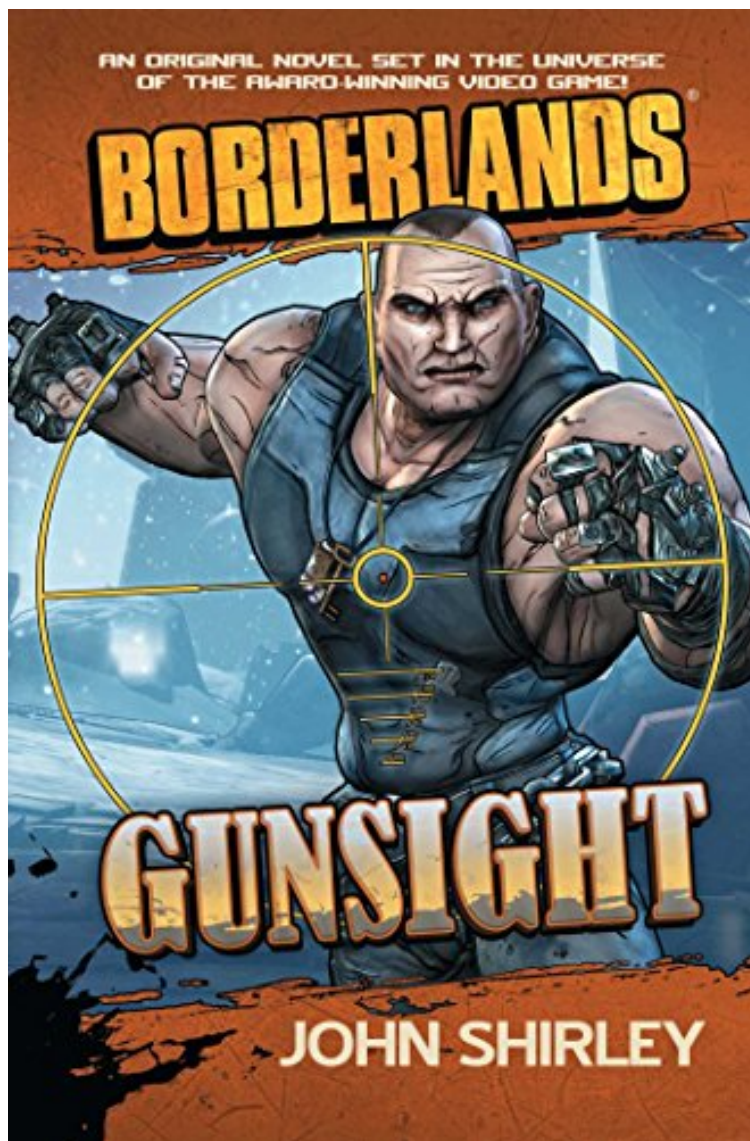


[Download ebook] File size: 40.Mb

Borderlands: Gunsight (Borderlands (Gallery Books)) (English Edition)



Par John Shirley
*audiobook | *ebooks | Download PDF | ePub | DOC*

Dtails sur le produit Publi le: 2013-10-01
Sorti le: 2013-10-01
Format: Ebook
Kindle

[Download ebook] Borderlands: Gunsight (Borderlands (Gallery Books)) (English Edition)

Par John Shirley : Borderlands: Gunsight (Borderlands (Gallery Books)) (English Edition) before purchasing it in order to gage whether or not it would be worth my time, and all praised Borderlands: Gunsight (Borderlands (Gallery Books)) (English Edition):

Download

Read Online

Description :

Prsentation de l'diteurAn original novel set in the universe of the award-winning video game! The Borderlands cannot be conquered! Mordecai and Daphne have gotten themselves in a tough spot near the highly dangerous town of Gunsight, one of the most remote outposts on the planet Pandora, out in the boonies of the boonies of the Borderlands. Daphne has been taken prisoner by Jasper, a local warlord who controls the area around Gunsight . . . except for that other settlement, the former mining town Tumessa. Theres some kind of big secret operation going on in Tumessaanother warlord, a particularly mutated

Psycho named Reamus, is somehow making money. And hes been relentlessly raiding Gunsight and kidnapping Jaspers people. Jasper may be scum, but he needs those people for raids on other towns, so it all has to balance out. Mordecai needs to negotiate for Daphnes release, but now the only way hell ever see her alive again is to kill his way into Tumessa, find out whats going on there, and report back to Jasper only then will Mordecai get a paycheck and the girl. Mordecai doesnt want the job, but he is pretty devoted to Daphne . . . and somehow, he just might be able to turn this entire mess to his advantage. . . Presentation de l'diteur An original novel set in the universe of the award-winning video game! The Borderlands cannot be conquered! Mordecai and Daphne have gotten themselves in a tough spot near the highly dangerous town of Gunsight, one of the most remote outposts on the planet Pandora, out in the boonies of the boonies of the Borderlands. Daphne has been taken prisoner by Jasper, a local warlord who controls the area around Gunsight . . . except for that other settlement, the former mining town Tumessa. Theres some kind of big secret operation going on in Tumessa another warlord, a particularly mutated Psycho named Reamus, is somehow making money.

And hes been relentlessly raiding Gunsight and kidnapping Jaspers people. Jasper may be scum, but he needs those people for raids on other towns, so it all has to balance out. Mordecai needs to negotiate for Daphnes release, but now the only way hell ever see her alive again is to kill his way into Tumessa, find out whats going on there, and report back to Jasper only then will Mordecai get a paycheck and the girl.

Mordecai doesnt want the job, but he is pretty devoted to Daphne . . . and somehow, he just might be able to turn this entire mess to his advantage. . . Biographie de l'auteur John Shirley is the author of many novels, including *Borderlands: The Fallen*, *Borderlands: Unconquered*, *Bioshock: Rapture*, *Demons*, *Crawlers*, *In Darkness Waiting*, *City Come A-Walkin'*, and *Eclipse*, as well as the Bram-Stoker-award winning collection *Black Butterflies and Living Shadows*. His newest novels are the urban fantasy *Bleak History* and the cyberpunk thriller *Black Glass*. Also a television and movie scripter, Shirley was co-screenwriter of *The Crow*. Most recently he has adapted Edgar Allan Poe's *Ligeia* for the screen. His authorized fan-created website is DarkEcho.com/JohnShirley and official blog is JohnShirley.net.