

Arkham Horror Ghouls Of The Miskatonic The Dark Waters Trilogy Book 1

Thirteen chilling tales--by Jane Lindskold, Billie Sue Mosiman, Will Murray, and Brian McNaughton, among others--center on the macabre Miskatonic University, where students study such subjects as Prophecy and Spellcasting on their path to a degree in the Black Arts. Original.

A mad surrealist ’ s art threatens to rip open the fabric of reality, in this twisted tale of eldritch horror and conspiracy, from the wildly popular world of Arkham Horror. Aspiring painter Alden Oakes is invited to join a mysterious art commune in Arkham: the New Colony. When celebrated Spanish surrealist Juan Hugo Balthazarr visits the colony, Alden and the other artists quickly fall under his charismatic spell. Balthazarr throws a string of decadent parties for Arkham ’ s social elite, conjuring arcane illusions which blur the boundaries between nightmare and reality. Only slowly does Alden come to suspect that Balthazarr ’ s mock rituals are intended to break through those walls and free what lies beyond. Alden must act, but it might already be too late to save himself, let alone Arkham.

Nearly every town and village in the Miskatonic Valley has its own shadowy past, and many of these places are still plagued by sinister revenants of those dark days. Yet new mysteries also appear with uncanny regularity. It would seem that Lovecraft Country will always be a haunted landscape. Dead Reckonings is an anthology of Call of Cthulhu scenarios set in Howard Lovecraft’s haunted New England. Set in Arkham, Dunwich, and the small village of Martin’s Beach, these adventures span the spectrum of terror. Herein the dead walk, shadowy cults clash with monstrous forces, and an abomination waits to be reborn into something even worse. Return to Lovecraft Country!

Journey across the globe to witness the numerous and diverse cults that worship Cthulhu and the Great Old Ones. Lead by powerful sorcerers and fanatical necromancers, their followers are mad and deranged slaves. The ancient and alien gods whom they willingly devote themselves are truly terrifying. These cults control real power, for they are the real secret masters of our world. Chaosium’s Call of Cthulhu is an endless source of imagination of all things dark and mysterious.

And Other Tales of Horror
Legends of the Haunted City

The Devourer Below

Arkham Now

An Encyclopedia of Our Worst Nightmares

The Outsider (Fantasy and Horror Classics)

Having accidentally knocked over a headstone during a field trip to the local cemetery, Spencer finds himself face to face with a ghastly ghoul that wants to take over his body.

RKHAM NOW updates to modern times the famous and fabled city of Arkham, about which so much has been written by many talented and diverse hands. A conscious effort was made to make this book as timely as possible; rents, mortgages, salary rates, and the like are left purposely vague since these things change as years go by — this is no longer a city frozen in time, but yours to move into the future. Most residents believe there is only one horror lurking in this legendary haunted town – the urban sprawl slowly eroding Arkham’s old New England beauty. Rushing by neon signs and mega-marts on a quest to obtain even more material possessions, no one has time to notice the more disturbing, underlying qualities of the city – the grotesque vegetation sprouting in some places, the sometimes odd taste from the reservoir’s drinking water, the disturbingly high rate of birth defects, the too frequent child abductions.Those who begin to make inquiries are usually scoffed at by citizens, rebuffed by local and state officials. The truly brave have continued to put the pieces together, posting their thoughts on the Internet. Many of these individuals drop off from cyberspace eventually – often due to the effects some of these discoveries can have on one’s mental health.Though they would never admit it, many of the long time residents of Arkham know there is something not quite right about their town...

"Under an alien sky where gods of eldritch matter rule, the only truth is revenge."CTHULHU ARMAGEDDON is the story of a world 100 years past the rise of the Old Ones which has been reduced to a giant monster-filled desert and pockets of human survivors (along with Deep Ones, ghouls, and other "talking" monsters).John Henry Booth is a ranger of one of the largest remaining city-states when he's exiled for his group's massacre and suspicion he's "taunted." Escaping with a doctor who killed her husband, John travels across the Earth's blasted alien ruins to seek the life of the man who killed his friends.It's the one thing he has left.

Screaming good vintage horror comics to chill your spine. A face-melting anthology of 25 terror-filled horror comic stories from the Pre-Code 1950s. The most depraved artists of that era make the unholy dead walk, spine-tingling ghosts talk, and horrifying ghouls stalk. Read these contraband comics under your blanket at night and make sure your mom doesn't catch you or she'll cremate them in a roaring bonfire!

