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ONE PROGRAM TO CONTROL IT ALL... Janus is a pro shadowrunner who's been in the game long enough to roll with the curveballs the Sixth World can throw at him. Whether it's traveling halfway around the world for a job or finding out his new employer has a much longer lifespan than the average metahuman, the dual-natured hacker/mage has always come out on top—and made a good living to boot. But in the Allied German States, he and the new team he's leading are on unfamiliar ground. And when what should have been a milk run—transporting some high-tech computer gear from a corp lab to their employer—turns into a bloodbath, Janus and his team have to figure out what happened, who's behind it, and what's so important at this site that at least one megacorp is willing to kill to get their hands on it...before the rest of the corps turn their gaze—and guns—on the team. On the run for their lives, never knowing who to trust, Janus and his team unravel a tangled web of invention, deception, and death with a discovery at its core that could shake the very foundations of the Sixth World...or possibly bring it all crashing down around them... "Argent is the best shadowrunner in the biz...with one flaw: he's got a conscience. That's why he can't leave a chummer hanging. Only Andi Sencio is more than just a friend. She's his former partner—and lover. And now she's in the deepest drekpot of her life. Heading an op on a datasnatch turned bad, she's been stranded by the megacorp she works for—and

targeted for flatlining by two more. Unless Argent gets to her first... Recruiting a top-notch team for the exfiltration shadowrun, Argent is risking it all—his money, his reputation, and his life—for the woman who once walked away from him. It's suicide mission through high-caliber hell. But that's never stopped the steel-armed street samurai before..." -- Provided by publisher. Set against the backdrop of sixteenth-century witch trials in France, Rose Rivas is forced to make a choice between abandoning her imprisoned mother and saving her own life, or facing the terrors of the torture chamber and execution. Reprint. PART FOUR OF THE ORIGINAL SHADOWRUN SIXTH WORLD EDITION NOVELLA SERIES! FIVE RUNNERS. ONE JOB. AND A WHOLE LOT OF TROUBLE... After being double-crossed by one of the largest megacorps in the Sixth World, the shadowrunner team sets their own plans in motion: clear their names and deliver payback with a vengeance. Before they can put their plans into action, Frostburn needs to check on her family to make sure they haven't been targeted by the megacorp for payback. But her complicated relationship with the rest of her family is strained even further when a relative falls under the sway of a charismatic activist who has dark designs on Frostburn and her family...and will go to any lengths to get what he wants—including sacrificing idealistic kids to a doomed run against a corporation. Before the night is over, Frostburn will have to draw on every bit of magic and street smarts she has to

both save her relative and survive... AGE IS MORE THAN JUST A NUMBER Keandra's been around for a long time, outliving most Shadowrunners twice over. With a legacy of runs under her belt, she has the solid reputation and wisdom that comes with surviving the shadows longer than most. Looking for a way to cash in on her street cred, Keandra comes up with a novel idea: Why not set herself up as a Johnson? With her rep, she could take on the high-paying jobs, act as the in-between, and collect payment with no risk? With her rep, she could take on high paying jobs and farm them out to other capable teams, minus a small cut as a finder's fee. Everyone wins, and no one's the wiser...unless someone makes the wrong call. And when a run goes south, Keandra and her team must scramble to salvage more than just their reputations. They are thrust into a situation which could start a new world war, and have to figure out who to trust, and fast...but trust is hard to come by in the shadows... VEXING MEGACORPS FOR FUN AND PROFIT... Landon and Liana Hoffman are on summer vacation, and look forward to producing their Matrix repair show, the Right2RepairRigger, and hanging out at the local makerspace. But when they get a chance at a lucrative salvage run, they can't say no—especially when they owe the fixer who's hiring them. Beyond settling their account, the job promises untold riches in salvageable, possibly beyond state-of-the-art gear at a secret, abandoned military facility. Aware of the

