

In His Own Write Brian Lumley Necroscribe

[#Brian Lumley](#) [#horror fiction](#) [#dark fantasy](#) [#Necroscribe](#) [#supernatural horror](#)

In His Own Write: Brian Lumley's Necroscribe offers a chilling exploration into the dark and supernatural realms penned by the master of horror himself. This collection embodies Lumley's unique storytelling, merging classic horror with his signature macabre vision, providing an essential read for aficionados of supernatural horror and dark fantasy.

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What Do I Read Next?

By identifying similarities in various books, this annual selection guide aims to help readers to independently choose titles of interest published in the last year.

The Mammoth Book of Best New Horror

The Horror at Oakdeene and Others is another of Brian Lumley's collections of short stories, with many of them involving the Cthulhu Mythos. Stories included in this collection: The Viking's Stone Aunt Hester No Way Home The Horror at Oakdeene The Cleaner Woman The Statement of Henry Worthy Darghud's Doll Born of the Winds

What Do I Read Next 1998

Things in the ground, thinking their thoughts Thoughts they can express only through Harry Keogh, NECROSCOPE. For that's Harry's talent, and his burden: he reads the thoughts of the dead in their graves - and the thoughts of the UNdead! Except . . . the undead are thinking thoughts that are totally-unthinkable! Yulian Bodescue's mother fainted at the tomb of Thibor Ferenczy, vampire. Corrupt from birth, now Yulian feels a strange compulsion: to discover his real father and spread his works abroad. Only Harry Keogh, prisoner of the metaphysical Mobius Continuum, can stop him. Harry's other big problem is this: HE DOESN'T HAVE A BODY!

The Horror at Oakdeene and Others

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.

Necroscope II: Wamphyri!

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 of Lumley's best long 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," an 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 US 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.

The Last Aerie

The Caller of the Black is Brian Lumley's first published collection of stories, with many of them involving the Cthulhu Mythos. Stories included in this collection: A Thing About Cars! The Cyprus Shell Billy's Oak The Writer in the Garret The Caller of the Black The Mirror of Nitocris The Night Sea-Maid Went Down The Thing from the Blasted Heath An Item of Supporting Evidence Dylath-Leen De Marigny's Clock Ambler's Inspiration In the Vaults Beneath The Pearl

Beneath the Moors and Darker Places

In the Clock of Dreams, Cthulhu, one of the Elder Gods, sleeps and dreams - dreams so potent, so powerful, that they can warp reality itself. The mysterious Clock that is capable of hurling men through space and time, even into the monster's dreams, is de Marigny's only hope of finding Titus Crow and saving him from a soul destroying fate.

The Caller of the Black

The fourth volume of new adventures set in H.P. Lovecraft's Dreamlands. David Hero has been trapped in the Dreamworld for many years; long enough, he thought, to have battled most of its monsters. But in the service of King Kuranos he sees greater perils than any he has yet encountered.

The Clock of Dreams

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 crueler 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.

Iced on Aran

Brian Lumley, author of the bestselling Necroscope and Vampire World series of novels, has for many years been a devotee of H. P. Lovecraft's Cthulhu Mythos, by such nightmare fables as *Dagon*, *The Call of Cthulhu* *The Shadow Over Innsmouth*, Lovecraft's legendary Deep Ones have taken their place in terror fiction alongside the vampire and the werewolf. Now they are given the Lumley treatment in—RETURN OF THE DEEP ONES! But the Mythos was not restricted to tales of oceanic horror; nightmares out of space and time—and inner earth—abound in Lovecraft's fiction. Thus, with the addition of *Beneath the Moors*, *Inception*, and the novella, *Lord of the Worms*, Brian Lumley offers his

latest homage to Lovecraft the Master. Now, from forbidden depths of dream and ocean, the RETURN OF THE DEEP ONES! In the field of no-holds-barred terror fiction, there's Brian Lumley—and then there's the rest ...

Haggopian and Other Stories

Following the Timelock, the Quester, de Marigny, finds himself on the parallel universe of Borea. Borea - ice-planet - is a ravaged arena of psychic combat between the Warlord of the Plateau, Armandra and the Wind-Walker. This is the sequel to "The Clock of Dreams" and "Spawn of the Winds".

Blood Brothers

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 Naxas 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.

Return of the Deep Ones and Other Mythos Tales

An invasion from an alien dimension! That would be horror enough in itself: the thought of monstrous beings stalking the Earth. But how much more nightmarish if the invaders were each and every one . . . VAMPIRES! Searching the infinite parallel time-streams of the metaphysical Mobius Continuum for his long-lost wife and son, the Necroscope Harry Keogh discovers that Soviet scientists have accidentally opened a portal to mankind's worst nightmares. The lethal terror of Chernobyl is a mere bad dream in comparison. THE SOURCE of all Dark Legends can now be reached by any who dare pass through the Gate. And by some who do not dare - but who have no choice . . .