Book One of the Dark Waters Trilogy

Cthulhu's Dark Cults

Fury From the Tomb

A Workbook of Magic

Ten Tales of Dark & Secretive Orders

Arkham Horror: The Roleplaying Game

Call of Cthulhu

When bodies are found on the grounds of Mikatonic University, in Arkham, Massachusetts, a professor, reporter, and bootlegger must work together to solve the mystery that threatens the town.

Offers entries on 24 of the significant archetypes of horror and the supernatural, from the classical epics of Homer to the novels of Stephen King.

Mummies, grave-robbing ghouls, hopping vampires, and evil monks beset a young archaeologist, in this fast-paced Indiana Jones-style adventure Saqqara, Egypt, 1888, and in the booby-trapped tomb of an ancient sorcerer, Rom, a young Egyptologist, makes the discovery of a lifetime: five coffins and an eerie, oversized sarcophagus. But the expedition seems cursed, for after unearthing the mummies, all but Rom die horribly. He faithfully returns to America with his disturbing cargo, continuing by train to Los Angeles, home of his reclusive sponsor. When the train is hijacked by murderous banditos in the Arizona desert, who steal the mummies and flee over the border, Rom – with his benefactor’s rebellious daughter, an orphaned Chinese busboy, and a cold-blooded gunslinger – must ride into Mexico to bring the malevolent mummies back. If only mummies were their biggest problem..
File Under: Fantasy

An ancient horror deep in the Amazon jungle spins a web of nightmares to ensnare adventurers, explorers, and their souls, in this skin-crawling Arkham Horror novel of cosmic dread. Arkham-based investigative reporter Andy van Nortwick has discovered that famed Amazon explorer and film director Maude Brion, missing for the past year while seeking an ancient tribe, is very much alive. But when a rescue mission ventures deep into the jungle in search of her ill-fated expedition, the real reasons for her silence become horrifyingly clear.

Icons of Horror and the Supernatural

Dance of the Damned

Miskatonic University

Lovecraft's Monsters

An Arkham Horror Novel

Ghouls of the Miskatonic

What are we? The Damned childer of caine? The grotesque lords of humanity? The pitiful wretches of eternal hell? We are vampires, and that is enough. I am a vampire, and that is far more than enough. I am that which must be feared, worshipped and adored. The world is mine -- now and forever. No one holds command over me. No man. No god. No prince. What is a claim of age for ones who are immortal? What is a claim of power for ones who defy death? Call your damnable hunt. We shall see whom I drag screaming to hell with me. The guide to playing vampires' human pawns.

When Jacqueline Fine experiences disturbing visions of a robbed man before the crumbling edifice of a city, she's determined to prevent her nightmare from becoming a reality.

Prepare to meet the wicked progeny of the master of modern horror. In Lovecraft's Monsters, H. P. Lovecraft's most famous creations—Cthulhu, Shoggoths, Deep Ones, Elder Things, Yog-Sothoth, and more—appear in all their terrifying glory. Each story is a gripping new take on a classic Lovecraftian creature, and each is accompanied by a spectacular original illustration that captures the monsters' unique visage. Contributors include such literary luminaries as Neil Gaiman, Joe R. Lansdale, Caitlín R. Kiernan, Karl Edward Wagner, Elizabeth Bear, and Nick Mamatas. The monsters are lovingly rendered in spectacular original art by World Fantasy Award-winning artist John Coulthart (The Steampunk Bible). Legions of Lovecraft fans continue to visit his bizarre landscapes and encounter his unrelenting monsters. Now join them in their journey...if you dare.

A novel by internationally best-selling authors Steven Savile and Steve Lockley, The Sign of Glaaki pits escape artist Harry Houdini and author Dennis Wheatley against ancient evil, alongside a cast of familiar characters from the Arkham Horror universe! When an actress is brutally murdered on the set of a high-profile horror film, the list of suspects seems endless. But when other bodies begin to appear, it becomes clear that something far more sinister is at work.

Revisiting the Legend-Haunted City

Shadows of Pnath

Attack of the Graveyard Ghouls

Cult of the Spider Queen

Inheritance

A Post Apocalypse Western

Nestled along the Massachusetts coast, the small town of Arkham has existed for centuries. It is the source of countless rumors and legends. Tales of Arkham are whispered by those who have visited it, each telling a different and remarkable account. Reports of impossible occurrences, peculiar happenings and bizarre events, tales that test the sanity of the reader are to be found here. Magic, mysteries, monsters, mayhem, and ancient malignancies form the foundation of this unforgettable Eastern town. Collected in this volume are the strange and terrifying stories of the legend-haunted city.

