an important influence on AD&D in the 1st edition of the *Dungeon Master's Guide*. In homage, Dungeons & Dragons contributor Brian Blume named one of the deities of magic in the world of Greyhawk as Vecna (an anagram of Vance). Many spells and magic items in Dungeons and Dragons are taken from the Dying Earth series, including Prismatic Spray, Time Stop, Spools of Endless Rope, Portable Holes, etc. *The Dying Earth* role-playing game is entirely based on the stories set in the universe of the same name and is published by Pelgrane Press.

- [The Dying Earth](#) : Anthology
- [The Eyes of the Overworld](#) : Anthology
- [Cugel's Saga](#)
- [Rhialto the Marvellous](#) : Anthology
- [The Compleat Dying Earth](#) : Omnibus

Van Vogt, A. E.

- [Voyage of the Space Beagle](#): The displacer beast was inspired by the coeurl, a feline-like creature from the novel

Vinge, Vernor

Vernor Steffen Vinge is a retired San Diego State University Professor of Mathematics, computer scientist, and science fiction author. He is best known for his Hugo Award-winning novels *A Fire Upon the Deep*, *A Deepness in the Sky*, *Rainbows End*, *Fast Times at Fairmont High* and *The Cookie Monster*, as well as for his 1993 essay "The Coming Technological Singularity", in which he argues that exponential growth in technology will reach a point beyond which we cannot even speculate about the consequences.

- [Grimm's World](#)

Wagner, Karl Edward

Karl Edward Wagner was an American writer, editor and publisher of horror, science fiction, and heroic fantasy, and originally trained as a psychiatrist. His disillusionment with the medical profession can be seen in the stories "The Fourth Seal" and "Into Whose Hands". He described his world view as nihilistic, anarchistic and absurdist, and claimed, not entirely seriously, to be related to "an opera composer named Richard". Some of Wagner's work is set in Robert E. Howard's universe (featuring Conan the Barbarian and Bran Mak Morn); he also edited three volumes of Howard's original Conan tales, important to purists for being the first to restore the texts to their originally published form.

Kane series

Swords and sorcery tales of the mystical and pre-historical hero, Kane, whose name and background are based on traditional conceptions of the biblical Cain. A powerful, left-handed man with red hair and eyes which people find it difficult to meet (the Mark of Kane), the character was described by Wagner as one "who could master any situation intellectually, or rip heads off if push came to shove".

- [1: Darkness Weaves](#)
- [2: Death Angel's Shadow](#)
- [3: Bloodstone](#)
- [4: Dark Crusade](#)
- [5: Night Winds](#)
- [The Book of Kane](#)
- [The Midnight Sun: The Complete Stories of Kane](#)
- [Gods in Darkness: The Complete Novels of Kane](#)

Ward, James M.

James M. Ward, is an American game designer and fantasy author. He is best known for his game development and design work for TSR, Inc., where he worked for more than 20 years. He has authored one role-playing game, *Metamorphosis Alpha*, and co-authored the *Gamma World* rpg with Gary Jaquet. In 1989 he was inducted into the Academy of Adventure Gaming Arts & Design Hall of Fame. From 2000 - 2005, he was President of Fast Forward Entertainment, an independent game development company.

Short Stories

- "An Alien In a Strange Land", in Dragon Magazine #25

Watt-Evans, Lawrence

Lawrence Watt-Evans is one of the pseudonyms of American fantasy author Lawrence Watt Evans (another pseudonym, used primarily for science fiction, is Nathan Archer).

Short Stories

- "Test of the Twins", in Dragon Magazine, #83
- "The Rune and the Dragon", in Dragon Magazine #91

Wellman, Manly Wade

Manly Wade Wellman was an American writer. He is best known for his fantasy and horror stories set in the Appalachian Mountains and drawing on the native folklore of that region, but he wrote in a wide variety of genres including: science fiction, fantasy, historical fiction, detective fiction, western fiction, juvenile fiction and non-fiction. In the later 1920s, during the silent film era, Wellmann wrote movie reviews for the *Wichita Beacon*. He also contributed to the writing of the comic book *The Spirit* while the franchise's creator, Will Eisner, was serving in the US military during World War II. Three of Wellmen's most famous reappearing protagonists are Silver John/John the Balladeer, the wandering backwoods minstrel who owns a silver-stringed guitar, the elderly 'occult detective' Judge Pursuivant and the playboy/adventurer John Thunstone. In 1955 he earned the Edgar Allan Poe Award for nonfiction.