dangers involved, the run is still too good to pass up. However, the place may not be as abandoned as it seems—and the clock is ticking. Also, there are powerful enemies who don't like what the Right2RepairRigger is doing, and are willing to destroy whoever they can to put a stop to it—including arresting anyone possibly connected with the twins' program. Can Landon and Liana finish the run and save their family at the same time? A MEGACORP BACKSTAB... Argent is the best shadowrunner in the biz...with just one flaw: he's got a conscience. That's why he can't leave a chummer hanging. Only Andi Sencio is more than just a friend. She's his former partner—and lover. And now she's in the deepest drek of her life. Heading a datasnatch op gone bad, she's been abandoned by the megacorp she works for—and targeted for flatlining by two more. Unless Argent gets to her first... LEADS TO SHADOWRUNNER PAYBACK... Recruiting a top-notch team for the exfiltration, Argent is risking it all—his money, his reputation, and his life—for the woman who once walked away from him. It's a suicide mission through high-caliber hell. But that's never stopped the steel-armed street samurai before... MIRROR IMAGE... Nero is a mage with a murky past, working with a tight-knit crew out of Amsterdam. When a Johnson hires the team to extract her to see what they can do, she surprises them even further with the real mission: infiltrate a high-level business meeting and make sure the pending asset sale goes to the Johnson herself. And

there's one more twist to this run: Nero will have to pose as the man who put the entire deal together—his twin brother Enzo...who left him for dead when they were teenagers years ago. Ghosts from Nero's past clash with danger in his present, as he must now walk a tightrope between the shadowrunning world and the corporate world, an entire universe he knows nothing about, and one that works by its own intricate systems. But when the run goes wrong, Nero is suddenly placed in mortal peril, and it's up to his team to get him out of a place where one wrong move can leave all of them very, very dead... STRIKE FROM THE SHADOWS... On the trail of her missing brother, shaman Rashida bint Tariq bin Feroze al-Nazari travels to South Africa to interrogate a corp executive who may have actually seen Qasim. But the meeting turns into a trap she barely escapes, and Rashida realizes she and her shadowrunning team have stumbled onto something much deeper than a rash of missing children. Their search for answers will take them from the glittering neon towers of Dubai to the harsh desert wilderness of the Arabian Caliphate. Rashida and her team scour every clue they find, whether it is in the deep African jungle, the artificial world of the Matrix, or the infinite astral plane, to uncover who's masterminding this plot...and stop them before it can be put into action. And all the while, Rashida must contend with Scorpion, the insect spirit who came to her when she cried out for revenge against those who had killed her

father and stolen her brother, and now lives within her in an uneasy alliance. Vicious, cunning, and deadly, Scorpion's power always comes with a price...and if Rashida isn't careful, she may end up paying it before she has the chance to save her brother...and punish the ones who took him. **BLASTS FROM THE PAST...** The Sixth World has always been a grim, violent place, where your life can be measured in heartbeats from one minute to the next. And whether you're an experienced shadowrunner, or someone who's entered the shadows looking for safety, or to hide—or perhaps start a new life altogether—well, they can be dark, deep, and dangerous, no matter how well-prepared you think you are. These five stories kick off with a pair of tales about Yuri and Soren, two fate-crossed lovers who meet in the drab, crumbling city of Vladivostok and flee their homeland for the Seattle sprawl, only to find life is nasty and brutish no matter where they go. That's followed by Mr. Johnson's worst nightmare—being hung out to die by the very corp he was working for. Now the guy who sent runners into the shadows must become one himself if he wants to get out of Atlanta alive. Finally, join professor and paranormal investigator Thomas McAllister as he investigates a string of supernatural serial killings and uncovers a dark conspiracy that stretches from Denver to Dallas, and threatens to engulf the rest of the UCAS if he doesn't find a way to stop it. Five stories, each one a cautionary tale about the worst the