This anthology of dark, literary gifts, includes works by Donald R. Burleson, Mollie Burleson, Ramsey Campbell, Cody Goodfellow, T.E. Grau, Lois H. Gresh, Thomas Ligotti, and H.P. Lovecraft.

The Necronomicon The Book of the Dead. This Book will Swallow your Soul

No one but August Derleth could continue the Cthulhu Mythos cycle after the death of its creator, his friend H.P. Lovecraft. In a comprehensive fusion of Lovecraft's fearful myth-pattern, Dr. Laban Shrewsbury pursues his arcane investigations into the unspeakable secrets of the Ancient Ones to the drowned city of R'lyeh, where the ancient god Cthulhu waits dreaming.

An Arkham Horror Anthology

Who Made Stevie Crye?

Fatal Addiction

The Iron Thorn

Horror for the Holidays

The Beast of Nightfall Lodge

A stunning return to Arkham Horror when a movie director shoots his silent horror masterpiece in eerie Arkham, capturing crawling nightmares instead of moving pictures, in this chilling novel of creeping dread Hollywood make-up artist and costumier, Jeany Lin, travels to Arkham to work on the new “nightmare movie” by enigmatic director Sydney Fitzmaurice. The star is her sister, Renee Love, Sydney’s collaborator and lover. Desperate to outdo the thrills and terror of Lon Chaney’s popular pictures, Sydney prepares occult-infused dream sequences for Love and her co-stars to perform. But there’s more than mere imagery at play as the cast suffer recurring nightmares, accidents, and impossible waking visions. When events take a sinister turn and people start dying on set, it’s up to Jeany to unmask the monsters before Sydney’s obsessions doom them all.

The city of Arkham falls prey to ghoulish dread in this chilling anthology of action-packed adventure, from the bestselling world of Arkham Horror Something monstrous has come to Arkham, Massachusetts. There have always been shadows here, but now a new hunger has risen from the depths and threatens those who dwell here. But there are heroes too – people who stand up and fight to stem the tide, even when it costs them everything. Explore eight shocking new tales of occult horror, captivating mystery, and existential fear – from a zealous new heroine to conniving cultists, bootleg whiskey to night terrors, and fiends that crawl from open graves. A nightmare has fallen across Arkham, and it will devour all.

A New York Times Book Review Editors' Choice Selection "The most exciting and definitive collection of Lovecraft's work out there." –Danielle Trussoni, New York Times Book Review No lover of gothic literature will want to be without this literary keepsake, the final volume of Leslie Klinger’s tour-de-force chronicle of Lovecraft’s canon. In 2014, The New Annotated H. P. Lovecraft was published to widespread acclaim– vaunted as a “treasure trove” (Joyce Carol Oates) for Lovecraft aficionados and general readers, alike. Hailed by Harlan Ellison as an “Olympian landmark of modern gothic literature,” the volume included twenty-two of Lovecraft’s original stories. Now, in this final volume, best- selling author Leslie S. Klinger reanimates twenty-five additional stories, the balance of Lovecraft’s significant fiction, including “Rats in the Wall,” a post- World War I story about the terrors of the past, and the newly contextualized “The Horror at Red Hook,” which recently has been adapted by best- selling novelist Victor LaValle. In following Lovecraft’s own literary trajectory, readers can witness his evolution from Rhode Island critic to prescient literary genius whose titanic influence would only be appreciated decades after his death. Including hundreds of eye- opening annotations and dozens of rare images, Beyond Arkham finally provides the complete picture of Lovecraft’s unparalleled achievements in fiction.

After the death of her husband, Mary Stevenson "Stevie" Crye supports her two children in their small Georgia town by becoming a freelance writer. But when her typewriter breaks, she begins receiving demonic messages through the machine and uncovers a curse over the Crye household.

The Mammoth Book of Best New Horror 23

Cthulhu Armageddon

The Sign of Glaaki Novel

Feeders from Within

The Art of Lee Brown Coye's Final and Darkest Era

The Institute for Singular Antiquities Book I

This carefully crafted ebook: “The Dream-Quest of Unknown Kadath (Fantasy Classic)” is formatted for your eReader with a functional and detailed table of contents. The Dream-Quest of Unknown Kadath belongs to Lovecraft's famous Dream Cycle. The protagonist Randolph Carter dreams three times of a majestic sunset city, but each time he is abruptly snatched away before he can see it up close. When he prays to the gods of dream to reveal the whereabouts of the phantasmal city, they do not answer, and his dreams of the city stop altogether. Undaunted, Carter resolves to go to Kadath, where the gods live, to beseech them in person. However, no one has ever been to Kadath and none even knows how to get there. In dream, Randolph Carter descends “seventy steps” and speaks of his plan to the priests Nasht and Kaman-Thah, whose temple - the Cavern of Flame - borders the Dreamlands. The priests warn Carter of the great danger of his quest and suggest that the gods withdrew his vision of the city on purpose. Howard Phillips Lovecraft (1890-1937) was an American author who achieved posthumous fame through his influential works of horror fiction. He is now regarded as one of the most significant 20th-century authors in his genre. Some of Lovecraft’s work was inspired by his own nightmares. His interest started from his childhood days when his grandfather would tell him Gothic horror stories.

