

Deathstalker 1 Simon R Green

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Blue Moon Rising Penguin

John Taylor is the name. I work the Nightside. Only in that dark heart of London where it's always three A.M., where human and inhuman can feed their darkest desires, do I feel at home. Probably because I was born there. What I do is find things—people, objects—and in this case, the truth about the origins of the Nightside. That's what Lady Luck has hired me to investigate. But the more I dig, the more I discover, not about the Nightside but about the great question in my life: exactly who—and what—was my long-vanished mother. Paying jobs are one thing. Personal quests are another. And I've been warned that uncovering the facts about dear old mum could be a very bad thing, not just for the Nightside but for all of existence. Still I can't stop...I'm John Taylor. Finding things is who I am. It's what I do. Whatever the consequences...

Ghost of a Chance Penguin

A planet of outlaws, rebels, and misfits must fight back against the corrupt empire in a novel by a New York Times – bestselling author: “Lots of action.” —Science Fiction Chronicle Long before the start of a galactic rebellion, Mistworld is just another rebel planet, cut off from the fruits of empire by a punishing blockade. In a spaceport where ships hardly land anymore, and any piece of high tech is worth far more than its weight in gold, a medieval order has imposed itself on this once-rich world: The strong rule, the weak perish, and no one is too rich to steal. Investigator Topaz is one of the few honest people left on this cutthroat planet. With her husband, Sergeant Michael Gunn, Topaz does what she can to keep the crooks

who run Mistworld in check. But when the corrupt Empire devises an unprecedented scheme to attack the ESP shield that guards Mistworld, Topaz is the only one who can save the planet from being overrun. An enemy fleet lurks just off world—but it is the enemies at home whom Topaz and Gunn should fear the most.

Moonbreaker Penguin

Official hero of the great rebellion, Owen Deathstalker fought impossible odds to throw down the Empress Lionstone XIV and destroy the corrupt Empire. That should have been enough to be feted, honored, and finally retired. Unfortunately, the new Parliament has some different ideas. There's no rest for a Deathstalker. As newly appointed Imperial bounty hunter, Owen tracks down the most dangerous war criminals. His current target: Valentine Wolfe, depraved right hand of the Empress and so-called "butcher of Virimonde."

Valentine's latest atrocities are both staggering and deeply personal to Owen, but revenge may have to wait. Humanity faces extermination from enemies new and old, while the fledgling Parliament struggles to maintain control. Worse still, something is alive and beginning to stir in the Darkvoid. The odds are stacked against him again, but Owen Deathstalker will have to face his destiny one more time...or forever damn the future of mankind.

Deathstalker: Honor is the fourth book in New York Times bestselling author Simon R. Green's beloved space opera series.

The Dark Side of the Road Gollancz

In this trilogy set in the Deathstalker universe, the New York Times–bestselling author delivers “lots of action” and “exotic dangers” (Science Fiction Chronicle). Gathered here into a single volume, the novels in Simon R. Green's Twilight of the Empire series take place before Owen Deathstalker's rebellion in the same universe. An empire that once peacefully united galaxies in harmony is now rotten with corruption and ruled by a mad empress, threatened by outside alien invasion

and violent internal rebellion. Against this background, “Green moves his plot at top speed” and delivers action-packed adventures set on three different worlds (Asimov's Science Fiction Magazine). Mistworld: A rebel planet, cut off from the fruits of the Empire by a punishing blockade, Mistworld is a refuge for criminals, traitors, and exiles. Under a harsh medieval order, the strong rule, the weak perish, and everyone steals. A legendary Siren, possessed of terrible mental powers, Investigator Topaz is one of the few honest ones left. And when the Empire attempts to attack the psionic shield that protects Mistworld, she is the only one who can save them, whether they deserve it or not . . .

Ghostworld: Ten years ago, the indigenous people of Unseeli rose up in rebellion against the Empire. Captain John Silence led the massacre that left the natives extinct and the planet uninhabited, except for the engineers who mine its invaluable metals. But when communication is abruptly cut off from the mining settlement, Captain Silence must return to find out what's gone wrong—and confront the ghosts that still haunt his nightmares . . .

