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Necroscope Macmillan Buried in the Romanian mountains, trapped in unlife, Thibor Ferenczy teaches his human tool, Boris Dragosani, to rip secrets from the minds and bodies of the dead, to gain world domination, but Harry Keogh, the Necroscope, can save both the worlds of the living and of the dead. Reissue. **Necroscope II: Vamphyri!** Macmillan From renowned master of lovecraft-style horror Brian Lumley, comes Necroscope II: Vamphyri!, the second book in the Necroscope® series. Not the end of life, Harry Keogh discovered--and not the end of his battle against he terrible evil of vampires. In a secluded English village, Yulian Bodescu plots his takeover of the world. Imbued with a vampire's powers before his birth, Bodescu rules men's minds and bodies with supernatural ease. He is secretly creating an army of vampiric monsters, things that once were men but were now walking masses of destructive hunger! Harry Keogh, Necroscope, thought that the war with the vampires had ended with the destruction of Boris Dragasani--and of Harry's body! But the man who talks to the dead lives on, more powerful than ever, able to transport himself instantly to any spot on the globe and to speak mind-to-mind with both the living and the dead. Are Harry's new powers enough to defeat Yulian Bodescu and his legion of monsters--or will the vampire army overrun the living earth? At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. **Necroscope III: The Source** Macmillan Now available for the first time in hardcover, the third book in the Necroscope series traces the battle between Harry Keogh and the horrifying Vamphyri on their home ground, an alien landscape of looming towers, impossible cliffs, and ravenous vampire-beasts. Russia's Ural Mountains hide a deadly secret: a supernatural portal to the country of the vampires. Soviet scientists and ESP-powered spies, in a secret military base, study the portal--and the powerfully evil creatures that emerge from it, intent on ravaging mankind. When Jazz Simmons, a British agent sent to infiltrate the base, is captured by the KGB espionage squad and forced through the portal, his last message tells Harry Keogh, the Necroscope, that the vampires are preparing for a mass invasion. Harry has only one option--to strike first. He must carry the human-vampire war to the vampire's own lands. But his strongest psychic power will be

useless there. What good is the power to summon the dead in a country where nothing ever dies, where every man, woman, and child become half-dead servants of the Vamphyri? At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. **Necroscope IV: Deadspeak** Macmillan Brian Lumley's Necroscope novels are one of the horror genre's most towering achievements. They chronicle the adventures of Necroscope, Harry Keogh, his successor, Jake Cutter, and the psychically gifted agents of E-Branch, Britain's super-secret spy organization, and their battles against the malevolent, shape-shifting Wamphyri and their spawn. Their exploits have spanned two worlds, thirteen novels, and an infinity of time. The Necroscope novels have sold more than two million copies in English alone. Tor Books is proud to publish Necroscope: Deadspeak in hardcover for the first time. Previously available only as a mass market, paperback Necroscope: Deadspeak is the fourth volume in Lumley's exciting vampire series, and marks the beginning of a new phase in the story of the Necroscope. Harry Keogh has triumphed over much adversity in his life, from the death of his mother and the discovery of his amazing powers-to talk to the dead and to travel instantaneously to any place via the Möbius Continuum-to the fallout from his war against the vampires. He lost his body, though not his life; his wife and infant son disappeared without a trace; and he had to kill a woman he had come to love. What should have been a joyful reunion with his son was tinged with horror when Harry realized that his boy-now a man-was half-Necroscope and half-vampire, and thus a deadly double threat to all mankind. Father faced son in a terrible battle, and when it was over, Harry awoke safe in his own bed, at home . . . but his Necroscope powers were gone, locked away in the depths of his mind! Now, a new evil rears its head in the Balkan Mountains. Janos Ferenczy, master vampire and black magician, has risen from an ages-long sleep. As the first step in his plans of conquest, he conjures dead men and women into a perverse semblance of life and subjects them to fiendish tortures. But the shrieks of the dead barely begin to satisfy Janos's bloodlusts as he prepares an army of undead warriors to conquer the world. The dead try desperately to attract the Necroscope's attention, but Harry Keogh is deaf to their pleas and their screams. As Harry searches for a cure, he learns that to save mankind he must ally himself with the crafty father of vampires, the infamous Faethor Ferenczy. Centuries dead, Faethor lies in his grave and schemes. He will help Harry defeat Janos-but his price will be very high indeed! At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. **Harry Keogh: Necroscope and Other Weird Heroes!