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# Undead To The World The Bloodhound Files Band 6

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AUDINT-Unsound:Undead

The As The World Dies Trilogy

The Undead and Philosophy

Libris Mortis

The Penguin Book of the Undead

The Undead. the First Seven Days

Vampire

Better Off Undead

30 Days of Night: Rumors of the Undead

Vampires

The Zombie Survival Guide

Undead to the World

Blood of the Dead

The Apocalypse Origin

Dying Bites

The Apocalypse Revenge

Undead and Unsure

By the Blood of Heroes

Undead and Unwed

On Her Majesty's Behalf

Zombies in Western Culture

The End of the World

The Undead World of Oz

The Zombies that Ate the World

Zombie Makers

Norse gods

The Undead Truth of Us  
The Global Vampire  
The Apocalypse  
The Apocalypse Survivor  
Age of the Undead  
The Apocalypse Fugitives  
How to Wake an Undead City  
Possession of the Dead  
Plight of the Living Dead  
The Making of Zombie Wars  
The Apocalypse Sacrifice  
Handling the Undead  
Zombies of the World  
Vampires

*Undead To The World*  
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## **ORR LEILA**

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**AUDINT-Unsound:Undead** Simon and Schuster

The Making of Zombie Wars is a hilarious black comedy from Aleksandar Hemon, celebrated author of The Lazarus Project. Script idea #142: Aliens undercover as cabbies abduct the fiancée of the main character, who has to find a way to a remote planet to save her. Josh Levin is an

aspiring screenwriter teaching English as a Second Language classes in Chicago. His laptop is full of ideas, but the only one to really take root is Zombie Wars. When Josh comes home to discover his landlord, an unhinged army vet, rifling through his dirty laundry, he decides to move in with his girlfriend, Kimmy. Script idea #185: Teenager discovers his girlfriend's beloved grandfather was a guard in a Nazi death camp. The boy's grandparents are survivors, but he's tantalizingly close to achieving deflowerment, so when a Nazi-hunter arrives in town in pursuit of

Grandpa, he has to distract him long enough to get laid. It's domestic bliss – for a moment. But Josh becomes entangled with a student, a Bosnian woman named Ana, whose husband is jealous and violent. Script idea #196: Rock star high out of his mind freaks out during a show, runs offstage, and is lost in streets crowded with his hallucinations. The teenage fan who finds him keeps the rock star for himself for the night. Mishaps and adventures follow. Disaster ensues and, as Josh's choices move from silly to profoundly absurd, Aleksandar Hemon's

The Making of Zombie Wars takes on real consequence. 'The Making of Zombie Wars is crazy in the best sense of the word, and very few authors could have pulled it off' - NPR

*The As The World Dies Trilogy* Penguin  
First Betsy Taylor loses her job, then she's killed in a car accident. But what really bites is that she can't seem to stay dead. And now her new friends have the ridiculous idea that Betsy is the prophesied vampire queen, and they want her help in overthrowing the most obnoxious power-hungry vampire in five centuries.

**The Undead and Philosophy** Penguin  
Death was everywhere. They all stared at me, bumping into one another and slowly coming forward. Sixteen-year-old Zharie Young is absolutely certain her mother morphed into a zombie before her untimely death, but she can't seem to figure out why. Why her mother died, why her aunt doesn't want her around, why all her dreams seem suddenly, hopelessly out of reach. And why, ever since that day, she's been seeing zombies everywhere. Then Bo moves into her apartment building—tall, skateboard in hand, freckles

like stars, and an undeniable charm. Z wants nothing to do with him, but when he transforms into a half zombie right before her eyes, something feels different. He contradicts everything she thought she knew about monsters, and she can't help but wonder if getting to know him might unlock the answers to her mother's death. As Zharie sifts through what's real and what's magic, she discovers a new truth about the world: Love can literally change you—for good or for dead. In this surrealist journey of grief, fear, and hope, Britney S. Lewis's debut novel explores love, zombies, and everything in between in an intoxicating amalgam of the real and the fantastic.