Sixth World has to offer. So join both battle-scarred veterans and new recruits as they deal with the deadliest of shadows... ON BLOODY GROUND... Dashiell Red Clay has spent decades as a soldier, a shadowrunner, a mercenary...above all, a warrior. He's survived Goblinization, the Night of Rage, the passing of Halley's Comet, the Second Matrix Crash, and more skirmishes, gunfights, and battles than almost anyone else alive. He knows more than most that history books are written in blood. It's time for new chapters to be written. From watching armies gather like storm clouds in Africa to bloodily taking sides in the Aztlan/Amazonian War, from wading into the madness of the Great Dracon Civil War to taking part in a surprise winter invasion against the United Canadian American States itself, Dash faces greater threats than ever before. In the exciting conclusion to his trilogy, Dash must come to grips with the friends he has lost and the home he left behind, and must learn to wield the secret, hidden power of his blood-draconic power, and draconic blood-to find the balance between metahuman and monster. History is written in blood, but it's written by people. And now it's Dash's turn, whether he likes it or not. * *

* The Blackbird trilogy is a series of short novels with military, Shadowrun-historical, and Native American Nation themes. Fans of Zimmerman's Kincaid series will enjoy a first-person narrative exploring the history of the Sixth World through the Dash's eyes, as he

experiences the world of shadowrunners from a perspective a half-step removed from the shadows...but from the battlefield, not the streets, as paramilitary action spills from one famous conflict to the next, spanning decades in these three action-packed stories. WELCOME TO THE YEAR 2072... ..And a world unlike anything you've ever imagined. A world where magic and machines exist side-by-side. Where cybernetics can replace organs or entire limbs with ease, and arcane spells can make the impossible happen. Where the Matrix has become an artificial world of its own, filled with all kinds of pleasure, treasure, and trouble. Where dwarves, elves, orks, and trolls walk alongside humans every day. Some work for megacorporations whose invisible tentacles wrap around every aspect of modern life. Others choose a much less legal career, doing whatever dirty work the corp executives need done—for a price. WELCOME TO SHADOWRUN Featuring fifteen new stories about the men and women who make their living in the shadows of the Sixth World, Spells and Chrome takes you into the dark and dirty streets of a bleak future. Whether risking their lives to execute a mission for an employer who might be planning to double-cross them anyway, or just doing whatever they need to do to survive another day, shadowrunners use everything they've got—cyberware, spells, or a very big gun—to get the job done. CAUGHT IN A TANGLED WEB... Maria Price is good at her job. Very good. As a corporate operative, she carries out sensitive

missions for Ares Macrotechnology, one of the premier megacorporations in the Sixth World. But megacorps are infamous for demanding absolute loyalty from their employees, and equally infamous for not reciprocating. And when Maria encounters an assassin in her own home, she must question everything she holds dear. Her quest for answers leads her to the glittering city of Neo-Tokyo, and a mission for Ares also holds the bonus of being against the corp she thinks tried to kill her. But when she encounters a competing ops team onsite, Maria quickly realizes the scope of this mission is bigger—much bigger—than she expected. And when she finally tracks down her target, the information he shares goes far beyond anything Maria ever expected, and draws her further into corporate machination than she ever planned to go...assuming she can survive. PART FIVE OF THE ORIGINAL SHADOWRUN SIXTH WORLD EDITION NOVELLA SERIES! FIVE RUNNERS. ONE JOB. AND A WHOLE LOT OF TROUBLE... After being double-crossed by one of the largest megacorps in the Sixth World, the shadowrunner team sets their own plans in motion: clear their names and deliver payback with a vengeance. While everyone else is running around in the real world, the team's resident decker, Zipfile, takes to the Matrix to find out all she can about who set them up and who that Johnson was working for. If she can get those answers, they'll be one step closer getting their sweet revenge. But the infinite pixels of the Matrix only lead to more questions at first,

