

Chapter 1 : Cthulhu - Wikipedia

The Cthulhu Mythos is a shared fictional universe, based on the work of American horror writer H. P. Lovecraft. The term was coined by August Derleth, a contemporary correspondent and protégé of Lovecraft, to identify the settings, tropes, and lore that were employed by Lovecraft and his literary successors.

It has the more narrow sense of only including stories made by him directly, and the wider sense of including fanfiction. In his essay "H. Lovecraft and the Cthulhu Mythos", Robert M. Price described two stages in the development of the Cthulhu Mythos. Price called the first stage the "Cthulhu Mythos proper. Some of the beings from the cthulhu mythos will show up alongside other demons and gods in-game being treated as if they were just another god or being in that world, and their religions were just another religion. Most notably, Nyarlathotep is a villain in the early persona games, and a few beings like cthulhu show up as demons in some games, most notably SMTII, where some are seen riding the meggido ark. There are also some things that call lovecraftian type themes of cosmic indifference to mind, such as the star beings in devil survivor 2. Lovecraft made frequent references to the "Great Old Ones", a loose pantheon of ancient, powerful deities from space who once ruled the Earth and have since fallen into a deathlike sleep. He emphasized the point by stating in the opening sentence of the story that "The most merciful thing in the world, I think, is the inability of the human mind to correlate all its contents. Mosig notes that Lovecraft embraced the philosophy of cosmic indifference. Lovecraft believed in a purposeless, mechanical, and uncaring universe. Human beings, with their limited faculties, can never fully understand this universe, and if they become aware enough even of how much they cannot, the cognitive dissonance caused by this revelation leads to insanity, in his view. This was not only an anti religious view, but often anti science as well, considering that anything that puts humanity too close to this truth puts them at risk for a mental breakdown. Within the stories, the incomprehensible, cosmic forces of his tales have as little regard for humanity as humans have for insects, and often human survival thus far has only been due to simply being so small scale that these things do not notice them. As such, while the stories are not literal, the fact that they were used as a mythical depiction of a worldview gives some context for treating them similarly to other mythologies. One obvious depiction of cosmic indifference in the games is shown in record breaker, with the septentriones who its depicted as unclear if they even have something analogous to our minds, and later the triangulum, who are shown as indifferent, being willing to wipe out humanity in favor of a goal that seems entirely abstract to humans. Unlike lovecraftian depictions, these are depicted as something however that it is possible to stand up against. As far as why some lovecraftian beings are shown in the meggido ark in SMTII, this may have to do with a few things. So atlas seems to depict cosmic universal concepts of order as related to order more than chaos. In context though, what they represent is cosmic indifference. Unlike in-game chaos, these functions are not depicted as something individual humans can get in on, but something irrevocably far bigger than humanity, and which makes humans seem small in comparison. Which seems closer to how atlas depicts the cosmic aspect of order than it does how it depicts chaos. This cosmic indifference being lumped in with the beings on the meggido ark seems to have a few aspects. First, as a criticism of classical theism, and its focus on god which it is presenting as self depreciating to humanity. In-game, Law itself is willing to sacrifice people for the greater good, which atlas thinks is alien and surreal, being about large scale indifference to the individual in favor of larger focuses. Which is a shared aspect with the normal law focus, albeit one depicted as more corrupt. And atlas seems to be presenting believing in this type of god as a self depreciating view for people to have, since it revolves around the insignificance of individuals in the face of larger things. Yhvh here then would represent the lack of humans being treated individually valuable in systems where what matters is god, as well as the realization that one needs an alternate form of value that empowers humanity Or if they are meant to be associated with law in general, the idea that utilitarianism does not treat individuals as significant. Humans by defeating this are rejecting this perspective, and arguing for their own significance, which is by extension similar to rejecting the view proposed by lovecraft. Its ironically depicting the theistic view and the view of cosmic indifference as two sides of the same coin. The death of god normally seems like a loss of value because you were taught to

