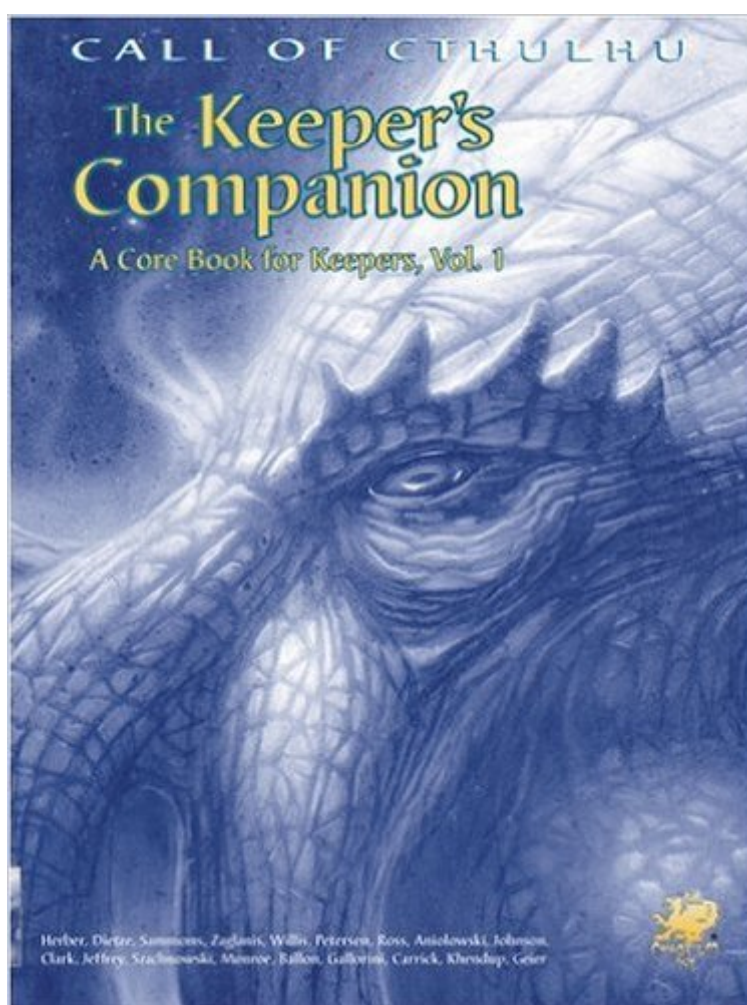


The book was found

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

Publisher: Chaosium, Inc.; 1st edition (September 1, 2000)

Language: English

ISBN-10: 1568821441

ISBN-13: 978-1568821443

Product Dimensions: 8.5 x 0.4 x 11 inches

Shipping Weight: 8.8 ounces (View shipping rates and policies)

Average Customer Review: 4.6 out of 5 stars [See all reviews](#) (10 customer reviews)

Best Sellers Rank: #316,333 in Books (See Top 100 in Books) #13 in [Books > Science Fiction & Fantasy > Gaming > Call of Cthulhu](#) #60851 in [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.

[Download to continue reading...](#)

The Keeper's Companion: Blasphemous Knowledge, Forbidden Secrets: A Core Book for Keepers, Vol. 1 (Call of Cthulhu Horror Roleplaying, #2388) Malleus Monstrorum: Creatures, Gods, & Forbidden Knowledge (Call of Cthulhu Horror Roleplaying) (Call of Cthulhu Roleplaying) Call of Cthulhu Rpg Keeper Rulebook: Horror Roleplaying in the Worlds of H.p. Lovecraft Cthulhu Dark Ages (Call of Cthulhu Horror Roleplaying, Chaosium #2398) Cthulhu Invictus Companion: The Mythos Threatens Ancient Rome (Call of Cthulhu roleplaying) Secrets Of New York: A Mythos Guide to the City That Never Sleeps (Call of Cthulhu Horror Roleplaying) Secrets of Morocco: Eldritch Explorations in the Ancient Kingdom (Call of Cthulhu Horror Roleplaying) Cthulhu Through the Ages (Call of Cthulhu roleplaying) Cthulhu Britannica Folklore (Call of Cthulhu Roleplaying) Cthulhu Invictus: A Sourcebook for Ancient Rome (Call of Cthulhu roleplaying) Call of Cthulhu: Horror Roleplaying in the Worlds of H. P. Lovecraft, 6th Edition Shadows of Yog-Sothoth: A Global Campaign to Save Mankind (Call of Cthulhu Horror Roleplaying) Call Of Cthulhu: Horror Roleplaying In the Worlds Of H.P. Lovecraft (5.5 Edition / Version 5.5) Delta Green (Call of Cthulhu Horror Roleplaying, Modern) At Your Door (Call of Cthulhu Horror Roleplaying, Modern Era, #2326) Adventures in Arkham Country (Call of Cthulhu Horror Roleplaying, 1920s) The Stars Are Right! - Nine Disturbing Tales of Mankind's Corruption (Call of Cthulhu Horror Roleplaying) No Man's Land: WWI Mythos Action With the Lost Battalion (Call of Cthulhu Horror Roleplaying, Chaosium# 2385) H.P. Lovecraft's Dreamlands: Roleplaying Beyond the Wall of Sleep (Call of Cthulhu roleplaying) Call of Cthulhu Keepers Screen

[Dmca](#)