

World War Cthulhu: A Collection Of Lovecraftian War Stories

Thule, The Nazi Atlantis, legendary home of Aryan super-beings who ruled pre-history. Thule was supposed to be a Nazi myth, but when a defector from the SS occult sciences division, the Karotechia, brings proof of Thule's reality, Delta Green's course is clear: the alien city and its technological and occult secrets must be denied to the enemy. But the true masters of Thule are fighting their own war. A traitor from the past endangers their eons-old plan to shape the future. The survival of mankind depends on the fate of Thule; but to destroy Thule or save it? Which choice will save mankind? Born of the federal government's 1928 raid on the degenerate coastal town of Innsmouth, Massachusetts, the covert agency know as Delta Green has battled abominations, alien sorcerers and blasphemous cults. As World War II rages, the SS Karotechia is calling upon the obscene powers of the Cthulhu Mythos to ensure a Nazi victory, meddling in powers they do not understand and cannot hope to control. Now the men and women of Delta Green will be tested to their limits to hold the apocalypse at bay. These are the glory days of Delta Green. It is also humanity's darkest hour. Book jacket.

Giant monsters whose every roar and footstep shakes the earth, whose simple stroll through a city wrecks havoc: KAIJU! And even though humankind has never really seen such monsters - we tremble at the thought of them and love to shiver as their screen versions make mayhem: the beast from twenty-thousand fathoms, Godzilla demolishing Tokyo, the massive creature in Cloverfield destroying New York, all of Earth warring with the colossal monsters in Pacific Rim. Now, for the first time, a definitive anthology that gathers a wide range of larger-than-life short fiction with creatures that run a gargantuan gamut: the stealthy gabbleduck of Neal Asher's Polity universe; Gary McMahon's huge sea-born terror; An Owomoyela 's incredibly tall alien invaders; Frank Wu's city-razing, eighty-foot-high, fire-breathing lizard; Lavie Tidhar's titanic ship-devouring monstrosity; a really big Midwest US smackdown related by Jeremiah Tolbert . . . and many more mega-monster stories to feed your need for killer kaiju! With an introduction by Robert Hood, co-editor of the groundbreaking, Ditmar Award-winning Daikaiju: Giant Monster Tales and host of Undead Backbrain, the premier website for matters relating to giant monsters.

[CALL OF CTHULHU ROLEPLAYING] ATOMIC-AGE CTHULHU brings Lovecraftian horror roleplaying into the post-war golden age. Here you find background and history that led to the development of the 1950s world, along with new skills and professions for your investigators. A number of Sinister Seeds are included to help you grow your own 1950s horrors, but seven complete adventures are ready for you to spring on your unsuspecting players.

The forces of fascism have overwhelmed Europe. Britain fights on desperately, and every man and woman must do what is necessary to avoid defeat. In forgotten corners, darkness stirs. The cycles of the ancient god-things are measured in millennia, but those who serve them plot to take advantage of the chaos of conflict to advance their own schemes. For an unlucky few, the war collides with evils out of time, and they see and learn things that humanity is ill-prepared to encounter. The truly unlucky survive, and come to the attention of a certain spymaster, code letter N, who has plans for them. Pressed into service with British intelligence, they are thrown into a desperate two-front war against the Axis forces and the insidious menace of the Cthulhu Mythos. World War Cthulhu: The Darkest Hour is a World War 2 setting book for Call of Cthulhu from the multi-award-winning team of Dominic McDowall, Gareth Ryder-Hanrahan, Jason Durall, Stuart Boon, Martin Dougherty & Ken Spencer (writers) and Jon Hodgson, Paul Bourne, Scott Neil, Scott Purdy & Steffon Worthington (artists). You'll need a copy of the Call of Cthulhu rules to make full use of this setting.

Pulp Cthulhu

Fall of Cthulhu Omnibus

Winter Tide

The Other: Encounters With The Cthulhu Mythos Book 1

Denied to the Enemy

Arkham Detective Agency

Noted Lovecraftian scholar R.M.Price assembles this unique Lovecraft-influenced collection of twenty-eight rare tales, from such diverse authors as Neil Gaiman, Jorge Luis Borges, Manly Wade Wellman, and Gustaf Meyrink. Spanning from the 1930s to the 1990s, this kaleidoscopic collection is a triumph of interdimensional threats, ritual magic, and cosmic horrors.

