

A Glossary of Dead Hearts

By Susanne L. Lambdin

A Dead Hearts Novel Series

Morbid Hearts

Forsaken Hearts

Vengeful Hearts

Defiant Hearts

Immortal Hearts

Dead Hearts: Bloodlines

Exordium

Medius

Ultimum

A Glossary of Dead Hearts

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A Glossary of Dead Hearts / Susanne L. Lambdin –1st Edition

FROM THE AUTHOR:

WARNING: The following contents of this book may contain spoilers. Read at your own risk.

The virus in the Dead Hearts Novel Series is a character in itself...it mutates even if you're already infected, and you might end up with two infections, so you can turn into something entirely different than you'd expect. The reason for this is because zombie and vampire fans all agree a zombie cannot turn a vampire into a zombie, and a vampire cannot turn a zombie into a vampire, but a virus can do anything it wants. This series is also about friendship, trust, deception, betrayal, and growing up in a world that is turned upside down.

Zombies are a common enemy for teenagers from every walk of life to fight because you must work together if you want to accomplish anything. And it doesn't matter where you came from, who you were, or what you did before you arrived at the Peak...you get a new start in my world, a new name, and teammates, or you end up as one more zombie just trying to find something to eat. Zombies do not have to worry about going to school, minding their parents, graduating, finding a job, paying bills, or making beds in the morning. So maybe it is not that bad to be a zombie if you do not mind the smell.

This is the one series where every genre you can hope to find in one book comes together!

DEAD HEARTS

The Dead Hearts series is a fantasy/supernatural/horror series set after a zombie apocalypse has destroyed civilization. What makes this series different is it deals with not only a strange mutating virus that nearly wipes out humanity and then re-creates it but its aftermath. The story delves into the heartache, compassion, doubt, frustration, and anger that a group of survivors must face while left on their own in the Colorado Rockies. There is uncertainty, but there is also hope.

The Dead Hearts novel series concerns the youth of today stripped of the comforts of everything they knew and loved — home, family, school, friends, and the amenities of a technological world. Forced to grow up quickly and assume the responsibilities of adults, the teenagers soon learn no one can survive alone.

Some teenagers become leaders, like Cadence, Highbrow, Thor, and Dragon. Many perish or join the zombie horde. Others, infected by the mutating H1N1z virus, turn into vampires, werewolves, or shifters—able to morph into the likeness of the infected animal that bit them. The virus, known as H1N1z, has existed for thousands of years, its true purpose remains unclear; however, in ancient times, it spawned every known pantheon of immortals, gods, and demons alike, as well as extraordinary supernatural creatures.

In a world where magic is real, time-travel possible, and the survival of the human race is dependent on the perseverance of Cadence, 17—who assumes the role of the survivors’ commander—every day is a battle. Harassed by an ancient demon, the Kaiser, who seeks control of the world—both creator of the virus and the zombie apocalypse—and the Shadowguard, his army grows larger every day while the survivors dwindle. Cadence must rely on her camp friends (many who are infected), the Dark Angels (a small band of lawful vampires), and the Cheyenne Mountain Wolf Tribe (shifters), to battle the Kaiser and his offspring from Atlantis in this epic tale deemed, “lightly breaded with weirdness,” to ensure Hell does not rule on Earth.

True to human fears and emotions, DEAD HEARTS explores more than survival in a world decimated by a zombie scourge, but also the depths and strength of the human spirit and how humanity will find a way to survive no matter the odds.

THE SCOUT PATROL TEAMS

All Scout Patrols have their own names, logo, and nicknames to suit their personalities. Each team has 6 members: Leader, second-in-command, sniper, guard, retriever, and scout. Every unit carries its own trademark weapons—guns, swords, crossbows, spiked baseball bats, etc.—and wear colored berets with team patches.

AMAZONS:

An all-girl team known for fighting with swords, axes, and spears.

Barbarella - Team leader

Xena - Second-in-command; expert with a sword

Calypso - Sniper; killed by an infected puma

Phoenix - Scout; expert archer; animal lover

THE A-TEAM (Alpha Team)

Comprised of 18 and older soldiers from the Freedom Army. Considered one of the best teams.

BADGERS

The team is comprised of 10 to 12-year-old kids.

BANDITS

Formerly a street gang in Colorado Springs. They are a formidable team that no one messes with. However, these six-young men end up guarding and then working at the infirmary as medical assistants.

BLUE DEVILS

This is Captain Highbrow's go-to team for security. They are dependable and follow

orders.

Echo – Team leader. She is 16 with short dark hair and a stocky build.

THE BUCCANEERS

Black Beard – Team leader. He is 17 years old. He has wild black hair and a goatee. He fights with a saber.

Drake – The guard. He is 17, loves to fight, and is prone to getting into trouble.

Saber – The retriever; a 16-year-old girl.

Calico Jack - The sniper

Hawkins – A big, hulking 16-year-old kid. He is second-in-command.

Ranger - The scout

BULLDOGS

Bulldogs - Favored by Captain Highbrow as his personal bodyguards. They follow orders.

Gareth - Team leader

CHINA SIX

“We are China Six. Six up, six down. A dozen more miles to go.”

China Star – From Colorado Springs, she is 17 years old, of Chinese descent, petite, with long black hair and amber eyes. She comes from a wealthy family. She was a senior in high school when she met Dragon. She is given the name China Star due to her beauty and heritage. She selected the name China Six for her team.

Dragon – His mother was Japanese, and his father was born in Hong Kong. Dragon trained at a young age in judo and kendo, along with his six older brothers, and won dozens of

trophies. He is 16, tall, handsome, and athletically built with long black hair and dark brown eyes. A tattoo of a green dragon curls up his right arm, and on the left arm is a red dragon. The name Dragon was given to him due to his tattoos. He is the second-in-command and fights with a katana named *Lóng* (Chinese for dragon) and a chisa called *Hèbi* (Chinese for snake).

Lotus – 17 years old; she is of Chinese descent and the team guard. Lotus is ambidextrous, tall, and built like a boy with short black hair. On each hip, she wears a revolver with two long-handled daggers resting in sheaths at the sides of her boots. Two dual hunting knives are strapped across her lower back, which she likes using on zombies in close quarters.

Kirin – Of Chinese descent, she is 16 years old, average-sized, with shoulder-length hair that is dyed cobalt blue. Her name comes from a mythical Japanese creature that she acquired after saving a small boy at camp from choking on a piece of candy. She is the team scout. Monkey is her identical twin sister, but only in appearance. Unlike her sister, she takes things seriously and does not like taking risks

Monkey – As the team sniper, she carries a Mossberg 308 sniper rifle with a scope. She dyes her hair crimson to match the polish on her fingernails, keeping it long in front and short in the back. A natural chatterbox, she acquired her name due to a hyper-personality and tendency to giggle when nervous.

Cricket – The smallest and youngest member of the team, at 15 she stands at 5'1 and wears four-inch lifts in her steel-tipped boots. She is of Chinese descent. Her black hair is separated into two braids, tied back with a red leather cord. She prefers fighting with two extendable batons, kept in the sleeves of her coat, or with daggers.

FIGHTING TIGERS

Motto: 'Once a Tiger, Always a Tiger.'

Cadence – Born on November 30th (a Sagittarius), Cadence Sinclair is 17 years old, tall, athletically built, with long brown hair and piercing green eyes. She is from a small town in Kansas, where she lived with her parents and two younger sisters. She was the only one to reach Pike's Peak. Based on her strong personality, she was selected to be the leader of the scout patrol; ironically, Nightshadow did not know it was her real name when he gave it to her.

Highbrow – From Colorado Springs, his true name is Marc Powers, the eldest child of Senator Douglas Powers, a wealthy and powerful man. He is 17 years old, tall, thin, with unruly brown hair and blue eyes. Considered highly intelligent and book-smart, he attended a

prestigious East Coast prep school but returned home after his father was sent to prison. He is given the name Highbrow because of his upper-class upbringing and is second-in-command.

Whisper – A junior at Manitou Springs High School, he is 16 years old, average-sized, with dark blonde dreadlocks. He smokes cigarettes and pot, loves to snowboard, and always wears a light blue parka. He arrived at Pike's Peak with a few kids a few weeks after the Scourge broke out. He is given the name of Whisper and assigned to the Tigers as the team sniper.

Freeborn – A full-blooded Cherokee from a reservation in Arizona, she is 17 years old, with a tall, powerfully built figure and long black hair worn in a braid. She believes her tribe's ancestral spirits watch over her and believes in destiny. After the reservation is overrun by zombies, armed with her father's old shotgun, she makes her way to Pike's Peak. She is given the name Freeborn for being a free spirit and a Native American. She is the team guard.

Dodger – From Colorado Springs, he came from a middle-class family and was sent to the same elite prep school as Highbrow. He is 15 years old, tall, rangy, with brown hair and eyes. He wears his father's old brown leather coat, which is far too large. His tendency to steal items is matched by his sarcasm and total lack of regard for authority. He is called Dodger because he frequently avoided being arrested. He is the team scout.

Blaze – Originally from Kansas City, after her mother and brother are killed by zombies, she arrived at Pike's Peak with Smack. She is 16 years old, bi-racial, and considers herself a Goth. Her hair is white with pink tips. She is covered with tattoos and wears five studs in her left ear lobe, and her eyebrows and nose are pierced. Her fiery temper and smart mouth are the reasons why she's called Blaze. She is a retriever and skilled with the crossbow.

Smack – Born in Aspen, Colorado, she is physically mature for a 12-year-old. She has freckles, red-blond hair worn in pigtails, and wears plaid skirts and knee-high boots. While attending her grandmother's funeral in Kansas, the Scourge broke out. Due to her constantly chewing bubble gum, she acquired the name Smack. She is the seventh team member and a retriever.

GREEN HORNETS

All boy team; eager to rush into battle; motto "ZomBee Exterminators."

Brains - Team leader; real name is Poe Kincaid; Pike's boyfriend.

Sting - Sniper; real name is Pike.

HEADHUNTERS

Luna – Having inherited naturally white hair and violet eyes from her parents, at the age of 17, she is an exceptionally beautiful girl and exceedingly kind. She is the leader of the team. They fight with medieval weapons. She wears pink lipstick, styles her hair, and wears fancy lingerie under her battle gear. Her best friends are Cadence and Star.

Skye – At 16 years of age, she is the team guard. She is slight of build, tall, with brown hair and piercing blue eyes, which she is named for. Naïve at times, she is also tolerant of others and quick to forgive. She is brave in battle and willing to put her life on the line for others.

LITTLE LEAGUERS

Team for children under the age of 12; they wear white baseball caps; the members Cindy and Billy were turned into vampires.

Queen Cinder – an evil vampire child who rules from Miramont Castle.

Lord Cerberus - her evil companion.

* The queen has a pet werewolf named Stephen.

MONSTER SQUAD

Team for kids aged 10 to 13; known for humor and goofy antics; wear black berets.

PANTHERS

Known for being in the front of the action and often found at the main gate at Seven Falls; good with explosives; love to use flame throwers and toss grenades; wear dark purple berets.

Leto - Team leader.

RAZORBACKS

Known for being gutsy and unruly; wear black berets.

THE VALKYRIES

The team wears motorcycle jackets with plate armor on the shoulders. Motorcycle helmets painted with wings add to their rebellious look. They use swords and spears in battle. This team is often relied on to walk the camp at night. They are known to follow orders and eager to rush into battle.

Aurora – She is 16 years old and attended the same high school as Whisper and Odin. She is a tall blonde and was the captain of her cheerleading squad. She is the leader of the scout patrol. She is brave, smart, and shows no fear in battle; her real name is Lora Jones.

WAR GODS

Genghis Kahn – At 17 years of age, he is the leader of the team. He is tall and dark-haired. He is a brilliant tactician.

Julius Caesar – He is 16 years old, dark-haired, and lanky. He is second-in-command.

FREEDOM ARMY

Boomer – A private in the F.A. He is in his mid-20s, of African American descent, and is one of Rafe's best friends.

Calloway – A private and Corporal Sterling's best friend.

The Captain – A man in his fifties and a retired Army officer, he arrived at Pike's Peak during the early days of the Scourge with many of his former comrades. He is the commander and chief of the F.A. and responsible for creating the survivor's camp and keeping everyone alive for a year. He is a strict disciplinary, although he can be exceptionally kind to his favorites.

Destry – A lieutenant in the FA and Sarge's best friend, he is a flamboyant show-off and a coward. He wears an old-fashioned cavalry hat and has a high opinion of himself.

Dill – A private in his 30s. He is also a medic.

Doc – A skilled surgeon from a hospital in Colorado Springs, he is in his 50s and runs the infirmary at the top camp on the Peak. He has many nurses who work under him.

Feather – A female soldier who likes Rafe.

Garble – A corporal in his 20s with greasy hair who oversees communication. He always operates the short-wave radio at the base camp. He can repair most electronic equipment and is responsible for checking in and out all walkie-talkies to F.A. soldiers.

Habit – A lieutenant who was formerly an officer in the U.S. Army. In his 40s, he is a kind, good-natured man and liked by all the kids. He smokes cigars and drinks too much, hence his nickname. He has dark hair and a thick mustache that he curls at the ends.

Hawker -A big, burly soldier; Habit's driver; a real badass.

Mother Superior – She is the ex-wife of the Captain and takes care of all non-military personnel at the camp. The kids do not like her and make fun of her behind her back.

Nightshade – In his 40's, African American, and a bit of a mystery, he was formerly in the National Guard before he came to Pike's Peak in the early days of the Scourge. One of his duties was to give a nickname to each person who arrives at camp. He has an uncanny ability to size a person up with one look and give them an appropriate name.

