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But surviving the Casino as just a normal human may be more than Eddie (Shaman) can handle! This is the 7th book in Simon R. Green's "The Secret Histories" about the Drood family-the secret family that has dedicated its existence to standing between the world at large and the Supernatural Powers and Domination that threaten it daily!

Shaman Bond and his witch girlfriend attend an annual gambling gala sponsored by a shady bank involved in supernatural crime, in an attempt to bring the bank down.

Eddie Drood, a shaman field agent responsible for protecting mankind, discovers that his entire family has been banished to an alternate dimension.

Betrayed by her royal employers, bodyguard Celia is changed into a part-vampire and targeted by both human and supernatural adversaries while she leans on friends to survive and help her discover the source of her transformation. By the best-selling co-authors of Magic's Design. Reprint.

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...

When it comes to supernatural intrigue, nobody does it better than New York Times bestselling author Simon R. Green. Eddie Drood, at your service. For generations my family has been keeping humanity safe from the wicked, the nasty, and the generally not-nice inhuman predators who feed on people's fear and misery. No one kicks evil arse better than us Drooods—especially yours truly. In fact, my arse-kicking skills have come to the attention of the legendary Alexander King, Independent Agent extraordinaire, who spent a lifetime doing anything and everything—for the right price. Now he's on his deathbed, looking to bestow all of his priceless secrets to a worthy successor. To decide, King challenges six competitors—myself included—to solve five mysteries all around the world, figuring that along the way we'll backstab one another until only one remains. But I've got to win at all costs, because King holds the most important secret of all to the Droods: the identity of the traitor in our midst.

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.

The Carnacki Institute is all about ghosts - or at least, keeping them under control. Their latest assignment sees JC and the team sent to a small country village, site of a famously haunted inn. At first, JC thinks that the spirits in the King's Arms are more the stuff of urban legend than anything that needs the Ghost Finders' expertise. But one story rings true: the tale of a traveller trapped in the inn by an unusual thunderstorm. She retired to her room for the night - and vanished. Trapped by an unusual thunderstorm - like the one that begins raging outside shortly after they arrive . . . As the team investigates, they are forced, one by one, to face some hard truths about themselves, their relationships and the haunting itself - truths that may push Happy Jack over the edge into the madness he has always feared . . . Spirits from Beyond is the fourth title in New York Times bestselling author Simon R. Green's Ghost Finders series.

From the New York Times bestselling author of Moonbreaker comes the epic final Secret Histories adventure, where the Droods will take on the most unexpected of enemies: the inhabitants of the Nightside. The Droods 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 Droods 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 Droods out of the Nightside, but now the Droods 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 Drood and Molly Metcalf against John Taylor and Shotgun Suzie. The Drood 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?

New York Times bestselling author Simon R. Green "continues to deliver enjoyable, fast-paced, and fun entertainment" (SF Revu) in his Secret Histories novels featuring supernatural arse kicker Eddie Drood—who's about to play a most dangerous game in his latest adventure.... Some call me Shaman Bond, but I was born Eddie Drood, the latest in a long line of folks who chase monsters out of closets for a living to keep humanity safe from all that is dark, demonic, and just downright evil. Needless to say, we've made our fair share of enemies over the centuries—and made some questionable bargains. In exchange for the power to fight the forces of darkness, my parents signed over their souls. They're not the only ones who've made deals with Heaven, Hell, and every otherworldly realm in between, but now the bill's due for several big names in the supernatural community. Including my girl, Molly. She, my parents, and other major players have been kidnapped so they'll pay up—or participate in the "Big Game." The rules are simple: get from one side of the pocket dimension to the other and kill your competitors. The winner's debt is paid in full, and the losers get themselves permanently lost, body and soul, forever. To save my loved ones, I've got to become a ringer in this deadly contest that's undoubtedly rigged by the Powers That Be....

From the New York Times bestselling author of From a Drood to a Kill comes the next Secret Histories adventure... The name is Drood, Eddie Drood, also known as Shaman Bond. My family has been safeguarding humanity for generations, facing the hidden horrors of the world so you can sleep at night and remain oblivious to the existence of the monstrous nightmares that walk and stalk among us. Speaking of predatory night terrors, there is a man who gets away with murder. A man who specializes in removing the problems from other people's lives, by killing the people who cause those problems. He operates from the darkest shadows of the hidden world, coming and going unseen. No-one knows who he is, just his nomme du muerte. Dr. DOA. Somehow, this demented doc poisoned me. I don't know how he did it, when or where, but whatever is coursing through my veins seems to be immune to magic cures and treatments. But that's not going to stop me from finding him and whoever hired him and give them both a taste of their own medicine...

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