- [1: The Third Cry to Legba and Other Invocations](#) : Short story anthology
- [2: The Devil is Not Mocked & Other Warnings](#) : Short story anthology
- [3: Fearful Rock & Other Precarious Locales](#) : Short story anthology
- [4: Sin's Doorway and Other Ominous Entrances](#) : Short story anthology
- [5: Owls Hoot in the Daytime & Other Omens](#) : Short story anthology

White, Theodore H.

Terence Hanbury White was an English author best known for his sequence of Arthurian novels. Michael Moorcock enjoyed White's *The Once and Future King*, and was especially influenced by the underpinnings of realism in his work. J. K. Rowling has said that T. H. White's writing strongly influenced the *Harry Potter* books; several critics have compared Rowling's character Albus Dumbledore to White's absent-minded Merlyn, and Rowling herself has described White's Wart as "Harry's spiritual ancestor."

- [The Once and Future King](#): An Arthurian fantasy novel. It was first published in 1958 and is mostly a composite of earlier works. The title comes from the supposed inscription of the marker over King Arthur's grave: *HIC IACET ARTORIVS REX QVONDAM REXQVE FVTVRVVS* — "Here lies Arthur, the once and future king." The book, most of which "takes place on the isle of Gramarye," chronicles the raising and education of King Arthur, his rule as a king, and the romance between his best knight Sir Lancelot and his Queen Guinevere. It ends immediately before Arthur's final battle against his illegitimate son Mordred.

Williams, Jay

Jay Williams was an American author best-known for his young adult "Danny Dunn" science fiction/fantasy series which he co-authored with Raymond Abrashkin. He also wrote mysteries for young adults, such as *The Stolen Oracle*, *The Counterfeit African*, and *The Roman Moon Mystery*. Williams also wrote adult crime fiction using the pseudonym Michael Delving. This may be a reference to Michel Delving, a large hobbit-populated town in *The Lord of the Rings*. One of his series of mysteries feature the American rare book and manuscript collector, Dave Cannon, and take place in Britain. He also wrote a number of successful historical novels for adults, including *The Witches*, a look at the eradication of the healing women in Scotland; *Solomon and Sheba*; *The Siege*, a tale of the 13th century wars initiated by the Pope against the Albigensian heresy; and *The Rogue from Padua*, a novel that takes place in the Renaissance. His interest in history is reflected in the non-fiction books he wrote: *The Middle Ages*, *Knights of the Crusades*, *The Spanish Armada*, and *Joan of Arc*, as well as his young adult Landmark book on World War II, *The Battle for the North Atlantic*.

- [Life in the Middle Ages](#)
- [Everyone Knows What a Dragon Looks Like](#)
- [Birds and Beasts](#)

Williamson, Jack

John Stewart Williamson, who wrote as Jack Williamson (and occasionally under the pseudonym Will Stewart) was an American author often referred to as the "Dean of Science Fiction".

- [The Reign of Wizardry](#)

Winer, Bart

- [Everyday Life in the Ancient World](#)

Wolfe, Gene

Gene Wolfe is an American science fiction and fantasy writer. He is noted for his dense, allusion-rich prose as well as the strong influence of his Catholic faith, which he adopted after marrying a Catholic. He is a prolific short story writer as well as a novelist, and has won the Nebula Award and World Fantasy Award twice each, the Campbell Memorial Award, and the Locus Award four times. He has also been nominated for the Hugo Award multiple times. In 1996, Wolfe was awarded the World Fantasy Award for Lifetime Achievement.

The Book of the New Sun Series

A science-fiction fantasy novel in four parts. It chronicles the journey and ascent to power of Severian, a disgraced journeyman torturer who rises to the position of Autarch, the one ruler of the free world. Severian, who claims that he has perfect memory, tells the story in first person; the books are presented by Wolfe as a translation of Severian's writings into contemporary English. The series takes place in the distant future, where the Sun has dimmed considerably and the Earth (referred to in the series as "Urth") is slowly cooling. The *New Sun* series belongs to the Dying Earth subgenre (a title inspired by Jack Vance's popular *Dying Earth* series), a kind of science fiction/fantasy set in a distant future when the Sun is dying, set against a background of mysterious and obscure powers and events.

