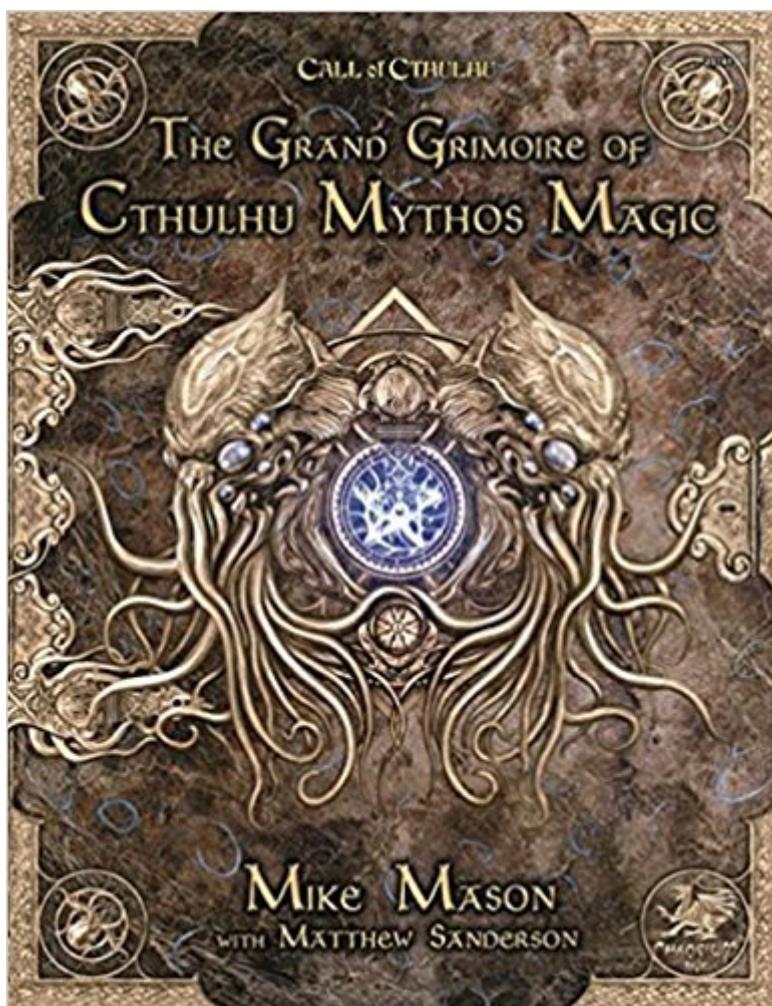


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# The Grand Grimoire Of Cthulhu Mythos Magic



## Synopsis

Over 550 spells of dire consequences, secrets, and unfathomable power! Here are gathered spells drawn from over thirty years of Call of Cthulhu® supplements and scenarios. Each spell has been revised for the Call of Cthulhu 7th® edition game, including optional Deeper Magic for the most powerful of Mythos® sorcerers and monsters, with which to beguile and confound investigators. Packed full of advice and guidance on diverse matters including spell names, elements of spell casting, magical components, and astronomical considerations. Plus flawed spells, ley lines, folk magic, and the magic of the Dreamlands. Use this® grimoire as a resource, a play aid, and as inspiration when designing scenarios. The Grand Grimoire of Cthulhu Mythos Magic is an essential supplement for® Keepers of Arcane Lore. Requires the Call of Cthulhu Rulebook.

## Book Information

Hardcover: 200 pages

Publisher: Chaosium Inc. (July 1, 2017)

Language: English

ISBN-10: 156882405X

ISBN-13: 978-1568824055

Product Dimensions: 11 x 1 x 8.5 inches

Shipping Weight: 1.5 pounds (View shipping rates and policies)

Average Customer Review: 3.0 out of 5 stars 1 customer review

Best Sellers Rank: #347,582 in Books (See Top 100 in Books) #12 in® Books > Science Fiction & Fantasy > Gaming > Call of Cthulhu #31085 in® Books > Teens

## Customer Reviews

While the cover art and layout is somewhat impressive, the content is not. I found that many of the more common spells that were in the 6th edition and referenced in the 7th edition rulebook but not described were left out while many more obscure spells were included. If you're going to take the time and effort to compile all of the spells from all of the modules of all of the past years, why not include all of the spells? There's no excuse for spells like Mesmerize to be left out of the book. And please explain to me why, in a book that is supposed to be a grimoire of spells, there are character descriptions like the one on page 133 of Thomas Davenport? Why include a character description and backstory instead of some of the spells that were left out? it doesn't make sense.

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