place the value far away from yourself. But you are also meant to overcome the idea that the death of god means loss of meaning, and so to "defeat" these cosmic representations of lack of value also. In neutral, it ends with Hiroko saying that there is no one to cling to anymore, but that you have each other. So there is realization of a level of cosmic indifference, but rather than accepting it, rejecting it in favor of believing your own lives give themselves value. So it can also represent cosmic indifference in general, and as such the lack of an ability to find meaning by trying to find it somewhere external to humanity. In addition it may reference the purported impossibility of understanding god often professed by Christianity. An element of moving beyond the bounds of human comprehension. Satan of course being based on the art of H. R. Giger, which ties to the underlying meaninglessness of biological reality underneath the human constructs. Which while not identical to the meaning of Lovecraftian stories, is similar in tone to them in the sense of an underlying emptiness relating to human endeavor. The Necronomicon is a fictional grimoire tome of magic. It was first mentioned in the short story *The Hound* written by H. Lovecraft, but its exact origin is the subject of debate. The Necronomicon has since gained a cult following and various fake "replicas" of the book are circulating. Written in the 8th century by the "mad Arab" Abdul Alhazred, it both functions as a means of imparting the forbidden knowledge of the ancient ones, and a source of danger as those who read it risk going mad from its knowledge. Types of beings In addition to the beings listed, note that there are other lesser beings of various natures that do not have a specific classification. Of the entries listed here, the much more relevant are the first two Outer gods are the beings of the highest level of power in the mythos. They function on a cosmic scale, and are able to go anywhere, having near unlimited influence relative to humanity. Humans are safe from them only because their scale is for the most part too large to even bother considering humanity. The Great Old Ones are powerful, ancient creatures worshipped by deranged human cults. Many of them are made of an unearthly material with properties unlike normal matter. If it is based on a planet outside the solar system, it can only extend its influence to Earth when the star of its planetary system is in the night sky. In such cases, the help of cultists performing various rituals may be required. As such, while humans cannot fight back against them directly in much of a meaningful sense, they can at times undo the situation which allows some of them to influence earth. The Great Ones are the so-called "gods" of the Dreamlands, but they are not as powerful as the Great Old Ones and are not even as intelligent as most humans. However, they are protected by the Outer Gods, especially Nyarlathotep. The Dream Cycle is a series of short stories that concern themselves with the "Dreamlands", a vast, alternate dimension that can only be entered via dreams. The Elder Gods oppose both the Outer Gods and the Great Old Ones although they were not created by Lovecraft himself for his own stories, but came up with later on. However, others argue that these beings have no more concern for human notions of morality than the beings they oppose, and that humanity and the human world are beneath their regard. Azathoth is seen as all-powerful and the creator of all of existence, though it now exists in rest. All of reality is a random fluctuation created randomly by its throes in its mindless movements. However, Azathoth, whilst he is asleep, is not all-knowing being a "Blind Idiot God" and is completely mindless. It is said to be stuck in an endless slumber and is served upon by countless lesser deities that play a maddening tune on innumerable drums and flutes to keep Azathoth from awakening, because if it woke up even for a second, the shock would fundamentally destroy everything within reality as it moves. It is described as occupying a position outside of the universe, where it is attended by a cohort of alien servants who continually bathe it with the sounds of pipes and drums. Though it is the ruler and creator of all existence, it is described as "a blind idiot god," oblivious to the universe and the beings within it. Azathoth is technically "God," despite not being aware. Despite being mindless, Azathoth does have a will of his own and commands his messenger and avatar, Nyarlathotep. Its only appearance in the games is in *Giten* as a vile race being. The Nameless Mist is an Outer God. It is the progenitor of several other cosmic entities, including the Outer God Yog-Sothoth. It is older than everything except Azathoth its creator and the Unnamed Darkness its sibling. What became of them is unknown, since time as it stands holds Yog-Sothoth which came from them as the strongest being. Yog-Sothoth is the most powerful of the outer gods, not counting Azathoth who has no consciousness. He is the grandfather of Cthulhu. Yog-Sothoth is a limitless cosmic horror that is connected with all of space and time yet is locked away from mainstream reality - the monstrous deity sees all and knows