until the resourceful dwarf approaches their problem from a new angle...that nearly gets her and another team member killed. Before their run is over, Zipfile uncovers even more danger in the neon sprawl of the Matrix...and those bits and bytes of data could prove more deadly than anything in the meat world... THE FIRST SHADOWRUN FICTION SET IN THE SIXTH WORLD EDITION OF THE GAME! FIVE RUNNERS. ONE JOB. AND A WHOLE LOT OF TROUBLE... It should have been a simple walk in the corp. Stroll into a mid-level corporation disguised as a nameless mid-level manager in a suit, deliver an unknown data package to an isolated network, and stroll out again. But nothing is ever simple in the shadows. Now five shadowrunners are on the run themselves. Framed by their employer, the mysterious Mr. Johnson, and marked for termination by every hired cop, corp security man, and shadowrunner in Seattle, the team must find out who set them up, why they did it, and figure out how to deliver payback—without getting killed in the process. The Frame Job, Part 1 is the first in a brand-new, six-novella story set in the gritty, dark future, magic-and-machine world of Shadowrun. THE STREETS ARE ABOUT TO EXPLODE... And Puyallup's local paranormal investigator Jimmy Kincaid is caught right in the middle of it. The neighborhood's criminal syndicates are on the brink of all-out war, and if they go at it, the streets will run red—literally. But Jimmy's got more problems besides trying to keep the peace

between feuding mobsters. Someone's sending him a very particular message by sending him severed limbs. And then there's the pairs of hitmen coming after him. Last but certainly not least, he's got to broker a deal between the biggest elven street gang in Seattle and a vicious Triad gang—and not get himself killed in the bargain. And when an old enemy comes to town for revenge, Jimmy finds his already fairly chaotic life completely upended—and never to be the same again. To settle the score, he'll have to face off against the deadliest assassin ever to stalk the Seattle streets—and use every bit of skill, guile, and luck he has to survive... THE THRILLING CONCLUSION OF THE FRAME JOB SERIES! Double-crossed. Ambushed. One, and possibly two megacorps out for their heads... Yu, Emu, Rude, Frostburn, and Zipfile have been through a lot in the last few days. Their backs are against the wall. And when that happens, there's only one thing left to do—come out swinging (or in Rude's case, shooting). Their recon and data-gathering has all paid off. They know who to hit, where to hit them, and how. Now all they gotta do is infiltrate a heavily secure corp building in a busy business area of Seattle in broad daylight and bring it down...from the inside. And all that stands in their way is Mr. Johnson himself, corp security, and another hundred and one things that could go wrong... And, assuming they can pull this mission off, there's still the matter of the second Johnson who hired them...and who might want

to ensure there are no loose ends after this job. Will the Frame Job be the team's last one, or will they use everything they have to find a way to come out on top? THE SHADOWS OF A MAN'S PAST ARE LONG... Cole Danvers is a small-time shadowrunner scratching out a living in the dangerous, divided sprawl of Denver, Colorado. But when a lucrative heist to steal an AmerIndian amulet goes terribly wrong, costing him both his teammates and nearly his life, Cole hits the streets intent on only one thing—vengeance. But as he tracks down the Johnson that sent him on this deadly mission, Cole quickly realizes he's stumbled onto a plot much bigger than stealing a piece of jewelry—and that it's somehow connected to his own shadowed past. Soon, he's sucked into machinations that involve Native Americans, wily shamans, and impossibly, himself. And even sooner, Cole realizes he needs help to take down his enemies—before he gets killed for real this time. Assembling a motley crew of shadowrunners using every bit of guile and charisma he possesses, Cole sets out to solve the mystery of who tried to double-cross him and why...and what, if anything it has to do with his own murky background. But the answers may do more than just shock him...before it's all over, they may just be the death of him... THE MEANEST STREETS... James Kincaid is the type of guy who might be described as down on his luck, if only he'd had some luck to begin with. Like so many people in the shadows of Seattle, he's trying to get by with what he

