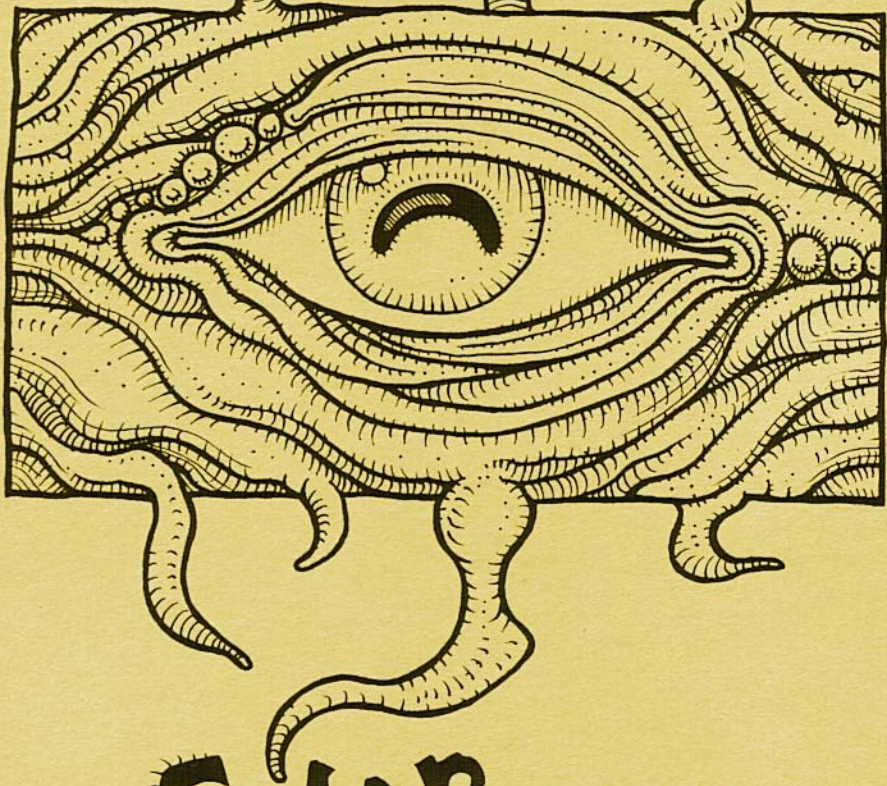


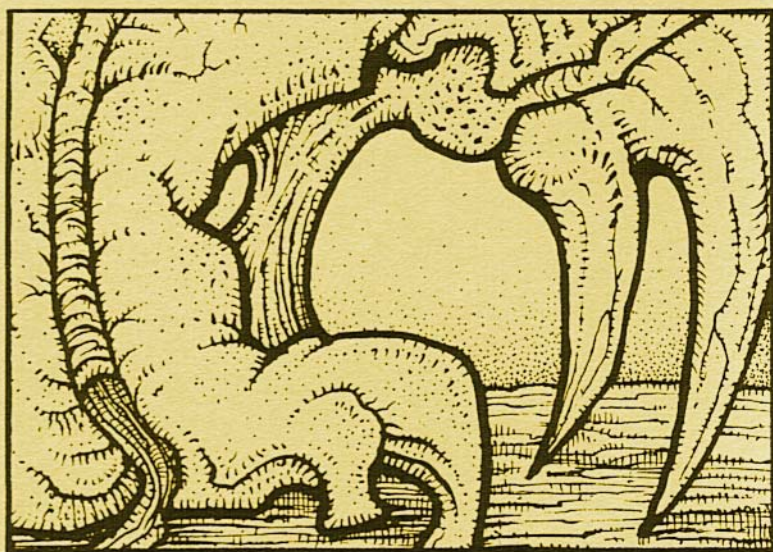
GT HULHU



Coloring
Book

I've enjoyed the fiction of H. P. Lovecraft for quite some time. His works are undoubtedly an ongoing inspiration for me. For years I've been trying to capture in my art the feelings I get from reading the bizarre, sinister, and fantastic descriptions, moods, and atmospheres of his stories. I must admit that his monsters fascinate me the most. That's why I put this book together.

This book is a collection of drawings; some of my interpretations of the various life-forms found in Lovecraft's Cthulhu Mythos. I think the idea of a coloring book adds more weirdness to it, maybe some fun as well. Towards the back of this book is some information about the different creatures. When writing this, I tried to remain faithful to Lovecraft, however, some of these entities he only vaguely describes, or just simply mentions (such as Shub-Niggurath and Azathoth). For these I looked to the continuing Cthulhu Mythos fiction of other writers.