all and can impart knowledge to anyone foolish enough to seek its favor, which often required human sacrifice or worse and would ultimately bring calamity and ruin to the would-be-follower. Like many Lovecraftian deities Yog-Sothoth has a number of avatars and even followers such as the Chorazos Cult. Like many Lovecraftian gods, Yog-Sothoth is thoroughly indescribable and unconceivable, way beyond human comprehension, and those in his presence can only perceive an approximation. He was described in many different ways throughout the various stories of the mythos, by various authors. In *At the Mountains of Madness*, he is portrayed as a huge mass of yellow tendrils and in *Beyond the Gates of the Silver Key*, he is shown as a large creature with eyes and tendrils. Being the Outer God of time and space, Yog-Sothoth has control over all of space and time. Yog-Sothoth is itself all of the spacetime continuum and is omnipresent. Every being that possesses intelligence is considered a mere facet of Yog-Sothoth, from a mere human to the most complex Outer God. He has also shown to be able to bestow this omniscience to those he deems worthy, such as Randolph Carter. He is, by all technicalities, indestructible and immortal for it is implied that nothing short of Azathoth awakening could truly get rid of him. He exists outside of the universe in an omnilock. The entity is so powerful that merely seeing it or learning too much about its existence would drive one insane and create disaster. He is considered to be absolutely boundless from the perspectives of almost all beings, but is in truth implicitly restricted by Azathoth. Regardless, Yog-Sothoth is considered to be of equal importance to Azathoth as just as nothing can be created without Azathoth, nothing can exist without Yog-Sothoth. In *persona 2*, Yog Sothoth appears as an optional boss in the Extra Dungeon. He is fought at the end of class 3-A in order to obtain the White Butterfly. After being defeated, he starts appearing as a normal encounter. Note that just like many other godly beings in megaten, the in universe versions are nothing like the levels of power their myths imply. Nyarlathotep, also known by many other names including the Crawling Chaos, is an evil Outer God. While almost all beings in the mythos are considered too alien to even make sense of, nyarlathotep is one of the few who actually has a mind capable of understanding and having spite for humans. Note that since azathoth is considered mindless, what sense this even happens in is meant to be incomprehensible. He often visits Earth and enjoys bringing madness and suffering to inferior beings humans are among them. It is said that he will bring destruction to Earth and he spends his time manipulating and deceiving humans for his own sadistic pleasure, and enjoys driving people insane more than merely killing them. Some suggest that he may be the one who will ultimately end the world. Nyarlathotep is described as a master shapeshifter with over a thousand forms, many of which are seen as monstrous and capable of driving mortals insane - a trait common to Lovecraftian monsters, however unlike many of the other Outer Gods, he also frequently takes on a human form as an enigmatic male fashioned on an ancient Egyptian Pharaoh.

Chapter 2 : Cthulhu Mythos | All The Tropes Wiki | FANDOM powered by Wikia

Cthulhu (/ k ɛ̃ˈtʰʊlʰu ˈmɪθos / k ɛ̃ˈtʰʊlʰu-THOO-loo) is a fictional cosmic entity created by writer H. P. Lovecraft and first introduced in the short story "The Call of Cthulhu", published in the American pulp magazine *Weird Tales* in

History[edit] In his essay "H. Lovecraft and the Cthulhu Mythos", Robert M. Price described two stages in the development of the Cthulhu Mythos. Price called the first stage the "Cthulhu Mythos proper. He emphasized the point by stating in the opening sentence of the story that "The most merciful thing in the world, I think, is the inability of the human mind to correlate all its contents. Mosig notes that Lovecraft was a "mechanistic materialist" who embraced the philosophy of cosmic indifference. Lovecraft believed in a purposeless, mechanical, and uncaring universe. Human beings, with their limited faculties, can never fully understand this universe, and the cognitive dissonance caused by this revelation leads to insanity, in his view. This perspective made no allowance for religious belief which could not be supported scientifically, with the incomprehensible, cosmic forces of his tales having as little regard for humanity as humans have for insects. Azathoth , who occupies the centre of the universe and "Great Old Ones" e. Schultz, however, believes that Lovecraft never meant to create a canonical Mythos but rather intended his imaginary pantheon to merely serve as a background element. There was never a rigid system that might be posthumously appropriated. The essence of the mythos lies not in a pantheon of imaginary deities nor in a cobwebby collection of forgotten tomes, but rather in a certain convincing cosmic attitude. Whitehead , and Fritz Leiber "a group referred to as the " Lovecraft Circle. As Lovecraft conceived the deities or forces of his mythos, there were, initially, the Elder Gods. These Elder Gods were benign deities, representing the forces of good, and existed peacefully. For in *At the Mountains of Madness* is shown the history of a conflict between interstellar races, first among them the Elder Ones and the Cthulhu-spawn. Derleth created "Cthugha" as a sort of fire elemental when a fan, Francis Towner Laney, complained that he had neglected to include the element in his schema. Laney, the editor of *The Acolyte* , had categorized the Mythos in an essay that first appeared in the Winter issue of the magazine. Impressed by the glossary, Derleth asked Laney to rewrite it for publication in the Arkham House collection *Beyond the Wall of Sleep* In applying the elemental theory to beings that function on a cosmic scale e. Yog-Sothoth some authors created a fifth element that they termed aethyr.

Fans of Lovecraft refer to his mythology as the Cthulhu mythos, despite the fact that Cthulhu himself isn't the most powerful creature within the pantheon of strange creatures Lovecraft imagined. We must point out, though, that Lovecraft wrote several stories and poems unconnected to the Cthulhu mythos.

