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# 2xs Shadowrun 4 Nigel Findley Heralde Link

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## MARISSA CRUZ

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Shadowrun: Shaken Catalyst Game Labs  
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...

*Shadowrun: Corporate Business* FASA Corporation

MAKING OF A MAN... Dashiell Riggins was just another hardscrabble kid growing up in rural Washington, doing everything a normal teenager would do—hanging out with friends, swimming in the river during summer break, keeping an uneasy peace with the powerful ork family that controlled their hometown. Until one day changed everything; the day Dash goblinized. Transformed into a troll metavariant, Dash is now even more of an outsider. Sports allows him to find a place in his hometown, until another world-shaking event shatters his carefully built life again, forcing Dash to leave everything behind and start over. And in the Sixth World, there's only one place where a person can remake themselves into someone else: stronger, tougher, faster, better than they were before. Dash signs on the dotted line and sets out on a journey that will transform his life from that day on... \* \* \* The Blackbird series is

a short novel trilogy with strong military, Shadowrun-historical, and Native American Nation themes. Fans of the Kincaid series will enjoy a first-person narrative exploring the history of the Sixth World through Dash's eyes as he experiences the world of shadowrunners from a perspective a half-step removed from the shadows...on the battlefield, not the streets, as paramilitary action spills from one famous conflict to the next, spanning decades and three action-packed stories.

### **Shadowrun: Blackbird Two:**

**Combined Exercises** Catalyst Game Labs

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...

### **Shadowrun: Veiled Extraction**

Catalyst Game Labs

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.

Shadowrun Legends: The Lucifer Deck  
Ace Books

BLOOD AND MAGIC... ...rage in the streets of Seattle. The shift of a few blocks of gang turf costs lives, innocent and guilty, silenced forever and then forgotten in the city's deepest shadows. Lone Star, Seattle's contracted police force, fights a losing battle against the

city's newest conquerors—the gangs. From his years of undercover work, Lone Star officer Rick Larson thinks he knows the score. The gangs rule their territories by guns and spells, force and intimidation, and it's the most capricious of balances that keeps things from exploding into all-out warfare. Inside the Cutters, one of the city's most dangerous gangs, Larson is in a prime position to watch the balance, react to it, and report to his superiors. But when the balance begins to shift unexpectedly, Larson finds himself not only on the wrong side of the fight, but on the wrong side of the law as well...

*Shadowrun: The Kilimanjaro Run*

Catalyst Game Labs

Summary : Science fantasy. The year is 2050 and ancient races, lethal dragons and magic abound on earth; and the hero Sam Verner finds himself embattled.

*Never Deal with a Dragon* Catalyst Game Labs

The second series introduces Nathan Zachary and his famous band of air pirates, the Fortune Hunters. This epic follows Zachary's air exploits and daring escapes during his early days as a war pilot and recounts a climactic confrontation with his nemesis.

*Shadowrun: Sprawl Stories* Catalyst Game Labs

DARK CLOUDS OF WAR... ...are gathering among the various criminal factions of Seattle, and Ratatosk, 8-ball, Mute, and the rest of their shadowrunning team and allies are caught in the middle almost before they know what's even going on. A powerful, highly modified assassin duo is killing bosses and setting the various factions against each other, and the team is called on by both Knight Errant and one of the Mafia groups to find a way to stop

the bloodshed before the streets truly run red. But while locating these assassins is one thing, stopping them is something else entirely. The duo has been modified to within an inch of their lives, swimming in enough magic and cyberware to make them nearly indestructible. Ratatosk and his crew will have to use every bit of cunning and street smarts they know to take these seemingly unstoppable killers down...before the killers get to them.

**Clockwork Asylum** Catalyst Game Labs  
**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.

Ghost Squadron Catalyst Game Labs

WILD IN THE STREETS... Wolfgang Kies is a shadowrunner with a secret. He's an untrained shaman whose totem is the Wolf. Struggling under the influence of the Old One's omnipotent powers, Wolfgang's only ally is Dr. Richard Raven, the elf and do-gooder vigilante Seattle turns to when all else fails. He knows Wolfgang's secret. He understands the pull of magical possession on vulnerable souls. Together they are the only force strong enough to battle crime kingpin Etienne La Plante. As the chrome-fisted Capone of the Seattle Sprawl, La Plante has at his command an army of grunge goons, razorboys, and icepick-packing street samurai. But when Wolfgang's on the prowl, every cyber-creep and crook is fair game. There's only one hope against La Plante's reign of terror—the one force Wolfgang fears the most...his own pure predatory fury.