Rafe – A private known for being arrogant and cowardly. He is involved with Cadence and becomes a Vampire Maker.

The Professor – A university professor at the time of the Scourge, he is in his 50s, divorced, bald, overweight, and wears glasses. He has a high I.Q. and is responsible for deciphering military intelligence and educating the young. He is one of Highbrow's closest friends.

Sarge – A former Marine from Texas, after his wife and children were killed by zombies, he managed to reach Pike's Peak with a few vets. Blonde, thick shouldered, and short, he is known for being brutal and cruel.

Sterling – He is a corporal. He was a medic in the U.S. Army and served in Afghanistan. He is in his 40s, African American, and named so due to his sterling silver integrity.

Wizard – Kind, considerate, and good-natured, he is Rafe’s best friend. He is a private in his 30s and a medic. He acquired his name due to his proficiency at playing video war games.

Wrench – At the age of 23, he is the camp’s head mechanic and can fix anything with a motor. He is a private. Five kids work under him at his garage. He is a cute blonde with a winning smile and a limp from a previous injury.

SCAVENGERS

Betsy – She is in her 40’s, with curly blonde hair, known for her kind heart. She rode in a bike gang with Sturgis and Nomad.

Coffee – A young man.

Hank – Middle-aged, sickly, he is married to Maude.

Logan – In his early 30s, he is the leader of nearly three hundred scavengers. He is African American, handsome, and suave, with chocolate brown eyes and a deep voice. He shaves his head, wears a gold necklace, and drives a yellow Hummer. Women are attracted to him, but his only true friend is Nomad.

Maude – A tough, middle-aged woman who is Logan’s second-in-command.

Nomad – In his 50s, with a thick-set body and a scruffy beard, he spent years on the road with a bike gang, although he briefly served in the National Guard. He is kind, compassionate, and the voice of reason. The name Mr. Chatty is given to him when he arrives at camp.

Savannah – A sweet, 16-year-old girl with long red hair. The name Little Bo Peel is briefly given to her while she is at Pike’s Peak.

Sturgis – Nomad’s sidekick is a kindly, skinny man in his late 50’s. He rode in a bike gang most of his life and met Nomad somewhere on the road. He is a brilliant mechanic.

THE ELITE

Veteran patrol team.

Uther - Team leader; Thor’s best friend.

VIKINGS

Thor – From Colorado Springs, he was the quarterback on the high school football team. He had a scholarship waiting for him at Colorado University when the Scourge broke out. At 17 years of age, he possesses a muscular physique and temperament to match his nickname. He wears a bomber jacket and likes to smoke cigars. Confident, arrogant, and a bully, he is fearless in battle and likes to fight. He is the leader of the team.

Raven – A fiery, conceited 16-year-old Latino girl. She is originally from New Mexico, but her family moved to Colorado before the Scourge broke out. Her father was a physician, and she was the youngest of three sisters. None of her family survived. As second-in-command, she keeps her teammates on a tight leash. Her name is credited to her dark beauty and long black hair. Romantically involved with Thor, Luna (her true love), the Kaiser (who she marries), and Pallaton.

Loki – A skinny 16-year-old with lank black hair, pimples, and a sly nature, his nickname matches his personality to the letter. His family died in the Scourge. Little upsets him, and he's learned to turn off his feelings. He often exaggerates or makes things up, which makes it challenging to know when he is telling the truth.

Odin – Attending Manitou Springs High School with Whisper and Aurora, he comes from a military family. He is 16 years old, tall, with a blonde crew cut. While in high school, he was overweight and considered a nerd. He is named Odin because of his bright blue eyes. He is the team sniper.

Baldor – From Colorado Springs, he learned many invaluable skills in the Eagle Scouts. He is 15 years old and the team scout. He is openly gay and given the name of the handsome Norse god due to his good looks.

Heimdall – From a small town in Colorado, he is a tall, massively built 17-year-old who played linebacker on his football team in high school. He was in ROTC and is African American. His nickname was given to him because of his size and bravery. His preferred weapon is a double-edged battle-ax and is the team guard.

THE EARTH CORPS

Blaze - Former Fighting Tiger, retriever; bi-racial; tattooed; known for purple hair and Goth attire; skilled with a crossbow. Whisper is her boyfriend. New traits: jumps high and runs fast. Her magical item, *Mehen*, is an evil Egyptian snake god who turned into a rope to avoid death at the hands of Amun-Ra but can no longer change back into his original form. The rope can turn into a whip or a bracelet.

Cadence - Former team leader of the Fighting Tigers; prior commander of Freedom Army; now commander. Her full name is Cadence Sinclair; she often uses a katana in battle. New traits: both fast and strong. Magical items: *Hannibal's Horn* and *Vulcan's War Gauntlet*, emits deadly fireballs, among other things. Cadence was bitten by a zombie, then a vampire, and then stung by a bumblebee that had sucked the nectar from the foxglove flower (she is allergic to all flowers) and this caused her to turn into a superhuman. Her Chameleon Blood has powerful properties: 1) it can turn humans into superhumans; 2) cures zombies; 3) kills all species of vampires; 4) prevents therianthropes from turning back into human form; 5) restores strength to all superhumans, also called Supers.

Cricket - Former China Six, retriever; of Chinese descent; Red falcon is her boyfriend. Magical items: two daggers owned prior by the Chinese god Chi You, named *Hèn* and *Sîwáng*—for Death and Hate—and can be thrown up to two hundred yards with accuracy. After killing its prey, the weapons return to its owner.

Dragon – Formerly second-in-command of China Six; half-Chinese and half-Japanese. New traits: moves so fast he turns invisible and invincible in battle. Fights with two swords, a katana named *Lóng* (Chinese for dragon) and a shorter chisa named *Hèbi* (Chinese for snake); second in command of Earth Corps; fought in the Death Games as Master Dragon. Magical item: *Merlin's Dragon Ring*, which controls the elements.

Freeborn - Former Fighting Tiger guard; full-blooded Cherokee; Cadence's bodyguard. Often uses her father's old shotgun; Dragon is her boyfriend. New trait: immense strength. Magical item: *White Shell Woman's seashell bracelet*, offers protection from demons and evil.

Phoenix - Former Amazon, scout. Xena's best friend, Luna and Moon Dog are loyal to her. New traits: runs swifter than most, able to speak with animals or charm animals to do her bidding. Magical item: *Artemis' magic bow, named Lemris, and arrows*. She is the reincarnation of the Greek/Roman goddess Artemis.

Smack - Former Fighting Tiger, retriever and team mascot. Dodger is her best friend. New trait: able to speak to the dead; trained under Osiris to be a sorceress. Magical item: wears *Thoth's crystal scrying ball*, which enables her to find friends or see into the future.

Star - Former leader of China Six; of Chinese descent; skilled ninja; Thor's girlfriend. New trait: runs extremely fast and deadly. Magical item: *Moses's quarterstaff* that can shrink as small as a pencil and commands all elements—fire, water, earth, and air.

Thor - Former leader of the Vikings; Star's boyfriend. New traits: strong and fast. Reincarnation of the Norse god; smokes cigars; third in command. Magical item: has Norse hammer, *Mjolnir*, which allows him to fly and, when slammed against the ground, creates an energy wave to knock down foes.

Whisper - Former Fighting Tiger; team sniper; known for accuracy and calmness in battle. His real name is Clay Speaks, a/k/a Comic Book Man (for working in a comic bookstore during high school; he went to school with Aurora of the Valkyries and Odin of the Vikings). Blaze is his girlfriend. New traits: able to climb walls and run fast. Magical item: the Greek goddess *Hera's Mirror*, which transports the owner to any desired location.

THERIANTHROPE IN EARTH CORPS

Luna - Former leader of the Headhunters; now the leader of the werepuma pride; white werepuma with violet eyes.

Moon Dog - Sworn to protect China Six ninja girls, but now loyal to Phoenix; black werewolf with a white-tipped tail; also, a member of Cheyenne Mountain Wolf Tribe.

WEREPUMA PRIDE

Luna – Leader of werepuma pride, she morphs into a beautiful large white werewolf. She can turn into a human whenever she wants but prefers living in the mountains as a werepuma. Best friend of Cadence and Star, she will do anything for her friends.

Skye – Able to morph into a large brown werepuma with intense blue eyes, she is formidable in battle.

Barbarella – The largest of the pride, her fur is black, and she is unstoppable in battle. Later, she falls in love with Highbrow.

Sheena – The smallest of the pack, she is a tawny werepuma and goes out of her way to help her friends. She is kind and shy and later proves her bravery.

DEATH SQUAD

Loki - Chameleon; former Viking member; wears green armor and helmet with horns; fights with a trident; cunning and cruel; scarred on the left cheek while participating in the International Death Games by an Old One, which is believed to have caused his cruel nature. He wears the symbol of a gold trident over the left breast of his armor (a symbol of the Death Squad) and is loyal to Aries of Athens.

Xena - Chameleon; former Amazon member; Amazon team leader; fights with a sword; Phoenix's best friend; noble and proud; involved with the Greek demigod, Stavros; fought with Dodger in the Death Games as the Dynamic Duo (never defeated). New power: speed and strength.

Monkey - Chameleon; former China Six member; of Chinese descent, fights with bare hands; vicious and nasty; small-sized with a round face, a broad, evil smile, and hair braided and laced with ivy. She wears a bodysuit of jade and the symbol of a gold trident over her left breast (symbol of the Death Squad); fought in the International Death Games (never defeated). New power: able to camouflage into nature and climb trees at a rapid rate.

Lotus - Chameleon; former China Six member; of Chinese descent, tall with short hair and manly features; fights with a katana; wears black leather and the symbol of a gold trident on her left breast; bitter and resentful of everything. New power: able to scale walls or climb mountains within seconds.

Dodger - Chameleon; former Fighting Tiger; fights with a Vescali sword (poisonous); clever and rash; thrown out of the East Coast prep school for stealing Highbrow's comic books; a known thief; often creates his own problems. New power: able to fly or float on clouds or ride dragons.

DEATH GAME FIGHTERS

Fighters in the games are classified A through F—best to least skilled. Participants can be human, vampire, therianthrope, zombie, or cyborg zombie.

Aleka - Hawaiian human fighter; purchased for Salustra by Raven.

Aries of Athens - International champion; owned by Salvatore D'Aquila; cyborg zombie.

Billy Bob - A human picked up by the Shadowguard; a hillbilly.

Cricket – Chameleon; owned by Pallaton; then owned by Bechtel.

Dragon – Chameleon; owned by Salustra; known as Master Dragon (undefeated).

Dodger – Chameleon; part of the Dynamic Duo; owned by Pallaton.

Loki – Chameleon; owned by Lord D’Aquila; later purchased by Raven.

Lt. Habit – Former F.A. officer; human fighter; owned by the Kaiser.

Monkey – Chameleon; owned by Lord D’Aquila; fights in Italy.

Nightshadow - Former F.A. officer; human fighter; owned by the Kaiser.

Red Hawk – Werewolf; owned by Pallaton, then owned by Bechtel.

Skye – Werpuma; owned by Lord D’Aquila; fights in Italy.

The Teacher - The Kaiser's attorney; forced to fight after accused of theft.

Tennessee - A young girl from that state forced to fight.

The Captain – Zombie fighter; former leader of Freedom Army at Pike’s Peak.

Xena – Chameleon; owned by Pallaton; part of the Dynamic Duo.

DEATH LAB (Doctors & Assistants)

Dr. Giglio – Female vampire with great legs, working on all types of hybrids.

Dr. Heston – Male vampire who is working on a cure.

Dr. Kensington – Male vampire who creates cyborg zombies that fight in the arena and for the Shadowguard in combat.

Dr. Jarvis Leopold – Head doctor at the Citadel. He is middle-aged in appearance, tall, bald, with sharp teeth. He is intelligent and cunning. He is a Vescali demon.

Trotsky – A lab assistant who shares the same physical characteristics as Dr. Leopold; he is a Vescali demon.

ODIN'S RAVEN FORCE

The name of Odin's massive army of supernatural creatures, the Black Valkyries, and ancient immortals (see Dark Pantheon). They are the sworn enemies of the Blood Syndicate and the Earth Corps.

When Odin masqueraded as General Owen Winters, he used the term Raven Force for the U.S. military forces loyal to him. He hired Vescali demons from Prince Balan's Death Lab to create a line of products that feature Chameleon Blood (see Chameleon Blood). His lab is in an undisclosed area in southern Florida, where he keeps hundreds of supernatural creatures to experiment on—cyborg zombies and halflings and spiders with human heads, are among his favorite creations.

Operation Colossus - The Raven Force's name for their plan to eliminate all infected people worldwide with a lethal dose of Chameleon Blood to be dispersed by drones and shuttles. They were successful in Miami, where hundreds of vampires perished.

BLACK VALKYRIES

Brunhilda is the leader of six Valkyries loyal to Odin; the shield maidens all wear silver armor, black-winged helmets, black capes, and fight with magical swords and carry silver shields with the symbol of a raven. Brunhilda fights with a sword called *Eveningsong*; two other Valkyries fight with *Darkness* and *Gravedigger*.

DARK PANTHEON

Anat - Canaanite goddess of war and strife; has blue skin and curly black hair; wears a copper breastplate that does not denote gender, a silver scimitar, and paints her face like a Halloween skeleton; suffers from multiple-personalities after having spent the last thousand years in a Vescali prison; her expression changes every second; uses a silver scimitar.