All over the place. Several of the various monsters are given scientific or quasi-scientific explanations and origins. Most famously, the original Call of Cthulhu story does this, and other writers have followed suit. What started as in-jokes became hard continuity with Adaptation Expansion. References to the Mythos is also common in popular culture. Sliding Scale of Idealism Versus Cynicism: Most of the time, so cynical you could use the scale as a trebuchet, competes with Warhammer 40k for the title of most Cynical popular body of fiction. Spared by the Adaptation: The narrator in the silent film adaptation of The Call of Cthulhu. At the beginning of the original story refers to the "late" Francis Wayland Thurston. How he died is not revealed. Spell My Name with an "S": Howard, for such an early writer, was good at ensuring his aliens were actually alien. And in the case of the Elder Things, one of the more sympathetic species, almost literal Starfish Aliens. Latter authors have followed suit. Stuck in Their Shadow: The Great Old Ones are some of the, er, oldest examples. In an inversion, in their introductory story, the Elder Things are presented as being men- that is, in comparison to the other aliens and horrors out there, the Elder Things built things, created a civilization, wrote, created, learned, taught. They built things and invented things. The Taming of the Grue: You can buy Cthulhu plushie dolls. One of the classic eldritch abomination traits. Tomato in the Mirror: Several stories involve the protagonist discovering something unpleasant about his heritage. Tome of Eldritch Lore: Name-dropping one of these is a stock horror Shout-Out. Town with a Dark Secret: Lovecraft mentions the Atlantean priest Klarkash-ton. Think this page has a lot of tropes? Check out the character page. Deep Ones, Ghouls, and Sand Dwellers. All the Great Old Ones qualify. This gives her an eldritch look, and when she actually practises the ability, it sort of causes the end of the world as a side effect. The Cthonians dissolve in water. Not a particularly exploitable weakness for the bigger ones though. Call of Cthulhu itself offers one. You may be surprized that, despite being an ancient and unspeakably powerful entity able to drive to insanity with nary a glance, Cthulhu is just as vulnerable as anything else to being rammed with large objects. Many of Lovecraft and pals wrote for the magazine. When the Planets Align: Who You Gonna Call? Cthulhu only appears in one story, yet his name is used for the whole body of fiction.

Cthulhu in World Mythology is a full length examination of the Mythos in ancient religion and myth and also a full length parody of such ancient astronaut classics as *Chariots of the Gods*, *The Sirius Mystery*, and *Ancient Aliens*.

Only few of these deities are known by name and the majority of them are both blind and idiotic, but they are all extremely powerful alien beings. What are the Outer Gods? The Outer Gods rule the universe and have little to do with humanity. Humans meddling with these entities usually end up mad or dead. All the races and lesser deities of the Mythos acknowledge the Outer Gods, and many worship them. The Outer Gods are controlled to extent by their messenger and soul, Nyarlathotep. Generally, the Outer Gods are thought to be unrestricted in their range and powers, and more likely to embody cosmic principles. The Other Gods include the following beings: The blind idiot chaos who bubbles and blasphemes at the center of chaos or at the center of the universe, depending on who you ask and is thought to be the creator of all things. The principle of fertility who is often named in rituals but rarely encountered. A being who is one with all time and space and often appears as a cluster of floating, iridescent spheres. It is coterminous with all time and space, but locked somehow outside the mundane universe. The soul and thousand-formed messenger of the Outer Gods. Most Mythos beings are indifferent to humanity, but Nyarlathotep is more of a trickster who enjoys giving humanity the key to its own destruction. Who are the Great Old Ones? The Great Old Ones are not as supernatural as the Outer Gods, but they are nonetheless god-like and terrible. Humans are much likely to worship Great Old Ones, who are comparatively near at hand and who occasionally participate in human affairs or contact individual humans, than they are to worship Outer Gods. Beings serving the Great Old Ones frequently inhabit the remote vastness of the Earth. Humans most often encounter the worshippers of The Great Old Ones and their alien servants. Each Great Old One is independent of the rest, and many seem to be temporarily imprisoned in some way. But it is said that "When the Stars Are Right" the Great Old Ones will be freed from their imprisonment and they will rule the world once again. When the stars are not right, they cannot live. Even those Great Old Ones less able to act may reach out and talk in their dreams to humans, who learn to revere these beings. The Great Old Ones are often worshipped on Earth by insane human cultists and other species; Cthulhu himself is served by humans, the amphibious deep ones, and his own spawn. Cthulhu is perhaps the most "famous" Great Old One. With the rest of his race he sleeps in a vast tomb at the bottom of Pacific Ocean. Cthulhu seems to be the most important Great Old One on Earth. Hastur the Unspeakable dwells near Aldebaran, and Cthuga near Fomalhaut. Aside from Cthulhu, these are some of the most well-known Great Old Ones: It appears as a large ball of fire, and is often accompanied by smaller beings called "fire vampires" or "flame creatures". Cthugha may only be summoned when Fomalhaut is in the sky. A Canaanite god of agriculture worshiped by the Philistines and whose priests opposed those of Yahweh see 1 Samuel 5: As a result of an error made by the fourth-century scholar St. Jerome and the find of a merman depiction near one of his temples, people thought that Dagon was a fish-god. A creature which dwells beneath a lake near the Severn River. It has a slug-like body with stalked eyes and spines, and commands a horde of undead servitors. This creature is the "windigo" from Cree and Ojibwa mythology, a cannibalistic giant with a heart of ice. Also known as the Thing that Should Not Be, Nyogtha is a black amorphous mass that dwells beneath the ground. He was worshiped by one of the witches at Salem. A slug-like being with tentacles where a face should be. Tsathoggua occasionally eats visitors, but is more likely to be asleep when encountered. This Great Old One appears as a huge snake-headed man. He cares little for humanity, but brings terrible vengeance on those who attack snakes. Who are the Elder Gods? The most famous of these is Nodens, Lord of the Great Abyss. There are others, such as Kthanid and Bast from Egyptian mythology ; but they generally avoid becoming involved in human affairs and so their true number and names remain a mystery. What are some of the major non-human species in the Mythos universe? These are servitor species who help their masters by frightening of humans or by acting as assassins, messengers, spies or agents. These are much lesser species than their masters but most of them are still too terrible to even be seen by pitiful humans. Other alien races are also important, and sometimes have been even able to hold their own against the Great Old Ones.

