

Deathstalker

Deathstalker

Swords, sorcery, and mad science square off as the cult-cinema hero DEATHSTALKER bursts into comics with an all-star lineup of creators featuring SLASH (Guns N' Roses) in this action-packed adventure! The cult-cinema hero Deathstalker bursts into comics from an all-star lineup of creators including Slash (Guns N' Roses), writer-director Steven Kostanski (The Void), Tim Seeley (Hack/Slash) and Jim Terry (West of Sundown). Hired to escort a perfect priestess and her to a celebration of purity, Deathstalker's journey doesn't go as planned (damn those good looks and big sword). Once again, Deathstalker is on the run caught between forces larger than himself, including the virgin-worshipping cult, a sorcerer hell-bent on saving the world through mad science, and the pissed-off army of the Abraxeon kingdom...not to mention his ex-lover, Princess Evie. Monsters, magic, and mayhem abound! Can't a guy just swing his sword anymore? Slash Presents: DEATHSTALKER: The Damned Blood Written by Tim Seeley (Vampire: The Masquerade, Money Shot, West of Sundown, Hack/Slash, Revealer), Steven Kostanski (writer/director of The Void and Psycho Goreman), and Slash (Guns N' Roses). Illustrated by Jim Terry (West of Sundown, Heavy Metal, Come Home, Indio) Cover Art by the legendary fantasy artist Boris Vallejo and modern master Nathan C. Gooden (Barbaric, Brandon Sanderson's Dark One). The Deathstalker Kickstarter (for exclusive hardcovers) was fully funded in less than 12 hours, sported the much-coveted "Projects We Love" label, was a "Featured Project of the Day!," and overfunded 150%! The DEATHSTALKER: The Damned Blood trade paperback is the prequel to the upcoming movie reboot of DEATHSTALKER (by director Steven Kostanski) and includes the entire 3-issue miniseries and the BARBARIC vs. DEATHSTALKER crossover one-shot (written by Michael Moreci (Barbaric, Wasted Space, Revealer, The Plot, Spree) and Tim Seeley, illustrated by Nathan C. Gooden)! The super special one-shot features the cursed barbarian Owen and the warrior- king Deathstalker as the two most reluctant heroes of all time to square off in a clash of steel. It's Axe vs. Sword in this epic crossover! For fans of: Conan the Barbarian, Barbaric, the Deathstalker movies, Head Lopper, Rumble, Spawn, Hellboy, God is Dead, I Hate Fairyland, Red Sonja, Little Bird, Hack/Slash, Queen of Swords: A Barbaric Tale, and Dark Knights of Steel.

Deathstalker Coda

Lewis Deathstalker has succeeded at the impossible: he's found Owen Deathstalker, presumed dead for the last two hundred years. Owen's return strikes a crippling blow to the Empire as his military joins the rebellion. But Owen himself has a larger mission. He -- and according to prophecy, he alone -- must travel back in time to stop the steadily advancing Terror before the galaxy is destroyed, leaving his descendant Lewis in command of the growing rebel army. Even as Emperor Finn Durandal's empire is on the brink of annihilation from the Terror, he will do anything, no matter how evil, to retain power. Lewis is equally determined to take Finn down and restore the rightful ruler to the throne... Note from Publisher: This book was originally published as Book 8 in the Deathstalker series.

The Deathstalker Scorpion

Don't touch the deathstalker scorpion! If it doesn't nab you with its pincers, it will sting you with toxic venom from the end of its tail. Read about the deathstalker before you become its next victim.

The Deathstalker Scorpion

It's hard to believe but some people keep aggressive and dangerous deathstalker scorpions as pets.

Readers learn where this arachnid lives, what it likes to eat, the power of its venom, what medical science has done with this venom to treat patients, and why it lives up to its terrifying name.