**Shadowrun: For a Few Nuyen More**

Catalyst Game Labs

THE BRIGHTER THE LIGHT... Dirk Montgomery, former Lone Star cop turned shadowrunner, knows the dark byways of Seattle and the city of Cheyenne. He knows when to take chances and when to take cover. But when a megacorporate exec demands payment of an old debt, Dirk finds himself where the familiar rules don't apply anymore. THE DARKER THE SHADOWS... The Kingdom of Hawai'i is a tropical playground...with a sinister underside. Dirk must navigate its treacherous paths as he tries to stay one step ahead of all the factions battling to control the islands: the megacorps, the government, the rebels, and the yakuza. Not to mention dragons, elves, new friends...and old enemies.

**Shadowrun: Mercy Street** Ace Books  
AN UNEXPECTED ADVENTURE...

Charlotte lives with her expatriate family in Dar es Salaam, Tanzania. While visiting her best friend Neema, a hippopotamus shaman, a commotion next door interrupts their weekend plans. Neema's older cousin has been arrested, leaving her younger cousin Elijah responsible for a "job." Charlotte insists on helping Elijah complete what seems like a simple task: drop off a car in a parking lot. Simple, easy, and doesn't piss off the wrong people, right? Reluctantly, Neema agrees, and they set off. On the road, they get a message from BlotterBabe, a known fixer, that they aren't just delivering a car—they're perpetrating a horrendous crime. Together, the trio must make a choice to do the job as they were told—and keep their cousin out of trouble with the worst of society—or do the right thing. In the end, there is no choice. Charlotte, Neema, and Elijah do the only thing they can do: make a run for it...and hope they're not too late to save a strange visitor to their world...not to mention themselves.

Burning Bright Catalyst Game Labs

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. *Shadowrun: Under Pressure* Catalyst Game Labs

With gangs conquering the streets of Seattle, Rick Larson, doing undercover work for Lone Star, Seattle's contracted police force, finds himself on the wrong side of the law. Original.

**Shadowrun: Dragonbones** New Amer Library

A CORP'S SHADOWS ARE EVEN LONGER... A "cleaner" for the megacorporation Ares Macrotechnology, Maria Payne is a model employee—efficient, attentive to detail, and very deadly. She navigates every danger that comes at her, whether it's on a mission in the field, or walking the political tightropes in her own corp. But when Internal Affairs takes an interest in her, Maria begins to suspect something is going on. Her suspicions are confirmed when what should be a simple convoy heist nearly goes lethally awry. And when Maria's investigations find an innocent man marked for death, she suddenly has to decide between the corp that has given her everything and the fate of one man...and if she makes the wrong choice, she could be targeted for termination by her own employers...

*Shadowrun: Stirred* Catalyst Game Labs

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...

*Shadowrun Legends: House of the Sun* Catalyst Game Labs

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...

### **Shadowrun Legends: Lone Wolf**

Catalyst Game Labs

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.

[The Rigger Black Book](#) New Amer Library 2XS, THE HALLUCINOGENIC CHIP OF

CHOICE... To Excess—that's how they say it on the streets...before it destroyed their minds. Private detective Dirk Montgomery thinks he knows those streets. He's watched the change with the world, as the powers of magic grow and alter the balances of power. He thinks he understands even the deepest shadows and the darkest of hearts. He is wrong. Now there's something out there beyond his understanding. Something foul and alien. Something that will consume even the most wary soul. And if he's not careful, even Dirk's...

[Never Deal with a Dragon](#) Catalyst Game Labs

A DEADLY QUEST FOR RICHES... A seemingly-harmless photo seen by the wrong person sets off a dangerous treasure hunt for a fortune contained in the opalized fossil skeleton of a dragon in the Australian Outback. On one side, the corporate operators of a ruthless mining company, who's greedy owner wants the potential billions of nuyen such a find would bring on the black market. On the other side, a loose alliance of shadowrunners, Awakened magic-users, and local tribespeople for whom the site of the fossil, nicknamed the Old Timer, is sacred land, and who will defend it by any means necessary. But when the megacorp ups the stakes by releasing a debilitating nanovirus among the scattered communities around the site, the shadowrunners do what they do best—execute a daring run both in the Matrix and real-time at the mining corp's headquarters in search of something—anything—to get the corp to stand down. But will they succeed before the corp operators find the Old Timer and steal it away?