The independent races vary in power and some are extinct. They are intimately connected with our world. At the dawn of the Cambrian age, beings known only as the elder things flew to the Earth. They inhabited much of the land, warred with other species, and finally were pushed to Antarctica. The elder things, perhaps mistakenly, bred organisms eventually to become the dinosaurs, mammals and humanity. They also bred the horrible shoggoths, whose ultimate revolt led to the semi-extinction of the elder things. Also many other races such as Fungi from Yuggoth, Great race of Yith or Star spawns of Cthulhu inhabited the Earth before the rise of humanity. At the present humans share the planet with deep ones, ghouls and with a handful of mi-go. Other species occasionally visit the Earth, or are sleeping or are dormant. Here are some of the more known species: Winged creatures which dwell in the depths of space near Aldebaran. If a ritual involving a magic whistle and a fluid called "space-mead" is performed, a byakhee will appear and serve as a mount for the caster. They are allied with Hastur. Undersea dwellers which look like a cross between humans and fish or frogs. Deep ones sometimes breed with humans, creating offspring which are human at first but make a slow transformation into deep ones. The deep ones serve Dagon and Cthulhu. Starfish-like entities which are part animal and part plant. They came from the stars in ancient times, from another place in the galaxy within this space-time continuum, and absorbed chemicals that made them do without breath, eating and heat, but lost this ability late in their history. In the beginning they lived under the sea in the Antarctic Ocean, but later migrated to land. For food purposes they started life on earth, All life on Earth from bacteria to Dinosaurs to Humans are a result of their genetic experiments. They made multi-cellular protoplasmic masses named Shoggoths see below , which they used as slaves. They battled different cosmic enemies on earth. Spawn of Cthulhu came from the stars warred with the Old Ones. They settled peace, and shared the land. Again the Old Ones were attacked from outer space by the Mi-Go. They eventually abandoned their Antarctic city to live underwater, and found a large underground ocean, The Stygian. They build a great city at the bottom. The Shoggoths tuned against them and destroyed their civilization. It is unknown whether they have become extinct. Time-traveling beings with no true physical form, they occupied the bodies of immense iridescent cone-shaped creatures millions of years ago. The creatures had long arms with pincers, a trumpet-like mouth, and a small round head. Members of the Great Race can send their minds into the future and swap consciousnesses with dwellers there. They usually do so as a part of their research, but at times they travel en masse in conquest. Creatures which dwell in the distant past. They are not a threat unless they sense a time-traveler, in which case they hunt the person down and kill them. They manifest themselves through angles, and cannot enter an area in which all surfaces are curved. Crustacean-like fungus beings which have an outpost on Yuggoth, or Pluto. They come to our world to obtain precious minerals and for other dark purposes, though they try to remain hidden. They serve Nyarlathotep and Shub-Niggurath at times, but often seem independent in their motivations. Millions of years ago, the serpent people were mighty sorcerers and scientists who ruled vast empires. Today, they hide from humans through magic and isolation. Their degenerate descendants were the inspiration for the myths of the faeries, or "Little People". They do not serve any one god, but seem to favor Yig. Huge protoplasmic beings able to take on any form. Shoggoths were made from multi-cellular protoplasmic masses by the Old Ones. They were used as slaves, and controlled via commands induced via hypnotism. Shoggoths are very strong, and totally unaffected by cold. Later they were able to change themselves physically, and grow limbs. In time they managed to grow a brain, and a mind of their own. This made them hard to control.

