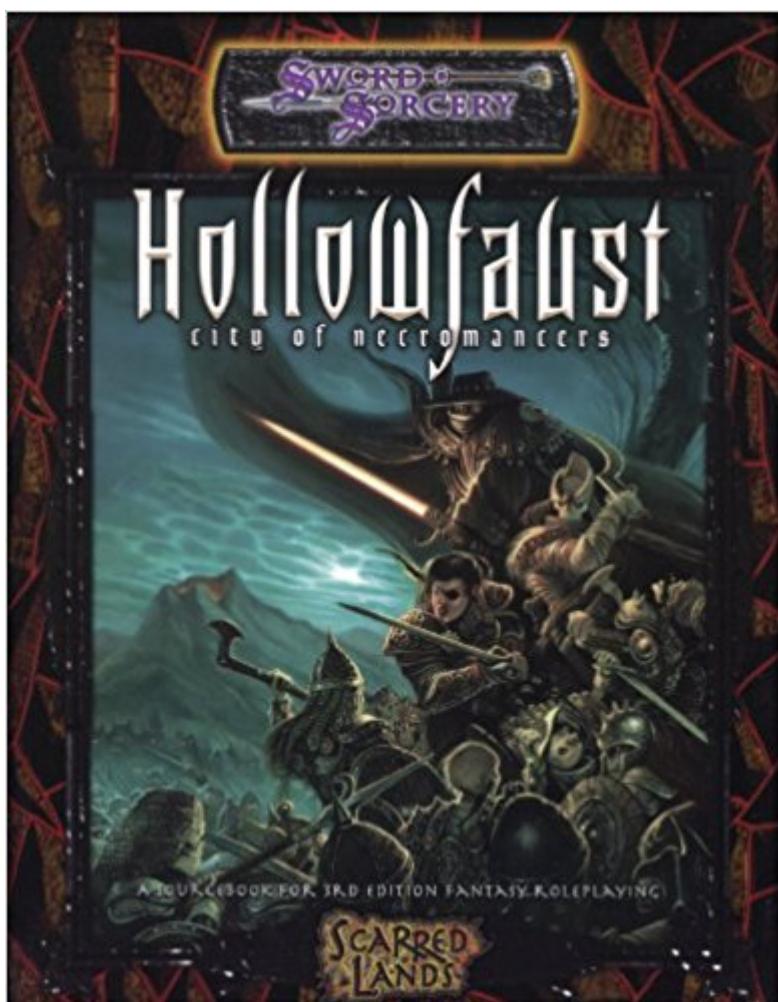


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Hollowfaust: City Of Necromancers (Dungeons & Dragons D20 3.0 Fantasy Roleplaying)



Synopsis

Lords of the Dead! In the shadow of a dormant volcano crouched the city of Sumara.

Book Information

Paperback: 128 pages

Publisher: White Wolf Publishing (December 3, 2001)

Language: English

ISBN-10: 1588461637

ISBN-13: 978-1588461636

Product Dimensions: 8.3 x 0.3 x 10.8 inches

Shipping Weight: 12.8 ounces

Average Customer Review: 5.0 out of 5 stars 5 customer reviews

Best Sellers Rank: #1,008,404 in Books (See Top 100 in Books) #100 in Books > Science Fiction & Fantasy > Gaming > World of Darkness > General #425 in Books > Science Fiction & Fantasy > Gaming > Dungeons & Dragons #11867 in Books > Humor & Entertainment > Puzzles & Games

Customer Reviews

Lords of the Dead! In the shadow of a dormant volcano crouched the city of Sumara.

Awesome take on Necromancy. The first two thirds describing the city ran by necromancers and their customs steers clear of stat blocks making it pretty easy to put this city in any D&D setting.

I've read most of the SSS sourcebooks, and in my opinion this is - BY FAR - the best DD3E product they have released. I do not use the Scarred Land campaign world myself, but I do plan on integrating this into my campaign world immediately. Hollowfaust continues the dark theme of the Scarred Lands campaign world, but flips the stereotype of the evil Necromancer on its ear, and turns what could be a very predictable city into a unique supplement. The idea of Necromancers as somewhat benign scholars is as intriguing as it is bizarre, as are all of the attendant situations, such as undead acting as both unskilled labor and the city "protectors". The treatment of the city, its history, adventure hooks and resident personages is detailed enough to make the city playable, but not so detailed as to overwhelm or restrict. The prestige classes are a useful continuation to those provided in Relics and Rituals and Tome of Blood, and can provide depth to a campaign world, although for the most part I would not use them as PC classes. All in all, I enjoyed the City of

Necromancers immensely and think that anyone could use this in their world with a minimum of hassle and maximum results.

This is a really interesting setting that is intended for the Scarred Lands setting by SSS but it fits easily into my campaign and will provide an interesting twist as far as settings go. The city is a refuge and center of learning for Seven Guilds of Necromancers, yet it is a thriving city as well. That is what makes it so intriguing. The citizens are governed by the Guilds and undead help to keep the city safe. There are endless possibilities for adventure and mysterious intrigue for any campaign. The "normal" city and its interesting spots and locales are given plenty of space but the meat of the sourcebook comes from the description of the necromancers and their part in the city's history and government. The city and its environs are well detailed and there are several new spells, creatures and prestige classes that are suited for the setting that can be added to your campaign. The seven necromantic guilds and their beliefs (as well as their leaders) are profiled as well. There are several adventure hooks provided also. It is a well written supplement that will put a twist on almost any campaign that you set it in.

Hollowfaust is a great campaign setting. The city of Necromancers can be filled with danger and intrigue. You can also just drop it into your current campaign without an extensive rewrite. My only problem with it is that the NPC stats aren't always handy to where they are listed in the text. They are in the same chapter usually within a page or two. For example: It is annoying when you are reading about a temple and high priest and then have to go looking for that priest stats elsewhere. The setting is a 5 The layout is a 4. The quality of the material is a 5. So if you don't mind a minor problem with the layout this is a very high priority purchase. Not only for the Scarred Lands setting, but for any campaign.

I like this book, in that it paints Hollowfaust as a place of learning for Necromancers. Most people would think that this place is a place of evil, but it actually is not. I even used the material after I got the book in my Scarred Lands campaign that I am DMing and my players loved it. I recommend this book to anyone who is running a Scarred Lands campaign or who is interested in playing in the Scarred Lands campaign.

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