has. In his case, that includes a lively spirit, a sadly diminished magical talent, quick wits, and good knowledge of the twists and turns of the city's dingy streets and back alleys. He puts all that to the service of whatever clients he can dig up, solving whatever cases they're willing to pay him to take on. With any luck, he'll scrape up enough nuyen to buy a round or two of his favorite drink—whiskey, neat. His latest case seems simple enough—find a girl who's gone missing. But throw in a couple of feuding megacorporations, a few organized crime families, and a full selection of the odd denizens of Seattle's streets, and you've got a case that's anything but easy. It's up to Kincaid to see how many people he can keep alive—including (and especially) himself. A New Shadowrun Short Story!

Most Awakened folks in the Sixth World have Mentor Spirits to help them navigate the vast, often confusing world of magic. Many times, the mage chooses a spirit that compliments them, and can help them out in tough situations. And then there's Jimmy Kincaid. Kincaid's never been one for taking the easy road, and to say his life is complicated is like saying water's wet. And when a simple trace job leads to a nest of Humanis thugs that have captured a metahuman hostage, well the voice of his Mentor Spirit isn't whispering peace and goodwill in the P.I.'s ear. Because Kincaid's Mentor Spirit is Adversary...and Adversary just wants to see the world burn... Will Jimmy resist his mentor's siren call of death and

destruction...or give in to those darker instincts and just level the entire place? STRANGER IN A STRANGE LAND... When what should have been a simple hack-and-grab heist in the Dallas metroplex goes terribly wrong, shadowrunner Gilabyte is advised by his Mr. Johnson to lay low for a while, even take a trip out of town. While is how the technomancer finds himself relaxing in the far wilds of...Toronto. At first the enforced vacation is pretty sweet: plush digs, plenty of nuyen, and the entire city available for him to sample. But then the lights go out...and they don't come back on the next day...or the next... Within 3 days of the blackout, it's every person for themselves as Toronto starts to splinter apart. Gilabyte just wants to get back home, but finds himself making new allies—and dubious deals—in order to get safely out of town. Along the way, he uncovers clues to a larger conspiracy that affects him and his sprites directly...and could lead to all technomancers becoming a valuable—and endangered—species if the wrong people get their hands on him... THE RULES ARE SIMPLE... Redlock is a rising star in the brutal sport of Urban Combat, where teams of armed combatants try to score points against their opponents while shooting it out amid Seattle's decaying urban landscape. Managed by his mother, a legendary Urban Brawl player until her forced retirement, and fitted with top-line cyberware that makes him better than human, Redlock is on the fast-track to superstardom—until it all comes crashing down around

him. WIN OR DIE... After sabotage takes him out of the major leagues, Redlock finds himself on the streets for real, alone for the first time ever. But the lure of Urban Brawl is too seductive to ignore, and when his mother lines up another opportunity for him, all her son has to do is go against every instinct he has... Will he sacrifice his one shot back to the majors for the scrappy team that adopted him when he had nowhere else to go, or will Redlock pull the ultimate ambush play on his own teammates? DOWN THESE DARK STREETS... Most folks see Puyallup as the worst Seattle's got to offer; a tangled mess of metahumanity and greet, poverty and ghettos, vice and corruption, where the crime is more organized than the government. They call it a Barrens, an armpit, a cesspool. Jimmy Kincaid, though, calls it home. Walking the line between shadows and the desperate light, semi-legit like only a Puyallup brat and former cop can be, he insists Puyallup has a heart and a soul, that it's a place of life, magic, and starving hope. A former combat mage, now as burnt out as his neighborhood, he does what he can to police the worst excesses of the crime-riddled city he loves. In the darkness of the Seattle Sprawl, what's one more murder? To Kincaid, it's everything. He's got a dead mentor, a hermetic group in need, and a mysterious file that might have been worth killing for. To unlock the data and get a little justice, he'll face the worst the Sprawl has to offer, wading through blood, darkness, and a murderous web of lies.

