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« That is not dead which can eternal lie » L'Antiquité dans l'œuvre de H. P. Lovecraft

- **Publication type:** Article from a collective work
- **Collective work:** [L'Antiquité dans l'imaginaire contemporain](#)
[. Fantasy, science-fiction, fantastique](#)
- **Author:** Walter (Jochen)
- **Abstract:** Lovecraft frequently refers to elements of Greco-Roman culture, giving them a legitimacy function or transforming them into the yardstick by which the otherness of the fantastic is measured. The roleplaying game *Call of Cthulhu* roots its world in Livy and Lovecraft, but also in Hollywood epics and the series *Rome*.
- **Pages:** 451 to 463
- **Collection:** [Encounters](#), n° 88
- **CLIL theme:** 4027 -- SCIENCES HUMAINES ET SOCIALES, LETTRES -- Lettres et Sciences du langage -- Lettres -- Etudes littéraires générales et thématiques
- **EAN:** 9782812429958
- **ISBN:** 978-2-8124-2995-8
- **ISSN:** 2261-1851
- **DOI:** [10.15122/isbn.978-2-8124-2995-8.p.0451](#)
- **Publisher:** Classiques Garnier
- **Online publication:** 08-05-2014
- **Language:** French

• [Display online](#)