Call of Cthulhu RPG 1930s

All original stories about the return of Cthulhu and the Old Ones to Earth. Some of the darkest hints in all of H.P. Lovecraft's Cthulhu Mythos relate to what will happen after the Old Ones return and take over the earth. What happens when Cthulhu is unleashed upon the world? What happens when the other Old Ones, long since banished from our universe, break through and descend from the stars? What would the reign of Cthulhu be like on a totally transformed planet where mankind is no longer the master? Find out in these exciting, brand-new stories.

From the Patriots' raid on the necromancer Joseph Curwen to the Special Forces' assault on Leng in 2007, this unique document reveals the secret and terrible struggle between the United States and the supernatural forces of Cthulhu. In this war, immortal cultists worship other-dimensional entities and plot to raise an army of the dead. Incomprehensible undersea intelligences infiltrate and colonize American seaports, and alien races lurk beneath the ice of Antarctica and high in the mountains of Afghanistan. It is only through constant vigilance and violence that the earth has survived. Also included are threat reports describing the indescribable - humanity's deadliest foes serving Cthulhu and the other Great Old Ones. Strange times are upon us, the world is changing, and even death may die - but, until then, the war continues. This product is not associated with the Cthulhu Wars tabletop game by Petersen Games, LLC; PetersenGames.com

A Collection of Lovecraftian War Stories

The Island of Terror

Delta Green

Atomic-Age Cthulhu

The Mammoth Book of Kaiju

Supernatural and Science Fiction Elements in Novels, Pulps, Comics, Film, Television, Games and Other Media

The first novel in Hugo Award-winning author Charles Stross's witty Laundry Files series. Bob Howard is a low-level techie working for a super-secret government agency. While his colleagues are out saving the world, Bob's under a desk restoring lost data. His world was dull and safe - but then he went and got Noticed. Now, Bob is up to his neck in spycraft, parallel universes, dimension-hopping terrorists, monstrous elder gods and the end of the world. Only one thing is certain: it will take more than a full system reboot to sort this mess out: . .

• Marketing focus on combination of gift production and high content values, delivering a curated read to genre enthusiasts.
• Spotlight on submission process for the new stories, promoted online through blogs and social media
• Monthly newsletter to increase mailing list of genre special interest readers.
• Major interest pushed through Instagram, with Youtube reviewers and influencers. Featuring new stories specially commissioned for the collection this offering of H.P. Lovecraft's shared universe is a thrilling immersion into the world of Old Ones and the Elder Gods, an ancient race of terrifying beings. In Lovecraft's vision we live in a deep, but fragile illusion, unable to comprehend the ancient beings, such as the Cthulhu who lies dead but dreaming in the submerged city of R'lyeh, waiting to rise then wreak havoc on our realm of existence. Lovecraft used the mythos to create a background to his fiction, and challenged many writer companions to add their own stories. Clark Ashton Smith, Robert E. Howard, Robert Bloch, Frank Belknap Long, Henry Kuttner were amongst the first but over the years many others such as Ramsey Campbell, Lin Carter and August Derleth added their voices to the many mythic cycles, developing themes and new fictional pathways for the town of Arkham, and the creatures Azathoth and Nyarlathotep. The Lovecraft Mythos is fertile ground for any writer of supernatural, horror, fantasy and science fiction, so for this edition we opened our submissions for brand new stories, many published here for the first time, to continue expanding the shared universe.

Author William Meikle resurrects Sir Arthur Conan Doyle's classic character Professor Challenger in this fast-paced novella. The book is available in a leather-bound Deluxe Hardcover with slipcase edition which is stamped with a raptor on the front cover in red foil as well as a trade paperback edition. Strange lights on the moors, weird noises in the night, cattle disappearing; these are more than enough to prompt Malone's newspaper to send him to investigate. And when his old companion Professor Challenger also goes missing, the hunt is on. The trail leads Malone to the British military, and to a research station in the Bristol Channel, where an old terror proves, once again, that some things are not meant to be contained.