It's a good thing he's got friends—in high and low places... SEARCH AND RECOVER... It should have been an easy job for Tycho and his team: Travel to the Sioux Nation, in the region that was once the state of Montana, and investigate what happened to the previous shadowrunning team that had gone up there to check out...something. But of course, things are never easy in the shadows, and soon Tycho and his fellow runners are up to their eyeballs in double-crosses and mysterious goings-on—including the seeming complete disappearance of the previous shadowrunning team. Their search leads them to the wilds near Yellowstone, where the answers they seek lie deep within the earth...and uncover a secret that, if revealed, could result in the complete destruction of the entire Sixth World... TIES THAT BIND... Mage Jonathan Leeds has built himself a comfortable life owning and operating an exclusive night club in London, far from the iron grasp of his family. But when his father, Gordon, abruptly summons him to the Seattle Metroplex, John finds himself a stranger in a strange land, thrown into the wilds of the 'Plex to manage a situation apparently only he can handle. Although he'd prefer to ignore his father's wishes, John knows that no one—family or foe—says no to Gordon Leeds. At least, not if they want to live to tell about it. But family obligations aren't the only reason John is in Seattle. His patron back in England, Lord Callen Nassau, has asked him to look for a missing woman. John is only too happy to oblige, as the

elegant elf noble is everything his father is not. But when Gordon's and Callen's tasks intertwine in unexpected ways, John is forced to question everything he knows about both men, and soon discovers not all that glitters is gold. When the desires of these rich and powerful beings collide in the Sixth World, John finds himself a pawn in their vicious game. If he's to escape the Emerald City in one piece, John knows he must take control of the situation—any way he can—or suffer the lethal consequences. **RUNNING FOR HER LIFE...** Ridley Ruiz is an ambitious teenager from a poor family, but she's got dreams of a bigger, better life. Her courier service, Three Mice Running, is succeeding beyond anyone's expectations, and she's able to share her success with her friends. Then one night at a jabber changes all that. Ridley sees something she wasn't supposed to see, and is given a package she isn't supposed to have. After she makes the delivery to a dangerous person and receives a handsome reward, chance conspires against her, and this one-time event becomes a deal with the devil. With her family and friends on the line, Ridley is forced to go down a dangerous path. Can she save her friends and deliver the package on time before competing forces find her? All while trying to keep this newest delivery from her own family? Ridley doesn't know if she can, but she knows she has to try... **BLOOD IS THICKER THAN SHADOWS...** JackPointer mage Winterhawk hadn't planned to accompany the expert team he'd hired

to study ley lines in Boston's Quarantine Zone. But he also hadn't planned on a shocking and unexpected secret from his past catching up with him either. When the trip inside the Zone goes catastrophically wrong, 'Hawk finds himself alone in hostile territory—but his presence hasn't gone unnoticed. His only way out is to do something a shadowrunner is never, ever supposed to do: make a deal with a dragon. Faced with three separate missions to complete and limited time to do them, 'Hawk needs allies fast. He finds them in unexpected places—including his original target, who needs a lot less rescuing than he thought. But she's also nothing like he expected—and the complications she brings with her jeopardizes their chances of escaping the Zone alive. LOVE VERSUS DUTY... When Sartorial meets Kintsugi at a jabber—an illegal warehouse party—he falls hard and fast for the beautiful human girl. She is everything he didn't know he wanted—and everything his family hates. Kintsugi is drawn to the handsome elf boy like no other, but her future has already been planned. A future she intends to thwart. But now there's something worth staying around for, she's torn over what to do. Unfortunately, they both have secrets that will not be kept, and powerful families that have their own goals. It seems like the entire world is trying to keep them apart. Can Sartorial and Kintsugi overcome all obstacles to be together—even after their secrets are revealed? RUNNING WILD IN THE STREETS... Pícaro is a street

kid living in the slums of Tenochtitlan, resigned to his dead-end life, and just trying to survive until the next day. But when his grandmother falls ill, he throws in with drug pushers to try and earn enough money to save her, until he gets what he thinks is an even better idea—robbing his connection. Betrayed by a former friend, Pícaro is turned over to the most powerful street gang in the barrio, and expects a quick death.

