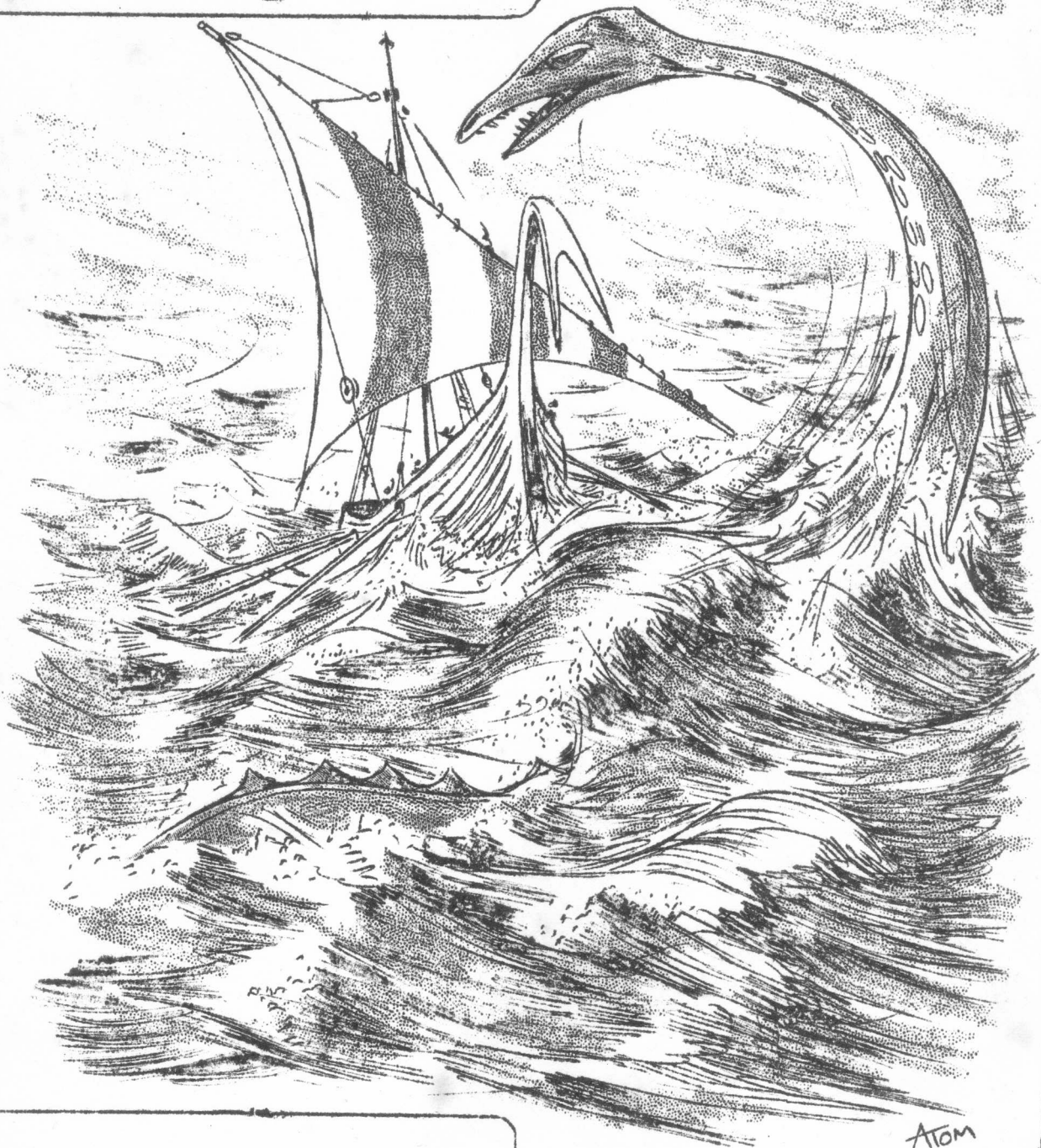


burroughsania



CHRISTMAS ISSUE

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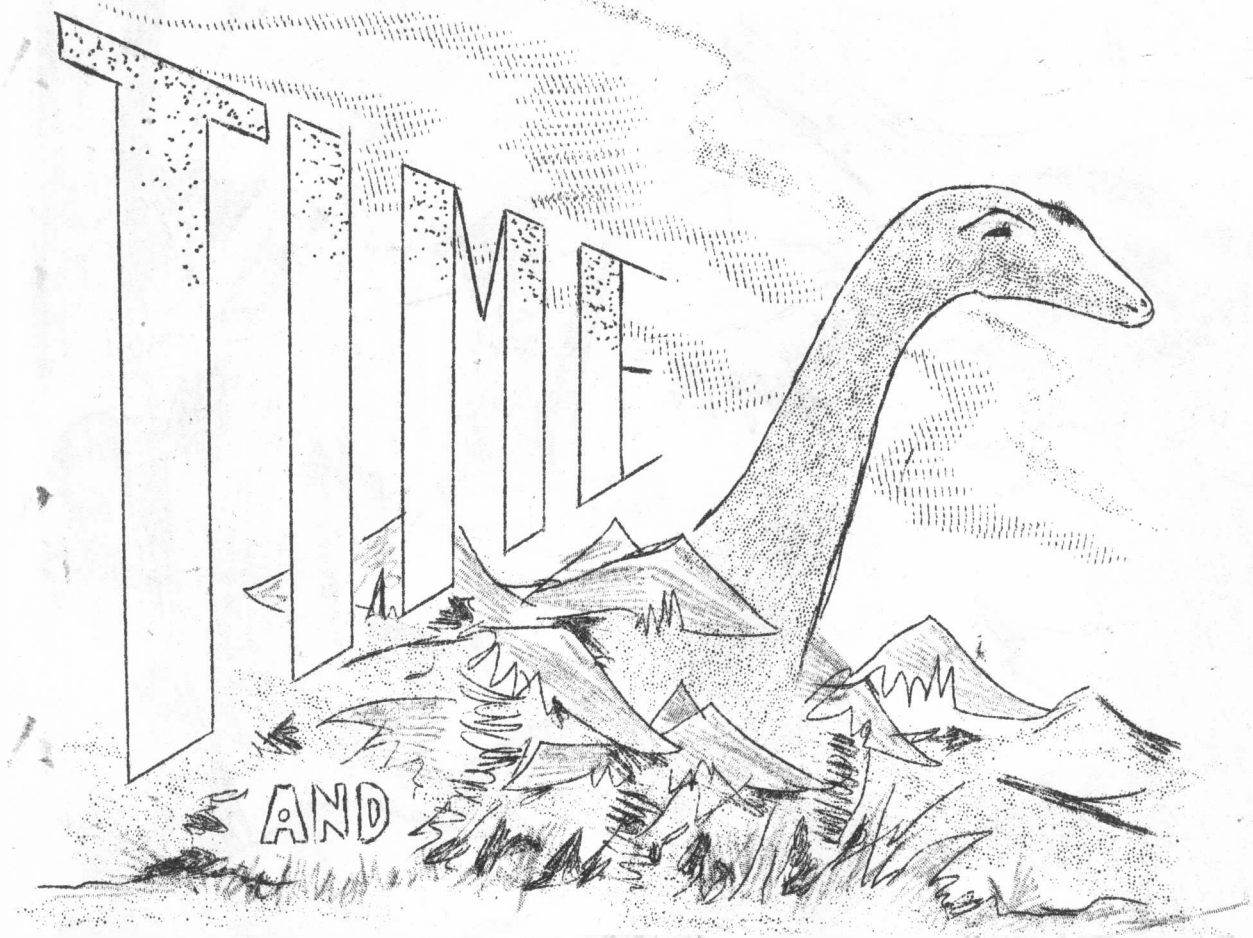
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Most Artwork - Arthur Thomson.

Vol. 1. No. 9.





PELLUCIDAR

BY 'ROBERT LUMLEY'

"...The Eternal noon-day sun of Pellucidar", how well we know that phrase. Every Burroughs fan knows Pellucidar, the world at the Earth's core with its stationary sun and its lush vegetation, its islands, its seas, the main land mass of Pellucidar which includes Sari, Thuria, Amoz, Korsar, Suvi and other countries; these are all easy to visualize thanks to Burroughs's vivid description, as are the cave-men, the beasts and the beast-men.

Most readers know that the Pellucidar stories were satires on our own civilisation, satires on human nature. Only in one series is the same theme apparent - Amtor.

TIME AND PELLUCIDAR
Bob Lumley.

When David Inness and Abner Perry discovered Pellucidar by way of their iron Mole while prospecting for coal, they found a world still in a prehistoric state, dominated by a race of intelligent reptiles - the Mahars. It was, to them, a young world, a world just at the beginning of the ladder of evolution, a world inhabited by a hundred different species of giant saurian, sabre-tooth tigers, mammoths, pterodactyls and a million other life-forms, in the sea, the air and on the land.

In the two stories AT THE EARTH'S CORE and PELLUCIDAR, Edgar Rice Burroughs relates how, with the aid of modern invention and ideas, David and Abner succeeded in conquering the Mahars who had for so long held the human population in subjection. After the third book, TANAR OF PELLUCIDAR, which dealt mainly with the Korsars, the stories became rather stereotyped, practically the same plot in every book, the only difference being the various 'BEMs' they met up with, but nevertheless Burroughs made the stories perfect reading and they make a fine series if read from the first to the last in one session. You see civilisation advancing in many ways, better and better sea-going vessels, 'better' weapons (a strong point with Burroughs who satirized this aspect most of all), maps, exploration, trade, more comforts and better defence against the teeming carnivore. All the time they are in Pellucidar David Innes and Abner Perry since they first pushed their way through the crust in 1913, in fact Abner has grown younger, seemingly, for he was once a rather shaky old man but now he is almost as vigorous as David.

Now, it is hard to visualize, unless you have read the Pellucidar stories again and again, a world where time is non-existent, where the only reckoning is by how many 'sleeps' one has had, for there is no night or day in Pellucidar, the sun hangs constantly above your head, always in the same place.

Right, we have established that it is practically impossible to record time in a world where there are no heavenly bodies and the sun remains stationary. We must also accept the fact that Burroughs intended Innes and Perry to go on and on 'civilising' the Sarians, the Mezops, the Thurians and the countless other races. In the final set of Pellucidarian stories to appear in AMAZING which usually go under the collective title of RETURN TO PELLUCIDAR, we encounter a race who are living in the bronze age, who have evolved way ahead of the other humans of Pellucidar, who have trades, a religion and other benefits (!) of civilisation. Well, we'll take these as a good example. How - trade. These people, the Maxots, use money so that barter between individuals is seemingly no longer their method of obtaining necessary food and clothing etc. Taking this as so, wouldn't it be rather chaotic without a proper means of reasoning time? Some poor citizen may go to sleep, wake up, remember that

TIME AND PELLUCIDAR
Bob Lumley (3)

he needs, say, some meat. Right, he goes out, along the street to the little-shop-round-the-corner, pushes on the door and finds that it's locked - the shop-keeper is having his 'sleep'. The citizen goes home and hangs around a bit and then goes along again, feeling pretty hungry by now, the shop-keeper is asleep. So, in the manner of Pellucidarians the citizen conserves his energy by dropping off to sleep again, he wakes up, feeling ravenous by this time, and goes along to the shop - locked again!

"Isn't he ever going to open?" he enquires of a nearby lounge. "Well, he's only just closed," says the lounge, "he's gone home for a nap." And so on, the citizen starts to tramp the streets looking for a food shop that's open - ages later, nearly dying of starvation - he finds one, only to realise that he's left his wallet behind!

And so on. There are ways in which the man could get round it, he could put his order in advance. You would say 'I'll call round for it in the morning,' or 'I'll come and get my order about mid-day' - but in Pellucidar, where the sun is constantly at midday all the poor Xaxot can say is 'I'll come and get it after the next sleep' - but how long does he sleep? That way is not good, so the town instals a curfew. How would we have a curfew? A bell would be tolled, say, at sunset and everyone draws the blinds and jumps into bed - but there is not sunset - or sunrise for that matter - in Pellucidar, nor any other means of measuring time, so how would they know when to signal the curfew? Well, that's a couple of examples. Can you think of a workable system?

I believe that in Pellucidar evolution of this kind must be impossible, where there is no Time, time cannot 'march on'. Where the sun remains stationary, so must the community. The Pellucidarian community is in reality a community made up of individuals, each man doing his own work, getting food for only himself or his mate, etc..

- In a civilised community there are no individuals of this kind, each man is dependant upon his neighbour for something or other, we have become 'specialists', one man drives the train that takes us to work, another sells the food which gives us our breakfast, another makes our clothes - we can not even get married without having a clergyman or justice of the peace making it 'lawful'. These things are essential in our community - this is civilisation, a town is a group of specialists, a country is this on a larger scale and a planet the same thing even larger. So I say that perhaps even the evolution which now exists in Pellucidar is possible, even if Pellucidar was possible. Time can not move where it does not exist.

CONTINUED ON NEXT PAGE.

TIME AND PELLUCIDAR
Bob Lumley (4)

You may say "Whether there is measurable Time or not, time is still there, what we did one day we do not repeat the next in exactly the same way, it is the same even if we cannot measure days." You will be right, curse you, you will have found the flaw in my argument. O.K. Suppose Pellucidar did progress until she reached the corresponding scale of evolution to our own Stone Age, she could not possibly move ahead any further. Civilisation is based upon Time, wheels were invented because it was quicker to use them, shops were invented because it saved time for one man to do everything while others got on with their own jobs, the steam engine was invented to make things in a shorter time, railways and cars were invented so that you could get to a place faster and thus save time. The only reason for the Pellucidarian community, the original reason for any community, was that there is safety in numbers. Pellucidar is still, as I said before, in the 'group of self-reliant individuals' state, when there is the necessity they will form together and stave off a common enemy, but this is the only real reason they do not live by themselves.