Aries - Greek/Roman God of War; a type of zombie cyborg after being poisoned by a deadly spider that left his body slowly rotting through the ages; has black curly hair and red

eyes; half of his face is hidden behind a metal mask; his jaw is made out of machinery; wears gold Spartan armor, a helmet that is black plumed, and a red tunic; both arms and legs are mechanical, but he can fire from each finger a death ray, flames, or electricity; uses a sword in battle; in joint command with Odin; son of Zeus; uncles are Hades and Poseidon; brother of Apollo, Athena, and Artemis (Phoenix). The name Aries was used by the Kaiser to hide the fact his prized cyborg fighter in the Death Games is actually Ares, the god of war.

Baphomet - European Satanic god; an immortal therianthrope with a man's tall, thin body and a monstrous goat-head; devours souls; pure evil, without remorse.

Brigid - Celtic goddess of poetry and healing; one of Odin's lover; a tall, beautiful blonde; wears Celtic leather armor; uses a magical spear; can be compassionate as well as cunning.

Kali - Hindu goddess of death; black as ebony, with six arms and six gold swords; wears gold armor, a black tunic, and helmet; legs bend backward like an insect; teeth are sharpened; cannibal; fierce and cruel; loyal to Mars.

Morrigan - Celtic goddess of battle, strife, and sovereignty AKA the Phantom Queen; carries a magical spear with a barbed spearhead; wears a fur robe, leather armor, with her braided hair matted with white paint, and blue stripes are drawn upon her face; she is so fierce to look upon that she strikes fear in the hearts of the enemy; an immortal therianthrope, she is able to turn into all manner of monsters, including a pile of raven feathers; she is vicious and nasty.

Nemesis - Greek goddess of revenge and retribution; attractive brunette; immortal therianthrope with white wings; wears an indigo blue tunic, gold chains, and sandals that rise to her knees; a left-handed fighter, uses a slender silver sword; Aries's lover.

Odin - Norse God, commander; Magical item is the Raven Ring, which freezes anyone he points his finger at and can blast anyone with a blue death beam and a silver bracelet which can subdue his enemy; formerly posed as General Owen Winters of the U.S. Armed Forces; appeared as a muscular middle-aged man with silver hair and beard; wears an eye patch over his blind left eye, and his remaining eye is ice blue; wears black leather hauberk with silver plate mail on the shoulders and elbows, tall boots with a silver cuff, a white wolf pelt hangs across his shoulder; also wears a winged-helmet and carries an ax.

Pélé - Hawaiian goddess of fire, lightning, wind, and volcanoes; has beautiful black hair and often wears a flowered sarong; her touch can cause death; she cares about the demigods and is fond of Dodger; whenever Pélé is upset, she manifests some type of natural storm; uses a dagger made from a volcanic rock; one of Odin's lovers.

Tezcatlipoca - Aztec god of the night sky and discord; fights with an obsidian dagger; immortal therianthrope with a jaguar-head and clawed hands; wears a midnight blue feather cape and golden flax skirt; fights with his bare hands and has formidable sharp teeth.

Tiamat - Babylonian [dragon] goddess of chaos; immortal therianthrope that can turn into a giant black dragon that breaths fire or a woman with black, scaly skin and red, glowing eyes.

Whiro - Maóri god of darkness and embodiment of evil; turns into a black cloud that consumes all it touches; cannibal; appears tall and muscular; wears a flax skirt and a ringlet of black feathers worn around his shoulders; face is tattooed with intricate designs and bones hang from his earlobes; hair is pulled back and tied with a cord, with feathers sticking out of the back; needs no weapon.

Yam - Canaanite god of chaos, storms, and disasters; has blue skin and curly black hair and seven different faces, both female and male, and none are attractive; wears a copper breastplate that matches Anat's and denotes neither gender; paints his face like a Halloween skull; carries a silver scimitar.

PANTHEON OF LIGHT

Ahau Chamahez - Mayan medicine god; immortal therianthrope: part-man, part-bird; possesses a muscular frame with leopard print skin and claws. Large black feathers sprout out the top of his skull and down his back; wears white feather armbands. Blue, black, and white paint covers the left side of his face and body; wears a necklace made from jade quartz; carries a club with spikes.

Ao - Maori god of light and the living; wears white loincloth; covered with tribal tattoos; good-humored and loyal; magical item: boomerang with red stripes that always returns to his hand.

Apollo - Greek/Roman god of light and the sun; able to resurrect the dead with his touch; handsome, blonde man with blue eyes; good-hearted and determined to save the human race; uses modern weapons; brother to Aries, Athena, and Artemis (Phoenix reincarnated); Zeus was his father; Poseidon and Hades are his uncles.

Athena - Greek/Roman goddess of wisdom and courage; a stern blonde woman with blue eyes; carries a magical silver spear and silver shield with Medusa's head; able to heal minor

injuries or create minor injuries with her touch; Zeus was her father; Poseidon and Hades are her uncles; Aries, Apollo and Artemis (Phoenix) are her siblings.

Bastet - Egyptian goddess of warfare; therianthrope; immortal with a cathead and claws; wears a tight black dress; fights with her bare hands.

Coatlucue - Aztec goddess of life and death; also known as the Earth Monster due to a liking for eating babies; immortal therianthrope; possesses two giant snakes growing out of her back. Wears a skirt of smaller withering snakes and a necklace made of the skulls of infants; owes Poseidon a favor that remains a secret. Otherwise, she would have joined Odin.

Durga - Hindu war goddess with eight arms; wears gold armor; has sleek, black hair that hangs straight beneath a golden helmet; all sizes of daggers are worn in a thick jeweled belt; a blue dot is on her forehead, a symbol of the all-seeing third eye.

Freyr - Yellow-bearded Norse god of virility and prosperity; has flashing blue eyes; wears a blue cape fastened to one shoulder by a large silver broach engraved with the head of a boar; carries a large war ax and a magic sword called *Grim* that fights on its own.

Gaia - The Greek Great Mother; has human features, but her skin resembles freshly peeled tree bark; coiled vines wrap around her head with small white, blue, yellow, and pink flowers; has elongated fingers and a willowy form; wears a bright green tunic; has no sign of gender; has bark for skin and leaves for hair; able to control nature.

Horus - Egyptian god of war and protection; son of Osiris; immortal therianthrope; appears as a muscular young man with a large falcon-head; formerly dead and restored to life by Smack with Anubis' help; loyal and brave.

Ishtar - A beautiful Babylonian war and fertility goddess; wears a tight red gown that opens in the front in a V, exposing the sides of her breasts, and has a pierced navel. A starred rainbow necklace hangs from her neck; immortal therianthrope with large, white wings that grow between her shoulder blades; long, curly black hair; fights with an elegant longbow and arrows with yellow feathers

Osiris - Egyptian god of the dead; appears as a middle-aged bald man with olive skin and amber eyes; wears a black robe and often has a blue conical-shaped crown and two scepters representing Lower and Upper Egypt; able to restore the Ka's (souls) of the dead to reanimated corpses; commander of the Egyptian army of the dead; father of Horus and husband to Isis.

Pan - Greek satyr; magical item: a gold flute that puts all enemies to sleep; immortal

therianthrope, the lower half is that of a goat with small horns and cloven hooves; good-natured.

Poseidon - Greek/Roman sea god; appears middle-aged and muscular; has sea-green eyes and long white hair and a thick beard; wears a Grecian tunic; uses a gold trident that shoots bolts of electricity and controls water; brother to the late Zeus and Hades; uncle to Apollo, Athena, Artemis (Phoenix), and Aries.

Vulcan - Greek/Roman god of the blacksmiths; appears as a middle-aged man with long grey hair and a beard; has bright red skin, skinny legs, and a powerful upper body; created the *Ember of Knowledge*, which contains Greek fire and bestows wisdom on all who can hold it long enough to gain information; and magical iron rings, which all Earth Corps members wear, which enables them to teleport through fire.

VALKYRIES

Loyal to Thor, the three maidens are discovered in Asgard guarding the hall, awaiting the return of Odin. They spend most of their time as swan. Skuld is a black swan and Mist and Gunnr are white swans.

Gunnr - A Valkyrie; blonde hair, with bright blue eyes; fights with a magical sword named *Nightstar*; can turn into a white swan; shy but formidable in battle.

Mist - A Valkyrie; blonde hair with grey eyes; fights with a magical sword named *Shadow*; in love with Freyr; can turn into a white swan; sentimental and emotional.

Skuld - Black hair, with blue eyes; leader of the Valkyries; once loved Heimdall; can turn into a black swan; brave and honorable; fights with the magical sword, *Skullbreaker*.

BLOODLINES

The Bloodlines trilogy continues the Dead Hearts series and picks up after the fall of Odin and Aries of Athens, defeated by Commander Cadence and her Earth Corps team of superhumans. The world is now in the hands of the Blood Syndicate, led by Chancellor Logan, a vampire demon who convinced the World Federation to approve the Tolerance Act – where all species created by the H1N1z virus can live in harmony. The Chancellor claims he wants to help the World Federation by rebuilding major international cities, provide security and jobs, and exterminate zombies left over by the outbreak. This is something the Earth Corps does not want, and while Cadence’s team attempts to cure zombies, creating the Returned—former zombies who rejoin the human race—the Chancellor has plans of his own.

In his northern Scottish castle, his teams of Time Travel Agents return to the past to retrieve the Chancellor’s High Council members, great men executed for their political or religious beliefs, to return to the 1920s, including Julius Caesar. When cloned TTD agents in ancient Rome intercept Agent Parish’s retrieval team, she discovers a conspiracy in the Syndicate that points to the Chancellor, who may not be who he claims to be.

Meanwhile, the Dark Angels, extracted from Colorado and forced to join the Syndicate’s Time Travel Department, head to the hell dimension of Caceri to secure one of twelve Babylonian Stones the Syndicate wants. Captain Picasso and his team soon unravel a mystery that surrounds the ancient monoliths and discovers an ancient rivalry among the Vescali demons that now threaten the stability of the Tolerance Act. Agent Parish of the TTD and Captain Picasso of the Dark Angels attempt to discover the Blood Syndicate’s real agenda. Mia Moretti and her friend, Dodger of the Earth Corps, work together to learn that Vescali, Inc. survived the Shadow War and plans to clone TTD agents and immortals to build a massive army. With so many demons and ancient gods in play, war is inevitable between the Blood Syndicate and Vescali, Inc., and this places the human race and the “Returned” on the soon-to-be-extinct list.

While our heroes travel through time to try to prevent the war, the Earth Corps watches and waits, but with time running out, the Vescalis may finally take control of the planet.

Get ready for *Armageddon* because it is coming.

BLOOD SYNDICATE

International Corporation based in Scotland created by Chancellor Logan. The corporation controls the world finances and eight major cities. They have convinced all surviving governments to sign a *Tolerance Act*, which allows all species to live in harmony. True allegiance is unclear. It is rumored the council was obtained by Logan while time-traveling through the Babylonian Stones.

THE TOLERANCE ACT (Created by Chancellor Logan):

All vampires must register and sign a contract that they will not ingest human blood and will drink only synthetic blood. All offenders will be arrested and scheduled for termination (see Centauro rebels).

Therianthropes must register and live on reservations designated for their specific breed. Any who refuse to comply will be terminated.

Worldwide inoculation centers are being set up with a synthetic vaccine for all uninfected humans.

The Blood Syndicate has signed a truce with the Vescali, who agree to remain in their human form and join the BSA (Blood Syndicate Army) and assist in maintaining law and order.

All prior known species infected with any form of the virus, not on the approved list, are to be rounded up and terminated.

BLOOD SYNDICATE COUNCIL (Vampire Demons):

Alben - Rules Warsaw; formerly Giordano Bruno, philosopher, and scientist; burnt at the stake on February 16, 1600.

Bakau - Rules Madrid; formerly Gaius Julius Caesar, Roman general and First Consul of Rome; assassinated and stabbed thirty times by fellow Romans in the Forum on 15 March 44 BC.

Chancellor Logan - Leader of the Blood Syndicate; supposedly the real Logan Bennet, who is actually a Vescali demon named Azazel.

Cornelis - Rules Rome; formerly Maximilian Robespierre, an attorney and notable politician during the French Revolution, beheaded for treason on July 28, 1794; killed by Odin's Raven Forces in modern times; replaced by D'Aquilla.

Kronstadt - Rules Munich; formerly Grand Master Jacques de Molay of the Templar Knights, burned at the stake of hierarchy March 18, 1314.

Marcus - Rules Venice; formerly the Greek philosopher Socrates, executed in 399 B.C. for refusing to join the Athenian Senator; killed in modern times by the Norse god Odin; replaced by Rose Standish.

Nicolas - Rules Paris; formerly Sir Thomas More, lord chancellor of England during the

reign of Henry VIII, beheaded for refusing to take the Oath of Supremacy.

Salvatore D'Aquilla - Rules Rome; formerly a vampire lord and Dark Angel; a vampire maker who has evolved into a vampire demon maker.

Rose Standish - Rules Miami; first councilwoman; former leader of the Dark Angels and doctor at the survivors' camp in Colorado.

Toven - Rules Tokyo; formerly Ankokuji Ekei, a 16th-century Japanese warrior-monk beheaded after the Battle of the *Sekigahara* on November 6, 1600.

Zoltan - Rules Belgrade; formerly Dr. Charles Richard Drew, an African American doctor and researcher in the field of blood transfusions and blood storage; died after sustaining wounds from a car crash on April 1, 1950.

DARK ANGELS (Vampires):

Ginger – Micah's girlfriend; a Wiccan; has bright red hair and a low tolerance for teenagers.