Chapter 5 : Cthulhu Mythos - Wikipedia

The Cthulhu Mythos is a mythology based on the work of American horror writer H. P. Lovecraft. It has the more narrow sense of only including stories made by him directly, and the wider sense of including fanfiction.

Last updated by Meg Downey on Apr 12, You are now subscribed Subscribe for the latest gaming news This week, Legion gave us some of its most straightforward exposition ever. We got to see Farouk in the flesh er, well, psychic flesh , David laid it all out on the dotted line, future Syd came clean about why she wants Farouk to find his body--you get the picture. The real question is: The obvious and natural inclination is to start searching Marvel comics history for potential reference points and candidates, and, unsurprisingly, there are plenty of monks to pick from. Old Man Logan introduced a brotherhood of Silent Monks that are one possibility. There are plenty of cult-like villain groups to cherry pick ideas from, but none of them quite seem to fit. As it turns out, there just might be a reason for that. This might actually be one of the rare instances where turning to the comics is actually the wrong direction entirely. For this one, we need to get purely literary. The name "Mi-Go" is actually a direct, letter for letter, call back to an element of Lovecraftian mythology that was first introduced in famed, controversial horror author H. It looks like our merry band of mutants might be taking a turn for the eldritch. In the Cthulhu mythos, the Mi-Go worshipped two of the Elder Gods, Nyarlathotep and Shub-Niggurath, though their unique physiology made it difficult to determine exactly how or what their religious practices actually entailed. They also had the ability to "transport" humans ie: There was a group of humans known as the Brotherhood of the Yellow Sign dedicated to hunting them down and eliminating them to, we can assume, prevent them from sending any more innocent humans on one-way interplanetary trips. Now, bear with me on this. We learned this week that Farouk may not be the person causing the teeth-chattering--after all, the people he killed or transformed in his Division Three attack showed absolutely no signs of that symptom manifesting at all. After all, monks are usually worshipers or believers in something, right? More interesting still, while the name Mi-Go might not have a place in Marvel canon, the idea of Elder Gods certainly does. There are five of them, to be specific: Chthon, Gibborim, Gaea, Oshtur, and Set. Both are associated with darkness and death and both are considered to be extremely ominous omens. Cthon, specifically, is occasionally called "The Other," and has a built-in motif of being ancient and unknowable, a being that "woke up" before existence itself even had a name. And his name is an undeniable nod to the famous Lovecraft creation Cthulhu. Got a news tip or want to contact us directly?

Chapter 6 : Magic and Occultism - The Cthulhu Myth

The Call of Cthulhu was the premiere story in which Lovecraft realized and made full use of these themes, which is why his mythology would later be named after the creature in this story, as it defined a new direction in both his authorship and in the horror fiction genre. This is also the first and only story by Lovecraft where humans and one.