Hellworld: Disgraced naval officer Scott Hunter is given a choice: get drummed out of the Imperial starfleet or join a suicide mission with the Hell Squad. One-way planetary scouts, the Hell Squad is made up of outcasts who explore new worlds for colonization. They survive or they die, but they never come back. Hunter leads a motley team of hard-nosed rebels to the volcano planet of Wolf IV, where they discover an ancient city and awaken a race of aliens. And now it's kill or be killed . . .

Dr. DOA Penguin

To the Empire, Owen Deathstalker is an Outlaw. To the inhuman Hadenmen, he is the Redeemer. And to the underground, he is humanity's last hope. Above all else, he is the last of a legendary warrior clan who is determined to bring down an Empire rotted by corruption, greed, and institutionalized slavery. Owen will fire the first shot by breaching Golgotha, the heavily guarded home planet of the Empress and the location of her overflowing coffers. Besides enraging and embarrassing the Iron Bitch (one of the few perks of leading the revolution), robbing the Empire will help to fund the rebellion and garner support from the public. But starting a revolution is one thing. To win it, Owen and his companions will have to convince key planets to

join the fight. Scattered across the galaxy, Owen's band of misfits struggle to embrace their new roles as leaders while facing espionage, treachery, and the unexpected challenges of making their rebellion a reality. *Deathstalker: Rebellion* is the second book in New York Times bestselling author Simon R. Green's beloved space opera series.

Severn House Publishers Ltd

"A good book, a good read, and FUN!"

Vector In Castle Midnight, where the Real and the Unreal meet, the King lies murdered and his three sons ready themselves to do battle for his throne. But one prince is ill, possibly the victim of poison, so his loyal followers, determined to keep the prince's illness a secret, hire an impersonator. The Great Jordan had been a great actor, but, down on his luck and reduced to the role of a travelling player, he is more than willing to take on the royal part . . . until the Unreal starts to get the upper hand. As whole sections of the castle become supernatural no-go areas, with hallucinations and spectres as thick on the ground as traitors and spies, the Great Jordan begins to wonder if this might be his last curtain call . . .

Hell to Pay Jabberwocky Literary Agency, Inc.

A band of outcasts is sent to colonize a barren and dangerous planet in this action-packed novel by a New York Times – bestselling author. A third-generation Naval officer, Scott Hunter was raised to be a captain in the Imperial starfleet. His career is soaring until he panics during a skirmish with the rebellion, a moment of weakness that gets half his crew killed. The Empire gives him a choice—quit the service, or join a Hell Squad. The Hell Squads are one-way planetary scouts—outcasts sent to explore new worlds and determine whether or not they are habitable. Their task is simple: either survive or die. For one whose whole life is the Navy, this was never a choice at all. On his first Hell Squad mission, Hunter leads a motley team of hard-nosed rebels to the volcano planet of Wolf IV. After a bumpy landing, they find that what was supposed to be a hospitable planet is actually completely barren. On a world that was meant to hold new life, why does there seem to be death all around?

Agents of Light and Darkness Penguin

The name's John Taylor. I'm a PI, though what I really do is find things that are lost. I work the Nightside, the city within the city of London, where the sun never rises and where the human and inhuman go to get their kicks, provided they're willing to pay the price in whatever currency the seller demands. In the wake of the war that almost brought the Nightside to total ruin, there's a power vacuum begging to be filled—and some think I should take charge. I don't agree. Neither does the immortal known as the Griffin. Wealthy beyond reason, he has his own ideas about who should be running things. Still, when his granddaughter—and designated heir—is kidnapped, he calls on me to find her. But someone—or some Thing—is blocking my special gift. So this time, I'm going to have to

do my job the hard way. And quickly, or the Griffin will have to choose a new heir . . .

Sword & Planet Baen Books

New York Times bestselling author Simon Green introduces a new kind of hero, one who fights the good fight against some very old foes in the first novel in the Secret Histories series. The name's Bond. Shaman Bond. Actually, that's just his cover. His real name is Eddie Drood, but when your job includes a license to kick supernatural arse on a regular basis, you find your laughs where you can. For centuries, his family has been the secret guardian of Humanity, all that stands between all of you and all of the really nasty things that go bump in the night. As a Drood field agent he wore the golden torc, he killed monsters, and he protected the world. He loved his job. Right up to the point where his own family declared him rogue for no reason. Now, the only people who can help Eddie prove his innocence are the people he used to consider his enemies . . .