"Winter Tide is a weird, lyrical mystery — truly strange and compellingly grim. It's an innovative gem that turns Lovecraft on his head with cleverness and heart" —Cherie Priest After attacking Devil's Reef in 1928, the U.S. government rounded up the people of Innsmouth and took them to the desert, far from their ocean, their Deep E ancestors, and their sleeping god Cthulhu. Only Aphra and Caleb Marsh survived the camps, and they emerged without a past or a future. The government that stole Aphra's life now needs her help. FBI agent Ron Spector believes that Communist spies have stolen dangerous magical secrets from Miskatonic University, secrets that could turn the Cold War hot in an instant, and hasten the end of the human race. Aphra must return to the ruins of her home, gather scraps of her stolen history, and assemble a new family to face the darkness of human nature. Winter Tide is the debut novel from Ruthanna Emrys, author of "The Litany of Earth."

Encyclopedia of Weird War Stories

The R'lyeh Cycle

The Atrocity Archives

The SOE Handbook

Stories at the Dawn of Posthumanity

Shadows Over Baker Street

Roll the Bones! In a world ruled by chance, one rash decision could bring down the house, one roll of the dice could bring untold wealth, or the end of everything. The players have gathered around the table, each to tell their story - often dark, always compelling. Within you will find tales of the players and the played, lives governed by games deadly, weird, or downright bizarre. Multi-award winning editor Jonathan Oliver (The End of the Line, House of Fear, Magic, End of the Road) brings together new stories featuring a diverse collection of voices. Here you will find incredible new fiction by Chuck Wendig, Silvia Moreno-Garcia, Lavie Tidhar, Benjamin Sriduangkaew, Paul Kearney, Libby McGugan, Yoon Ha Lee, Gary Northfield, Melanie Tem, Hillary Monahan, Tade Thompson, Rebecca Levene, Ivo Stourton, Gary McMahon, Robert Shearman, Nik Vincent, Helen Marshall, and Pat Cadigan.

H. P. Lovecraft spent his life in obscurity, finding recognition only after death. He has influenced numerous writers, musicians, and film makers. Indeed, the prolific horror writer Stephen King calls Lovecraft "the twentieth century's greatest practitioner of the classic horror tale." This edition contains 65 of Lovecraft's works.

THE DECADE OF THE 1950s: while many places in the world are still recovering from the horrors of the Second World War, it is a good time for America. The economy and industry are roaring, the middle class is exploding, and everyone can own their own home. The nation is filled with pride after a hard-won victory. The future never seemed brighter, and yet... ..never before have we faced a global threat as dire as the atomic bomb. Humanity has always waged war, but now we can eradicate all life on the planet. Educational films promise survival of a nuclear blast. In movies, the classic monsters of the 30s and 40s are replaced by horrors spawned of the atom. Enemies are everywhere, and there are dangers in our midst: devilish rock n'roll, morally corrupt books, and sinister comic books corrupt the minds of our youth. The dreaded Red Menace of Communism is poised to overthrow our government and strip-away all of our personal freedoms. Their comrades are everywhere and could be anyone, including your neighbor, your friend, or a member of your family. There are godless Communists spreading across the globe, and they must be stopped by any means necessary! So here you have the world of Atomic Age Cthulhu, bringing Lovecraftian horror to the postwar Golden Age. Toward the end of the year 1920 the Government of the United States had practically completed the programme, adopted during the last months of President Winthrop's administration. The country was apparently tranquil. Everybody knows how the Tariff and Labour questions were settled. The war with Germany, incident on that country's seizure of the Samoan Islands, had left no visible scars upon the republic, and the temporary occupation of Norfolk by the invading army had been forgotten in the joy over repeated naval victories, and the subsequent ridiculous plight of General Von Gartenlaube's forces in the State of New Jersey. The Cuban and Hawaiian investments had paid one hundred per cent and the territory of Samoa was well worth its cost as a coaling station. The country was in a superb state of defence. Every coast city had been well supplied with land fortifications; the army under the parental eye of the General Staff, organized according to the Prussian system, had been increased to 300,000 men, with a territorial reserve of a million; and six magnificent squadrons of cruisers and battle-ships patrolled the six stations of the navigable seas, leaving a steam reserve amply fitted to control home waters. The gentlemen from the West had at last been constrained to acknowledge that a college for the training of diplomats was as necessary as law schools are for the training of barristers; consequently we were no longer represented abroad by incompetent patriots. The nation was prosperous; Chicago, for a moment paralyzed after a second great fire, had risen from its ruins, white and imperial, and more beautiful than the white city which had been built for its plaything in 1893. Everywhere good architecture was replacing bad, and even in New York, a sudden craving for decency had swept away a great portion of the existing horrors. Streets had been widened, properly paved and lighted, trees had been planted, squares laid out, elevated structures demolished and underground roads built to replace them. The new government buildings and barracks were fine bits of architecture, and the long system of stone quays which completely surrounded the island had been turned into parks which proved a god-send to the population. The subsidizing of the state theatre and state opera brought its own reward. The United States National Academy of Design was much like European institutions of the same kind. Nobody envied the Secretary of Fine Arts, either his cabinet position or his portfolio. The Secretary of Forestry and Game Preservation had a much easier time, thanks to the new system of National Mounted Police. We had profited well by the latest treaties with France and England; the exclusion of foreign-born Jews as a measure of self-preservation, the settlement of the new independent negro state of Suanee, the checking of immigration, the new laws concerning naturalization, and the gradual centralization of power in the executive all contributed to national calm and prosperity. When the Government solved the Indian problem and squadrons of Indian cavalry scouts in native costume were substituted for the pitiable organizations tacked on to the tail of skeletonized regiments by a former Secretary of War, the nation drew a long sigh of relief. When, after the colossal Congress of Religions, bigotry and intolerance were laid in their graves and kindness and charity began to draw warring sects together, many thought the millennium had arrived, at least in the new world which after all is a world by itself.