Instead, he is made one of them, and when his own magical ability begins to emerge, Pícaro realizes there's more to life than just survival. But as he delves deeper into the gang's motives, and their charismatic, mysterious leader Serpiente, Pícaro soon learns that the gang has its own darker plan for the neighborhood...and if he doesn't take a stand against them, it could mean the destruction of everything he holds dear...

STREETS ON FIRE... A vicious magical assault on a street gang isn't a case paranormal P.I. Jimmy Kincaid would normally pick up. But when a fellow private eye asks him to look into it, and he learns the gang was doing a charity run for a church—a church Jimmy knows quite well—when they were attacked, his professional curiosity is raised. But his investigation quickly leads to a tangled maze of clues and dead-ends. Someone—or something—is prowling the streets of Puyallup, looking to incinerate whoever crosses their path. And Jimmy's got to find them—and stop them—before the entire neighborhood goes up in flames. But whoever's looking to light innocent victims on

fire made one mistake—they're doing it in Kincaid's backyard. And Jimmy's never taken kindly to trespassers... HELP FOR ALL—RUNNERS, CHUMMERS, AND DREGS... Nestled in one of the worst parts of Seattle is a place where anyone can go to get patched up, no questions asked. They call it Mercy Street and it's a practically free clinic run by a drunk old troll named Shimura, who's seen a lot in his years. When a decker named Lockdown Paradox shows up bleeding on his doorstep, it's just an average Tuesday, but when corporate stooges looking for her show up and try to shake Shimura down for information, he wonders just what this kid hacker's gotten herself into. But he's not the only one wondering...Paradox thinks there's more to the ol' whiskey doc than meets the eye, wondering if he might be a legendary shadowrunner that might be able to help her. When she turns up missing, Shimura is forced to go far deeper into the sleaze and sprawl than he ever wanted to...and return to a part of his past he'd sworn to leave behind if he wants to get both of them out alive... FUN—AND FEAR—IN THE SUN... Everything's irie in the Caribbean. What could be better than a week of sun, fun, and parties at the bi-annual Caribbean League political conference in Havana, with every shadowrunner, pirate, and low-life in attendance looking for work? What could possibly go wrong? And when the Rastafarian troll shaman T'ing and his crew are approached by an official from Haiti to investigate rumors involving their old

enemies, the dark voodoo Kofo cult, it looks like an opportunity for payback and profit combined. Digging deeper, however, T'ing and his runners discover a genocidal plot that threatens the entire region, possibly even resulting in an all-out shooting war between several major Sixth World players. There's nothing to do but round up all their badass runner contacts, light up a spliff, and kick some ass. But this run will take them under the sea to a top-secret covert lab where Kofo cultists are hiding a weapon that could change the face of the entire Caribbean...and only T'ing and his hard-partying—and even harder-charging—crew stand in their way... MEAN STREETS? YOU HAVE NO IDEA... The Sixth World is a dangerous place, and nowhere is that more obvious than in Seattle, the so-called Emerald City. Surrounding its neon-drenched heart is kilometer after kilometer of Sprawl, where millions of people scratch out a living among hazardous, slowly decaying neighborhoods and even more dangerous neighbors. Sprawl Stories contains four Shadowrun novellas that explore Seattle through the eyes of the people who live there every day. A burned-out mage detective tackles a missing person case that threatens to spiral beyond his control. A reporter goes on the ride-along of her life with a high-octane DocWagon team, and uncovers a conspiracy on live trideo. A young ex-wageslave is caught between powerful forces while investigating his uncle's death. And a shaman must deal with a serious injury that threatens