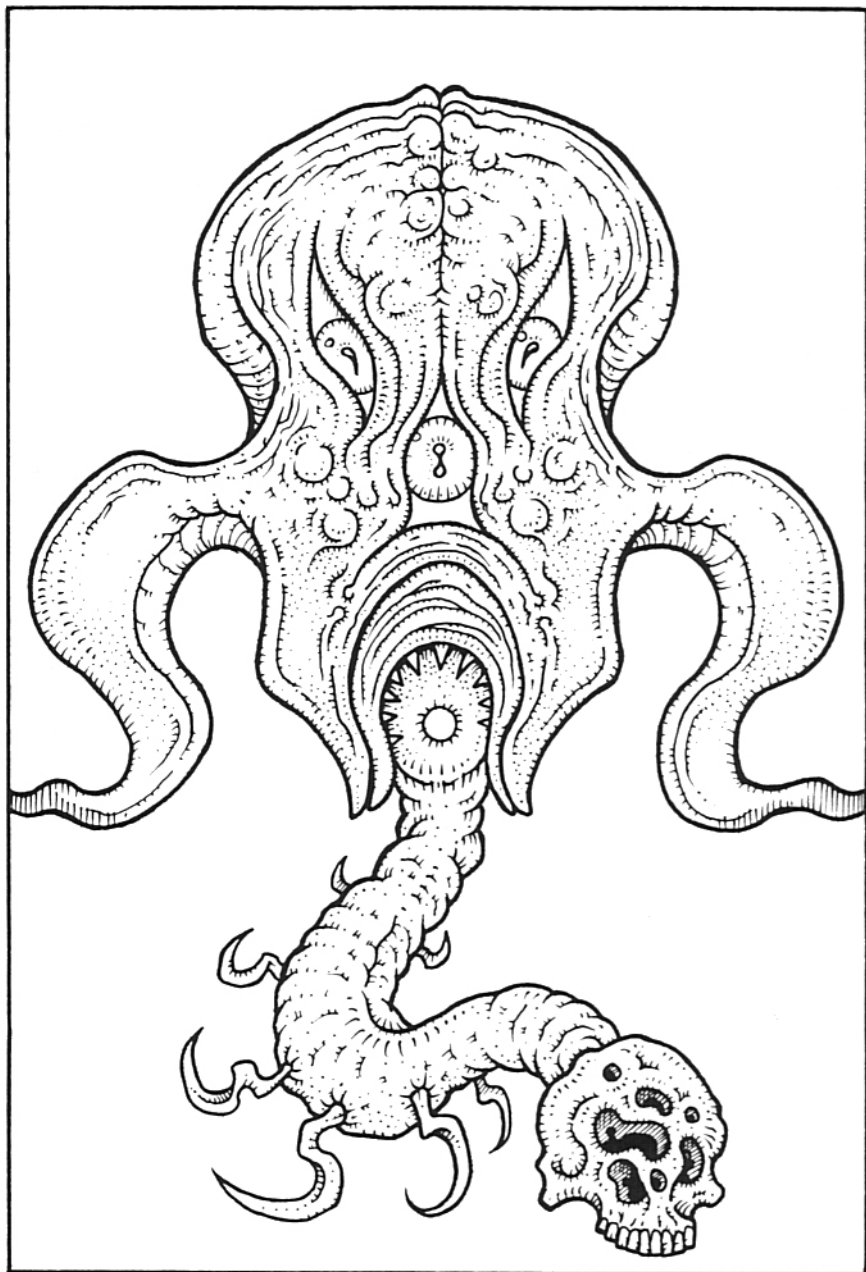
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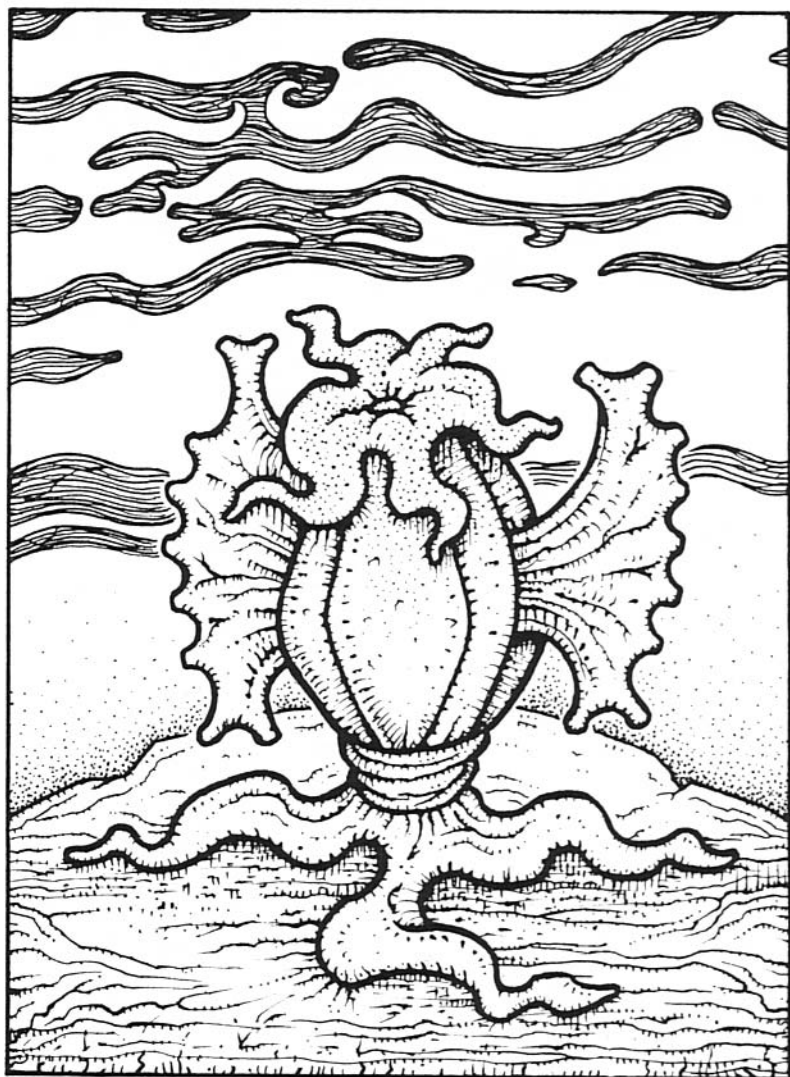
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All prices include postage. Make checks and money orders payable to Marc A. Damicis.