Deathstalker

Owen Deathstalker, last of the infamous warrior Clan, always considered himself more of a writer than a fighter, preferring his history books to making any actual history with a sword. But books won't protect him from Her Imperial Majesty Lionstone XIV, who just Outlawed and condemned Owen to death, without any explanation, reason, or warning. No wonder she's called the Iron Bitch. Now, on the run from Imperial starcruisers, shady mercenaries, and just about everyone else in the Empire, Owen's options are limited. Though the name Deathstalker still commands respect in certain quarters, out on the Rim, Owen is lucky he can cobble together a makeshift team of castoffs, including an ex-pirate, a cyborg, and a bounty hunter. But allies won't be enough to save him. If he's to live, Owen can either run forever...or take down the corrupt Empire. To do that, he'll need the fabled Darkvoid Device—an artifact dating back to the first Deathstalker and perhaps the only weapon powerful enough to help this ragtag rebellion win. The time has come for Owen to finally embrace his Deathstalker heritage...and all the blood and death that go along with it. Deathstalker is the first book in New York Times bestselling author Simon R. Green's beloved space opera series.

Movie Mayhem

The Hardy Boys Deathstalker Trilogy comes to a riveting conclusion! Frank and Joe Hardy have been posing as extras on the set of the upcoming teen movie, Deathstalker. The star, an ingenue named Anya, has already had her trailer burn down, and the Undercover Brothers had their work cut out for them keeping her safe at a comic book convention. But though the threats haven't stopped, the filming has begun and enough is enough: It's time to get to the bottom of who's behind all the movie mayhem—and the Undercover Brothers will do just that in the conclusion to this thrilling trilogy!

Deathstalker Destiny

Owen Deathstalker has a prophecy to fulfill. Just as the espers foretold, Owen tumbled an empire and witnessed the end of everything he believed in...all that's left to do is die. But Owen has a few more scores he'd like to settle before his borrowed time is up. The Empire is besieged by nanotechnology plagues and AI invasions, while mysterious and horrific beings, known as "the Recreated," descend from the Darkvoid. But right now, Owen's only concern is rescuing Hazel d'Ark from the vicious Blood Runners who abducted her. He's already lost so much to become the leader and warrior he never wanted to be; he'll be damned if he loses Hazel too. So one more time, Owen Deathstalker will step up and be the hero—for Hazel, and then for Humanity. One more time, he'll call upon the gifts of the Deathstalker Clan to fulfill his destiny and face death. All while knowing that every "one more time" could be his last. Deathstalker: Destiny is the fifth book in New York Times bestselling author Simon R. Green's beloved space opera series. Don't miss the next chapter of the Deathstalker universe in Deathstalker: Legacy.

Deathstalker Honor

Owen Deathstalker defends his honor in this thriller in New York Times bestselling author Simon R. Green's epic science fiction series. Owen Deathstalker became a hero after the great rebellion against the tyranny of Lionstone XIV. But he and his compatriots have no chance to enjoy their victory before they are launched into conflict again—this time among factions quarreling over who will replace the deposed Empress. Owen and Hazel d'Ark attempt to escape the ensuing chaos only to discover that Humanity has problems more pressing than political squabbles as they encounter an even greater threat—an encroaching invasion fleet of alien origin...

Deathstalker Rebellion

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.

Deathstalker Legacy

New York Times bestselling author Simon R. Green returns to the *Deathstalker* universe in an action-packed adventure—featuring a new hero worthy enough to follow in the footsteps of the galaxy's most legendary warrior... Owen Deathstalker sacrificed his life to save all of humanity. In the hundred years since his passing, the Empire has prospered in a Golden Age of peace among aliens, humans, and AIs, with hope and liberty for all. Now, on the human homeworld of Logres, a new king is about to be crowned. Douglas Campbell has no enthusiasm to ascend the throne. As a Paragon, he enforced the King's Justice and so prefers the path of warrior to ruler. But as the sole remaining heir, he puts aside the desires of his heart and picks up the reins of duty. His first act upon being crowned is to select Lewis Deathstalker—Owen's descendant—as his Champion and protector. The new regime already has an insurmountable task before it: the Artificial Intelligences of Shub insist on entering the Madness Maze to uncover the secrets of transcendence that humanity has failed to do for hundreds of years—and they will not take no for an answer. But even more threatening is one man's desire for a revenge that will unite all of the enemies of the Empire in an attempt to bring the Golden Age into ruin... From the Paperback edition.

Deathstalker Return

Branded an outlaw and hunted by agents of the Empire, Lewis Deathstalker must stop the encroaching Terror that threatens all of humanity. But he can succeed only with the help of Owen Deathstalker, who supposedly died more than 200 years ago.

