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KEY=GOTHIC - ALIJAH MONTGOMERY

Urban Gothic

Deadite Press Previous ed. published in 2009 by Leisure Books.

Suburban Gothic

Deadite Press **Two titans of modern horror-Brian Keene and Bryan Smith-team up for the terrifying crossover sequel to both Keene's URBAN GOTHIC and Smith's THE FREAKSHOW. The Westgate Galleria Mall was once a sprawling, shining monument to American consumerism and suburban growth. Now, it is a crumbling reminder of how both have fallen-an architectural ghost, haunting the outskirts of society. That makes it the perfect filming location for a YouTube channel devoted to the exploration of abandoned places. But the mall isn't as empty as it seems and the residents have sinister obscene plans for them. Now, with the daylight still hours away, both he hunters and the hunted will fight to stay alive...and desperately try to make it home. SUBURBAN GOTHIC by Brian Keene and Bryan Smith-Home is where is the severed heart is...**

Urban Gothic

Terminal

A Novel

Spectra From award-winning author Brian Keene comes a darkly suspenseful tale of crime and the common man—with a surprising jolt of the supernatural . . . Tommy O'Brien once hoped to leave his run-down industrial hometown. But marriage and fatherhood have kept him running in place, working a job that doesn't even pay the bills. And now he seems fated to stay for the rest of his life. Tommy's just learned he's going to die young- and soon. But he refuses to leave his family with less than nothing-especially now that he has nothing to lose. Over a couple of beers with his best friends, John and Sherm, Tommy launches a bold scheme to provide for his family's future. And though his plan will spin shockingly out of control, it will throw him together with a child whose touch can heal—and whose ultimate lesson is that there are far worse things than dying. “A powerful, unique novel with a fascinating plot and characters, and echoes of Stephen King's working-class voice.”—Ed Gorman

Dark Hollow

Deadite Press When mysterious music is heard in the forest at night and women begin disappearing without a trace, novelist Adam Senft discovers that the town of LeHorn's Hollow has become the victim of an ancient nightmare worse than any ghost.

Urban Gothic

Thriller

Festa **Hier überlebt keiner! Als ihr Auto in einem verrufenem Viertel der Stadt den Geist aufgibt, hoffen Kerri und ihre Freunde, dass sie bis zum Tagesanbruch Schutz in einem alten Haus finden werden. Sie glauben, dass das finstere Gebäude verlassen ist. Aber sie irren sich. Die, die im Keller und den Tunneln unter der Stadt hausen, sind viel gefährlicher als die Straßen draußen ... Gefangen in einer Welt der Finsternis, müssen die Freunde gegen unvorstellbare Geschöpfe kämpfen. Und wenn sie die Sonne jemals wiedersehen wollen, müssen sie diesen Kampf auch gewinnen! Urban Gothic ist Brian Keenes blutbespritzte Huldigung an Horror-Ikone Edward Lee. Dark Scribe Magazine: »Brutal, mutig und eigentlich schon genial ... Urban Gothic ist ein Meisterwerk des Schock-Horrors.« The Horror Review: »Keene Name sollte in einem Atemzug mit King, Koontz und Barker genannt werden. Ohne Zweifel ist er einer der besten Horrorautoren die es gibt.« Deutsche Erstausgabe. Broschur 19 x 12 cm, Umschlag in Lederoptik**

Ghoul

Penguin Canada **Spectrelike and sinewy, dressed in a grey cape and top hat, with a bone-white face and the eyes of a madman, The Ghoul crawls from the London sewers to kill bloodily, perversely, inexplicably In Vancouver, the horror-rock group Ghoul cavorts onstage, its act a bizarre and violent front for sinister skulduggery. Is there a connection between London's orgy of killings and Vancouver's underworld sleaze? The answer lies in the dark obsessions and twisted fantasies of an old Rhode Island family whose tainted past will not lie quiet in its grave ...**

The Freakshow

Driven by morbid curiosity, the townspeople of Pleasant Hills, Tennessee, are drawn to the Flaherty Brothers Traveling Carnivale and Freakshow, which lures its unsuspecting victims behind a velvet curtain where their greatest nightmares become a reality as they meet a most violent fate. Original.