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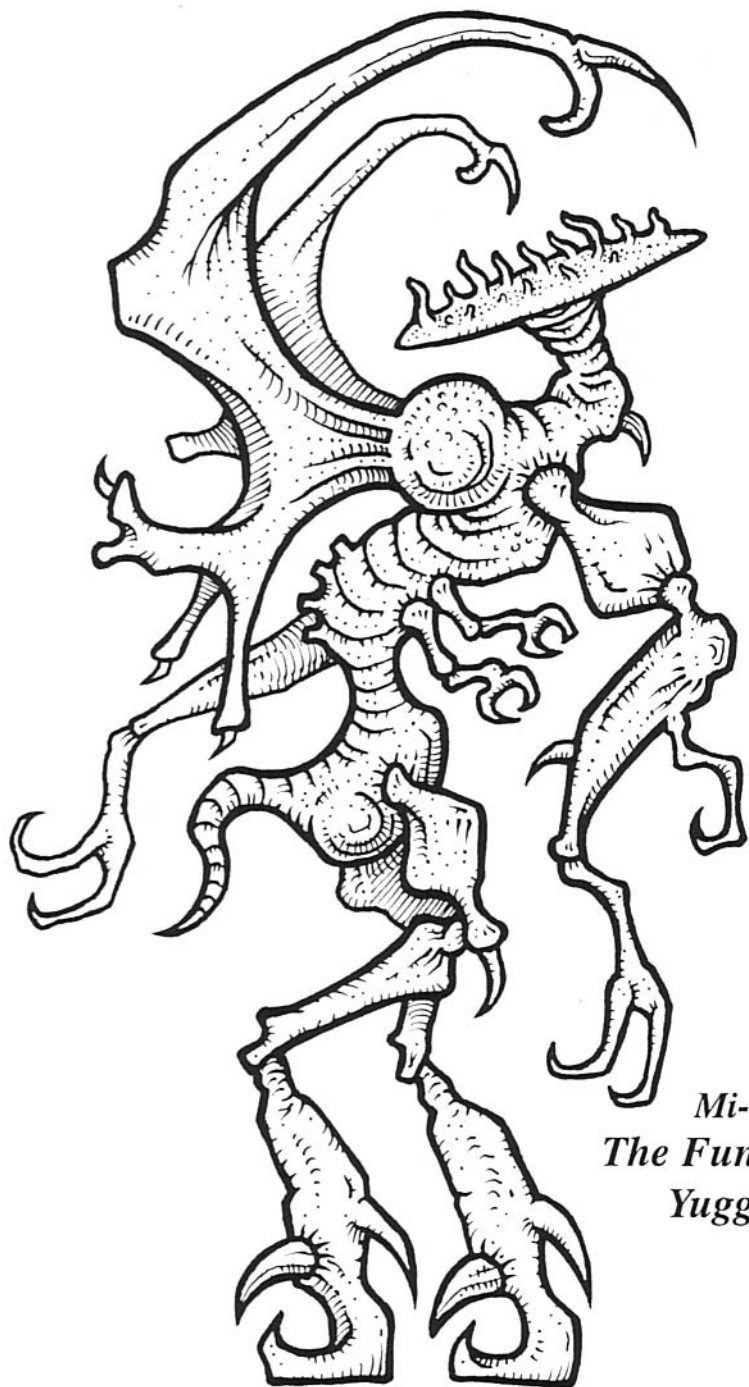
Old One



