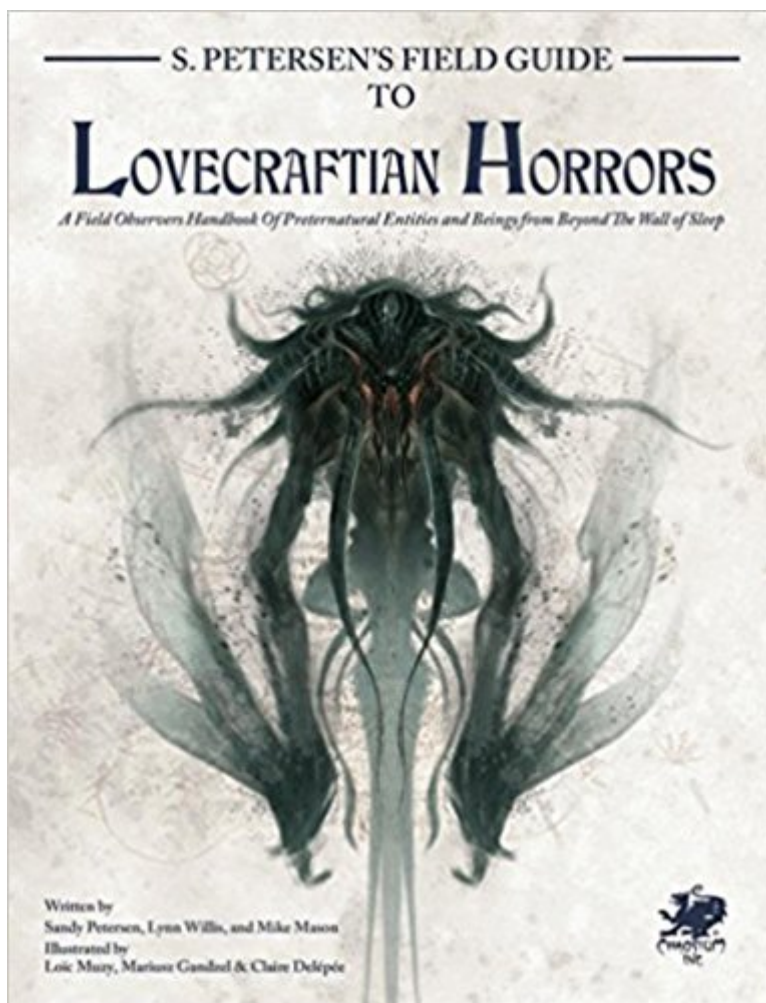


The book was found

S. Petersen's Field Guide To Lovecraftian Horrors: A Field Observer's Handbook Of Preternatural Entities And Beings From Beyond The Wall Of Sleep (Call Of Cthulhu Roleplaying)





Synopsis

With its clear visuals and hard-won information, this guide has saved my bacon on more than one occasion! Ernest P. Wilderbeast, Visiting Professor of Preternatural Studies Miskatonic University

Weird shapes in the park? Odd rumbling noises in the basement? A lurking dread in the kitchen? Bad dreams involving strange adventures and bizarre creatures? Identifying the lurking horrors of the Cthulhu Mythos is never an easy task, so researchers need all the help they can get don't leave home without the Field Guide! An essential spotter's guide for the budding and experienced preternaturalist. Accurate and complete 53 Lovecraftian creatures categorized and detailed Full color illustrations Size comparison charts Habitat, distribution, and life cycle notes How to distinguish similar-seeming entities Observer warnings Bibliography and recommended reading list Illustrations and descriptions from the Cthulhu Mythos and Dream Cycle based upon the creations of H.P. Lovecraft.

Book Information

Series: Call of Cthulhu Roleplaying

Hardcover: 128 pages

Publisher: Chaosium (May 16, 2016)

Language: English

ISBN-10: 1568820836

ISBN-13: 978-1568820835

Product Dimensions: 8.4 x 0.5 x 10.8 inches

Shipping Weight: 1.4 pounds (View shipping rates and policies)

Average Customer Review: 4.3 out of 5 stars 13 customer reviews

Best Sellers Rank: #130,823 in Books (See Top 100 in Books) #5 in Books > Science Fiction & Fantasy > Gaming > Call of Cthulhu #48 in Books > Arts & Photography > History & Criticism > Themes > Science Fiction & Fantasy

Customer Reviews

Weird shapes in the park? Odd rumbling noises in the basement? A lurking dread in the kitchen? Bad dreams involving strange adventures and bizarre creatures? Identifying the lurking horrors of the Cthulhu Mythos is never an easy task, so researchers need all the help they can get don't leave home without the Field Guide! An essential spotter's guide for the budding and experienced preternaturalist. [[Accurate and complete [[53 Lovecraftian creatures categorized and detailed [[Full color illustrations [[Size comparison charts [[Habitat, distribution, and life cycle notes [[How to

distinguish similar-seeming entities [[Observer warnings [[Bibliography and recommended reading list Illustrations and descriptions from the Cthulhu Mythos and Dream Cycle based upon the creations of H.P. Lovecraft.

Great art work. I own the original and this one is even better.

There are glaring differences between the artwork and the words of the original author (Lovecraft). All in all it is a good book with a nice take on the mythos, but to me more use of source material and less artistic license would have made it much better.

My husband loved this and how wonderful it was done. Amazing drawings and descriptions.

As a Lovecraft fan this is a great addition to any Mythos library. The illustrations are wonderful and I found myself surprised by some of the information in it as well. The only reason I'm giving it 4 stars is because it's not as comprehensive as I thought it was going to be, but still a delight none-the-less.

