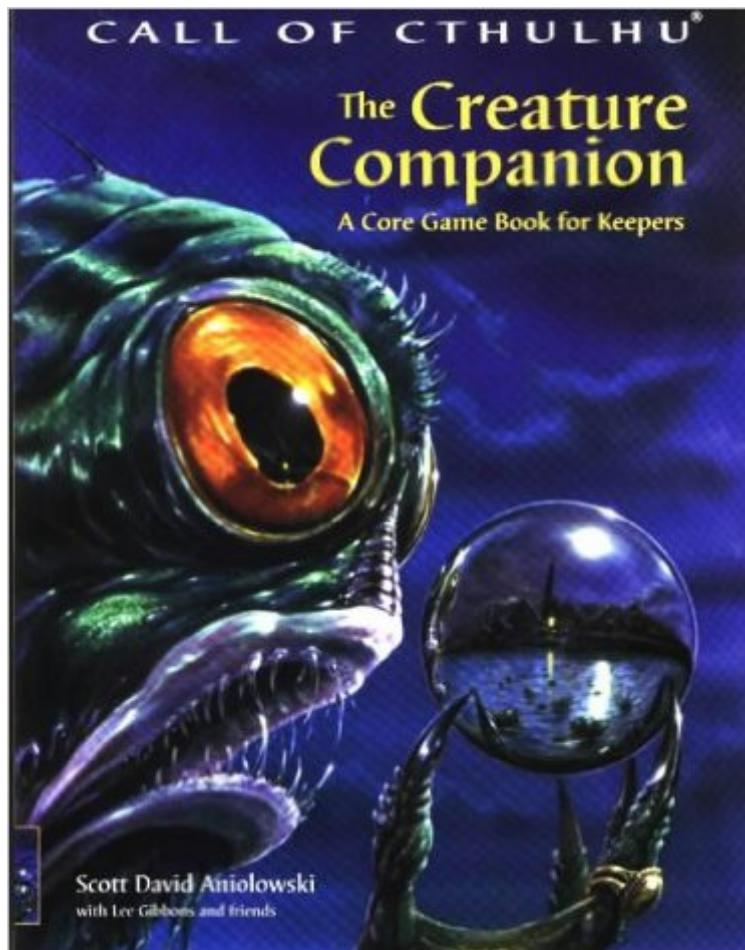


The book was found

Creature Companion (Call Of Cthulhu Roleplaying Game)



Synopsis

This monstrous collection is a compendium of creatures, drawn together from fiction spanning over seventy years and from over ten years of Call of Cthulhu scenarios. Learn the secrets of the monsters of the mythos.

Book Information

Series: Call of Cthulhu Roleplaying Game

Paperback: 128 pages

Publisher: Chaosium, Inc. (December 1998)

Language: English

ISBN-10: 1568821336

ISBN-13: 978-1568821337

Product Dimensions: 11 x 8.5 x 0.3 inches

Shipping Weight: 12.8 ounces

Average Customer Review: 4.6 out of 5 starsÂ [See all reviewsÂ \(8 customer reviews\)](#)

Best Sellers Rank: #2,815,979 in Books (See Top 100 in Books) #108 inÂ Books > Science Fiction & Fantasy > Gaming > Call of Cthulhu

Customer Reviews

This book is meant for the Call of Cthulhu (COC) roleplaying game available from the same publisher. It is basically a compendium of creatures taken from Cthulhu fiction and older Chaosium books (notably Ye Booke of Monstres I and II) as well as several new, never-been-seen horrors. The secrets of each creature are described together with statistics and line drawings, supplemented with color text. Well written and a pleasure to read, this book will give Cthulhu players more things to fear. As a bonus, four terrific full-colour art pieces are included which capture the the loathsome details of the Cthulhu mythos perfectly. The book is probably best used to surprise veteran COC players who think they have seen it all...

If you think CoC is just an RPG game, think again. I recently bought the [price] CoC 20th Anniversary Edition Rulesbook (worth every penny) and was looking for some new monsters to enhance my gaming...Here they are in this beautiful guide...morbidly illustrated...crisp text (not simply a tedious chart collection)...and scares the living bejesus out of me. When I was first reading Lovecraft, I became hooked, and simply LOOKING at this book was a surprise - really quite cool. A must-have accessory for any player as well as keeper - even players can marvel at the creature

statistics, and hope they don't meet whatever is in the book on their CoC adventures...Cthulhu's stats made me jump...Anyway, a visually pleasing (depending on your asthetic values) book, as well as a necessity to playing the greatest RPG ever created...enjoy!

I dont play the game, but I bought this book anyway simply because it had such terrifying pics of the creatures that I have only read about in the literature. The posters included of the G.O.O's are really cool too. The descriptions of the entities are great and the sideline articles by the occult investigator are icing on the cake. Buy this book if you voted Cthulhu for President! (It couldn't be much worse than Dubya could it?)

The Creature Companion may be a functional title for this volume of various Mythos entities, but it struck me as more of a borderline AD&D cliche. The title aside this book has its uses. It presents a keeper with a great collection of entities to keep the experienced Mythos investigator on their toes. There are even some listings, such as H.G Wells' Martians, that may surprise even an experienced keeper. The sidebar that runs through the book is filled with observations from the point-of-view of a Mythos researcher. These can be enjoyable to read on their own right, as well as being a source for possible scenarios. While the organization of the materials could be a little easier to follow, I would recommend this book to any keepers or intrepid Call of Cthulhu fans.

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