Summing up, my main point is that David and Abner are heading Pellucidar towards a state of chaos, as described above. If they remain as they are now and do not bring more civilisation to the world at the Earth's core, things will be perfect, if they insist upon forming groups of specialists they will be chaotic. It is easy to believe. Here is an explanatory sketch:

SCENE: A Village in Pellucidar, TIME: Noon.

A chief is talking to his tribe. David Innes has just been visiting.

Leader: You, you and you, will be the hunters and do (points) nothing but bring us food. You and you will receive the meat when it comes in and deal it out fairly, you, you, you and you will distribute it among the smaller groups who will pay for it with bits of bone. This money will go to all people handling the meat. The hunters must be back after two sleeps with enough meat for the tribe, the dispensers must also be ready after two sleeps. OK boys - break-up.

OFF GO HUNTERS AND SLEEP THEIR SLEEPS COMING BACK SUCCESSFULLY WITH VARIOUS CHOICE CUTS.

1st Hunter: Here you are boss, few small groos, a couple of tandars and a bit of mammoth.

Leader: But you've only been gone one and a bit sleeps, what do you mean by not doing your full share of the work !?

CONTINUE THIS BREATHTAKING EPIC OVER:

TIME AND PELLUCIDAR
Bob Lumley (5)

2nd Hunter: We've had two full sleeps before we came back - are you insinuating that Splog and me don't work proper - I'll have you know.....

Leader: It doesn't look like it, does it ? we aren't ready for the Mlinkin' stuff yet anyway - and it won't be very fresh when we are - do you expect me to wake the boys in the middle of their nap - I didn't enjoy waking up myself - but I don't know how they'll take it when I tell 'em they've been doing their stuff and you've been slacking. We've only had one sleep and you've been hanging around and had two - lazy slackers!

Hunters: Now look here, boss, we can swear we had two full sleeps, we went out on the plain and trapped the groos then we.....

CONFUSION

+ +

The above is explained thus: The people in the village had only the light work - little things here and there, many of them doing nothing at all. The hunters on the other hand had an exhausting time getting the meat and needed at least two sleeps - therefore the villagers have only slept once while the hunters have slept twice. It's all very complicated, isn't it ?

FINIS.

♫ BOB LUMLEY ♫

7th November 1956.

EDITORIAL COMMENT:

Well, I think that that article of Bob's is very contraversial and worth thinking about, I hope I haven't made any mistakes in the typing as Bob's ~~spelling~~ writing wasn't, hem, very legible. Anyway blame any grammatical or spelling errors on to me

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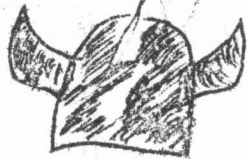
ERRBANIA

ERRBANIA is the only
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to feature articles of
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"Creator of Valkyr"

M. J.



Marked.

"Out of the Dark Ages of the Interregnum emerged the Second Empire. Once again in the space of a millenium, the banner of Imperial Earth waved above the decimated lands of the inhabited worlds. Four generations of conquerors, heirs to the greatness of the Thousand Emperors, had created the Galactic Empire, by force of arms. But technology, the Great Destroyer, was feared and forbidden. Only witches, warlocks and sorcerers remembered the Old Knowledge, and the mobs, tortured by racial memories of the awful destruction of the Civil Wars, stoned these seekers and burned them in the squares of towns built amid the rubble of the old wars. The ancient, mighty space-ships - indestructable, eternal - carried men and horses, fire and sword across the Galaxy at the bidding of the Warlords. The Second Empire - four generations out of isolated savagery - feudal, grim; a culture held together by bonds forged of blood and iron and the loyalty of the warrior star-kings.

"But man's quest for knowledge would not be stopped and the men who guided the space-ships among the stars were too valuable to burn, too revered to lay hands upon.

"These men who still remembered the Old Knowledge formed themselves into an Order - the Order of the Navigators. They and the few warlocks and witches - clung to this knowledge. Not all, for much of it was lost in the madness of the Great Destroyer, but much did remain. Atomic weapons remained.

"With them came the new age, a fierce age, an age of Iron. An age of warrior-emperors like Gilmer the Great Emperor whose grandfather's father was the first Emperor of the Second Empire. With each generation the family's power grew stronger. Under Gilmer's strong rule the Galactic Imperium was reborn, but reborn as a loose confederation of star-systems.

"This he did with fire and flail, for the Navigators guarded the terrible secrets of the Great Destroyer and none might use such mighty weapons. They aided him as best they could, for out of the savage isolation was coming once again the unity that means life among the stars.

"The Imperatrix Alys followed her illustrious father, but not before her brother, Taran the Boy-Emperor, had been murdered by greedy, blood-stained hands, not before crafty Freka and beautiful Ivane had plotted to sieze the throne - and died in their turn at the hand of Kieron (or Kreon) of Valkyr, not before Kieron the Warlord had sacrificed all but honour and life so that Alys, whom he loved, should take her rightful place upon the Great Throne.

"Alys added again to the Imperium with the help of Kieron and the other people of the Edge. For it has always been among the people of the Edge that the Imperial power is strongest. Man, in the agony of a thousand tiny wars, was feeling his birth-pains, the birth-pains of a new, golden, age, but one in which Atomic Power would be forever controlled by a benevolent Order. Men might fight, but they would fight man to man, and with light weapons only, with sword and with flail they might fight. Mass destruction and the murder of worlds would be forever beyond them. Only once was the careful balance of the Order disturbed, this was when the treacherous Karston the Proud murdered his own father, Kieron, attempted to murder his brother and set up a plant on Dead Earth to manufacture the Forbidden Weapons, the Great Destroyer. Karston, who betrayed his own family, his word and his world so that he might have Power. Karston died with his fould companions - Hulse of Valkyr and Rog, the android, died on a funeral pyre of his own making when his secret plant was exploded. Then Kevin, his younger brother became Warlord, Kevin the Navigator, who stopped his brother's plans, and peace reigned through the Imperium for many years after this"

- QUINTUS BLAND (601-673 2.I.)

Introduction to his ESSAYS ON GALACTIC
HISTORY. Volume II, pages 3,4,5 (667 ed.)

The above is compiled from extracts and passages in Alfred Coppel's FORBIDDEN WEAPON and REBEL OF VALKYR which appeared in MARVEL and PLANET respectively, and is, in my opinion at least, a fine piece of pseudo-fact which Robert E. Howard used - as did Poul Anderson in later years.

I can tell you nothing of the private life of Coppel, I can say little about his work, I only know that he is one of the three best writers of straight fantasy. Coppel, has done a lot of work for PLANET, in fact I think most of his early work appeared in that magazine and also in MARVEL when it was revived for a short while in 1951-53.

Many writers of letters to MARVEL and PLANET have likened Coppel to Burroughs, and indeed he does belong in the same category of fantasy writers but it his style is reminiscent of anyone's it is more of MERRITT than ERB. The trouble with many fantasy lovers is that they will insist on saying that modern authors such as Anderson, Coppel and others "copy ERB" or "copy Howard" while all they are doing is writing stories which come into the same category as those of Howard or ERB, we don't say Merritt copies Lovecraft or Moore. Just because an author begins writing, or is still writing for that matter, it doesn't mean that the new author is a plagiarist. He has to pick a style and settings, this is what Coppel has done in his fantasy stories. I don't think either Burroughs or Merritt, who were in a great many ways finer writers than Coppel, could have conceived a scene like this, a scene which makes me really admire Coppel's ability to blend ancient with futuristic. The best thing to do will be to quote from the REBEL OF VALKYR:

"The spaceship was ancient, yet the mysterious force of the Great Destroyer chained within the sealed coils between the hulls drove it with unthinkable speed across the star-shot darkness. The interior was close and smoky, for the only light came from oil lamps turned low to slow the fouling air. Once there had been light without fire in the thousand-foot hulls, but the tiny orbs set into the ceilings had failed for they were not of a kind with the force in the sealed, eternal coils.

"On the lower decks, the horses of the small party of Valkyr warriors aboard stomped the steel deck-plates, impatient in their close confinement; while in the tiny bubble of glass at the very prow of the ancient vessel, two shamen of the hereditary caste of Navigators drove the pulsing starship toward the spot beyond the veil of the Coalsack where their astrolabes and armillary spheres told them the misty globe of Kalgan lay.

"Many men - risking indictment as warlocks or sorcerers - had tried to probe the secrets of the Great Destroyer and compute the speed of these mighty space-craft of antiquity. Some had even claimed a speed of 100,000 miles per hour for them. But since the starships made the voyage from Earth to the agricultural worlds of Proxima Centauri in slightly less than twenty-eight hours, such calculations would place the nearest star-system an astounding two million, eight hundred thousand miles from Earth - a figure that was as absurd to all Navigators as it was inconceivable to laymen....."

Coppel is a little inconsistent in his Valkyr stories, as I think of them, for instance in FORBIDDEN WEAPON, which is, I believe, the first tale, he calls Earth a Dead World, but in REBEL OF VALKYR it is a flourishing world.

Alfred Coppel's stories started to appear somewhere around the end of World War II. As I said before, he has many stories featured in PLANET, although this is by no means the only magazine to feature him, among the PLANET tales are WARRIOR MAID OF MARS, THE LAST TWO ALIVE, TYDORE'S GIFT, WRECK OF TRITON TASK TO LUNA and of course REBEL OF VALKYR. Some of these stories were s-f, some were fantasy and some were a mixture of both. Coppel is at his best writing pure fantasy and I feel that it is his work that will be collected by tomorrow's fantasy collector. Practically all the stories mentioned above should be found in BRES of PLANET and MARVEL and are not hard to get.

Coppel has also had stories in ASTOUNDING, AMAZING, AVON F & S-F READER, FANTASY AND SCIENCE-FICTION etc. etc. More Valkyr stories based on the 'Galactic History' would make a fine series - I believe there are many writers capable of writing such a series, what the copyright ruling on such a thing is I don't know.

FINIS

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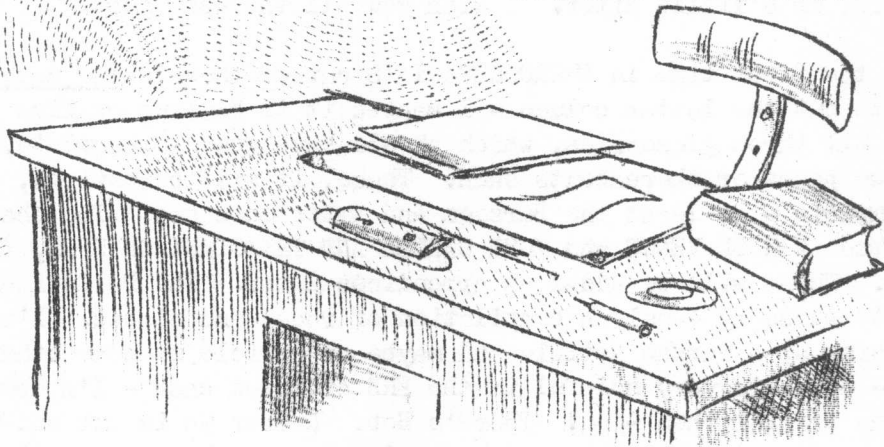
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BURROUGHSANIA

EDITORIAL



Well, it's out at last. It'll be a relief to go back to 20 or so pages again. 50 pages, or thereabouts, isn't much, I know, for most fan pubbers, but when you're running a monthly - and want to make good your boast of never being late - it's an awful job to keep it up. Typo will appear even later, now. Once I get back to normal pages I'll be able to start typing the stencils.

There's a new Tarzan book out. Not by Burroughs, tho', this is Tarzan and the Lost Safari and it's based on the film of the same name. Published by Whitman (USA) it is in hard covers and runs to 55000 words. I'm afraid I can't supply any further details just yet. If you find the address of Whitmans I'd advise you to write to them. Some U.S.A. fan might know.

ERBanian? In the ad. I say it's ready - but I was told it would be ready by November but I haven't seen it yet.

Don't seem to have heard from some of the regular readers lately, is anything up? I know that there haven't been a great deal of ERB articles compared with the other things. But as I explained in No. 1 of the new series, I find it impossible in normal issues to have more than one complete ERB article, if I used up all the articles, mainly by me anyway, I'd only have enough to fill 2 or 3 twenty page issues. FANTASY will never be out, it seems. What I'm going to do is incorporate it with TYPO as a supplement - I've got lot's of it finished - but not enough to merit bringing it out as a single thing. All these 'zines announced 'out soon' were planned during the middle of the summer when I had lots of spare time. Now I've no spare time at all. Winter, as many readers know, is much more difficult. Of course there are the long winter evenings everyone talks about - but I'm afraid they're not long enough to fit in all I

have to do. Then there's so many more things 'on', twice this week I've been invited out - that means six or so pages put off until 'later'. And cash is a problem too, I don't have to tell you this, what with Christmas presents and books on want lists turning up and new gramophone needles needed and.....

This ought to arrive at your door somewhere around Christmas either a little before, or a little after. I wish you all the very best.

