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saves in combined countries, allowing you to acquire the most less latency time to download any of our books taking into consideration this one. Merely said, the Necroscope li Vamphyri is universally compatible in the manner of any devices to read.

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. In the Moons of Borea is the fifth book in the Titus Crow series. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. 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. When the spirits of the slaughtered victims of a maniacal female killer contact Necroscope Harry Keogh, asking him to apprehend the murderer, the vampire hunter embarks on a mission that could cost him his soul. Reissue. 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. The Winter 1989/1990 issue of *Weird Tales* showcases Featured Author Brian Lumley (who contributed 3 stories and an interview) and Featured Artist Vincent di Fate (who contributed all the artwork). Also includes Keith Taylor, Phyllis Ann Karr, and more. 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. 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. Three long stories featuring Harry Keogh, the original *Necroscope*! Never before published in the US. A collection of *Necroscope* adventures features such characters as David Hero, Eldin the Wanderer, and Titus Crow, in a volume that includes three previously unpublished Harry Keogh stories. 25,000 first printing. Morbius the Living Vampire seeks to end his curse of a thirst for blood, and to stop a demonic cult from unleashing hell on Earth. Seeking to cure his rare blood disorder, Dr. Michael Morbius

instead cursed himself with an insatiable lust for human blood. While trying to cure his horrific condition, he has become allied with Amanda Saint, whose sister Catherine is one of the leaders of the Demon-Fire Cult. Also known as Poison Lark, Catherine Saint has two goals above all else. She seeks to bring Satan to Earth, thus unleashing the powers of Hell, and to kill Morbius and Amanda. When Morbius and Amanda follow the cult's trail to New York City, they run afoul of an underground fight club that uses monsters as their pawns in the arena. The club captures Morbius and he becomes the star attraction, forced to kill or be killed. 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. In his signature style of grand storytelling, James A. Michener transports us back thousands of years to the Holy Land. Through the discoveries of modern

archaeologists excavating the site of Tell Makor, Michener vividly re-creates life in an ancient city and traces the profound history of the Jewish people—from the persecution of the early Hebrews, the rise of Christianity, and the Crusades to the founding of Israel and the modern conflict in the Middle East. An epic tale of love, strength, and faith, *The Source* is a richly written saga that encompasses the history of Western civilization and the great religious and cultural ideas that have shaped our world. BONUS: This edition includes an excerpt from James A. Michener's *Hawaii*. Praise for *The Source* “Fascinating . . . stunning . . . [a] wonderful rampage through history . . . Biblical history, as seen through the eyes of a professor who is puzzled, appalled, delighted, enriched and impoverished by the spectacle of a land where all men are archeologists.”—*The New York Times* “A sweeping [novel] filled with excitement—pagan ritual, the clash of armies, ancient and modern: the evolving drama of man's faith.”—*The Philadelphia Inquirer* “Magnificent . . . a superlative piece of writing both in scope and technique . . . one of the great books of this generation.”—*San Francisco Call Bulletin* *Weird Tales* #297 showcases Nancy Springer as the Featured Author and Frank Kelly Freas (who did all the artwork) as the Featured Artist. Other contributors include Thomas Ligotti and John Brunner. When vampires venture out into the

world, wreaking havoc on innocent citizens, it is up to Harry Keogh's twin sons, both possessing their father's powers, to stop them. An instant classic, Brian Lumley's astonishing feat of imagination spawned a universe which Lumley has explored and expanded through more than a baker's dozen of novels and novellas. Millions of copies of *Necroscope* and its successors are in print in a dozen languages throughout the world. Nominated for the British Fantasy Award, *Necroscope* has inspired everything from comic books and graphic novels to sculptures and soundtracks. This new edition of *Necroscope* uses the author's preferred text and includes a special introduction by Brian Lumley, telling how the *Necroscope* saga came to be. It also includes chapter ornaments by Hugo-Award-Winning artist Bob Eggleton, long identified with Lumley's blood-sucking monsters. As a classic, *Necroscope* rightfully claims a place in the Orb trade paperback list, for scholars of the field and the dedicated Lumley collector. And also for all the people who have read more than one mass market copy of the book to tatters. Harry Keogh is the man who can talk to the dead, the man for whom every grave willingly gives up its secrets, the one man who knows how to travel effortlessly through time and space to destroy the vampires that threaten all humanity. In *Necroscope*, Harry is startled to discover that he is not the only person with unusual