Deathstalker War

Owen Deathstalker doesn't trust anyone, even his companions...especially his companions. But for the diplomatic mission to Mistworld, he'll have to try. Representing the Golgotha underground, Owen hopes to bring the planet into the rebellion--their powerful psychic \"espers\" would be an invaluable asset. But that's not Owen's only reason for visiting Mistworld. In fact, everyone aboard the *Sunstrider II* has a secret agenda. While Owen looks for an information-gathering network that his father set up, all-too-perfect Jack Random seeks out former allies, volatile esper Jenny Psycho searches for information about her power, and ex-pirate Hazel d'Ark pursues an old vice. Of course, success won't be easy and there's little time to spare. The Empire's recent esper attack already left Mistworld physically and politically exposed. Playing host to the leaders of the rebellion only makes the planet a juicier target and this time, the Empress will deploy her most ruthless weapon to crush Owen Deathstalker and the uprising, once and for all. *Deathstalker: War* is the third book in New York Times bestselling author Simon R. Green's beloved space opera series.

Deathstalker War

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.

Movie Mission

Frank and Joe Hardy have to find out who is sabotaging the movie that they are in.

Deathstalker Scorpion vs. Funnel-Web Spider

It's fight time for the deathstalker scorpion and the Sydney funnel-web spider! One animal is The Stinging Striker, and the other animal is The Web Master. Both fighters can inject potent venom. But which one will be crowned champion of the Attack of the Arachnids?

Deathstalker Destiny

Owen Deathstalker's greatest love has been abducted by a cult dedicated to the excesses of scientific experimentation. Stranded on Lachrymae Chrisei, Owen struggles to help a leper colony survive, waiting for the chance to rescue his love. Meanwhile, he is torn by his duty to fight in an intergalactic war.

Deathstalker

Owen Deathstalker, last of the infamous warrior Clan, always considered himself more of a writer than a fighter, preferring his history books to making any actual history with a sword. But books won't protect him from Her Imperial Majesty Lionstone XIV, who just Outlawed and condemned Owen to death, without any explanation, reason, or warning. No wonder she's called the Iron Bitch. Now, on the run from Imperial starcruisers, shady mercenaries, and just about everyone else in the Empire, Owen's options are limited. Though the name Deathstalker still commands respect in certain quarters, out on the Rim, Owen is lucky he can cobble together a makeshift team of castoffs, including an ex-pirate, a cyborg, and a bounty hunter. But allies won't be enough to save him. If he's to live, Owen can either run forever...or take down the corrupt Empire. To do that, he'll need the fabled Darkvoid Device—an artifact dating back to the first Deathstalker and perhaps the only weapon powerful enough to help this ragtag rebellion win. The time has come for Owen to finally embrace his Deathstalker heritage...and all the blood and death that go along with it. *Deathstalker* is the first book in New York Times bestselling author Simon R. Green's beloved space opera series. Praise for the *Deathstalker* series: "Green blends derring-do, space battles and wry banter aplenty to form an eminently satisfying space opera."—Booklist "The action is fast and frenzied... consistently entertains with some wondrously quirky and warped characters."—Locus "An over-the-top masterpiece that veers between brutal comedy and touching riffs on love, loyalty and betrayal ... bloody funny and extremely bloody."—The Guardian (UK)

The Deathstalker

The fourth in a new series of four books: the first and second titles were published in August and October

2009, the third to be published in February 2010. Fantastically atmospheric evocations of Egyptian life are encased in an exciting adventure story. Each story features the boy and girl characters Hopi and Isis, and their struggles for existence and adventure in Egypt circa 1150 BC. In this story, *The Deathstalker*, Isis and Hopi try to help a Libyan girl who has been taken prisoner. The author has spent much time in Egypt and the stories are meticulously researched. Will include factual detail and notes about Egyptian lifestyle, the importance of the gods for the Egyptians, the tombs and much else.

Deathstalker Destiny

New York Times bestselling author Simon R. Green's *Deathstalker* series continues in this "incredible romp through a wonderful universe of space opera, filled with outrageous and incredibly powerful heroes and villains, swords and disruptors and more lethal creatures than you can imagine" (SF Site). Owen *Deathstalker*'s greatest love—Hazel d'Ark—has been abducted by the Blood Runners, a culture dedicated to the extremes of genetic scientific experimentation. Stranded in a mission on Lachrymae Christi, Owen busies himself with the task of ensuring the survival of the leper colony living there, awaiting an opportunity to rescue Hazel...or avenge her death. Meanwhile, the Empire remains in the chaos of a continuing war. Threatened by various enemies, Humanity once again turns to Owen to lead them, unaware that he has lost the powerful abilities granted to him in the *Madness Maze*. Even if he hadn't, Owen can no longer sacrifice his life for the Empire. And with Hazel's life in the balance, the choice is an easy one...or is it?