Shoggoth



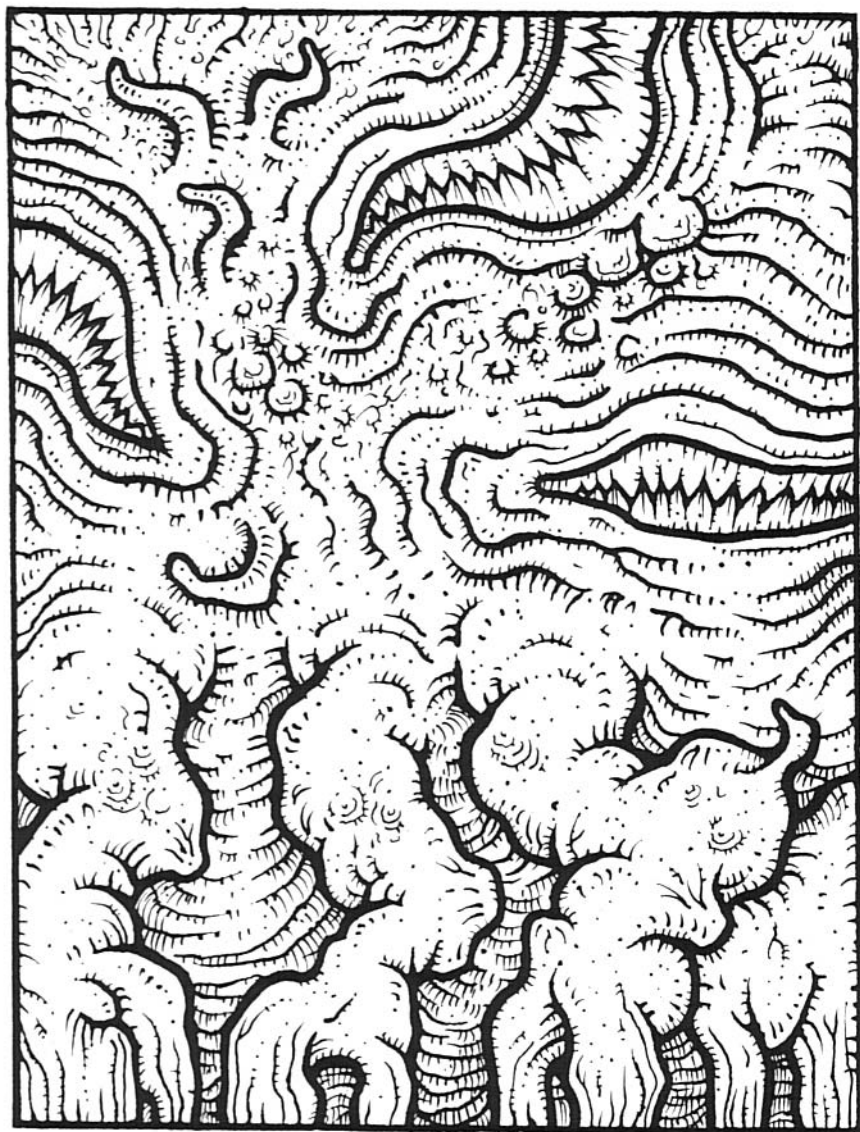
Great Race of Yith



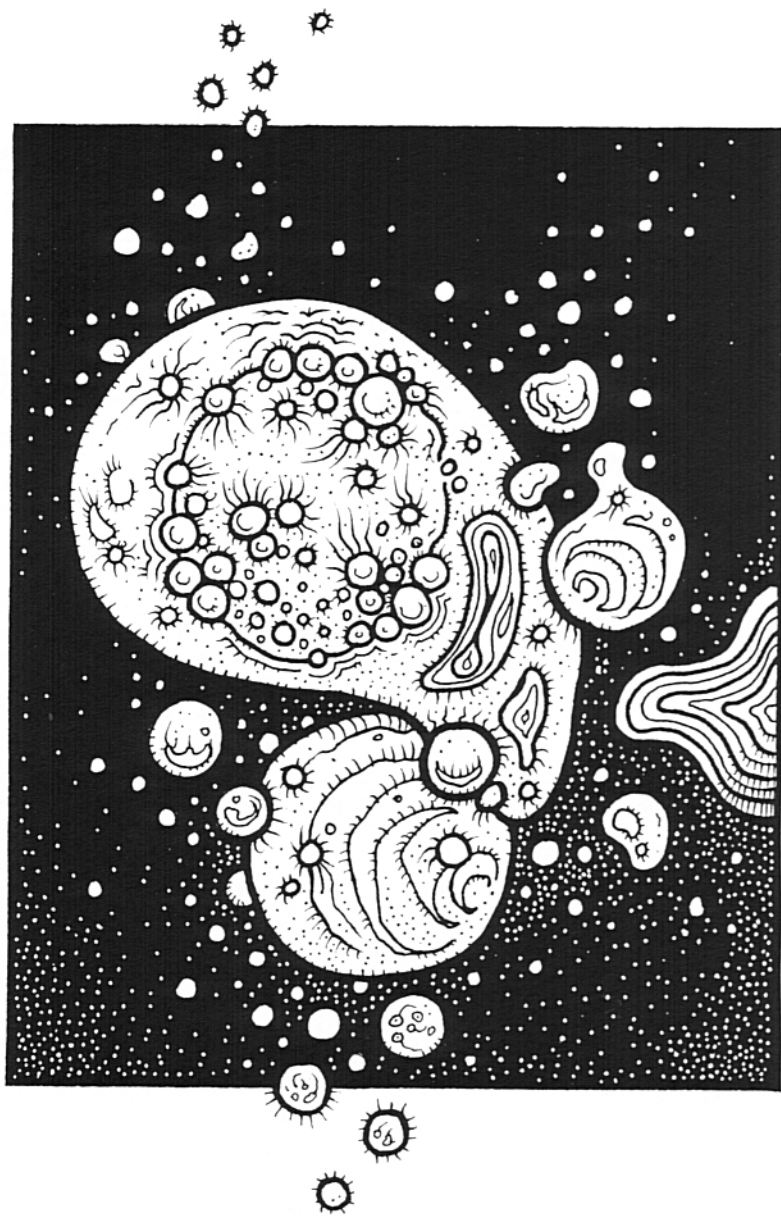
*Mi-Go,
The Fungi from
Yuggoth*



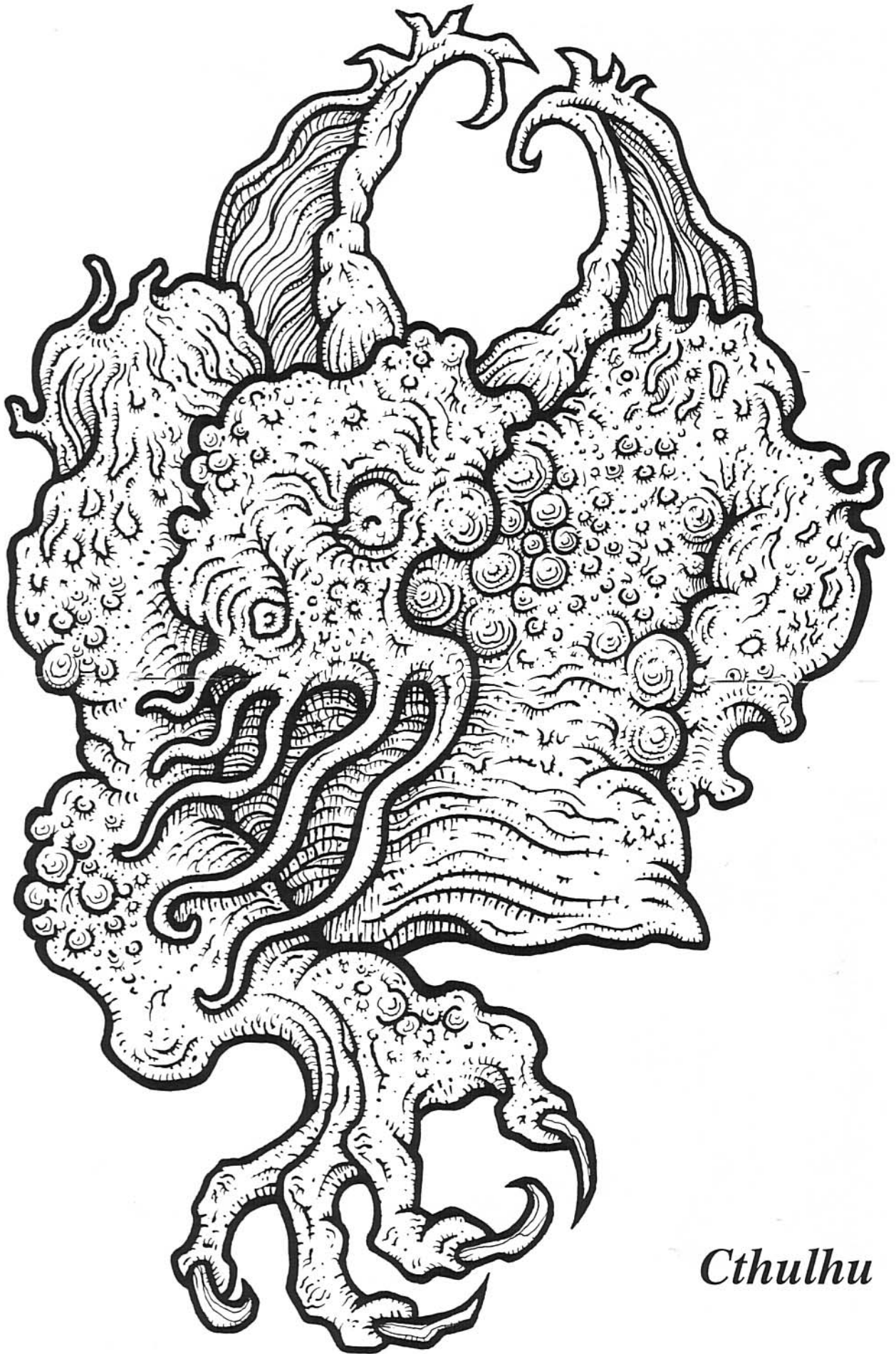
Deep One



Shub-Niggurath



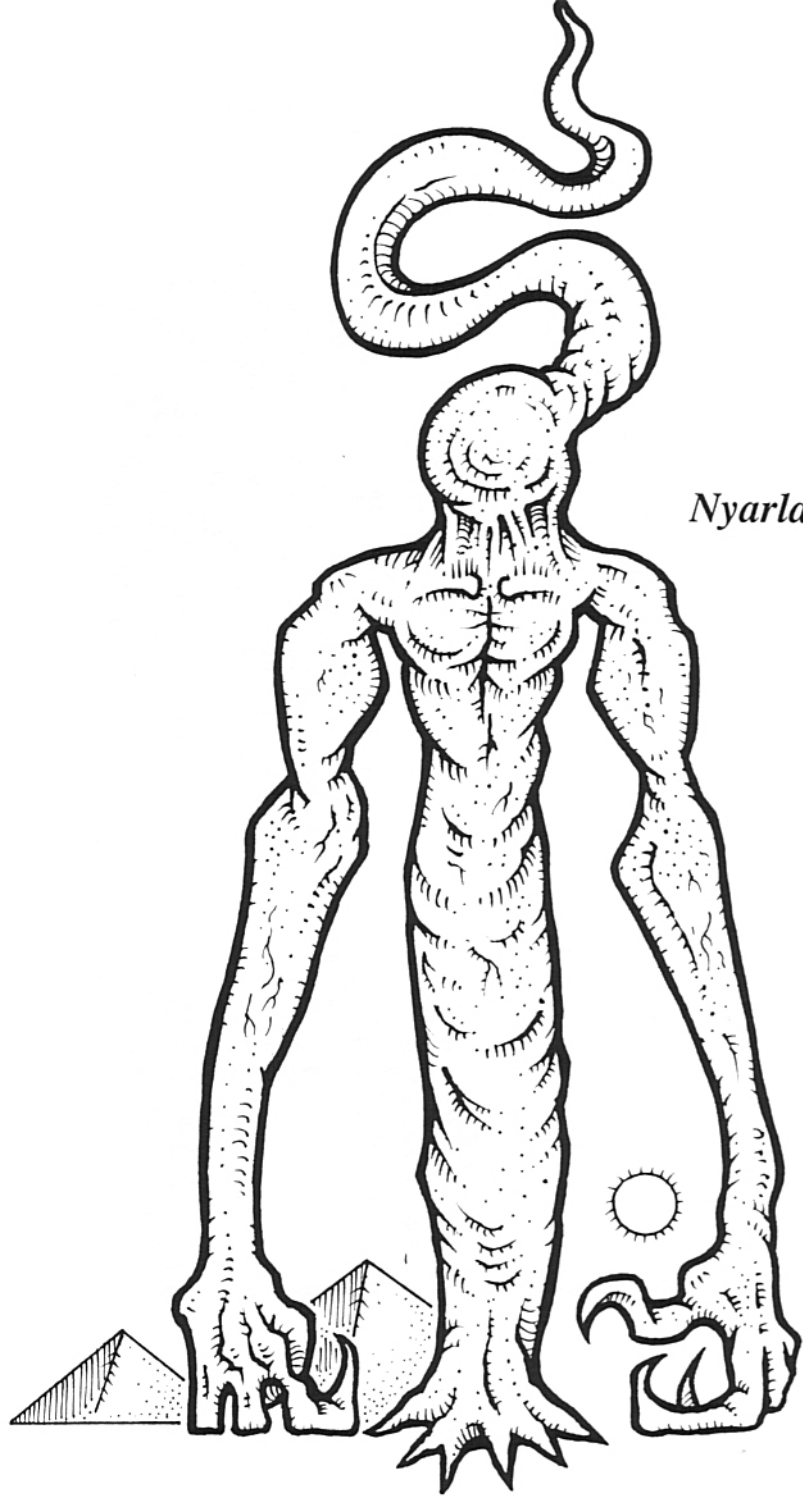
Yog-Sothoth



Cthulhu



Azathoth



Nyarlathotep



Ghoul



Nightgaunt

Old Ones They have travelled throughout the universe, building civilizations on numerous planets. In Earthly terms, Old One physiology lies somewhere between vegetable and crinoid. Flying through space on membranous wings, they settled on Earth, possibly over a billion years ago. They constructed towering cities of stone on the land and on the ocean floor. It is said that the Old Ones are responsible for life on Earth through experiments to develop and breed living organisms for food, and others, such as the Shoggoths, for labor.