Introduction We should all be aware, that the subject before us is of unparalleled scope and complexity. The first stems from the enormity and the complexity of the subject, the controversy it engenders and the emotional impact it has on us. The second is that such general review may appear too concise, too superficial, incurring the dual risk of making seemingly simplistic and distorted statements while leaving aside historical or cultural factors that some feel should be included. The third, and probably most important factor, is that each of us lives in a "religio-cultural world" of his own. Each of us has been brought up by different cultural and religious backgrounds, and therefore developed a vision of the world coloured by the intellectual influences of his own formative years, which in this case can cause different ideas of how such a question should be approached Chambers and a handful of others who wrote in the domain of fantasy are associated primarily with writing that is not macabre. There is not in America a collection of prose in the genre of the fantastic comparable to that produced in England by such masters as Arthur Machen, Walter de la Mare, Algernon Blackwood, Lord Dunsany, M. Coppard, John Collier, H. Hartley, John Metcalf, Margery Lawrence, and others. It is therefore all the more interesting to note that a new generation of writers in America has turned consistently towards fantasy as a medium of creative expression. Perhaps it is the lack of any adequate outlet which dampened the ardor of prospective writers before our own time; certainly American magazines and book publishers have long been aloofly cool towards prose and poetry of the supernatural or bizarre. But with the establishment in of the magazine *Weird Tales*, interest in fantasy received a new impetus, and there came into modest prominence a group of writers including Clark Asthon Smith, the reverend Henry S. He lead a sheltered early life, since his health was uncertain, and his semi-individualism enabled him to read omnivorously, as a result of which the sensitive, dreamy child he was early created a strange world of his own, peopled by the creatures of his fancy. Lovecraft was a shy child; he was a retiring, almost reclusive adult much given to haunting the hours of the night. He was tall and thin, and usually almost spectrally pale, though his eyes were bright and very much alive. His jaw protruded, but his character was gentle. In his conversation, his vocabulary was revealed to be of astonishing range and instant application; his fiction, too, gives evidence of his range. In the scarcely two decades of his writing life, Lovecraft became the master of the macabre who had no contemporary peer in America. He began to write early in life, but did not achieve publications in any national magazine until he was in his twenties. Of British ancestry, his literary influences, too, were British - Arthur Machen and Lord Dunsany particularly - rather than American in the Gothic tradition of Poe, though at least one of his stories, *The Outsider*, might very well have been written by Poe. Lovecraft was never widely published, and during his lifetime only a slender book appeared, a novelette printed and bound by an amateur but enthusiastic publisher. Some fifty of his stories appeared in magazines, principally *Weird Tales*, *Amazing stories*, and *Astounding Science-Fiction*. Lovecraft wrote only three novels among his many short stories and novelettes, and each of them is properly viewed as a short novel. The most ambitious of these is undoubtedly *The Case of Charles Dexter Ward*, originally written in , but not published until , when an abridged version appeared in *Weird Tales*. Also indicating the popularity of the novel, is that the story was also used in the making of a PC computer game titled *Alone in the Dark* , which is becoming one of the classics. Second in length is *At the Mountains of Madness* written in , and preceding the longer novel in date of publication, in *Astounding Stories*, where it, too, was somewhat abridged. These two novels undoubtedly stand among the best fiction of Lovecraft. The majority of the stories have been published in cloth-and paper-bound collections, and millions of readers are now aware that in his untimely death America lost a singularly gifted writer in the genre of the macabre at the time when he had clearly not yet reached the fullest development of his powers. Moreover, editors of anthologies have drawn generously upon the relatively small number of stories left by Lovecraft, and the literary critics have readily acknowledged the merits of his work, although not

understanding the true meaning of his works. Although he died, his work survives in two major trends: Berglund - himself a cthulhuian. He collects all those, who he calls the deciples of Cthulhu: Secondly in a cult of insane, morally malformed madmen, known as Lovecraftian Covens The Brotherhood is made up of people from all ethnicities and walks of life, and, believing that the Old Ones will awaken soon, conduct covert operations, such as attempted political assassinations. Few of its members are taken alive for interrogation, however, as most die shortly after carrying out their operations. Its leadership is primarily of Egyptian descent, though in modern times it has become more inclusive of other nationalities. They hold their ceremonies in the deep woods near the fictional location Chesuncook, Maine. The cult developed an unwholesome reputation and was eventually disbanded by locals. The cult used a sacred relic known as the Shining Trapezohedron to summon the Haunter of the Dark, who demanded outrageous sacrifices in return for limitless knowledge of the universe. Although the cult was publicly denounced by the other local churches, it nonetheless grew to have a membership of around members. Mysterious disappearances in the area brought the cult under public scrutiny. After run-ins with both local citizens and the municipal government, the church closed and people left Providence for unknown reasons. However, there is veiled evidence that they were dealt a more summary kind of justice than banishment. The group has branches in other parts of the world, but the original sect is by far the most powerful. Lovecraft as a magickal method of exploring the Collective Unconscious. The Order claims descent from the traditions of the Sirius mystery cults of ancient Egypt and Sumeria. Other influences include Kenneth Grant, the British occultist, disciple of Aleister Crowley, and head of the Typhonian Order, who also attaches great occult significance to the writings of Lovecraft. Lovecraft Amateur Press Association of the same name has no connection or relationship with us. Many people have an incomplete or distorted history of our organization, mostly due to the difficulty in getting accurate information about it. Other supposed esoteric groups using the same name are obviously bogus upon careful inspection and can be dismissed as fraudulent and sources of misleading disinformation. These stories and novels contain hidden meanings and magickal formulae unknown even to their creator. Lovecraft suffered from an acute inferiority complex, which prevented him from personally crossing the Abyss in his lifetime. He remained a withdrawn and lonely writer who retained a rational, skeptical view of the universe, despite the glimpses of places and entities beyond the world of mundane reality, which his dream experiences allowed him. He never learned the true origin of the tremendous vistas of cosmic strangeness that haunted his dreams. For many years Randolph Carter waited in the parallel world that men and women of this world can sometimes visit in dreams for someone to discover the clues to the Mythos that Lovecraft had unconsciously revealed in his stories. A yet unpublished work by Randolph Carter entitled Liber 23 is presently being incorporated in a novel under preparation, Tales of the Club of the Seven Dreamers. The definitive history and collection of writings of the E. Former and current members of this organization include: Kenneth Grant, author of The Typhonian Trilogies and other significant works. Grant was an important early influence on the establishment of the Esoteric Order of Dagon, and graciously acknowledged his Honorary Membership. Stephen Sennitt, author of Infernal Texts: John Beal, author of the article "Fractals in Weird Fiction". John Jhonn Balance, of the British band, Coil. Nema, author of Maat Magick: Publications issued by the E.

