

Deathstalker

Deathstalker

Owen Deathstalker never wanted to be head of his clan. But when his father is murdered and he himself is outlawed by the order of the Empress, Owen must face the fact that destiny has other plans for him...

Deathstalker Rebellion

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

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)

Deathstalker War

Owen Deathstalker fights to win a war against an empire in this sci-fi epic from New York Times bestselling author Simon R. Green. Fate had made Owen Deathstalker a rebel hero in an empire choked by tyranny. Embracing his warrior lineage for the sake of freedom, he stoked the flames of revolution, gathering the forces that one day must strike against Imperial authority. That day has come. With his valiant compatriots Hazel d'Ark and Jack Random, Owen must now bring the uprising to a fiery conclusion. From the rebel strongholds of Mistworld and Virimonde to the Empire's mighty heart on the planet of Golgotha, the fate of humanity now depends on a clash of arms across light-years of space. But Deathstalker's desperate cause will need more than an army of courageous fighters to succeed—for the cunning Empress has some evil surprises to unleash...

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 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.

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!

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 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

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.

Deathstalker Coda

With the Empire threatened by a mysterious entity known as the Terror, Owen Deathstalker returns as foretold by the prophecy to save the known world, leaving his descendent Lewish with the unenviable task of marshaling an army to destroy the dark legions of the madman who has usurped the throne. Reprint.

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.

Movie Mission

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

Deathstalker Return

Take a journey through the Age of Heroes... After falling in love with the king's intended, Lewis Deathstalker is now exiled, an outlaw from the empire he faithfully served for so long. With Lewis out of the way, former, Paragon Finn Durandal, has led a silent coup to wrest control from the king and set himself up as the power behind the throne. But Durandal is not the Empire's biggest threat. The Terror that Owen Deathstalker prophesied nearly 200 years ago is almost upon them, and Owen is supposedly the only one who can save civilization from unspeakable horrors. Lewis, unwilling to believe that the galaxy's savior is dead, sets off to the darkest reaches of the Galaxy to find his lost ancestor. Lewis intends to retrace Owen's footsteps and overturn every possible lead. But with Finn in control of the empire's massive forces, he is outmanned and outgunned at every turn. Lewis must stay one step ahead of Finn's ever-expanding reach if he has any hope of discovering Owen's fate. Note from Publisher: This book was originally published as Book 7 in the Deathstalker series.

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 Legacy

A golden age doesn't last forever... Owen Deathstalker sacrificed everything to topple a corrupt empire and usher humanity into an age of peace and prosperity. Now Lewis Deathstalker, Owen's descendant, carries on the family name and honor as a Paragon, warriors famed for their skill and heroism who dispense the king's justice throughout the galaxy. However, two hundred years have passed since Owen and his gang of heroes disappeared into legend, and the peace that the Deathstalker bought with his life is quickly coming to an end. Amidst political uncertainty, Lewis's oldest friend, Douglas, ascends the throne and names Lewis to the archaic, and largely symbolic, role of King's Champion. But Lewis quickly finds that he has all the bad luck of his famous ancestor and that his old allies have become his enemies. Surrounded on all sides by plots and treason with the political situation spiralling out of control, Lewis is exiled from court in disgrace. Now it's the new Deathstalker's turn to save the empire with only a ragged band of allies as chaos spreads throughout the empire and threatens to end the golden age. Note from Publisher: This book was originally published as Book 6 in the Deathstalker series.

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.

Deadly Black Widows

A discussion of the black widow spider, the most dangerous kind of spider in the United States.

Deathstalker Legacy

It has been two hundred years since Owen Deathstalker fell, dying to save the Empire and all Humanity. Now it is a Golden Age for all: for men, for aliens and for the AIs of Shub. But one evil man has determined to bring it all crashing down, and now the Terror has finally arrived, threatening them all with extinction. The old heroes have become legends, and the cry goes out for new heroes. It's time for the latest Deathstalker, Lewis, to do his bit. Unfortunately, he and his companions, a diva, a conman, a homicidal psychopath and a reptiloid, have been outlawed and declared traitors. Deathstalker luck. Always bad. Unless Lewis Deathstalker can defy the odds to get to the Madness Maze and tread the same dangerous path to glory that his ancestor did, the Golden Age is about to be wiped out for ever. Together with Humanity . . .

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.