his very way of life—but not before taking vengeance on those who double-crossed him. So take a walk on the true wild side of the Seattle Sprawl. If you're good—and lucky—you might even come back out in one piece... Sprawl Stories contains the following novellas: "Neat" by Russell Zimmerman "DocWagon 19" by Jennifer Brozek "Big Dreams" by R. L. King "Blind Magic" by Dylan Birtolo NO PLACE FOR A HERO... Jimmy Kincaid, burned-out mage, P. I., and the closest thing Puyallup's got to a hero, has a lot on his plate these days. Simmering gang wars, feuding mobsters, missing runaways, magical power only as reliable as his stubborn sorcerous patron, and—well above his usual pay grade—an encrypted data file that's already cost him friends, but that he can't even access. When the always-dangerous troubles of the Seattle sprawl deepen into a bloody conspiracy with ties to neighboring nations and inhuman powers, he knows he's on the job of his life. Facing the longest of long odds, Kincaid's all too aware that the house always wins. Luckily, he's not alone. A man like Jimmy can't walk these shadowed streets without making enemies, but he's made allies, too. With the help of his bounty-hunting best friends, an up-and-coming shadowrunner team, a former Lone Star detective who's short in stature but big in style, and his loyal, albeit flighty ally spirit, Jimmy's stacked the deck in his favor. Maybe he's got a shot after all. Maybe he can make it all work. Maybe he can find the right balance, share

the right truths, and make something good out of a whole lot of bad. Of course, the problem with a house of cards is it just takes one good hit to bring it all tumbling down... OUT ON THE STREETS... By 2053, the return of magic to the world has filled the streets of Chicago with beings and creatures from mythology. For those in the politically dominant mega-corporations, the underworld, and everywhere in between, it is a time of chaos and wonder—and incredible opportunities ripe for the taking. For fifteen-year-old Peter Clarris, transformed by his Awakened genes from a human into a troll, the forces of magic are a curse to be broken with science. Torn from the comfortable biotech fast-track of his childhood, he becomes a pariah, shunned by friends and strangers alike. Now, living among the outcasts—the underclass of orks and trolls, the criminal societies of gangsters and shadowrunners—he grows up pursuing the elusive means of controlling his own genes, and ultimately his own destiny. But the Windy City's shadows are dark and deep, and when Peter comes across a real chance to fulfill his dream of reversing the change that was forced upon him, it may cost more than he's willing to pay—before he's through, it may cost him his life... MISSING: AN ENTIRE LIFE... Oliver Martin had it all: a beautiful fiancée and a great job at a corp he helped build—a perfect life. But one morning, he wakes up to discover he no longer exists...anywhere. Oliver no longer has a job, a

SIN, bank accounts, or even a place to live in his hometown of Boston. He's been wiped from the Matrix entirely, and a new identity has replaced his own. Only this one's on Lone Star's Most Wanted List, and Oliver's usual morning meeting with the company he's been at for fourteen years turns into the first run of his life. For his life. Boston's mean streets hold the keys to Oliver's fight to reclaim himself and discover who's behind his redacted identity. Allying with a shadowrunner team that saves him proves to be the vehicle he needs to uncover a conspiracy within the halls of MIT&T that could bring down the corporate walls of Boston—and create more vanished innocents caught in an algorithm of greed. Top Shadowrunner and street samurai Argent meets with a potential client only to be caught in the middle of a deadly corporation crossfire that leaves corpses scattered across the streets. It turns out the meeting was arranged by Argent's former lover, who is trapped in the Pueblo Corporate Council lands. On the run, and hunted by assault teams, she knows that Argent's samurai code of honor will drive him to protect her. But in order to save her, he must confront the secrets of his past, and assemble a rag-tag team of mercenaries to elude the three corporations that have decided everyone involved would be better off dead.

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