** Macmillan From the fertile mind of Brian Lumley: Weird heroes and weirder worlds! Harry Keogh: Necroscope and Other Weird Heroes! Vampires. Elder Gods. Nightmares. Mysterious elixirs. Wines capable of transporting the drinker-literally-to another world. Fossils that dream of rending flesh between their teeth. These wonders, and many more, spring from the fertile imagination of Brian Lumley. Harry Keogh: Necroscope and Other Weird Heroes! collects eight long tales of four of Lumley's most popular creations; Titus Crow, David Hero and his companion, Eldin the Wanderer; and the original Necroscope himself, Harry Keogh, who is featured in three completely new stories, one of them a short novel. The other stories in this collection have previously only been published in the United Kingdom. Titus Crow: Psychic detective, master magician, destroyer of the

ancient Cthulian gods. In "Inception," we see the infant Titus at the moment his destiny falls upon him. In "Lord of the Worms," a simple secretarial job lands Crow on a sacrificial altar. And in "Name and Number," Henri Laurent de Marigny details a battle between Titus Crow and malevolent, occult winds that can rip living flesh from bone. David Hero and Eldin the Wanderer: once men of the waking world, now agents for King Kuranos of the Dreamlands. Sips of "The Weird Wines of Naxos Niss" send the pair on a tumultuous journey from a buxom beauty's bed to the depths of a wizard's dungeon. Then, seeking his missing friend, David Hero boards an ill-fated airship that is home to "The Stealer of Dreams." Harry Keogh, Necroscope: vampire killer without peer, capable of conversing with the dead. A sudden windfall brings Harry to Las Vegas, where he meets "Dead Eddy," a gambler who can't resist the temptation of one last big win--from beyond the grave! In "Dinosaur Dreams," Harry's interest in fossils leads him to uncover the truth behind the death of a young amateur paleontologist . . . and to discover that it's not just dead people he can call on in a crisis.... Harry's undying love for his mother leads him down a dangerous path in the brief "Resurrection." Four of Lumley's greatest heroes. Three of his most popular worlds. Tales to chill and to delight. Open the book and be swept away. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. **Necroscope: Invaders** Macmillan Three great vampires--two Lords and a Lady--arrive on an unsuspecting Earth that teems with defenseless humans, easy prey for the marauding vampires. But humanity has defenders. Though the necroscope is gone, the psychically gifted men and women of E-Branch move swiftly against the vampire infestation. Jake Cutter is running for his life through the streets of Turin when he vanishes, appearing moments later inside the triply locked "Harry's room" in E-Branch's London HQ. Jake's dreams are very strange, filled with the voices of the dead--the Great majority, the Necroscope, Harry Keogh, even a dead vampire. He hears them all, but he doesn't truly understand. If Jake is the new Necroscope, he has to learn--fast!--how to control his powers and speak to the dead. E-Branch, with the reluctant Jake along for the ride, is about to go head-to-head with Malinari the Mind, a vampire Lord whose psychic abilities are second to none. But the dead don't trust Jake, not like they trusted Harry. Jake's got personal revenge on his mind, and he's spending too much time talking that dead vampire. He's got to start thinking about the future--or he won't have one! At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. **Necroscope: The Lost Years** Macmillan Recounts vampire hunter Harry Keogh's most perilous encounter with the undead while desperately searching for his missing wife and son **Necroscope V: Deadspawn** Tor Books Brian Lumley's Necroscope novels are one of the horror genre's most towering achievements. The adventures of the Necrosopes, Harry Keogh and his successor, Jake Cutter, and the psychically gifted agents of E-Branch, Britain's super-secret spy organization, as they battle malevolent, shape-shifting Wamphyri have spanned two worlds, thirteen novels, and an infinity of time. The Necroscope novels have sold more than two million copies in English alone. Necroscope: Deadspawn is the fifth spine-tingling volume in Lumley's exciting vampire series and marks a turning point in the life and career of Harry Keogh, the original Necroscope. After the battles of Deadspeak, Harry has recovered his Necroscopic abilities. He can once again travel instantly