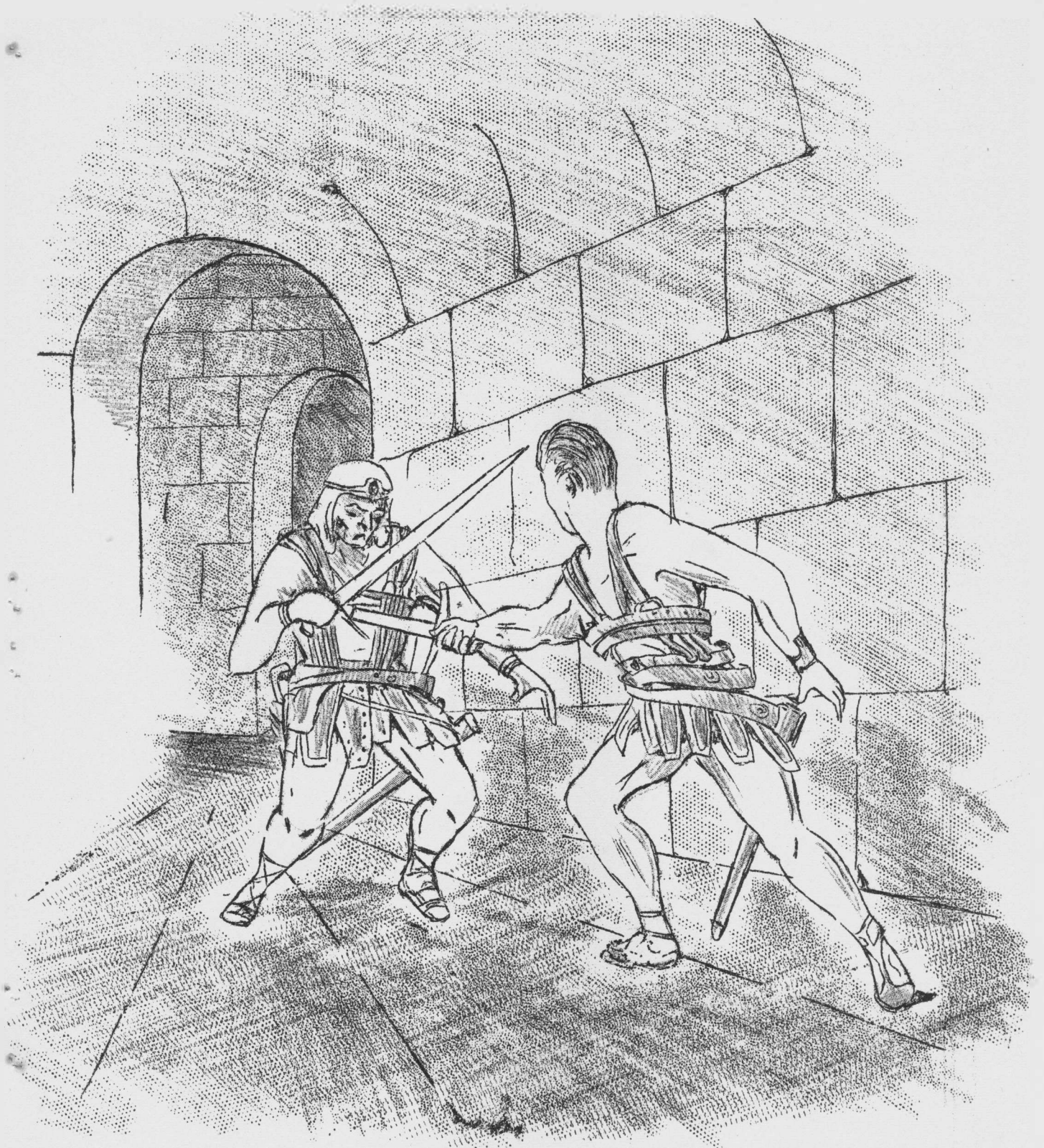
For the first time in BURROUGHSANIA'S career there's too much material! I've had to cut the letter column - I wanted it to be four or five pages at least. Also all three glossaries, which should have gone in complete, have been cut to two pages or thereabouts each. These, it will be noticed, are slightly incomplete - at least the Barsoom and Amtor ones are. The characters in the stories WAR ON VENUS and JOHN CARTER AND THE GIANT OF MARS, YELLOW MEN OF MARS. These will be added as appendices later. The Pellucidar is not a complete glossary - only a compilation of races and places. I'm still trying to think up a Tarzan article and maybe an article on some other ERB character - noone is very helpful in the ERB articles case - I'm about the only person writing them - oh! There's Bob. Number 9a is out and I've decided to make it available NOT to 'special' readers - but to the first twenty people to ask me for a copy. I think that's fairer, then only people who want it get it.

I'm thinking, only thinking mind, of incorporating TYPO and B'ANIA INTO ONE 'ZINE. Two sections - one - the B'ania section, two the TYPO section, with its own cover etc. but stapled together and sent out with B'ania, then if you like you can unstaple them, it'll save me mailing worries as well.

I've even got a fanzine review column somewhere in this issue, where I'm not sure yet but the reason I'm mentioning it is to say that I've only reviewed a very limited number of 'zines - and not in any order, preference or otherwise. I just took a handful from my file and reviewed 'em. Fanzines received after I'd written the review are mentioned up until I'd typed it on to a stencil - I don't know whether there will be any 'stop-press' reviews as yet. I must apologise for a number of things 1) Short letters, brief to the point of bad manners, while I was in the throes of typing B'ania. 2) No letters at all, because of B'ania, 3) A few small debts unpaid owing to spending all my cash on B'ania, 4) Arranging to meet people at the "Globe" and never turning up, 'cos of typing B'ania and not having time to get up there. 5) Books borrowed against books lent not bothered about - I'll sort this out as soon as possible. 6) Duplicating offered to be done but not done as yet. It'll all be cleared up soon.

Now a couple of plugs - Ron Bennett's PLOY came out in November and I should think Ron can supply you with a copy, if he can I recommend it also CONTACT which really is a Newszine and is well worth 7/- a year, it's a fortnightly and so far it has been regular, it hardly seems a day since you've read one when another one turns up. Well, I think that's all for now. The Janish will review BURROUGHSANIA's first year of publication and comment on the editorial changes etc. A very Merry Christmas to everyone,

Mike



IN THE TEMPLE OF ISSUS

GLOSSARY OF NAMES AND TERMS USED IN THE MARTIAN BOOKS
=====

Compiled by M.J.
Whitmarsh. With
additional notes
by M.J.Moorcock.

+ : + : + : + : + : + : + : + : + : + : + : + : + :
Part 1.

AAANTHOR A dead city of Ancient Mars

A-KOR Son of O-Tar and nephew of U-Thor once Dwar of
Towers of Jetan in Manator

APT An Arctic monster. Extremely large. White fur,
with six limbs, four of which are short and heavy
and carry it over the snow and ice; the other two
which grow on either side of its long powerful body,
terminate in white, hairless hands with which
it seizes and holds its prey. Its head and mouth
are similar to the head and mouth of earthly hippo-
potimii except that from the sides of the lower
jawbone two mighty horns curve slightly downward
toward the front. Its two huge eyes extend in two
vast oval patches from the centre of the top of the
cranium down either side of the head to below
the roots of the horns, so that these weapons really
grow out of the lower part of the eyes, which
are composed of several thousand ocelli each. Each
ocellus is furnished with its own lid and the apt
can at will, close as many of the facets of its
huge eyes as it chooses.

AMHOR Martian kingdom

ANATOR Jed of Gooli

ARTOLIAN
HILLS Mountains between Duhor and Toonal

ASTOK Prince of Dusar

AVENUE OF:

| | |
|---------------------|----------|
| <u>Ancestors</u> | Helium. |
| <u>Jeddacks</u> | Horz. |
| <u>Gates</u> | Manator. |
| <u>Green Thoats</u> | Zodanga. |
| <u>Quays</u> | Horz. |
| <u>Warriors</u> | Zodanga. |

AY-MAD The 3rd Jed's name after becoming Jeddack of Morbus.
(OVER)

MARTIAN GLOSSARY
M.J. Whitmarsh 2.

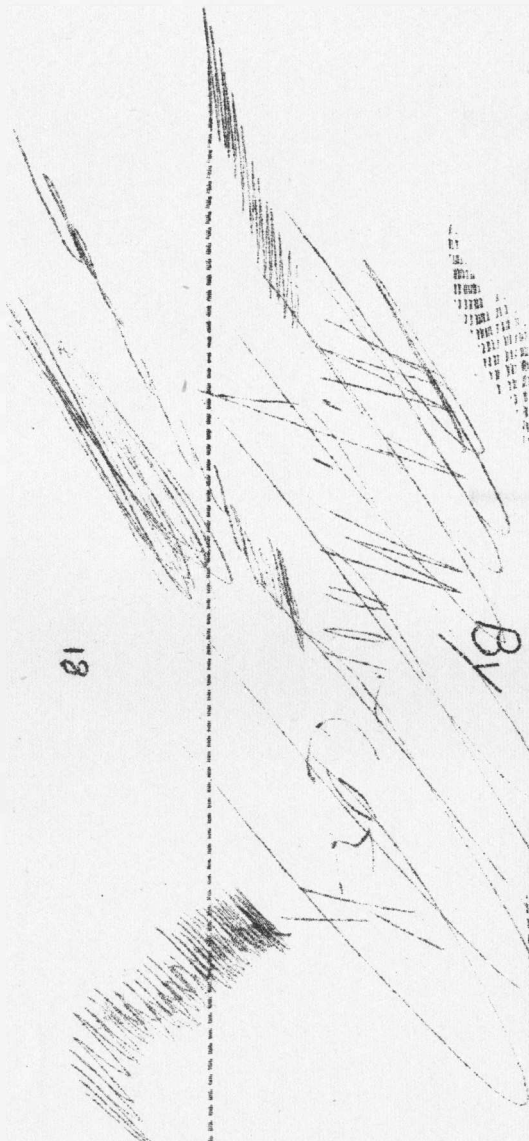
- BANDOLIAN 'The Great' Ruler of the Skeleton Men of Jupiter, conqueror of the rest of that planet.
- BAL ZAK Captain of Toonalian patrol cruiser.
- BAL TAB A Green man in Jol Had's 200, Friend of Vor Daj
- BANTH Barsoomian lion. A beast of prey that roams the low hills surrounding the dead seas. It is hairless save for a bristly mane about its thick neck. Its long body is supported by ten powerful legs. Its huge jaws are equipped with several rows of needle-like fangs and its mouth reaches to a point far back of its tiny ears. It has large protruding green eyes.
- BAN TOR A Black Pirate, enemy of John Carter
- BAR COMAS Jeddack of Warhoon.
- BARSOOM Martian name for Mars.
- BLACK PI-RATES Men of about six feet, they are handsome with large, well-set eyes slightly narrowed giving them a rather crafty appearance. Calling themselves 'The First Born' they raid the temples and gardens of the Holy Therns for slaves. Their skin is like polished ebony and they are expert swordsmen.
- BANTOOM A Martian Kingdom. Inhabited by the Kaldanes. (Near Manator). For further details see Kaldanes and Rykors.
- CALOT A 'dog'. About the size of a shetland pony but is equipped with ten short legs. The head is very like a toad's save that the jaws are filled with three rows of long, sharp tusks.
- CARTER, Prince of Helium, Warlord of Mars. Ruler of Mars in title alone, by his own choosing.
- CARTHORIS Son of John Carter and Deha Thoris.
- CLUROS Further moon of Mars.
- COSOOM Venus (Amtor)
- CORPHAL Evil Spirit.
- COUNCIL OF 7 JEDS Rulers of Morbus. Hormads with the bodies of Red Men. TO BE CONTINUED

AN APPRECIATION

BY

W. C. F.

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THE REASON FOR THIS
APPRECIATION

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An appreciation of WEIRD was not intended for this, or any other, issue of BURROUGHSANIA. It just 'happened'. I began by compiling a number of checklists of a number of author's work in WEIRD - then I found that so much information had come to light in the compiling that I had enough knowledge of that magazine to consider writing an article about it. One thing led to another until I came to the conclusion that I had enough material to form a full-sized appreciation of the magazing. This I did and another three or four articles with checklists apart from the ones here were written and compiled. Space and time are the reasons for the cutting of what would have been a mine of information on Howard, Quinn, Block and others. However the three here are pretty representative of the kind of thing to be found in WEIRD at its beginning, its GOLDEN ERA and its end. I hope you find it interesting.

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A SHORT HISTORY OF "WEIRD TALES"

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"WEIRD TALES" was born in February 1923 (dated 'March') and lasted for 31 years almost to the month. It folded in January 1954 with Vol. 45 No. 6. Strange to say, WEIRD is the only Fantasy or Science-Fiction magazine to remain more or less stable in every way since its beginning. WEIRD was the first of the all-fantasy periodicals - not AMAZING as many people would tell you. AMAZING was the first Science-Fiction magazing although WEIRD also contained a fair share of S-F, too. The editorial policy of WEIRD remained the same, changing ever so slightly to meet the demands of the public. If other than fantasy or 'weird' material was allowed to infiltrate it was because it was by one of the 'greats' such as Keller or Dinder. Sometimes one of the 'regulars' came up with a non-fantasy or remote-fantasy story - these were published. Three such authors which come to mind are R.E.Howard, Seabury Quinn and Otis Kline. Quinn's famous Jules de Grandin, an old friend to readers of WEIRD and probably the most featured single character, was sometimes involved in cases which were purely criminal. De Grandin was an 'occult detective'. An article on him was to have been featured but space, for the time being, prevents. The tales were narrated by de Grandin's friend and assistant Dr. Trowbridge - a pair closely resembling Holmes and Watson. The stories were well written, however.

HISTORY OF WEIRD
M.J.Moorcock 2.