Rise of the Night Stalkers

Genres: GameLit, Post-Apocalyptic, Adventure Fantasy Waking up to discover the apocalypse had begun, and to find that I was no longer human, was not how I thought my day would go. But then again, I supposed I was thankful to just have another day to begin with, considering I'd apparently been a mindless monster for the last several months. The city was a mess, with many buildings destroyed by massive black towers that rose into the sky like enormous thorns. And yet, despite all this, I was about to discover that the monsters and bizarre landscape weren't the strangest things about the apocalypse. At least, not if the visual hallucination that displayed game-like stats counted. Warning: This book contains content that may not be suitable for all audiences, including excessive profanity and some violence/gore. Prologue As she got into position to strike, I quickly realized that stalking must truly come naturally to our kind, because the little demon proceeded to expertly sneak up on the man like a ninja, leaping onto his back and sinking her teeth into his neck. I could hear the snap from here, as she broke his spine at the base of his skull, dropping him to the ground in an instant. However, the fact that I could hear it so loudly also meant that the other man did too. He whipped his head around, just in time to see a four-legged creature dash behind another car. Crying out in shock, he fired his gun a few shots after she had already vanished, only to run over to his partner in crime, continuing to point his weapon towards the car. Little did he realize that she was already on the move the moment he glanced away. Rise of the Night Stalkers is a full-length novel. Genres: GameLit, Post-Apocalyptic, Adventure Fantasy

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.

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.

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.

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

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.

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...

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.

Ghostworld

Before Owen Deathstalker, there was the Twilight of the Empire... Ghostworld. Unseeli. A dead world, at least since the Ashrai Rebellion ten years before. A world of metal trees crucial to the Empire, as crucial as Captain John Silence will one day be to the Empress. But not now. Silence botched the Empire's response to the Rebellion, and bears the burden for a world wiped clean of all life, save its precious metal trees. Now, Base Thirteen has gone silent, cut itself off from the Empire, and stopped its crucial shipments. Silence has to find out why, and clean up his mess, aided by the ESPer Diane Vertue and Investigator Frost. Behind each locked door on Base Thirteen, mystery and menace await. Ghostworld 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 Hellworld, and the entire Deathstalker series, all from New York Times bestselling author Simon R. Green.

Invasion of the Undead

Former Marine Lance Corporal Chase Brooks fought the enemy in Afghanistan and lost his unit. Now back in America, he fights to keep from losing his mind, as he is repeatedly attacked by the undead that he believes wiped out his men overseas. Convinced that what he saw over there was real, he goes to war to wipe out the undead on American soil.

Movie Menace

Frank and Joe Hardy are assigned to pose as extras on the set of the an upcoming teen movie, Deathstalker. The star, an ingenue named Anya, believes that someone is out to get her--and she's got proof. Someone tried to burn down her trailer! The Undercover Brothers need to get to the bottom of the arson, and other mayhem

surrounding the filming of the hit comic book. The first book of the next exciting trilogy!

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.

The Man With the Golden Torc

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...

Voices from Beyond

Meet the operatives of the Carnacki Institute—JC Chance: the team leader, brave, charming, and almost unbearably arrogant; Melody Chambers: the science geek who keeps the antisupernatural equipment running; and Happy Jack Palmer: the terminally gloomy telepath. Their mission: Do Something About Ghosts. Lay them to rest, send them packing, or just kick their nasty ectoplasmic arses... In a quiet London suburb, four university students participating in an experiment inside a reputed haunted house hold a séance that goes terribly wrong. What—or who—ever they summoned has taken their minds away, leaving them empty shells. Enter the Ghost Finders, ready to confront an enraged poltergeist for the students' very souls. All in a day's work—except the team doesn't know that in another part of the city, a different entity has also breached the threshold between worlds. And this time what is at stake is not four lives—but the very existence of all humanity.

Ghost of a Smile

The Ghost Finders answer a distress call from the private research center of one of the biggest drug companies in the world, where a team of police enforcement agents have vanished. They have no idea what they're facing—except a deadline that threatens to remove the entire building from existence if they fail to get to the bottom of the mystery.

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...

The Bride Wore Black Leather

In the secret heart of London, under the cover of endless darkness, is the Nightside. But enter at your own risk. The party animals who live here may be as inhuman as their appetites... My name is John Taylor. The Nightside is my home, and I've got a brand new full-time job there (in addition to my private eye work) as Walker—the Voice of the Authorities. I'm also marrying the love of my life, Suzie Shooter, the Nightside's most fearsome bounty-hunter. But nothing comes easy here. Not life. Not death. And for certain, not happily-ever-after. Before I can say "I do," I have one more case to solve as a private eye—and my first assignment as Walker. Both jobs would be a lot easier to accomplish if I weren't on the run, from friends and enemies alike. And if my bride-to-be weren't out to collect the bounty on my head...

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