- [1: The Shadow of the Torturer](#)
- [2: The Claw of the Conciliator](#)
- [3: The Sword of the Lictor](#)
- [4: The Citadel of Autarch](#)
- [5: The Castle of the Otter](#)
- [The Book of the New Sun 1](#) : Omnibus containing the 1st and 2nd novels
- [The Book of the New Sun 2](#) : Omnibus containing the 3rd and 4th novels
- [The Urth of the New Sun](#)

Zelazny, Roger

Roger Joseph Zelazny was an American writer of fantasy and science fiction short stories and novels. He won the Nebula award three times (out of 14 nominations) and the Hugo award six times (out of 14 nominations), including two Hugos for novels: the serialized novel ...*And Call Me Conrad* and the novel *Lord of Light*.

Zelazny portrayed worlds with plausible magic systems, powers, and supernatural beings. His descriptions of the nuts and bolts of magical workings set his fantasy writing apart from otherwise similar authors. His science fiction was highly influenced by mythology, poetry, including the French, British, and American classics of the late nineteenth and early twentieth centuries, and by wisecracking detective fiction. His novels and short stories often involved characters from myth, depicted in the modern world. He was also apt to include modern elements, such as cigarettes and references to Marxism, in his fantasy worlds. Novels such as *Jack of Shadows* and *Changeling* revolve around a tension between two worlds, one based on magic and the other on technology.

He was a member of the Swordsmen and Sorcerers' Guild of America (SAGA), a loose-knit group of Heroic Fantasy authors founded in the 1960s, some of whose works were anthologized in Lin Carter's *Flashing Swords!* anthologies.

- Lord of Light : An epic science fiction/fantasy novel. It was awarded the 1968 Hugo Award for Best Novel, and nominated for a Nebula Award in the same category. Two chapters from the novel were published as novelettes in the Magazine of Fantasy and Science Fiction in 1967. The novel is structured as a series of long chapters, each a distinct story of part of a campaign by the hero Sam - a classic Trickster -- against the gods. The first story relates Sam's return from Nirvana to continue the struggle after decades of exile. The subsequent stories are flashbacks as Sam remembers the beginning of his campaign, and the tactics he employed, leading up to the titanic battle of Keenset. In the final chapter the newly returned Sam completes his campaign, with bittersweet results.

Amber Series

The Chronicles of Amber is a popular fantasy series consisting of two story arcs, each five novels in length. Additionally, there are a number of Amber short stories and other works. The series has inspired a role-playing game and a video game.

In the Amber stories, Amber and the Courts of Chaos are the only two true worlds; all others, including our Earth, are but "shadows" of the tension between them. Royals of Amber who have negotiated the Pattern, and the equivalent Chaos nobility who have navigated the Logrus, can freely travel through the shadows and alter them, but they cannot alter Amber itself.

The first five novels are narrated by Corwin and follow his life as he reenters his family after an absence of some centuries. They have been collected under the title *The Chronicles of Amber*. The next five novels focus on Merlin, Corwin's Son. These stories are held by some to be of a lower quality than the first five, revolving around the acquisition of ever more powerful artifacts, each of which negates the drawbacks of the last.

- 1: Nine Princes in Amber: Corwin wakes up from a coma in a hospital in New York with amnesia. He soon discovers that he's part of a superhuman royal family who can wander among infinite parallel worlds (called "shadows"), and who rule over the one true world, Amber.
- 2: The Guns of Avalon: Corwin has escaped the dungeons of Amber, where he was imprisoned by his hated brother Eric, who has seized the throne.
- 3: Sign of the Unicorn: Eric is dead, and Corwin now rules Amber as Regent. But someone has murdered Caine (another brother) and framed Corwin.
- 4: The Hand of Oberon: Corwin finds the Primal Pattern damaged, with a dark stain obscuring parts of it. After being chased from the pattern, Corwin eventually discovers that Brand is responsible for the damage and that he now has the Jewel of Judgment. Corwin must now prevent Brand from attuning himself to the jewel or Brand's plot to destroy the pattern will succeed. He and his family

band together to prevent this and eventually recover the jewel, and discover that their father Oberon, the true King of Amber, still lives.