Deathstalker Rebellion BenBella Books, Inc.

Welcome to London, but not as you know it. A place where magics and horror run free, wonders and miracles are everyday things, and the dark streets are full of very shadowy people . . . Gideon Sable is a thief and a con man. He specializes in stealing the kind of things that can't normally be stolen. Like a ghost's clothes, or a photo from a country that never existed. He even stole his current identity. Who was he originally? Now, that would be telling. One thing's for sure though, he's not the bad guy. The people he steals from always have it coming. Gideon's planning a heist, to steal the only thing that matters from the worst man in the world. To get past his security, he's going to need a crew who can do the impossible . . . but luckily, he has the right people in mind. The Damned, the Ghost, the Wild Card . . . and his ex-girlfriend, Annie Anybody. A woman who can be anyone, with the power to make technology fall in love with her. If things go well, they'll all get what they want. And if they're lucky, they might not even die trying . . .

Buried Memories Penguin

New York Times bestselling author Simon R. Green continues his compelling space opera with the second novel in the *Deathstalker* series. Owen *Deathstalker*—outlawed, with a price on his head and the blood of a mighty warrior lineage in his veins—had no choice but to embrace a dangerous destiny. With nothing to lose, only he had the courage to take up arms against Queen Lionstone XIV. Now as he gathers his unlikely allies—the legendary washed-up hero Jack Random, the beautiful pirate Hazel d'Arc, the original *Deathstalker* long since presumed dead, and the alien Hadenmen whose purposes no human can discern—the eyes of the downtrodden are upon him while the freedom of a galaxy hangs in the balance . . .

Deathstalker Honor Jabberwocky Literary Agency, Inc.

Two legendary heroes are called upon to save the nation of their birth in this fantasy adventure by the New York Times – bestselling author. It has

been many years since the long night of the Blue Moon. King Harald is dead, and chaos reigns in the Forest Kingdom. The long-lost heroes of *Blue Moon Rising* must return in order to save the nation of their birth—and it may already be too late. A stunning revelation about the true identities of two Haven cops (whom readers will recognize from Green's popular *Hawk & Fisher* series) awaits. At long last, revisit the world of the Blue Moon. A continuation of several of New York Times – bestselling author Simon R. Green's most beloved series, *Beyond the Blue Moon* was chosen as one of the year's best books by *Science Fiction Chronicle*.

A Hard Day's Knight Gollancz

My name is Drood, Eddie Drood, aka Shaman Bond. For generations my family has protected you ordinary mortals against things that lurk in the darkness, just out of sight, but not at all out of mind. Unfortunately, I've had a falling-out with my near and dear (some of whom were trying to kill me), so my true love and powerful witch, Molly Metcalf, and I are now in the employ of the Department of the Uncanny. We've been given an Extremely Important Assignment: Attend *Casino Infernale*, an annual event held by the Shadow Bank, financiers of all global supernatural crime. Our mission: Rig the game and bring down the Shadow Bank. But at *Casino Infernale*, the stakes are high indeed—winner takes all, and losers give up their souls . . .

Deathstalker Penguin

My name is John Taylor. I'm a PI for hire in the Nightside, the dark and corrupt city within the city of London. Where the sun never shines and where pleasure and horror are always on sale—for the right price. Not a nice place to visit or a nice place to live. So you wouldn't think I would care that it was about to be destroyed, by none other than my very own long-missing, not-quite-human mom. But I do. I was born here, I live here, and I got friends here. They might not all be acceptable in polite company, but they're my friends, nonetheless. I know that I'm the only one who can stop her. The trick is, how to do it without fulfilling this prophecy that says whatever action I take, not only is the Nightside doomed, but the rest of the world will soon follow . . .

Casino Infernale Severn House Publishers Ltd

"Simon Green's *Nightside* is a macabre and thoroughly entertaining world." —#1 New York Times bestselling author Jim Butcher John Taylor works in the Nightside—the gaudy, neon noir, secret heart of London, where it's always three in the morning, where gods and monsters make deals and seek pleasures they won't find anywhere else. He has a gift for finding things. And sometimes what he's hired to locate can be very, very dangerous indeed.