Deathstalker Coda

The *Deathstalker* series reaches its exciting conclusion in New York Times bestselling author Simon R. Green's adventurous novel of a galaxy in chaos... More than two centuries ago, angry and grief-stricken after losing Owen *Deathstalker*, Hazel d'Ark entered the *Madness Maze*—which fed off her raw emotions and transformed her into *The Terror*, a force capable of devouring galaxies. To stop her, the recently resurrected Owen must use the powers he gained during his own stay in the *Madness Maze*—and go back in time to prevent Hazel's transformation. Now, without Owen to guide him, Lewis *Deathstalker* has no choice but to assume command of an Imperial fleet loyal to the *Deathstalker* legacy and lead it to victory over Finn Durandal, the despot who seized the throne. Lewis knows that he has been branded a traitor by the Empire. But when he learns that Finn has executed his entire family, his mission to overthrow his former friend's tyranny is secondary to his desire for revenge...

Dr. DOA

My name is Eddie Drood, and I'm running out of time... Eddie has been fatally poisoned. Not even his most powerful allies can save him. Certain death awaits, and Eddie is determined to find out who poisoned him before he succumbs. Eddie soon learns that there is only one person who could be behind the attack: Dr. DOA. Even the most formidable in the underworld are afraid to whisper Dr. DOA's name, and no one knows where Eddie might find a man who operates in the darkest shadows. But Eddie has his heart set on revenge. With his health failing and time running out, he has to catch up to Dr. DOA before his time runs out.

The Spy Who Haunted Me

New York Times bestselling author Simon R. Green continues his *Secret Histories* series with debonair-yet-deadly paranormal agent Eddie Drood pulled into a hunt for a treasure worth far more than mere money... As part of a family legacy representing courage, determination, and the occasional dirty trick, Eddie Drood rather enjoys making his own rules—and breaking them. When it comes to facing down the darkest entities in creation and putting real boots to ethereal ass, he's the best in the biz. Or at least one of the best. He thinks. That's why he's been summoned to the deathbed of the one and only Alexander King—a living (for now) legend in the realm of otherworldly cloak-and-dagger operations. As an independent agent, King has managed to collect quite a cache of secrets, conspiracies, and evidence worth killing for and then some. And

he's putting the whole lot up for grabs in a twisted game of intelligence, skill, and survival. Pitted against a selection of prime recruits from all over the supernatural spy game, Eddie is going to have to call on all his skills and dirty tricks, to come out ahead in the great spy game where only the quick and the cool survive. Because one of King's prized secrets is going to help Eddie uncover a hidden threat within his own family... \"Bright, fast-paced...Eddie makes a likable hero, and fans will enjoy following him through this surprisingly complex mystery.\"— Publishers Weekly \"Eddie gets to the bottom of things with style and a particularly cynical sense of humor. Series-spinner Green's Drood books are fun, funny, and action-packed, and Eddie is one of his most entertaining creations.\"— Booklist

Blue Moon Rising

Quests are overrated All his life, Prince Rupert thrilled in the glorious exploits of his royal ancestors. Finally embarking on his own heroic journey, Rupert realizes there's a lot the minstrels leave out of their songs. On the hunt for a mythical dragon, besieged by demons, and navigating the cursed Darkwood with a smart-mouthed unicorn, Rupert is becoming somewhat disenchanted with legends. But even if he succeeds, peril awaits, because the king never intended for his spare heir to return from this fool's errand. Now, with the help of a few unusual allies, Rupert must make up the story as he goes--outmaneuvering assassins, thwarting the voracious spread of the Darkwood, and grappling with rumors of a powerful evil's return. Rupert may not be the hero Forest Kingdom wanted, but at this rate, he's the only one they're going to get. New York Times bestselling author Simon R. Green's trademark wit and genre-twisting narrative sparkles in *Blue Moon Rising*, the first book of *The Forest Kingdom* series.