between places and times via the marvelous mathematics of the Möbius Continuum. He can once again hear and speak to the dead and carry messages between the living and those long gone. But the Necroscope's bargain with Faethor Ferency, father of vampires, has sown the seed of Harry's downfall---a vampire seed! Deep in the recesses of Harry's mind, a vampire grows, a vampire that might someday be the greatest Wamphyri of all, one with all the Necroscope's great psychic powers warped to evil use. Harry's lifetime on earth has just become sharply limited. But until he loses the fight against the vampire thing, the Necroscope still has work to do. The tortured victims of a serial killer and necromancer cry out for justice. Harry Keogh is the only person who can identify and find this vile murderer. And he will do it, fighting the vampire spawn inside him every step of the way. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. **The Brian Lumley Companion** Tor Books Edited by Brian Lumley and multiple Bram Stoker Award winner Stanley Wiater, The Brian Lumley Companion is an indispensable guide to the life and works of Brian Lumley. The Companion is illustrated with photographs from the author's private collection and full-color reproductions of Hugo Award-winning artist Bob Eggleton's eye-catching cover art for Lumley's works. Contributors to The Brian Lumley Companion include some of today's most noted experts on horror fiction, including W. Paul Ganley, founder of Weirdbook Press and two-time winner of the World Fantasy Award; Stephen Jones, coeditor of Horror: 100 Best Books and winner of multiple World Fantasy, British Fantasy, and Bram Stoker Awards; Robert M. Price, author of H. P. Lovecraft and the Cthulhu Mythos and one of the most respected analysts of Lovecraftian fiction; Robert G. Weinberg, an acknowledged specialist in weird fiction, and Stanley Wiater, host of the TV series "Dark Dreamers." In The Brian Lumley Companion, Lumley aficionados will find an overview of Lumley's career, from his first short fiction up to the present day; essays comparing Lumley and H. P. Lovecraft, a lengthy interview with the author that delves into the heart of Lumley's relationship with the writers and editors who inspired him and the fans who support him, and analyses of Lumley's short fiction and novels. An interview with Bob Eggleton gives insight into the development of his striking covers for the Necroscope series and other Lumley works. This companion also includes complete listings of the first publications of each of Lumley's novels, short fiction, and poetry. Major attractions are the detailed concordances that focus on individual novels and series, including the three Psychomech titles, the Dreamlands and Primal Lands series, and each volume in the Necroscope series. As a special treat, The Brian Lumley Companion includes three short short stories by Brian Lumley, works that have never before appeared in book form. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. **The Last Aerie** Tor Books Nestor and Nathan Kiklu are the twin sons of Harry Keogh, the Necroscope. United by blood, they also share some of their father's awesome powers--but what they do with those gifts cannot be more different! Nathan takes up the struggle against the metamorphic vampires, while Nestor, fascinated by the vampires' eerie evil, has become his twin's worst nightmare: a Wamphyri Lord! Harry Keogh's sons have become the bitterest of enemies, each determined to destroy the other. When next they meet, one will surely die! At the Publisher's request, this title is being sold without Digital Rights