mental powers--Britain and the Soviet Union both maintain super-secret, psychically-powered espionage organizations. But Harry is the only person who knows about Thibor Ferenczy, a vampire long buried in the mountains of Romania--still horribly alive, in undeath--and Thibor's insane "offspring," Boris Dragosani, who rips information from the souls of the dead in a terrible, ever-lasting form of torture. Somehow, Harry must convince Britain's E-Branch that only by working together can they locate and destroy Dragosani and his army of demonic warriors--before the half-vampire succeeds in taking over the world! At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. Revised, updated, and enlarged, this vast reference is an alphabetic tour of the psychosexual, macabre world of the blood-sucking undead. Digging deep into the lore, myths, and reported realities of vampires and vampire legends from across the globe, many facets are uncovered—historical, literary, mythological, biographical, and popular. From Vlad the Impaler and Barnabas Collins to Dracula and Lestat, this exhaustive guide furnishes more than 500 essays, a vampire chronology, and 60 pages of vampire resources. Complete with detailed illustrations and photographs, the third edition of this popular authority includes a wealth of current events, including the Twilight phenomenon; contemporary

authors of vampire romance; the growth and development of genuine, self-identified vampire communities; and prominent TV shows from Buffy to True Blood. 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. 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 the 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. In the conclusion to the Necroscope series, Jake Cutter, the new Necroscope, and the men and women of E-Branch battle a bloodthirsty Wamphryi trio intent on converting Earth into a vampire hunting ground, while searching for renegade communists threatening to ignite a nuclear holocaust. Reissue. Captured British agent, Jazz Simmons, warns Harry Keogh, necroscope, of an imminent mass attack by vampires and Harry must heed this caveat and strike first or become a half-dead servant of the Vamphyri Will Henry is an assistant to a doctor with a most unusual speciality: monster hunting! In the short time he has lived with the doctor, Will has grown used to late night callers and dangerous business. But when one visitor comes with the body of a young girl and the monster that was feeding on her, Will's world changes forever. The doctor has discovered a baby Anthropophagi- a headless monster that feeds through the mouthfuls of teeth in its chest - and it signals a growing number of Anthropophagi. Now, Will and the doctor must face the horror threatening to consume our world and find the rest of the monsters before it is too late... 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. Harry, a member of Britain's top secret ESP-powered spy group, must stop an evil vampire that stalks the earth, but his own son, a half-vampire, half-necroscope, stands in his way 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. 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. Harry Keogh, the Necroscope, the man who can talk to the dead, and Earth's greatest vampire hunter, has been searching for his wife and infant son, gone missing during Harry's war against the vampires. This obsession has left him open to subtle influence by an ancient vampire, Radu. Entombed in amber, trapped in undeath, Radu plans for his resurrection and plots the destruction of other vampires who might challenge his supremacy. Thus, Radu's enemies are now Harry's--and Harry cannot properly defend himself. His powers--his deadspeak and his ability to transport himself through the Mobius Continuum--are locked away in the recesses of his vampire-clouded mind. But Harry is not without

allies, living and dead. E-Branch, the psychic spy organization, is worried about Harry. So is Harry's long-dead Ma, and the ancient philosopher and prophet Nostradamus, whose centuries-old quatrain make eerie sense in the modern world. Right now, Harry Keogh doesn't even know he's the Necroscope. But Earth's teeming dead won't let him forget them for long--and won't let him forget that Radu and his vampire kind are humanity's deadliest enemies. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. The first book in Brian Lumley's bestselling Necroscope series, *Necroscope: The Lost Years* 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 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 realizing 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. At the Publisher's

request, this title is being sold without Digital Rights Management Software (DRM) applied. The heart of this star-spanning story is the chilling tale of mankind's unending battle against black-hearted, shape-shifting, blood-thirsty, alien vampires - and of one man's battle in particular: Harry Keogh the Necroscope! Harry is the man who can talk to the dead, the man for whom every grave willingly gives up its secrets. In the original Necroscope trilogy Harry discovers that his powers are even greater than he thought - he can also travel effortlessly through time and space. Thus Harry Keogh becomes the one man able to attempt to eradicate the vampire evil at its source. Harry's enemies are many - the vampires and their gruesome thralls and genetically altered servants, the Russian ESPionage service, and others. He's even been killed once already, forced out of his body and into that of Alec Kyle, head of Britain's E-Branch. Luckily he has a few allies - E-Branch, an organization of psychically gifted spies...and the teeming dead, for whom Harry is a ray of light in an otherwise dark existence. There are millions of dead people who would do anything for Harry Keogh. Brian Lumley's Necroscope novels are a towering achievement in the horror genre. The classic series chronicles the adventures of the psychically gifted agents of E-Branch, Britain's super-secret spy organization, and their battles across time and space against the

malevolent, shape-shifting Vamphyri. Their exploits have spanned two worlds, almost twenty novels, and an infinity of time, and have inspired everything from comic books and graphic novels to sculptures and soundtracks. The Necroscope Quintet discounted ebundle includes: Necroscope, Vamphyri, The Source, Deadspeak, Deadspawn

