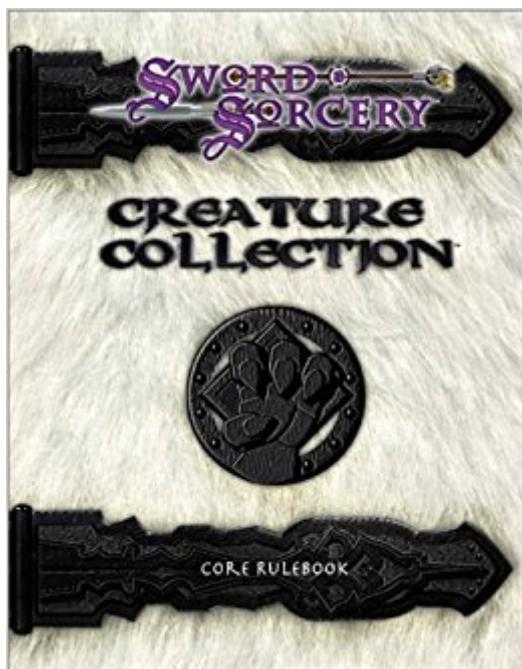


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Creature Collection: Core Rulebook (Sword And Sorcery)



Synopsis

CREATURE COLLECTION Here There Be MONSTERS! From the horrible Wrack Dragons to the intoxicating Brewer Gnomes, from the colossal Mithril Golem to the tiny Bottle Imp; here is a host of new creatures for use in your 3rd edition campaign. COMPATIBLE WITH 3RD EDITION RULES. Sword and Sorcery books are published under the Open Gaming License and are 100% compatible with 3rd edition rules and the D20 System. This is a hardcover book with over 200 brand new monsters that add unique challenges to your 3rd edition campaign. This is a 224 page hardcover core rulebook AVAILABLE as soon as October 6, 2000!

Book Information

Hardcover: 224 pages

Publisher: White Wolf Publishing (October 9, 2000)

Language: English

ISBN-10: 1565044878

ISBN-13: 978-1565044876

Product Dimensions: 8.6 x 0.8 x 11.2 inches

Shipping Weight: 2 pounds

Average Customer Review: 3.9 out of 5 stars 20 customer reviews

Best Sellers Rank: #1,603,939 in Books (See Top 100 in Books) #28 in Books > Science Fiction & Fantasy > Gaming > World of Darkness > Other #214 in Books > Science Fiction & Fantasy > Gaming > World of Darkness > General #71483 in Books > Science Fiction & Fantasy > Fantasy

Customer Reviews

First off, let me say that the main thing that encouraged me to buy this book were all the good reviews of it. I'm really sad I listened to them. I felt most of the "monsters" in this book were uncreative and bland. The main gripe I have about it is the fact that it seems most of the book contains animals with twists on them. Want to fight a "Great Swan"? How about a "Moon Cat"? And hey, if you have a bird fetish, you can even choose from the "Great Harrier" or "Cerulean Roc", or even the "Dread Raven". *snore* If I wanted to fight D&D's wild kingdom, I would have bought a book revolving around that. And the things that aren't even animals just seem like monsters with different templates, such as the golems or hags they have in the book. Silver Golem? I could've thought up that one myself, and for less. The only reason I don't give it a 1 is because of the few (few being two or three) monsters that I'd actually want to use. Also, as mentioned, the layout is nice. But besides that, this book is a major rip-off in my opinion. My suggestion to everyone who

wants to buy this is to just think of an animal, like a goat or a dog, and put "Fire" or "Razor" or something in front of the name. Bam. You have the Creature Collection.

I did enjoy the collection of monsters here. Some of them are a bit repetitive and not so useful, others can be 'comic' relief and some of them are just silly and some need a tone down here and there. Overall it is decent enough for the price and you will be able to pull a monster or two out of the book here and there. Not sure what the forsaken stuff is about. The pics are black and white, which isn't bad. Black and white brings simplicity and it's own auroa. If you need some more material as for as monsters, this would be good but hardly mandatory. I think the fatling here is awesome!

Very useful I recommended it

As far as an informative book for the game this complies a 100% but if you, as me, like these books because of the drawings learn now that they are black and white and not very appealing to look at.

I'd really like to give this book 3.5 stars because it fits somewhere between average (3) and good (4). I went with three stars because the content is not quite up to the standard set by the Monster Manual (MM) and as a result I don't think that I would use many creatures from this book without first making a few changes. That said, there are some aspects of this book that I really like and some areas in which the Creature Collection is superior to the (MM). First the layout of the book is much better than the MM. Every creature gets its own page so its easy to tell which picture corresponds to which creature and statistic tables never get split across page boundaries (like in the MM... argh!). Second and more important, the background descriptions for various creatures tend to include a historical perspective of the creature relative to the world as a whole (Forsaken Elves come to mind). This approach helps the DM build scenarios around the creature type and is just plain more interesting to read. This approach also provides an introduction to the 'Scarred Lands' campaign world, which actually looks very promising. On the downside the artwork in this book is not up to third edition standards. The art, while professional, is black and white and is reminiscent of first or second edition work. In addition, the creature statistics don't appear to be as well thought out or balanced as those in the MM. I often found myself thinking that a particular creature would make more sense if it had less hit dice, was one size larger, etc. Finally, the book is more expensive than the MM and doesn't have as much content. It contains roughly 200 creatures compared to approximately 500 in the MM.

Initially I was skeptical of a company other than Wizards putting out products for D&D. However this book proves that the open gaming license can have a positive influence on the game. While not a perfect book by any means, the Creature Collection transcends the typical quality of third party products. I was amazed at the writing within this tome. All of the creatures have a vast history and background writeup that makes the book enjoyable to read. Even creatures that looked mundane or uninteresting had wonderful writeups. The stories told alone make this book a wonderful addition to any DM's library. However, this wonderful writing can create certain problems as well. Many of these creatures would have to have their histories erased or rewritten to fit into any realm other than the Scarred Lands setting. The artwork in this book is both amazing and a disappointment at the same time. While the black and white sketches in many cases are beautiful, for the price of the book a little color would have made the book excellent. The creatures inside are the usual variety, some of them bland others are wonderful. The addition of new golems, ratmen, and a few others are enough to tempt most serious DMs into buying this book. However I find there are a lot of "animal monsters" within this book. Almost 1/3 of the book are these sort of monsters which seem to be nothing more than mutated or magical animals. This is okay I suppose but some of the creatures look almost the same and act almost the same. Overall the book is a wonderful treat. Just a few shortcomings and flaws prevent this book from achieving top marks. The price is what will have buyers scratching their heads with indecision. If the book was 19.99 like the Wizards core books then it would probably be sold out. Don't be afraid to give this book a chance, if you are searching for new monsters to challenge your adventurers or even entire races to fill your worlds then this book is a great start!

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