The Lost Level

Apex Publications Apex is proud to present the first book in Grand Master Award winner Brian Keene's long-awaited new series, a loving ode to lost world classics like Burroughs's PELLUCIDAR, Howard's ALMURIC, and Lansdale's THE DRIVE-IN, but with a thoroughly modern twist that only Brian Keene could conceive. When modern-day occultist Aaron Pace discovers the secrets of inter-dimensional travel via a mystical pathway called The Labyrinth, he wastes no time in exploring a multitude of strange new worlds and alternate realities. But then, Aaron finds himself trapped in the most bizarre dimension of all — a place where dinosaurs coexist with giant robots, where cowboys fight reptilian lizard people, and where even the grass can kill you. This is a world populated by the missing and the disappeared, a world where myth is reality and where the extinct is reborn. Now, side-by-side with his new companions Kasheena and Bloop, Aaron must learn to navigate its dangers and survive long enough to escape... THE LOST LEVEL.

Dead Sea

As zombies, driven by the need to kill and feed off human flesh, terrorize the streets, a small group of survivors finds a safe haven in an old Coast Guard ship out at sea where their isolation soon becomes their downfall.

Earthworm Gods

Selected Scenes from the End of the World

Deadite Press "Earthworm Gods: Selected Scenes From the End of the World is a collection of short stories set in the world of Earthworm Gods and Earthworm Gods II: Deluge. From the first drop of rain to humanity's last waterlogged stand, these tales chronicle the fall of man against a horrifying, unstoppable evil. And as the waters rise over the United States, the United Kingdom, Australia, New Zealand, and elsewhere-brand new monsters surface-along with some familiar old favorites, to wreak havoc on an already devastated mankind."--Page [4]cover.

Darkness on the Edge of Town

When the residents of Walden, Virginia, wake up to find that the rest of the world is gone and they are unable to leave their town, which is now surrounded by a mysterious barrier, some are willing to risk death to escape the situation.

The Rising

Original publication and copyright date: 2003.

Shades

A dark coming-of-age from the authors of *Answers of Silence* and *Ghoul When* 11-year-old Danny skips school to go hunting for crabs near the Haverstraw Marina, he finds a dead body instead--and stumbles across one of the darkest and deadliest secrets in Brackard's Point. A secret that threatens the lives of Danny, his friends, and the mysterious old Russian known as Gustav...

Three To Get Deadly

A Stephanie Plum Novel

Simon and Schuster **Stephanie Plum, the beloved bounty hunter with attitude returns in this irresistible adventure from #1 New York Times bestselling author, Janet Evanovich! Stephanie is having a bad hair day—for the whole month of January. She's looking for Mo Bedemier, Trenton's most beloved citizen, who was charged with carrying a concealed weapon and skipped bail. To help her, she's got Lula, a former hooker turned file clerk. Lula's itching to lock up a crook in the trunk of her car. And Morelli, the cop with the slow-burning smile, is acting polite even after Stephanie finds more bodies than the Trenton PD has seen in years. That's a bad sign for sure. Featuring a feisty and funny heroine who "comes roaring in like a blast of very fresh air" (The Washington Post), Three to Get Deadly is fast-paced and entertaining suspense at its finest.**

Entombed

In the long-awaited follow up to **DEAD SEA**, it has been several months since the disease known as Hamelin's Revenge decimated the world. Civilization has collapsed and the dead far outnumber the living. The survivors seek refuge from the roaming zombie hordes, but one-by-one, those shelters are falling. Twenty-five survivors barricade themselves inside a former military bunker buried deep beneath a luxury hotel. They are safe from the zombies... but are they safe from one another? As supplies run low and despair sets in, each of them will find out just how far they're willing to go to survive.

An Occurrence in Crazy Bear Valley

Deadite Press **Morgan and his gang are on the run--from their pasts and from the posse riding hot on their heels, intent on seeing them hang. But when they take refuge in Crazy Bear Valley, their flight becomes a siege as they find themselves battling a legendary race of monstrous, bloodthirsty beings. Now, Morgan and his gang aren't worried about hanging. They just want to live to see the dawn.**

A Gathering of Crows

Five mysterious figures are coming to Brinkley Springs, a quiet little town that some say is dying. They have existed for centuries, only coming out to destroy, kill, and feed. They bring terror and carnage and leave blood and death. Levi Stotzfus, an ex-amish magus, is the only one who can stop them.

Castaways

When a group of people come to a lush, deserted island to compete on a popular reality TV show, they soon discover that they are being eliminated from the game permanently and violently when they fall victim to the monstrous half-human creatures that live in the jungle.

