



THE ART OF  
RICHARD LUONG

# Acknowledgements

Before Cthulhu Wars, I was an artist without a showcase. Then the Kickstarter launched. All hell broke loose and my life was forever changed. You all showed your acceptance for my vision of Lovecraft's entities and posted comments that pushed me to design more horrific and alien creatures. The support for Cthulhu Wars was overwhelming and the game became a huge success. In turn, I got something that I have never had before: fans. I hope you enjoy the art as much as I enjoyed creating it. This is for you.

Thanks to my loving and supportive wife Lauren, Fenris, Robert M. Atkins, Martin Canale, Sandy Petersen, Family, Friends, and the Fans.



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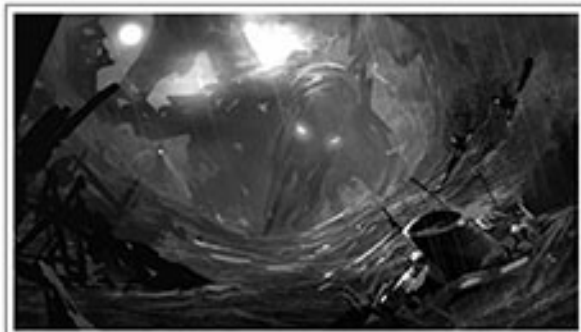
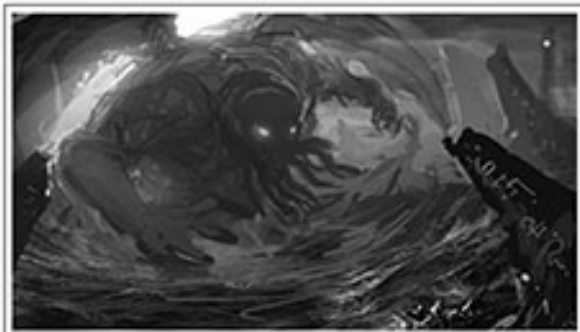
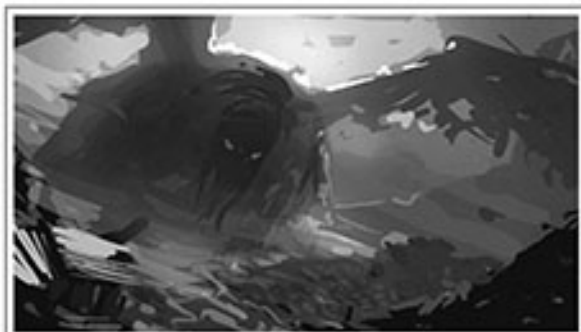
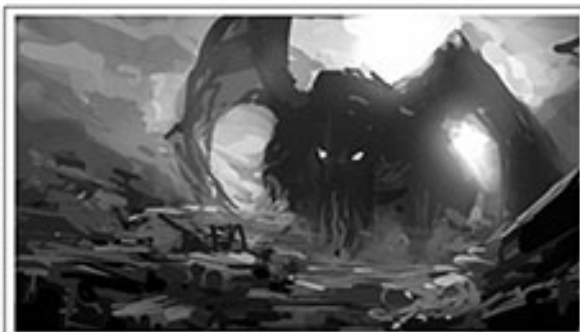


# FACTIONS



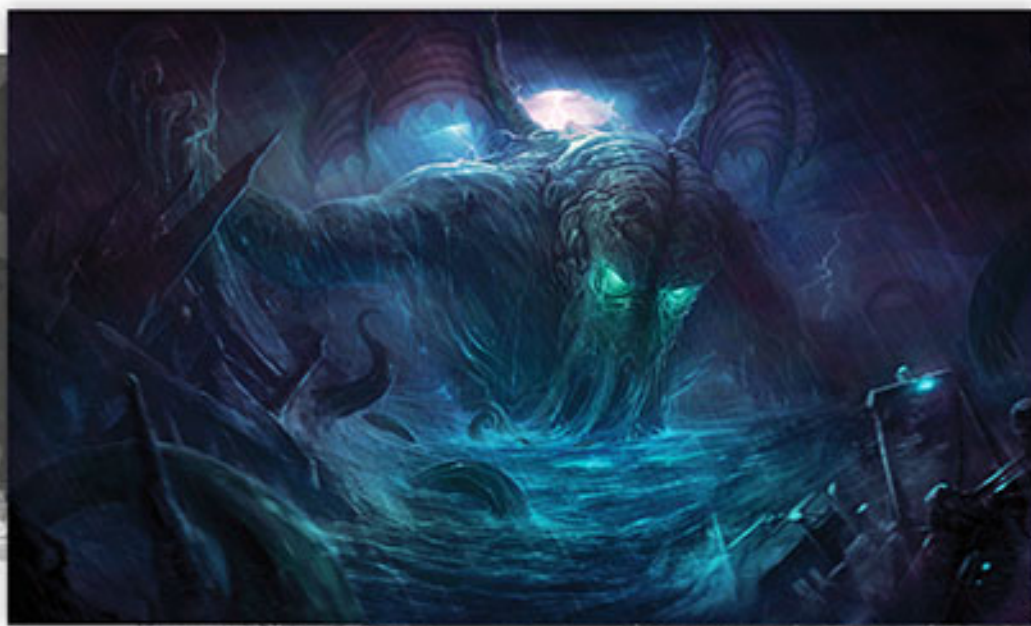






PRELIMINARY THUMBS

CTHULHU RISING ▶



## DESIGN NOTES

My initial thoughts for this piece were to have Cthulhu rising off the coast and peering menacingly over a small town. I wanted to create something more violent though, to represent the power and force of Cthulhu as he is summoned. It was important for me to capture the sense of movement and the violent waters. Abstract Ruins of R'lyeh sit in the foreground to the left. To help ground the image, I added a small cargo ship in the foreground, to add a sense of scale and a human aspect to the scene.







- We want the character to sell as either a male or female.
- Keep the build slim.
- Cloak is made of a ragged material.
- The cloak should look tattered yet ornate in the layering to create an interesting texture and design.
- The masks are made of bone.
- The skin should look worn as if they've done bloodletting and other ceremonies.
- Book is made of skin like the necronomicon.

## DEEP ONE



- Should be more amphibious than fish.
- Skin texture should look wet and slimy but with warts.
- Use a bullfrog as reference for hind anatomy.
- Head has a semi-hard plating around the eyes.
- Fins should look tattered.
- Gills are on his back. This is the part that the player will see the most, so make them look nasty.
- Shoulders have hard calcium like deposits that have formed a kind of armor.
- Figure should have a very low profile compared to other characters.
- He should give off the feeling that he's about to pounce on his prey.
- The left arm and back leg are set back of the right limbs to create a more dynamic pose.

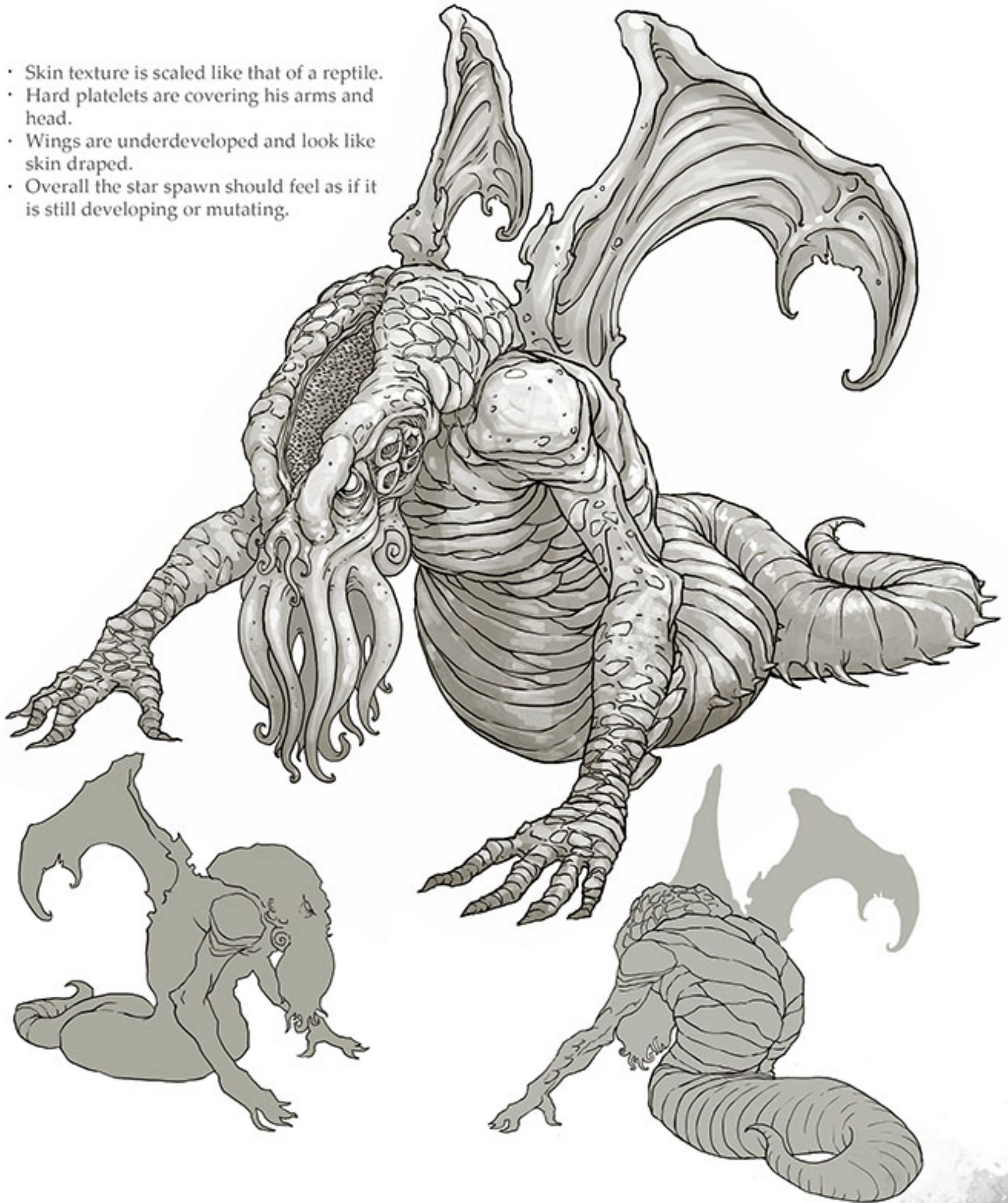


- Shoggoth is a large bubbling mass.
- It should differ from other monsters, because it is made of large blobs, and doesn't have tentacles.
- From within his body are many gooping drips and extended oozing arms.
- It should be in the act of engulfing it's prey, and give off the sense of constant movement.
- The surface is slick and smooth.
- To break up the texture, the eyes are very detailed with many folds.