WEIRD changed editors only twice, the original hand at the helm being that of Edwin Baird, in November 1924 the great Farsworth Wright became editor and held this position until January of 1940 when Dorothy MacIlwraith took over. She was with WEIRD until it demise in '54. This is another unique thing about WEIRD as practically every other 'pulp' editor as well as 'editorial policy' was for ever changing. Only one inconsistency, if such it can be called, was the never published Vol. 4 No. 1 I believe this was explained in the following issue as being incorporated in the next issue - May-June-July. This was the famous 'Anniversary Issue' and featured thirty-six stories of normal length and a long editorial entitled WHY WEIRD TALES ? A fine issue indeed. It featured stories by all the 'classic' writers of the period, such as H.P.Lovecraft, Otis Kline, Seabury Quinn, H.S. Whitehead, Clark Ashton Smith, P.L. Anderson, the popular combination of Harry Houdini and H.P.Lovecraft, and many more. The years 1923-39 can indeed be called "The Golden Age" of WEIRD.

Editorial Policy didn't change much either in Baird's or in Wright's time, but a woman, as always, changed things. Dorothy MacIlwraith took over and the quality of the material dropped, although I will say this, I believe subscribers became more numerous. Stories by Lovecraft himself were rejected.

"The Golden Era" was over but WEIRD was not dead, nor had here quality suffered for soon Lovecraft, Derleth and the others were appearing again and others, too, were filling the gaps that Howard and Kline had left untenanted - Ray Bradbury with his peculiar genius had most of his early work in WEIRD. WEIRD TALES kept its high standard until its end, although slightly more modernized - instead of the flowing grammatical, descriptive English of Lovecraft and his ilk - we had the new styles, the slick style - relying on few words well chosen rather than the near-rhetoric of the 'masters'. Both eras have their good points, both have their bad. No longer did we have lusty giants striding the Earth or some supernatural world battling men and demons with silver and steel, instead there were battles inside a man's head. The psychological trend had begun.

The 'moderns' of Fandom forget that many of their most popular writers made their early appearances in WEIRD - Robert Bloch for instance and Theodore Sturgeon, Hamilton as well as Derleth etc. Kuttner was featured regularly since his first prose "The Graveyard Rats" appeared in the March 1936 issue. It is a lot to say for the contents of WEIRD over its long life that at least half of the stories (probably more) reprinted in AVON readers were from WEIRD TALES. Now there is talk of reviving WEIRD with its original publishers, I sincerely hope they do.

THE WORK OF RAY BRADBURY IN
"WEIRD TALES"

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"Planet", "Wonder", "Startling", are all mentioned when the subject of Ray Bradbury's early work comes up - but what of the 'cream of the pulps' - WEIRD TALES ?

Even in his early stories Bradbury's well-known style was present and was far more fitted to feature in a magazine which contained stories written in good English rather than the present day series of adjectives mixed with American jargon.

RB's first story in WEIRD was typical Bradbury - THE CANDLE, appearing in November 1942. The next story was THE WIND in March 1943 and after this THE CROWD. It is interesting to note that in the above titles and in most of the stories listed below, Bradbury used only a noun preceded by 'the' - whether this was the idea of the editress or Bradbury I do not know but it seems to me to be a 'Bradbury touch' - these titles seem to personify Bradbury's clear, clean-cut method of story-telling. Bradbury has had 23 stories in WEIRD over the period 1942-1948 appearing pretty regularly you will notice.

CHECKLIST OF THE WORK
OF RAY BRADBURY IN W.T.

| | |
|------------------------|----------------|
| THE CANDLE | November 1942 |
| THE WIND | March 1943 |
| THE CROWD | May 1943 |
| THE SCYTHE | July 1943 |
| THE DUCKER | November 1943 |
| THE SEA-SHELL | January 1944 |
| REUNION | March 1944 |
| THE LAKE | May 1944 |
| THERE WAS AN OLD WOMAN | July 1944 |
| BANG! YOU'RE DEAD | September 1944 |
| THE JAR | November 1944 |
| THE POEMS | January 1945 |
| THE WATCHERS | March 1945 |
| THE DEAD MAN | July 1945 |
| SKELETON | Sept. 1945 |
| THE TRAVELLER | March 1946 |
| THE SMILING PEOPLE | May 1946 |
| THE NIGHT | July 1946 |
| LET'S PLAY 'POISON' | November 1946 |
| THE HANDLER | January 1947 |
| THE OCTOBER GAME | March 1948 |
| BLACK FERRIS | May 1948 |
| FEVER DREAM | Sept. 1948. |

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For more details of Ray Bradbury see
BURROUGHSANIA Volume 1, Number 8.

THE WORK OF OTIS ADELBERT KLINE IN "WEIRD TALES" with a complete checklist.

Otis Kline's first fantasy story had the privilege of being in the first issue of WEIRD TALES. This was a two-part serial THE THING OF A THOUSAND SHAPES - which became a great success and won the acclaim of readers. Before this Kline had written for various 'pulp' magazines of all kinds - Detective, Western and General (among them the Munsey group) but he had made quite a name for himself as a detective writer, many of his stories being the chief items in magazines of the period.

Kline continued to be featured for many years after the first issue of WEIRD but his stories never quite achieved the same measure of popularity as those of Lovecraft, Whitehead, Howard, Quinn and Blackwood. Nor was he such a regular writer for WEIRD as the above authors.

His first Burroughs-style story in WEIRD was THIRSTY BLADES written with E.H. Price with whom he had written before and was to do so again, before THIRSTY BLADES had appeared his famous PLANET OF PERIL in ARGOSY. With this 'blood and thunder' epic came a shoal of vehement readers' letters condemning and praising the featuring of this story. Many remarked that it was more suitable for publication in a Munsey magazine, others said that it was 'just the thing we want - let's have more of the same stuff'.

Kline was not featured in WEIRD for some time after this as most of his work was going to ARGOSY which specialised in the kind of romances he loved to write. But when Kline did appear - it was with a vengeance - TAM, SON OF THE TIGER, a six-part serial about a land beneath Abia, one of his very best stories. After 'Tam', O.A.K. wrote a number of shorter stories until November 1932 - BUCCANEERS OF VENUS, another six-part serial and the last of the PERIL trilogy. The cover was by our old friend J. Allen St. John and illustrated, as only he can, a scene from the story and also the interior art-work for BUCCANEERS OF VENUS. BUCCANEERS is the only story fairly easily obtained in book-form. The other stories by Kline were mainly all fit to rank with the top WEIRD writers, although he had a less consistent quality, one or two of his stories not worth being mentioned. Also, a number of his WEIRD stories had only a very faint sprinkling of fantasy and should have been featured in a Western or Detective magazine rather than a Fantasy publication.

As a writer of straight science-fiction, Kline did not deserve the big build-ups he got in later years. He was certainly no better in this field, and probably a lot worse, than a hundred other STF writers. He was featured as an SF writer in THRILLING WONDER, AMAZING and ASTOUNDING.

A checklist of Kline's work in the Munsey papers will appear later together with a similar checklist on Abraham Merritt. Please see overleaf.

(FOR DETAILS OF KLINE See B'ania Nos. 1 and 7)

A CHECKLIST OF THE WORK OF O.A.KLINE IN "WEIRD".
Compiled by M.J.Moorcock.

| | | |
|---|-----------|------|
| THE THING OF A THOUSAND SHAPES
2 part serial | March | 1923 |
| THE PHANTOM WOLFHOUND | June | 1923 |
| THE CORPSE ON THE THIRD SLAB | July | 1923 |
| THE CUP OF BLOOD | September | 1923 |
| THE MALIGNANT ENTITY | June | 1924 |
| THE PHANTOM RIDER | November | 1924 |
| THE BRIDE OF OSIRIS
3 part serial | August | 1927 |
| THE DEMON OF TLAXPAN | January | 1929 |
| BUT WAS IT?
Verse | September | 1929 |
| THE BIRD-PEOPLE | January | 1930 |
| THIRSTY BLADES
with E.H.Price | February | 1930 |
| TAM, SON OF THE TIGER
6 part serial | June | 1931 |
| THE GALLOWS TREE | February | 1932 |
| MIDNIGHT MADNESS | April | 1932 |
| BUCCANEERS OF VENUS
6 part serial | November | 1932 |
| LORD OF THE LAMIA
3 part serial | March | 1935 |
| THE CUP OF BLOOD
reprint of Sept. '23 issue. | June | 1935 |
| THE CYCLOPS OF XOATL
with E.H.Price | December | 1936 |
| SPOTTED SATAN
with E.H.Price | January | 1939 |

Additional Notes

Only two of the above have been published in book-form
These are:

TAM, SON OF THE TIGER
BUCCANEERS OF VENUS.

One story by Otis Kline has been made into a film, this was CALL OF THE SAVAGE which was published in book form in 1937, after its appearance on the screen. BUCCANEERS OF VENUS is obtainable from L. Flood, 10, Sicilian Avenue, Southampton Row, Holborn, W.C.1 at £3.00 or 19/6 and contains the original illustrations by J. Allen St. John. In answer to queries as to whether Kline is still living, no he is not. Otis Kline was R.E.Howard's agent and possessed a number of his unpublished manuscripts which were later passed on to Oscar Friend and thence to L. Sprague De Camp who finished some of them and published them in TALES OF CONAN, the last Conan book.

THE WORK OF ROBERT E. HOWARD IN WEIRD
TALES

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An article on Robert Howard has already appeared in this magazine but so far not many details of his stories have been given. Howard wrote mainly for WEIRD TALES and it was with this great name linked to them that his best stories appeared. I have compiled a list of Howard's work in WEIRD and it appears below and overleaf. I will also mention appearances in other magazines where this is possible. Howard also wrote some mystery stories which appeared in such magazines as THRILLING DETECTIVE and others. Howard's very first story appeared in WEIRD. He would be one of our leading Fantasy writers nowadays if he had lived. As most of his fans know, he shot himself at the age of thirty in 1936 but since then several unpublished or half-finished manuscripts have come to light so that stories either by Howard or finished by that other great writer of fantasy - Sprague De Camp have appeared as late as 1955 in mag. form. Also they have been reprinted from time to time. Surprisingly, for one so young, Howard had had 92 items in WEIRD most of them before his death.

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AN INDEX TO THE WORK OF ROBERT E. HOWARD IN "WEIRD"

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+ denotes verse.

| | | |
|-----------------------------|-----------|------|
| SPEAR AND FANG | July | 1925 |
| IN THE FOREST OF VILLE FERÉ | August | 1925 |
| WOLFSHEAD | April | 1926 |
| THE LOST RACE | January | 1927 |
| THE SON OF THE BATS | June | 1927 |
| + THE RIDE OF FALUNE | October | 1927 |
| + THE RIDERS OF BABYLON | January | 1928 |
| THE DREAM SNAKE | February | 1928 |
| THE HYEMAS | March | 1928 |
| + REMEMBRANCE | April | 1928 |
| SEA CURSE | May | 1928 |
| THE GATES OF NINEVEH | July | 1928 |
| RED SHADOWS | August | 1928 |
| + THE HARR OF ALFRED | September | 1928 |
| + EASTER ISLAND | December | 1928 |
| SKULLS IN THE STARS | January | 1929 |
| + CRETE | February | 1929 |
| + MOON MOCKERY | April | 1929 |
| RATTLE OF BONES | June | 1929 |
| + FORBIDDEN MAGIC | July | 1929 |
| THE SHADOW KINGDOM | August | 1929 |
| THE MIRRORS OF TUZUM THUNE | September | 1929 |
| + THE MOOR GHOST | September | 1929 |
| + DEAD MAN'S FATE | January | 1930 |

R. E. HOWARD IN WEIRD
N. J. Moorcock 2.

| | | |
|---|--------------------------------------|----------------|
| | THE FEARSOME TOUCH OF DEATH | February 1930 |
| + | SHADOWS ON THE ROAD | May 1930 |
| | THE MOON OF SKULLS (2 parts) | June, Jul 1930 |
| | THE HILLS OF THE DEAD | August 1930 |
| + | BLACK CHANT IMPERIAL | September 1930 |
| | KINGS OF THE NIGHT | November 1930 |
| + | THE SON OF THE MAD MINSTREL | February 1931 |
| | THE CHILDREN OF THE NIGHT | April 1931 |
| | THE FOOTFALLS WITHIN | September 1931 |
| | THE GODS OF BAL-SAGOTH | October 1931 |
| | THE BLACK STONE | November 1931 |
| | THE DARK MAN | December 1931 |
| | THE THING ON THE ROOF | February 1932 |
| + | THE LAST DAY | March 1932 |
| | THE HORROR FROM THE MOUND | May 1932 |
| | WINGS IN THE NIGHT | July 1932 |
| + | ARKHAM | August 1932 |
| + | AN OPEN WINDOW | September 1932 |
| | WORMS OF THE EARTH | November 1932 |
| | THE PHOENIX ON THE SWORD | December 1932 |
| | THE SCARLET CITADEL | January 1933 |
| | THE TOWER OF THE ELEPHANT | March 1933 |
| + | AUTUMN | April 1933 |
| + | MOONLIGHT ON A SKULL | May 1933 |
| | BLACK COLOSSUS | June 1933 |
| | THE MAN ON THE GROUND | July 1933 |
| | THE SLITHERING SHADOW | September 1933 |
| | THE POOL OF THE BLACK ONE | October 1933 |
| | OLD CARFIELD'S HEART | December 1933 |
| | ROGUES IN THE HOUSE | January 1934 |
| | THE VALLEY OF THE WORM | February 1934 |
| | SHADOWS IN THE MOONLIGHT | April 1934 |
| | QUEEN OF THE BLACK COAST | May 1934 |
| | THE HAUNTER OF THE RING | June 1934 |
| | THE DEVIL IN IRON | August 1934 |
| | THE PEOPLE OF THE BLACK CIRCLE 3 pt. | September 1934 |
| | A WITCH SHALL BE BORN | December 1934 |
| | THE GRISLY HORROR | February 1935 |
| | JEWELS OF GWAHLUR | March 1935 |
| | BEYOND THE BLACK RIVER | May 1935 |
| | SHADOWS IN SAMBOULA | November 1935 |
| | THE HOUR OF THE DRAGON 5 pt. | December 1935 |
| | (Book CONAN THE CONQUEROR) | |
| | BLACK CANAAN | June 1936 |
| | RED NAILS 3 parts | July 1936 |
| | THE FIRE OF ASSHURBAANIPAL | December 1936 |
| | DIG ME NO GRAVE | February 1937 |
| + | THE SOUL EATER | August 1937 |
| + | THE DREAM AND THE SHADOW | September 1937 |
| + | FUTILITY | November 1937 |
| + | HAUNTING COLUMNS | February 1938 |
| + | THE POETS | March 1938 |

| | | |
|--|-----------|------|
| THE SINGER IN THE MIST | April | 1938 |
| PIGEONS FROM HELL | May | 1938 |
| THE LAST FOUR | June | 1938 |
| THE THUNDER OF TRUMPETS (F.Torbett) | September | 1938 |
| + SHIPS | July | 1938 |
| + LINE WRITTEN IN THE REALISATION THAT
I MUST DIE | August | 1938 |
| + RECOMPENSE | November | 1938 |
| + THE GHOST KINGS | December | 1938 |
| + THE KING AND THE OAK | February | 1939 |
| + DESERT DAWN | March | 1939 |
| ALMURIC 3 parts | May | 1939 |
| THE HILLS OF KANDAHAR | June | 1939 |
| WORMS OF THE EARTH (Reprint) | October | 1939 |
| PIGEON FROM HELL (Reprint) | November | 1951 |
| THE BLACK STONE | November | 1953 |

