
Something From The Nightside

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Nightside*

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Something from the Nightside *Penguin*

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.

Something from the Nightside *Penguin*

Taylor, a detective gifted with the ability to find lost things, must descend into the world of Nightside, a dark realm of alternate reality, to find the missing daughter of a wealthy client.

Nightingale's Lament *Penguin*

Below the city of London lurks the dark underworld of Nightside where John Taylor must use his rare talent of finding things that are lost to investigate the disappearance of a local singer called the Nightingale whose beautiful voice has the power to cause death. Original.

Agents of Light and Darkness *Penguin*

While working in Nightside, John searches for the Unholy Grail, a cup used

during the Last Supper that corrupts the owner and gives him power, before it falls into the wrong hands.

The Bride Wore Black Leather *Penguin*

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...

Tales from the Nightside Ace

New York Times bestselling author Simon R. Green returns to the Nightside with this landmark collection of short fiction. Welcome to the Nightside. It's the secret heart of London, beating to its own rhythm, pumping lifeblood through the veins of its streets and alleys hidden in eternal darkness, where creatures of the night congregate and where the sun is afraid to shine. It's the place to go if you're looking to indulge the darker side of your nature--and to hell with the consequences. Tales from the Nightside presents ten macabre mysteries that shine a dim beam into the neighborhood's darkest corners to reveal

things that should never come to light. Take a walk with such deadly and dangerous denizens of the Nightside as Razor Eddie, Dead Boy, and Larry Oblivion as they encounter things even more inhuman and inhumane than they are. And join John Taylor, the PI with a knack for finding lost things, as he confronts Sir Francis Varney, King of the Vampires, in a novella-length adventure. There may be nothing to be afraid of in the dark, but there's plenty to be afraid of in the Nightside...

The Unnatural Inquirer *Penguin*
GREEN/UNNATURAL INQUIRER

Sharper Than a Serpent's Tooth *Penguin*

With the fate of his world at stake, John Taylor, a detective gifted with the ability to find lost things, must prevent his not-quite-human mother from destroying the Nightside.

Hell to Pay *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...

Nightside The Long Sun

The First Volume of the Book of the Long Song *Tor Books*

Nightside the Long Sun is the beginning of the science fiction masterpiece from Gene Wolfe, *Book of the Long Song* Life on the Whorl, and the struggles and triumphs of Patera Silk to satisfy the demands of the gods, will captivate readers yearning for something new and different in science fiction, for the magic of the future. Enormous in breadth and scope, Wolfe's ambitious new work opens out into a world of wonders, of gods and humans, aliens and machines, and mysterious adventures far out in space and deep inside the human spirit. It is set on a ship-world whose origins are shrouded in legend, ruled by strange gods who appear infrequently to their worshippers on large screens, and peopled by a human race changed by eons of time, yet familiar. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

A Walk on the Nightside *Ace Trade*

Working in Nightside, a dark underworld hidden beneath the streets of London, John Taylor, a detective gifted with the ability to find things that are lost, searches for the missing daughter of a wealthy client, the Unholy Grail, and a missing singer whose voice has the power to cause death, in a trio of novels—*Something from the Nightside*, *Agents of Light and Darkness*, and *Nightingale's Lament*. Original.

Nightside City *FoxAcre Press*

The Good, the Bad, and the Uncanny
Penguin

In the Nightside—that hidden area in the middle of London where time stands still at three A.M. and the sun won't rise to refute it—nightmares go walking in borrowed flesh, and not everything that looks back at you with human eyes is really human. I'm John Taylor, a PI with a knack for finding things, helping those the Nightside has chewed up and is about to spit out. All things considered, my life lately had been bright, even in this shadowy place. So it was only a matter of time before everything hit the fan. Walker—the powerful, ever-present, never-to-be-trusted agent who runs the Nightside on behalf of the Authorities—paid me a visit. He told me he is dying and that he, too, has a job for me. An important job. His.

Drinking Midnight Wine *Jabberwocky Literary Agency, Inc.*

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.

Just Another Judgement Day *Penguin*

With a new sheriff, The Walking Man, stalking the streets of the Nightside, preying on evildoers and indulgent party-goers alike, it falls to P.I. John Taylor to stop him before The Walking Man turns all of the Nightside into a wasteland. By the author of The Unnatural Inquirer.

The Man With the Golden Torc
Penguin

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...