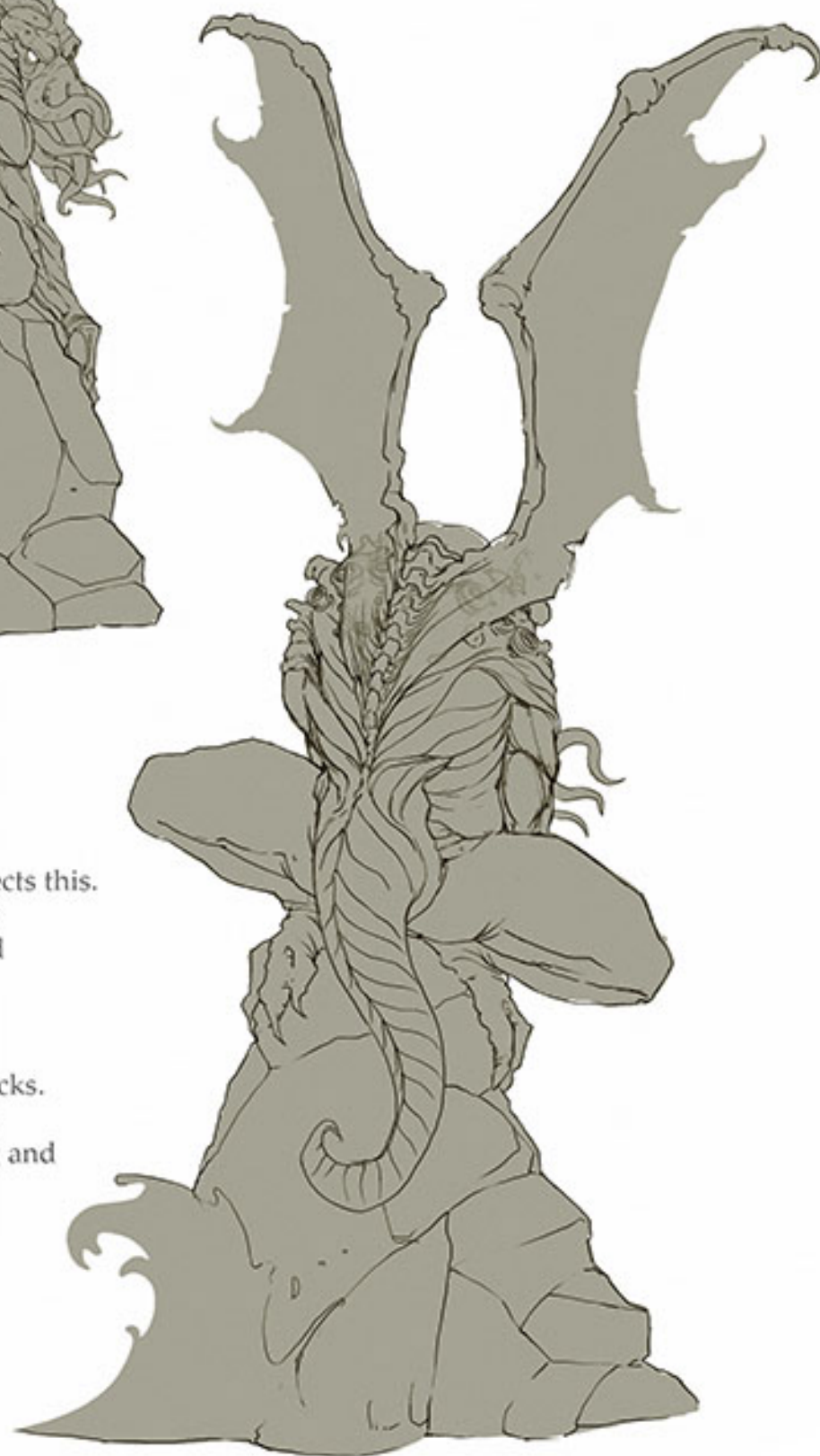
## STAR SPAWN

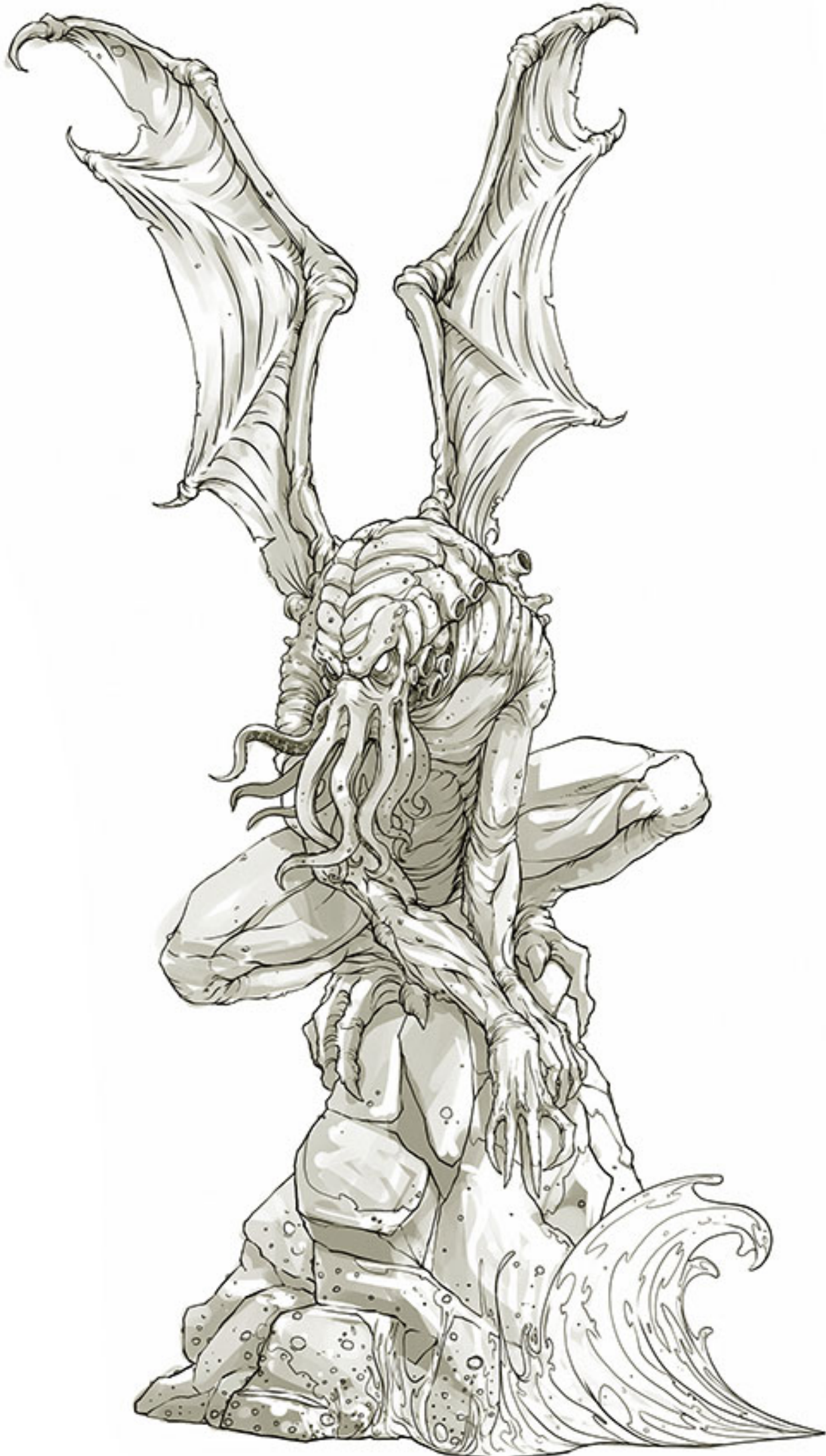
- Skin texture is scaled like that of a reptile.
- Hard platelets are covering his arms and head.
- Wings are underdeveloped and look like skin draped.
- Overall the star spawn should feel as if it is still developing or mutating.





- Body covered in barnacles.
- Reptile Skin texture.
- Body musculature shows through skin.
- A lot of skin folds in joints.
- Cthulhu is a shapeshifter and his body reflects this.
- Muscles should be non-human, it has some resemblance to humans but are bulging and bubbling in areas.
- Texture of skin is amphibious.
- Claws are covered in skin.
- Wave crashing up onto barnacle covered rocks.
- Tail is made of hard plated skin. Shoulders are the start of the transition of skin folding and striating to the back, then leading to tail.
- Back musculature is very pronounced.
- Shoulders and back are covered with barnacles and breathing holes.













PROCESS

SHUB NIGGURATH ►  
RISING



## DESIGN NOTES

At this point, I had an idea for what I wanted to do for all the Great Old Ones in the base game already. This illustration was a chance for me to have an urban scene and really show the destruction and the way humans would react to a Great Old One. When I layout a composition, I always think of the positioning of points of interest and how I want to lead the viewer's eye. Shub needed to be front and center, trampling through the city and violently destroying everything in its path. All of the lines of the windows and architecture, including foreground elements all point back to Shub Niggurath.





- Skin is a tough rubber texture with large pores and roughness.
- Disease and mold cover the body.
- On the forearms, crotch, and top of the head is dirty clumped hair.
- It is holding a torn human arm that is used as a weapon/club.

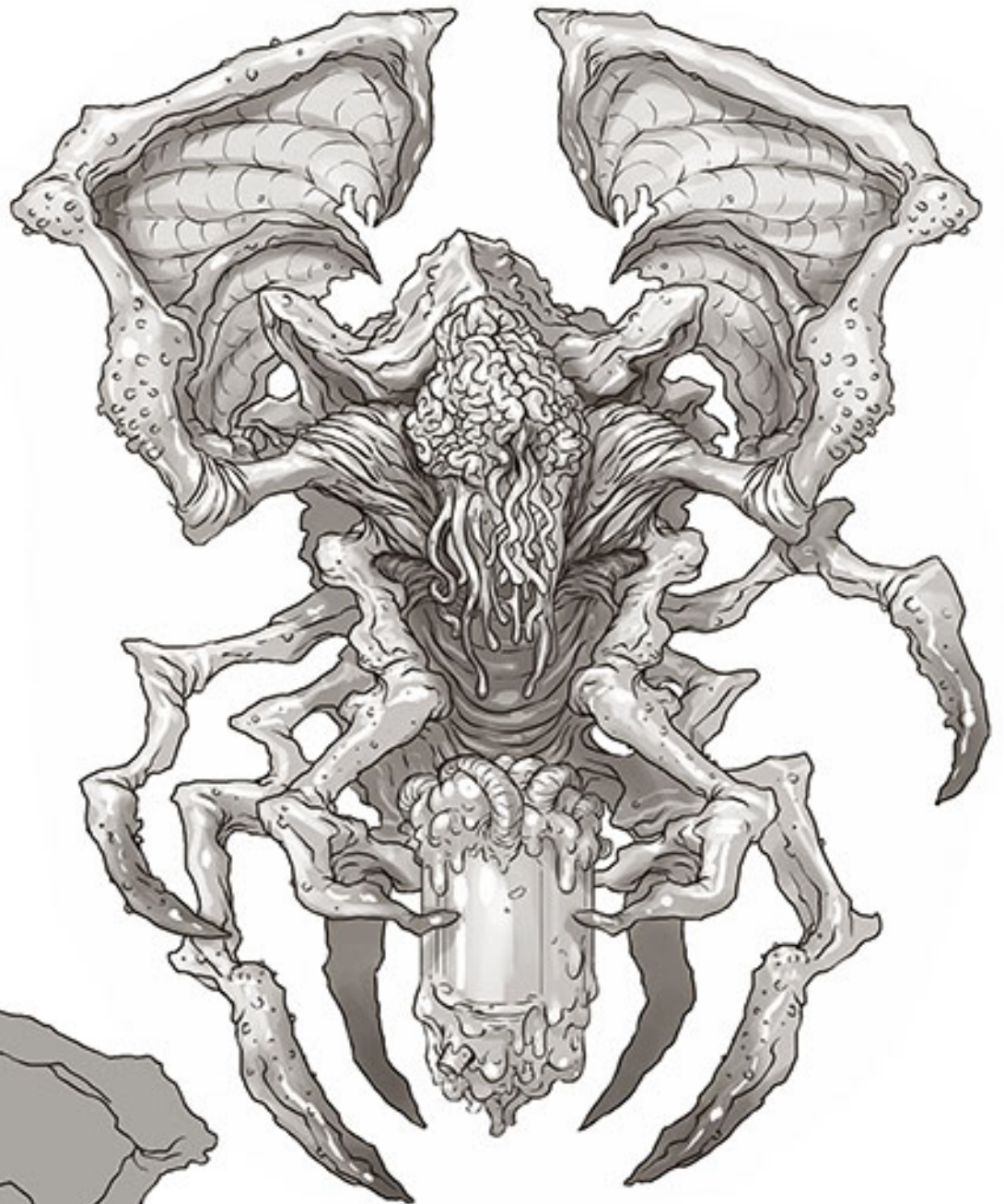


- Back is composed of a twisted and irregular spine.
- The musculature on the back is prominent with large shoulder blades and striations. This is what the player will see the most, so the most attention should be spent here.
- The face is intertwined with both canine and bat.



## FUNGI FROM YUGGOTH

- It has 5 sets of limbs including its wings.
- The wings have two smaller limbs branching from the middle joint.
- The wings are folded back behind.
- Its back is a hard shell with irregular growths on it.
- Between the arm limbs, webbed skin connects them.
- The front set of arms have two "fingers" for holding.
- The brain cylinder should feel more organic than "techy".
- The head is attached to the body by a short "coiled" neck.
- The head is made of an irregular shaped brain. The bottom of the head should look like uncoiled brain tendrils as opposed to tentacles.





- Back of Dark Young has an opening that runs down the center.
- The front has a rib cage that runs down the center and breaks up into bone spurs the further it gets from the center of the body.
- The hooves break up into bone spurs as they go up the legs.
- The teeth resemble human teeth but more rigid. There are rows of teeth that go back into its mouth.

## SHUB NIGGURATH

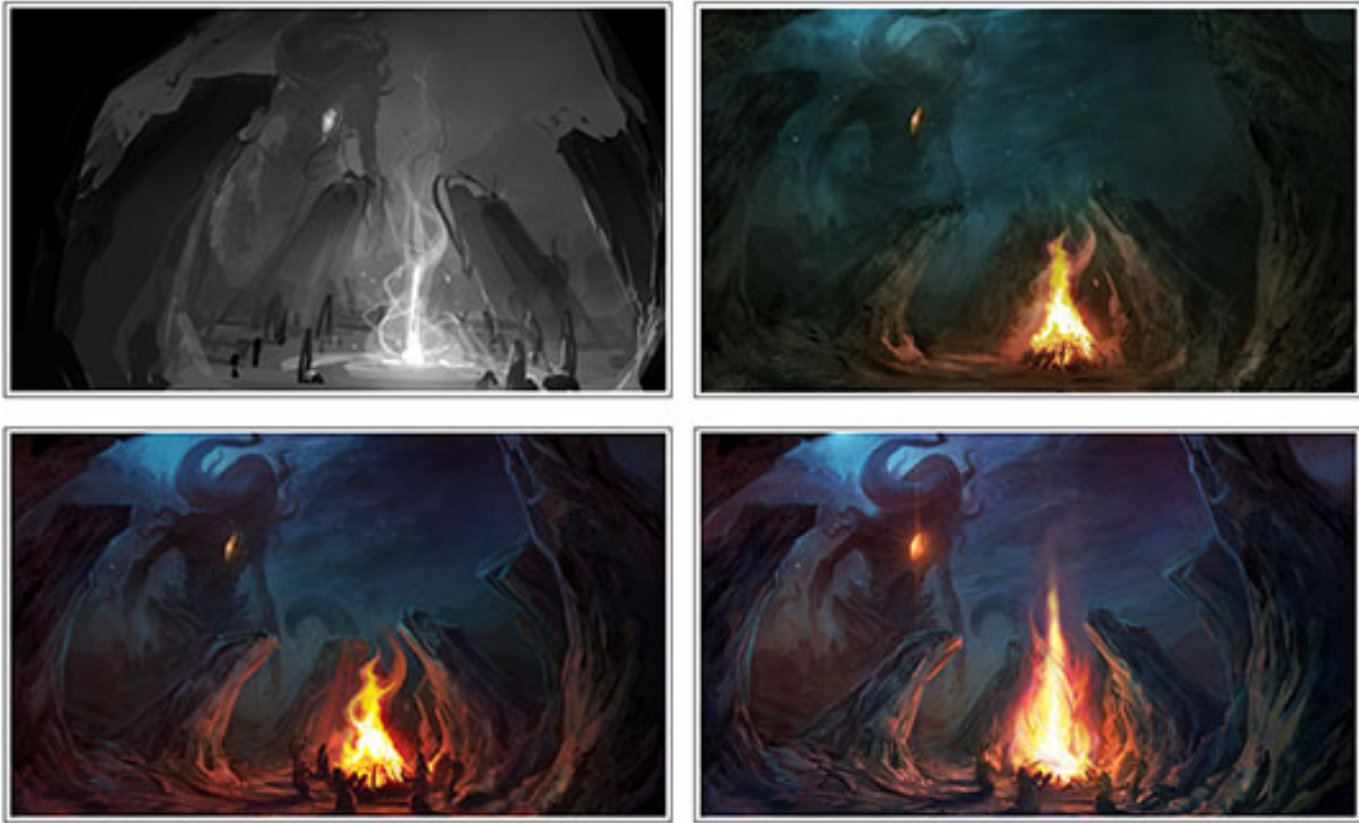


- Body is that of a bull or cow but is female.
- Pregnant stomach.
- Weight of stomach should show in the creases and wrinkles in the skin that is supporting the stomach.
- Head is a large opening of a large moving mass of puss bubbles and gelatinous skin. There are teeth in the front that are used as a battering ram.
- Tentacles surround the mouth and act as hands to pull in victims.
- The mouth protrudes from the head with a large set of sharp teeth lined with many rows of small teeth. Around the base of the mouth and coming up the tentacles are more puss bubbles.
- The back is bony and covered in a thin skin.
- The legs are very muscular to support the huge head and belly.
- The tail is a rough textured skin with a large bone at the tip.