From a Drood to a Kill

My name is Eddie Drood, and the Powers That Be have taken everything... Eddie Drood has lost everyone important to him. His parents mysteriously disappeared and no one else in his family seems to care. His beloved uncle, the last family member he could trust, has just passed away. And now his girlfriend, Molly Metcalf, is missing. On his own and without the protection of the Drood family, Eddie pieces together the truth of their disappearances: both his parents and Molly have been kidnapped by the mysterious Powers That Be. Eddie has to break a few Drood family rules and a few ancient treaties to follow them. He'll have to risk everything to win their freedom, or lose their lives -- and their souls -- forever.

Hellworld

Before *Owen Deathstalker*, there was the *Twilight of the Empire*... *Hellworld*. Wolf IV. It's the next stop for Captain Scott Hunter, who'd been given a choice. Get booted, or join the Hell Squads. For Russel Corbie, it was prison or the Hell Squads. Megan DeChance was an ESPer, so for her the only other choice was death. That's the kind of choice you're given when your new job puts you on the frontlines of the dangerous unknown... \"Lots of action, an uncomplicated plot, plenty of exotic dangers and scenes, the kind of story you read to clear your mind of everyday hassles.\" Science Fiction Chronicle on *Hellworld* *Hellworld* has previously been published singly, as well as in the omnibus editions *Twilight of the Empire* (US) and *Deathstalker Prelude* (UK). Be sure to enjoy the other *Prelude/Twilight of the Empire* novels *Mistworld* and *Ghostworld*, and the entire *Deathstalker* series, all from New York Times bestselling author Simon R. Green.

Into the Thinnest of Air

The New York Times bestselling author continues his genre-bending Ishmael Jones noir mystery series in a tale of missing persons and murder... For otherworldly investigator Ishmael Jones, a chance to get away to the relaxing countryside doesn't come along every day—or ever, actually. His paramour Penny is taking him to the grand reopening of the historic Cornwall inn known as Tyrone's Castle—a place with a long, dark history of smugglers, murderers, and sinister spirits. What could go wrong? A great deal, as it turns out. It begins after a cordial dinner with the other guests, when one of the hosts disappears without a trace before

she can even finish her dessert. As fear and suspicion begin to infiltrate the inn, another person vanishes, and it seems as if the inn's dark history has awakened to claim a new slew of victims. Ishmael doesn't believe there's anything supernatural or ghostly behind the night's events. And the more he learns, the more he's certain that the key to solving the mystery lies not in the past but the present. Unfortunately, he has no bodies, no clues, no witnesses...no evidence of any chicanery whatsoever. But for a man like Ishmael, that just makes things a little more interesting...

The Bones of Haven

There's nothing safe about Haven, nor is there justice, truth, or honesty. The only thing stemming the forces of darkness from overtaking the city is the Guard, but even they are susceptible to bribes, threats, and general maliciousness. However, two members of the Guard hope to change that. Hawk and Fisher, the husband and wife team, are the only pure forces of good in Haven. They can't be bought. They can't stand for injustice. But they can kick your ass. Hawk and Fisher constantly find themselves in the middle of Haven's trouble, but this time they might be in over their heads. A massive riot breaks out in the prison where all of Haven's most notorious criminals - and wizards - and incarcerated, threatening the tentative Peace Talks the would bring peace to the kingdom. Their actions in the prison take them straight into the fold of Haven's political battle where peace talks might meet a bloody end. As the action unfolds, Hawk and Fisher find themselves deeper and deeper in the conspiracy that ties the lowest of prisoners to the highest politicians in Haven. The toughest married couple faces their greatest (and perhaps final) battle in the stunning conclusion to the Hawk and Fisher series.

Sequels

A guide to series fiction lists popular series, identifies novels by character, and offers guidance on the order in which to read unnumbered series.