Cthulhu Through the Ages (Call of Cthulhu Roleplaying)

The Cthulhu Wars

A Collection of Lovecraftian War Stories Color Trade Paperback

Tradecraft and the Ungentlemanly Art of Sabotage in World War Two

The Complete Fiction of H. P. Lovecraft

Apocalyptic Lovecraftian Horror

With The Abyssal Plain, Holloway and Talley have managed to transform the Cthulhu Mythos into something with a more modern flavor, drawing not just from the well of cosmic horror, but from technothrillers, survival horror, and splatterpunk, with just a dash of the lost sensibilities of the shudder pulps. A cup full of tentacles mixed with existential nihilism and sprinkled with liberal quantities of gore, this is Lovecraftian horror with a bloody bent that few others have dared to explore. --Peter Rawlik, author of Reanimators They called it the Event. The Event changed everything. The earthquakes came first, including the Big One, shattering the Pacific Rim and plunging the world into chaos. Then the seas came, the skies opened, and the never-ending rain began. But as bad as that was, there is something worse. The Rising has begun. A lone man who abandoned the world for his addictions searches a waterlogged Austin for something, anything to cling to. Little does he know that something else searches for him. In the Sonoran Desert, the downtrodden of the world search for a better life north of the border, only to see the desert become an ocean: an ocean that takes life and gives death. In the woods of Alabama, survivors escape to Fort Resistance, but soon discover that it isn't just the horrors of the deep places of the world that they need to fear; but rather a new and more deadly pestilence that has grown in their own ranks. In England, it's too late to fight, and all that's left is to survive. One man reaches for his own humanity, but what to do when humanity is an endangered species? And in the Pacific, He is rising. In The Abyssal Plain: The R'lyeh Cycle, authors William Holloway, Michelle Garza and Melissa Lason, Brett J. Talley, and Rich Hawkins have created a timely and uniquely modern reimagining of the Cthulhu Mythos.

"The oldest and strongest emotion of mankind is fear, and the oldest and strongest kind of fear is fear of the unknown." --H. P. LOVECRAFT, "Supernatural Horror in Literature" Howard Phillips Lovecraft forever changed the face of horror, fantasy, and science fiction with a remarkable series of stories as influential as the works of Poe, Tolkien, and Edgar Rice Burroughs. His chilling mythology established a gateway between the known universe and an ancient dimension of otherworldly terror, whose unspeakable denizens and monstrous landscapes--dread Cthulhu, Yog-Sothoth, the Plateau of Leng, the Mountains of Madness--have earned him a permanent place in the history of the macabre. In Tales of the Cthulhu Mythos, a pantheon of horror and fantasy's finest authors pay tribute to the master of the macabre with a collection of original stories set in the fearsome Lovecraft tradition:
• The Call of Cthulhu by H. P. Lovecraft: The slumbering monster-gods return to the world of mortals.
• Notebook Found in a Deserted House by Robert Bloch: A lone farmboy chronicles his last stand against a hungering backwoods evil.
• Cold Print by Ramsey Campbell: An avid reader of forbidden books finds a treasure trove of deadly volumes--available for a bloodcurdling price.
• The Freshman by Philip José Farmer: A student of the black arts receives an education in horror at notorious Miskatonic University. PLUS EIGHTEEN MORE SPINE-TINGLING TALES!

