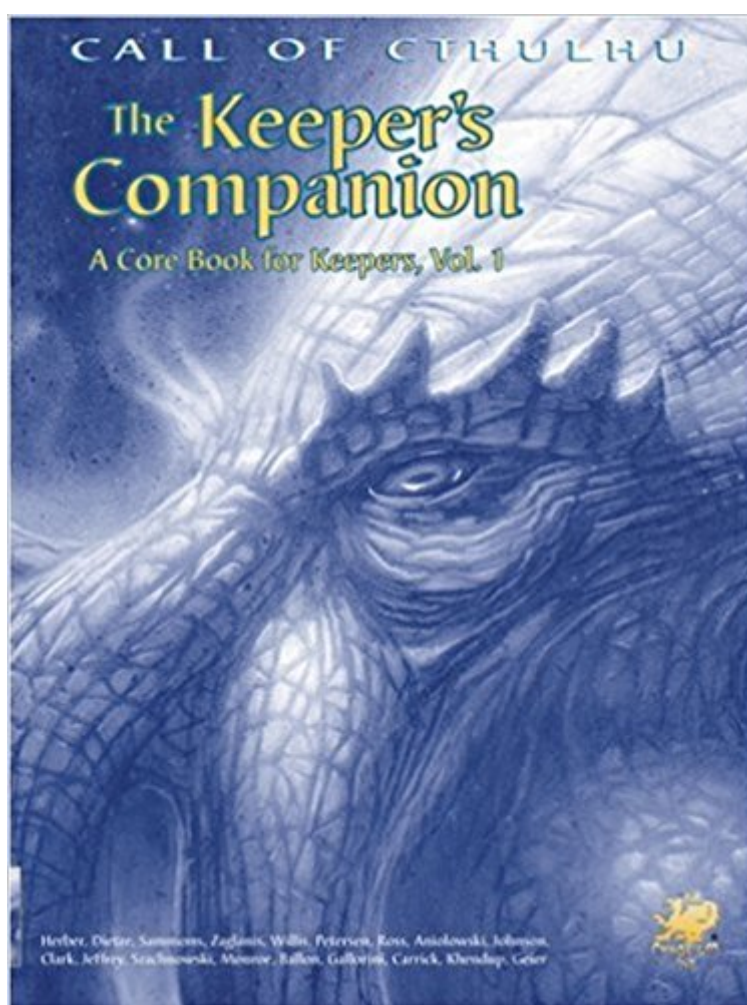


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The Keeper's Companion: Blasphemous Knowledge, Forbidden Secrets: A Core Book For Keepers, Vol. 1 (Call Of Cthulhu Horror Roleplaying, #2388)



Synopsis

The Keeper's Companion vol. 1 is an invaluable resource for Call of Cthulhu keepers. New material includes advice for new keepers, a lengthy study of Mythos artifacts, a learned discussion of many occult books, an up-to-the-moment description of every facet of forensic medicine, a thorough revision and expansion of the game skills (including nearly two dozen new ones), and the augmented text of the Keeper's Compendium, somewhat updated forbidden books, secret cults, alien races, and mysterious places. Additional short essays and features round out this book.

Book Information

Age Range: 8 and up

Paperback: 208 pages

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Average Customer Review: 4.6 out of 5 starsÂ Â See all reviewsÂ (10 customer reviews)

Best Sellers Rank: #316,333 in Books (See Top 100 in Books) #13 inÂ Books > Science Fiction & Fantasy > Gaming > Call of Cthulhu #60851 inÂ Books > Children's Books

Customer Reviews

One of the very nice things about the Call of Cthulhu role playing game from Chaosium is that they rarely publish pure junk or something that doesn't have something useful within its pages, somewhere. The Keeper's Companion is just one of those books, yes, it contains material from the main rules and Cthulhu Now, but expands upon it, it is also laid out in a clear fashion that makes finding things easy. The first section, "Good Cthulhu Hunting", is mainly sage advice for players and written with tongue firmly in cheek, but also makes a good deal of sense as a sort of 'Dos and Don'ts' section. It is followed by a section for Keepers, a sort of thirteen ways to improve your game. Again, common sense advice for the foolish GM who might have let his investigators keep the repeating laser cannon they found in the last adventure. Call of Cthulhu is best played, not people who know the genre cold, but rather by novices who understand the mechanics, not the genre. Lovecraft's world is a mundane one, intruded upon by the not-so-mundane, whether it be something relatively minor as an encounter with a solitary Deep One or a sanity-blasting encounter with

Yog-Sothoth, the all-in-one god, it is the character's imperiled peace of mind which will be steadily chipped away by the stuff of nightmares and that which mankind is best to ought not know. Players kept in the dark, fed only what they need or discover on their own, are the best players of all. There follows the advice section, pages on books of the occult, most or all are actual books, some of which can be found on , but that you would be better of not reading. Exciting sounding tomes like 'The Book of the Dead' or the 'Golden Bough' are deadly dull and won't do anything except upset your parents and Tipper Gore.

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