Just Another Judgement Day

Judgement Day has arrived for the inhabitants of the Nightside, and here to cast the first stone is God's very own agent of righteousness, the Walking Man. The Walking Man, God's enforcer on earth, has arrived, and brought Judgement Day with him. His sole mission is to rid the Nightside of sin and corruption - trouble is, that's exactly what the city was built on. It's a place where depravity rules, and where every dark desire can be fulfilled. If the Walking Man is allowed to carry out his indiscriminate purge, there'll soon be nothing - and no one - left. So the Authorities have hired private eye John Taylor to stop him, although that's likely to be easier said than done. Everyone knows that the Walking Man can't be killed, but if John Taylor doesn't find his weakness soon, he - along with the entire Nightside - will be facing God's wrath. Just another Judgement Day is the ninth title in Simon R. Green's New York Times bestselling Nightside series

Nightingale's Lament

The name's John Taylor. I work the garish streets of the Nightside—the hidden heart of London where it's always three A.M., where in human creatures and otherworldly gods walk side by side in the endless darkness of the soul. I have a talent for finding things. People...property...no problem. But now I'm after something different. A local diva called the Nightingale has cut herself off from her family and friends, and I've been hired to find out the reason. I'm also wondering why her suicide—prone fans think she has a voice to die for. Literally. To get the truth, I'll have to lend an ear to the most enticingly beautiful and deadly voice in all of the Nightside—and survive.

Cinema of Swords

Cinema of Swords is a history, guide, and love letter to over four hundred movies and television shows featuring swashbucklers: knights, pirates, samurai, Vikings, gladiators, outlaw heroes like Zorro and Robin Hood, and anyone else who lives by the blade and solves their problems with the point of a sword. Though swordplay thrives as a mainstay of current pop culture—whether Game of Thrones or Lord of the Rings or Star Wars—swashbuckling was if anything even more ubiquitous during Hollywood’s classic period, from its foundations in the Silent Era up through the savage bursts of fantasy films in the ‘80s. With this huge cinematic backlist of classics now available online and on-demand, Cinema of Swords traces the roots and branches of this unruly genre, highlighting classics of the form and pointing fans toward thrilling new gems they never knew existed. With wry summaries and criticism from swordplay expert Lawrence Ellsworth, this comprehensive guidebook is perfect as a reference work or as a dazzling Hollywood history to be read end-to-end.

The Unnatural Inquirer

John Taylor’s the name. I’m a PI working a small slice of mystical real estate in the hidden centre of London. It’s a place where the sun refuses to rise, where monsters and men walk side by side. And if you want something found in the Nightside, I’m your man. The editor of the Unnatural Inquirer—the Nightside’s most notorious rag—has offered me one million pounds to find a man who claims to have evidence of the Afterlife stored on a DVD. The Inquirer made the guy a sweet deal. Then he and the disc vanished. I don’t know if the disc is on the level—but for a million pounds, I’m willing to believe. Trouble is, someone else—someone very powerful—is on the trail, too. And who—or what—ever it is, is deadly determined to find the disc first...

Hell to Pay

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...

The Swords of Haven

Hawk and Fisher: partners, husband and wife, Captains in Haven's City Guard. Known, respected, and mostly feared, Hawk and Fisher fight crime, pursue justice, and protect Haven with their unique blend of strength, steel, and razor-sharp instinct. Haven's citizens have never needed their protection more. The city is a hotbed of violence and corruption, where the natural and supernatural constantly collide, ready to boil over at any moment. Hawk and Fisher have their work cut out for them—for even by daylight, Haven is a dark place. Swords of Haven brings together the first three novels in New York Times bestselling author Simon R. Green's beloved Hawk & Fisher series: Hawk & Fisher A high-level city official is murdered during a dinner party and Hawk and Fisher have only a few hours to find the killer among the guests, including powerful spell-casters, cunning politicians, Haven royalty, and the victim's own wife. Winner Takes All Hawk & Fisher grapple with dark magics, devious politicians, and deadly assassins when they're assigned to protect James Adamant, a fiery young politician whose plan to root out Haven's corruption makes him very popular...as a target. The God Killer No one is safe in Haven, not even the Gods! When divine residents of the Street of Gods fall prey to a murderer, Hawk & Fisher must team up with an exclusive tactical unit to catch the killer before all hell breaks loose in Haven.

Paths Not Taken

I'm John Taylor. I was born in the Nightside, that square mile in the hidden center of London where it is always the hour of the wolf, where gods and monsters walk side by side and where every dark question ever asked can be answered—for a price. I left for a while, but I did come back, to make my living doing what I do better than anyone else: finding things—lost or stolen, real or imaginary. Recently, I found the most dangerous thing of all: the true identity of my long-gone mother. Turns out she's a being who's been around since before the dawn of history. Then, she created the Nightside—and now, for her own warped reasons, she intends to destroy it. To stop her before she even gets started, I've got to do some hard traveling—back in Time, through endless eons, into the very distant—and probably deadly—past...