H. P. Lovecraft wrote "The Call of Cthulhu" in 1926, initiating the Cthulhu Mythos, one of the most widely imitated shared-world universes in weird fiction. Even in his lifetime, many other writers added to the Mythos, and after his death hundreds if not thousands of authors of weird, fantasy, and science fiction have added their distinctive elaborations on Lovecraft's basic themes and ideas. This volume features some of the best Cthulhu Mythos writing over the past century. Beginning with such rare but classic stories as Mearle Prout's "The House of the Worm" and Robert Barbour Johnson's "Far Below," from the pages of Weird Tales, the anthology moves on to James Wade's novella "The Deep Ones" and Ramsey Campbell's refreshing riff on the "forbidden book" motif, "The Franklyn Paragraphs." Acclaimed stories by T. E. D. Klein, Thomas Ligotti, Neil Gaiman, and W. H. Pugmire are also included.

When Nyarlathotep, the crawling chaos himself, devises his most destructive plan yet, a disparate group of humans find themselves brought together as the unavoidable apocalypse draws near.

Twenty Stories

Punktown

A Mountain Walked

Great Tales of the Cthulhu Mythos

Two-fisted Action and Adventure Against the Mythos

Dangerous Games

The world is at war against things that sink and gibber in the darkness, and titans that stride from world to world, sowing madness and death. War has existed in one form or another since the dawn of human civilization, and before then, Elder terrors battled it out across this planet and this known universe in ways unimaginable. It has always been a losing battle for our side since time began. Incidents like the Innsmouth raid, chronicled by H.P. Lovecraft, mere blips of victory against an insurmountable foe. Still we fight, against these incredible odds, in an unending nightmare, we fight, and why? For victory, for land, for a political ideal? No, mankind fights for survival. Our authors, John Shirley, Mark Rainey, Wilum Pugmire, William Meikle, Tim Curran, Jeffrey Thomas and many others have gathered here to share war stories from the eternal struggle against the darkness. This book chronicles these desperate battles from across the ages, including Roman Britain, The American Civil War, World War Two, The Vietnam Conflict, and even into the far future.

Cosmic horror based in H.P. Lovecraft's Cthulhu Mythos. A modern take on classic horror.

The Conservative was a journal edited and self-published sporadically by H. P. Lovecraft between 1915 and 1923. Some of its pieces were written by Lovecraft himself, but many of them were written by others, and included not just political and social commentary on the issues of the day, but also poetry, short stories and literary criticism. In spite of its name, Lovecraft's style of conservatism bore little resemblance to what goes by that name in America today, and instead was first and foremost a call for a cultural revival - an appeal to a return to the deepest wellsprings that had inspired Western culture from its origins. The period covered by The Conservative coincided with some of the most tumultuous events of the twentieth century, including the First World War and the Russian Revolution. For Lovecraft and his fellow authors, however, the answer to navigating the chaos of their time was not crude nationalism or socioeconomic policies, but could only be understood in terms of race, culture and a strong sense of morality. An opponent of both democracy and liberalism, Lovecraft desired a return to the aristocratic values of earlier ages. Whether one reads these texts as a record of Lovecraft's own worldview, or as a window into the times in which they were written, The Conservative remains a fascinating document. This edition includes a special introduction placing it within the context of Lovecraft's life and career by Alex Kurtagaj. H. P. Lovecraft (1890-1937) is widely considered to have been the greatest writer of horror fiction of the twentieth century. Best-know for the stories that comprised his "Cthulhu Mythos," Lovecraft depicted a dark world dominated by unseen and malevolent forces, which mirrored his own hostility to everything associated with the modern world, which he saw as being in a continual state of decline and decay. He continues to be extremely influential upon writers, filmmakers and artists to this day.

The stories are legendary, the characters unforgettable, the world horrible and disturbing. Howard Phillips Lovecraft may have been a writer for only a short time, but the creations he left behind after his death in 1937 have shaped modern horror more than any other author in the last two centuries: the shambling god Cthulhu, and the other deities of the Elder Things, the Outer Gods, and the Great Old Ones, and Herbert West, Reanimator, a doctor who unlocked the secrets of life and death at a terrible cost. In Lovecraft Unbound, more than twenty of today's most prominent writers of literature and dark fantasy tell stories set in or inspired by the works of H. P. Lovecraft.