Reproduction of the original: The Dunwich Horror by H. P. Lovecraft

An expert thief outwits foes old and new to defeat a sinister summoning, in this hair-raising noir-thriller from the bestselling world of Arkham Horror Adventuress Countess Alessandra Zorzi has a new vocation: reacquiring the occult artifacts she stole to put into the safer hands of Miskatonic University. With her new apprentice, Pepper Kelly, Zorzi tracks the infamous Zanthu Tablets to Paris. But the city is rife with spies and the countess has many enemies. When Pepper is kidnapped, it becomes clear that someone is out for revenge. Zorzi must rescue her apprentice, find the tablets, and prevent an old enemy from summoning an army of vengeful ghouls from the depths of the catacombs. Stealing relics is a lot harder the second time around...

In the cursed land of Sylvania, Vlad von Carstein, the sinister leader of a cruel, undead clan of vampires, rises to power, threatening the vast human Empire with a growing plague of evil. Original.

With a Dedication by George Henry Weiss

The New Annotated H.P. Lovecraft: Beyond Arkham

Dead Reckonings

The Haunter of the Dark

Arkham Tales

Ghouls

"There was never an artist who came close to capturing horror and dread like Lee Brown Coye. He was master of the weird and grotesque illustration. Coye's sketches had the shape of nightmares."—Robert Weinberg, The Weird Tales Story "It was always my belief that a good drawing was a good drawing, whether it was in the archives of the Metropolitan Museum or in a

pulp magazine.— *Lee Brown Coye No other artist working in mid-century pulp fiction created work as twisted as Lee Brown Coye. By the 1970s, after surviving a life-threatening illness, Coye would outdo himself, creating lurid illustrations exclusive to rare privately published books and fanzines. With nearly one hundred gloriously rendered Coye-penned images, Pulp Macabre showcases Coye's final and darkest era, containing some of the most passionately ghoulish artwork ever made. Mike Hunchback is an enthusiast of various eras of extreme and bizarre underground art, and is currently working on a biography of original Fangoria magazine editor Robert "Uncle Bob" Martin. Caleb Braaten operates Sacred Bones Records, which has recently teamed with David Lynch to release his new album The Big Dream.*

Feeders from Within is an Arkham Horror novel by Peter J. Evans. As ex-soldier Mark Harrigan suffers haunting visions that go well beyond shell shock, psychologist Carolyn Fern begins to suspect a dark influence at work. But when a young woman narrowly escapes her dangerous cult, what she reveals will tear all three of their lives apart, even as it intertwines their destinies forever. Now, with the fate of Arkham and the world at stake, these three strangers must come together to face unspeakable horrors from beyond!

A mysterious explorer hires a team of adventurers to join him in a hunt for a monstrous beast, in this rip-roaring sequel to Fury From the Tomb. When Egyptologist Rom Hardy receives a strange letter from his old friend, the bounty-hunting sniper Rex McTroy, he finds himself drawn into a chilling mystery. In the mountains of New Mexico, a bloodthirsty creature is on the loose, leaving a trail of bodies in its wake. Now, a wealthy big game hunter has offered a staggering reward for its capture, and Rom's patron - the headstrong and brilliant Evangeline Waterston - has signed the team up for the challenge. Awaiting them are blizzards, cold-blooded trappers, remorseless hunters, a mad doctor, wild animals and a monster so fearsome and terrifying, it must be a legend come to life. File Under: Fantasy [The Big Hunt | Evil Spirits | Deliverance | Holiday Cottage]

Ghouls of the MiskatonicBook One of the Dark Waters TrilogyFantasy Flight Pub Incorporated

The Lies of Solace

Pulp Macabre

Haunted Horror: Nightmare of Doom! And Much, Much More

Arkham Horror Novel

Bones of the Yopasi

The 13 Gates of the Necronomicon

Thirteen points of entry. Locked gateways to magical realms of immense power—and danger, for the uninitiated. Within these pages are thirteen keys. Enter the Necronomicon and be forever changed. In this authentic sourcebook for magicians, occult scholar Donald Tyson uses H. P. Lovecraft’s story elements and characters—alien races, ancient sorceries, the Dreamlands, deities, witches, and ghouls—as the foundation for a workable and coherent system of modern ritual magic based on the thirteen true zodiacal constellations. This authoritative guide presents the essential elements of the Necronomicon mythos for use in esoteric practices such as dream scrying, astral projection, magical rites, and invocations.