Hex and the City

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...

Encounters with Arachnids

Explore the fascinating world of spiders and scorpions in this comprehensive guide, filled with stunning photographs and engaging text. From the delicate orb weaver to the fearsome scorpion, these creatures are both beautiful and deadly. In this book, you will learn about the anatomy, biology, behavior, and habitats of spiders and scorpions. You will discover the different types of spiders and scorpions, from the common house spider to the deadly black widow. You will also learn about the unique adaptations that these creatures have developed to survive in a variety of environments, from deserts to rainforests. Spiders and scorpions play an important role in the ecosystem, controlling populations of insects and other pests. They are also a food source for many other animals, including birds, reptiles, and mammals. Despite their importance, spiders and scorpions are often misunderstood and feared. This book aims to dispel the myths and misconceptions surrounding these creatures and provide a greater appreciation for their role in the natural world. With its captivating writing style and stunning visuals, this book is the perfect resource for anyone interested in learning more about spiders and scorpions. Whether you are a student, a nature enthusiast, or simply someone who wants to overcome their fear of these creatures, this book has something for everyone. So, embark on a journey into the world of spiders and scorpions today. Discover the beauty and wonder of these creatures and gain a new understanding of their importance to the environment. If you like this book, write a review!

Daemons Are Forever

New York Times bestselling author Simon R. Green continues his Secret Histories fantasy adventure series featuring supernatural super agent Eddie Drood. The name's Drood. Shaman Drood. For centuries, my seriously dysfunctional family have been battling the forces of evil, all the while keeping you everyday folks safe, sound, and blissfully unaware of just how truly nasty this world can be. And due to some recent internal conflicts, I'm the man in charge of the whole mess. So, of course, things are about to go sideways. It turns out that in the darkest days of World War II, my family was in a hard place, fighting a desperate battle against some infernal creatures the Nazis had brought into the fray. So, the Droods decided to fight fiend with fiend, making a very stupid deal with a bunch of demons called the Loathly Ones to take our side. The good news is they did a hell of a job. The bad news is they decided to stick around. Now, they're calling home to let their

even more nightmarish masters know that this world is ripe for conquest. And me and mine are the only ones who can stop them.

Mistworld

Before Owen Deathstalker, there was the Twilight of the Empire... Mistworld. The day would come when it would be a key world in Owen Deathstalker's Rebellion. Now, it's as it's always been, a world on the edge of the Empire, a lawless one, shielded from the outside by powerful ESPers. A world where Leon Vertue can run his body bank, where a burglar like Cat has more to fear from other thieves than the Empress' justice, a world where Investigator Topaz is determined to make her mark. \ "Green moves his plot at top speed, and his characters are alive and his background solid.\ " Baird Searles in Asimov's Science Fiction Magazine on Mistworld Mistworld has previously been published singly, as well as in the omnibus editions Twilight of the Empire (US) and Deathstalker Prelude (UK). Be sure to enjoy the other Prelude/Twilight of the Empire novels Ghostworld and Hellworld, and the entire Deathstalker series, all from New York Times bestselling author Simon R. Green.

Down These Strange Streets

In this collection of urban fantasy stories, editors George R. R. Martin and Gardner Dozois explore the places where mystery waits at the end of every alley and where the things that go bump in the night have something to fear... In "Death by Dahlia," #1 New York Times bestselling author Charlaine Harris takes vampire Dahlia Lynley-Chivers to a lavish party that turns deadly. And with so many creatures of the night in attendance, Dahlia will have a hard time identifying the most likely suspect! #1 New York Times bestselling author Patricia Briggs thrills in "In Red, with Pearls," as a werewolf PI races to crack a case involving zombies, witches, and the most horrifying creatures of them all—lawyers. In "Lord John and the Plague of Zombies," New York Times bestselling author Diana Gabaldon follows Lord John as he journeys to the beautiful but faintly sinister island paradise of Jamaica, where he's soon investigating a mystery with no shortage of spiders, snakes, revolutionaries, and, of course, zombies. With these and thirteen more original tales, Down These Strange Streets takes you to the cities where fantasy and mystery collide and where private eyes who have seen it all find something lurking that is stranger still...

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