Acolytes of Cthulhu

The King in Yellow

Summer of Lovecraft: Cosmic Horror in the 1960s

Tomorrow's Cthulhu

The Darkest Hour

Steampunk Cthulhu

A new Lovecraftian anthology based in the 1960s from the editors behind World War Cthulhu: A Collection of Lovecraftian War Stories! Now available for preorder in ebook and to be delivered by September 2019.
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"We live on a placid island of ignorance in the midst of black seas of infinity, and it was not meant that we should voyage far. The sciences, each straining in its own direction, have hitherto harmed us little; but some day the piecing together of dissociated knowledge will open up such terrifying vistas of reality, and of our frightful position therein, that we shall either go mad from the revelation or flee from the deadly light into the peace and safety of a new dark age." So said H.P. Lovecraft in the first chapter of his most famous story, "The Call of Cthulhu" (1926). This is also the perfect introduction to Steampunk Cthulhu, for within these stories mankind has indeed voyaged too far, and scientific innovations have opened terrifying vistas of reality, with insanity and worse as the only reward.

The Steampunk genre has always incorporated elements of science fiction, fantasy, horror and alternative history, and certainly the Cthulhu Mythos has not been a stranger to Steampunk. But until now there has never been a Steampunk Cthulhu collection, so here are 18 tales unbound from the tethers of mere airships, goggles, clockwork, and tightly bound corsets; stories of horror, sci-fi, fantasy and alternative realities tainted with the Lovecraftian and the Cthulhu Mythos. Here you will discover Victorian Britain, the Wild West era United States, and many other varied locations filled with anachronistic and sometimes alien technology, airships, submersibles and Babbage engines. But the Victorian era here is not only one of innovation and exploration, but of destruction and dread.

Master detective Sherlock Holmes enters the macabre and nightmarish world of H. P. Lovecraft to solve a series of bizarre cases in a collection of short fiction by twenty leading authors, including Neil Gaiman, Steve Perry, Brian Stableford, Poppy Z. Brite, Barbara Hambly, and Caitlin Kiernan, among others. Reprint. 12,500 first printing.

World War Cthulhu: Cold War is a Call of Cthulhu setting full of thrilling espionage, tense horror and sudden betrayal set at the height of the Cold War in the 1970s. The tangled webs of the spymasters tear and rejoin, double and triple agents make their moves and counter-moves, and it's hard to be sure which side you're really working for. Nuclear destruction hangs over everyone, and a few people at the heart of western intelligence continue their personal battle against the insidious influence of a much older enemy?Western intelligence is possessed. Very few have heard of Section 46, and even fewer actually believe it exists, a loose cabal of agents drawn from across the western powers?intelligence and military apparatus. Agents who have had a brush with something unworldly, alien and evil. Agents like you. You work for the shadowy spymaster N against the insidious influence of the Mythos, but the enigmatic H also haunts the dreams of many agents. Active players in the Cold War, you need to maintain the confidence of your ?ome?agency amid an atmosphere of distrust and suspicion. At any one time you might be engaged in multiple missions for multiple agencies, but not really clear as to where any of them have come from. Which mission objectives are valid and which must be kept deniable? Which are right, which are wrong? And can you really tell the difference?You are forced to deal with forces the human mind cannot comprehend ?the balance of power, the threat of nuclear war, and the ever-present danger posed by the Mythos. You don't know who to trust any more ?least of all yourself.

The United States' Battles Against the Mythos

Professor Challenger

Necronomicon

Cold War

Mythos Horror in The 1950s

Lovecraft Mythos New & Classic Collection

GUIDELINES FOR PLAYING CALL OF CTHULHU IN SEVEN DIFFERENT ERAS
CTHULHU THROUGH THE AGES was created to help players adopt the latest rule-set for the wide range of settings published by Chaosium Inc. Here you will find straight-forward guidance and era-specific rules for investigator creation for seven different settings, along with updated rules for combat for CTHULHU DARK AGES, CTHULHU INVICTUS, and MYTHIS ICELAND, as well as a sprinkling of other topics like scenario seeds, setting-specific monsters, and investigator organizations.

It is the 1960s. The stars are coming right.

