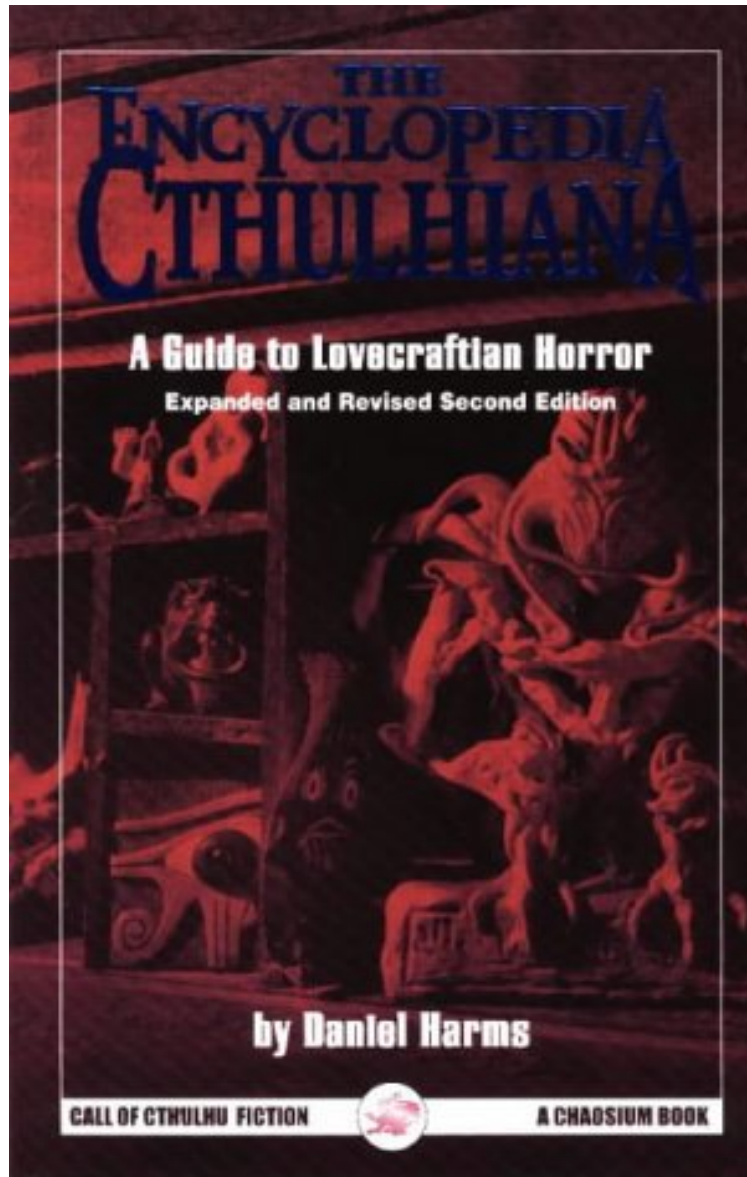


(Mobile pdf) The Encyclopedia Cthulhiana: A Guide to Lovecraftian Horror (Call of Cthulhu)

The Encyclopedia Cthulhiana: A Guide to Lovecraftian Horror (Call of Cthulhu)

Daniel Harms

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Daniel Harms : The Encyclopedia Cthulhiana: A Guide to Lovecraftian Horror (Call of Cthulhu) before purchasing it in order to gage whether or not it would be worth my time, and all praised The Encyclopedia Cthulhiana: A Guide to Lovecraftian Horror (Call of Cthulhu):

45 of 46 people found the following review helpful. The best single guide to the Cthulhu MythosBy

OAKSHAMAN_Even though I've been reading Lovecraft, and the later contributors to the Mythos, for over a quarter of a century, there were still fine points that I could never quite get straight. This is understandable seeing how you often have to piece the fabric of the whole out of off-hand remarks and vague hints and references. In a way that does contribute to the mystery of the corpus, but it can be dissatisfying, if not maddening at times. That is why this excellently written and designed reference is truly a treasure to the serious reader._Finally, I know the difference between the Elder Gods, the Great Old Ones, The Outer Gods, and the Elder Things. You finally get the associations in the pantheon spelled out. You know how Cthulhu, Tsathuggua, Hastur, and Ithaqua (the Great Old Ones) differ from Azathoth, Nyarlathotep, Shuh-Niggurath, and Yog-Sothoth (the Outer Gods.) And of course you learn never to associate Nodens, Kthanid, and Yag-Thaddag (the Elder Gods) with any of these._Come to think of it I probably shouldn't have spoken these names aloud while I was typing. What is that noise in the0 of 0 people found the following review helpful. but that doesn't mean its not a good source for all things HBy Andy Nunez, Editor of Against the Odds MagazineHarms' Encyclopedia is geared heavily toward players of Chaosium's Call of Cthulhu role-playing game, but that doesn't mean its not a good source for all things H.P. Lovecraft. After all, the game is based on the Cthulhu Mythos, spawned by Lovecraft and his circle of friends, so any encyclopedia must gather in all the source material. The non-gamer will find this a useful reference and the gamer will find listings for game modules produced up to the time of writing.3 of 3 people found the following review helpful. THE Handbook for LovecraftiansBy ModeranI have been recommending this book to people I know since I first encountered the first edition. This second edition is expanded and revised, and is even more helpful to Call of Cthulhu gamers, keepers, and especially writers of Mythos fiction. I've been using it as source material for my own odd little tales since I began writing them. And while it is true that the author has been known to frequent some of the same newsgroups that I do, he did not pay me to say these things. The book is extensively indexed and cross-referenced, with a very helpful timeline of the Cthulhu Mythos toward the back. It is clearly written, has doses of the author's dry sense of humor, especially in his choice of a quote for the preface page, is quite attractively packaged, and will look very nice on your bookshelf next to the many volumes of HP Lovecraft that you should have if you're reading this.

The Origins Award-Winning Call of Cthulhu Reference book is back! The Cthulhu Mythos was first created by H.P. Lovecraft (1890-1937), a Providence author considered by many to be the finest horror story writer of the twentieth century. Lovecraft's tales are a blend of fantasy, science fiction, and horror, with the latter being especially prominent. His tales describe a pantheon of powerful beings known as the Great Old Ones. Since Lovecraft's time the Cthulhu Mythos has grown exponentially, until it has become increasingly difficult to keep track of, even for devoted fans. Many writers have contributed to it, including Robert E. Howard, Robert Bloch, Brian Lumley, and Stephen King. This book is the first major attempt in many years to provide a comprehensive guide to H.P. Lovecraft's Cthulhu Mythos. The second edition of Encyclopedia Cthulhiana contains over a hundred and fifty additional pages and scores of new entries. New features includes thumbnail illustrations of the most important signs and symbols (see sample, left) and a timeline of the Cthulhu Mythos spanning billions of years. Many entries have been revised to reflect our latest understanding of the Mythos, and the infamous Necronomicon appendix has been greatly expanded. Also present for the first time is "A Brief History of the Cthulhu Mythos", which examines the evolution of the genre from the 1920s to today. A Great Resource for Call of Cthulhu players! This book is part of an expanding collection of Cthulhu Mythos horror fiction and related topics. Call of Cthulhu fiction focuses on single entities, concepts, or authors significant to readers and fans of H.P. Lovecraft.