Management Software (DRM) applied. **Blood Brothers** Macmillan The vampires have been vanquished! Harry Keogh and the armies of the dead have destroyed the evil that once plagued the world. Nathan and Nestor, secret twin sons of the Necroscope and a proud gypsy woman, were children when their father, his humanity poisoned by his fearsome struggles, sacrificed himself to save mankind. Yet there are vampires still, vampires crueller and stranger than any the Necroscope had faced. When these new, merciless killers swoop out of the sky, Nathan and Nestor are men--but they have few of Harry Keogh's miraculous powers. Torn from each other by battle, the sons of the Necroscope journey across the vampire world, exploring its mysteries, each seeking the powerful, terrible vampires, his missing brother...and the woman they both love! At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. **Necroscope: Defilers** Macmillan Packed with hideous nightmares, walking corpses, last-minute escapes, blood-sucking ghouls, and even true love, Necroscope: Defilers will more than satisfy any Brian Lumley fan! Jake Cutter is reluctantly learning how to be a Necroscope--how to use the Mobius continuum to travel instantaneously from place to place, how to talk to the dead--but dead humans don't like him much. It seems Jake's got a hitchhiker named Korath. Since Korath holds the key to the Mobius equations, Jake can't just kick him out . . . though he's certainly trying. Jake's not sure he really wants to be a member of E-Branch, the supersecret ESP-powered organization that's dedicated to eradicating the vampire infestation of Earth. To the freewheeling, passionate Jake, the E-Branchers seem a little stuffy and hidebound--except for the lovely Liz, whom Jake wants to get to know better, body and mind. But Liz is a telepath, and if Jake's not careful, she'll find out about Korath. And that will likely be the end of Jake Cutter. In Australia, Jake helped E-Branch destroy the aerie of the mind-master, Nephtam Malinari, one of a trio of Great Vampires who came to Earth from the vampire world. Malinari escaped and went to ground with the hideously beautiful Lady Vavara. Vavara has taken over a holy monastery on a beautiful Greek island and turned the nuns into most unholy creature with fearsome appetites for all things carnal. Jake wants revenge against the Italian mobsters who killed the woman he loved and nearly killed him. As far as he's concerned, E-Branch can search for Malinari, Vavara, and the metamorphic Lord Szwart without him until he's satisfied his own bloodlust. But it seems vampire hunting is truly Jake's job now--the men he's trying to kill aren't men at all, but vampire spawn, hidden for two generations in human guise! To defeat them, Jake will need every weapon in a Necroscope's arsenal, including the power to all the unsleeping dead out of their moldering graves. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. **Necroscope: Avengers** Tor Books The packed cruise ship is a terrific nesting ground for a Lord and Lady of the Wamphyri on the run from E-Branch and the new Necroscope, Jake Cutter. By the time the ship is reported missing, the few beings still living on board will no longer be human . . . and the Wamphyri will be long fled to their next conquest. Korath, the vampire who lurks in Jake Cutter's mind, is determined to gain control of Jake's life, and Jake is equally determined not to let him have it. But to win this struggle Jake must confide in Ben Trask--and Trask, the head of E-Branch, is likely to want Jake dead the minute he learns of Jake's intrusive passenger! The spore garden planted under London by

the third Wamphyri, Lord Swartz, is bearing bitter fruit indeed as a mysterious sleeping sickness-with a vampiric taint-slowly spreads among the population of Great Britain. E-Branch action teams have more on their plates than they can handle. They must locate terrorists who threaten the world with nuclear homicide; permanently close the Gate between the Wamphyri world and Earth; analyze the spore plague; and locate and destroy the three Wamphyri. In Brian Lumley's *Necroscope: Avengers*, even the powers of Harry Keogh, the original *Necroscope*, summoned from the Great Beyond via the combined powers of E-Branch's strongest agents, may not be enough to defeat the monsters who have brought Earth to the brink of total destruction. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. **Necroscope The plague-bearer** Subterranean When vampire brothers infect a thug with a lethal disease and send him to Edinburgh to infect werewolves, Harry Keogh, now dating a werewolf named Bonnie, must find a way to foil the brothers' plot and save the pack from extinction. **Beneath the Moors and Darker Places** Macmillan In addition to his stellar *Necroscope* series, Brian Lumley is highly regarded for his short fiction, for which he has won the British Fantasy Award. *Beneath the Moors and Darker Places*, a companion to *The Whisperer and Other Voices*, collects nine lengthy exemplars of the best of Lumley's short works, many of them unavailable for decades in any form. The Cthulhu Mythos of the immortal H.P. Lovecraft provides inspiration for much of Lumley's work, including "Dagon's Bell" and "Big C," both included here. The explosive creation of a new volcanic island off Iceland in 1967 led to "Rising with Surtsey," a homage not just to Lovecraft but to the great August Derleth. "David's Worm"--which takes an interesting view of "you are what you eat"--was published in a Year's Best Horror Stories and later adapted for radio in Europe. The collection also includes the macabre "The Second Wish," published here for the first time with the author's original, intended ending, and "The Fairground Horror," first published in *The Disciples of Cthulhu* twenty-five years ago and not seen since save for a small press edition. The title tale, *Beneath the Moors*, a complete short novel, has been unavailable in the United States since its first publication by Arkham House in the early 1970s. It is considered to be one of Lumley's strongest short works; Tor is proud to restore this and the other pieces in this volume to Lumley's growing readership. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. **Bloodwars** Macmillan The twin sons of Harry Keogh, the *Necroscope*, have taken very different paths. Nathan as his father's powers--to talk to the dead, to travel instantly through space. Like Harry, this new *Necroscope* fights evil wherever he finds it. His twin, Nestor, has become the most horrifying evil imaginable: a shape-shifting, blood sucking Wamphyri Lord! Devoid of human feeling, Nestor and his companion, the beautiful, malevolent Wrath the Risen, hunt without mercy. The battle between the brothers mirrors the war between vampires and humans. On mankind's side: terrible weapons brought from Earth by Nathan's allies. But the vampires are numerous and powerful, and neither side has a clear advantage...until Nathan and his legions of the dead discover a way to destroy the vampires forever. In the midst of a titanic battle, Nathan makes a desperate move that forever changes millions of lives and two worlds: the vampire world...and earth. At the Publisher's request, this title is being sold without Digital Rights

Management Software (DRM) applied. **Necroscope: The Touch** Macmillan A trio of bloodthirsty aliens have already destroyed one world and most of their own race; now they have their eyes set on earth. Their opponents: the men and woman of E-Branch and a brand-new Necroscope! Malevolent aliens, the Mordri Three decide to become so evil that God himself will have to stop them. They can alter flesh with a simple touch, literally turning people inside out or seeding them with cancer. The Three have already destroyed an entire solar system and most of their own race. Their next targets: mankind and Earth! On Earth, Scott St. John is mourning his beloved wife when he is struck by a golden arrow of light—a fragment of the soul of Harry Keogh, the original Necroscope—and gains powers he does not understand. A mysterious, beautiful woman appears, desperately trying to warn Scott about something . . . then vanishes mid-word. Scott dreams of a very unusual Wolf, who begs him—in human speech—for rescue. A fledgling Necroscope, a telepathic Wolf, a beautiful woman from beyond the stars, the ghost of Harry Keogh, the best of E-Branch's psychic fighting forces, and a dead girl who is not yet ready to seek her just reward must defeat three impossibly strong, psychically gifted monsters whose touch literally melts flesh from bone. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. **The House Of Doors** Hachette UK Behind every door waits a living nightmare . . . Spencer Gill is a man with problems. The fact that he's dying, slowly, is only one of them. The castle, up on the slopes of a famous Scottish mountain, is another. For one thing, it doesn't have any doors - at least, not on the outside. And it's Gill's nightmare task to find out what it really is. In fact, this horror-house has many doors. But they're all on the inside. And sheer bloody terror lives and lurks behind every one of them. The welcome mat is out for Gill. And for you. So come on in. Just don't slam the door . . .