Libris Mortis Millbrook Press™

Are zombies real? As far as we know, dead people do not come back to life and start walking around, looking for trouble. But there are things that can take over the bodies and brains of innocent creatures, turning them into senseless slaves. Meet nature's zombie makers—including a fly-enslaving fungus, a suicide worm, and a cockroach-taming wasp—and their victims.

**The Penguin Book of the Undead**  
Simon and Schuster

This is not an uplifting tale of heroes and heroines. Get that out of your head now. It's a tale of survival. It's a tale of dried blood beneath your nails, of new pain, of gnawing hunger and unrelenting loneliness, of fear and hatred, and yes, of courage. In *The Apocalypse*, the great majority of the men and women who fought with honor, with a sense of duty and loyalty, gave their lives for others, leaving those without honor to flourish and rule. Their rule is not marked by decency or civility, but by wicked brutality. Yet, in some very rare cases, the kind and the noble survived. These hardened survivors learned to live among the undead, but now they must learn how to stay alive among creatures that are far more monstrous: their fellow man.

**The Undead. the First Seven Days**  
Harper Collins

The outrageously inventive follow-up to *By the Blood of Heroes*—Inglourious Basterds meets *Dawn of the Dead* in this steampunk alternate history World War I zombie novel. At the close of 1917, the Germans introduced a new type of gas, T-Leiche—"corpse gas"—a revolutionary weapon that changed the war. Instead of

killing the living, T-Leiche resurrected the bodies of the dead. Though they survived the killing fields of France, the danger has only just begun for veteran Captain Michael "Madman" Burke and company. They've just been assigned a new mission: rescue Princess Veronica, the sole surviving member of the British royal family. But Kaiser Manfred Von Richthofen, the undead Red Baron and new leader of Germany, is determined to find Veronica as well. In the devastated, zombie-infested city of London, Burke and his men will face off in an unholy battle with their most formidable opponent yet: a team led by none other than his infected former right-hand man, Sergeant Moore. If they don't succeed, all of Britain will fall into undead Central hands.

*Vampire* B. Wahlströms Bokförlag

An art-filled sourcebook for the Dungeons & Dragons world, this title takes a comprehensive look at the game's undead creatures and characters.

*Better Off Undead* Pan Macmillan

This encyclopedic and exquisitely eerie guide is as elegant and menacing as the creature it describes. With nearly 200 photographs and illustrations, this

entertaining and erudite collection of myth, folklore, literature and popular culture is seductively priced in its new paperback edition.

**30 Days of Night: Rumors of the Undead** Open Book Publishers

After becoming undead, a boy tries to survive middle school. Adrian Lazarus has met with a curious fate. He's returned from the dead (after a bad bike accident, no helmet), yet not a lot has changed. He's always been an outcast. But it's not just being a zombie that makes Adrian feel different. He notices the world has changed, too: bees are vanishing, forest fires are burning, super-flus are spreading. The holographic advertisements in the night sky assure people that all is well. Adrian and his friends – a beekeeping boy, a mysterious new girl, and a seventh-grade sleuth – aren't so sure. When they discover a birdlike drone has been spying on Adrian, the clues lead to two powerful corporate moguls. What do they really want? James Preller brings his singular humor to *Better Off Undead*, a middle-grade zombie story that's about fitting in as much as it's about the end of the world. This title has Common Core connections.