In an alternate 1950s, mechanically gifted fifteen-year-old Aoife Grayson, whose family has a history of going mad at sixteen, must leave the totalitarian city of Lovecraft and venture into the world of magic to solve the mystery of her brother’s disappearance and the mysteries surrounding her father and the Land of Thorn.

Written by Alan Bligh and John French, The Hungering God is the third and final novel in The Lord of Nightmares Trilogy and based on the beloved Arkham Horror board game. As a rising tide of strange events and unexplained disappearances envelop the small town of Arkham, only a few souls suspect the horrifying truth: The Lord of Nightmares will soon walk the earth to leave destruction and madness in its wake. Can a handful of unlikely heroes save mankind from an ancient and unspeakable evil?

This two book collection of horrifying short stories from the masters of the devilish tale. With stories by Edgar Allan Poe, Nathaniel Hawthorne, Gaston Leroux, Bram Stoker, Robert Louis Stevenson, H.P. Lovecraft and many more. Volume II

The Dunwich Horror

The Institute for Singular Antiquities Book II

The Last Ritual

The Dream-Quest of Unknown Kadath (Fantasy Classic)

The Trail of Cthulhu

Ghosts, Ghouls, and Monsters - Short Stories of Horror from Masters of the Devilish Tale - Volume II (Fantasy and Horror Classics)

The year's best, and darkest, tales of terror, showcasing the most outstanding new short stories by both contemporary masters of the macabre and exciting newcomers. As ever, this acclaimed anthology also offers a comprehensive overview of the year in horror, a necrology of recently deceased luminaries, and a list of indispensable addresses horror fans and writers. The Mammoth Book of Best New Horror remains the world's leading annual anthology dedicated solely to presenting the best in contemporary horror fiction.

Bones of the Yopasi is the thrilling second novel in The Dark Waters Trilogy! In this sequel, the award-winning Graham McNeill continues the harrowing story begun in Ghouls of the Miskatonic. Featuring the mysterious and terrifying setting of Arkham Horror, Bones of the Yopasi draws inspiration from the eldritch universe created by H.P. Lovecraft. Having barely recovered from a profound psychological ordeal, Miskatonic University professor Oliver Grayson looks forward to returning to normal life. Unfortunately for Grayson, however, his trials are only just beginning. After being called to the mist-shrouded town of Kingsport to identify some strange bones, the professor must join an unlikely team of investigators to face a horrifying new threat. But can they conquer their own demons in time to confront their common enemy?

"A grim dance has begun... and for Miskatonic University librarian Daisy Walker, its song has awakened a long-forgotten nightmare. When a letter from an estranged friend arrives, Daisy must face her dark past to solve a terrifying mystery. But her fate will soon intertwine with that of Tony Morgan, a bounty hunter forced into a dangerous job by a secretive employer. As a growing cult seeks to awaken ancient powers and a shady corporation works to cover its twisted agenda, these two unlikely heroes must search for truth in the midst of eldritch horror."--Publisher's description.

After spending more time than he can remember on his own inside a castle, an enigmatic man resolves to finally escape and seek human contact and daylight, both of which he has never experienced before. However, dissatisfied with what he finds on the outside, he hastens back to his old world inside his castle—to which he is now barred entry. First published in 1926, "The Outsider" is a short story by American horror writer H. P. Lovecraft that explores the concepts of loneliness and the Gothic ab-human. A fantastic example of Lovecraftian supernatural literature not to be missed by fans and collectors of his seminal work. Howard Phillips Lovecraft (1890-1937) was an American writer of supernatural horror fiction. Though his works remained largely unknown and did not furnish him with a decent living, Lovecraft is today considered to be among the most significant writers of supernatural horror fiction of the twentieth century. Other notable works by this author include: “The Call of Cthulhu”, “The Rats in the Walls”, and “The Shadow Over Innsmouth”. Read & Co. is publishing this classic work now as part of our “Fantasy and Horror Classics” imprint in a new edition with a dedication by George Henry Weiss.

Mask of Silver

The Hungering God Novel

The Necronomicon