In The Moons Of Borea

Prof. Ewart Masters spends his convalescence, following a car accident, at the home of his nephew Jason Masters, pursuing his studies of ancient civilizations, during which he makes startling discoveries about the hidden city beneath the Yorkshire moors. His search to unravel the mystery of the green figurines, his efforts to assess the implications of Robert Krug's manuscript, lead ultimately to Devil's Pool and the surviving world of Lh'yib, culminating in a series of dream-like adventures as he wanders through the nightmare corridors of his new environment. Beneath the Moors is primarily Gothic in atmosphere, its brooding mystery and stark terror occasionally relieved by bits of quiet charm and subtle humor. And the author's straightforward "autobiographical" technique possesses an element of immediacy seldom achieved in this type of narrative.

Harry and the Pirates

DEAD MEN TELL NO TALES...Except to Harry Keogh, Necroscope. And what they tell him is horrifying. In the Balkan mountains of Rumania, a terrible evil is growing. Long buried in hallowed ground, bound by earth and silver, the master vampire schemes and plots. Trapped in unlife, neither dead nor living, Thibor Ferenczy hungers for freedom and revenge. The vampire's human tool is Boris Dragosani, part of a super-secret Soviet spy agency. Dragosani is an avid pupil, eager to plumb the depthless evil of the vampire's mind. Ferenczy teaches Dragosani the awful skills of the necromancer, gives him the ability to rip secrets from the mind and bodies of the dead. Dragosani works not for Ferenczy's freedom but world domination. he will rule the world with knowledge raped from the dead. His only opponent: Harry Keogh, champion of the dead and the living. To protect Harry, the dead will do anything - even rise from their graves!

Harry Keogh: Necroscope and Other Weird Heroes!

Stolen from Earth by Ithaqua the Wind-Walker and transported to the alien world of Borea, a team of ERP-talented earthmen are faced with a terrible choice: join with the Thing That Walks on the Wind in his eternal war with Armandra and the People of the Plateau, and become his mindless slaves or side with Armandra and risk the perils of the Plateau - especially its Cavern of Madness! Such a choice might seem easy, for at least the People of the Plateau are human...but is Armandra herself human As Ithaqua's daughter, who can say which way her loyalties will turn when the chips are down and Ithaqua walks on the wind?

Necroscope III: The Source

THE EARTH'S REAL LANDLORDS ARE SURFACING. HERE. NOW...From the darkly fantastic worlds of H P Lovecraft's world-famous Cthulhu Mythos comes a grimly compelling novel of the Ultimate War, between men - and monsters spawned in Hell!For millennia, men have strutted in puny pride over the fragile surface of the Earth, arrogantly proclaiming themselves masters of creation. But now their feeble investigations have disturbed the planet's original rulers far beneath the globe's crust. And mankind's placid dreams are about to be wrenched into shattering nightmare.'They were here before man evolved. They are older than our oldest legends, predating the very dinosaurs. They call to use in our dreams and make us... do things!'They are THE BURROWERS BENEATH. And they're surfacing right now. Right here...

Beneath the Moors

When vampires stalk among us . . . Robbed of his supernatural powers, Harry Keogh is back from Starside, the vampire sourceworld. A mere man again - denied access to the metaphysical Möbius Continuum, no longer able to communicate with the dead - now he must rebuild his life in a world made safe only through his efforts. But safe for how long? E-Branch, Britain's mindspy organisation, wants Harry back with his invaluable talents intact. Likewise the Great Majority, his countless dead friends across the world, who know that he's needed as never before. For the old thread has risen anew! Crumbling in their graves, the teeming dead fear for Harry. If the ex-Necroscope can't find and destroy the last of the Ferenczys, that nightmare vampire dynasty, they know that the vampire will find him. He must regain his powers - or risk becoming a vampire himself, undead for ever . . .

Necroscope!

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.

Spawn of the Winds

Jake Cutter is reluctantly learning how to be a Necroscope - how to use the Möbius continuum to travel instantaneously from place to place, how to talk to the dead - but the dead don't like him much. It seems Jake's got a hitchhiker in his mind, a dead vampire named Korath. But since Korath holds

the key to the Möbius equations, Jake can't just kick him out... In Australia, Jake helped E-Branch destroy the aerie of the mind-master, Nephran Malinari, one of the 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 creatures of fearsome appetites for all things carnal. But Jake wants revenge against the Italian mobsters who killed the woman he loved. 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 vampires hidden for two generations in human guise! To defeat them, Jake will need every weapon in Necroscope's arsenal, including the power to call the unsleeping dead out of their mouldering graves...

The Burrowers Beneath

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 . . .

Necroscope IV: Deadpeak

A collection of thrilling tales from H. P. Lovecraft's Cthulhu Mythos by one of horror's biggest legends. This volume contains the very best of Brian Lumley's Mythos novellas. Novellas included in this collection: The Horror at Oakdeene Born of the Winds The Fairground Horror The Taint Rising with Surtsey Lord of the Worms The House of the Temple

The Transition of Titus Crow

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 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 midword. 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.

Necroscope: Defilers

A part of the Necroscope saga that tells the story of what occurred during the eight years in which Harry Keogh, a man who can converse with the dead and has discovered the existence of vampires, searched for his lost wife and son.

