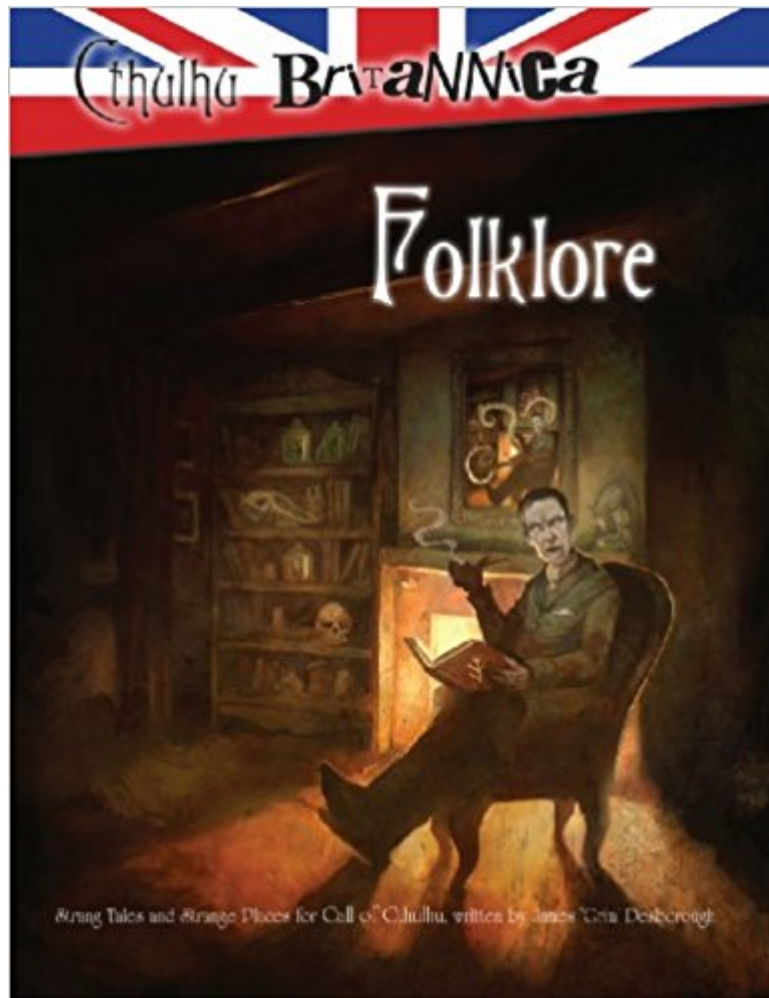




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# Cthulhu Britannica Folklore (Call Of Cthulhu Roleplaying)



## Synopsis

Behind the modern façade of Britain in the 1920s is a country teeming with links to the supernatural. British folklore harkens back to days of old when early cultures lived alongside strange folk and stranger creatures, when druids and shamans made sacrifices to pantheons of gods both powerful and terrible, and when people celebrated myth and legend in song, art, and oral tradition at the very heart of their civilizations. And those deep roots that so colourfully tell of fantastical creatures, miraculous events, and wondrous deeds also hint and grasp blindly at darker truths. The truth is that folklore can take us behind the veil of reality to glimpse the terrible, alien truths of the universe beyond, capturing vague notions of evil, malevolent beings, their horrible deeds, and the primal fears that they inspire and that have been preserved in Britain's cultural memory. *Cthulhu Britannica: Folklore* presents a uniquely British vision of Lovecraftian horror where fairies, witches, and folk traditions intertwine with the dreadful, eldritch powers and otherworldly terrors of the Cthulhu Mythos. The book features: A folklore bestiary, including fairy folk, shape-shifters, giants, little folk, black dogs, dragons, water horses, bodily horrors, and much more— A folklore calendar and a new 1920s profession--the folklorist--for players— Detailed sections on using folklore and folk magic for *Call of Cthulhu* Keepers— And nine Folklore Mythos threats that can introduced into any scenario or campaign, or used as single-session scenarios

## Book Information

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## Customer Reviews

I've liked all the Britannica line of books, they just have tons of information and ideas. I don't play

often, but I love reading the lore and fluff. Great read.

Felt it fell a short of expectations in the unusual tales the island is known for, however an excellent addition to the Mythos world

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