Lachlan – A handsome Irishman in his late 20s, he stands over 6'4 with solid muscles and bright red hair that sweeps across his forehead. He fights with his family's ancestral sword called a galloglass. He was turned by Salustra. Intelligent, honorable, courageous, and sometimes foolhardy, he is a fierce warrior and falls in love with Cadence. Vulcan gives Lachlan a magical sword called *Ferax* that turns all it touches to ash.

Lenora - Logan's mother; clever and resilient; a former NYC police officer; married to Stan Parish but had a one-night stand with the Kaiser, resulting in her imprisonment in Caceri; briefly involved with Pallaton.

Micah – Prior to the Scourge, he owned a flower shop in Santa Fe. A Wiccan, he had a coven that met in the back room. He is in his 30s and has bone-white hair. Traveling with friends to the Rockies, he met Salustra and was turned into a vampire. He is involved with Ginger.

Pallaton - Navajo; a Vampire Maker and first modern vampire created by the Kaiser. His twin brother is Chief Chayton, who leads the Cheyenne Mountain Wolf Tribe (modern werewolves). While serving as the former Captain of the Shadowguard, he was a spy for the Dark Angels and ultimately betrayed the Kaiser to save Raven.

Picasso – A former U.S. Army Ranger with battle experience. He is in his late 30s, of Italian descent, and is the military advisor. He was made by Salustra, and like all of her offspring, has glowing violet eyes. His head is shaven, and he wears fancy business suits. He holds two silver revolvers under each arm, and inside of his coat are several throwing knives.

Rafe – Aged 21, when the Scourge broke out, he was in his freshman year at the Colorado Springs Air Force Academy on a football scholarship. He is the only one from the Academy who reached Pike’s Peak alive. Blonde, muscular, and extremely handsome, he is vain, arrogant, and immature. He was involved with Cadence before becoming a Vampire Maker and later plays an important role in altering the future of the world.

Rose – A pale blonde in her 30s, she has a Ph.D. in genetic research. She is the leader of the Dark Angels. She is highly intelligent, clever, and compassionate. She believes in protecting humans and does not drink human blood, nor do the others on her team. In love with Logan, she later joins the Blood Syndicate and becomes a Chancellor.

Tandor – From Japan, he is a computer genius and a thrill-seeking street bike racer. He wears a full-bodied Kushitani leather suit in battle and fights with a katana. He is broad-shouldered with long black hair and dark eyes.

SYNDICATE ARMY – (Mortal Vampires):

General Harris – Assigned to Rose.

Stone - Rose’s guard; former first-class airman.

Chan - Rose's guard; former first-class airman.

Miller - Airmen; dead.

Fraser - Rose’s head guard; former master sergeant.

Bull Dogs - Six teenagers; formerly from survivors’ camp in Colorado; Logan’s elite guards; their leader is Gareth, Leto’s best friend.

Panthers - Six teenagers; formerly from a survivors’ camp in Colorado; Logan’s elite guards are assigned to protecting his son Rafe. Leto, their leader, is a boy of eighteen.

ENGLAND - 1340s

Richard Mallory - Eldest of three brothers, William, and Thomas.

William Mallory - A wraith and servant of the Kaiser, he is known as Lord Darkmoore and imprisoned the god, Apollo, in a crystal coffin; killed by Cadence.

Thomas Mallory - Commander of knights at Pevensey Castle.

Sir Wallace - Human; knight; Thomas' best friend.

Lord Montagu - Lord of Pevensey Castle; Vescali demon; dead; nephew is Sir Montagu.

Old Ones - Breed of vicious werewolves; turn at full of the moon with no memory of their human side; morph into creatures that stand 7' to 8' tall.

Wraiths - Breed of vampires that live in graveyards.

ENGLAND - 1899

Lord Montgomery Caliburn – Archaeologist; professor of ancient Roman history.

Professor Taha Baqir – Archaeologist; professor of ancient Babylonian history.

SYNDICATE TIME-TRAVEL DEPARTMENT – TTD:

All Blood Knights are now agents.

Reginald Ingris – Captain; from the American Revolution; expert in espionage.

Agent Parish – American; a detective from the 1960s; her father, Stan Parish, was Logan's father's partner on the NYPD; born intersex; loves Hansen.

KNIGHTS OF ORDER OF THE BLOOD – The Old Guard (Vampires):

+ Former Templar Knights

Montagu - Nephew of the Duke of Montagu of Pevensey Castle, of noble blood; in his late twenties: tall, slender, with black hair, dark eyes, trimmed beard, slightly sinister appearance.

Mallory - Thomas Mallory; tall, black-haired, beard, blue eyes, in his thirties; son of an English lord, of noble blood; brother of William and Richard.

+ **Sinclair** - Scottish; Cadence's ancestor; of the Sinclair family; a Templar knight; spy for King David; in his thirties.

+ **Hansen** - Dutch; a Templar knight, tall, funny, triangular beard, long blonde hair; in his

late thirties (so he says).

+ **Ramsay** – Scottish; a seventh-generation Templar knight; long red hair and beard, stocky, with barrel-sized chest and massive arms; in his thirties.

+ **Blake** – Scottish; a Templar knight; brutish, thick-set, long, dark hair and eyes, thick beard; in his late twenties.

Clarence – English; father was a poor knight; thin, wild eyes, lank brown hair; in his late twenties.

+ **Boneville** – English; father was a knight; grey-haired and gaunt; in his late thirties.

Cameron – Scottish; a young knight; medium-sized, long red hair, green eyes; former piper for King David Bruce II; knighted by Lord Montagu; twenty years old; father was a Templar knight.

Dunbar - First name Colin; Scottish; a young knight; nephew of Lord Patrick Dunbar, earl of March; medium-sized, brown eyes, curly red hair; former piper for King David Bruce II; knighted by Lord Montagu; nineteen years old.

SYNDICATE DOCTORS AND STAFF (Vampires):

Dr. Ulrich Gibson - A Nazi doctor.

Dr. Ekengren – Deceased.

Nurse Willowby - Gibson's assistant.

VESCALI, INC. DOCTORS AND STAFF (Vampires):

Dr. Bannick - A female doctor.

Nurse Francine

THE RETURNED (Cured Zombies):

President Gronchi – Italian president.

Zachary - A survivor at Sterling Castle in Scotland.

Sergeant Roth - A Scottish soldier stationed at Sterling Castle.

Jeannette - Little girl at the Scottish castle.

THE CENTAURO OF ROME (Vampires):

Band of rebel vampires in Rome; similar to the Dark Angels; headquarters in the catacombs; enemy of the Blood Syndicate.

Bob - A guard.

Mia Moretti – Romeo’s younger sister; made by D’Aquila and was involved with him; also involved with Cornelis.

Romeo - Leader of the Centauro; formerly D’Aquila’s Consigliere; made by D’Aquila; involved with Monique.

Emmet - A German vampire; former German spy.

Vladimir - Russian; Romeo’s bodyguard; made by D’Aquila.

Toni - American teenager.

Carlos of Barcelona - Spanish teenager; Toni’s boyfriend.

Peter the British Banger - A girl in disguise named Petra.

DJ Dreadful - Twenty years old; leader of teenagers.

Jack the Ripper – British; teenager.

Conroy Fantastic – American teenager; Petra’s boyfriend.

Monique - Romeo’s girlfriend.

Antonio - Former bodyguard to D’Aquila; made by D’Aquila; eyes glow violet as with all his offspring.

Mario - Former bodyguard to D’Aquila; made by D’Aquila.

THE CENTAURO – AMERICAN BRANCH:

Stephen - A white werewolf; omega from the Cheyenne Mountain Wolf Tribe; on loan to the Centauro.

Deaver - A Luvart demon; witty and clever; he's also *green*.

Lamone - A Vescali; No. 145 out of 100,000 Vescali.

SALVATORE D'AQUILLA'S STAFF (Human):

Ferdinand - A security guard; human.

Liza - A maid; human.

DOPPELGÄNGERS (Fetches):

Luda - Appears as an eighteen-year-old girl with reddish-gold hair.

Camille - Appears as a twenty-something woman with short black hair.

MIAMI SYNDICATE PERSONNEL:

Dr. Sarah E. Monroe - Human; doctor at city hospital; in her 30s.

Sgt. Johnson - A female vampire.

Corporal Postell - Male; US Army veteran in his 30s.

Pvt. Dunn - A male vampire.

ROME – BLOODY SYNDICATE ARMY:

Captain Harvey - 9th armored division.

Doran - A scout.

THE SHADOWGUARD & ALLIES (Vampires)

Bechtel – Originally from Saudi Arabia, he is determined to climb the ranks and

becomes; has a dualistic personality.

Big Mike – Vampire Maker and Lord of the Northern United States. He lives in Montana and wears a cowboy hat.

Jean-Luc – In his 30s, he has grey hair and a scar on his cheek. He was made by Salustra; he is a spy for the Dark Angels.

The Kaiser – His true name is Prince Balan, and he is an Axon demon from ancient Atlantis; he has lived on Earth for 10,000 years and has used many names. With his demon blood, he created the Vescali demons and every supernatural creature on the planet; he also created the H1N1z virus. He is the leader of Shadowguard and controls the entire U.S. He can appear as any human, though chooses typically to be a short, bald man; in demon form, he is massive with horns and wings; he travels with a Shadow Guardian who spies on his enemies. He is vicious and evil to the core yet has a strange romantic streak and has been known to make kind gestures to women.

Lord Cerberus – A royal vampire child of 12 years of age known for being vicious. He was formerly known as Billy Goat Gruff of the Little Leaguers. He lives at Miramont Castle. His offspring all have glowing blue eyes and are prized for intelligence.

Madam Monique – A beautiful red-haired female vampire favored by the Kaiser.

Mr. Rafferty – Vampire Maker and Lord of Los Angeles and the entire west coast. He is bald, overweight, and sweats profusely (all vampires sweat blood).

Pallaton – Captain of the Shadowguard, he is Chief Chayton's twin brother. He is handsome and tall with long black hair; a Dark Angels spy; he was the first vampire made by Prince Balan in modern times; a Vampire Maker, he turned Raven, who he is in love with but later falls in love with Sheena; his eyes glow amber.

Queen Cinder – A royal vampire child of 10 years of age with a lust for blood. She is formerly Cinderella of the Little Leaguers. Her offspring all have glowing blue eyes and are prized for intelligence; most are in the Shadowguard. She owns a white werewolf named Stephan, who she never allows to turn into his human form. She lives at Miramont Castle with Lord Cerberus.

Salustra – A beautiful, dark-haired Vampire Maker in her 30s. She created the Dark Angels but remained with the Kaiser. She has glowing violet eyes and is sympathetic to the plight of humans.

Salvatore D'Aquilla – Vampire Maker and Lord of Italy, he is a handsome man in his 40s, with salt-n-pepper hair and charming manners. He is powerful and wealthy. He creates a line of synthetic blood and runs the International Death Games; he also has many lovers.

Shadow Guardian – The Kaiser’s demonic protector appears as a black shadow with wings and horns and can move about freely to carry out its master’s bidding.

The Turk – Vampire maker and Lord of NYC and the eastern coast. He is a large man in his 40s, known for being cruel and hard-headed.

DEMON VAMPIRES:

Cerberus - Ten-year-old boy; formerly the Dark Lord; Cinder’s consort.

Cinder - Ten-year-old girl; formerly a queen in Colorado.

Raven - Logan’s secretary; former Dark Angel.

REBEL FACTIONS:

Night League – European supernatural terrorists; led by Lobo.

Shifters - International group of shapeshifters; led by Shadow.

SHIRKA

Modern-day super zombies.

Milo - Leader of the pirates off Florida; Humility is his sweetheart.

Humility - Formerly called Mary; Milo put her together with bits and pieces of other women, including Picasso’s former girlfriend, Sally.

Gentry - A mercenary who works for the Magi.

Donald - D’Aquila’s butler; works for the Magi.

Savoy - Claims to work for the Centauro; travels with Luda and Camille.

THE MAGI

An ancient Babylonian sect of Shirka priests who serve Prince Balan.

HUMANS

Captain Benedict - Wing commander of the 27th Squadron.

Lance Corporal Frank Gilmore - RAF, 27th Squadron.

Edward Lang - American president.

Stephanie - Rose's No. 3 secretary.

Sam Bennet – Logan's deceased father; on an NYC police special task force to hunt and kill supernaturals.

Stan Parish – Logan's deceased partner; uncle of Agent Parish.

Sally Wheeler - A sergeant in the Army; Picasso's former lover.

Professor Taha Baqir - An Iranian archeologist killed in 1899.

Lord Montgomery Randolph - A British archeologist killed in 1899.

Dr. Sarah Elizabeth Monroe - Miami doctor; worked with Dr. Rose Standish ten years earlier at a cancer clinic.

FREEDOM ARMY MILITIA

Captain Strong – Commander at Pikes Peak; former Naval officer.

Lieutenant Habit – Former Army officer; second-in-command at Pikes Peak.

Sarge – A former sergeant in the Army; loose cannon.

Corporal Sterling – Army medic; later promoted to lieutenant.

Private Destry – Former Army officer; does whatever Sarge tells him.

Private Odin – A young man who becomes Highbrow's aide.

Nightshade – A former corporal; provides nicknames for every newcomer to Pikes Peak and assigns them to a team.

Corporal Garble – Responsible for communication.

Wench – Mechanic; has a limp from prior injury.

Rafe – 21 years old; destined for trouble.

Wizard – Rafe's best friend; computer genius.

Mother Superior – Former wife of the *Captain*; runs camp on top of Pikes Peak.