Jack's Magic Beans

Deadite Press **It happens in a split-second. One moment, customers are happily shopping in the Save-A-Lot grocery store. The next instant, they are transformed into bloodthirsty psychotics, interested only in slaughtering one another and committing unimaginably atrocious and frenzied acts of violent depravity. Only Jack, Sammi, Angie and Marcel seem immune to the insanity that has infected the rest of the town. But can they stay alive long enough -- and trust each other long enough -- to unravel the secret of Jack's magic beans... Deadite Press is proud to bring one of Brian Keene's bleakest and most violent novellas back into print once more. This edition also includes four bonus short stories: "Without You," "I Am An Exit," "This Is Not An Exit," and "The King, in: YELLOW."**

The Rising

Selected Scenes from the End of the World

Deadite Press **"A collection of short stories set in the world of The Rising, examining the history of the Siqqusim, the arrival of the first zombie, the fall of mankind, and the terrifying events that occur after City of the Dead's conclusion. Featuring both new characters and beloved fan-favorites..."--p. [4] cover.**

The Travelling Vampire Show

An unforgettable, spine-chilling horror novel

Hachette UK **One eventful night will change the lives of three friends forever... The Travelling Vampire Show is one of Richard Laymon's best-loved masterpieces - an evocative, nostalgic trip back to a time when innocence comes face to face with life's darker forces. Perfect for fans of Stephen King and Dean Koontz. 'This gloriously inventive piece is probably Laymon's best book yet... The prose here is rich and inventive, the atmosphere and scene-setting handled with real aplomb' - News International** It's a hot August morning in 1963. All over the rural town of Grandville, tacked

to power poles and trees, taped to store windows, flyers have appeared announcing the one-night-only performance of The Travelling Vampire Show. The promised highlight of the show is the gorgeous Valeria, the only living vampire in captivity. For three local teenagers, two boys and a girl, this is a show they can't miss. Even though the flyers say no one under eighteen will be admitted, they're determined to find a way. What follows is a story of friendship and courage, temptation and terror, when three friends go where they shouldn't go, and find much more than they ever expected. What readers are saying about The Travelling Vampire Show: 'The final scenes are filled with excitement and were enough to keep me awake until I'd finished the story - I don't think I could have put it down until I'd found out what happened and what was going on!' 'Just when you think that you have the storyline figured out, it twists and hurtles into a surprise ending' 'Expertly written, great dialogue, keeps you engrossed to the end'

We Shall Sing a Song into the Deep

Tordotcom "A claustrophobic suspense novel of immense propulsive power."—Kim Stanley Robinson A Canticle for Leibowitz meets The Hunt for Red October in We Shall Sing a Song into the Deep, a lyrical and page-turning coming-of-age exploration of duty, belief, and the post-apocalypse from breakout newcomer Andrew Kelly Stewart. Remy is a Chorister, rescued from the surface world and raised to sing in a choir of young boys. Remy is part of a strange crew who control the Leviathan, an aging nuclear submarine, that bears a sacred mission: to trigger the Second Coming when the time is right. But Remy has a secret too—she's the submarine's only girl. Gifted with the missile's launch key by the Leviathan's dying captain, she swears to keep it safe. Safety, however, is not the priority of the new captain, who has his own ideas about the mission. When a surface-dweller is captured during a raid, Remy's faith becomes completely overturned. Now, her last judgement may transform the fate of everything. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Sleepwalk

Bantam Nestled at the foot of a mesa where the Kokati Indians still practice their ancient rituals in their isolated pueblo, the small town of Borrego becomes the focus of an insidious force that has targeted the teenagers of the New Mexico hamlet

The Great Mistake

A novel

Vintage An exultant novel of New York City at the turn of the twentieth century, about one man's rise to fame and fortune, and his mysterious murder—"engrossing" (Wall Street Journal), "immersive" (The New Yorker), and "seriously entertaining" (The Sunday Times, London). Andrew Haswell Green is dead, shot at the venerable age of eighty-three, when he thought life could hold no more surprises. The killing—on Park Avenue in broad daylight, on Friday the thirteenth—shook the city. Born to a struggling farmer, Green was a self-made man without whom there would be no Central Park, no Metropolitan Museum of Art, no Museum of Natural History, no New York Public Library. But Green had a secret, a life locked within him that now, in the hour of his death, may finally break free. A work of tremendous depth and piercing emotion, *The Great Mistake* is the story of a city transformed, a murder that made a private man infamous, and a portrait of a singular individual who found the world closed off to him—yet enlarged it.

The Conqueror Worms

Leisure Books Detective Sergeant Stella Mooney is back on the case, this time on the trail of a vicious serial killer.