Over the aeons, the Old Ones struggled through many wars with other races, including the Mi-go and Cthulhu Spawn, as well as rebellious Shoggoths. Many of the Old Ones were driven to the region of Antarctica. The most devastation occurred from geological and atmospheric changes of the Earth. They were weakened considerably, eventually being toppled by the ice age.

Shoggoth Essentially shapeless, protoplasmic creatures, they have the ability to form their jelly-like tissues into a variety of temporary limbs and organs. The Shoggoths were originally created by the Old Ones for slave labor and controlled through hypnosis. They accidentally developed an independent intelligence, and for a time, waged a war against their creators.

Great Race of Yith They are a race of non-physical, mental beings with the ability to travel through time and space. In flight from the destruction of their home planet, Yith, they came to Earth five hundred million years ago and inhabited the cone-shaped bodies of a native species. In these bodies, The Race succeeded in building a highly developed, intellectual, scientific, and technological civilization.

With some mechanical assistance, certain members of The Great Race, the keenest of minds, were allowed to project their consciousness into the future to gain knowledge. This was done by inhabiting the bodies of future, intelligent beings on Earth and other planets. Over the course of history, many humans were involved in

these transfers. During the switch, the host mind would go back in time to inhabit the body of the travelling Great Race, and to live among them, studying the culture, and exploring Earth of the past. Eventually the two minds would switch back.