PROCESS

NYRLATHOTEP ►  
RISING



## DESIGN NOTES

I wanted to capture the moment that Nyralthotep is summoned. The colossal monster towers in the background with the sky opening above him. This is an ancient ritual site, where the cultists have been trying to bring forth the Crawling Chaos. Bones are scattered around the scene to show the many human sacrifices that have been performed to cast this ritual. A path in the foreground leads the viewer into the scene and to the cultists. The fire and the rock formations lead the viewer to the main focus.

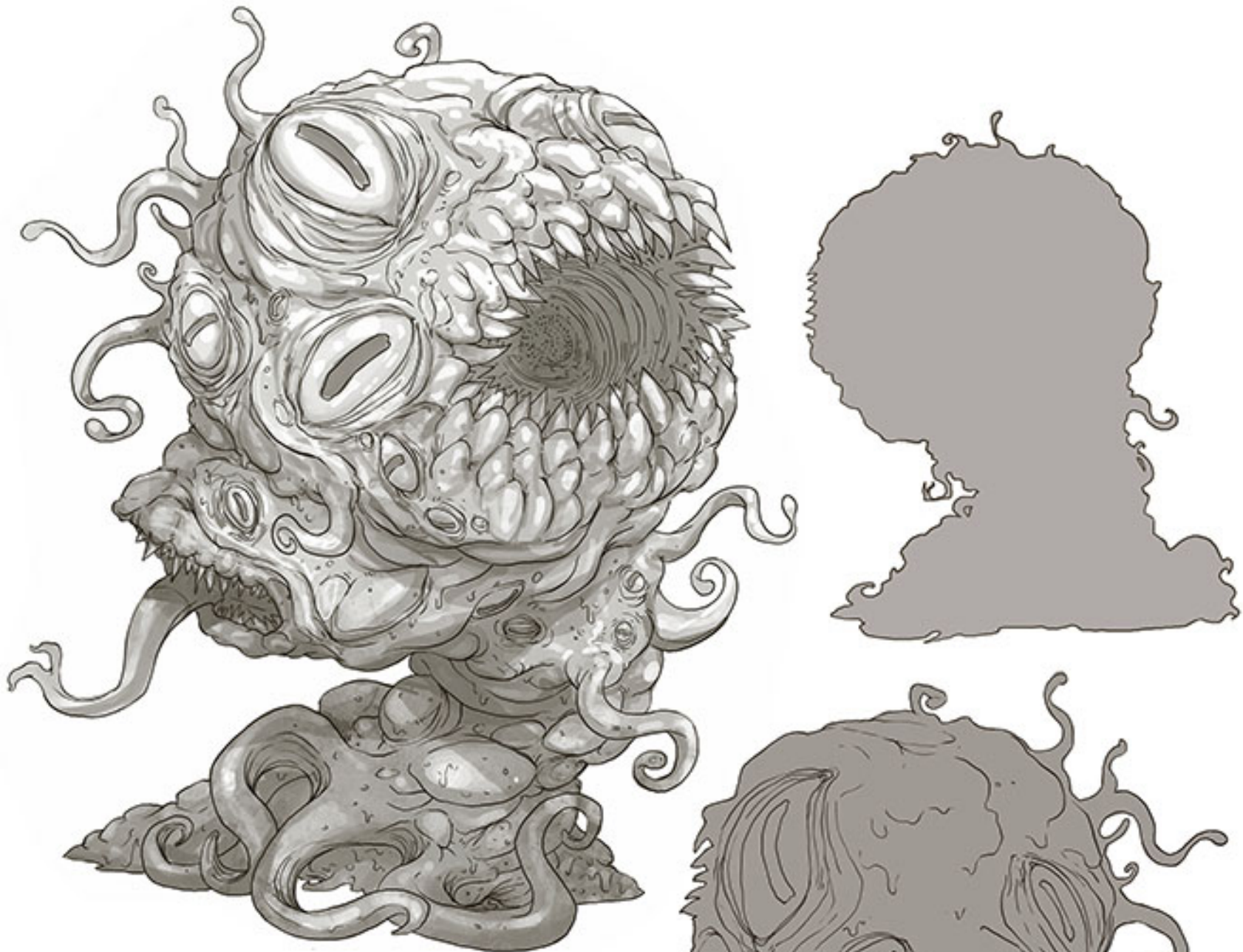




- Our goal is to update the existing Nightgaunt figure to fit for Cthulhu Wars by adding a new head and adjusting the design.
- The tail should start to look more "barbed" as it gets closer to the tip. Parts of sharp bone start to stick out from the tail.
- I want bone to be the main motif throughout this design.

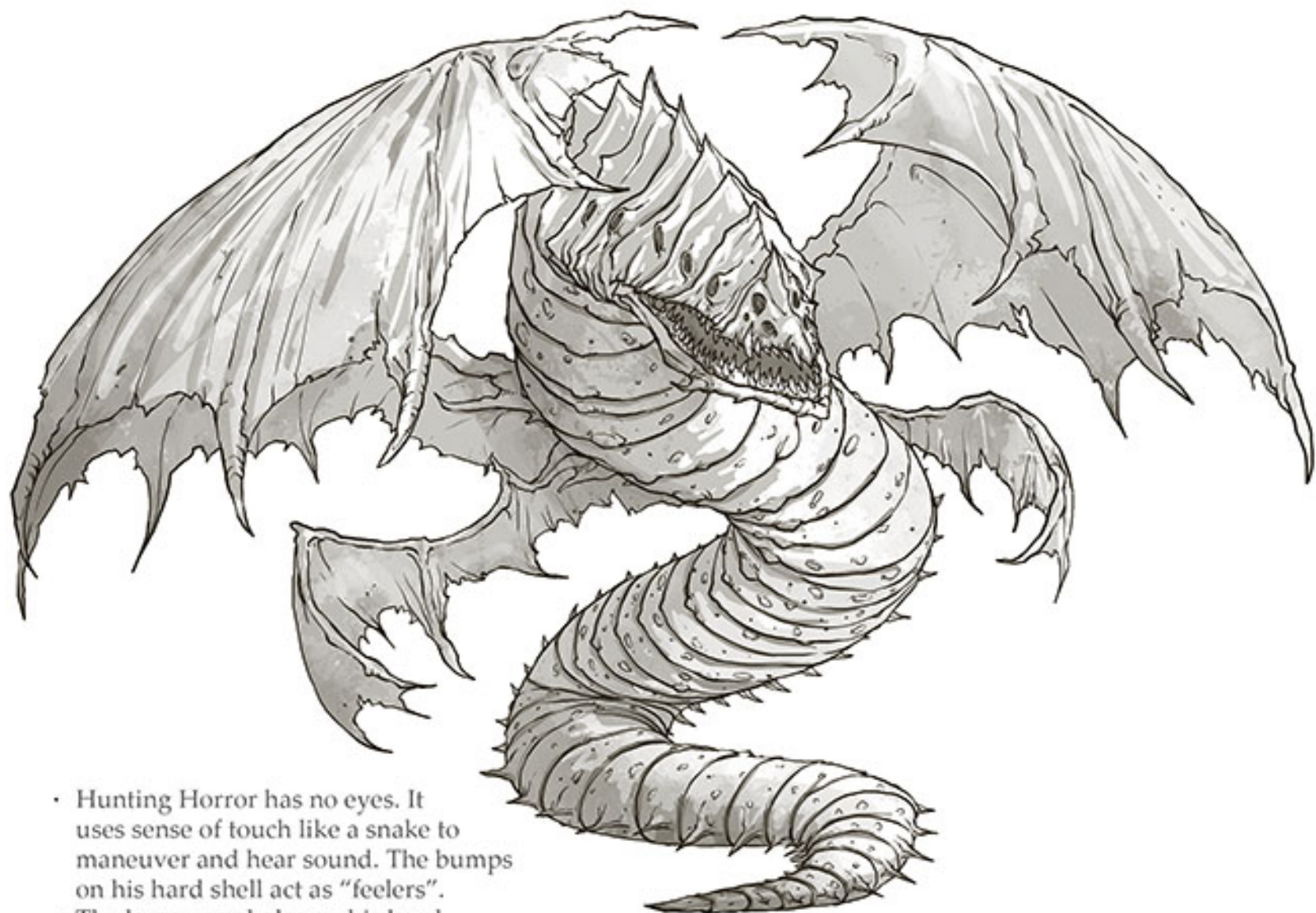
- Bringing the wings in and the tail down help to minimize the size of the figure and give it a more of a stalking look.
- A main characteristic of the Nightgaunt is that it has no face. I wanted to keep that, but update the design so that his face was still blank but was surrounded by a bunch of disgusting bits, like his insides were turned inside out.
- The base can look the same, as if he's standing on top of a tombstone.

## FLYING POLYP

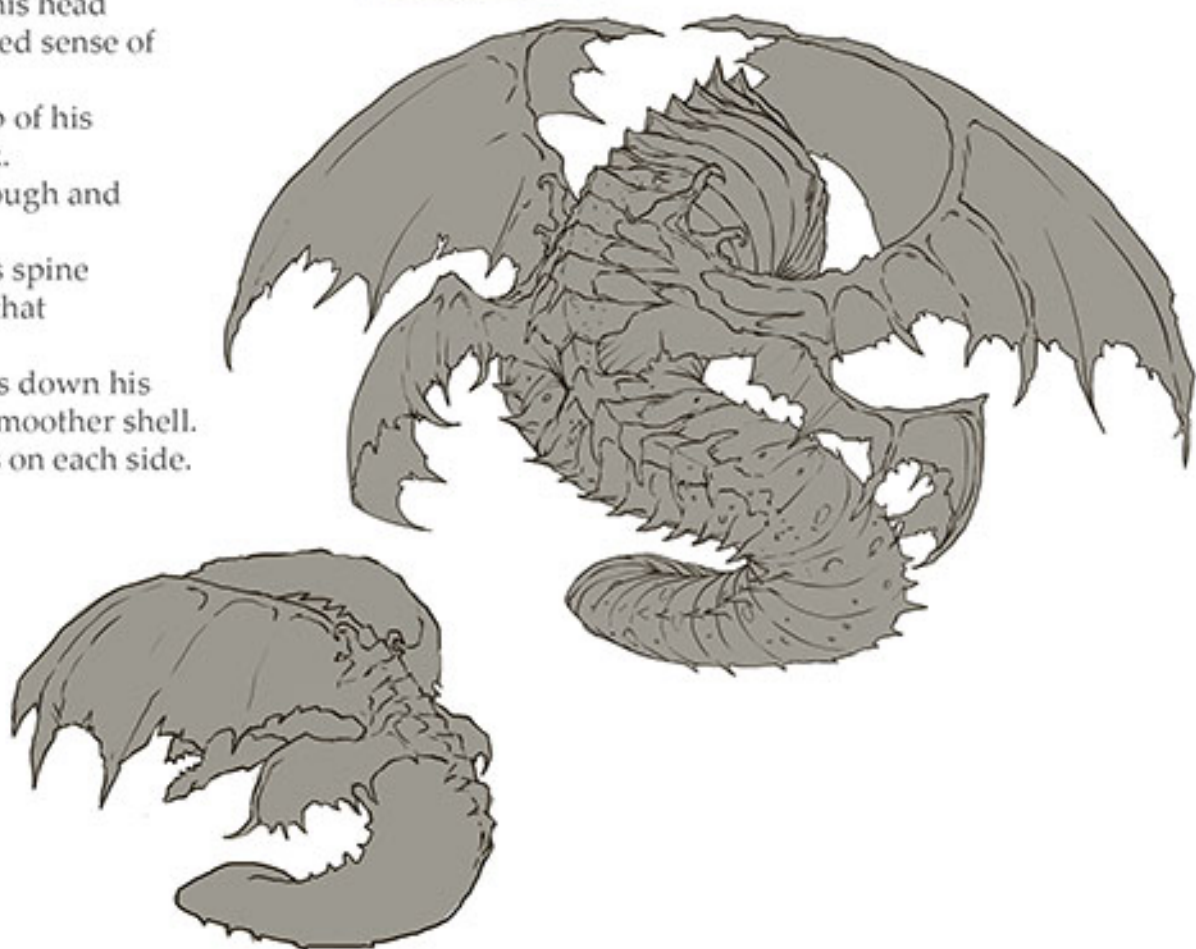


- Bottom of body is made of hard growths covered with “melting” skin.
- The further up his body, the growths begin to dissipate, revealing “gooey” skin that’s constantly moving and molding.
- At the base is a pile of excreting goop and waste.
- This will serve as a foundation to hold him up.
- Mouth is filled with deep ridges that lead to another opening filled with small teeth. Lips are bone covered with soft skin. Imagine teeth trying to grow in on the outside of his mouth but are instead creating this hard surface around his lips that are covered with skin.
- Eyes resemble goat eyes.