A Hard Day's Knight *Penguin*

Welcome to the Nightside. For those foolish enough to seek it out, it's literal tourist trap, populated by beings, human and otherwise, who have never seen the sun rise. A place where your dreams can come true—as long as your nightmares don't get you first. My name is John Taylor. I'm a PI with a special talent for finding lost things. I'm also the reluctant owner of a very special—and dangerous—weapon: Excalibur, the legendary sword (which isn't what you think it is, and never was). Excalibur chose me, and to find out why, I'll have to consult the last defenders of Camelot, a group of knights who dwell in a place that some find more frightening than the Nightside. London Proper. It's been years since I've been back—and there are good reasons for that...

Into the Nightside

John Taylor is a private eye working the mean streets of the Nightside, selling his talent at finding things to the highest bidder. From hunting for teenage runaways, to questing for the Unholy Grail, to finding out the true identity of his own mother, follow Taylor's exploits.

Damned If You Do in the Nightside

John Taylor is a private eye with a difference, working the strange streets of the Nightside. Here the clocks always

read three a.m. and terrible things happen with predictable regularity.

Fated *Penguin*

Enter a “gorgeously realized world”* and meet a mage destined for greatness in the first novel in the national bestselling Alex Verus series. Alex is part of a world hidden in plain sight, running a magic shop in London that caters to clientele who can do much more than pull rabbits out of hats. And while Alex's own powers aren't as showy as some mages, he does have the advantage of foreseeing the possible future—allowing him to pull off operations that have a million to one chance of success. But when Alex is approached by multiple factions seeking his skills to crack open a relic from a long-ago mage war, he knows that whatever's inside must be beyond powerful. And thanks to his abilities, Alex can predict that by taking the job, his odds of survival are about to go from slim to none....

Paths Not Taken *Penguin*

With the fate of his world at stake, John Taylor, a detective gifted with the ability to find lost things, must travel back in time to stop his mother, the creator of the Nightnight, from destroying her creation.

27 Hours *Entangled: Teen*

Rumor Mora fears two things: hellhounds too strong for him to kill, and failure. Jude Welton has two dreams: for humans to stop killing monsters, and for his strange abilities to vanish. But in no reality should a boy raised to love monsters fall for a boy raised to kill them. Nyx Llorca keeps two secrets: the moon speaks to her, and she's in love with her best friend, Dahlia. Braeden Tennant wants two things: to get out

from his mother's shadow, and to unlearn his colony's darkest secret. To save everyone they love, they'll both have to commit treason. During one twenty-seven-hour night, these four runaways must stop the war between the colonies and the monsters from becoming a war of extinction, or the things they fear most will be all that's left.

Hex and the City *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...

Daemons are Forever *Penguin*

In the sequel to *The Man with the Golden Torc*, Eddie Drood is forced to take on some nasty daemons from another dimension, who arrived in this world at the behest of the Drood family to help battle the Nazis during World War II and who have decided that they have no intention of leaving.

Mean Streets *Penguin*

Four bestselling fantasy authors present a collection of novellas about dark nights, cruel cities, and paranormal P.I.s—featuring Harry Dresden, John Taylor, Harper Blaine, and Remy Chandler. #1 New York Times bestselling author Jim Butcher delivers a story in which Harry Dresden—Chicago's only professional wizard—tries to protect a friend from danger and ends up becoming a target himself... John Taylor is the best PI in the secret heart of London known as The Nightside. He can find anything. But locating the lost memory of a desperate woman may be his undoing in a thrilling noir tale from New York Times bestselling author Simon R. Green... National bestselling author Kat Richardson's *Greywalker* finds herself in too deep when a job in Mexico goes awry, and Harper Blaine is enmeshed in a tangle of dark family secrets and revenge from beyond the grave... An ancient being that lived among humanity for centuries is dead, and fallen angel-turned-Boston detective Remy Chandler has been hired to find out who—or what—murdered him in a whodunit by national bestselling author Thomas E. Sniegowski...

Litany of the Long Sun

The First Half of 'The Book of the Long Sun' *Macmillan*

In the first two books of the series "The Book of the Long Sun," young priest Patera Silk tries to satisfy the gods living within the Whorl, a starship world sent from Urth to colonize a distant planet, while trying to save his own parish.

Narcissus in Chains

An Anita Blake, Vampire Hunter Novel *Penguin*

In her tenth adventure, nothing can save vampire hunter Anita Blake from a twist of fate that draws her ever closer to the brink of humanity.