THE WORK OF HOWARD IN:
GOLDEN FLEECE
Historical.

| | | | |
|--------------------------|-------|----------|------|
| BLACK VULMEA'S VENGEANCE | No. 2 | November | 1938 |
| GATES OF EMPIRE | No. 4 | January | 1939 |

STRANGE TALES

| | | | |
|---------------------------|-------------|---------|------|
| PEOPLE OF THE DARK | | June | 1932 |
| THE CAIRN ON THE HEADLAND | Last issue. | January | 1933 |

ORIENTAL STORIES

| | | | |
|--|-------|----------|------|
| THE VOICE OF EL-LIL | No. 1 | October | 1930 |
| RED BLADES OF BLACK CATHAY (T.C.Smith) | | February | 1931 |
| HAWKS OF OUTREMER | | April | 1931 |
| THE BLOOD OF BELSHAZZAR | | Fall | 1931 |
| THE SOWERS OF THUNDER | | Winter | 1932 |
| LORD OF SAMARKAND | | Spring | 1932 |

Changed to MAGIC CARPET

| | | | |
|---------------------------|-------------|---------|------|
| THE LION OF TIBERIUS | | July | 1933 |
| THE SHADOW OF THE VULTURE | Last issue. | January | 1934 |

ARGOSY.

| | | | |
|-------------------|--|-----------|------|
| THE DEAD REMEMBER | | August 15 | 1936 |
|-------------------|--|-----------|------|

Reprints are obtainable in AVON FANTASY READER Nos. 2, 7, 8, 10, 12, others appeared but I don't know the numbers. There were 18 AVON FANTASY READERS which merged with the short-lived AVON S-F READER (Reprint mag.) under the title AVON S-F AND FANTASY READER (non-reprint) which saw 2 issues. AFR ran from February 1947 until January 1952. Other details of Howard are available in BURROUGHSANIA No. 2.

HUCKSTER DEPARTMENT NO. 2.

++++++

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| DREADEFUL SANCTUARY | E. F. Russell | 2/6 |
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| SATELLITE E. ONE | J. L. Castle | 3/- |
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| S. O. S. FROM MARS (JUVENILE) | J. K. Cross | 1/6 |
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| TEENAGE S-F STORIES (JUV) | R. M. Elam | 1/6 |

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|-------------------------|-----------------------|-----|
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| WARLORD OF MARS | " " | 6 |
| GODS OF MARS | " " | 3 |
| FIGHTIN MAN OF MARS | " " no cover | 3 |
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| TARZAN AND THE LION MAN | Cheap. Paper. | 6 |
| BANDIT OF HELL'S BEND | Paper ed. bound. | 1/6 |

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++++++
WANTED. BY. M. J. MOORCOCK. WHO. IF. YOU. DON'T. KNOW. HIS. ADDRESS. ALREADY. LIVES. AT. NO. 36.

"FANTASTIC STORY MAGAZINE" - FEATURING THE FOLLOWING FEATURE STORIES. "THE DAWN OF FLAME" and "THE BLACK FLAME" by STANLEY WEINBAUM. "SLAN" by A. E. VAN VOGT. (ALSO "THE VEIL OF ASTELLAR" BY L. BRACKETT IN THE SAME ISSUE)

"UNKNOWN" AND "UNKNOWN WORLDS" BRE OR USAE IMMATERIAL AS LONG AS THE STORIES ARE ALL THERE.

THERE ARE MORE HUCKSTER DEPTS.

It's funny about No.8. Although this issue was the best put out so far, it didn't get the comments letter which previous ones have had. Any way here are some from the regular correspondents as well as one or two from not-so-regular letter writers.

RON BENNETT

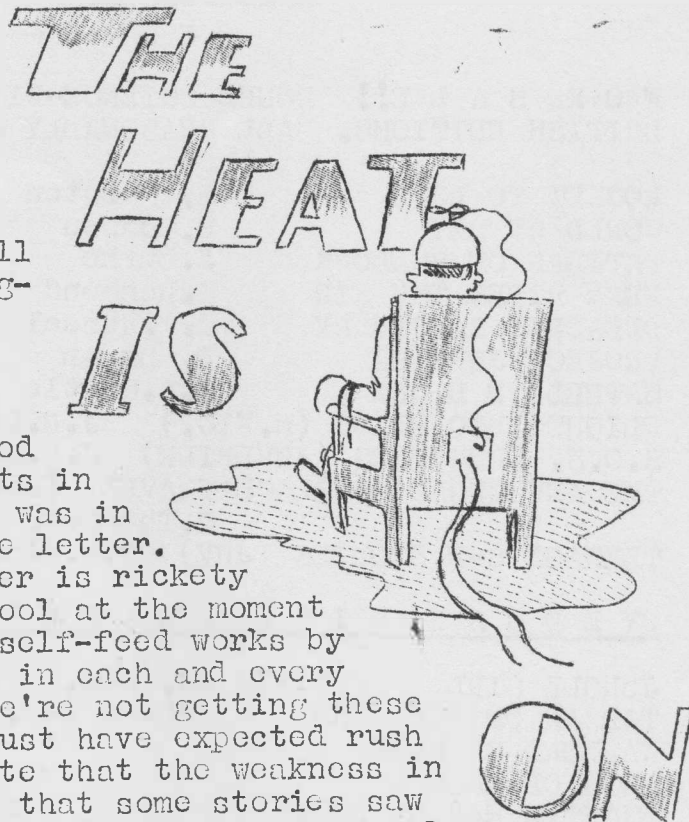
".... the magazine had a good cover and showed improvements in many ways. The lousy typing was in the article of mine - not the letter. But I sympathise if your typer is rickety I'm utilising a duper at school at the moment which is the same way. The self-feed works by hand....I have a boy feeding in each and every sheet. Marvellous results we're not getting these days. I naturally, as you must have expected rush to the correction of your note that the weakness in GOLDEN APPLES OF THE SUN was that some stories saw light under different names in different mags. Blame this, surely, on the original titles - like EN LA NOCHE which was published in ARGOSY as PRICE OF SILENCE. P.S. EXCUSE DAYS DELAY - I'VE BEEN PLAYING CHESS ((I MUST TRY TYPING AND PLAYING CHESS AT THE SAME TIME - IT SEEMS TO BE EXTREMELY STIMULATING))

((It wasn't the typer, Ron, it was trying to get 5 pages of work into three-quarters-of-an-hour on the office typer))

PETE OGDEN

"...your last issue was much better and the art-work by ATOM very good, although I don't know why you didn't put it on the cover instead of that other crummy drawing. John Russell Fearn did not write the Azan stories, he is a good friend of mine ((traitor!)) even though I don't like all his stuff. But I know for sure he didn't write them, although he did write two Tarzan type yarns but I can't remember what the character was called off-hand.

((Well, I'm pretty certain JRF did write those stories, and many people agree with me - how about letting me have JRF's address ?))



TURN THIS PAGE FOR A
MISSIVE FROM THE PEN OF:

ARCHIE MERCER

".....as for BANANA, it's still a good one. The contents are now becoming the sort of things that a ~~XXXX~~ BURROUGHSzine should print. And Arthur's illos are giving the thing a more professional look altogether.

I must say, that I didn't think the Tars Tarkas picture was as good as the other one. For one thing, he looks more 'human' than I'd visualised. Didn't he have pointed ears, or no ears, or something? Also, of course, it would have helped to have shown him in juxtaposition ((looking through the Barsoomian stories I can state definitaley that Tars was never even near Juxtaposition)) to a human or human-sized Barsoomian - to bring out his relative size. Also the background looks a trifle bare. There might have been a thout or something to give the picture more balance. It is, none the less, an excellent picture barring the above quibbles. I mean, extremely well drawn. So's the sword, AND the cover. An excellent representation of the Barsoomian naval craft.

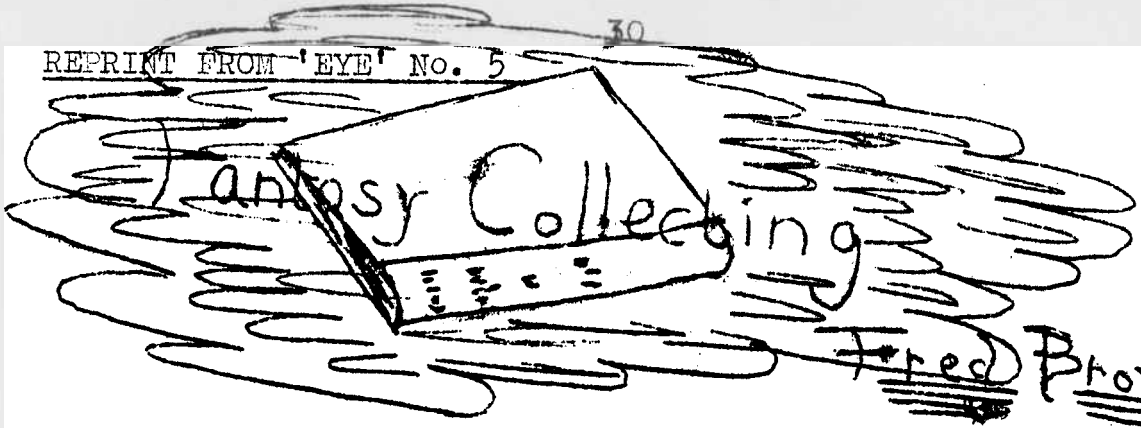
And I must mention the duplicating, which is superb.

Page 17 - the article was of interest being one of the points I've long wanted clarifying. But I demand a recount of the stories enumerated in the 5th para. EIGHT, you say? Have another look, bwah.

Your chaotic treatment of Ron's article on Vic Curtis's ~~XXXX~~ idol is really something, you know. I was perplexed sorely for several minutes, until I realised that you'd got pages 12/13 reversed. (By the way - don't you know of the convention that all odd pages should be on the right-hand side, even on the left?) But look at the top of P.12: "He plished the floor wildly, woldly." Now THAT, if you please, is GREAT PROSE. Bradbury couldn't write like that if he tried for a hundred years. It takes a real stroke of genius to conceive of a floor being plished, let alone woldly. If I wore one, I'd take off my hat to you. As it is, I'll have to content myself with taking off the corduroy cap I wear down to the works, and have locked in the strong-room every Thursday evening. (I do, too. Some of the men are on a four-day week, and I have to go and pay them. Now the offices always work on till half-past five on Fridays, as other days, while the works go at half-past four - so it's a case of paying-out on Friday and then going back to work for three-quarters of an hour. But the four-day week dept. works till half-five on Thursdays, so I have to get down at the last minute, and when I come back everybody's gone home except the woman in the wages office, who's waiting to lock up whatever I can't get rid of. So I just sling my cap in with it, grab my luggage from the window-sill, and scoot without going back to my own office) ((Mighod, man, how you live - a hectic life, forsooth))

The only trouble with Jhim's reversible column is that his 'reviews' read like reprints of the publisher's blurbs.

You ought to display prominently on the title-page "An AMTOR Publication". ((No room for comment))



Fantasy Collecting

Forced Brown

The current boom in science fiction books has presented a pretty problem to the enthusiastic collector in this field. It seems that he must soon face up to the possibility of bankruptcy, or, if he is one of the fortunate few in the upper income group, of moving into a larger house which will have the space to cope with the ever increasing products of the publishing houses.

Mr. Average Collector will avoid both bankruptcy and frustration if he has any sense, by an early consideration of the position, and this article is an attempt to weigh the pros and cons in order to guide the would-be collector of fantasy past the pitfalls of the hobby. As in philately, the myriads of stamps on sale have led to specialised collections of the stamps of certain countries or types (Air Mail, animals, etc.) so, in the choice of fantasy, the collector, too, will be obliged to specialise. To begin with, it is important that the collector should decide where his interests lie, so that he can list the items he wants to see on his shelves. Some will collect the titles of a particular author. As an example, at least three well-known figures of the London Circle have first edition collections of H.G. Wells. Another raves about his shelf of dust-jacketed Edgar Rice Burroughs. Authors such as these will, of course, not be to everyone's liking but the idea is the thing that counts. A lesser thought is that a complete set of H.G. Wells or any other author would (particularly in the first edition) fetch a good price from a dealer. Speaking of dealers reminds me that another well-known figure at the Thursday get-together in the Globe has a complete set of books published by a certain publishing house, namely Arkham House. Quite a number of enthusiasts on the other side of the Pond have adopted this novel method of collecting. In the case of books, from, say, Fantasy Press, it has much to be commended, since this firm won an award recently for the fine quality.