"Like the vampires it so full-bloodedly portrays, Brian Lumley's Necroscope series just gets stronger. His lively mix of action and monstrosity transmutes the base cliché of the vampire and turns it into a wonderfully contemporary bane."--Fear magazine

The Necroscope Quintet
Necroscope
Necroscope II: Vamphyri!
Necroscope III: The Source
Necroscope IV: Deadspeak
Necroscope V: Deadspawn

Further Necroscope series:
Necroscope: The Lost Years
Necroscope: The E-Branch Trilogy
Necroscope: The Vampire World Trilogy

At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied. 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. Able to talk with living as well as the dead, Harry Keogh attempts to use his powers to defeat Yulian Bodescu, a vampire who is creating an army of vampire monsters In the little town of Palomo Grove, two great armies are amassing; forces shaped from the hearts and souls of America. In this New York Times bestseller, Barker unveils one of the most ambitious imaginative landscapes in modern fiction, creating a new vocabulary for the age-old battle between good and evil. Carrying its readers

from the first stirring of consciousness to a vision of the end of the world, *The Great and Secret Show* is a breathtaking journey in the company of a master storyteller. In this ambitious and wildly original debut--part social-political satire, part international mystery--a new virus turns people into something a bit more than human, upending society as we know it. This panoramic fictional oral history begins with one small mystery: the body of a young woman found in an Arizona border town, presumed to be an illegal immigrant, disappears from the town morgue. To the young CDC investigator called in to consult with the local police, it's an impossibility that threatens her understanding of medicine. Then, more bodies, dead from an inexplicable disease that solidified their blood, are brought to the morgue, only to also vanish. Soon, the U.S. government--and eventually biomedical researchers, disgruntled lawmakers, and even an insurgent faction of the Catholic Church--must come to terms with what they're too late to stop: an epidemic of vampirism that will sweep first the United States, and then the world. With heightened strength and beauty and a steady diet of fresh blood, these changed people, or "Gloamings," rapidly rise to prominence in all aspects of modern society. Soon people are beginning to be "re-created," willingly accepting the risk of death if their bodies can't handle the transformation. As new communities of Gloamings

arise, society is divided, and popular Gloaming sites come under threat from a secret terrorist organization. But when a charismatic and wealthy businessman, recently turned, runs for political office--well, all hell breaks loose. Told from the perspective of key players, including a cynical FBI agent, an audacious campaign manager, and a war veteran turned nurse turned secret operative, *A People's History of the Vampire Uprising* is an exhilarating, genre-bending debut that is as addictive as the power it describes. Modern masters of the macabre bring the dead to life in this specially re-vamped edition of the classic compilation every horror fan will want to sink their teeth into. From an award-winning editor who knows the genre backwards, here is the very best in vampire fiction: from tales of tempting sirens to contemporary serial killers; from the dark origins of fairy tales to a modern reinterpretation of the King of the Undead himself, Count Dracula. This revised edition features over a dozen new stories, including Tina Rath's *A Trick of the Dark* and Kim Newman's *Andy Warhol's Dracula*, as well as classic novellas such as Hugh B. Cave's *Stragella* and Chelsea Quinn Yarbro's *Investigating Jericho*. There are contributions by Nancy Kilpatrick, Christopher Fowler, Paul Mcauley, Chelsea Quinn Yarbro, Tina Rath, Neil Gaiman, Harlan Ellison and Kim Newman. 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. No stranger to violence, professional thief Charlie Trace is still unprepared for an encounter with the Demogorgon, a disciple of Satan sent to Earth in the guise of a man. Original. A guide to series fiction lists popular series, identifies novels by character, and offers guidance on the order in which to read unnumbered series. With the arrival of the "Three Great Vampires" on Earth, humans soon fall under the ruthless control of these mighty lords of the undead, but a group of psychically gifted men and women will move against them. Reprint. 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 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.

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