Blood Games

A gruesome, electrifying horror novel

Hachette UK Five friends. One reunion. One bloodbath. The reunion of five friends quickly descends into carnage in Richard Laymon's terrifying novel *Blood Games*. Perfect for fans of Dean Koontz and Joe Hill. They meet for one week every year, five young women, best friends since college, in search of fun and thrills. Each year they choose a different place for their reunion. This year it's Helen's choice, and she chose the Totem Pole Lodge. Bad choice. The Totem Pole Lodge is a deserted resort hotel deep in the woods with a gory, shocking past. Helen has a macabre streak and she

can't wait to tell her friends all about what happened at the lodge and why it's now abandoned. But Helen and the others are in for a nasty surprise. The resort isn't quite as deserted as they think. And not all the gruesome events at the Totem Pole Lodge are in its past. The worst are still to come... What readers are saying about Blood Games: 'Scary, funny, witty, and easy reading' 'This book is simply the best of all Richard Laymon's books... The characters are amazing, the plot and story line is astonishingly brilliant and gruesome. You won't be able to put this book down' 'This book was a complete breath of fresh air to me. Fast paced, exciting and very creepy'

Savage

47North "If you've missed Laymon, you've missed a treat." - Stephen King Whitechapel, November 1888: Jack the Ripper is committing his last known murder and beneath the bed on which he's butchering his victim cowers a fifteen-year-old boy. So begin the adventures of Trevor Bentley: a boy who embarked on an errand of mercy and ended up on a quest for vengeance, a boy who will bring the horrors of the Ripper to the New World.

The Damned Highway

Fear and Loathing in Arkham

Crossroad Press **A hilarious, shocking, terrifying thrill-ride across the American landscape, The Damned Highway combines two great flavors of weird: the gonzo journalism of Hunter S. Thompson and the uncanny terrors of H.P. Lovecraft. Horror legend Brian Keene and cult storytelling master Nick Matamas dredge up a tale of drug-fueled eldritch madness from the blackest depths of the American Nightmare. On a freaked-out bus journey to Arkham, Massachusetts, and the 1972 Presidential primary, evidence mounts that sinister forces are on the rise, led by the Cult of Cthulhu and its most prominent member - Richard M. Nixon**

Funland

More fear than fun...

Hachette UK **Step right up to the land of fun... Funland is another classic horror story from the master of the macabre, Richard Laymon. Perfect for fans of Dean Koontz and Clive Barker. 'Laymon's at the top of his form in Funland, his deceptively simple prose becoming by turns humorous, horrific, stunningly erotic. The funhouse climax is not to be missed. This novel belongs on every serious horror fanatic's bookshelf' - The New York Review of Science Fiction The Funland Amusement Park provides more fear than fun these days. A vicious pack known as the Trolls are preying on anyone foolish enough to be alone at night. Folks in the area blame them for the recent mysterious disappearances, and a gang of local teenagers have decided to fight back. But nothing is ever what it seems in an amusement park. Behind the garish paint and bright lights waits a horror far worse than anything found in the freak show. Step right up! The terror is about to begin! What readers are saying about Funland: 'This book is one of Richard Laymon's best ever, with a fantastic twist at the end and non-stop heart pounding action throughout the whole novel' 'He creates a wonderful sense of atmosphere and wonderful, colourful characters which make this novel an excellent read. With a dramatic twist at the climax, you will be gripping the pages with both hands' 'With coming of age drama, love relationships and mysterious disappearances all coming together at the end to form a terrifying conclusion that comes from nowhere - excellent'**

The Late Night Horror Show

Samhain Pub Limited **When the movie starts, the horror becomes real. It was a run-down old multi-plex in a seedy part of town. But it had a special late-night festival of the cheap horror movies one group of friends loved, movies filled with zombies, vampires and backwoods maniacs. How could they know it was a very special screening indeed? After the friends split up and their chosen movies began, they found themselves transported out of the life they knew and into the blood-drenched worlds of the films. Worlds where the living dead roam the countryside, the decrepit mansion of a vampire and his minions dominates the night sky, and the shrill scream of a buzz saw is always right behind you.**

King of the Bastards

Apex Publications **Part sword and sorcery, part extreme horror, King of the Bastards is wild adventure across seas, beaches, and mountains full of horrifying monstrosities, dark magic, and demonic entities. Rogan has been many things in his life as an adventurer — a barbarian, a thief, a buccaneer, a rogue, a lover, a reaver, and most recently, a king. Now, this prehistoric bane of wizards and tyrants finds himself without a kingdom, lost in a terrifying new world, and fighting for his life against pirates, zombies, and the demonic entity known as Meeble. And even if he defeats his foes, Rogan must still find a way to return home, regain his throne, save his loved ones, and remind everyone why he's the KING OF THE BASTARDS. ===== Don't miss the thrilling conclusion to Rogan's saga in THRONE OF THE BASTARDS! Now available for order.**