Feather – Young girl in military; runs afoul of Rafe.

U.S. GOVERNMENT AND U.S. MILITARY

Captain Peters

Secretary John Edward Lang – Later becomes president.

Admiral James Gardner - Commands the NATO fleet.

Sen. Douglas Powers – Father of Highbrow; loyal to General Winters.

General Owen Winters – Actually Odin, Norse god.

President Bill Houston – Current president at the time of the Scourge; later replaced by John Lang.

Senator Johnson – Loudmouth politician.

Lieutenant Bridge – Actually Brighid, Celtic goddess; loyal to Odin.

Commander Victoria Wilson

Colonel Emily Brattin – Arrives at NORAD with US Army.

724th SPECIAL TACTICS SQUADRON

Lieutenant Stewart – Weak and easily bullied; good hearted.

First Class Airman Stone – Gruff woman; later becomes a vampire demon.

Airman Chan – Later becomes a vampire demon.

Airmen Miller – Whimpering young man.

Master Sergeant Fraser – Hard nose veteran; later becomes a vampire demon.

NIGHT BREED

Lobo - Leader of the werewolves in NYC; group formerly called the Night League.

SHIFTERS UNITED

Shadow - Title of anyone who leads the Shifters United.

Lynx - A female Persian cat; protects Lord Rafe.

Major - A black cat; protects Lord Rafe.

Ulysses - A tabby named Ulysses; protects Lord Rafe.

CITIZENS OF ANCIENT ROME

Sabnock - A Vescali slave.

Tacticus - A Tarqali gladiator.

CITIZENS OF ABYDOS, EGYPT:

Ahmose - High Priest of Osiris; wears a gold and pink robe and thick eye makeup.

Ammut - Demon of the Underworld who devours the hearts of the guilty.

Anubis - Egyptian god of the Underworld; therianthrope with a muscular man's body and a jackal-head; wears gold tunic; cunning, clever, and dangerous; enjoys the company of Smack.

Anwar - Nahib's brother; age 19; human; leader of Cairo scavengers.

Hordjedef - Hippopotamus demon of the Underworld.

Khnum - Anubis's pet jackal.

King Menes - Egyptian mummy; also known as King Aha; reanimated by Smack who values his wisdom and company.

Nahib - Acolyte; a 14-year-old boy; bald except for a black ponytail; Smack's friend.

CITIZENS OF ANTILLIA:

Methuselah - The oldest living man in the world; infected with a zombie virus; leader of inhabitants of Gideon; wise and frail.

Lord Byron - Constable of Gardenville, on the island of Antillia; Englishman from the 1800s; skilled duelist; loyal to Poseidon.

CREW OF THE ROYAL FORTUNE:

Bartholomew Black – Captain of the Royal Fortune, a frigate attached to a blimp that is propelled by a steam engine and large propellers; a real pirate from the 1800s; able to leave the island through a vortex.

Little Beard – First mate; has long blonde hair and a beard; known for good humor and fearlessness; respected and loved by crew.

Vitikus - Young male crew member.

CITIZENS OF ASGARD – the *Einherjar*:

Thor - Original Norse Thunder God.

Baldor - Former Norse god; a commander.

Heimdall - Former Norse god; a commander; once loved Skuld.

VESCALI DEMONS (Immortals)

Azazel - First Vescali made by Prince Balan; a prince.

Sabnock - Ranked 130th.

Samael - Second Vescali made by Prince Balan; owns Vescali Inc.; a prince.

Stolas - Third Vescali; AKA the Fire Lord; a prince.

Tamal - Priest from 1340's England.

Lamone - Poses as a Navy SEAL sergeant; a member of the Centauro rebels.

Leopold - Dr. Jarvis Leopold; worked for Prince Balan at the Citadel.

ANCIENT GODS AND DEMONS

Apollo - Greek God; Apollo is his sister, and Poseidon is his uncle; he considered Phoenix to be his sister.

Athena – Greek Goddess; Apollo and Phoenix's sister.

Poseidon – Greek God; ruler Antillia; uncle of Apollo, Athena, and Phoenix.

Hades - Former ruler of Caceri; Poseidon's brother; deceased.

Lilith - An Axon demon; also known as Inanna; created the Moirai.

Loki - Former prisoner of Caceri; whereabouts unknown.

Osiris - Egyptian God of the Dead; lives in Egypt.

Prince Balan - High Lord of Atlantis; former leader of the Shadowguard; created the Vescalis; created the H1N1z virus; an Axon demon who is resurrected from death.

MOIRAI DEMONS (Immortals – 14 Sisters)

Damia – Eldest.

Helia – Second.

Celesse – Third.

Khepri – Fourth.

Parvan – Fifth.

Nabessa - Sixth; dead.

Rayia – Seventh.

Cherika – Eighth.

Ishtar - Ninth; Babylonian goddess.

Kishar - Tenth; a Babylonian goddess; also called Ninli.

Synnove – Eleventh.

Alawi – Twelfth.

Ziazan – Thirteenth.

Tarika - Fourteenth; youngest.

BABYLONIAN STONES

Twelve monoliths created by Kishar in Atlantis over 10,000 years ago. They contain twelve Moirai demons, all sisters, and can be used as time portals, or they can produce a ‘copy’ of any mortal that passes through.

1. **Diamond Stone** - Protected by Alben in Warsaw; contains Damia.
2. **Excalibur Stone** - Protected by Logan in 21st century Scotland; contains Helia.
3. **Roman Stone** - Protected by D’Aquila in Rome; contains Celesse; Bakau later has it in Rome.
4. **Pharaoh Stone** - Protected by Osiris in Egypt; contains Khepri.

5. **Pegasus Stone** - Protected by Poseidon on Antillia; contains Parvan.
6. **Spartan Stone** - Protected by Bakau in Madrid; contains Ziazan; later taken to NYC and protected by D'Aquilla.
7. **Star Stone** - Protected by Logan in Star Castle; contains Rayia.
8. **Moon Stone** - Protected by Zoltan in Belgrade; contains Cherika.
9. **Sun Stone** - Protected by Toven in Tokyo; contains Synnove; later protected by Mallory.
10. **Sky Stone** - Protected by Kronstadt in Munich; contains Aliwe.
11. **Kishar Stone** - Protected by Rose in Florida; contains Kishar.
12. **Marduk Stone** - Left in Caceri; contains Tarika.
- * **Cheyenne Stone** – Destroyed; contained Nabessa; dead.

DEMONS FROM ATLANTIS

Asmoday - Anidaemon dog that resembles a sheepdog that can turn into a werewolf-type beast in battle.

Gremory - Anidaemon, who resembles an ocelot; her master is Zepar.

Che - Ziazan's sweetheart.

Xerxes - One of the sisters' many tutors.

Miandra - Ziazan's female lover.

Deaver - A groom; a Luvart demon.

Zepar - A wizard.

Aisha - Azazel's slave girl.

Zega - Zepar's sister; a witch.

Sallas - Tarika's black winged horse.

Eligos - Anidaemon owl.

Nemur - Azazel's black winged horse; a pegasi, a type of anidaemon.

Gusion - Anidaemon wolf.

Ipos - Anidaemon mouse.

Melphas - Anidaemon wolf; brother of Gusion.

Furfur - Anidaemon fox.

KINGDOM OF HELL

Hell Demons – An elite group of high demons; albino; seventeen feet tall; powerful.

Prince Balan – High Lord of Atlantis; now an emperor; an Axon demon; creator and father of the Vescalis.

Lilith – Lilithia or Inanna; an Axon demon; creator and mother of the Moirai; Prince Balan's sister.

Agares the Marked - A hell demon.

Lord Astaroth – A high demon lord.

Lady Q'Veil – Wife of Lord Vassago. When she was a human, Stolas was her brother.

Lord Dantallion – A high demon lord; rules Kingdom of Tranquility; wrote the Grand Grimoire, considered the most powerful of all spellbooks written, for Lucifer.

Lord Vassago – A high demon lord; rules the Kingdom of Santorum.

KINGDOM OF HEAVEN

Michael - Archangel; fights with a flame sword.

BLOOD SYNDICATE TECHNOLOGY

Beta Clones - Cloned with the specific purpose to replace the High Council members; mindless duplicates.

Chroniker - A watch-like device used by TTD agent, worn on their wrists and can stop time for thirty seconds.

PLR-1 - Pulse laser rifles used by the TTD that produces a deadly red laser beam that cuts through anything.

Trackers - Implants worn under the skin of the forearms of all TTD agents that allow them to travel through the monoliths.

RTB - Packaged synthetic blood; ready to drink blood.

AC-1SF - Airship carrier stealth fighters, futuristic war machine, created by Nazi engineers.

CHAMELEON BLOOD

Cadence's supernatural blood is referred to as Chameleon Blood. Vescali, Inc., on behalf of General Owen Winters AKA Odin, a Norse god, created five formulas, as follows:

CB1 – Toxin to vampires; deployed airborne or in aerosol cans; also comes in bullets for most guns.

CB2 – Kills zombies; deployed airborne or in aerosol cans; also comes in bullets for most guns.

CB3 – Cosmetic enhancer—guaranteed to make you look younger; gets rid of pimples, too.

CB4 – Cure for all known diseases, including the common cold.

CB5 – Gives humans superpowers; enhances superhumans' powers; not yet distributed.

CB6 - Werewolf killers (bullets).

MAGICAL WEAPONS

Daggers of Chi You - A Chinese god who owned two magical daggers, named Hèn and Sîwáng, for Death and Hate; can be thrown up to two hundred yards with accuracy, and after killing its prey, returns to its owner; first given to Cricket; later, Star is given Hèn and Whisper receives Sîwáng.

Darkness - A sword that belongs to a Black Valkyrie.

Eveningsong - Captain Brunhilda of the Black Valkyries' sword; makes its owner swing faster and effortlessly; must be won in combat to wield.

Ferax - Lachlan's magical broadsword; turns all it touches into ashes; made by Vulcan.

Gravedigger - Sword of a Black Valkyrie.

Grim - The Norse god, Freyr's, magical sword; it can fight on its own at his side.

Hannibal's War Horn - A silver hunting horn used by Hannibal, a Carthaginian commander who defeated Rome's legions in many battles, namely *Trebia*, *Trasimene*, and *Cannae*; when blown once, the horn will summon friends; twice, it lays low the enemy; three times, it brings down walls.

Hèn - A magical throwing dagger owned by the Chinese god Chi You; now owned by Star; in Chinese it means Death; the dagger has a white bone handle and a black blade that will turn red when the owner no longer fears death.

Hera's Magic Mirror - The Greek goddess, Hera—married to Zeus, and mother of Mars, Athena, Apollo, and Artemis—had a magical mirror used to spy on her husband and his lovers; enables the owners to transport to any desired location or see the true reflection of anyone; owned by Whisper.

Whip of Mehen - An evil Egyptian snake god who turned into a rope to avoid death at the hands of Amun-Ra but can no longer change back into his original form; it can be used as a

rope and as a whip that reaches any length to squeeze its prey to death; it can turn into a bracelet; owned by Blaze.

Merlin's Ring - The sorcerer in Camelot known as Merlin created a magical ring that allowed him to control the elements; owned by Dragon; also called the Dragon Ring.

Mjölfnir - The Norse hammer of Thor, the Thunder God; enables him to fly; striking the ground, he can lay low his enemy, or when thrown at an opponent, it will return to his hand.

Moses's Quarterstaff - Owned by Star; can shrink as small as a pencil; commands all elements, fire, water, earth, and air.

Nightstar - The sword of Gunnr, a Valkyrie; loyal to Thor.

Shadow - The sword of Mist, a Valkyrie; loyal to Thor.

Skullbreaker - The sword of Skuld, a Valkyrie; loyal to Thor.

Vescali Blade - A demon longsword with a lethal poison on the blade that cannot be washed off; one cut can kill any immortal or supernatural creature.

Sîwáng - A magical throwing dagger owned by the Chinese god, Chi You; now owned by Whisper; in Chinese, it means Hate; the dagger has a black bone handle and a white blade that will turn blue when the owner no longer feels hate.

Spear of Destiny – The spear used by the Roman, Longinus, to kill Christ; the only known weapon able to kill Prince Balan AKA the Kaiser.

Thoth's scrying ball - Owned by Smack; enables her to see the future or the location of any friend; also, a means for Anubis to communicate with her.

White Shell Woman - A Navajo Indian goddess created a magic seashell bracelet that offers protection from demons and evil; owned by Freeborn.

OTHER ATLANTIAN ITEMS

Memling - The magical silver sword of Prince Balan, stolen by Logan and later possessed by Lord Rafe, aka the resurrected Prince Balan.

Sapphire ring of the Vescali - A gift from Balan; the wearer is forced to serve.

Ruby ring of the Moirai - A gift from Balan; the wearer is forced to serve.

MYSTICAL LANDS

Abydos - Osiris's City of the Dead; an enchanted village that has invisible borders that prevent zombies, Old Ones, and other supernatural creatures from entering; has over 100 royal tombs, including the tomb of Anubis where he can be found; the priests of Abydos are led by Ahmose and protect the Book of the Dead, the Book of the Living, and all known ancient Egyptian texts; it is also a school for magic.

Antillia - This enchanted island is protected by Poseidon; though many have tried to find it, the island selects who may reach the shores; all inhabitants can live forever on this island, but if they leave, they turn into zombies who can communicate and think and live as humans. There are two towns, as follows:

Gardenville - Main town on Antillia; inhabitants come from all time periods.

Gideon - On the leeward side of Antillia, it is off-limits to everyone; it is a type of leper colony for inhabitants infected with the zombie virus; they guard the Pegasus Stone.