Fruiting Bodies and Other Fungi Macmillan Fruiting Bodies and Other Fungi is a collection of 13 short stories by master of horror Brian Lumley. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. **Tales of the Primal Land** Subterranean Press **Necroscope The Möbius murders** Subterranean Press **The Fly-By-Nights** Crossroad Press 150 years ago the world ended. Bombs fell, winter came, and the survivors fled underground in search of safety. Now they struggle to preserve what's left — sleeping by day, and battling fearsome vampiric fly-by-nights after sunset. Resources are scarce and security is scarcer in this fallout-poisoned world, but one subterranean clan of hardy souls clings to life, scavenging and scraping by until their water supply goes catastrophically bad. Forced to seek a new life above, they leave their long-time home to caravan across the stricken planet's surface, where the light is toxic and the night hides unspeakable monsters. It is a difficult existence without promise or direction, until word from a band of fellow refugees fizzes through the choppy radio static. The Kindred promise help, companionship, and a new settlement in a distant valley ... if only the clan can reach them. For between the Kindred and the Clan stand a hundred miles of impossible terrain and countless fly-by-nights, and within the Clan itself trouble brews when two very different men fight for the love of one woman who has already made her choice. It's the oldest story ever told, but this time it could mean the end of humanity. **The Burrowers Beneath** Tor Books The Titus Crow novels are adventure horror, full of acts of nobility and heroism, featuring

travel to exotic locations and alternate planes of existence as Titus Crow and his faithful companion and record-keeper fight the gathering forces of darkness wherever they arise. The menaces are the infamous and deadly Elder Gods of the work of H.P. Lovecraft. Cthulu and his dark minions are bent on ruling the earth--or destroying it. A few puny humans cannot possibly stand against these otherworldly evil gods, yet time after time, Titus Crow defeats the monsters and drives them back into the dark from whence they came. The Burrowers Beneath is the first book in the Titus Crow series. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. **The Taint and Other Novellas A Cthulhu Mythos Collection** Solaris **Psychomech** Tor Books Richard Garrison, a Corporal in the British Military Police, loses his sight while trying to save the wife and child of millionaire industrialist Thomas Schroeder from a terrorist bomb. While Garrison is recovering from his injuries, Schroeder makes him an offer the young man cannot refuse-refuge at Schroeder's luxurious mountain retreat and rehabilitation from the best doctors who can treat Garrison's blindness and if not cure him at least teach him a new way of life. But Thomas Schroeder has a secret. He is dying and determined not to lose his life. The doctors tell him his body cannot be saved. But about his mind? Garrison's healthy young body would make an excellent replacement for Schroeder's failing corpus, if the machines to perform the operation can be perfected in time. Garrison has no secrets of his own. Since the bombing that caused a loss of his sight, Garrison has become aware of new abilities slowly developing in his mind: mental powers he is beginning to master; strengths Schroeder cannot expect. Richard Garrison and Thomas Schroeder, two strong-willed men locked in battle for the greatest prize-life itself. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Necroscope: Harry and the Pirates And Other Tales from the Lost Years Macmillan Three long stories featuring Harry Keogh, the original Necroscope! Never before published in the US. **Necroscope: Resurgence The Lost Years: Volume Two** Macmillan Harry Keogh continues his desperate search for his missing wife and young son, who vanished during his epic struggle with the vampires who sought to control Keogh's powers **The House of Cthulhu Tales of the Primal Land Vol. 1** Tor Books The House of Cthulhu is classic Lovecraftian horror from one of the masters of the form, British Fantasy Award-winner Brian Lumley. Readers are introduced to the weird and wonderful world of Theem'hdra, an island continent of wonders and terrors, where brave men die terrifying deaths, awe-inspiring sorcerers hurl powerful magic at each other, and monsters abound. The volcanic eruption that created the island of Surtsey in 1967 also revealed a long hidden cache of documents that told the fantastic history of Theem'hdra as written by the sorcerer Teh Atht. Building on translations begun by the scholar Thelred Gustau-who vanished under mysterious, some say magical, circumstances-Brian Lumley brings the saga of the Primal Land to readers of today. Here, the wizard Mylarkhrion-most powerful of the terrible magicians who walked the earth in those long-ago days-battles sorcerers jealous of his knowledge, power, and wealth. His own apprentice, thinking he knows all of his master's secrets, challenges him-but Mylarkhrion has one final trick up his sleeve When the assassin Humbuss Ank, who specializes in killing wizards, makes Mylarkhrion his target, he avoids or destroys nearly all of the sorcerer's traps,