WIKIPEDIA says: "H.P. Lovecraft's reputation has grown tremendously over the decades, and he is now commonly regarded as one of the most important horror writers of the 20th century, exerting an influence that is widespread, though often indirect." His tales of the tentacled Elder God Cthulhu and his pantheon of alien deities were initially written for the pulp magazines of the 1920s and '30s. These astonishing tales blend elements of horror, science fiction and cosmic terror that are as powerful today as they were when they were first published. THE NECRONOMICON collects together the very best of Lovecraft's tales of terror, including the complete Cthulhu Mythos cycle, just the way they were originally published. It will introduce a whole new generation of readers to Lovecraft's fiction, as well as being a must-buy for those fans who want all his work in a single, definitive volume.

Fictional war narratives often employ haunted battlefields, super-soldiers, time travel, the undead and other imaginative elements of science fiction and fantasy. This encyclopedia catalogs appearances of the strange and the supernatural found in the war stories of film, television, novels, short stories, pulp fiction, comic books and video and role-playing games. Categories explore themes of mythology, science fiction, alternative history, superheroes and "Weird War."

The Best Weird Tales of H.P. Lovecraft

Stories

Tales of the Cthulhu Mythos

The Book of Cthulhu

Lovecraft Unbound

The H. P. Lovecraft Collection

The Cthulhu Mythos is one of the 20th century's most singularly recognizable literary creations. Initially created by H. P. Lovecraft and a group of his amorphous contemporaries (the so-called "Lovecraft Circle"), The Cthulhu Mythos story cycle has taken on a convoluted, cyclopean life of its

own. Some of the most prodigious writers of the 20th century, and some of the most astounding writers of the 21st century have planted their seeds in this fertile soil. The Book of Cthulhu harvests the weirdest and most corpulent crop of these modern mythos tales. From weird fiction masters to enigmatic rising stars, The Book of Cthulhu demonstrates how Mythos fiction has been a major cultural meme throughout the 20th century, and how this type of story is still salient, and terribly powerful today.

This trade paperback edition features all 22 interior illustrations in striking full color.The world is at war against things that sink and gibber in the darkness, and titans that stride from world to world, sewing madness and death. War has existed in one form or another since the dawn of human civilization, and before then, Elder terrors battled it out across this planet and this known universe in ways unimaginable. It has always been a losing battle for our side since time began. Incidents like the Innsmouth raid, chronicled by H.P. Lovecraft, mere blips of victory against an insurmountable foe. Still we fight, against these incredible odds, in an unending nightmare, we fight, and why? For victory, for land, for a political ideal? No, mankind fights for survival. Our authors, John Shirley, Mark Rainey, Wilum Pugmire, William Meikle, Tim Curran, Jeffrey Thomas and many others have gathered here to share war stories from the eternal struggle against the darkness. This book chronicles these desperate battles from across the ages, including Roman Britain, The American Civil War, World War Two, The Vietnam Conflict, and even into the far future.

Super science. Madness. Transhumanism. This is the dawn of posthumanity. Some things can't be unlearned. Gleaming labs whirl with the hum of servers as scientists unravel the secrets of the universe. But as we peel away mysteries, the universe glances back at us. Even now, terrors rise from the Mariana Trench and drift down from the stars. Scientists are disappearing or worse. Experiments take on minds of their own. Some fight back against the unknown, some give in, some are destroyed, and still others are becoming more. The human and inhuman are harder and harder to distinguish. Mankind is changing, whether it wants to or not, with brand new ways of thinking. What havoc is wreaked by those humans trying to harness and control their discoveries? As big science progresses and the very fundamentals of this universe are understood, what stories are being hushed up? Of course, the Old Ones laugh at our laws, scientific and otherwise. These are transhumanist near-future science fiction tales of the Cthulhu Mythos. These are tales of more than merely cosmic dread. They exist in our world of the next couple years. This is the era of big science and what is that? We'll be right back... Authors: Desirina Boskovich, Lynda Rucker, Samantha Henderson, Daria Patrie, Kaaron Warren, Richard Byers, Damien Angelica Walters, Spencer Leary, Joshua L. Hood, Jeff C. Carter, Simon Bestwick, Matt Maxwell, Shannon Fay, Adam Heine, Mike Allen, Darrell Schweitzer, Cody Goodfellow, Bruce R. Cordell, Pete Rawlik, A.C. Wise, Robert Brockway, Nate Southard, Molly Tanzer, Joshua Alan Doetsch, Thomas M. Reid, Clinton J. Boomer, L.A. Knight, Lizz-Ayn Shaarawi, J.M. Rozanski"

Howard Phillips Lovecraft was an American author who achieved posthumous fame through his influential works of horror fiction. Virtually unknown and only published in pulp magazines before he died in poverty, he is now regarded as one of the most significant 20th-century authors in his genre.