Though many minds escaped into the future, the Great Race were destroyed by an alien species of partially ethereal, polyp-like creatures. These dreadful beings were previously defeated by The Race shortly after arriving on Earth. After millions of years imprisoned underground, the polyps regained their strength, enabling them to return and conquer.

Mi-Go, The Fungi from Yuggoth This extra-terrestrial race has spread throughout the universe, the closest establishment to Earth being on the planet Pluto (Yuggoth). They visit Earth in order to mine and collect rare ores from various mountain ranges.

In most cases, the Mi-Go remain hidden, avoiding all human contact, however, they are occasionally discovered. Individuals who stumble upon Mi-Go settlements are abducted. Their brains are removed from their bodies and placed in metal canisters equipped with vocal and sensory devices. In this state, the living human brains are able to talk, see, and hear, as well as being able to survive transportation through space (as the Mi-Go travel without the use of space-craft).

Though arachnoid in appearance, the Mi-Go are more comparable to fungi, but their true material composition is unlike any life-form native to Earth.

Deep Ones Thought to be native to Earth, the Deep Ones are an ancient race of intelligent marine creatures with an amphibious tendency. They have built an undersea civilization, with many cities being along the coastal lines of most continents. They frequently interact and interbreed with humans, sometimes controlling small, seafaring towns, the more isolated the better. Various bizarre religious sects have been created by these humans in the shadow of the Deep Ones and their rulers, Father Dagon and Mother Hydra.

Cthulhu is also associated with Deep One hierology.

Human/Deep One hybrids are born looking quite human, but they eventually grow into fully developed Deep Ones, and are drawn to join their immortal ancestors in the sea.

Shub-Niggurath Also known as *The Black Goat of the Woods with a Thousand Young*, this rather ambiguous entity is often thought of as female. It is associated with fertility and the occult symbol of the goat. Shub-Niggurath is worshiped by humans as well as other races. Through certain ceremonial rites, such as abhorrent sexual rituals, direct, even physical contact can be made with this being. It is possible that Shub-Niggurath feeds on such encounters.

Along with Azathoth, Yog-Sothoth, and other such entities, Shub-Niggurath endures beyond time, matter, and space. It is also said that it can, *and has*, mated and spawned with other inter-cosmic beings and life-forms, even humans.

Yog-Sothoth This cryptic, inter-dimensional being is often called the *Guardian and Key of the Gate*. This entity exists boundless throughout all of time and space and holds a deity-like status on many planets. Travellers and sorcerers wishing to gain access to other worlds or dimensions must deal with Yog-Sothoth in one way or another; madness, death, and oblivion always being a risk. In some cases, it is possible to hold it at bay with certain incantations, signs, and formulae.

It is said in ancient mystical tomes, such as the *Necronomicon*, that Yog-Sothoth and other beings want to clear the Earth of all present life, taking it back as a part of their sole domain. Some humans insane enough occasionally try to aid such a cataclysm in hopes of sharing the reign. They summon Yog-Sothoth and often conduct matings. When fully grown, the spawn, gifted with extreme outer knowledge, or monstrous physical proportions, set about the destruction of humanity. They can, however, be sent back or slain.

Cthulhu A gigantic alien being that came to Earth hundreds of millions of years ago. Cthulhu is trapped (with others of its race) within a vast sunken city of humanly incomprehensible architecture called R'lyeh. In it's ancient sleep, Cthulhu is able to communicate with humans through a psychic means during certain astronomical intervals. Those contacted suffer from grotesquely horrible dreams, causing waves of odd behavior and insanity. Some answer the call and become minions of Cthulhu. They worship this creature in hopes of seeing it one day rise to wreak havoc on Earth *when the stars are right*.

Azathoth Sometimes called *The Daemon Sultan*, Azathoth is an amorphous star sized entity thought to be the center of the known universe. It is an extremely powerful being maintaining an unfathomable, possibly infinite existence. Azathoth constantly undulates and writhes to alien pipe music played by smaller orbiting entities.

Although worshiped by extra-terrestrial races, to human perceptions, Azathoth is blind, mindless, and virtually impossible to communicate with. Such attempts bring manifestations of chaos, destruction, and insanity.

Nyarlatotep Also called the *Crawling Chaos*, this entity exists similarly to Shub-Niggurath, Yog-Sothoth (and other such entities), the main difference being that Nyarlatotep has what could be perceived as a personality. To the unwary, this is a personality of malignance, deceit, and treachery. Worshiped by various foul lesser beings, Nyarlatotep is believed to be the mind, soul, and messenger of Azathoth and the *Other Gods*.

On Earth, he interacts rather closely with humans, even taking on the form of a human at times. Though seemingly friendly and intelligent, granting favors and passage etc., Nyarlatotep's true intentions are to serve the ultimate chaos. Certain individuals considered to be a threat, of ill favor, or desired by the *Black Messenger*, are manipulated and meddled with, sometimes pursued to be destroyed.

Nyarlathotep supposedly has a thousand different forms. Some are humanly while others are totally alien and demonic.