The organisation of a private library must depend to a very great extent on the amount of spare cash available and upon the space which the wife, husband, or mother can be prevailed to release. My own collection has been a matter of gradual expansion over the years. The root-word is 'gradual' explains my tactics in the battle of the wife v. husband's book collection. A book added here and there will pass unnoticed but a sudden influx will bring down the lightning. Coupled with this a certain tactical strategy is, of course, vital. In the interests of the collection a little bribery of the partner is justified. If you

FANTASY COLLECTING
 Fred C. Brown 2

can make a slight profit on the side by buying and selling and cheerfully spend the money on the wife, I would recommend it for your consideration.

With the profits of early book trading, I consolidated my own position with an occasional new hat or frock and craftily pointed out the source of the sudden wealth. This to some extent mollified the wife and gave the collection the appearance of a potential gold-mine.

Trading is, of course, a fundamental part of gathering in books. Once you have compiled a list of titles (and these can be obtained from a variety of sources, from current reviews of a friend's book case) you are ready for the fray. Select your victim and drop him a few lines inviting a swap. Then it's up to your own salesmanship to trade off the several duplicate or unwanted titles that always seem to be on hand.

Second-hand bookshops will be your main hunting-ground. There are dozens in every main City. The important thing to remember is to buy only spotlessly clean books (in first edition if possible) and to pay only small sums for your acquisitions. Everything you purchase should be looked upon from the point of view of re-sale at a later date. Many fantasy books are now selling at very high figures. During the London Convention a mint copy of an American first edition of the Van Vogt WEAPON SHOPS OF ISHER sold for £4.5s. Shortly after, I was offered the same sum for a copy of the same book which I had in my collection. Even larger sums are being paid for comparative rarities such as H.P. Lovecraft's BOYOND THE WALL OF SLEEP and THE OUTSIDER. Some two years ago these were being advertised in American dealers' journals at \$ 40.00 and \$60.00 respectively. Latest information indicates that even these stiff prices have now appreciated considerably.

Many collectors will prefer to acquire a selection of their own preferences of the 'best in fantasy'. This hotly debated subject of what constitutes 'the best' has been aired in many magazines and it is not, therefore, proposed to deal with it here. The Arkham Sampler in one of its last issues, published listings of the best books essential in any basic library of science-fiction and approached six well-known authors and several editors, aficionados, etc. for their views. The consequent listings were most interesting and demonstrated the difference of opinion and taste among even acknowledged experts in the field.

For those with only a shelf or two to spare, a good notion is to concentrate on a sub-division of fantasy, as for example Ghost Stories, Weird Tales, Interplanetary, Robots, Invasion of Earth, Supermen, Destruction of World's population, Extra-dimensional, Were-Wolves, 'Wacky' stories, Prehistories or simply Science-Fiction. Choosing the subject of Supermen, this gives the following range of books from which to select:

Bell, E.T. (John Taine)
 Beresford. J.D.
 Fearn. J.R.

SEEDS OF LIFE
 THE HAMPDONSHIRE WONDER
 GOLDEN AMAZON series

| | |
|-----------------|-----------------------|
| Fraser. R. | THE FIERY GATE |
| Marvell. A. | MINIMUM MAN |
| Shiel. M.P. | ISLE OF LIES |
| Snaith. J.G. | THUS FAR |
| Snell. E. | KONTROL |
| Stapledon. W.O. | ODD JOHN |
| " " | LAST MEN IN LONDON |
| Van Vogt. A. | SLAN |
| " " " | THE WORLD OF 'A' |
| Weinbaum. S.G. | THE NEW ADAM |
| " " | THE ADAPTIVE ULTIMATE |
| Wells. H.G. | FOOD OF THE GODS |
| " " | THE NEW ACCELERATOR |
| Wylie. P. | GLADIATOR |

((Note: Mr. Brown made some other listings on Immortality in his original article, unfortunately there is not space here to feature it. The Editor's apologies)) ((Blasted bad-speller appol ???))

Several good friends of mine collect only the large anthologies of science-fiction, short stories from ASTOUNDING, GALAXY, etc. As there have been practically one hundred of these anthologies published to date, such a field of endeavour has much to be said for it, since it embraces most of the best of science-fiction short stories and yet allows it to be kept in a moderate amount of shelf space.

Whatever method of collecting you select, please remember it is a grand hobby and will be a source of pride to you for years to come if you use care in your purchases. As a final warning I append the following:-

- DON'T buy books in poor condition
- DON'T buy books with repaired bindings
- DON'T buy books with missing flysheets
- DON'T buy books with lost illustrations
- DON'T buy books unless they are reasonable in price.
Today's new copy at 10/6 will be tomorrows almost new copy at 2/6
- DON'T buy books with water-stained covers or grease marks.
- DON'T buy a cheap reprint if first editions can still be found.
- DON'T buy rebound copies. The are useless for resale.
- DON'T forget to look under a dust-wrapper. Sometimes badly stained covers and damaged bindings can be hidden behind an attractive wrapper.
- DON'T overlook the better shops such as W.H.Smith and Sons, who frequently sell remaindered copies of new books for as little as 2/6 each. These are the same as mint copies except that they've been hanging around a bit.

The very best of luck with your book browsing. May you find all of those rare items that still elude me!

I'M A VILE HUCKSTER, I AM!
 i need the shelf space THESE ARE ALL FOR SALE OR EXCHANGE

i also need the money

FANTASY ITEMS Resurrection of Jimber Jaw. 10/-

ALL STORY which contains Pt. 3 of THE GIRL FROM FARRIES'S and ALMOST IMMORTAL by Austin Hall 2/6. British Argosies with R. Bradbury stories in them 2d. each. THE SKULL OF KANAIMA, TEMPLE OF THE DEAD. ISLAND OF GREEKING DEATH, DRUMS ALONG THE AMAZON all by V. Norwood, all Tarzan-type stories 9d. each. SLAVES OF IJAX J.R. Fearn 6d. SHADOW OF FU MANCHU. S. Rohmer 2/6. WEAPON SHOPS OF ISHER A.E. Van Vogt Good copy, stamped M.J.M. 2/6.

20/- or 3 dollars
 the lot.

OLD BOYS BOOK ITEMS Choice items first:
 Union Jack No. 837 containing
 1st. Zenith tale 2/-
 Holiday Annual 1922 all reading matter
 there and readable 2/6.

REFERENCE stuff: Collectors' Digest Annuals - 1955 - 2/6
 1953 - 1/6. Collectors' Digests Nos 95, 97 104-115 9d. each.
 Story Paper Collectors numerous given free to buyers of above.

BOYS FRIEND LIBRARY; 467, 1st series poor con. 3d.
 Crusoes of Surf Island E.S. Brooks 1/-
 Riddle of the Forests, E.W. Townsend 6d. Red of the Rovers - 1/-.
 Gipsy Millionaire - J. Brearley - 1/- Beggar of Kahshapore - J.
 Andrews 1/6. NELSON LEES. Titles, you work out the nos. Nipper
 and Co. in Lancashire - 2d. Secret of the Tunnel, Smugglers Cave
 3d. each. Magnet No. 1345 6d. BOUND BOOKS:

Autographed copy of V. Gunn's (.E.S. Brooks.) THE PAINTED DOG
 D/W good con. 2/6
 Gold Hawk TOM MERRY BOOKS Nos. 1-7, 9-11 which is the complete
 set minus No. 8, also another copy of THE MAN FROM THE EAST
 Paper backs. 10 titles all 9d. each
 RIVALS OF ROOKWOOD. D/W. 2/- RALLYING ROUND GUSSY 2/-
 TOM MERRY AND CO. OF ST. JIM'S - 9d. TALBOT'S SECRET 1/6.
 BILLY BUNTER OF GREYFRIARS SCHOOL 9d. BILLY BUNTER'S BENEFIT 9d.
 BILLY BUNTER'S CHRISTMAS PARTY 9d.

30/- the lot.
 or £4. 50.

For the complete
 listing above:
 £2.10 or 7.50.

FROM MIKE MOORCOCK, 36, Semley Rd., Norbury, S.W.16. Postage extra
 cash before delivery if I've never met you.

PELLUCIDAR

ITS

RACES AND PLACES

MJM

NOTE: The following is only a list of the main peoples and places on Pellucidar the names of individuals have been omitted save where there is reason to mention them. The glossary was made from the following stories while the map in No. 9a was made from only the first four stories.

AT THE EARTH'S CORE. PELLUCIDAR. TANAR OF PELLUCIDAR.
TARZAN AT THE EARTH'S CORE. BACK TO THE STONE AGE. LAND
OF TERROR. RETURN TO PELLUCIDAR. MEN OF THE BRONZE AGE.
TIGER GIRL.

These being every 'Pellucidar' tale ever written. M.J.M.

PART ONE.

AMOZ Land of Dian the Beautiful and Dacor the Strong One. Peopled by a comely race of cave dwellers. One of the chief countries of the EMPIRE.

ANAROC Ruled by Ja the Mezop who is also chief officer in the Imperial Fleet of David, Emperor of Pellucidar. Anaroc is peopled by a race known as the Mezops. It is an island in the Lural Az, the largest of a group of Three. Its people are very intelligent. The shipyards and the sailors of Anaroc are famous throughout Pellucidar.

AMIOCAP A beautiful island whose people are also very handsome and intelligent. Stellara, mate of Tanar the Swift, is an Amiocapian, her mother being stolen by the Cid of Korsar before she, Stellara, was born. Amiocap is situated in the Korsar Az. Amiocapians live in a perfect harmony with each other which is based upon mutual kindness and love for the beauty of nature. However they are not degenerate or soft-muscled as is proved by the scars of battle upon the warriors and their skill and courage when hunting. There is not a single ruler of Amiocap; the people are split up into villages each village having a chief. Two of these chiefs are Zural of the village of Lar and Fedol of Paraht who is Stellara's sire.

AZAR The Azarians are a race of man-eating giants, the smallest member of the community being seven-feet tall. Very low on the scale of evolution, they are extremely ugly with great tusk-like teeth which they use to rend their opponents.

BASTI Country on the main land-mass of Pellucidar. They people are degenerate cannibals ruled at one time by chief Frug who was killed by Dag of Lo-har.

CONTINUED OVER.

PELLUCIDAR, ITS RACES AND PLACES

By M.J.Moorcock, 2.

BISON-MEN Race of ruminating, half-men, half-cattle. Low intelligence. Their faces, shoulders and breasts are covered with long, brown hair. From the sides of their heads grow two short, heavy horns which they use to gore an enemy. They also have tails with bushy tufts of hair at the end. They are vegetarians. Their tribal name is GANAK. They are not cave-dwellers but live in huts. Drovan (deceased) was once chief but von Hurst killed him, Kru then became chief. Their land is situated on the main land mass.

BEAST-MEN Ruled by Gr-Gr-Gr. Peaceful cave-dwellers of little intelligence. Dwelling in a small country near Thuria.

CANDA An island in the Lural Az inhabited by a race of Polygamous men, bronzed and handsome who use feathers for ornaments and shark-tooth tips on their spears.

CLOVI Situated in the MOUNTAINS OF THE THIPDARS. Ruled not by a chief but a council of warriors. One named Carb usually decides the issue of any debate.

CORUPIES The buried people of Amiocap. They are a hideous race having practically no features. They have no external ears, only two small orifices where those organs are generally located. Their mouths are large and loose. Two small openings above this mouth mark where the nose should be. At first sight they seem to be blind and eyeless but a thin layer of skin covers their eyes and enables them to see only in black and white and various shades of grey. Their feet and hands are webbed and three claws on the end of either hand are their only armament, these can inflict terrible wounds. They are hairless and wear no form of clothing the skin being like that of a corpse dead white. The ruler of one of the tribes, which dwell in communal caves beneath the ground and eat their own kind as well as men, is called Xax.

FLOATING ISLANDS A series of Islands kept afloat by the roots of trees closely interwoven forming a natural basket which holds the soil and enables vegetation to grow there. See also RUVA.

GANAKS See BISON-MEN.

GORBUSES An enigma to students of Pellucidar. Von Horst was captured by them in THE FOREST OF DEATH. They are true albinos and live mainly upon human flesh. They retain vague memories of a life on the crust. All of them are supposed to have been murderers of some kind. Not necessarily takers of life, but takers of such things as happiness. They have no pleasure in life but fear to die lest they go to an even worse existence. This is about the only supernatural reference ~~ERB~~ has ever made. The Gorbuses were never fully explained or described. They were sent to Pellucidar 'because of what we did' - 'to live here miserable and unhappy! Members of the tribe include Durg who murdered his brothers, father and a policeman. Torp who killed seven women, one with her own hair. Also a woman who killed the happiness of a young couple.

TO BE CONTINUED.

THE MINCING MACHINE

BY M I K E IN WHICH FANZINES ARE PUT THROUGH THE MILL.

Fanzines reviewed and mentioned.

TRIODE 8.

CONTACTS 1,2,3.

MERCERZINES. Various.

ALPHA No. 14.

PLOY. 7.

ERBANIA. 2.

ORION. 17.

AND MAYBE SOME OTHERS IF THEY ARRIVE.

TRIODE NO. 8. Edited by Eric Bente-liffe and Terry Jeeves 4to. 42 pages. 1/-. No copies of 8 available.

