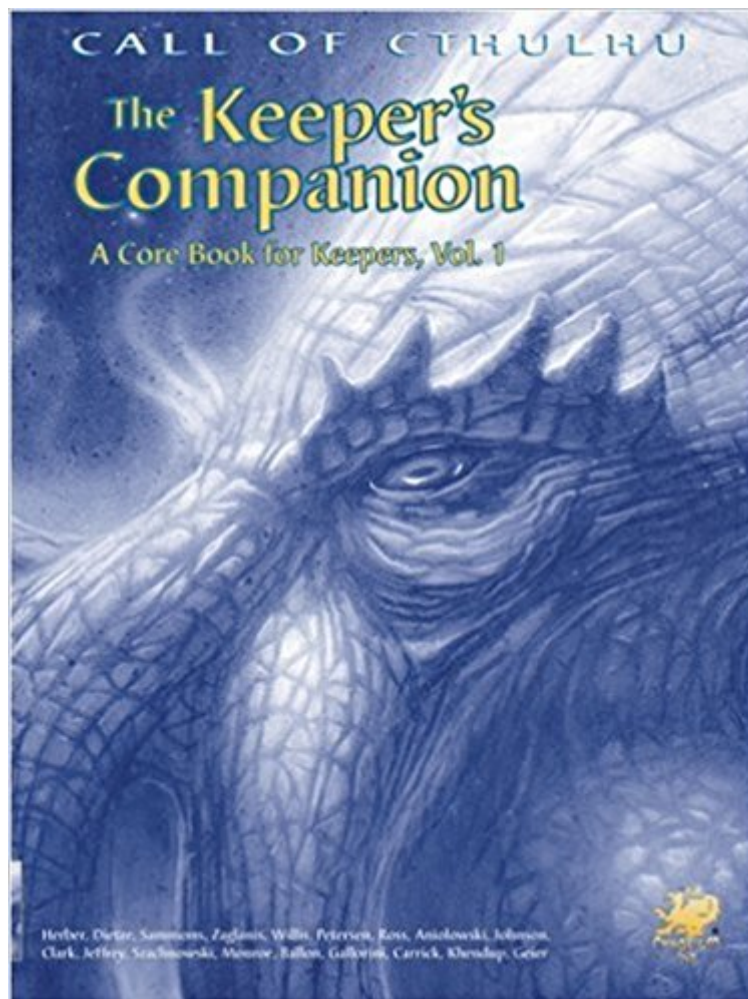




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The Keeper's Companion: Blasphemous Knowledge, Forbidden Secrets: A Core Book For Keepers, Vol. 1 (Call Of Cthulhu Horror Roleplaying, #2388)





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

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Customer Reviews

Good references for the Keeper of Arcane Lore in a CoC RPG. It gives a lot of information in a handily organized fashion. Get Book 2 also.

I am finding this book very helpful when I am directing play. Lots of scary "facts" to help terrorize my players.

Wonderful material to use in your game, highly recommended.

The keepers companion is a must for Call of Cthulhu keepers(gamemasters).The book contains a wealth of knowledge from tomes,ancient civilizations of the mythos or mythos related and other details that adds flavor to any Call of Cthulhu game.I find this book useful due to the fact that the detail of the mythos activity,cults and such have some source herein.No,you do not need this book to play the game,but the material within will only add more depth to an otherwise great game.The

keepers companion is a valuable book to have.

Very Helpful and a great source book. I would recommend it to anyone interested in a Call of Cthulhu game

A wealth of information for any gamemaster. Well worth getting a copy for any gaming library. I highly recommend it.

I got this as a gift for my son-in-law. I have no knowledge of the book itself other than the person for whom it was purchased seems to like it very much. For me it served its purpose very well.

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. However, it is a nice lexicon for GMs who may want to throw non-Mythos books at their players from time to time. Following that is a handy little section on languages, real and Mythos-related, and their origins. It also includes some badly drawn examples of things like Mi-Go runes and R'lyeh glyphs. The next section is an expanded and detailed listing of

those oh-so-wonderful mind melting pages of actual Mythos tomes- those great books that burn through your sanity, but also give you spells your characters can use. It also adds a few new spells and creatures taken from additional stories written by other authors. Next up is Arcane Antiquities, which is basically magic items and happily it bears little or no resemblance to the back of the AD&D Dungeon Master's Guide. Magic items in Call of Cthulhu are extremely rare. There are a couple of mirrors, a dagger, a ring, and a few other odd devices, so don't expect any +4 swords of dimensional shambler slaying. Let's face it, cults make life interesting. Even in real life cults provide annual entertainment with their suicidal comet worshiping antics. In Call of Cthulhu they are a somewhat less self-destructive and instead are bent on summon up some moldering nightmare to screw with mankind's mojo. Cultists are great fun, both for Keppers and player alike. As bad as it was, the guys resurrecting Imhotep in the The Mummy Returns were great, if comical and somewhat inept, examples of cultists. Cultists can come in any flavor and hardly need to be justified since they're nuts. Forensics has always been a hobby of mine. One of the aspects of Call of Cthulhu I have always admired is their inclusion of real world details to really give Keepers and players a sense of how it all works. While Cthulhu Now pretty much gives anyone a brief history of forensics, from the first documented coroner inquests in England right up to DNA evidence- it's all here as well in easy to read and understand terms, complete with bibliography. From the ways people die to firearms and drugs, it's all distilled down into a handy reference. From the mundane we arrive at Alien Races, a collection of beings and their origins from Deep Ones to the fungi from Yuggoth to the Voormis of the Hyperborea, this section gives the reader a little more detail than the standard entries in the creatures section in the main rule book. Next is Mysterious Places and includes Atlantis (bleah!), Hyperborea, unknown Kadath, Lemuria (also bleah!), unfortunately, they only give us a scant three paragraphs on R'lyeh, the sunken city and tomb of Great Cthulhu. Finally, the last section is on Skills, adds some new ones and explains all in great detail. All in all a welcome addition to my growing Call of Cthulhu collection, a game that I have played for nearly twenty years. I miss the late eighties/early nineties covers and don't much care for the cover art. However, this is a good addition for Keepers who may want to add a little more detail to their campaigns. Like most of Chaosium's publications, it is well researched and exceptionally well written while being very readable, fun and occasionally funny. It may lack detail in some places, and this is probably it's only real flaw- the alien creatures and places section could have had a little more meat in them, but other than that it's a solid addition...

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