Right now, for example, he's searching for The Unholy Grail, the cup that Judas drank from at the Last Supper. It corrupts all who touch it—but it also gives enormous power. So he's not the only one hunting. Angels, devils, sinners and saints—they're all out there, tearing apart The Nightside, seeking the dark goblet. And it's only a matter of time until they realize that the famous John Taylor, the man with the gift for finding things, can lead them straight to it...

Blood and Honour Jabberwocky Literary Agency, Inc.

Considered by the author to be his finest work yet, this is a novel of realistic detail, heartfelt emotion, and dazzling imagination that builds a world readers won't want to leave and spins a tale they won't want to end. In a town of amazing magicks, where the real and the imagined live side by side and the Faerie of legend know the automatons of the future, Time sees all—but even he cannot escape the prophecy of James Hart's return, which can only mean the death of Shadows Fall.

Something from the Nightside Open Road Media

Ride shotgun with a "James Bond – of-the-supernatural" * as the Secret Histories Novels take you careening through an alternate London where around every corner a new kind of danger awaits.... My name is Eddie Dood, aka Shaman Bond, the very secret agent. And I am a dead man walking. I've been poisoned by Dr. DOA. There is no cure, no treatment, no chance of a last-minute miracle. So all that is left to me and my love, Molly Metcalf, is to track down my killer and stop him before he can murder anyone else. So whether that means fighting a secret army on another world; or searching for a forgotten weapon in the Museum of Unattached Oddities; or facing off against Grendel Rex, the Unforgiven God, in the hidden heart of the Moon, for the terrible secret that is Moonbreaker...I will do whatever it takes, while I still can. Because the game isn't over till I say it's over—and I still have one last card to play. *SFRevu Swords of Haven Severn House Publishers Ltd

Haven is a dark city, the rotten apple of the Low Kingdoms, where anything can be bought, stolen or fought for. From the slums and squalor of the Devil's Hook to High Tory, where the aristos and politicians double deal, murder and corruption flourish openly. Swords and sorcery clash every day in the mean and merciless magical city of Haven. Captains Hawk and Fisher, husband and wife, are the only honest cops in Haven's City Guard. Together they take on everything from vampires and werewolves to locked-room murder mysteries, from conniving

politicians to the enigmatic Beings on the Street of Gods.

Deathstalker War National Geographic Books Taylor is the name, John Taylor. My card says I'm a detective, but what I really am is an expert on finding lost things. It's part of the gift I was born with as a child of the Nightside. I left there a long time ago, with my skin and sanity barely intact. Now I make my living in the sunlit streets of London. But business has been slow lately, so when Joanna Barrett showed up at my door, reeking of wealth, asking me to find her runaway teenage daughter, I didn't say no. Then I found out exactly where the girl had gone. The Nightside. That square mile of Hell in the middle of the city, where it's always three A.M. Where you can walk beside myths and drink with monsters. Where nothing is what it seems and everything is possible. I swore I'd never return. But there's a kid in danger and a woman depending on me. So I have no choice—I'm going home.

Paths Not Taken Open Road Media

There is a world beyond the world It figures. Just when Bradfordian bookshop clerk, Toby Dexter, finally works up the nerve to talk to his secret crush, she darts into an open door. Toby follows, and in that second, everything changes. Though it still looks like Bradford-on-Avon, the town's suddenly chatty ATM and river mermaids are the first clues that something is quite out of place—namely, Toby. The moment he stepped through that door, Toby entered the magical parallel world of Mysterie. Our ordinary dimension—the one Toby knew as Bradford-on-Avon—is actually Veritie, a mere shadow of its alter ego, Mysterie, where magic and myth, gods and monsters, living legends and walking nightmares reign. And Toby isn't the only recent arrival. A cunning and vicious demon—The Serpent's Son—has returned to Mysterie, accompanied by a malevolent new ally, intent on bringing down both dimensions. Toby can remain mortal, return to Veritie, and try to convince himself that he had a bad pint of bitter that night. Or he can stay in Mysterie, join forces with his new friends Leo Morn and his Brother Under The Hill, and try to stop The Serpent's Son. The choices Toby makes will have dramatic consequences for both worlds. It may not be the first time Mysterie's wars have spilled over into our reality, but if Toby fails, it could be the last. Simon R. Green, New York Times bestselling author of the Deathstalker series and the Nightside series, brings his trademark wit and inventiveness to his beloved hometown of Bradford-on-Avon, in this charming standalone urban fantasy novel.