Dead Things

Stephen Blackmoore's dark urban fantasy series follows necromancer Eric Carter through a world of vengeful gods and goddesses, mysterious murders, and restless ghosts. Necromancer is such an ugly word, but it's a title Eric Carter is stuck with. He sees ghosts, talks to the dead. He's turned it into a lucrative career putting troublesome spirits to rest, sometimes taking on even more dangerous things. For a fee, of course. When he left LA fifteen years ago, he thought he'd never go back. Too many bad memories. Too many people trying to kill him. But now his sister's been brutally murdered and Carter wants to find out why. Was it the gangster looking to settle a score? The ghost of a mage he killed the night he left town? Maybe it's the patron saint of violent death herself, Santa Muerte, who's taken an unusually keen interest in him. Carter's going to find out who did it, and he's going to make them pay. As long as they don't kill him first.

Dead Things

When his sister is brutally murdered, necromancer Eric Carter returns to Los Angeles where he vows to find out who did it and make them pay as long as they don't kill him first. Original. 30,000 first printing.

Hungry Ghosts

Stephen Blackmoore's dark urban fantasy series follows necromancer Eric Carter through a world of vengeful gods and goddesses, mysterious murders, and restless ghosts. Necromancer Eric Carter's problems keep getting bigger. Bad enough he's the unwilling husband to the patron saint of death, Santa Muerte, but now her ex, the Aztec King of the dead, Mictlantecuhtli, has come back -- and it turns out that Carter and he are swapping places. As Mictlantecuhtli breaks loose of his prison of jade, Carter is slowly turning to stone. To make matters worse, both gods are trying to get Carter to assassinate the other. But only one of them can be telling him the truth and he can't trust either one. Carter's solution? Kill them both. If he wants to get out of this situation with his soul intact, he'll have to go to Mictlan, the Aztec land of the dead, and take down a couple of death gods while facing down the worst trials the place has to offer him: his own sins.

Bottle Demon

The sixth book of this dark urban fantasy series follows necromancer Eric Carter through a world of vengeful gods and goddesses, mysterious murders, and restless ghosts. The Necromancer is dead. Long live the Necromancer. After being attacked by a demon in the one place he thought he was safe, Eric Carter has been killed, his soul sent to take its place as a stand-in for the Aztec god of death Mictlantecuhtli. But somebody on Earth isn't done with him, yet. Somebody with the power to bring him back from the dead. He doesn't know who, and
worse he doesn't know why. Between an angry death goddess, family secrets steeped in blood, a Djinn who's biding his time, and a killer mage who can create copy after copy of himself, Eric's new life looks to be just as violent as his last one. But if he doesn't get to the bottom of why he's back, it's going to be a hell of a lot shorter.

**Broken Souls**

Stephen Blackmoore's dark urban fantasy series follows necromancer Eric Carter through a world of vengeful gods and goddesses, mysterious murders, and restless ghosts. Sister murdered, best friend dead, married to the patron saint of death, Santa Muerte. Necromancer Eric Carter's return to Los Angeles hasn't gone well, and it's about to get even worse. His link to the Aztec death goddess is changing his powers, changing him, and he's not sure how far it will go. He's starting to question his own sanity, wonder if he's losing his mind. No mean feat for a guy who talks to the dead on a regular basis. While searching for a way to break Santa Muerte's hold over him, Carter finds himself the target of a psychopath who can steal anyone's form, powers, and memories. Identity theft is one thing, but this guy does it by killing his victims and wearing their skins like a suit. He can be anyone. He can be anywhere. Now Carter has to change the game -- go from hunted to hunter. All he has for help is a Skid Row bruja and a ghost who's either his dead friend Alex or the manifestation of Carter's own guilt-fueled psychotic break. Everything is trying to kill him. Nothing is as it seems. If all his plans go perfectly, he might survive the week. He's hoping that's a good thing.

**City of the Lost**

Joe Sunday has been a Los Angeles low-life for years, but his life gets a whole lot lower when he is killed by the rival of his crime boss-only to return as a zombie. His only hope is to find and steal a talisman that he learns can grant immortality. But, unfortunately for Joe, every other undead thug and crime boss in Los Angeles is looking for the same thing.

**Ghost Money**

The fifth book of this dark urban fantasy series follows necromancer Eric Carter through a world of vengeful gods and goddesses, mysterious murders, and restless ghosts. The Los Angeles Firestorm killed over a hundred thousand people, set in revenge against necromancer Eric Carter for defying the Aztec god Quetzalcoatl. Carter feels every drop of that blood on his hands. But now there's a new problem. Too many ghosts in one spot and the barrier separating them from the living cracks. And when they cross it, they feed off all the life they can get hold of. People die. L.A. suddenly has a lot more ghosts. But it's not just one or two ghosts breaking through: it's dozens. Another mage is pulling them through the cracks and turning them into deadly weapons. Eric follows a trail that takes him through the world of the Chinese Triads, old associates, old crimes. And a past that he thought he was done with. Carter needs to find out how to get things under control, because if more ghosts break through, there's going to be even more blood on his hands.
Suicide Kings

The seventh book of this dark urban fantasy series follows necromancer Eric Carter through a world of vengeful gods and goddesses, mysterious murders, and restless ghosts. Family is murder. When Eric Carter helps a friend with a deadly ritual that could determine the fate of the most powerful mage family in Los Angeles he steps into the middle of centuries-long feuds with people who make the Borgias look like the Brady Bunch. Eric's just fine with the murder, soul eaters, and death magic. He's just having trouble adjusting to being brought back from the grave. If he's not careful, somebody's going to put him right back.

Mythbreaker

Louie “Fitz” Fitzsimmons is getting out of the drugs business. It was never what you might call a career, anyway; he’s got problems – strange, violent, vivid hallucinations that have plagued him since he was a kid – and what with one thing and another, this is where he’s ended up. So he’s been cooking Hollywood gangster Blake Kaplan’s books, and putting a little aside for a rainy day – fifteen million, give or take – and he figures it’s time to cut and run. Until a vision hits at the worst possible moment, and now he’s in hospital and looking at a stretch in County on a possession charge. Then a Lithuanian goddess of the hunt murders her way into the hospital, and Fitz ends up on the run from a pissed-off angel, and there’s new gods – gods of business and the internet – hunting him down, and what started as a bad day gets a whole lot worse. Because Fitz is a Chronicler, a prophet – a modern Moses or Hesiod – with the power to make, or break, the gods themselves...

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...