Chapter 7 : What is the Cthulhu Myth all about ? | Yahoo Answers

Lovecraft's mythology was partly based on Sumerian myths that mention Ktulu and the "ancient ones." They were the gods that came before "The Elder Gods" such as Enki, Anu, Enlil, etc. Similar to the Titans in Greek mythology.

While the Great Old Ones are not truly all-powerful gods as the Outer Gods are, they are nonetheless terrifying and godlike in mortal eyes. Cthulhu and his kin arrived on earth billions of years ago, searching for a new home after leaving the green binary star Xoth. Eventually, an uneasy peace was reached and the two factions each claimed their own half of the world. However, a change in the stars caused Cthulhu to fall into a deep slumber, his city and the majority of his race sinking to the bottom of the ocean with environmental changes. However, Cthulhu still lies dormant at the bottom of the sea, immune to the changing of the universe. Cults devoted to him can still be found at the darkest corners of the earth, whispering dark blasphemies that one day, when the stars are right, the sunken city will rise and its lord shall return to claim what is his. Powers and Stats Tier: Likely High 4-C Name: Genderless, referred to as Male Age: Vigintillions of years old It is implied that he has not been able to draw on his full power due to the stars not being right for vigintillions of years Classification: Likely Large Star level Implied to have destroyed stars before coming to earth, likely including large ones: Far superior to the Cthulhi Lifting Strength: Unknown He was never fully harmed. Before coming to Earth, he lived inside of a binary star. Its immortality and regeneration make it incredibly hard to kill. It should also be noted that Cthulhu and the other Great Old Ones are apparently not made of matter, but something else entirely. Thus, it can be assumed any damage to their physical forms is purely superficial. However, in the original mythos, Cthulhu is regarded as one of the lesser Great Old Ones, and can supposedly "spy" on them only dimly. At least Planetary Cthulhu can mentally interact with anyone on the planet. None, though he does have an army of Star Spawn at his disposal. Star Spawn apparently appear to look similar in appearance to Cthulhu himself, albeit smaller to varying degrees. Their capabilities are unknown, though they did wage war with the incredibly advanced Elder Things billions of years ago. Nigh-Omniscient According to Old Castro, Cthulhu and the other Great Old Ones know all that is occurring in the universe due to being able to telepathically communicate with and control any sentient beings, regardless of location. Cthulhu has massive telepathic abilities that enable him to speak to individuals or groups of beings whether in their subconscious or conscious mind, this also enables him to devastate minds of mortals, though he may be able to apply this to immortal creatures. When mortals look at Cthulhu, they will go insane. Solid, Gaseous, and Liquid. The mere fact that this full physical form is presumably in another plane of reality make this body undying and virtually immortal.

Chapter 8 : Cthulhu Mythos | Philosophy of Megaten Wiki | FANDOM powered by Wikia

Introduction to Cthulhu Mythology. The fundamental concept of Cthulhu Mythology is that the universe is ruled by beings known as the Outer Gods, the Great Old Ones, and the Other Gods.

Chapter 9 : The Complete Cthulhu Mythos Tales

The Cthulhu Mythos (ã, ãfã, ãfã«ãf•çžè©±, Kutourufu Shinwa?) is the name given to the fictional universe, featured in the world of Toaru Majutsu no Index, in which the stories of H. P. Lovecraft (referred to as the "genius author" in the narrative) and other authors after his death are based.