Turn Coat

A Novel of the Dresden Files *Penguin*

Accused of treason against the Wizards of the White Council, Warden Morgan goes in search of Harry Dresden in a desperate attempt to clear his name and stop the deadly punishment from taking place in this latest thrilling addition to the Dresden Files series.

Night Fall *Penguin*

From the New York Times bestselling author of *Moonbreaker* comes the epic final Secret Histories adventure, where the Droids will take on the most unexpected of enemies: the inhabitants of the Nightside. The Droids are all about control, making people do what they're told for the greater good. The Nightside is all about choice: good and bad and everything in between. The Droids want to make the world behave. The Nightside wants to party. They were never going to get along. For centuries, ancient Pacts have kept the Droids out of the Nightside, but now the Droids see the Nightside as a threat to the whole world. They march into the long night, in their armour, to put it under their control. All too soon, the two sides are at war. It's Eddie Droid and Molly Metcalf against John Taylor and Shotgun Suzie. The Droid Sarjeant-at-Arms and their Armourer against Dead Boy and Razor Eddie. More groups join in: the London Knights, the Ghost Finders, the Spawn of Frankenstein, Shadows Fall, and the Soulhunters. Science and magic are running wild, there's blood running in the gutters, and the bodies are piling up. Is

anyone going to get out of this alive?

Button Hill *Orca Book Publishers*

Dekker isn't happy that he and his little sister, Riley, are stuck in Button Hill with their weird old great-aunt Primrose. When he discovers an old clock in the cellar, made entirely of bones and with a skull for a face, he doesn't think much about it. But when Riley goes missing, a strange boy named Cobb appears in Button Hill. He tells Dekker that Button Hill sits on the border between Nightside and Dayside—and that Riley is in Nightside and may never return. In order to save her, Dekker must follow her into the darkness and sacrifice something he thought he couldn't live without.

Nightside the Long Sun

Science fiction-roman.

On the Edge *Penguin*

Step into a whole new world in the first Novel of the Edge from the #1 New York Times bestselling author of the Kate Daniels series. The Edge lies between worlds, on the border between the Broken, where people shop at Wal-Mart and magic is a fairy tale—and the Weird, where blueblood aristocrats rule, changelings roam, and the strength of your magic can change your destiny... Rose Drayton thought if she practiced her magic, she could build a better life for herself. But things didn't turn out the way she'd planned, and now she works an off-the-books job in the Broken just to survive. Then Declan Camarine, a blueblood noble straight out of the deepest part of the Weird, comes into her life, determined to have Rose (and her power). But when a flood of creatures hungry for magic invade the

Edge, Declan and Rose must overcome their differences and work together to destroy them—or the beasts will devour the Edge and everyone in it...

The Dark Side of the Road: a Country House Murder Mystery with a Supernatural Twist

Ishmael Jones can't afford to be noticed. He's employed to search out secrets and shine a light in dark places. Sometimes he kills people. Invited by his employer, the enigmatic Colonel, to join him and his family for Christmas, Ishmael arrives at the grand but isolated manor in the midst of a blizzard to find that the Colonel has disappeared . . ."

From Hell With Love

A Secret Histories Novel *Penguin*

"Take some James Bond and throw in some of Green's own Nightside, and mix liberally with the epic over-the-top action of his Deathstalker novels, and you're somewhere in the right neighborhood" (The Green Man Review) of this all-new urban fantasy mystery from the New York Times bestselling author of *The Spy Who Haunted Me*... It's no walk in the bloody park, being a Drood—one of the family who has protected ordinary humanity from the things that go bump in the night for centuries. We're not much liked—even by one another. Now our Matriarch is dead. Murdered. Maybe by one of us. Maybe not. It's been left up to me, Eddie Drood, to figure out whodunit. That's not going to be easy. You see, opinion is divided evenly between two camps of thought: those who think the killer was Molly, my best girl, and those who think the killer was actually me. And I know for a fact that I didn't do it.