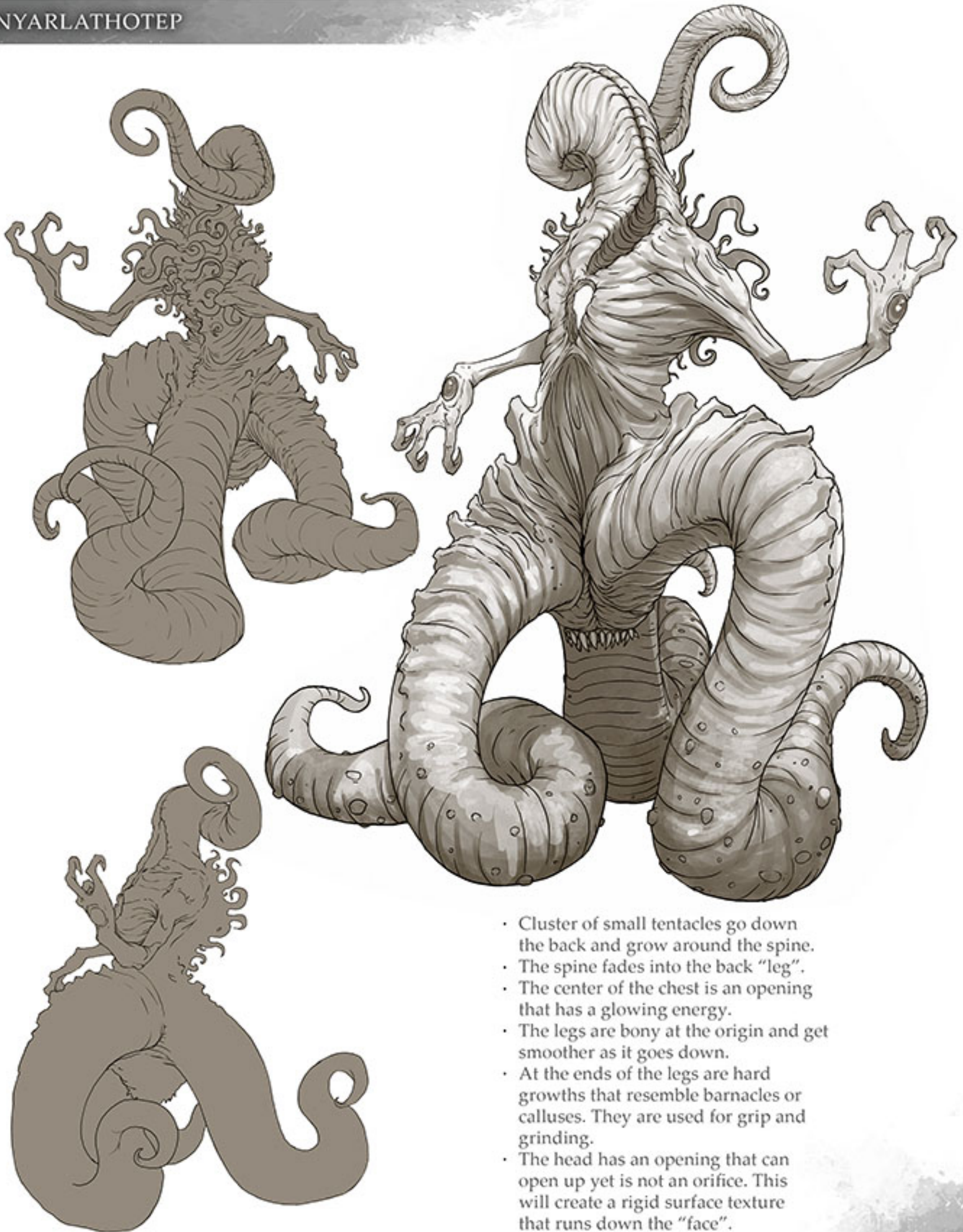


- Hunting Horror has no eyes. It uses sense of touch like a snake to maneuver and hear sound. The bumps on his hard shell act as "feelers".
- The large nose holes on his head are used for his heightened sense of smell.
- The sharp shell at the top of his head runs down his back.
- Skin texture should be rough and hard.
- Wings are attached to his spine that follow the platelets that are his body.
- The "wing spine" follows down his back and fades into his smoother shell.
- There are a pair of wings on each side.

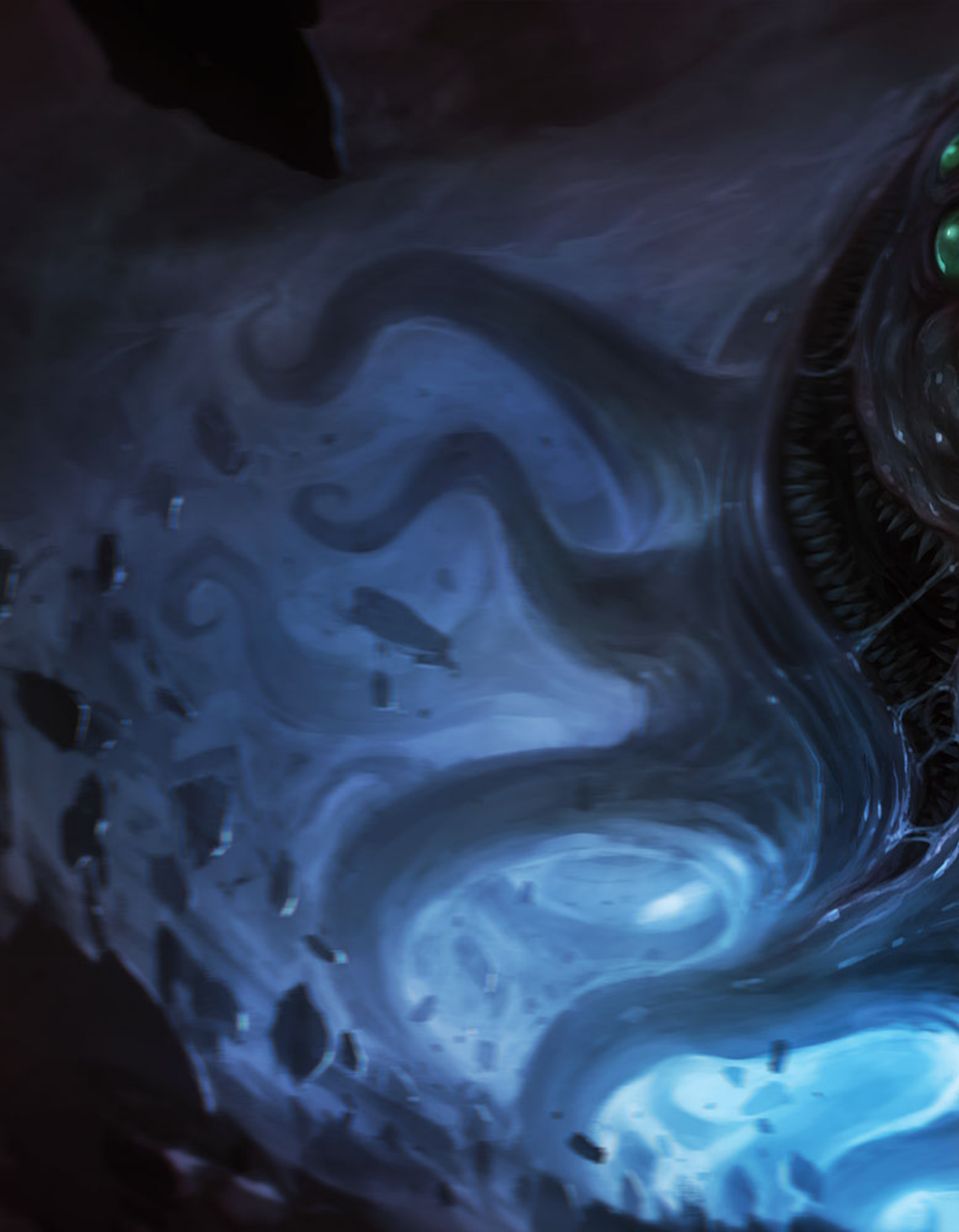




## NYARLATHOTEP

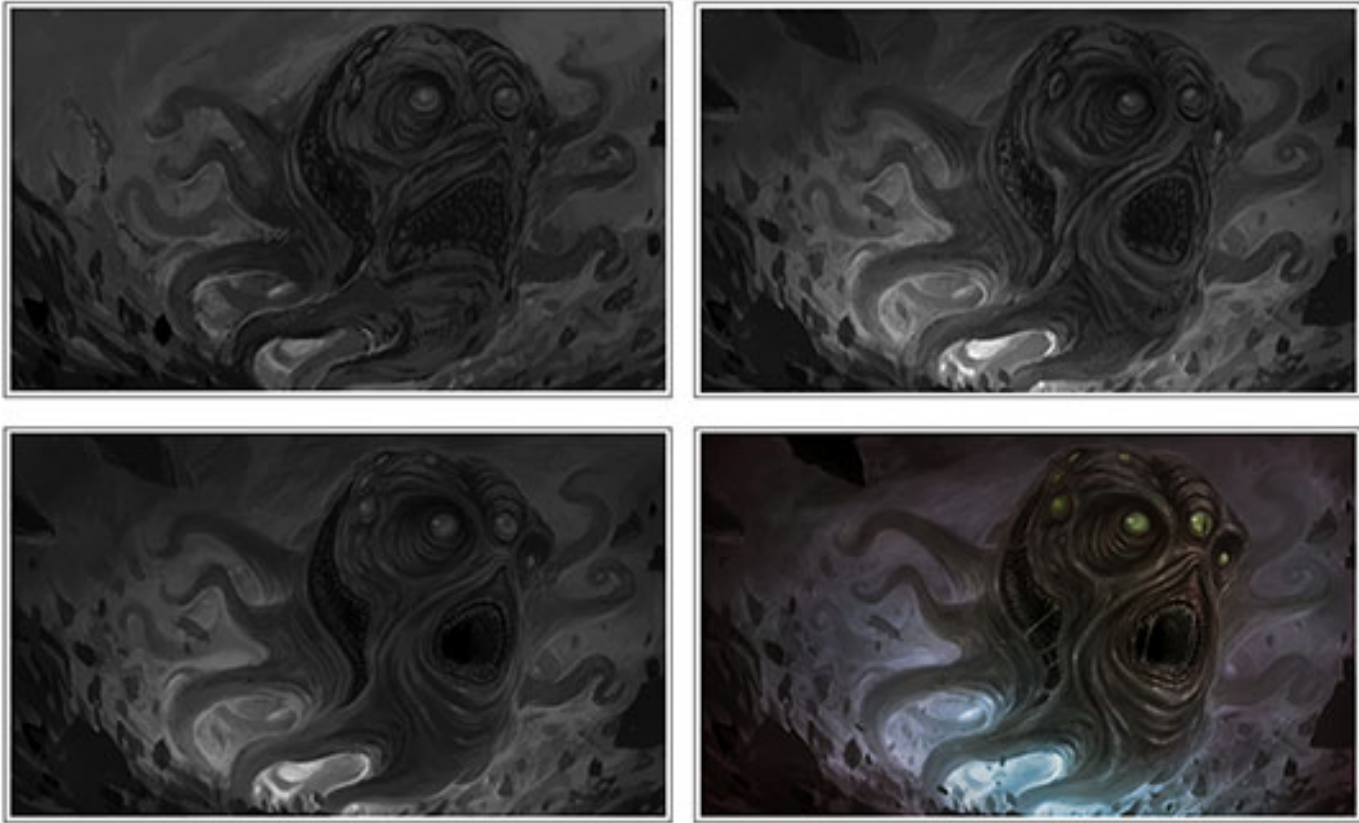


- Cluster of small tentacles go down the back and grow around the spine.
- The spine fades into the back "leg".
- The center of the chest is an opening that has a glowing energy.
- The legs are bony at the origin and get smoother as it goes down.
- At the ends of the legs are hard growths that resemble barnacles or calluses. They are used for grip and grinding.
- The head has an opening that can open up yet is not an orifice. This will create a rigid surface texture that runs down the "face".









PROCESS

HASTUR RISING ▶



## DESIGN NOTES

With most of my illustrations, I work first in greyscale to set my values and composition. This makes it easier for me to focus on nailing the layout before adding in the complications of color. Once I have the values set, I begin to work in washes of colors on overlay layers. I keep this part of the process loose, so that colors can spill over and not make the piece feel too "tight". As the scene starts to flesh out, I start to add in more local colors to areas, like the green in the eyes and the red around the lips. This is a helpful way to pull all the colors together so that they fit in one scene and share the same light sources.





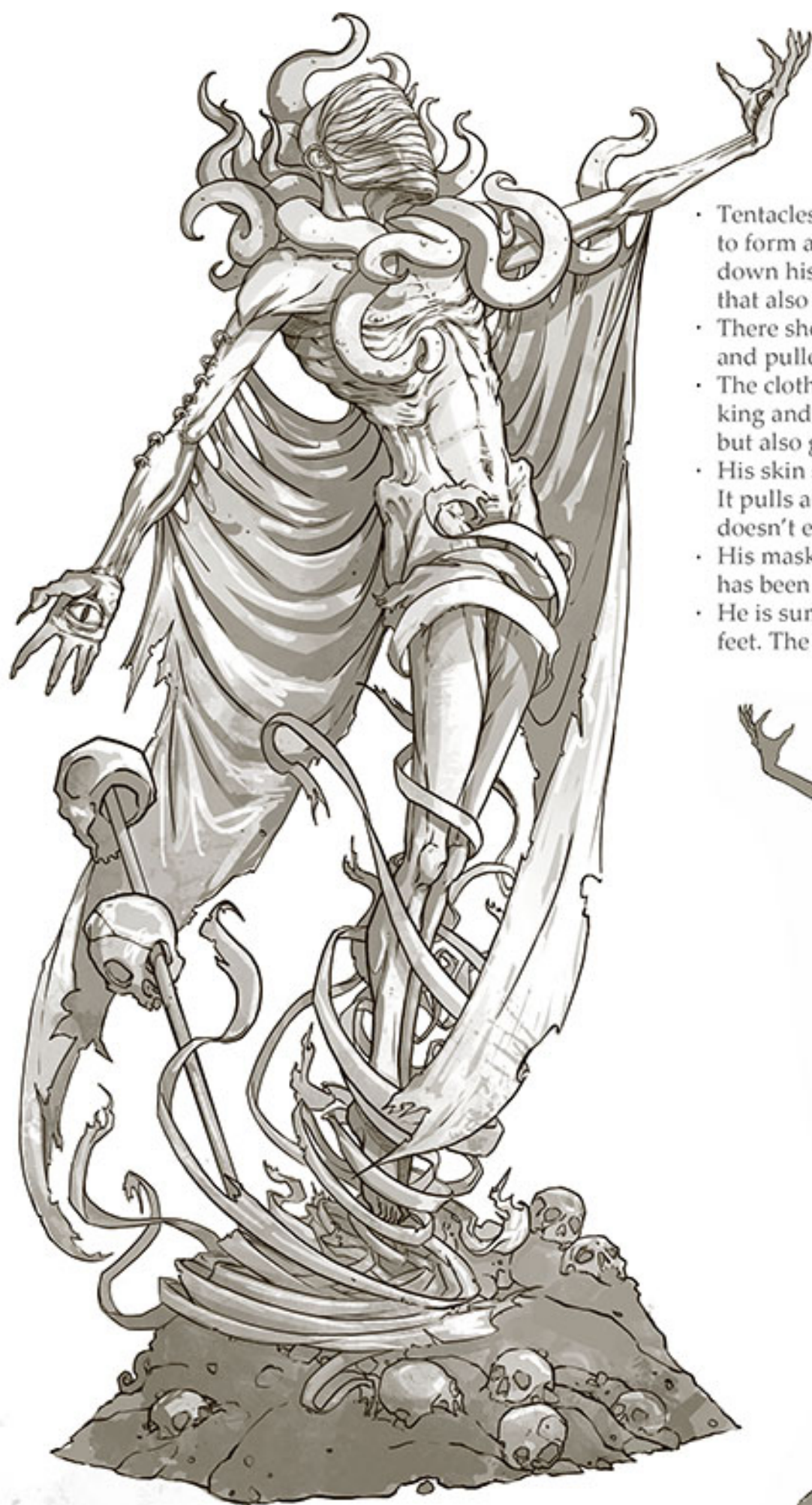
- Undead are zombie mummies that have been brought back from the dead and mutated,
- They should look as if they are spilling out of the rags.
- It has a large arm that is used as a weapon.
- The jaw has been melted into his chest.
- He has no eyes.