Vampires Feiwel & Friends

Why has the zombie become such a pervasive figure in twenty-first-century popular culture? John Vervaeke, Christopher Mastropietro and Filip Miscevic seek to answer this question by arguing that particular aspects of the zombie, common to a variety of media forms, reflect a crisis in modern Western culture. The authors examine the essential features of the zombie, including mindlessness, ugliness and homelessness, and argue that these reflect the outlook of the contemporary West and its attendant zeitgeists of anxiety, alienation, disconnection and disenfranchisement. They trace the relationship between zombies and the theme of secular apocalypse, demonstrating that the zombie draws its power from being a perversion of the Christian mythos of death and resurrection. Symbolic of a lost Christian worldview, the zombie represents a world that can no longer explain itself, nor provide us with instructions for how to live within it. The concept of 'domicide' or the destruction of home is developed to describe the modern crisis of meaning that the zombie both

represents and reflects. This is illustrated using case studies including the relocation of the Anishinaabe of the Grassy Narrows First Nation, and the upheaval of population displacement in the Hellenistic period. Finally, the authors invoke and reformulate symbols of the four horseman of the apocalypse as rhetorical analogues to frame those aspects of contemporary collapse that elucidate the horror of the zombie. *Zombies in Western Culture: A Twenty-First Century Crisis* is required reading for anyone interested in the phenomenon of zombies in contemporary culture. It will also be of interest to an interdisciplinary audience including students and scholars of culture studies, semiotics, philosophy, religious studies, eschatology, anthropology, Jungian studies, and sociology.

*The Zombie Survival Guide* Disney  
Electronic Content

In a fantasy realm shattered by the zombie apocalypse, a bold Knight must enlist unlikely allies while discovering the source of undead corruption, in this darkly humorous adventure from the bestselling game range, *Zombicide: Black Plague*. When Knight Alaric von Mertz loses his

family to a ravenous zombie horde, he swears revenge on the necromancer responsible. But a quest for vengeance is no easy matter in a world overrun by the walking dead. Joined by a sharp-tongued rogue, a witch hunter with secret knowledge, a novice wizard, and a dwarf demolition master, Alaric's journey leads him from magical fire moats to the zombie-ridden catacombs of the witch hunters to uncover a spell book of insurmountable power. As zombies claw and bite, Alaric fears he will never avenge his family. For in this age of the undead, betrayal and magic lurk around every corner, spelling either doom or salvation for them all.

**Undead to the World** MIT Press

A zombie spoof featuring a group of friends on their journey to start a little business of their own...zombie catchers!  
*Blood of the Dead* Thames & Hudson  
*The Beginner's Guide to Necromancy, Book 6* Savannah has fallen to the vampires, and it's up to Grier to take out their leader, Gaspard Lacroix, and restore peace. Lacroix might be more powerful and immune to her magic, but she's got a plan. Too bad it's got holes big enough for

a new threat to waltz through while the city is on her knees. Now Grier must risk her very soul if she hopes to slay her enemies and prevent her world from going up in flames. But salvation comes at a steep price, and she's not the only one who will pay. The cost just might break her, and the man who owns her heart.  
*The Apocalypse Origin* Penguin  
Beaten and battered in mind and body, the fugitives limp west, unaware that the human world is fading all around them, unaware that the last remnants of the goodness of man is being ground under the heel of evil at every turn. When confronted with that evil, fight or flight are their only choices, however, Neil's small group is hamstrung, forced to take on more refugees who come to them empty-handed, unarmed, and hungry. Neil is faced with the disturbing prospect of guiding them across two thousand miles of zombie-plagued-land, only to stumble at his first hurdle: the mighty Mississippi has become a river of death and, like the fabled River Styx, the only way to pass is to pay the river man his fee. His price: warm bodies.

**Dying Bites** St. Martin's Paperbacks

The most wide-ranging collection of vampire tales ever features two centuries of spine-tingling writing, from John Polidori to Robert Block, Alexis Tolstoy to Bram Stoker, Sir Arthur Conan Doyle to Henry Kuttner. Every page of *Vampires* features a column of commentary by the editor, expanding upon the stories and exploring the evolution of the vampire mystique in folklore, literature, and popular culture. More than 200 beautifully rendered black-and-white images of vintage engravings, film posters, and popular artifacts make this big book the "living end" of vampire fact, fiction, and lore.

