



« *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](#)

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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](#)