The House Of Doors

The secrets of Asorbes - and of the alien Pharaoh who ruled there! All bowed their heads before the golden splendour of Khasathut's pyramid - and before his atrocities. Slaves and princes alike feared his awesome powers, which came from far beyond the stars. Only Khai was not blinded by the glories of the Pharaoh, for not only had he seen the horrible secrets of the pyramid but he had lived to escape their deadly grasp! A man of two worlds, out of two ages, Khai fought to win the hand of the Queen Ashtarta and to vanquish the devil-king and his wraiths of hell. And he kept to an eternal faith: that one day the Golden Ones would return from their journey through the heavens bringing justice...

The Taint and Other Novellas

The Titus Crow novels are full of acts of nobility and heroism. Titus Crow and his faithful companion fight the forces of darkness - the infamous and deadly Elder Gods of H.P. Lovecraft - wherever they arise. The powerful Cthulhu and his dark minions are bent on ruling the earth - or destroying it, yet

time after time, Titus Crow drives the monsters back into the dark from whence they came. Elysia is the sixth book in the Titus Crow series.

Necroscope: The Touch

Harry Keogh, Necroscope, is no more . . . And the Wamphyri are back - not only in the Vampire World, where the ancient northern ice has melted to release the original, the most evil, most powerful vampires of all time, but in our world, too. Without Necroscope - the one man who could talk to the dead and undead alike - only Ben Trask and the weirdly talented espers of his secret organisation, E- Branch, stand between Mankind's survival and its domination by terrible invaders from Starside. Trask: human lie-detector; David Chung: locator of all things evil; Ian Goodfly: precog, whose glimpses of the ever-furtive future have so often saved the lives of his E-Branch colleagues. Three men, their technology and the esoteric talents against shape-changing challengers from a parallel universe. The odds don't look good, and Harry Keogh is dead and gone, his notes scattered throughout the Universes of Light. But as Harry himself was witness, death isn't like that . . . Harry may be dead, but his legacy lives on.

Necroscope: The Lost Years

This may be The Second Wish, but it's the third witch's dozen of nerve-rendering stories of the macabre from the man who gave you the internationally bestselling Necroscope and Vampire World series. Brian Lumley's The Second Wish and Other Exhalations maintains the nightmarish tradition established by his Fruiting Bodies and Other Fungi and Dagon's Bell and Other Discords to complete a trilogy of terror. From Lovecraftian tales such as "The House of the Temple\

Khai Of Khem

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 fizzles 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.

Elysia

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. His is dying and determined not to lose his life. The doctors tell him his body cannot be saved. But what 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 secrets of his own. Since the bombing that caused the 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.

Necroscope: Invaders

Tossed out from the heart of Surtsey, a volcano risen from the sea off Iceland, a ball of weird glass contains the last relics of a world long vanished when Atlantis was young. Translated from the glyphs out of time, now at last the stories and histories of the Primal Land can be told. Tales of sorcery: of

demons, heroes, and perilous quests. And of a doomed wizard's search for immortality. Enter the House of Cthulhu if you dare - and leave your prints in the drifted dust of those who dared before you!

The Second Wish and Other Exhalations

The second collection of a witch's dozen of weird or horrific tales from Brian Lumley, author of the internationally bestselling Necroscope and Vampire World series. Remember: in the field of no-holds-barred terror fiction, there's Brian Lumley – and then there's the rest... Stories included in this collection: Dagon's Bell No Sharks in the Med In the Glow-Zone The Caller of the Black The Picnickers The Fairground Horror Problem Child Aunt Hester The Whisperer The Statement of Henry Worthy The Strange Years Big "C" The Disapproval of Jeremy Cleave

The Fly-By-Nights

Harry Keough, aka the Necroscope, has always considered himself a master of the Mobius Continuum - a dimension existing parallel to all space and time and his personal instantaneous gateway to anywhere in the multiverse. But this is hardly overweening conceit on Harry's part, for to his knowledge he is not unique; two other intelligences, with powers similar to his, do indeed exist. One such is the long-dead August Ferdinand Mobius himself, the German astronomer, mathematician, and discoverer of the eponymous Mobius Strip which led him to explore, posthumously, his previously conjectural Continuum; and the other is Harry's son, who has not only inherited his father's mathematical skill but also the metaphysical talent by means of which the Necroscope converses with dead people in their graves! Picture Harry's confusion, then, on returning home via the Mobius Continuum from an adventure in Las Vegas, as he witnesses however briefly a flailing figure hurtling conscious but uncontrolled through the endless midnight of the Continuum. Who could this be - how can it be? - that a helpless, silently protesting other is rushing meteor-like across the Continuum's Stygian vault? Moreover, if he hasn't arrived here voluntarily, then what vile murderer has sent his victim on this monstrous journey to the end of life itself? For Harry is sure that this is neither his son's nor Professor Mobius' doing. Who and where is he, this Mobius murderer? It is a mystery that only the Necroscope can ever hope to solve - but at what risk to his own life?

Psychomech

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 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.

The House of Cthulhu

The twin sons of Harry Keough, 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 Wamphyi 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.

Dagon's Bell and Other Discords