Caceri - To reach the wintery Caceri and Hades' prison, you must travel through six layers of hell to reach the seventh, Caceri, as follows:

1. **Othrys** - First layer: The River Styx is here. Its dark black and is as wide as the Mississippi River. Has bogs and tall mountains guarded by the Titans.
2. **Cathrys** - Second layer: A dangerous jungle filled with wild creatures and acid rain.
3. **Minethys** - Third layer: A bitter, cold desert, with high winds that can peel the flesh from bones.
4. **Colothys** - Fourth layer: Rugged mountains and howling winds; hot and dry; home of Fire Giants.
5. **Porphatys** - Fifth layer: Black snow and shallow oceans; freezing cold; home of Ice Giants.

6. **Agathys** - Sixth layer: Bitter frost and acid rain; nothing lives here.

7. **Caceri** - Seventh layer; a winter wonderland where Hades' prison is located; home of snow apes and strange creatures. All prisoners are immortals from pantheons defeated by Prince Balan throughout history, captured and brought to the prison by Vescali hunters.

Duat - Egyptian underworld ruled by Anubis. A dark place filled with flames and terror; Anubis rules from a black stone temple and judges all who enter his domain.

Mt. Olympus - In Greece on top of mountain peak; home of Greek and Roman pantheons, comprised of temples and a palace.

Valhalla - Enchanted fort found in the Black Forest in Germany; the Rainbow Bridge ran from Valhalla to Asgard but was destroyed; home of the Einherjar and Valkyries, who collected their souls from battlefields and guard their remains.

SPECIES

Axon Demons – Royal high demons of Hell; Prince Balan and his sister, Inanna (Lilith), are the only Axon demons allowed on Earth by Lucifer Morningstar, and once ruled Atlantis.

Centaurs - Therianthropes; half-man and half-horse; immortal; cunning and shrewd.

Chameleons – Superhumans created by Cadence of the Earth Corps. All possess superior strength, speed, and agility and regenerate quickly; most are immortal; immune to all forms of disease; they do not require light to see nor air to breathe; they require little to no sleep; still developing powers.

Cheyenne - Former Navajo tribe turned into werewolves; therianthropes; shapeshifters and Mountain therianthropes; kind-hearted, in tune with nature, do not consider themselves a wolf pack but a wolf tribe since family is more important than pack mentality.

Demigods - Descendants of the ancient gods and goddesses and one mortal parent; known for being immune to disease; many have enhanced powers, such as speed, strength, and have the ability to fly or swim great distances; they are not immortal.

Dog Soldiers - A term used for Old Ones when they are in their human forms during the daytime, instead of their full moon forms as werewolves.

Draugar - In Old Norse, literally means again-walker, a reincarnated corpse.

Einherjar - Vikings slain in battle brought to be buried in Valhalla by the Valkyries; number into the tens of thousands; loyal, brutal, and fierce; able to communicate and think; seen as skeletons or with hanging flesh; fierce in battle.

Fire Giants - Enormous, muscular men who breathe fire; ancient immortal breed.

Furies - Immortal therianthropes with snakes coming out of their heads; can turn anyone who stares into their eyes into stone; vicious and nasty; loyal to Hades.

Gorgons - From ancient Greece; female-only; therianthropes with snakes growing out of their heads; looking into their eyes turn victims to stone.

Harpies - From ancient Greece; half-woman, half-bird monsters with long talons and a desire for blood.

Ice Giants - Enormous, muscular men who breathe ice; ancient immortal breed.

Krakens - Great sea beasts with enormous fish-like heads, tentacles, four arms, a serpent's body, and a massive tail; has two large yellow eyes, has three rows of sharp fangs.

Minotaurs - Therianthropes; men with heads of bulls; immortal; vicious and cruel.

Moirai Demons - Lilith created fourteen daughters with her blood; all have four arms, large black wings, and are known to be vicious, except for kind-hearted Ishtar, who has white wings. They are powerful, willful, and resent Balan and Lilith's insistence they wed the eldest Vescali princes. Kishar, a sorceress, created the Babylonian Stones, in which she imprisoned her sisters for their betrayal of Ishtar.

Mummies - Egyptian dead bestowed with life; able to communicate and intelligent; loyal to Osiris and Smack; officers of Egyptian army of the dead.

Old Ones - Ancient breed of immortal werewolves; turn at full moon with no memory of human personality; deadly and vicious; able to scar superhumans; require silver to kill; they turn into something half-man, half-wolf, standing over 7' tall, walk upright, and have claws on fingers.

Shirka - Super-zombies; considered to be demons but retain former personalities and

return evil; eat weaker zombies and living humans; first appeared in ancient Babylonia and destroyed the Mayan empire.

Supers (or supernaturals) - U.S. Military term of all ancient gods and goddesses or superhumans; throughout history every pantheon of immortal gods and goddess were humans infected with a virus created by Prince Balan by accident; known for immortality and enhanced magical powers, strength, speed, endurance, and regenerative abilities; being immortal does not mean you cannot die, one can come back from the dead restored to full powers.

Tarqali Demons - Humans infected with a virus turned into giant, muscular grey-skinned demons, with bat-like faces and low intelligence but possess great strength; the sworn enemy of the Vescali demons. They serve a king, who, in turn, serves Lucifer, but they frequently change their allegiance before battles; General Togol commands their army.

Therianthropes - Humans infected with a virus carried by an animal; shapeshifters; able to morph into the animal that infected them at will.

Titans - Taller than giants; come in many forms; immortal.

Valkyries - Immortal Viking shield maidens.

Vampire Makers - A select few mortal vampires who are able to turn other humans into mortal vampires; all Makers have glowing eyes that are shared with their blood-line; blood-line will have same emotional or intellectual qualities as their Maker; have long fangs; super-fast and incredibly strong; able to see in the dark; have high endurance and heal quickly; the only way to kill one is to shoot them in the head and heart, or with one drop of Chameleon Blood.

Vampires - Mortal vampires; only mortal Vampire Makers can make other vampires; ordinary vampires must kill human prey, or they will rise as zombies; able to be in direct sunlight but most don't risk it; have long fangs and eyes that glow the same shade as their Makers—a mark of the blood-line; super-fast and incredibly strong; able to see in the dark; have high endurance and heal quickly; the only way to kill one is to shoot them in the head and heart, or with one drop of Chameleon Blood.

Vampire Demons - Immortal demon vampires; can be a vampire who is given Vescali blood or a human bitten by a vampire demon maker.

Vescali - Humans from an ancient race infected with a virus, brought to Atlantis to serve Prince Balan; male demons unable to breed; can turn into any human or as demons with brown scales and small bat wings; they usually appear as tall, bald men; a few are doctors and scientists,

and the rest are warriors; there are only 100,000 of these demons.

Werewolves – Therianthropes, shapeshifters, and lycanthropes. There are 2 kinds:

Modern Werewolves - Normally kind and protective of their family, like the Cheyenne Mountain Wolf Tribe, they can be killed by shooting them through the head and heart. These are shapeshifters and/or therianthropes (as they can morph at will) and are not true werewolves. A drop of Cadence's blood will keep them in animal form forever.

Ancient Werewolves - Also called Old Ones, they are true lycanthropes descended from the Greek king Lycaon, (turned into a werewolf by Zeus), and was killed by Artemis, and now lives in the Third Level of Hell; immortal; can only turn at the full moon, remembering nothing of their human side; vicious, self-serving, and dangerous, they can only be killed with silver. While it is believed the Old Ones can be found only in Europe, they have crossed over to North America and are known as the Night Breed.

Werepumas - Therianthropes and/or shapeshifters; only modern werepumas exist; mortal; kind, loving, and prefer staying in the forest than socializing with humans. Luna's werepuma pride lives in Colorado.

Winged-Horses - Winged-horses, or pegasi, came from Atlantis; they are therianthropes.

Wraith - Ancient breed of mortal vampires; found in 1340s England during the Black Plague; lived in graveyards; capable of speech and thought; have no compassion and show no mercy; long fangs, glowing yellow eyes, pale, skeleton-thin creatures more monster than human; can be killed with fire, decapitation, or a drop of Chameleon Blood. In modern times, vampires starved of blood first turn feral and then into wraiths.

Zombies - The living dead; walking corpses that feed on humans or animals; spread the virus through bites or ingested zombie goo.

NIGHT BREED

The Night Breed Trilogy picks up after the Bloodlines Trilogy. The Rockies have altered overnight, covered with giant prehistoric trees called “New Growth,” or the aptly named, the “Dark Forest,” due to what lives within the forest. A brand-new breed of tree-zombies created from the ashes of burned zombie remains in the towns of Cripple Creek and Florissant, Colorado is on the move. This infection, along with a little supernatural hocus-pocus, has also spawned the “Voice of the Mountain,” a creature part Earth, part human, and part Shirka (super zombies). As the guardian of the mountains, this monstrous giant consumes all in its path—but is it good or evil?

Familiar characters left for dead in Bloodlines have returned to life. Thanks to President Logan Bennet, his time-travel adventures reset a devastated planet, destroyed by Atlantian demons. Old favorites like Highbrow, who died in Book 5, Immortal Hearts, is now an Army captain at Fort Carson. Picasso of the Dark Angels is now a colonel, and Pallaton is the captain of the Dark Angels and the Golden Hill Police Department. Everyone is back, and some know they died in the previous timeline, and these individuals see “shadow people.”

In Blood Moon, Book 9 in the Death Hearts series, a new menace is in the Rockies, William Novac of NOVAC Pharmaceuticals, along with Major Mix of Fort Bragg and his “returned” soldiers (former zombies) have arrived to cause trouble. The Black Company has come to Fort Carson, and Highbrow and the Dark Angels know Major Mix is up to no good. The drug company is handing out pills to Returned soldiers like candy to keep them human. But who is William Novac? Members of the Dark Angels suspect he is not human. In addition, why are the tree-zombies attacking every living thing? This new zombie outbreak has the Dark Angels, the Cheyenne Mountain Wolf Tribe, the Moon Girls (Luna’s werepuma pride), and the Earth Corps up in arms. However, there is another problem—the Night Breed, true lycanthropes from Europa, are encroaching on El Paso County and killing or turning everyone they encounter. Is Novac involved with these evil werewolves, also known as Old Ones, and has he sent them? Or is it the Fire Lord, a demon on the prowl, who is out for blood? Find out what happens in this exciting conclusion of this epic fantasy/horror/supernatural series. Colorado will never be the same.

CHEYENNE MOUNTAIN WOLF TRIBE (Werewolves)

Grandmother – In her 90s, she is the spiritual leader of the tribe. Chief Chayton is her grandson. Her knowledge of magic and the supernatural have helped keep the tribe alive. She morphs into a large grey wolf and is second-in-command.

Chayton – Born a minute before his identical twin brother, Pallaton, he is the leader of the wolf tribe. Most members of his tribe are Navaho. He is in his 30s, with long black hair, high cheekbones, and is married to Chenoa. He has an odd sense of humor and is an honorable man. He morphs into a giant red wolf.

Chenoa – She is the wife of Chief Chayton. She is in her 30s, exceptionally beautiful, and has a loving soul. She morphs into a small white wolf and is devoted to her tribe.

Chaska – Son of Chief Chayton and Chenoa. He is a red wolf pup with unusual blue eyes.

Moon Dog – The older brother of Red Hawk, he is in his 20s. He is smart, brave, and kind. He is a large black wolf with a white-tipped tail.

Red Hawk – Aged 15, he is a brave and a fierce fighter. He morphs into a medium-sized red wolf.

Gray Cloud – Guardian of Chaska.

NIGHT BREED CHARACTERS

WEREPUMA PRIDE

Luna

Barbarella

Lily - *Weretiger

Skye

Sheena

DARK ANGELS

Captain Pallaton – Leader; vampire

Captain Picasso – Commander at Fort Carson; vampire

Tandor – Vampire

Micah – Vampire

Ginger – Vampire

Raven – Vampire
Nate Taylor – Returned
Nightshadow – Returned
Sheriff McClain – Human
Highbrow – Super werepuma
Luna – Werepuma.
Barbarella - Werepuma.
Skye – Werepuma
Sheena -Werepuma
Lily – Weretiger
Sturgis – Human.
Stephen – Werewolf

EL PASO SHERIFF DEPARTMENT

Sheriff Bill ‘Nomad’ McClain
Deputy Stephen Babineaux
Dispatcher - Skye O’Malley.
Officer Delmar Kluge
Deputy Clay Speaks
Deputy Travers
Deputy Hutchinson
Deputy Leo Cunningham
Deputy Womack
Deputy Isaacs
Deputy Sheena
Deputy Luna
Deputy Lily
Deputy Tom Scott - Retired Army officer.

CSPD

Captain Pallaton
Commander Marvin Boorstin - Werebuffalo.
Detective Jill Rowland
Officer Luna
Officer Barbarella

UNIVERSITY OF COLORADO SPRINGS

Dr. Delilah Crane – Botanist
Dr. Monroe – Geologist .

Dr. Paul Young - Dean
Devon – Student
Connie – Student
Lindsey - Dr. Crane’s intern
Dwayne – Student.
Kevin - Heimdall of the Vikings
Poe King - Brain of the Green Hornets; Pike’s boyfriend
Sawyer - Female student
Pike – Sting of the Green Hornets

US ARMY - FORT CARSON

General McDowell
Colonel Andrew Picasso
Captain Marc Powers – Highbrow
Lt. Nathan Taylor - AKA Lt. Habit
Corporal Lora Jones - Aurora of the Valkyries
Private Winters
Private Green
Private Travis
Private Galloway
Corporal Joseph
Private Gomez
Sergeant Cox
Sergeant First Class Avery Bolton
Private Caine
Hensen
Barclay
Murray
MacAfee
Provost Marshal Colonel Hickson
Staff Sergeant Harry Grover
Corporal Reeves - a demolition expert.