forcing Mylarkhrion to a final, desperate gamble for survival. But even Mylarkhrion has a weakness, a lust for power that drives him to summon the Great One, Cthulhu, and so call doom upon himself! The fabled riches of the House of Cthulhu draw thieves and warriors from throughout the civilized-and uncivilized lands, but none escape with so much as a single gemstone, for they discover that Cthulhu's House is not a temple but a dwelling-place. Surely the Elder God lives there still, waiting for an unwary person to open the portal between his world and ours At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. **Necroscope: The Last of the Lost Years, Vol. I** Crossroad Press Necroscope®: The Last of the Lost Years, Volume 1, the nineteenth in Brian Lumley's Necroscope® series, contains two short novels, one long novella, and one short story. Each of these feature the Necroscope, Harry Keogh, during this final (?) period of his life known as "The Lost Years." Look for the second volume of The Last of the Lost Years, the twentieth in the Necroscope series, which contains two short novels, one long novella, one short story, and a closing piece entitled Resurrection. Stories included in this collection: In Dublin's Fair City Dinosaur Dreams The Plague-Bearer Harry and the Pirates **Necroscope: The Last of the Lost Years, Vol. II** Crossroad Press Necroscope®: The Last of the Lost Years, Volume 2, the twentieth volume in Brian Lumley's Necroscope® series, contains two short novels, one long novella, one short story, and a closing piece entitled Resurrection. Each of these, except the short story, ("Old Man With A Blade" where Harry is pursued by the Grim Reaper), feature the Necroscope, Harry Keogh, during this final (?) period of his life known as "The Lost Years." Look for the first volume of The Last of the Lost Years, Volume 1, the nineteenth in the Necroscope series, which contains two short novels, one long novella, and one short story. Stories included in this collection: Dead Eddy The Möbius Murders For the Dead Travel Slowly Old Man with a Blade Resurrection **Harry and the Pirates Solaris Psychosphere** Macmillan After Richard Garrison lost his sight in a terrorist explosion, he developed vast mental powers that more than compensated for his blindness. He mastered the Psychomech machine, then used it to conquer his enemies and restore his dead love to full and vibrant life. Psychomech also revealed to Garrison the Psychosphere, a startling reality where mental powers reigned supreme and could influence people and events on Earth. Once he was nearly godlike-or demonic, if one dared become his enemy-but now Garrison's mental abilities grow weaker with each use. He tries desperately to conserve his energies, but he has begun to have strange visions of a mind so different from his own as to be other than human, and knows he must stay alert and strong. Charon Gubwa has invaded the Psychosphere. Twisted and evil, sexually and mentally warped, physically corrupt, Gubwa's desires are simple: More. More drugs. More sex. More power. More of the Earth under his dominion. Richard Garrison must battle Gubwa in the Psychosphere and on Earth. And he must win, no matter the cost to himself or those he loves, or all mankind will be lost. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. **Necroscope The Last Years Vol 1** Hachette UK **VAMPIRES NEVER REST** And neither does Harry Keogh, the world's greatest vampire hunter, the Necroscope, the man who can talk to the dead. Right now, he's desperately searching for his wife and son, who disappeared in the midst of Harry's war against the undead monsters that

plague mankind. Others will have to carry on that fight until the Necroscope has been reunited with his beloved family. But it's not that easy to leave the vampire war behind. The bloodsuckers know that the Necroscope is their deadliest enemy and will do anything to destroy him. Harry struggles to locate his missing family, not realising that he has become a pawn in the battle between two powerful vampires. When one has slain the other, the Necroscope will be the next to die!

Hero of Dreams Tor Books Something vital is missing from David Hero's comfortable, ordinary existence. One day is much like the next, simple, predictable...boring. But the nights! Each night David Hero finds himself transported to a marvelous world where brave men and women battle terrible creatures possessed of cruel, dark powers. Despite his fears, the Dreamworlds tempt David, drawing him farther and farther from the waking world. Here he finds noble warriors; beautiful, loving women; and challenges almost greater than he can imagine. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

No Sharks in the Med and Other Stories Subterranean Features previously published short stories, including "The Disapproval of Jeremy Cleave," in which a widow is haunted by her jealous but dead husband.