### **The Apocalypse Revenge** Penguin

In a sleepy, secluded Alaska town called Barrow, the sun sets and doesn't rise for more than thirty consecutive days and nights from November to December. During this time a few years ago, from the darkness and across the frozen wasteland, an evil that normally preferred to exist in the shadows descended upon Barrow and brought the residents to their knees. Barrow's only hope was Eben and Stella Olemaun, a husband-and-wife law enforcement team who were torn between their own survival and saving the town

they loved. Months later, as Stella Olemaun attempts to warn the world about the looming vampire threat by any means necessary, a rogue government agent may be taking more than an active interest in her story. And meanwhile, further north, a new sheriff and his young son must solve the lingering mystery of Barrow, even as the survivors of the original attack prepare for the sun to set once again -- however this time, they're ready. *30 Days Of Night: Rumors Of The Undead* is Steve Niles's innovative and eagerly anticipated expansion of a nightmarish narrative that explores the nature of ancient evil existing -- and thriving -- in an unsuspecting modern world.

### Undead and Unsure Undead World

"A collection of philosophical essays about the undead: beings such as vampires and zombies who are physically or mentally dead yet not at rest. Topics addressed include the metaphysics and ethics of undeath"--Provided by publisher.

*By the Blood of Heroes* Black Dog & Leventhal Pub

Johan Egerkrans long dreamed of illustrating the Norse mythology, and

when he released *Norse Gods* in Swedish it was an immediate success. Egerkrans retells the most exciting and imaginative sagas of the Norse mythology: From the creation myth in which the first giant Ymer is hacked to pieces by Odin and his brothers, to the gods' final destruction in Ragnarök. This is a gorgeously illustrated book in which gods, giants, dwarves, monsters and heroes are presented in all their glory. A book for those who already know and love these stories, as well as for those who have yet to discover Scandinavian mythology. A definitive work for readers of all ages. "It is a pleasure to be enchanted by the suggestive visualizations of Angerboda, Hel, Freya, Utgarda-Loki, Mimer and Surt." Dick Harrison, *Svenska Dagbladet*

### **Undead and Unwed** McFarland

The nights are long and cold. The days are endlessly silent, except when the monsters sniff out a survivor. Then the screams drill into your ears and the grinding sounds of teeth on bone is enough to drive a little girl to madness.\*\*\*In the beginning there were sleepovers and best friends and pizza on Fridays. Then the monsters came. First it's

the human monsters, raping, murdering and stealing everything they can get their hands on. Then come the real monsters and survival is no longer a matter of luck. To survive the dead, a little girl has to become something else. She has to become more than human while at the same time she has to sink into depravity that's beyond the bounds of society. Within this book are four stories of survival that paint a picture of true madness coupled with raw innocence and a breathtaking genius. The origin of Jillybean has been shrouded in mystery, until now. This is a collection of the following novellas: The Courage to Survive The Witch: Jillybean in the Undead World The First Giants The

Apocalypse Origin  
*On Her Majesty's Behalf* Penguin Putnam  
Angels. Demons. Giant Zombies. Things have changed. Ever since returning through the Storm of Skulls to the present day, Joe, Billie and August have discovered the world they now inhabit, is not the world they left behind. The zombie threat has evolved to gargantuan proportions. Now aided by giant undead-massive monsters with phenomenal strength and power, with deadly appetites just as vast-the zombie population moves to devour any and all life. Separated from his friends, Joe learns that not all hope is lost for humanity when he meets, Tracy, a woman

who exudes a strength to rival his own. Tracy brings him to the Hub, an underground sanctuary where life continues in a dead world, but his thoughts linger on his missing friends. August and Billie have problems of their own, and soon learn the same plight that affected a past friend of theirs now affects many: zombies with shapeshifting capability. Now, anyone is suspect. Yet even with this newfound knowledge, more is heaped upon them when the agenda of the undead is revealed and humanity is the one caught in the crossfire. A war is raging, one between angels and demons, monsters and man. And it's only escalating.