This volume features 65 of his most important works, including 'The Beast in the Cave,' 'The Alchemist,' 'The Tomb,' 'Dagon,' 'Polaris,' 'Beyond the Wall of Sleep,' 'Memory,' 'The Transition of Juan Romeo,' 'The White Ship,' 'The Doom That Came To Sarnath,' 'The Statement of Randolph Carter,'

'The Terrible Old Man,' 'The Tree,' 'The Cats of Ulthar,' 'The Temple,' 'Facts Concerning the Late Arthur Jermyn and his Family,' 'The Street,' 'Poetry of the Gods,' 'Celephais,' 'From Beyond,' 'Nyarlathotep,' 'The Picture in the House,' 'The Crawling Chaos,' 'Ex Oblivione,' 'The Nameless

City,' 'The Quest of Iranon,' 'The Moon-Bog,' 'The Outsider,' 'The Other Gods,' 'The Music of Erich Zann,' 'Herbert West: Reanimator,' 'Hypnos,' 'What the Moon Brings,' 'Azathoth,' 'The Horror at Martin's Beach,' 'The Hound,' 'The Lurking Fear,' 'The Rats in the Walls,' 'The Unnamable,'

'Imprisoned with the Pharaohs,' 'The Shunned House,' 'The Horror at Red Hook,' 'He,' 'In the Vault,' 'The Descendant,' 'Cool Air,' 'The Call of Cthulhu,' 'Pickman's Model,' 'The Silver Key,' 'The Strange High House in the Mist,' 'The Dream Quest of Unknown Kadath,' 'The Case of Charles Dexter

Ward,' 'The Colour Out of Space,' 'The Very Old Folk,' 'The Dunwich Horror,' 'Medusa's Coil,' 'The Whisperer in Darkness,' 'At the Mountains of Madness,' 'The Dreams in the Witch-House,' 'Through the Gates of the Silver Key,' 'The Thing on the Doorstep,' 'The Evil Clergyman,' 'The Book,' 'The

Shadow Out Of Time,' and 'The Haunter of the Dark.'

Cthulhu's Reign

The Abyssal Plain

Return of the Old Ones

Mythos Terror in the Age of Steam

The Conservative

World War Cthulhu

Strong-jawed private eyes facing off against unknowable ancient evil in Lovecraftian-noir horror. No fainting librarians here, these are tough, capable heroes. And while they may survive their encounters with cosmic evil to fight another day, a terrible price was always paid. Friends were lost, relationships were destroyed, minds were broken. With scars both mental and physical, these champions would get only the briefest of respites before having to rise again to face the next challenge. Knowing that only death or madness would bring their fighting to an end, they nevertheless continued to wage war against the forces of the Cthulhu Mythos. What other choice did they have? This is the world created by author C.J. Henderson who gave readers such modern day pulp heroes as Jack Hagee, Teddy London, Piers Knight, and his most recent creation: Frank Nardi, former N.Y.C. detective, now head of the Arkham Detective Agency. Before C.J. Henderson's untimely death, many weird fiction authors were invited to this book to play in his world of stoic P.I.s, beautiful dames, and horrible monsters. We are thrilled to bring you the four Frank Nardi stories C.J. finished before his death, and all new stories set in H.P. Lovecraft's modern day witch-haunted town of Arkham.

Jeffrey Thomas' collection Punktown explored the streets and back alleys of a futuristic and nightmarish urbanscape in a series of unconnected short stories. In Punktown: Third Eye, Thomas has teleported authors Simon Logan, Jonathan Lyons, Charlee Jacob, Paul G. Tremblay, Michael McCarty, Mark McLaughlin, Garrett Peck, Thomas Andrew Hughes, and Scott Thomas into the city to pen their own tales of its citizens, aliens, mutations, and sentient machines. These talented authors bring a new perspective, a personal vision, a third eye view to the phantasmetropolis that is Punktown.

The Fall of Delta Green

Atomic-Age Cthulhu (Chaosium Fiction)