Khai of Khem Macmillan Considered by many to be among Brian Lumley's greatest works, the exciting Khai of Khem is little-known in the US. This time-traveling adventure story spans centuries and cultures in Lumley's trademark mix of horror and science fiction, much like his internationally-bestselling Necroscope series. Like the Necroscope novels, Khai of Khem is packed with fast-paced action, hair's-breadth escapes, all-consuming love, endless horror, and, in the person of Khai himself, quick wits and bravery in the teeth of danger. Khai begins life in ancient Egypt as the son of Pharaoh Khasathut's chief architect. Believing Pharaoh to be a god, Khai is stunned to learn that the supposedly great and wise leader is a shriveled, ancient fossil of a man whose chief desires are to deflower young virgins and achieve eternal life through the powers of his black magicians. When Khai dares to raise a hand to Pharaoh, he is condemned to be a slave. Escaping, Khai flees to neighboring Kush where he earns the rank of general in the army of Queen Ashtarta... and a place in Ashtarta's bed. In the heat of battle against Pharaoh's armies, Khai is betrayed by his best friend and falls victim to the evil spells of Khasathut's magicians, who send his soul winging centuries into the future. In modern America, Khai searches for the reincarnated souls of his love, Ashtarta, and of his betrayer. Khai is amazed by many of the wonders of the modern world-television, air conditioning, and especially guns, bombs, and other weapons. Returning to his own time, Khai uses the technologies he saw in the future to rewrite the past. But will he and Ashtarta be in time to prevent Khasathut from attaining immortality and using newly-gained alien powers to destroy all of Khem and Kush? Originally published in the US in mass market in the early 1980s and unavailable for nearly twenty years, Khai of Khem is one of Brian Lumley's most sought-after novels. Tor Books is pleased to bring it to a new generation of Lumley's readers. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Vampire World 2: The Last Aerie Hachette UK Nathan is the new Necroscope! But in the Vampire World the dead won't talk to him. And in the world of men beyond the Hell-lands Gate, there are even worse terrors than the vampires of Starside. Yet that is Nathan's lot: to venture into the world of his father, Earth, there to seek the source

of Harry Keogh's awesome talents with which to return to Sunside/Starside, defeat the Wamphyri, and destroy - THE LAST AERIE! Nathan is not alone; Ben Trask and the espers of E-Branch will befriend him even as they befriended his father twenty years ago. But against natural and supernatural forces alike, will even their metaphysical skills suffice to send him home again? And if they do, what then? For in Starside a new vampire walks the night: Lord Nestor Lichloathe of the Wamphyri... Nathan's brother! **The Clock of Dreams** **The Clock of Dreams** Tor Books Titus Crow and his faithful companion and record-keeper fight the gathering forces of darkness-the infamous and deadly Elder Gods of the works of H.P. Lovecraft. Cthulhu and his dark minions are bent on ruling the earth. A few puny humans cannot possibly stand against these otherworldly evil gods, yet time after time, Titus Crow drives the monsters back into the dark from whence they came. **The Clock of Dreams** is the third book in the Titus Crow series. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. **The Transition of Titus Crow** Tor Books The Titus Crow novels are adventure horror, full of acts of nobility and heroism, featuring travel to exotic locations and alternate planes of existence as Titus Crow and his faithful companion and record-keeper fight the gathering forces of darkness wherever they arise. The menaces are the infamous and deadly Elder Gods of the work of H.P. Lovecraft. Chthulu and his dark minions are bent on ruling the earth--or destroying it. A few puny humans cannot possibly stand against these otherworldly evil gods, yet time after time, Titus Crow defeats the monsters and drives them back into the dark from whence they came. **The Transition of Titus Crow** is the second book in the Titus Crow series. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. **Lost Souls** Dell Vampires . . . they ache, they love, they thirst for the forbidden. They are your friends and lovers, and your worst fears. "A major new voice in horror fiction . . . an electric style and no shortage of nerve."—Booklist At a club in Missing Mile, N.C., the children of the night gather, dressed in black, look for acceptance. Among them are Ghost, who sees what others do not; Ann, longing for love; and Jason, whose real name is Nothing, newly awakened to an ancient, deathless truth about his father, and himself. Others are coming to Missing Mile tonight. Three beautiful, hip vagabonds—Molochai, Twig, and the seductive Zillah, whose eyes are as green as limes—are on their own lost journey, slaking their ancient thirst for blood, looking for supple young flesh. They find it in Nothing and Ann, leading them on a mad, illicit road trip south to New Orleans. Over miles of dark highway, Ghost pursues, his powers guiding him on a journey to reach his destiny, to save Ann from her new companions, to save Nothing from himself. . . . "An important and original work . . . a gritty, highly literate blend of brutality and sentiment, hope and despair."—Science Fiction Chronicle