* I've only seen this issue of TRIODE and glanced through back numbers but my general impression is favourable. This issue boosts the impression. I've read reviews of TRIODE in back numbers of other fanzines so I've got some idea of material contained in it since its start.

THIS NUMBER CONTAINS:

Eric's intermission EDITORIAL (or is it the other way round?) which is interesting - if you own a tape-recorder. I don't know a thing about tapers but I enjoyed reading what Eric had to say, all the same. Also his bit about fan-pubbing.

Next FUTURE HISTORY OF FANDOM this time by Irish fan John Berry. FHOFF has been going for 2-odd years now but I can only comment on this part. It is written in typical Berry style, Berry when he's bad is very bad, Berry when he's good is GOOD and Berry is very seldom bad. The idea is GOOD, ATOM'S Illos are GOOD, the duplicating is GOOD the whole thing is so smooth-flowing (not surprising seeing as it's set mainly in the water) that you hardly know you've finished it is clear and unforced and well-worth reading. ((We have an arrangement)) It would be a Good Thing if someone would undertake to combine the whole FHOFF into a single volume. There should be enough to merit it. Now to Dave Newman's CHANNEL NO. 9. This was a serious account of the appearance and things leading up to the appearance, on TV of the Liverpool crowd. Interesting although too long it could have been a little more snappy. I realise that Dave

would have had to forfeit some of his facts to do this so on the whole it was a good report.

This brought us to page 22 - a full page cartoon by Rotsler, well-drawn with a nice professional look about it. Page 23 ABACHUS Mal Ashworth's column. This is a column about a column and is, I think a new angle on a, now old, subject. Reminds me of pre-war Wodehouse style, someone called it double-tongue-in-cheek. Not much to say except that I enjoyed it. On page 27 is Terry Jeeves's editorial INTERLUDE this too flows from subject to subject and as well as Terry's writing he has scattered his illos. liberally around. 31 and Lars Helendar's report on the first Swedish con. LUND ME YOUR EARS, this was a serious report, well-written, interesting and told me a lot I didn't know about Scandinavian Fandom. I was interested to learn that (I hope I've got this name right) Bjorn Nybery had written a Conan tale, and I would be glad of information about them. Perhaps someone has Bjorn's address. Letter Col. FANDANCE good selection of letters - I see that Con Turner has had the same idea as me about turning FHOE into a oneshot.

VARIOUS MERCERSINES Archie Mercer

ARCHIVE 9 Good as usual. Duplicating - as usual..... There's no need to comment on ARCHIVE as they've got such a systematic high standard of fannish humour which only Archie can ARCHEIVE (Ugh)

Archive weekly. Really the continuation of THE GREAT IRISH RIFT VALLEY EXPEDITION which I can only say is drawn out - should be cut considerably - flashes of Usual Mercer here and there.

CONTACT 1,2 & 3. 6 pages fortnightly. Contact Group. Publishers.

Reviewing these as a whole I say. Just what I, and probably many others, have been waiting for. A News Bulletin which really is a News Bulletin. Better than anything I've ever seen before. It does just what it says and is not weighed down with unnecessaryes which could easily go into an ordinary fanzine as has been the case with similar publications. Send your orders and subs (7/- a year for 24 issues) To Ron Bennett, 7, Southway, Arthurs Avenue, Harrogate, Yorkshire. It is only possible to sub to Contact - trades are not possible for obvious reasons - the publishers also being the pubbers of their individual fanzines.

ALPHA. 14. 32 pages. Large 4to size. Jan Jansen.

As usual good. With articles by Archie Mercer, Nigel Lindsay Eric Needham (one article three parts) Eric Bentcliffe, Dave Vendalman and Ken McIntyre it should be. Good duplicating - some of the best in any fanzine, Rotsler illos, Jeeves illos and Harry illos make it one of the most cleanly produced fanzines I've seen apart from Retribution.

PLOY 7 36 pages 4to. Ron Bennett. Just come in. No time to give it the review it deserves. Well worth subbing to, plenty of variety, very good ideas for illos. Well up to standard. Other zines are slicker but Ploy remains my Favourite Fanzine with Alpha And Redtribution close seconds **RECOMMENDED.**

ERBania 2 20 pages. 1/- from P. Ogden. 4to.

ERBania is essentially my rival, so perhaps if my review seems unfair it may be because I am biased - I hope not. I find that other subscribers to ERBania hold my views. I have a personal grievance - it's this. after all the plugging I've given ERBania - in this issue as well - Pete Ogden has carefully kept any mention of BURROUGHSANIA out of his zine. On top of other things this seems very unfair as I do my best to get Pete as many more readers as I can. Another thing is that although people who also subscribe to B'ania have commented on ERBania - the same people have not had the decency to even acknowledge B'ania. Considering the work put into my 10 issues (counting 9a) and Pete's 2 this doesn't seem right, especially as ERBania was practically a plagiarism anyway. GRRRRRRR ((I'm letting off steam here, aren't I)) As these people do not seem to think enough of B'ania to sub, trade, or even comment, I shall stop sending it to them. Well, that's off my chest.

Now for, I hope, my frank opinion of ERBania.

Cover: Very, very good, whole thing excellent.

Spanish Tarzan, article: Interesting, stolid a bit, useful information if you are intense enough to consider it worth your while trying to obtain them, personally I'm not.

English Artists - 2 Hardly worth the trouble - one long article on them, yes, but these little bits - NO. Interesting, I suppose. Can't understand the following 4th para. 5th line: "...shows Hadron stood with....." this seems an awful piece of grammar - what's the explanation? Surely it should be "...Hadron standing...."???

Tarzan and the Champion Pointless - spoils the reading for those who haven't yet obtained the story, uninteresting for those who have I skipped this entirely.

C.T. STONEHAM, CREATOR OF KASPA Ah! Now this was the only thing in the magazine I enjoyed. Worth the shilling for this alone. Very interesting, informative, pretty well-written. This is the kind of article I like to see. Letter column KAOR good title, dull, uninteresting letters on the most part. Backcover, obviously traced, only poor piece in the issue.

General Appearance More imaginative than 1. Cover especially.

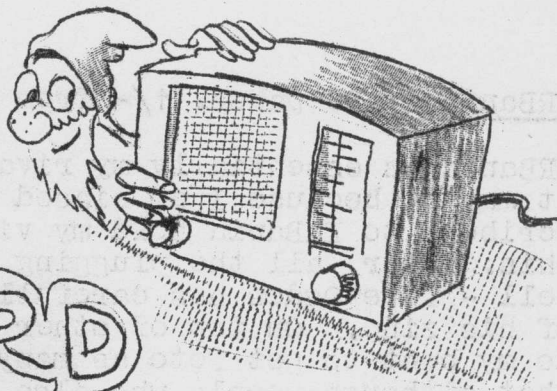
General comments Lack of 'personal' touch with editor and reader. It's obvious that Pete's primarily a fan and only an editor as a sort of sideline - the zine has no 'character'. On the other hand B'ania is my main hobby with other hobbies (books and music) as sidelines. I get the impression that ERBania is merely a sideline.

ORION 17. paul Enever. 4to. 27 pages.

1st. O I've seen. A bit too short. I seemed to get through it far too quickly - but I enjoyed it. Articles by Paul Enever, Daphne Buckmaster, John Berry, letter col. Fanlights fanzine review good way of putting it over. Duplicating poor in places. Artwork all by ATOM and very good, as usual. Agree entirely with Daphne's article ELUSIVE SENSE OF WONDER where's the wonder gone in fnozines? Whole thing cheerfully put over. Enjoyed. Muchly. M I K E.

Fantasy

ON THE THIRD



On Monday 19th November, the first part of one of the greatest, most loved of the Fantasy Classics was presented on BBC radio - THE LORD OF THE RINGS by J.R.R. Tolkien, author of THE HOBBIT and similar tales.

THE FELLOWSHIP OF THE RING, the first yarn in the massive trilogy, has not been included in this version, I believe it appeared sometime before. Only parts 2 and 3 are presented - THE TWO TOWERS and THE RETURN OF THE KING.

This is a six-part serial and is, unfortunately only to be heard on the 'Third' programme, which is more difficult, sometimes impossible to pick-up on some sets.

The hero of the story is Frodo, a hobbit, one of those strange, fur-footed little people who are as mild as milk yet as brave as lions and who are Professor Tolkein's own invention. Professor Tolkein is an English philologist and student of folklore. Frodo's uncle - Bilbo Baggins of Baggs End was the hero of the forerunner of the RINGS series, THE HOBBIT, a story designed for children but read more by adults than their offspring. LORD OF THE RINGS is the same kind of tale as the later 'Middle World' fantasies of Fletcher Pratt and Poul Anderson. Poul Anderson's THREE HEARTS AND THREE LIONS being one of my favourites and any tale with the 'Middle World' setting being, to me, far superior to anything ever presented for the fantasy reader's entertainment.

This broadcast keeps well to the story and is directed produced as well as adapted by Terence Tiller. Oliver Burt plays Frodo and the cast includes Valentine Dyal, Norman Shelley, Derek Prentice and Noel Johnson - with Derek Hart as the narrator. Part 1 FANGHORN was on the air on 19th November, with a repeat on Thursday at 7.50 and the others followed every following Monday, again with repeats on the succeeding Thursdays. Parts 4, 5 and 6 have yet to be heard as this is being written. Parts 2 and 3 were entitled ROHAN AND ISENGARD and INTO THE DARK respectively. It is hoped that the broadcast will be repeated later on the more popular wavelengths. A letter to the BBC requesting this would be a good idea.

I wrote to Witty Whitmarsh and asked him if he could do me a report of the broadcast. He had only heard part 3 but to give you some idea of what it's like here is Witty's report in his own words.

REPORT OF PART 3 OF THE SERIAL
LORD OF THE RING

M.J. Whitmarsh.

It started with these two chaps climbing down a steep mountain slope. (One of the chaps was Sam Wise, he was from the present day, I can't remember the other one's name (-Frodo-)) Anyway, they had been separated from the other Lords of the Ring and were being chased by the night (or Black, I'm not sure which) Riders, these were the emissaries of a white wizard who had turned black (not, not literally you ass). They reached the bottom of the cliff by means of a pixie rope (which comes when it is called) but they see this Goblin chap coming down after them. They manage to capture him and make him show them the way to a place called Mordore, the way leads through a misty marsh where the faces of the dead keep looking up at you through the water. They cross this marsh and after a few days come upon a valley which leads to Mordore, but the way is blocked by a huge wall with only one door, at this point the Goblin bloke escapes and the other two fall in with the brother of one of the Lords (who has been killed) this brother is an officer in an army at war with Mordore. They all go to a secret cave where the Goblin is recaptured. The officer advises the two men to let the Goblin lead them into Mordore through the Towers of the Moon where creatures 'worse than death' live. So the two Lords set off for Mordore once again. They reach the Tower and climb countless steps up the side of the mountain. Here they are overpowered by a small (rotting flesh probably) and pass out for a couple of hours. They enter a large cave and the Goblin leaves them. They are forced to use a magic light given them by some princess and are able to see their way. Suddenly they are attacked by a huge spider-like creature and one of the Lords is knocked out (-Frodo-) Sam rushes in to get the fallen warrior's sword (elfin) and cuts a gash in the THINGSS side (then follows a lurid description of what comes out of the wound (anybody with a weak stomach should block their ears here)) The creature retires (-On a pension ?-) and Sam, thinking his companion is dead, takes his sword and the RING (it seems to make one invisible if worn on the finger) and hacks his way through a huge web and makes his exit. Only to come flying back in a couple of seconds having overheard a pair of Goblins say that his friends is not really dead. The body is carried off and taken through a long winding passage and put in a cell (with a fancy name) Sam rushes towards the fast closing door but is too late as it shuts in his face with a resounding BOOOOOOOOOM!

So ends part the third of THE LORDS OF THE RING.

Witty Whitmarsh.

NOTE: It is possible to buy all four volumes new. They can be ordered from Lesx Flood of the Fantasy Book Centre. Prices are THE HOBBIT - 12/6; the trilogy 21/- each or 3gns the set making £3.15.6 for the set. They're well worth it as they're massive books each of them. M I K E

VENUSIAN GLOSSARY

BY

M. J. WHITMARSH

NOTE: Characters and places mentioned in the story WAR ON VENUS are not mentioned in this glossary. A few names not considered worthwhile the trouble of putting them in are not featured. Otherwise this glossary may be considered a satisfactory list of names and terms used in the Amtor stories.

PART ONE

- ALBARGAN A Kloombargen name meaning 'hairless one'
- AMBAD Psychologist
- AMBAD LAT Avenue of the Psychologist, street in Havatoo
- AMLOT Capital of Korva. In Zani hands
- AMTOR Venus
- ANATOR Carson's aircraft, built to his own design
- ANDOO Country of Nalte
- ANGVOO Noble
- ANLAP A land mass, partly in Trabol, partly in Strabol
- ARTOL A Japalian friend of Carson
- ATO-VOC-MED-RA A Voc-adian
- ATORIANS The Race of which the Zanis try to overpower but have not yet succeeded.
- AX About 20 days, earth-time.

PLEASE NOTE THAT OWING TO PRESSURE OF WORK, BURROUGHSANIA WILL BE OUT BI-MONTHLY FOR THE NEXT FEW MONTHS, THUS YOU SHOULD RECEIVE THE NEXT ISSUE IN FEBRUARY, DATED JANUARY/FEBRUARY. TYPO WILL BE OUT IN THE NEW YEAR.

M.J. Whitmarsh. 2.

B

- BALTOO Jong (king) of Andoo
BASTO A large Bison-like creature
BROKALS A race living beyond Japal, they grow from trees and drop off when they are fully formed.
BUND Mate of Lula, a Samary woman.