## BYAKHEE

- Byakhee has the anatomy of an insect.
- It has 6 arms and legs.
- The thorax is concave near the bottom, then bulges out as it flows into the abdomen.
- The sac/abdomen is fat and should look as though it is filled with fluid and very heavy.

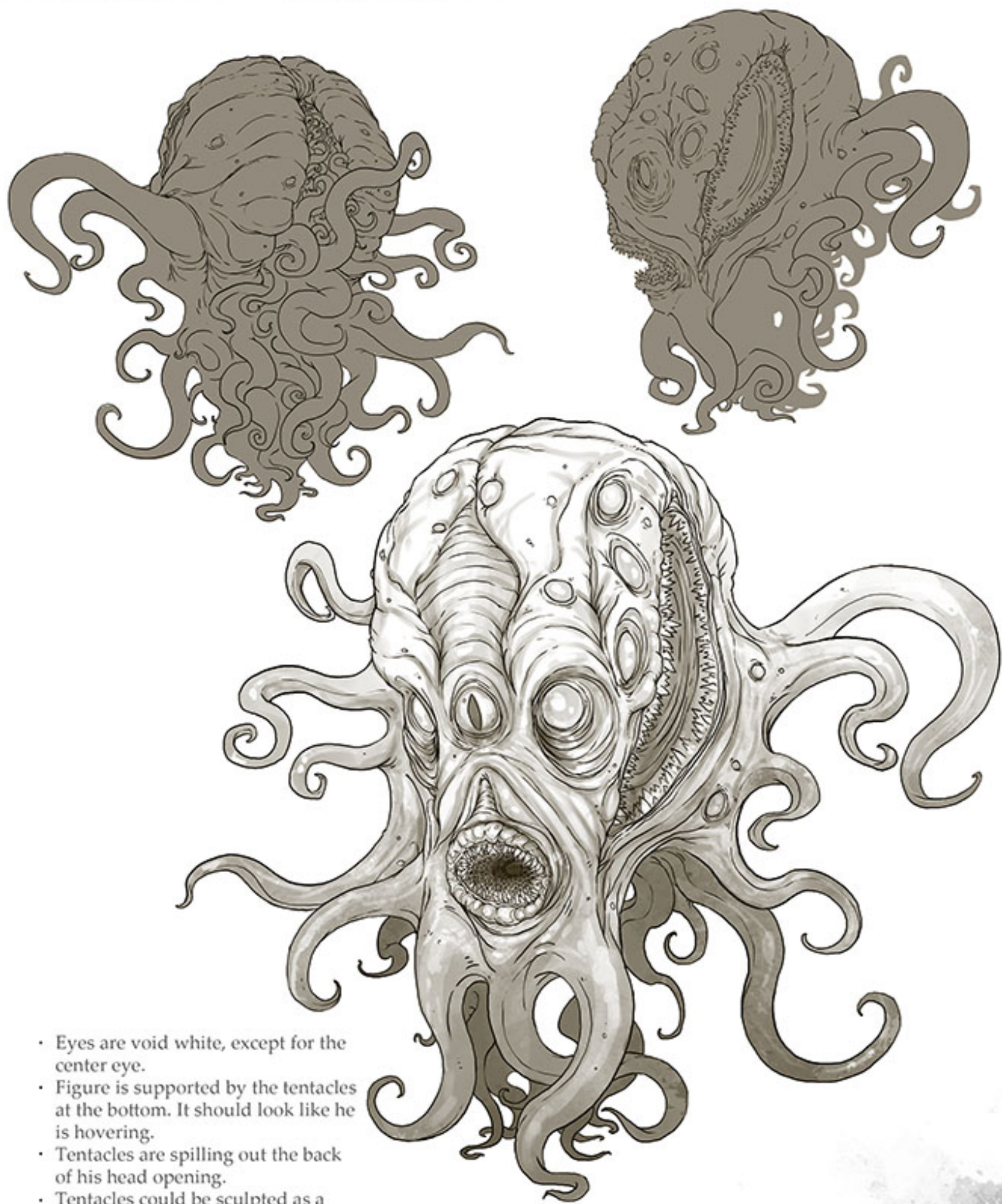




- Tentacles in back grow out of center of spine to form a cowl around his neck. Following down his spine are hooks that hold the cape that also attach to hooks on his arms.
- There should be the sense of skin hanging and pulled from the weight of the cape.
- The cloth at the base is swirling around the king and up his body to help cover his crotch but also give the sense that he is hovering.
- His skin should look diseased and unhealthy. It pulls at his bones. He should look like he doesn't eat, yet is scary and could kick ass.
- His mask is made of tightly wound flesh that has been hardened.
- He is summoning the dead from beneath his feet. The skulls are slowly rising from the dirt.



## HASTUR

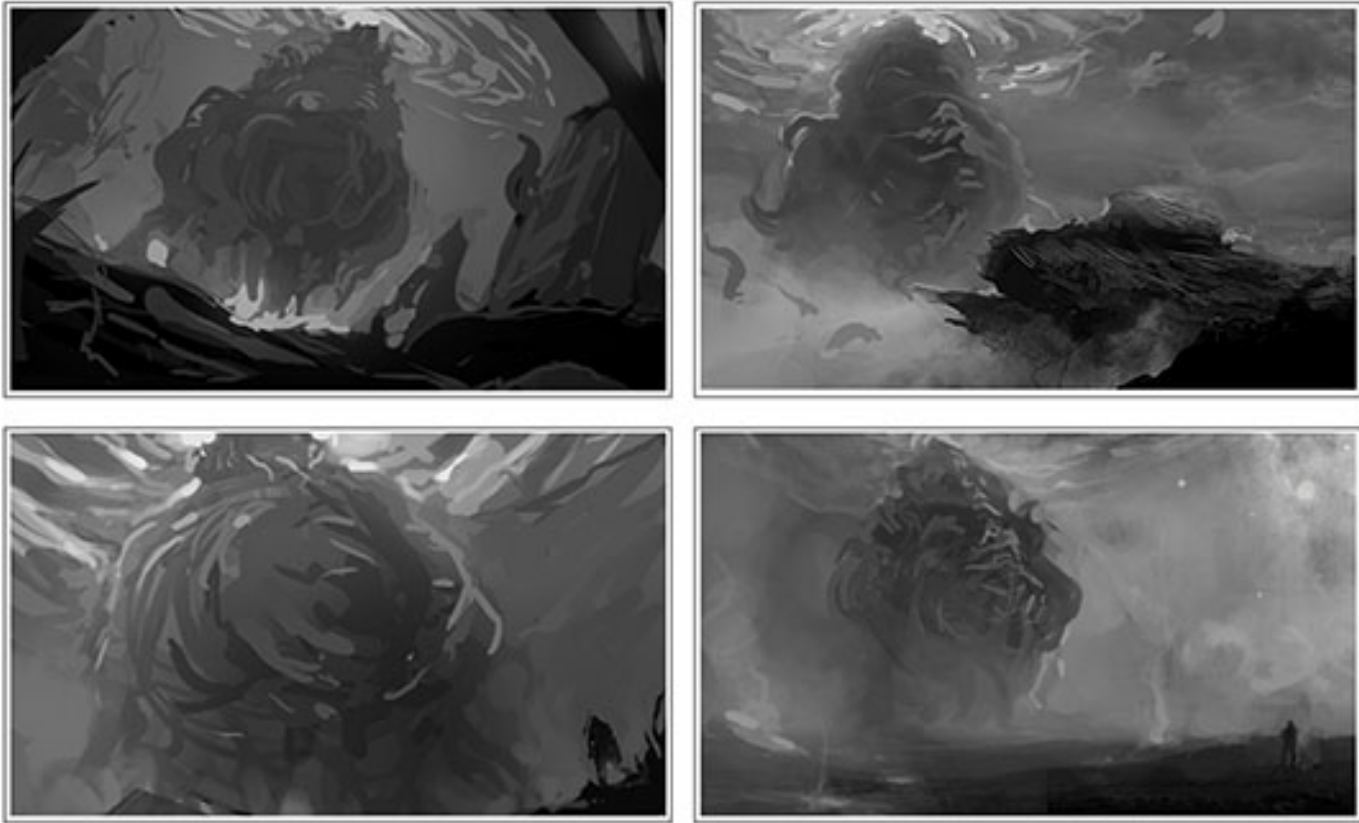


- Eyes are void white, except for the center eye.
- Figure is supported by the tentacles at the bottom. It should look like he is hovering.
- Tentacles are spilling out the back of his head opening.
- Tentacles could be sculpted as a mass and carved out as a relief.









PRELIMINARY THUMBS

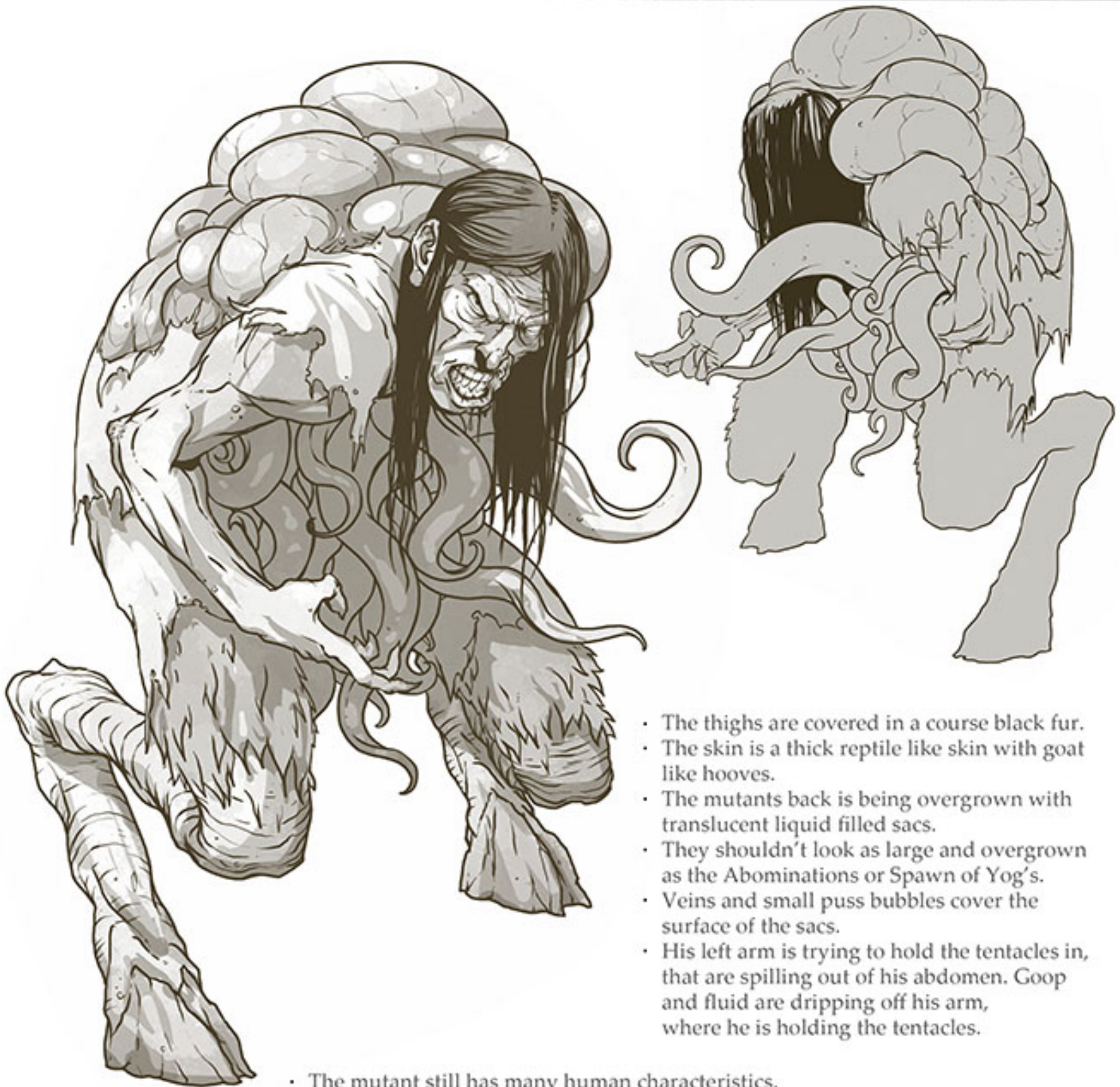
YOG SOTHOTH ►  
RISING



## DESIGN NOTES

Yog Sothoth is the most abstract creatures that I designed. I chose to layout this scene in a way that focused on his scale and the emotion that his presence invoked rather than the details of his design. I did this by showing the vast open space that he is appearing, and the bright alien colors glowing in it's body. The orange of his spheres draw the viewers eye in. An explorer in the foreground stands in shock, as the Great Old One appears among the fog and gas. Small red lights on the human, tie the two characters in the scene together.





- The mutant still has many human characteristics.
- He is the most human of all the creatures in the Yog Sothoth faction.
- His face should look as if he is on the verge of losing his humanity and becoming a monster.
- Fluid is dripping from his mouth.
- His hair is wet and dirty, clumped with blood and other fluids
- The figure should give off the feel that he's looking up at the viewer and warning them to run.
- From his abdomen are a mass of tentacles that have ripped open his shirt. The shirt is ripped by the large growths on his back. His legs have ripped the bottom half of his trousers.

- The thighs are covered in a coarse black fur.
- The skin is a thick reptile like skin with goat like hooves.
- The mutants back is being overgrown with translucent liquid filled sacs.
- They shouldn't look as large and overgrown as the Abominations or Spawn of Yog's.
- Veins and small puss bubbles cover the surface of the sacs.
- His left arm is trying to hold the tentacles in, that are spilling out of his abdomen. Goop and fluid are dripping off his arm, where he is holding the tentacles.

ABOMINATION



- The posture of the Abomination is very unstable.
- His legs are formed in a way that hitches when he walks.
- He should look unbalanced and unnatural.
- The back has been grown over with the bubbling growths and forms. The spine peeks through near the bottom as it reaches his tailbone. From there, an opening spills out the tentacles.
- Also growing from the back are a pair of legs, half grown and dripping with viscous fluid.
- The Abomination should look like he is in agony. There is still a human in there being torn apart.
- He can't control his body which is tearing open his abdomen and spilling tentacles and other disgusting bits.