- 5: The Courts of Chaos: Oberon, having resumed the throne, organizes an assault on the Courts of Chaos. As he approaches the Courts of Chaos he is assailed by fantastic beings who try to dissuade him, and he finally decides that his father must have failed. Corwin then creates a new pattern and uses it to get to the Courts. In a final confrontation with Brand, the Jewel of Judgment is stolen and lost. It is recovered by a unicorn who bestows it on Random, who is accepted as the new King. The Trumps and multiverse are restored and Corwin begins to relate the first Five novels to his son Merlin.
- 6: Trumps of Doom: Merlin has been studying Computer Science on Earth while constructing a secret project called Ghostwheel, a sentient computer based on the Trumps that Merlin hopes will be able to locate Corwin, who vanished after visiting the Courts of Chaos in the previous novel. King Random tries to force him to shut down Ghostwheel but the artifact shows it is capable of self-defense. He soon finds that his best friend Luke is in fact the son of Brand and was responsible for yearly attempts on his life, on the anniversary of when Luke found out about Brand's death. He is left by Luke, imprisoned in a cave of blue crystal which negates the trumps and from which he cannot escape.
- 7: Blood of Amber: Merlin escapes from the crystal cave, and decides to gain leverage over Luke by rescuing Luke's mother Jasra from the Keep of the Four Worlds. The Keep of the Four Worlds is a nexus of magical energies and which has fallen under the control of a mysterious blue-masked sorcerer called Mask who seems to have it in for Merlin. He spars with the sorcerer and escapes with the now-petrified Jasra. He returns to Amber where an unusual Trump summoning imprisons him in the Mad Hatter's tea party from Wonderland.
- 8: Sign of Chaos: Merlin realises that Wonderland, where he and Luke are trapped, is an LSD-induced hallucination made real by Luke's powers over shadow. They escape from the tea party with the help of a Jabberwock using a vorpal sword. He leaves Luke to sober up and seeks his step-brother Mandor, who thinks that their half-brother Jurt may be trying to kill Merlin in order to take the throne of Chaos. Along with Jasra they wrest the Keep of the Four Worlds from Jurt (who has developed godlike powers) and the sorcerer, Mask. They learn that Mask is in fact Merlin's ex-girlfriend Julia.
- 9: Knight of Shadows: Still pursued by Jurt and Julia, Merlin finds himself in a struggle between the Logrus, the fundamental power of chaos, and the Pattern, the fundamental power of order. He locates his father Corwin's pattern and learns from a ghostly copy of his father the nature of the power struggle. It is revealed that the Pattern, and its chaotic counterpart the Logrus, are sentient, and wish Merlin to choose a side to tip the balance of the multiverse towards one or the other. He attempts to use the pattern to find his actual father and is confronted by the powers. They try to make him choose between them using ghosts of family members who have traversed their two paths. He attempts to walk the route of neutrality to avoid choosing sides.
- 10: Prince of Chaos: Merlin returns to his birthplace in the Courts of Chaos in order to solve the existential riddle in which he is involved. He realizes he is but a pawn in the hands of the powerful and cynical superpowers that rule the universe. Merlin becomes the new king of Chaos and is reunited with his father, Corwin. In the Courts of Chaos, Merlin uses Ghostwheel and all his magical powers in the final fight for survival.
- The Great Book of Amber (Complete Chronicles of Amber): Omnibus of all 10 Amber novels

Notes

- Cthul-are-you-kidding? : I've left out a large majority of the Cthulhu Mythos stories as they are predominately modern horror stories. I've limited myself to including only those stories which could be considered 'fantasy' in a traditional sense. Interested readers can find a Mythos-specific list [here](#).
- Science-Fantasy/Science Fiction : I've shied away from straight science fiction, although the ERB and Brackett swords-and-planet stuff is included here since it was a great source of inspiration for early D&D campaigning (see *Dragon Magazine*). Sterling Lanier's *Hiero Desteen* series is the ultimate Gamma WorldTM inspiration, and as such I'm tending towards removing it from this list.
- Conan: There are a ton of Conan books, short-stories, pastiches etc. I've included the REH stories only. Interested readers can pursue the others from here to Pictland.
- The Dungeons and Dragons Cartoon Plot: One of the most talked about plot devices, and apparently one of the least written about. One or a bunch of regular folks find themselves literally transported into a role-playing game world, or vice versa. Joel Rosenberg's *Guardians of the Flame* series is the most well-known example of this. Any additions here would be appreciated.
- The Mainstream: I've added a number of rpg-related mainstream nonfiction and fiction works to the list. Much of this is written from the point of view of an outsider to the hobby and is invaluable for understanding both the gaming subculture and the mainstream reaction to it during these early years in the hobbies' existence.