FORT BRAGG

Colonel Jeffrey Washington Mix - The Death Mixer

FORT RILEY

General Patterson

FREEDOM ARMY MILITIA

Nightshade
Lt. Habit - AKA Lt. Nathan Taylor
Sarge Hiller
Corporal Sterling
Private Destry

MANITOU SPRINGS RESIDENTS

Rory Calhoun - Owner of Safeway; later mayor; a werechipmunk
Dana Calhoun
Stephanie Miller – Wife of Larry Miller
Jessie Dunn - Owner of the Kodiak
Bruce Thatcher
Teddy Aldridge
Sturgis - bike shop owner
Alice - works at Kodiak
Jasper – Boy
Tommy – Boy

FORMER PIKE TEAMS

Leto - Leader of the Panthers.
Garrett - Sniper of the Bull Dogs.
Calypso – Amazon.
Echo - Leader of Blue Devils
Antony - An employee at Sturgis' motorcycle shop, former Bandit
Luke - An employee at the same shop, former Blue Devil

FOREST SERVICE

Larry Miller
Ranger Don Blackman - Black Beard of the Buccaneers.

CHEYENNE MOUNTAIN WOLF TRIBE

Grandmother - Spiritual leader; shaman; mother of Chenoa.
Chayton - Leader of the tribe; twin brother Pallaton.
Chenoa - Wife of Chief Chayton; a shaman.
Chaska - Son of Chief Chayton and Chenoa
Ahiga - Second in command
Moon Dog – Warrior
Red Hawk - Moon Dog's brother
Cloud - Guardian of Chaska
Nukpana - Female challenger; Stone Mountain's mate

Kai - Female warrior; Niyal's mate
Tahoma – Niyal's older brother
Hok'ee – Male; Chenoa's guardian
Niyal - Male; warrior
Stephen – Omega

TWIN PEAKS WOLF TRIBE

Chief Lakota
Moomaw
Mika - Daughter of the chief; Chaska's friend

SAWATCH WOLF TRIBE

Chief Huron
Stone Mountain
Chief White Fang - Replaces Huron

DENVER DOG SOLDIERS

Chief Iron Thunder

SHIFTERS

Cali - A female werecoyote

NIGHT BREED

Lobo - Female leader; an Old One
Titus – Second-in-command
Franco – Head scout
Jimmy Bones

US GOVERNMENT

Present Logan Bennett
Dr. Rose Standish – Logan's wife; leads the CDC; member of Dark Angels.

MICAH AND GINGER'S COVEN

Micah
Ginger
Sheldon – An expert on black magic.
Lance
Gwen
Percy
Tristan

Faye

EARTH CORPS and PANTHEON OF LIGHT

Blaze

Cadence – Commander

Whisper

Freeborn

Thor – Lieutenant

Phoenix - Has an owl named Hursh

Smack – Sorceress

Star – Chameleon

Pan - Greek God

Vulcan - Greek god

Apollo - Greek god

Athena - Greek god

Lachlan – Cadence’s sweetheart

Osiris - Egyptian god

Poseidon - Greek god

Ishtar – Moirai demon

FIGHTING TIGERS

Cadence

Highbrow

Blaze

Whisper

Smack

Dodger

Paw - Original member; killed in early days

Fang - Original member; killed in early days

DEMONS OF HELL AND ALLIES

Lucifer - High Lord and Master; Fallen

Lord Vassago – Fallen; ranked 3rd; lives in Santorum

Lady Q’Vell – A demon; Vassago’s wife; sister of Stolas

King Lycaon - the first werewolf created by Zeus; a former Greek king.

Duke Dantallion – Fallen; ranked 71st; known as Daniel Talon of Talon Enterprises.

Vesper - Serval demon.

Gruda - Serval demon.

Livia – Doppelgänger.

David Hastings – Anidaemon dog; AKA Vidsta.

Croatoan – Chief of the Wendigo; magic-user.
Count Andromalius – Fallen; ranked 72nd; goes by Count Andre Malius.
Prince Valac – Fallen; rules his own kingdom beneath Colorado.
Asteroth Lucifaris – Fallen.
Duke Murmur – Fallen; seen as a griffin or seen as a knight riding a griffin ranked 54th.
Sir Furcus – Fallen.
Count Ronové – Fallen; often shows his black wings.
The Estries - Lamashtu, Akhkazu, and Strzyga; a type of female succubus.
Ammit - a demon from ancient Egypt; goes by the name Nada Ammit.
Gelin - a devilish beauty from Turkey; goes by Turcel Gelin.
King Purson - demon of hell.
Yenaldooshi – Skinwalkers.
Timsu – Serval demon.
Tornasuk - Inuit bear demon.
Hurakan - Mayan storm god.

ATLANTIS DEMONS

House of Balan:

Prince Balan –Axon demon.
Lilith –Axon demon; Balan’s sister.
Azazel – Vescali; Balan’s eldest son.
Samael – Vescali; Balan’s second son.
Quartel – Vescali; lower-ranked son.
Mang – Vescali; lower-ranked son.
Lurvel – Vescali; lower-ranked son.
Dazameen the Terrible –Evil wizard contained inside a book.
Prince Stolas – Vescali; third son; a/k/a William Novac or the Fire Lord.
Kovash - Vescali general.
Kishar - Moirai; later a Babylonian goddess.
Ishtar – Moirai; sister of Kishar and Nabessa; later a Babylonian goddess.
Nabessa - Moirai who possesses Whisper.
Zepar the Great – Demon wizard.

ANIDAEMONS OF ATLANTIS

Asmoday - a sheepdog.
Gremory - an ocelot.
Nemur – a winged horse owned by Azazel.
Surgat – a peacock.
Vidsta – a dog; AKA Agent David Hastings.

TARQALI DEMONS:

Togol – General.

The King

MAGICAL WEAPONS

Excalibur – broadsword of King Arthur.

Black Thunder – Ute war lance.

Asi – Indian lotus blade.

Dragon Ring – Merlin's ring.

Micah's staff.

Eveningsong – Dodger's Valkyrie sword.

Spear of Lugh – the Slaughter; Lugh was a Celtic warrior.

Pinaka – the bow of the Indian god Shiva.

Atlantian spears.

Hèn and Sîwáng – AKA Death and Hate; two magical daggers once owned by Chi You, a Chinese god.

The Monkey King's gada - a mace.

THE H1N1z VIRUS

Modern Times:

The H1N1z virus was created in a lab by the Vescali demons on behalf of Prince Balan. A royal Axon demon allowed by Lucifer Morningstar to rule on Earth, Balan used his blood to create thousands of supernatural creatures, including the Vescali (he is the evil version of Adam in the Bible). The virus was Prince Balan's idea to create a world of creatures in his own image; however, he killed or imprisoned any humans who became superhuman, i.e., ancient pantheons of gods and goddesses.

Used in combination with the Black Plague, a virus was made with the purpose of mutating to create vampires. Immortal vampires have never been created successfully, only mortal vampires, which improve physically with each generation (stronger, smarter, and appear more human). The creation of zombies in modern times was an accident that could not be corrected, in or outside of the lab, and spread at a rapid rate worldwide.

As the virus continued to mutate, zombie goo swallowed by humans created Vampire Makers; individuals who grew fangs, fed on blood, and developed glowing eyes. Only a handful of Vampire Makers were created during this time by the mutating virus. Vampire Makers can turn humans into vampires or infect animals. Ordinary vampires cannot make other vampires, and if their human prey is not killed after being drained of blood, they will rise as a zombie.

Infected animals are not vampires nor zombies; however, if they bite a human, that human will then become a therianthrope and/or shapeshifter with the ability to morph into the animal that bit them. A shapeshifter is, by definition, a therianthrope and can bite other humans and turn them into the same species.

A combination of the zombie virus, the vampire virus, and the foxglove flower created one known superhuman. This superhuman is Cadence. As a carrier of a form of the H1N1z virus, Cadence's blood can create other superhumans (Supers) who are immortal and have enhanced powers and abilities. A human infected by a Chameleon and a therianthrope at the same time will become a super-shapeshifter, but they are not immortal. However, a human cannot be infected by a zombie, a vampire, a therianthrope, and a superhuman at the same time.

Ancient Times:

Prince Balan used his blood to infect humans in order to create an immortal vampire bride; instead, he created superhumans which became immortal gods and goddess who waged war against him—immortal Vescali demons and Tarqali demons; Old Ones, which are

lycanthropes and live forever; immortal therianthropes, who come in many shapes and sizes; and all known supernatural monsters.

The descendants of all gods and goddesses with one mortal parent are demigods. Most are immune to all manner of disease and show signs of superior powers. No cross infection to create dual species has ever been recorded.

During the 1340s, while the Black Plague spread worldwide, Prince Balan released his own virus and created Old Ones (vicious werewolves) and wraiths (vampires), which rampaged through England and Europe. Since wraiths were mortal, they died off; however, Old Ones continue to haunt the dark forests of Europe. Many of the Vescali demons died off during this time, but at least six thousand made it through the Roman Stone and came out the Cheyenne Stone in Colorado to join Prince Balan at the Citadel. Dr. Jarvis Leopold, the head Vescali and a doctor, brought a sample of the Black Plague with him to use to create a new virus that later produced the modern Scourge; the zombie outbreak was an accident.

During the year 1345, Logan returned to Pevensey Castle, in England, through the Cheyenne Stone kept in NORAD to locate Cadence and her missing team. Logan was stabbed in the back by a Vescali demon. As he lay dying, he was bitten by a wraith and then Rafe, a modern Vampire Maker. The combination of two types of vampire viruses turned Logan into a vampire demon.

*It takes a vampire maker infected with demon blood to make other vampire demons.

SCIENTIFIC EXPLANATION OF THE H1N1z VIRUS

Any biological entity is generally driven with the purpose of surviving long enough to reproduce, thus ensuring species survival. Viruses, while not truly alive, still roughly follow this tenant. For any species that survives by living off a host, it is generally considered detrimental when the host perishes, so many species often evolve into a more mutualistic, rather than parasitic, relationship with their host, allowing both to flourish, with the host sometimes adapting as well to further make this mutually beneficial.

Question: Viruses reproduce by injecting their host with the viral DNA, which forces the host cell to make more viruses to the eventual destruction of the host cell. However, what if the H1N1 virus did not? What if instead of unbridled reproduction and destruction, the H1N1 virus has a mutation that lets the cell manufacture more of the virus, but slower, so it does not destroy the cells.

Answer: This would mean the virus survives longer, and produces more in the long run,

since its host no longer expires, or at least does not weaken to the point of uselessness to the virus. Since viruses both mutate their host's DNA and are themselves altered by their host, this virus causes change. The virus's protein shell, which is all a virus basically is—DNA in a protein shell—is no longer recognized as an invader in the system. In fact, the body's immune system treats it like it is a natural product of the body. The virus is now more fit to survive, its host does not die, nor does it attack it as an invader.

However, in the initial mutation of the H1N1z virus, the proteins the host produces typically, as well as other compounds necessary for cell health (like those that make up the cell membranes), are not being created correctly or in enough of a supply for proper cell health; the host, while not dying, does weaken, particularly the fat cells are affected.

This introduces a two-fold problem:

- 1) The host cannot store energy like normal, and so is driven to find food more often.
- 2) The neural pathways, which need fats for insulation, degrade—with the pathways for complex thought failing first as they are the most complex and would experience the greatest effect from the degradation.

This evolution of the virus would create a Zombie, driven by more primal impulses and a need to feed; they attack other living things without regard. Since this virus is spread by body fluid intermingling, prey that escapes would then be a new host, thus continuing the cycle. If no other environmental pressures existed, this might have worked out in a long run scenario for the virus. However, because of the degradation, the infected are easily spotted by other humans and attack, which makes it challenging to spread the virus as well as possible; also, the degradation eventually prevents the cell from properly manufacturing the virus, which is just as bad. So, the infected, which show fewer symptoms the longest, are generally better hosts, and the virus, which causes the least obvious mutation of the host, is more suited to survive.

Therefore, the virus begins to mutate again. The infected start of this line of mutation begins to last longer as the degradation slows and eventually stops entirely. The virus and cells of the host now balance, and the cells can reproduce indefinitely without any degradation, i.e., they do not age.

There are still some peculiarities to individuals infected with this strain of the H1N1z virus:

- 1) Not all proteins are working the same or maybe manufactured at all, e.g., melanin (which causes a two-fold effect, they are now sensitive to sunlight and are paler).

2) Other cell structures have mutated, causing the cells to be hardier, much less easy to rupture (which is part of why they don't degrade), so now it is also harder to damage and kill these hosts, and the high cell replication allows for fantastic regeneration.

3) In order to keep up with the new higher energy demands of the body (necessitated since the cells have new structures and are also producing the virus in addition to the normal load, kind of like a pregnant woman needs more food since she's eating for two) the body now processes a more energy-rich source of food—blood. It also allows for access to new forms of energy (as the mutations introduced by the virus have begun to affect the mitochondria, which perform many protein synthesis processes as well as provides cellular energy) and the new molecules store more energy, and possibly a new type, such as dark energy. This allows the host new options, as they can now manipulate (like with their own muscles, though more instinctive and less in a conscious sense, practice can improve fine conscious control) certain charged and quantum particles. This introduces new abilities, like clinging to walls, being able to run fast with slipping due to lack of sufficient friction, holding steady against countervailing forces, etc.