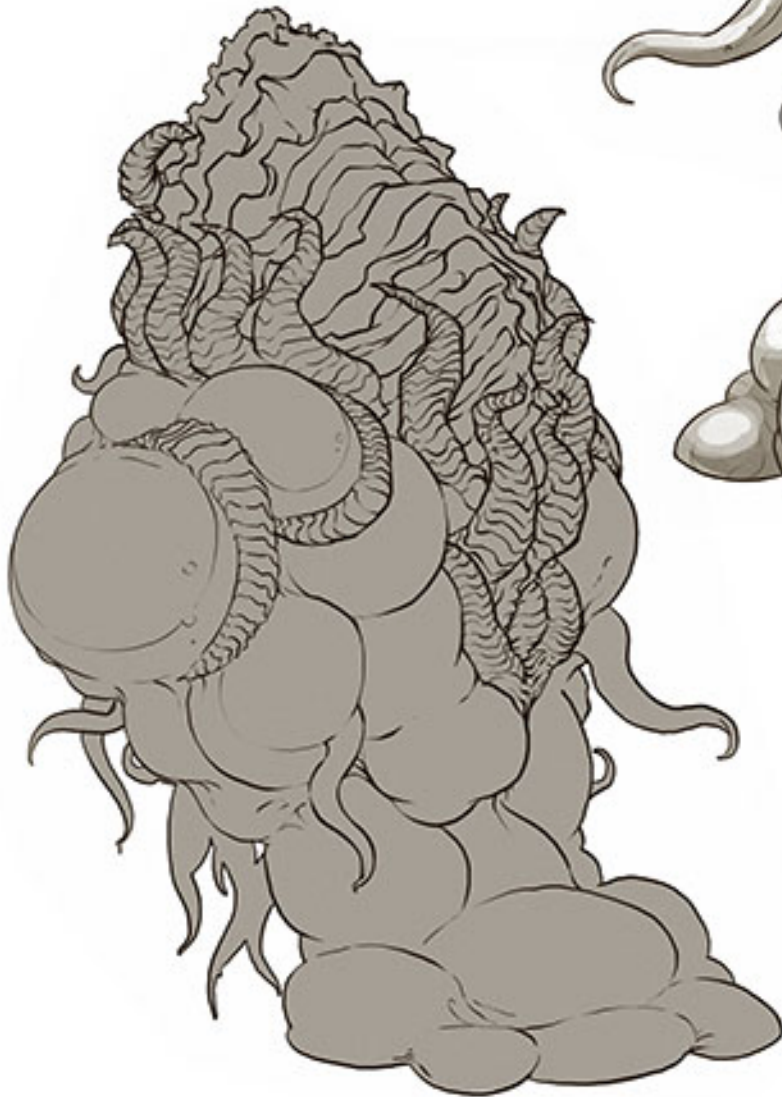


- The human host has been nearly completely taken over.
- The face is being pulled open by claws/teeth, the skin should look like it's being ripped off.
- Human arms are growing out of the back. At the wrists, blades are growing out splitting open the hands. These are used as giant incisor like weapons.
- Across the back are scars and open gashes left by the blades scraping across the flesh.
- The underside is a large collection of heavy dragging tentacles. These resemble more innards than weapons.
- The Spawn walks by slowly dragging his heavy slimy body with his powerful hoofed legs.
- His back is a collection of large puss filled sacks that look ready to burst.



## YOG SOTHOTH

- Yog Sothoth is a cosmic being.
- His structure resembles some human characteristics but is in no way human.
- He is composed of an intricate bone structure that weaves in and out of clusters of sacs.
- The bones should look as if they are clamping on to the sacs and resemble the anatomy of creatures in Aliens.
- "Tubes" also weave through the body, transferring fluids.
- The bottom half of the body consists of large embryo like sacs that incubate mutants, abominations, and spawns.
- The sacs look ready to burst and are bulging with veins.
- Fluid drips from the bottom half of the creature, and tentacles hang from an indistinguishable opening.

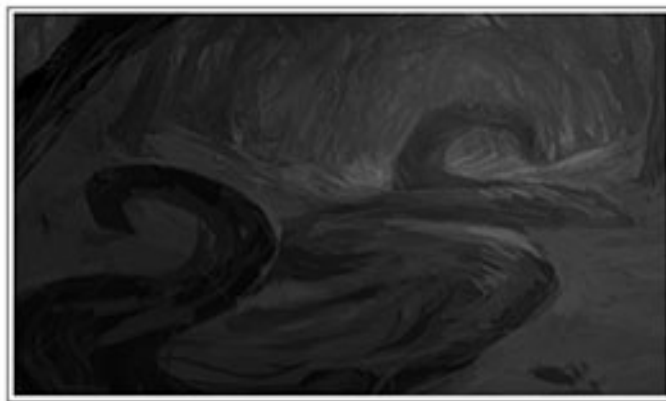
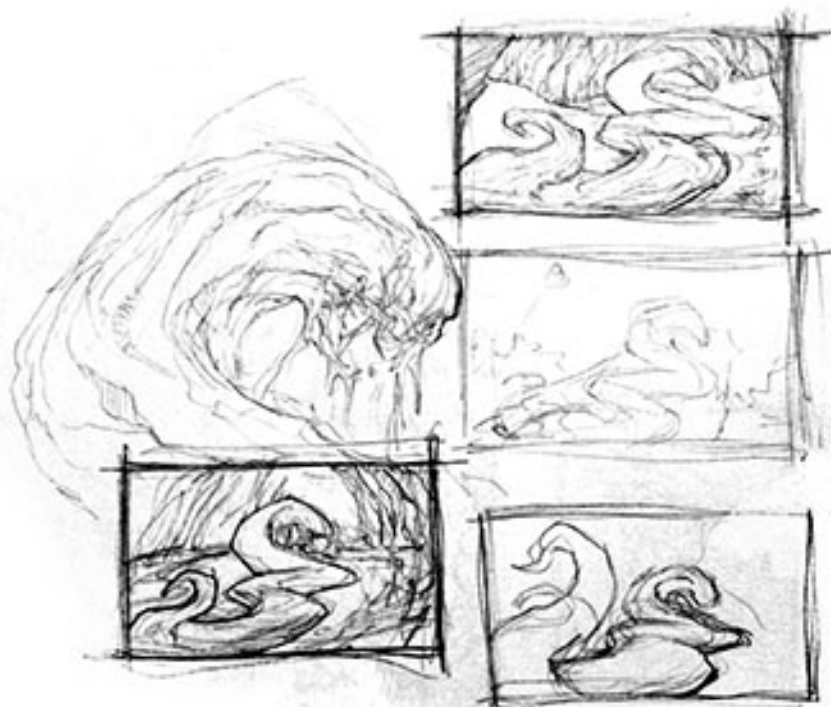


- The top of Yog has a feature that somewhat resembles a face. This shouldn't look like a face but just give the player a sense of familiarity.
- The Sacs serve as a base for the figure.
- Yog should give off the illusion that he is floating. Hovering over life forms and devouring them.



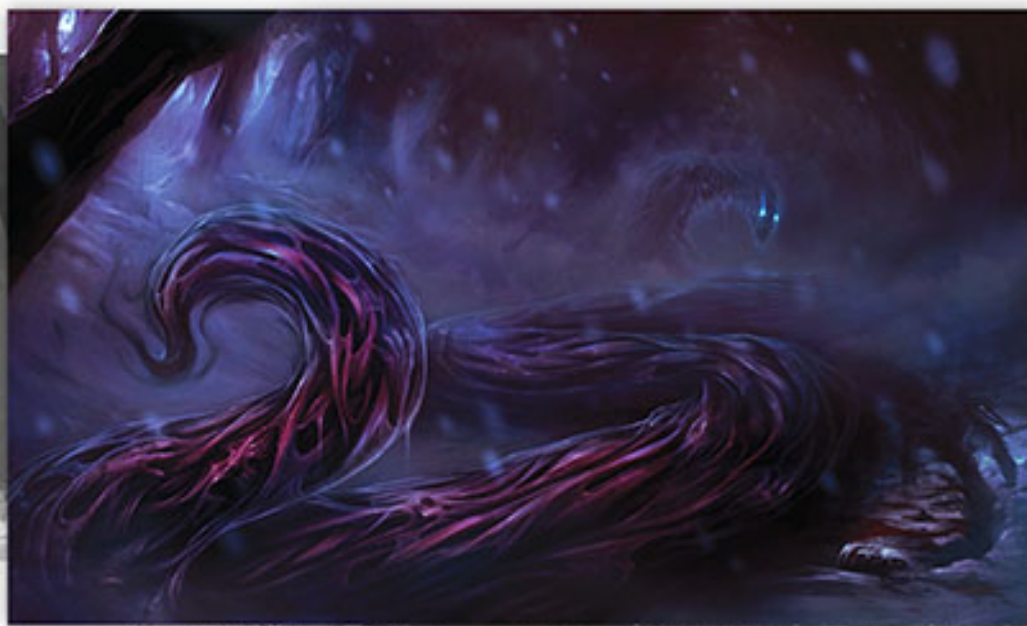






PROCESS

ITHAQUA RISING ▶



## DESIGN NOTES

Ithaqua is the smallest of the Great Old Ones. I wanted to make a scene that was more intimate and haunting rather than focusing on the scale as I did in other illustrations. I pictured the story of a pair of hikers getting lost in a snowstorm. As they get separated, one of them follows footsteps that lead to a dark path. As he stares at the ground and finds a bloody shoe, he slowly looks up and sees a grinning Ithaqua staring straight at him.





- The hair is thick and tangled. It is dirty and clumped up. This is especially evident around the mouth and the midsection where blood has been.
- The hair is blowing in the wind to give a sense of movement.
- A thick rubbery textured skin is showing through only on the hands, bottom half of the legs, and a little bit of the face.
- He has no eyes, just openings that look like they've been sealed shut and burned.
- The mid section is exposed organs and dripping flesh.
- The back shows a ribcage structure that wraps around to a rigid spine.





## GNOPH KEH



- The hair is thick and tangled. It is dirty and clumped up. It is similar to Wendigo.
- The hair is blowing to the side to give a sense of movement.
- 4 large horns protrude from the sides of its face. They are ridged and have caked on dirt and blood.
- His face is empty and made of bone.
- His arms are made of tough thick elephant like skin.
- He has 6 limbs that he can use to crouch down and walk on all fours or walk upright.
- Two of the limbs that are acting as legs are half buried in the snow.
- His hands consist of 3 fingers and no thumb.

- His body is composed of tightly wound tentacles of varying sizes. This is most apparent on the shoulders.
- Tentacles spill out of his abdomen and crawl out of any open orifices.
- His back is a series of hard shells with a rigid bone surface.
- From within the mass of tentacles, appendages sprout out. The back two set of legs are covered in a loose fitting skin.
- The front arms are human like in musculature yet have alien like growths and meld into claws.
- From his face is a large trunk with contracting and expanding muscles that open to claws.
- From the opening is a long tongue.
- Soft ridging lines the top of his head.
- The base is made of glacier and ice.
- At the bottom is a skull of a Byakhee.
- The back of Rhan-Tegoth is long dripping tentacles.
- Fluids secrete out into an oozing puddle.





## ITHAQUA

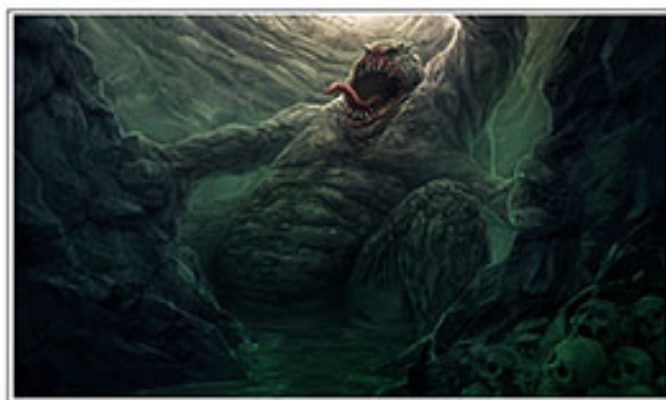


- Ithaqua should have an ethereal quality to him.
- He is made of many striated ectoplasmic material and the flesh of his many victims.
- A soul is being released from his mouth.
- He is a thin figure, but should feel very imposing.
- He should stand as tall as any other figures except for Cthulhu. (125mm)









PROCESS

TSATHOGGUA ►  
RISING



## DESIGN NOTES

Tsathoggua is a large beast that lives underground. He is fed sacrifices and rarely leaves his pit. I sketched out multiple layouts for this illustration that were a bit more action oriented, where he was crawling out of his pit to enter the battle. I came back to this design though, because I liked the way it depicted him to be the epitome of sloth. He is covered in large sores and blisters, and he sits in ooze that lines the floor of the underground. Skulls of his sacrifices that were secreted from his body litter the sides of the underground cavern.



- The Wizard has seen beyond and become something different because of it.
- His face has symbols carved into his skin. It should look like he did this to himself with a rusty knife.
- His beard is unwashed and gnarled.
- His eyes are rolled back in his head and he should look possessed.
- The beast he is riding on is actually one with him.
- They are fused together by bubbling flesh and tentacles and bone. This shouldn't look too apparent from the front. The figure should be a surprise when it is turned around.
- The Beast is a two-limbed creature with a long tail.
- His wings are made of a tough leathery skin.
- The tops of wings have a pair of eyes.
- The Wizard is infused with the beast from the waist down. His cloak is torn from the back, exposing bubbling skin, tentacles and a large organ. The organ extends from the top of the Wizard's back, down to the base of his spine where it begins to fuse with the beast and the large spine that connects to the wings and tail.



## SERPENT MAN

- Serpent Man should have a cunning and intelligent facial expression.
- They are not “fighters” and should not have the build of one.
- They stand taller than a cultist, and should differentiate from them enough, even though they are both wearing robes.
- The skin is scaled.
- The adornments are made of bone and sinew.
- The cloak is thick and should look layered.



- Formless Spawn has a fluid shape. He consists of teeth, eyes, and fluid that take the form of dripping tendrils and whipping tentacles.
- He should be happy to be a monster!
- The only defining shape within the form should be the rib shapes appearing on one side and the slight ridged humps on it's back.
- To prevent and reduce undercuts, sculpt the bottom half as a relief with deep details to sell the appearance of depth and volume within the base and form.





