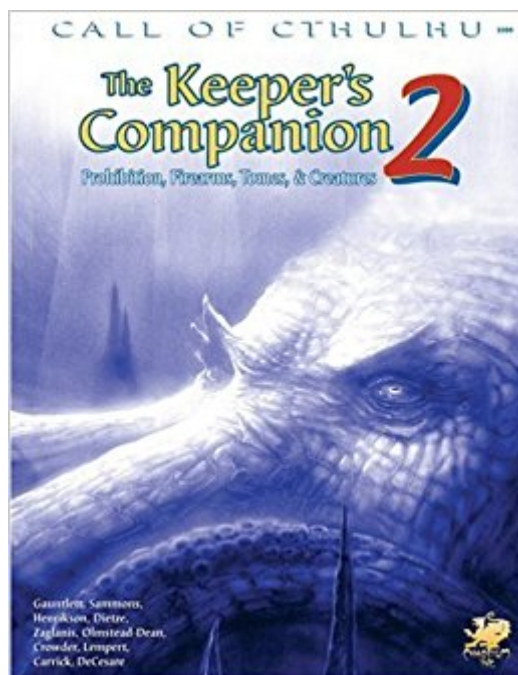




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# The Keeper's Companion 2: Prohibition, Firearms, Tomes, & Creatures (Call Of Cthulhu Roleplaying)



## Synopsis

New to Call of Cthulhu? A battle-scarred veteran of many campaigns? Here are essential background articles useful to most keepers. "The History Behind Prohibition" A lengthy article bringing anti-alcohol advocates, law enforcement, gangsters, rum-runners, and consumers into focus. Lots of good stories. "The Keeper's Master List of Call of Cthulhu Scenarios" Lists are alphabetical by the following topics: scenario era; creature / maniacs / great old ones; legendary heroes and villains; cults / sects / secret societies; Mythos tomes; fictitious locations; and Mythos books from publishers other than Chaosium. "Iron: a Survey of Civilian Small Arms Used in the 1890's, 1920's, and the Present". Practicalities of firearms; common malfunctions; new skills Handloading and Gunsmithing. Firearms considered are likely to be encountered or thought specially useful by investigators. Insightful discussions of nine specific rifles, five shotguns, ten handguns, a sniper rifle, and the Thompson submachine gun. Hot load damage values for most weapons, along with comparative ratings for noise, maintenance, powder, reloading per round, more, plus standard stats. "Medical Examiner's Report" discusses the unusual corpse recovered by the Essex County Sheriff's Department, as does "Dr. Lippincot's Diary" from another point of view. Also a short article on deep one / human reproduction. Brian Sammon's "Mythos Collector" submits write-ups for the Book of Iod, Chronike von Nath, Confessions of the Mad Monk Clinthanus, Letters of Nestar, The Nyhargo Codex, Soul of Chaos, Testament of Carnamago, The Tunneler Below, Visions From Yaddith, Von denen Verdammten, as well as for more than a dozen new spells. And More: "Mythos ex Machina" gathers about forty examples of alien technology from Cthulhu supplements. Gordon Olmstead-Dean outlines the odd connections between H. P. Lovecraft and the Satanists HPL never knew, in "LaVey, Satanism, and the Big Squid".

## Book Information

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## Customer Reviews

Pre 1934, machine guns were not federally regulated. after the '34 NFA, you can still buy them, it just needs the \$200 tax stamp and a background check from the ATF

At first glance it looks kind of boring. But as you start reading it, you just cant stop it and you wish you hadnt read it on the night you were alone in the house... This is scary stuff! Both Keeper Companions are just terrific gaming material. It goes through o many different aspects of the game that now that I have them I just cant see how I managed without them. Call of Cthulhu is arguably the best game ever created and this product should be on your gaming table.

The companion two is a good addition to a Keepers resources, especially if running adventures in the 20s. Although using firearms in a Call adventure is discouraged, they were a very prominent in the dealings of the mob during the prohibition. An adventure with your investigators going up against the mob and their nefarious plots can be interesting, with a mythos connection on the edges or forming a looming background threat if they fail. The rules and background for the speakeasy's and Volsted act are a must. The chapter on the deep ones including a fully described autopsy was a must also.

"The Keeper's Companion 2:..." is a valuable resource for reviewing the culture and sciences of the 1920s for your Call of Cthulhu game to be sure you're running a historically accurate game. Could you get this information by reading wikipedia and/or history books? Sure. But the Keeper's Companion 2 is written for Keeper's rather than the general public and its organized with a gamer in mind. Before running my first CoC game, I needed a solid review of where society was at regarding criminology (were we finger printing? What about blood testing? Ballistics? etc.). I got tired of looking at timelines and reading historical entries and really only wanted to spend a few hours on this before running my game. I felt like I got the right amount of information regarding where humanity was at in terms of criminology, science, arts, and culture in the Keeper's Companion 2. It also gives you more guns, gear, magical and deadly Mythos books, gods and beasts to throw into your campaign. It also has a section that references Mythos authors in it, steering the reading towards different stories for inspiration and background reading. Although I haven't used this yet, I

likely will when my campaign ideas run dry. The book was very readable in general (well edited, well laid out) and I quite enjoyed reading through it (as I do most CoC books). Do you absolutely need this book to Keeper? No. But I felt like it enhanced my game and for a mere \$20 and under pricetag, it was a good value for what I got.

Great information, helped me plan for games \*and\* I learned things as well. Well worth the money spent!

The other really handy reference for CoC Keepers. It has more really useful information. The first one is the most important, but this one is useful as well.

What can I say it' Cthulhu!

I don't like the fact that almost a 3rd. of the book is about prohibition. if your campain isn't based around it then it's just alittle infomative. other than that it's great it even gives you a reference list for tombs, creatures, npc's, and what era they appered in. on top of that it has an exsensive list of firearms.

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