Excellent book

What does that brain-numbing, unnatural horror look like? Now we know.

Fantastic and thematic. Great accompaniment to pour games.

Let me say the artwork is good. The illustrators certainly had skill and the designs can be inventive But that's not what brings the book down First, the artists seem to like the color black a bit too much. Most of the creatures are black or at least have their color scheme subdued beyond what should be reasonable. For instance, the purple spider of Leng is black with just bits colored purple. Yog Sothoth's iridescent globes are now a dull charcoal grey. Fanciful creatures like the Magah bird and Butterfly Dragon are set to earth tones (and context, the Magah bird hypnotizes its prey using it's bright feathers while the Dragon Butterfly is described as "prismatic") Which brings me to the second problem: the disparity between the lore and the art. The aforementioned purple Leng spider being black The Faceless Nightgaunts have obvious glowing eyes The Stout legs of the Dark Young looking spindly, almost frail. The jewel covered Cats of Saturn are composed of dull ropy tendrils. The Byakhee lacked any of it's insectoid features And the oily Formless Ones appearing like

a Masago Sushi roll gone bad. Finally, comparisons between the original books and this are inevitable. Though as I said the artwork is quite nice on it's own (Even superior in some cases to the original) the originals were much better at adding context and interest. For example in the original we had Tsathogua lazily picking at a bone as he sat on his throne, which really showed his personality. The Serpent People entry had the creature surrounded by magical implements, hinting back to the lore that they were great sorcerors. And Men of Leng surrounded by Rubies. And the Cloudbeast being seen pulling a boat with hapless sailors into its maw. Or the picture of the Larvae of the Outer Gods shown in a picture of a Dreamer swimming through gulfs of space, desperately shutting his eyes so he wouldn't behold them. These all seemed to be missing from the revised book. The creatures are just .. there. The original (at least the dream lands book) gave these creatures much more personality and hinted at the larger mythos behind them. This was, in my opinion, a poor choice. Especially since an exception in the new book was the Dhole, rising out of the ground next to a barn. It really made clear how even a "small" Dhole is huge. The only other example was Azathoth, who was set in deep space. But again the artist's obsession with making things black when they shouldn't be ruined the effect (Azathoth is a roaring nuclear inferno. How is a nuclear inferno black?!) It wasn't a bad book. But it could have been so much better. It looked like the artists and writers just phoned it in.

[Download to continue reading...](#)

S. Petersen's Field Guide to Lovecraftian Horrors: A Field Observer's Handbook of Preternatural Entities and Beings from Beyond the Wall of Sleep (Call of Cthulhu Roleplaying) Sleep Apnea Book: Secrets of Sleep Apnea Treatment, Cure, Exercises, Machine and Pillow Advice (Sleep Apnea, Sleep Apnea Books, Sleep Apnea Cure, Sleep ... Sleep Apnea Machine, Sleep Secrets) Nameless Horrors: Six Dreadful Adventures for Call of Cthulhu (Call of Cthulhu Roleplaying) Sleep Apnea: The Ultimate Guide How To Manage And Treat Your Sleep Apnea (Sleep Apnea Machine, Sleep Apnea Guide, Sleep Apnea Cure, Sleep Apnea Treatment, Sleep Apnea Solution, Book 3) Cthulhu Rising: Call of Cthulhu Roleplaying in the 23rd Century (M.U. Library Assn. monograph, Call of Cthulhu #0311) Call of Cthulhu Rpg Keeper Rulebook: Horror Roleplaying in the Worlds of H.p. Lovecraft (Call of Cthulhu Roleplaying) Malleus Monstrorum: Creatures, Gods, & Forbidden Knowledge (Call of Cthulhu Horror Roleplaying) (Call of Cthulhu Roleplaying) H.P. Lovecraft's Dreamlands: Roleplaying Beyond the Wall of Sleep (Call of Cthulhu roleplaying) Call of Cthulhu Investigators Handbook (Call of Cthulhu Roleplaying) Return of the Ripper: An 1890s Scenario for Call of Cthulhu and Cthulhu By Gaslight (M.U. Library Assn. monograph, Call of Cthulhu #0339) Cthulhu By Gaslight: Horror Roleplaying in 1890s England (Call of Cthulhu roleplaying) Cthulhu by Gaslight:

Horror Roleplaying in 1890s England (Call of Cthulhu Horror Roleplaying, 1890s Era, #3303) Call of Cthulhu Keeper Screen (Call of Cthulhu Roleplaying) Alone Against the Flames: A Solo Adventure for the Call of Cthulhu 7th Ed. Quick-Start Rules (Call of Cthulhu Roleplaying) The Encyclopedia Cthulhiana: A Guide to Lovecraftian Horror (Call of Cthulhu) Insomnia: 84 Sleep Hacks To Fall Asleep Fast, Sleep Better and Have Sweet Dreams Without Sleeping Pills (Sleep Disorders, Sleep Apnea Snoring, Sleep Deprivation, ... Fatigue, Chronic Fatigue Syndrome Book 1) Sleep Apnea: The Most Effective Sleep Apnea Cure: Discover a Sleep Apnea Treatment in 7 Days or Less! (Sleep apnea, anxiety management, insomnia, diabetes, snoring, sleep disorders, respironics) Cthulhu Through the Ages (Call of Cthulhu roleplaying) Pulp Cthulhu (Call of Cthulhu Roleplaying) Cthulhu Dark Ages (Call of Cthulhu Horror Roleplaying, Chaosium #2398)

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)