## TSATHOGGUA



- Tsathoggua is emerging from the ground. There are cracks and stone around him to sell this effect.
- He is pulling himself up from the earth.
- Because of this, he doesn't have to be as tall as other Great Old Ones but should still feel imposing.
- His face is mixed with that of a toad and bat.
- He has 6 limbs, 4 arms and 2 legs.
- Two of the arms are using rock as leverage as the other two are pushing against the ground. His legs are still in the ground.
- His body should be very large and "fat" with many folds. He has four large nipples.
- His arms are covered in Toad like warts of varying shapes and sizes. They are also scattered throughout his body.
- His spine is bulbous and swollen.
- Thick short hair covers his entire back and goes down his arms.





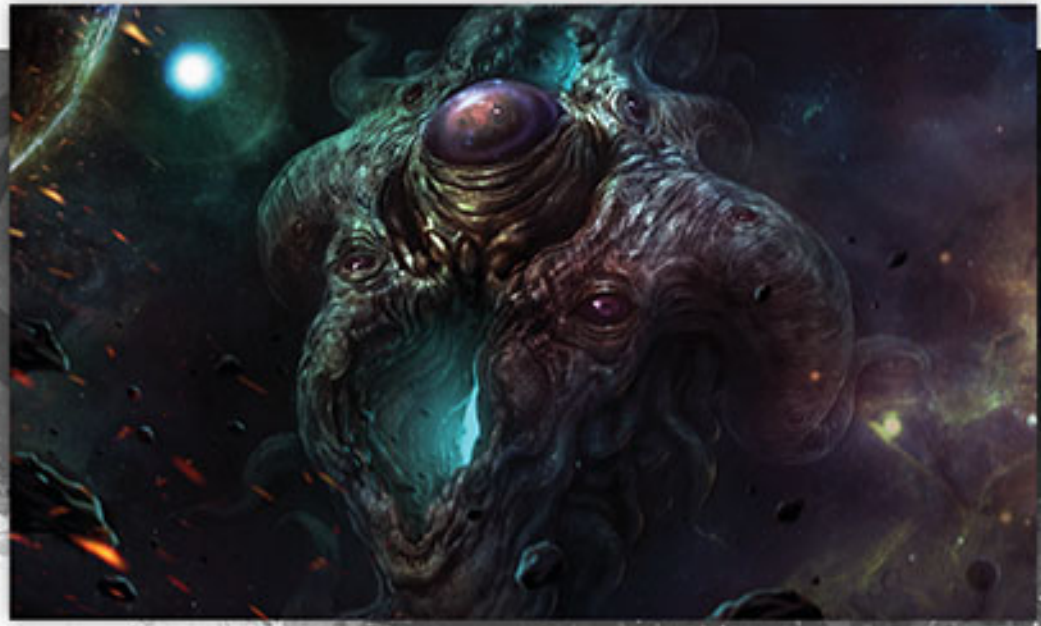






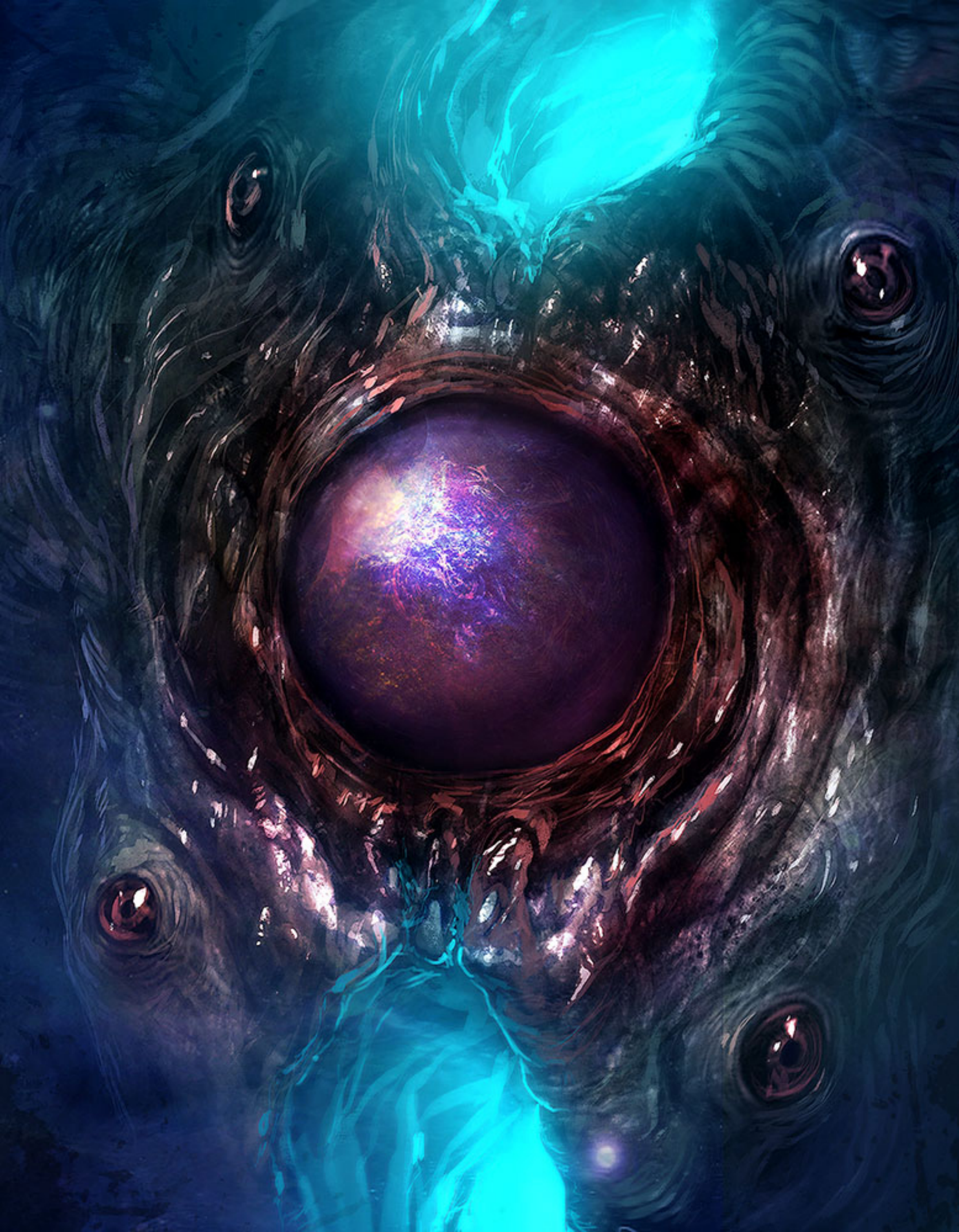
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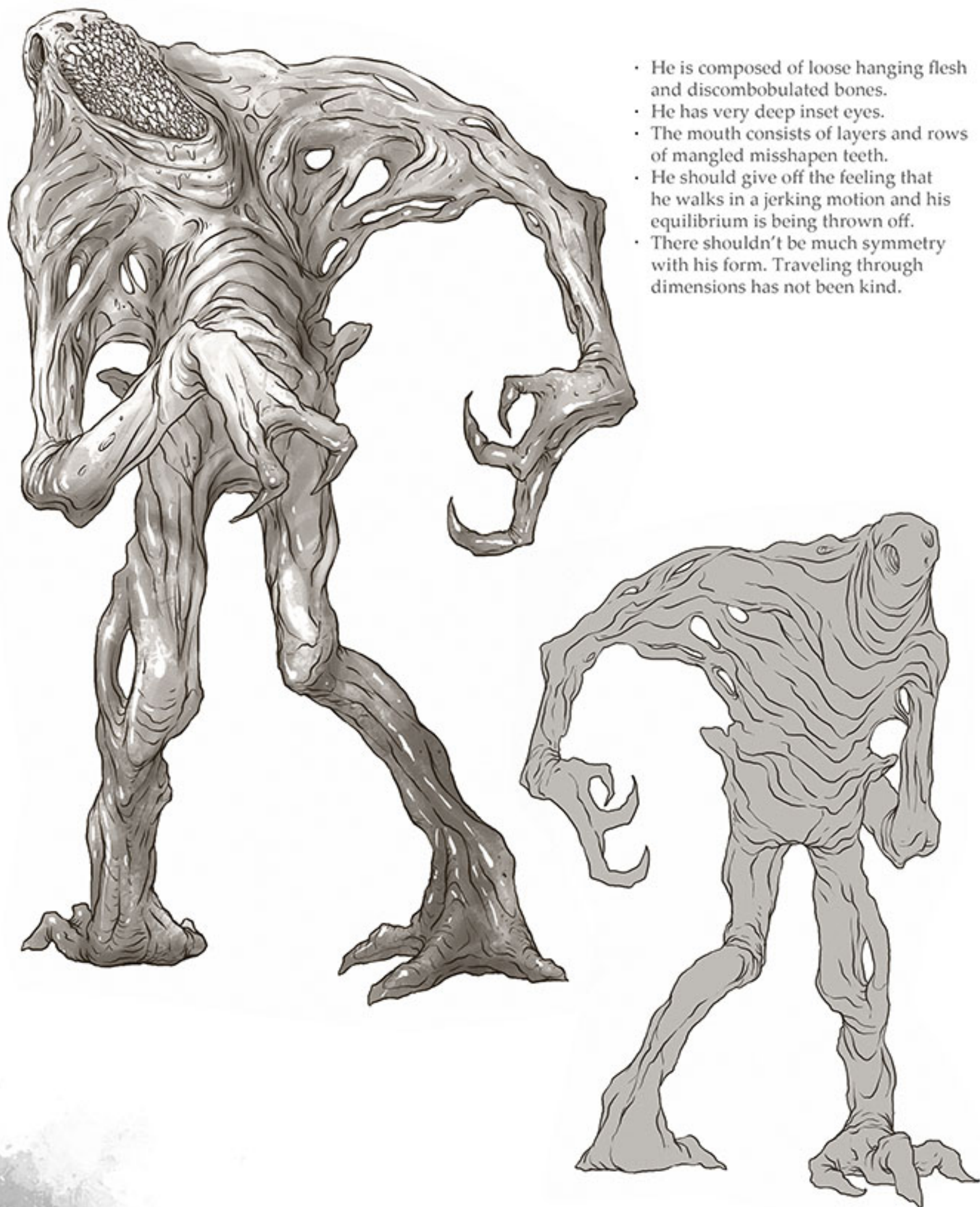
AZATHOTH ►  
RISING



## DESIGN NOTES

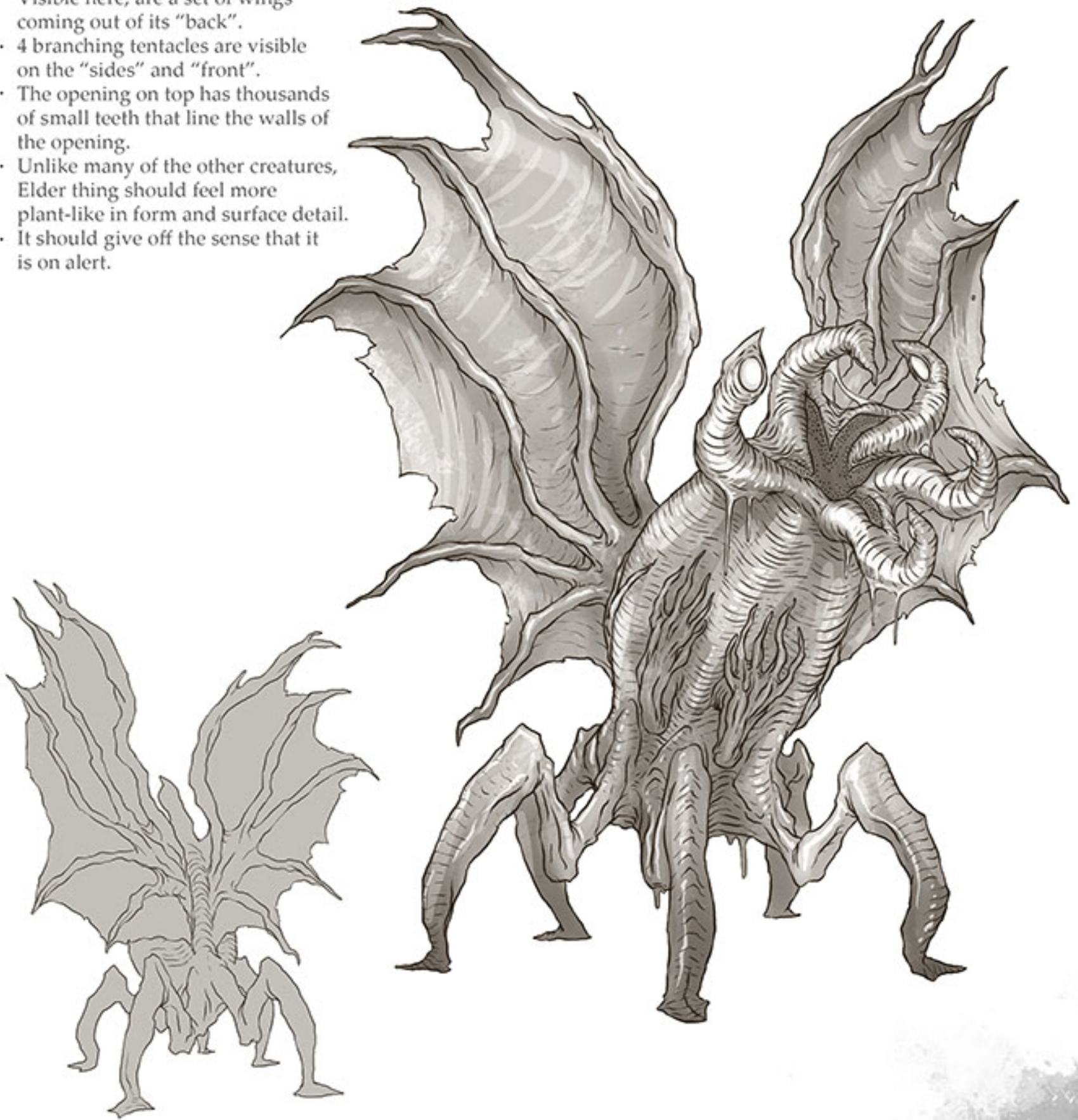
Azathoth is a monstrous chaos at the nucleus of the cosmos. The violent cosmic scene around him portrays power and size. I wanted his design to feel completely alien with the most recognizable parts of his anatomy being the eyes. In the center of the body is a larger sphere with cosmic energy swirling inside, depicting the immense power of Azathoth.