C

- CHAND-KABI One of Carson's Vejapan tutors
COLE GODOVEG Mentioned in ERB story an ancient king of Britain who ERB calls 'my ancestor'. Probably fictitious.

D

- DA N-VOO-MED A Voo-adians.
DJUP A wild man
DUARE Mate of Carson. Daughter of Mintep, Jong of Vajapa
DUMA Jong of Brokel

E

- Edmund Rice Another 'ancestor' of ERB mentioned in the Amtor series.
ELLIE A Samary man
ERO-SHAN A senator of Havatoo. Great friend of Carson.

F

- FAL Verb 'to kill'
FALTAR Pirate ship
FAL-TAR-GAN Pirate
FOLAR Name of a pirate, with Carson

G and on NEXT MONTH.



Tarzan of the Apes, John Clayton, Lord Greystoke -
Waziri, King of the Waziri - loving his adopted people -
loved by them.

Who are the Waziri, where did they come from, what part
have they played in Tarzan of the Apes' life ?

This I shall attempt to tell you.

Tarzan's and the Waziri's trails first crossed in the
book RETURN OF TARZAN, Chapter 15, FROM APE TO SAVAGE.
He saved the life of Basuli, a warrior of the Waziri, who
took him to the village where he, Tarzan, was treated as
an honoured guest for many weeks. In that time Tarzan
heard the story of the Waziri from the lips of Basuli.
He heard how once they lived in a country far in the north
of Africa but how Arab slavers with guns hunted them down
and drove them further and further from their home. There
were fights for many years, with the Arabs always victorious.
At last Chowambi, who was then chief of the Waziri, led a
trek towards the south, where they found a spot safe from
the raiders. But the slavers and the hard journey between
them had succeeded in cutting the numbers of the once mighty
tribe to a fraction of its former strength.

In their new land they discovered the lost land of Opar
where they stole a small portion of the wealth of the hid-
eous inhabitants - but we shall not deal with Opar here.
Tarzan led an expedition to Opar for gold but on his return
he found that the Arab raiders had again found the hiding
place of the tribe and were attacking the village. When they
were two miles from it they met a small party of women and
youths who had escaped - the rest were either killed or en-
slaved. With wrath in their hearts the Waziri prepared to
attack the Arab-held village and slay their foes, but Tarzan
cautioned them saying that the guns of the raiders were too
many for them to even hope of winning.

But a survivor came to Waziri while Tarzan was spying upon the camp of the Arabs and he told the chief how the attackers had murdered his wife and so crazed with rage was he that he ordered his men to attack against Tarzan's advice. Waziri and some of his men were killed by the bullets of the Arabs and the tribe saw that it was as Tarzan had told them.

Then Tarzan told them his plan and using it they succeeded in killing many Arabs and Manyuema and rescuing the members of their tribe who were enslaved. So grateful were the tribe that they made Tarzan their king - "Waziri, king of the Waziri, for, like his predecessor, he was to take the name of the tribe as his own."

Tarzan, when all was settled and normality restored, made a trek to Opar where after many adventures he met La, Priestess-Queen of Opar. He escaped from Opar and his Waziri played a very important part in drawing the threads of the story together.

It was not until TARZAN AND THE JEWELS OF OPAR that the Waziri played any real part in the Tarzan saga. Lieutenant Albert Werper of the Belgian Army shot his officer and escaped into the jungle after dreadful days spent in the forest he met Achmet Zek and the two formed an alliance. Werper came to the Greystoke's African estate as an honoured guest of Tarzan and his wife. But circumstances caused the Ape-man to return to Opar, taking with him a body of his Waziri - while Werper followed close behind, greed for the gold of Opar in his heart. But on the estate Mugambi, ex-chief of the Wagembi, Tarzan's faithful friend and servant was puzzled by the approach of a caravan - the caravan of Achmet Zek. Hastily he roused the warriors and prepared for the attack he was sure must come - and come it did. Professing to come in peace, the Arabs reached the Greystoke residence and after a few words with Mugambi raised their rifles and poured leaden death into the tribe - only a couple of men fell and Mugambi ordered the rest to strategic points around the bungalow. They were outnumbered as well as possessing inferior weapons and soon the remnants of the tribe retired to the bungalow - there to make their last stand. One by one they fell until only Mugambi remained to defend his mistress but he soon went down before the rifle of Achmet Zek. After a number of adventures in which Werper was also involved, Tarzan regained his memory which a blow upon the head in Opar had made him lose. All this time Mugambi, who had only been wounded, had been searching for Jane Clayton but thinking her dead he had returned for the Waziri to reap vengeance upon the Arabs for their crime and so it was that the trails of Jane and Tarzan once more crossed with the Waziri and thanks to them they were united.

WAZIRIJ. Wisdom. 3

The Waziri of the Tarzan stories played the same part in that series as the 7th Cavalry in the stereotyped Western adventure - they always turn up in the nick of time to save Tarzan - or aid him - just when he most needs them.

In most of the books after JEWELS OF OPAR this is the only part they play. Taking them at random - TARZAN THE UNTAMED & TARZAN THE TERRIBLE - Hauptmann Fritz Scheider, taking advantage of Lady Greystoke's not knowing Germany and Britain were at war, pillaged the estate again and abducted Jane as a useful hostage. Tarzan returning, found the bodies of Wasimbu, son of Muviro and four other Waziri, found what he took to be the remains of his wife, and vowed vengeance upon the perpetrators of the deed. For the whole of one volume we follow the adventures of Tarzan as he wrecks his vengeance upon not just one German but the entire German African Corps as well as finding the inevitable lost race. The search for his wife continues - he now knows that she was not killed - into another thrill-packed book in which the Waziri play no part. TARZAN AND THE GOLDEN LION, in the beginning of which Tarzan, Jane and Korak, reunited return home expecting to find their home in ruins only to find that the Waziri have repaired everything and Muviro is there to greet them. Mugambi is no longer mentioned - a waste of a really good character. The Waziri also play a small part in winding up the plot. TARZAN TRIUMPHANT in which Tarzan is involved with a race descended from the Ancient Jews and the Waziri again arrive at the crucial moment. In TARZAN AT THE EARTH'S CORE a party of the Waziri accompany Tarzan to Pellucidar where, owing to the non-existent time they lose him but near the end of the tale meet up with him again where they are instrumental in overcoming the Horibs - that strange tribe of snake-people who captured Tarzan. A stirring and vivid piece of description occurs in TARZAN AND THE LOST EMPIRE where the Waziri, coming at Nkima's urgent request, join Tarzan and his Castrum Sanguinarian army in the siege of Castrum Mare after arriving in the nick of time to save him from certain defeat:

"In increasing volume the savage roar rolled into the garden of Caesar. The legionaries turned to face the vanguard of an army led by a horde of ebon warriors, glistening giants from whose proud heads floated white feather war-bonnets and from whose throats issued the savage war-cry that had filled the heart of Tarzan - the Waziri had come"

On that note I will finish my article. The Waziri of Tarzan are one of Edgar Rice Burroughs's finest creations. I hope we shall read more tales of them one day - for even without Tarzan they could have a number of good tales written about them.

Masters

of
Fantasy

By FRANK VERNON-LAY



NUMBER THREE.

ARTHUR MACHEN - The Dean of English Fantasy Writers.

The following sonnet by the American poet Frank Belknap Long summarizes beautifully the inspiration behind the best of Machen's work - the inspiration that is particularly evident in his most famous book *THE HILL OF DREAMS*.

ON READING ARTHUR MACHEN

"There is glory in the autumn wood,
The ancient lanes of England wind and climb
Past wizard oaks and gorse and tangled thyme
To where a fort of mighty empire stood:
There is glamour in the autumn sky;
The reddened clouds are writhing in the glow
Of some great fire, and there are glints below
Of tawny yellow where the embers die.
I wait, for he will show me, clear and cold,
High rais'ed splendour, sharp against the North,
The Roman eagles, and through mists of gold
The marching legions as they issue forth:
I wait, for I would share with him again
The ancient wisdom, and the ancient pain."

To quote H.P. Lovecraft: "Of living creators of cosmic fear raised to its most artistic pitch few if any can hope to equal the versatile Arthur Machen, author of some dozen tales long and short, in which the elements of hidden horror and brooding fright attain an almost incomparable substance and realistic acuteness." (This was written in 1926)

Arthur Llewellyn Jones Machen was born at Caerlon-on-Usk in the Kingdom of Gwent (the old name for Monmouthshire) on March 3rd 1863 and died at Beaconsfield on 15th December 1947 at the ripe old age of 84 and his passing was mourned as the passing of a very dear friend by a vast host who knew him personally and never tire of telling of his last years as a retired literary giant, with a delight in recounting stories of his younger days and by the many thousands more who only know him by his stories and essays.

Caerlon-on-Usk is now a village of memories - of the Roman legions (it is the site of the Roman city of Isca) of King Arthur, who is reputed to have held court there (the green circle of the amphitheatre outside the old Roman wall has long been known as his "Table Round") and Lord Tennyson stayed there whilst writing the Idylls of the King. In the words of Gwyn Jones speaking at a banquet given in honour of Machen's 74th birthday at Newport, a few miles from Caerlon: "To this corner of Gwent the Romans came, shadowing in their huge encampment the grandeur of the First of Cities. And still about it cling like a cloak the colours, warmth and splendour of Arthurian romance. Beauty and memory enrich it. It is dowered with the glories of the past, and still is glorious. Here a man can dream, and here a boy's imagination takes fire."

Machen replied to this: "What first set me writing was the sight of the long range of mountains from Twyn Barlwn to Mynydd Maen, with whitewashed farms shining in the sunlight, on a clear frosty November morning. I haven't a notion why such a sight as that should send a man to pen and ink and paper; but so it was, and with pen and ink and paper I have stayed ever since."

Many times he has said in his books "All good books are written for fun, although that is not to say that all books written for fun are good." Of his stories, he says: "Every page contains a hint (under varied images and symbols) of a belief in a world that is not of ordinary everyday experience. The sense of the eternal mysteries, the eternal beauty hidden and yet burning and glowing continually if you care to look with purged eyes."

Machen was a master of the art of suggestion. Everything he wrote seemed so beautifully and simply written yet it concealed an infinitude of painstaking effort. The charm of his tales is in the telling - the cumulative suspense mounting to the great ultimate horror. One of the finest examples is probably the episode he called THE NOVEL OF THE WHITE POWDER from the tale THE THREE IMPOSTERS in which a young law student who has been over-studying takes his doctor's prescription to an old apothecary who carelessly gives him a salt which has

ARTHUR MACHEN
F.V.Lay. 3.

been in stock for many years and time and temperature have combined to turn it into the veritable Mediaeval vinum sabbati. The student takes the powder regularly and for a while he seems to benefit but later becomes short tempered and commences a period of dissipation until after an odd vivid splotch appears on his arm he retires to his room and lives a life of absolute seclusion, seeing no-one. The doctor is called but after seeing him leaves trembling, stating he can do no more 'in that house'. Later the student's sister sees a monstrous 'something' at his window and fears for his safety. His food is no longer touched and to requests for admittance, the only reply is a weird shuffling noise and a thick, gurgling, guttural demand to be left alone. Then a maid notices with terror a hideous black fluid seeping through the floor of his room and dropping from the ceiling of the room beneath. With difficulty the doctor is persuaded to return. He breaks down the door and with an iron arm, assaults a dark and putrid mass of corruption he finds seething on the floor, in its midst two burning specks like eyes glare at him. Before it dies, what might be a human arm seems to waver out of the abomination. The doctor overcome by the sight and smell, leaves the country for a fresh life abroad - but dies on the voyage.

I have appended, here, a brief bibliography of Machen which may be of some use to you if you wish to obtain some of his work.

SHORT BIBLIOGRAPHY OF THE
 WORK OF ARTHUR MACHEN

CHRONICLES OF CLEMENDY

THE GREAT GOD PAN

THE INMOST LIGHT

THE THREE IMPOSTERS

THE HILL OF DREAMS

ORNAMENTS IN JADE

HIEROGLYPHICS

THE WHITE PEOPLE

A FRAGMENT OF LIFE

THE RED HAND

Continued, over.

ARTHUR MACHEN
F.V.Lay. 4.

MACHEN BIBLIO. CONT.

THE SECRET GLORY
THE GREAT RETURN
DOG AND DUCK
THE TERROR
THE BOWMEN
THINGS NEAR AND FAR
LONDON ADVENTURE
DR. STIGGINS
THE GREEN ROUND
WAR AND THE CHRISTIAN FAITH

also translations of the following:

CASANOVA *
FANTASTIC TALES
YEPTAMERON
LE MOYEN DE PARVENIR

Several of these items have been anthologised in two books: THE HOUSE OF SOULS and TALES OF HORROR AND THE SUPERNATURAL. THINGS NEAR AND FAR and FAR OFF THINGS have recently been published in one volume as Arthur Machen's Autobiography and for those who like to recapture the atmosphere and peacefulness of the 'good old days', this last volume can be heartily recommended.

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ANOTHER ARTICLE IN THE "MASTERS OF FANTASY" SERIES WILL APPEAR IN THE JANUARY/FEBRUARY ISSUE OF BURROUGHSANIA. A COMMENTS LETTER ON THIS ISSUE WILL SECURE YOU NUMBER TEN. PRODUCTION OF NUMBER TEN IS ALREADY BEING PLANNED SO DON'T DELAY WITH THOSE LETTERS. M I K E Somewhere in this issue recommended has been spelt wrongly - also CONTACT has 8 pages with no. 4 and will have more soon.

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AND YET ANOTHER HUCKSTER DEPT.

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