Gods of the Dark Web

Deadite Press **From the author of Engines of Ruin, comes a dark suspenseful novel for fans of Black Mirror, Edward Lee and cosmic horror. The internet is a scary place. Beneath Facebook and Twitter is another world. One in which anything can be obtained--for a price. A community of black markets, depraved pornography, and death. This is the dark web. Leon was just curious, he heard the stories of the secrets and forbidden fetishes that the dark web offered. He was an activist, protesting against war and hate. But after a protest became violent, he felt he needed protection. Being a teenager with no way to buy a gun legally, he had no choice but to turn to the dark web. This rash decision sends Leon spiraling down into a dark side of humanity that most don't know, or even want to know, exists. A world of murder, torture, and cannibalism. But behind all that there is something worse, something stalking him and intent on ruining every aspect of his life. Now Leon is fighting for his life and reputation as he is being hunted by vile and arcane forces. They are... Gods of the Dark Web**

Damnably

Penguin **After being disgraced and wrongly imprisoned, special military operative Jake Hatcher finds himself standing watch against an unimaginable threat to humanity. For he's about to discover that the streets of New York City have**

become a secret battleground between forces he cannot comprehend.

Flesh

47North **No one in town has ever seen anything like it; a slimy, mobile tube of glistening yellow flesh with dull, staring eyes and an obscene, probing mouth. But the real horror is not what it looks like, or what it does when it invades your flesh - but what it makes you do to others.**

House of Blood

Grindhouse Press **A group of young friends returning from a Key West vacation gone horribly wrong takes a wrong turn off a highway in the east Tennessee mountains, entering a dark realm that is both of the natural world and beyond it. A night of terror ensues, with some members of the group eventually arriving at an eerily imposing manor house. But the house is not a sanctuary from the horrors surrounding them. This is the HOUSE OF BLOOD. Here is where the Master of this dark realm resides, presiding over an empire of evil. The unsuspecting young travelers face a night of torture, degradation, and surrender to dark desires. Who among them, if any, will survive the night?**

Kill Whitey

Larry Gibson longed for something different from his days as a dock worker and his lonely nights spent drinking with his friends. When Larry meets Sondra Belov, a beautiful exotic dancer, he finally gets some excitement in his life -- too much excitement. Now, Larry's friends are dying and he's on the run from the cops, the Russian mob, and a seemingly invincible madman. And if Larry wants to live another day, he'll have to figure out a way to kill Whitey. Kill Whitey ... how can you kill someone who cannot die?

Snow

Open Road Media **"Some 'old school' horror storytelling of the highest degree" from the award-winning author of Bone White (Bloody Disgusting). They come in with the snow. They are the snow . . . The blizzard begins pummeling the Midwest on Christmas Eve, leaving hundreds of passengers stranded at Chicago's O'Hare International Airport. Todd**

Curry doesn't need another reason to disappoint his son, so he joins three other people in renting the last four-wheel drive available and they set out into the blinding snow. Only two hours into the treacherous trip west, Todd swerves to avoid a man in the middle of the highway. The stranger claims his daughter is lost somewhere out in the snow. Though his odd demeanor and ripped clothes make Todd and his group uneasy, they agree to take the man to the nearest town—if the now-damaged car can make it. What awaits them at the next exit, however, is nothing they could have imagined. Around an empty town square, fires burn, cars are abandoned, storefronts are smashed. And there is no one to be seen—for now . . . But soon the shadows lurking on the edges of their vision will step into the light, and Todd and his fellow travelers will find themselves facing a sharp-scythed evil shaped from the snow, tearing its way into human form—and taking the neighborhood by storm. “Malfi’s descriptive writing captures the cold and desperate scene in a way that will lure new fans to the genre.” —Las Vegas Review-Journal “An impressively atmospheric novel with a wicked streak.” —Dread Central

Hole in the World

Apex Publications An hour ago, they were nineteen strangers on an airport shuttle, braving travel delays and a freak blizzard. Then they fell through a hole in the world. Now, they are nineteen strangers trapped in a dangerous dimension filled with prehistoric monsters, futuristic technology, and otherworldly mysteries. They'll have to learn to work together if they want to survive and return home ... but will any of them be left alive by then? Apex Book Company is proud to present HOLE IN THE WORLD - a weird fantasy prequel to Brian Keene's popular THE LOST LEVEL SERIES.

Ghoul

Deadite Press There is something in the local cemetery that comes out at night. Something that is unearthing corpses and killing people. It's the summer of 1984 and Timmy and his friends are looking forward to no school, comic books, and adventure. But instead they will be fighting for their lives. The ghoul has smelled their blood and it is after them. But that's not the only monster they will face this summer . . . From award-winning horror master Brian Keene comes a novel of monsters, murder, and the loss of innocence.