Becoming Crone

She wanted purpose. She got dark magic and war. Claire Emerson is adrift. After a lifetime as a wife, mother, and grandma, she never saw divorce or loneliness coming and is desperate for some sense of purpose. But when her sixtieth birthday brings a snarky gargoyle, an annoyingly sexy wolf shifter, and an unknown magical calling, she thinks she's losing the only thing she has left: her sanity. Refusing to believe she's the powerful defender of humankind her so-called protectors claim, Claire attempts a return to her safe life... only to have her powers ignite when she's attacked by dark supernatural creatures. And without the training she was supposed to have received, she has no idea how she'll defeat sinister mages plotting her demise. Can Claire overcome creaky joints and major hot flashes in time to save the world - and her own life?

Cerulean Sins *Hachette UK*

'People don't like dealing with people who raise the dead. Don't ask me why, but we make them nervous.' There's something about Leo Harlan that I don't like. He's asked me to reanimate his long-dead ancestor, and it seems like a perfectly ordinary case for someone like me: Anita Blake, preternatural expert, vampire hunter and raiser of the dead. So I agree - sometimes you deal with the devil not because you want to, but because if you don't, someone else will. But what he hasn't told me is that the corpse may hold the secret to an ancient crime that not everyone wants to be remembered.

Nightside of the Runes

Uthark, Adulruna, and the Gothic Cabbala *Simon and Schuster*

Reveals the occult wisdom and multidimensional layers of meaning hidden in the Nordic Rune stones • Explores the practice of the Uthark divination system encoded within the traditional exoteric Futhark system of reading the runes • Traces the relationship between the rune stones and numerology, the Cabbala, alchemy, Gothicism, and sigil magic • Examines the history of the runes and the ancient spiritual mysticism of Odin Uncovering the dark side of the Nordic rune stones hidden beneath their traditional interpretation, Swedish scholar and runologist Thomas Karlsson examines the rune work of Swedish mystic and runologist Johannes Bureus (1568-1652) and professor Sigurd Agrell (1881-1937), both of whom devoted their lives to uncovering the secret uses of rune stones concealed from all but the highest initiates. Karlsson begins by examining the Uthark system of divination--the Left Hand Path of the runes--that lies hidden under the traditional Futhark system. According to the lore of Uthark, a cryptographic ruse was used to make it impossible for the uninitiated to know the true order of the runes. Exploring Agrell's decryption of the Uthark system, Karlsson reveals similarities between the numerology of ancient mystery cults and the Runic tradition. He explains the multidimensional meaning of each rune from the Uthark perspective, their relationships with the nine worlds of Norse cosmogony, and the magical powers of rune-rows and the three aettir rune groupings. He details how to create your own magically-charged runes, direct and activate the force of the runes, and use them for rune meditation, divination, sigil magic, galders (power songs), and rune yoga. Karlsson also

examines the secret dimensions of the 15 "noble" runes, the Adulrunes, based on the theories of Johannes Bureus. Using his knowledge of the Cabbala and alchemy, Bureus created magical symbols with the Adulrunes as well as one symbol containing all 15 Adulrunes, which Bureus called the "Adulruna." Karlsson explains Bureus' spiritual system of initiation, the Gothic Cabbala, revealing the connections between old Norse wisdom and the Cabbala. He explores Bureus' Adulrune practices and explains how Bureus outlined seven levels of meaning for each rune, with those initiated into the highest rune levels able to conjure spirits and raise the dead. Covering more than just rune practices, Karlsson's exploration of the dark or night side of the runes provides a comprehensive guide to Norse spirituality and the ancient spiritual mysticism of Odin.

The Best Thing You Can Steal *Severn House Publishers Ltd*

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 . . .

The Nightingale *Center Point*

"In World War II France, two sisters face frightening situations and respond in ways they never thought possible as bravery and resistance take different forms in each of their actions"--

Ghost of a Chance

Ghost Finders *Jo Fletcher Books*

Meet the operatives of the Carnacki Institute. The Institute's operatives are the best of the best: JC Chance, team

leader, is undoubtedly brave, sharp as a tack, incredibly charming - and almost unbearably arrogant. Melody Chambers may be a science geek, but she's also the techno-wizard extraordinaire who keeps their anti-supernatural equipment running. And as for Happy Jack Palmer: their terminally gloomy telepath is the last person anyone would want navigating through their head. Their mission: Do Something About Ghosts. That means lay them to rest, send them packing, or just kick their nasty ectoplasmic arses with extreme prejudice . . . Their current is a haunting deep underground, in London's Oxford Circus tube station, but things become difficult when their rival team - the Crowley Project - get involved. Ghost of a Chance is the first title in New York Times bestselling author Simon R. Green's Ghost Finders series.