



Shadowrun 15: Burning Bright

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Mitch Truman, heir to the megacorporation Truman Technologies, has vanished without a trace. His father hires the best tracker money can buy to find his son--but will the vast Truman fortune be enough to destroy the terrible power spreading throughout Chicago?

Shadowrun 15: Burning Bright Details

Date : Published November 1st 1994 by Roc

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Author : Tom Dowd

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From Reader Review Shadowrun 15: Burning Bright for online ebook

Tony says

This was the a great book. I loved almost every bit but it kinda just ends. no wrap up to the events :(

Karen says

Well, then... That was not a good time in Shadowrun Lore to be in Chicago. Recommended to me by a friend to get a bit of history on the CZ during the season 5 modules. All the good tropes with that Shadowrun flair.

Dan says

I have read every Shadowrun novel and this was one of my favorites. It was well written and midway through it took a completely unexpected turn.

Thomas Brailey says

This was solid. Probably the best SR novel I have read so far. Excellent story, good pacing, well worth a read!

Marco Baier says

Ohh. I remember this one well, even after twenty years...

Beware of the creepy-crawlies I just say.

Adam Koebel says

Not very well written but not unenjoyable. I think I'd actually read this as a kid, too. Fun and dumb.

Kyle Monroe says

Decent for an RPG tie in book. It was good to go back and reread about one of the events that had significant impact on the Shadowrun setting back in the day. The book ended perhaps a bit too abruptly, but otherwise

was a nice trip down nostalgia lane and proved a quick, fun, action packed read.

Devin says

Game-based fiction is one of my guilty pleasures. I guess they're the geek equivalent of Harlequin Romance novels.

Anyway, Burning Bright remains my favorite Shadowrun novel. I had the good fortune to read this novel before FASA began publishing gamebooks reflecting the events of the story. Thus, I wasn't expecting the event upon which the second half of the story pivots, and I still recall the surprise of that discovery with some fondness.

Daniel Cloutier says

Science Fiction aus der näheren Vergangenheit zu lesen ist immer wieder ein Faszinosum für sich. Paleofuturismus (gibts das Wort im deutschen überhaupt?) an sich liefert den Blick der Vergangenheit in eine Zukunft die so nie stattfand oder stattfindet. Liegt der Ursprung der Fiktion aber auch noch innerhalb der bewussten Vergangenheit des Lesers (ein Vorteil des fortgeschrittenen Alters), so wie bei mir im Fall von Tom Dowds "Burning Bright", dass dieser wie die meisten Shadowrun Romane in den späten Achtzigern und Neunzigern verfasste, dann öffnet sich nicht selten, wenn auch unbewusst, ein Fenster in die Gedankenwelt, Kultur und intellektuelle Verfassung dieser Zeit: Japanische Konzerne sind omnipräsent, Netzwerke sind kabelgebunden, die Speichermengen sind lächerlich, Faxe sind noch schwer in Mode. Wer die Zeit noch mit bekommen hat, fühlt sich sofort ein wenig in sie zurück versetzt und kann die Gedankengänge, die zur vorliegenden Zukunftsvision beitragen gut nachvollziehen. Das Buch selbst ist einer der Klassiker der Reihe, da es unterhaltsam und actionreich geschrieben ist und es die Vorgeschichte zur "Bugcity" Chicago liefert. Keine großer Literatur, aber ein unterhaltsamer Ausflug in die Zukunft der Vergangenheit.

Gene says

Bugs! I followed the bug story line from Queen Euphoria, Universal Brotherhood, this book, and on through Bug City. I really wish Dowd had been able to write a sequel to this one. it would have been nice to see the post apocalyptic setting of Chicago under Siege.

Good Shadowrun book, I highly recommend it. Even if you haven't read the supplements listed above, it's a good story.

Joey says

Perhaps the best Shadowrun book I've ever read. It's dark, twisted, and a great magical mystery thriller. It has

tech, magic, and great world building. Oh..and horror. Actual horror in a Shadowrun series. Dowd gets how magic works in the Shadowrun setting and writes it well here.

Worth reading!

Burt says

In the Shadowrun setting, one of the most repellent and ubiquitous terrors of the world is the insect spirit. It takes a human host, gets inside of it, then uses it as a medium to work magical effects upon the world. They've done so for millenia (known to the immortal elves of the setting as the Invae) and throughout the ages, the elves have managed to keep them hidden and nominally controlled in the fifth and sixth ages...

Until 2057.

The bugs have been building a hive underneath the Windy City, and when a private eye seeks out the son of a corporate mogul only to find the worlds largest insect spirit hive, all hell breaks loose. The bugs surge out from the hive, destroying the city of Chicago and the UCAS military tries to bomb them out.

We all know what they say about roaches and the bomb. Nothing kills a bug. Nothing. Now imagine a city full of pissed off, radioactive, magical insect shamans. Not good. It covers the creation of the CCZ (Chicago Containment Zone) and is the bible for how things went down in Chicago for the game setting, apart from its companion sourcebook, Bug City.

This was a better than average Shadowrun novel just on the basis of how much detail they went into to depict the overtaking of the city by the bugs and the effects it has on the world, both SINners and SINless. Required reading for Shadowrun fans who want to know more about how Chicago got be called Bug City.

Bryan457 says

I really like the shadowrun world with its mix of magic and cyberpunk.
Major cataclysmic event in Chicago in this one.