Now we have Vampires.

This new host form more easily melds with the uninfected, allowing it to get close and bite prey, which serves a dual purpose—it introduces the virus (which is now less virulent as it starts entering a more homeostasis balance with its host so one bite doesn't necessarily infect the victim, which good or you'd run out of prey) to a new host possibly and provides food for the current host.

But let's say something happens with one of the vampires, either it's in desperate need of food, doesn't understand what it is yet and so is running off of baser drives, or simply doesn't want to feed on people, and so it starts feeding on local fauna, including a wolf.

The wolf becomes infected, but since the virus is adapted to humans, it does not get a stronghold in this new host right off. It still changes its host to a degree, although slower, the process taking a month or more, and it, in turn, is changed as well. The virus picks up specific wolf genes, and the wolf becomes a bit hardier, but becomes a bit of a man-eater as well, though it can't survive off blood the way a vampire can, so, it ends up attacking a human, and this lupine altered virus is transferred to him. Since the virus is still adapted to humans, a lot of the changes still go through—hardier, non-aging cells, increased senses and abilities, and new energy processes.

This new host form is not hurt by sunlight but is sensitive to reflected frequencies of light when enough is present, such as those given off at or near the full moon. Since this virus picked

up new genes from the wolf, some of the new proteins introduce some more startling effects—the new host doesn't manipulate dark energy as much but instead manipulates charged and quantum particles and dark matter to adopt more lupine morphologies, in effect physically changing into a more wolf-like form. This process is much more radical; the new host is a heavier carnivore, so it likes meat on the rarer side, but needs more muscle proteins for mass and other things, and the process of change for the host takes longer (usually about a day), until the first protein changes. When it changes for the first time, more experienced hosts can change at will.

BOOKS

MORBID HEARTS - Book 1:

Cadence Sinclair was a seventeen-year-old girl from America's heartland who loved horseback riding, a comfortable pair of jeans, and hanging out with her friends. That was before the Scourge. It has been eleven months since a deadly virus wiped out billions. For the few who remain, life as they knew it is over. Nations fell, governments were rendered obsolete, and resources became scarce. The human race had to start over, facing even greater odds...Zombies.

Now, Cadence leads safety patrols and supply missions for a survivor's camp at Pike's Peak. When a routine mission goes south, Cadence gets more than she bargained for. She must lead a ragtag group of teens against an onslaught of scavengers, zombies, power-hungry military leaders...and a mutating virus. Her team, the Fighting Tigers, face increasing dangers threatening the stability of the camp. An uprising in their fragile, new home may bring further devastation, but what they discover lurking beyond their security fences could be the end of humanity.

FORSAKEN HEARTS - Book 2:

Forsaken Hearts, the second book in the Dead Hearts series, picks up where Morbid Hearts left off, a few weeks after the pivotal battle at Pike's Peak.

Makeshift settlements under the authority of the Freedom Army provide refuge for the survivors of the worldwide "Scourge" that has destroyed all known civilization and has turned most of the human population into zombies.

Quasi-military teen patrols are assembled to guard the camps' perimeters against scavengers and those infected with the ever-mutating H1N1z virus. Cadence and her Fighting Tigers, one of the top teen patrols, are working to maintain the fragile peace at the survivor's encampment at Seven Falls, but tensions are rising. Dissent within the ranks splits the camp into factions, which is only in the best interest of the new vampire menace that has emerged in Colorado Springs....

VENGEFUL HEARTS - Book 3:

Exiled from Highbrow's camp, Cadence and her Earth Corps take control of NORAD and prepare to fight back against the Kaiser and his elite Shadowguards. Darkness looms as both camps face isolation, internal strife, and a shadow of evil that haunts their every move. There is no rest for the wicked as the Kaiser seeks the eradication of anyone who stands against his march toward global dominion. Ancient monoliths, time travel, and a newly awakened race of demons

present unprecedented obstacles as the disparate forces join to hold back a tide of evil that threatens to consume the remaining thread of humanity. Join your favorite characters as they continue their fight for survival, and the existence of humanity in the story that has been called, "...a new twist on the supernatural scene."

DEFIANT HEARTS - Book 4:

As the battle between the Earth Corps and the Shadowguards comes to a costly end, Dragon and his team continue searching for survivors and the missing members of their team. What they discover will challenge the very core of their existence and will alter the course of the war dramatically. It's a war the survivors thought they had won. They believed it was over. Cadence knows, however, that it has only just begun. The rifts created by time travel and the activation of the Babylonian Stones not only stirred two warring races of demons but also woke the old gods and brought a new global enemy to power—one that has been waiting for hundreds of years for this very moment. Ever-mutating strains of the virus threaten human existence as the world stands at the brink of domination by power-hungry ancient gods. In a war for the soul of the universe, ancient gods rage against demons, magic and science collide, and every living being must face a new species of monster...one that is more devastating and powerful than anything history has ever produced. In order to survive, humanity must stand united...and defiant.

IMMORTAL HEARTS - Book 5:

Separated from the Earth Corps, Cadence has arrived at the magical island of Antillia, where Poseidon has gathered the Pantheon of Light. Although these ancient gods want to save humanity, Odin and Aries have brought together the Dark Pantheon, an assembly of the vilest ancient immortals, and they are using the Babylonian Stones to outflank the forces of good. Their victory seems almost a foregone conclusion. But a sliver of hope remains. Ancient armies await the call to battle, needing only a summons by their former commanders, and other allies are available...if they can be rescued from Hades' hellish domain. The Earth Corps members must go to the far corners of the world and beyond if they are to acquire the aid they need. Time is running out, though, for the enemy is on the move, and the Blood Syndicate and NATO forces will soon be overwhelmed. War is spreading across the planet, and the Earth Corps must race to bring their forces to bear before humanity is wiped out. Once again, the team is divided, outmatched, and overwhelmed as it fights its ultimate battles in the streets of London and Rome. Can the new gods defeat the old gods and save the human race? Or has the human race finally seen its end?

BLOODLINES: EXORDIUM - Book 6:

Legends are always based on some form of the truth.

Bloodlines: Exordium, Vol. 1, follows the saga of Logan Bennet left behind by the Earth Corps in the 13th century. By forming the Blood Knights—an organization of vampires sworn to defend humanity during a time England and Scotland are at war—Logan’s rash decisions lead to a chain of events that threaten the future. With the Earth Corps’ defeat of Odin and Aries, the Blood Syndicate, led by Chancellor Logan, assumes the task of rebuilding international cities. His ‘Tolerance Act’ allows all Supernatural creatures to live together in harmony, but this is far from the truth.

The Dark Angels, forced to join the Syndicate, discover an army of the undead frozen in the hell dimension of Caceri. Meanwhile, Agent Parish and the Blood Knights, now employed as Syndicate time travel agents, use the Babylonian Stones to travel to the past to retrieve influential historical figures. Unless the Dark Angels and Agent Parish unravel the mystery behind the Syndicate’s darker purpose, humanity, which includes zombies cured by the Earth Corps, may once more be on the brink of total annihilation.

BLOODLINES: MEDIUS - Book 7:

‘First comes the Dark, then Fire, Fang, and Flood.’

Bloodlines: Medius, book 2, finds Logan Bennet and his mother, Lenora, in Miami with the remnants of the Dark Angels. Shirka—a species of super-zombies—are harassing the coastline. The Blood Syndicate and U.S. military defend the Wall of Liberty that surrounds the city, the only thing standing between the inhabitants and the horde. However, the Centauro rebels may have a solution—kill the High Council members, whom they believe control the zombies, and destroy the Babylonian Stones to prevent TTD agents from time-traveling. And they want the Dark Angels to help.

Dark mysteries and demonic rituals threaten the survivors of a war-torn world. Cadence and the Earth Corps are needed to prevent a hellish uprising, but where are they? And if Picasso, Logan, or Parish can find them, will they be able to stop the demons, or is this the beginning of Armageddon?

BOOK 8 - BLOODLINES: ULTIMUM

‘People will do anything when they are desperate.’

Bloodlines: Ultimium, book 3, unfolds amidst the Battle of Miami. The Shirka are spread throughout the world, attacking every Syndicate-held city along with the Earth Corps

strongholds. While Logan and Lenora travel to ancient Rome and Atlantis in search of a powerful weapon to use against the demons of the House of Balan, the enemy gains strength. Armies led by the Vescali Princes—Azazel and Samael—band together to fight Emperor Balan and his entourage of evil female demons and Caceri's army of the dead.

Picasso joins with the anidaemons from Atlantis on a mission to rescue the Moirai demon Ishtar and her sisters, who were released from the Babylonian Stones. Meanwhile, Mia D'Aquila is possessed by a Moirai demon as Parish and Hansen are rejoined by the Blood Knights. With the arrival of Cadence and the Earth Corps, the forces of good have a chance to defeat the armies of darkness. Picasso, Logan, Parish, and Mia join at last in a final effort to defend the world from total annihilation. Emperor Balan means to rule the world, and this time, he does not intend to fail.

BOOK 9 – NIGHT BREED: BLOOD MOON

'First came the Dark and the Rise of the Dead—Next comes Hell's Fire.'

Colorado's Front Range is covered with prehistoric, man-eating trees, and Dr. Delilah Crane, a biologist at Colorado Springs University, searches with a team of students for the source of the infection as the death toll in Colorado Springs rises.

Deputy Stephen Babineaux, a/k/a 'Wolfie,' awakes in his bed to find the world has changed. Shadow people follow Stephen wherever he goes, a constant reminder he should be dead. When he hears Mr. Oracle's broadcast that NOVAC Pharmaceuticals is behind the new outbreak, the task of finding missing pets for Sheriff 'Nomad' McClain is no longer a priority. Someone has tampered with the timeline and created tree zombies, and he intends to find the culprits.

Meanwhile, Captain Marc Powers (Highbrow) is suspicious of the pills NOVAC dispenses to the 'Returned' soldiers at Fort Carson. The disappearance of a squad on Pikes Peak brings help from Fort Bragg. The Black Company, led by Major Mix, has orders to use flammable chemicals to destroy the Dark Forest. Luna, leader of a werepuma pride, must warn Chief Chayton and the Cheyenne Mountain Wolf Tribe who are right in the line of fire...but every step leads Luna and her friends closer to a ring of conspirators led by a demon from Atlantis.

BOOK 10 – NIGHT BREED: WOLF MOON

The Fallen have arrived in Colorado, and it is up to the Dark Angels to protect the Front Range. Chaska has come of age to take his father's place as High Chief of the Three Wolf Tribes, but something evil stalks them all. While Sheena assists the Dark Angels and researches

the true identity of the Fire Lord, trouble arrives in Manitou and Colorado Springs. Wendigo, skinwalkers, and wraiths stalk the forest, and they hunt for Whisper, the missing member of the Earth Corps who travels in the north with a sheepdog named Asmoday.

Ginger joins a small team to track down Whisper in Montana, only to learn the Native American sites are being used by bloodthirsty demons Below to come Above. Ginger and Micah's coven, shaman Chenoa, and Vulcan must combine their magic against the Fire Lord as his evil allies' fight to obtain the Grand Grimoire from Captain Pallaton's library of collected artifacts once belonging to Balan. Written by one of the Fallen, the book contains the true names of demons and spells that can release the last Moirai—Nabessa.

In the battle between good and evil, the 'Eternal Laws' maintain a fragile balance of power. It's only a matter of time before someone breaks God and Lucifer's rules to turn the tide of war, and when it happens, history may repeat itself as it did in Atlantis.

BOOK 11 – NIGHT BREED: STORM MOON

'As it is Above, so it is Below.'

In the modern world, Lord Balan reappeared as the Kaiser in Colorado Springs, unleashing a zombie apocalypse on Earth. However, the betrayal of Captain Pallaton of the Shadowguard, his faithful servant, resulted in Balan's death and earned the vampire a reputation in Hell as a dangerous enemy.

Now the leader of the Dark Angels, Pallaton is in charge of defending the Rockies along with his nephew, High Chief Chaska of the Cheyenne Mountain Wolf Tribe. Their safe haven is threatened with the arrival of Prince Stolas, Balan's third son among the Vescali, who twists these ancient laws to raise an army of werewolves, Wendigos, skinwalkers, evil gods, and 'Bob,' a monstrous forest zombie with a voracious appetite.

When Serval demons crawl through mirrors to replace humans and infiltrate Pallaton's home to steal the Grand Grimoire, an evil spell book, each of the heroes set upon by a demon of equal power. Chaska is destined to fight King Lycaon, the first werewolf, but uncertainty plagues the young wolf. The last Moirai possesses Whisper while Raven and Picasso remain captives of Stolas. When Phoenix loses her superpowers and Ginger falls under the spell of one of the Fallen, it appears the Dark Angels are undone, and the vindictive Lords of Atlantis and the Fallen will triumph over good.

ABOUT THE AUTHOR

Susanne L. Lambdin is the author of the 'Dead Hearts' series and 'The Realm of Magic' trilogy, among other published works.

She graduated from the University of Oklahoma with a B.A. in Journalism and moved to Los Angeles in the mid-1980s to work at Paramount Pictures to further her writing career. She received a 'based in part' screen credit for "Family," *Star Trek: The Next Generation*, Season 4, Episode 76. She often attends annual sci-fi and horror conventions throughout the United States, as well as conducts book signings, public appearances, and podcasts. She lives in Kansas with her family, but her second home is in Colorado, where the 'Dead Hearts' series is based.

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