Ghouls They are race of subterranean, humanoid beings. Because of a preference to make their homes beneath grave yards and also having a taste for human flesh (dead and living alike), they have been given the title of *Ghoul*.

It is possible that these creatures are a sub-species of hominid, or perhaps an altered form of the same species. It has been said that certain humans, those who have formed friendly ties with ghouls, have actually undergone a physical transformation into ghoul, leaving their former lives behind.

Nightgaunts These bat-winged, faceless creatures dwell in the *Dreamlands*, one of Earth's alternate dimensional planes. They flock about cliffs and mountain peaks. They usually serve as guards, protecting certain areas of the *Dreamlands* for more intelligent beings. Unwelcomed guests or enemies are snatched up without realizing what is happening, as the Nightgaunts are deathly silent. Captives are tickled as they are being flown off to unknown destinations. The Nightgaunts are ultimately ruled by a somewhat benevolent, deity-like figure called Nodens, *Lord of the Great Abyss*.

A partial listing of the work of H. P. Lovecraft: Some of the stories behind the monsters in this book.

The Call of Cthulhu, 1926

The Dream-Quest of Unknown Kadath, 1926

Pickman's Model, 1926

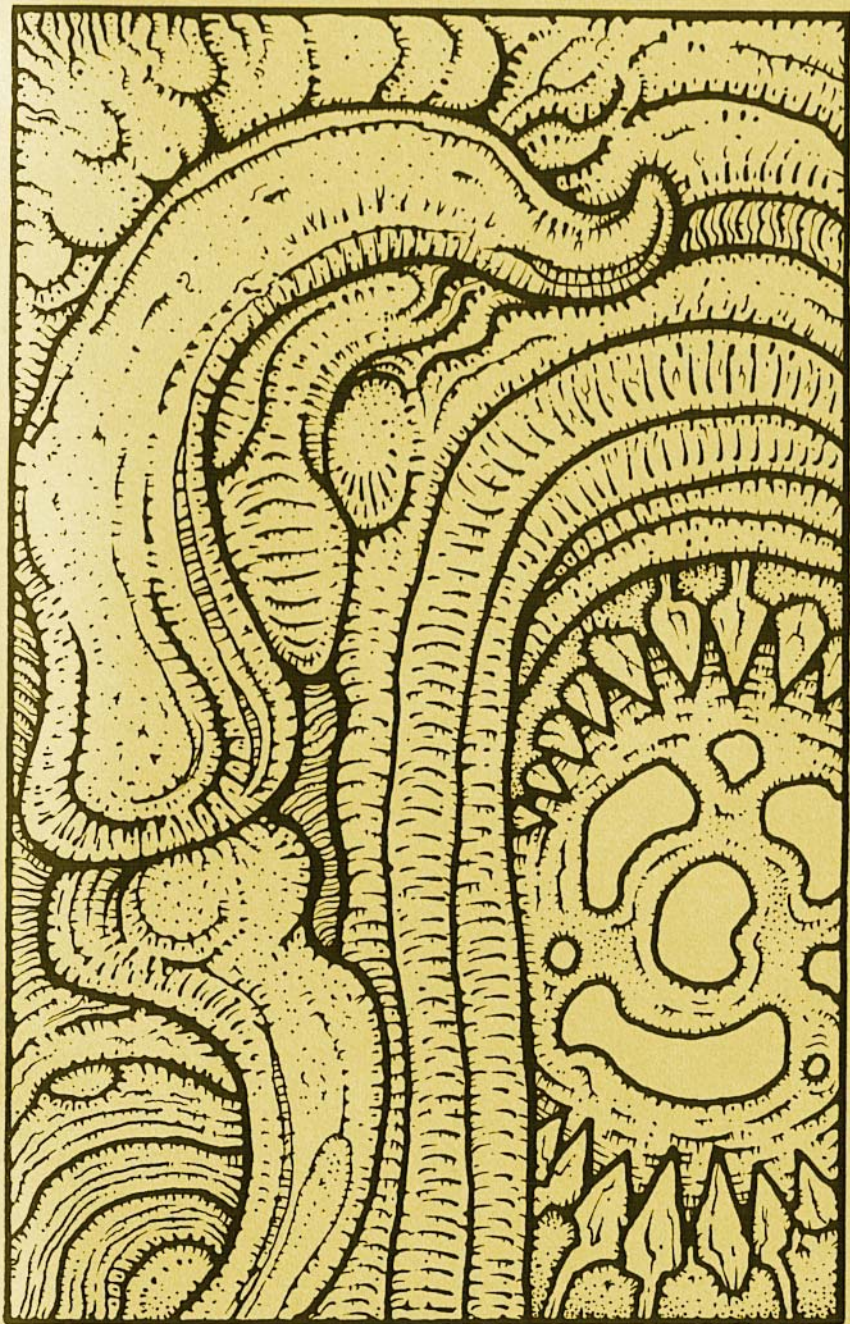
The Dunwich Horror, 1928

The Whisperer in Darkness, 1930

The Shadow over Innsmouth, 1931

At the Mountains of Madness, 1931

The Shadow out of Time, 1934



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