## ELDER THING

- The torso has many ridges and openings that can not be seen.
- Its branched limbs and wings can protrude out at any moment.
- Visible here, are a set of wings coming out of its "back".
- 4 branching tentacles are visible on the "sides" and "front".
- The opening on top has thousands of small teeth that line the walls of the opening.
- Unlike many of the other creatures, Elder thing should feel more plant-like in form and surface detail.
- It should give off the sense that it is on alert.



- It has no fixed shape.
- It should give off the sense of movement, as if it were swaying back and forth with all of its tentacles and forms.
- It is playing an alien organic flute. It shouldn't look like a "human" flute.
- There are openings along the grooves of the flute that its tentacles slide over to play it.
- The tentacles around the area where the flute is inserted are flailing.
- There are no eyes, only deep ridged openings.



## STAR VAMPIRE

- Star Vampire is made up of globular masses and transparent sacs.
- Its underside is composed of wet membrane folded over itself.
- From within the crevices, suckers protrude out. They share characteristics of a human intestine.
- At each tip is a mouth with many sharp teeth.
- There is also hard calloused bumps scattered throughout its underside.
- Long rigid arms extend from the sides of the membranes. Four fingers on each hand.
- These hands are used to pull its victims in to its large mouth.
- A human victim is trying to fight away Star Vampire. He acts as the base to support the figure.

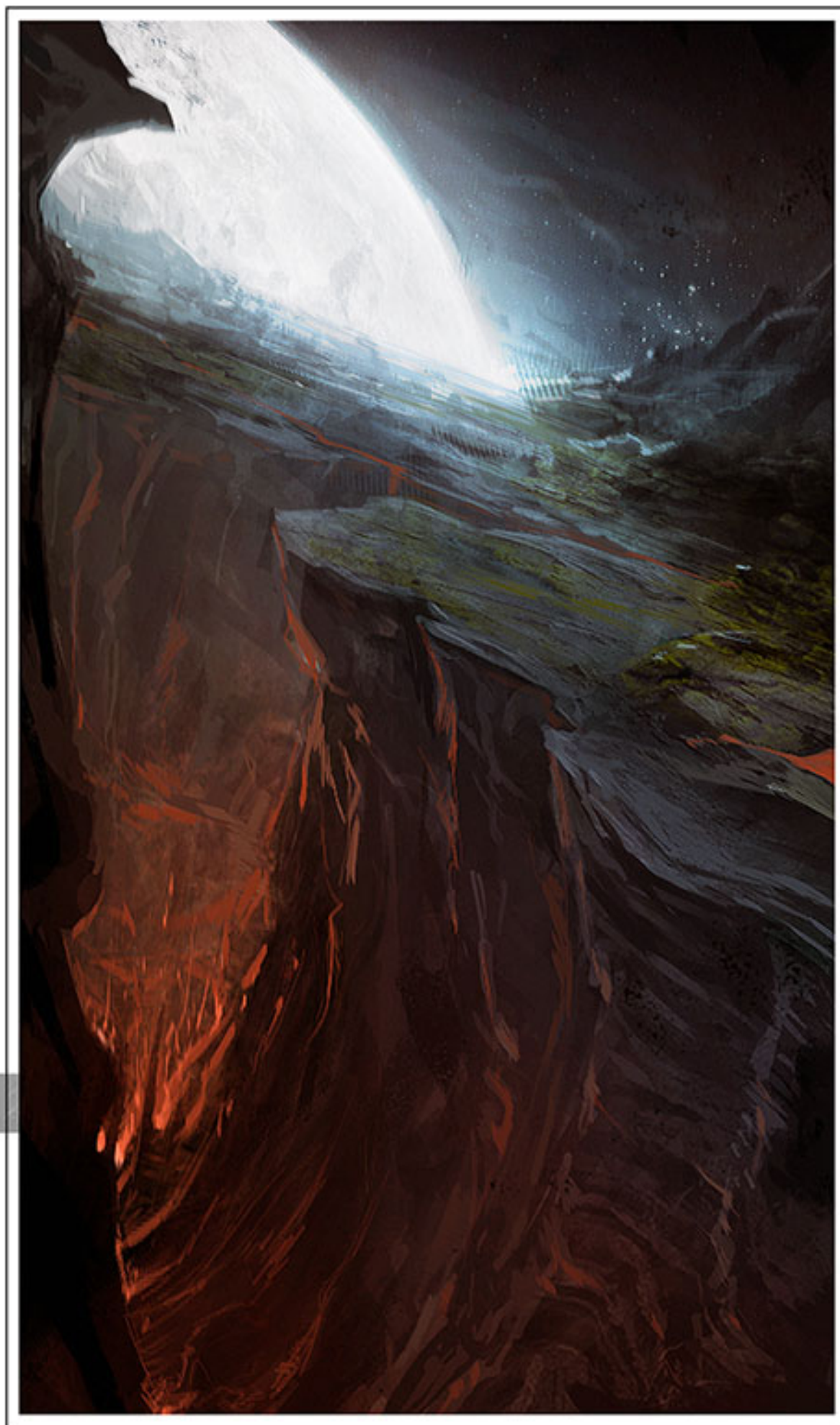


- Azathoth is mainly constructed of tentacles. The surface texture should have many small abstract openings and growths.
- His body is covered in dripping fluid.
- The eyes are inset but protruding.
- The center eye should protrude the most and has many skin folds.
- The focus should be the eyes and mouths.
- The back of Azathoth is a large mass of tentacles.



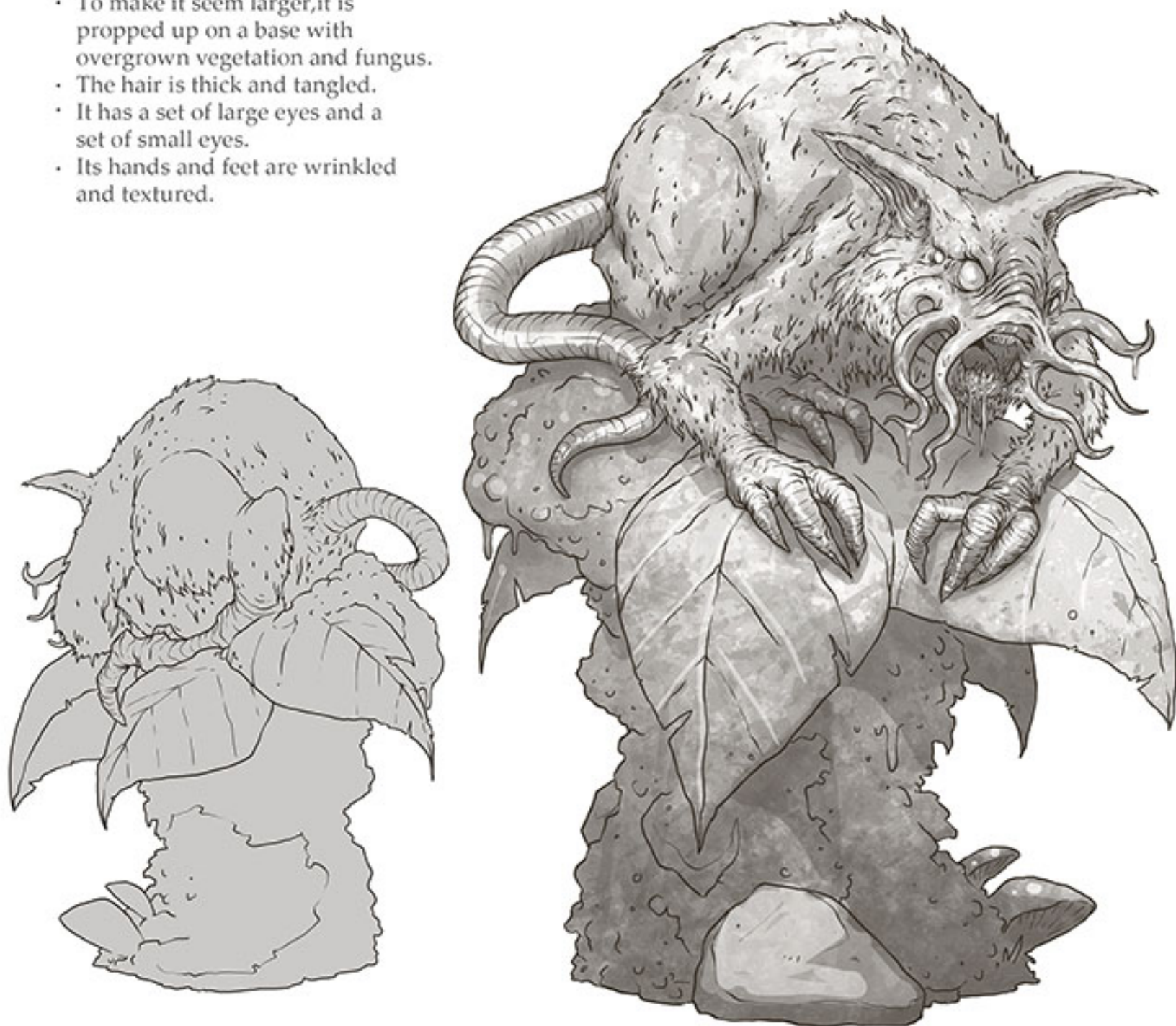






DREAMLANDS

- Zoog is the size of a house cat.
- To make it seem larger, it is propped up on a base with overgrown vegetation and fungus.
- The hair is thick and tangled.
- It has a set of large eyes and a set of small eyes.
- Its hands and feet are wrinkled and textured.

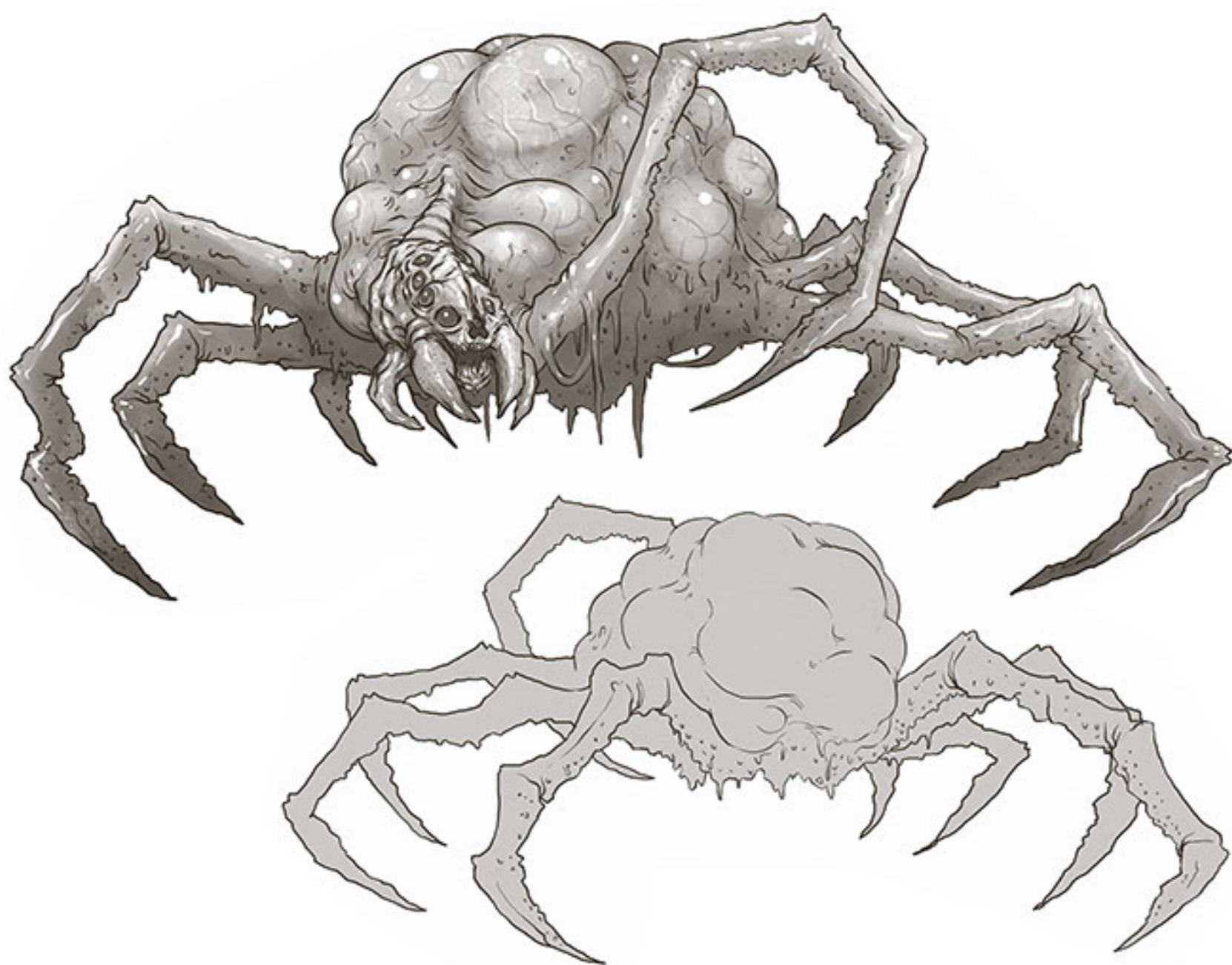


ZOOG

- Bhole is huge! To convey size, it should look like it's emerging from the ground, yet still stand gigantic among other figures.
- The body is hard and made of many hard plates and striations.
- Along its body are "gills" that open up and close as it breathes. These expose soft glowing sacs. To think in "gameplay" terms, this would be the only way to penetrate its hard skin.
- The mouth is lined with thousands of small teeth that can break through earth as it tunnels.



- His body is made of clear fluid sacs filled with eggs ready to burst.
  - Veins and stretch marks cover the sacs.
  - The bottom of its body and legs are covered in moss and alien overgrowth.
  - A humanlike spine connects the head to the body.
  - Parts of bone pop out through its thin skin.
- The legs are spread out like that of a black widow.



LENG SPIDER

- Ghast has no eyes, just deep pockets and indents on its face.
- It has large dry lips which stay open chattering with its sharp, cannibal teeth.
- Its skin is thick and rubbery with rough texture.
- Its upper torso is lean and bony.
- The chest is concave and the mid section is composed of large ribs.
- It has only two long sharp claws.
- The legs are covered in thick tangled fur.
- The legs are powerful and muscular, this should be very evident.
- The pose should give off the sense that it is alarmed by something, and preparing to pounce.



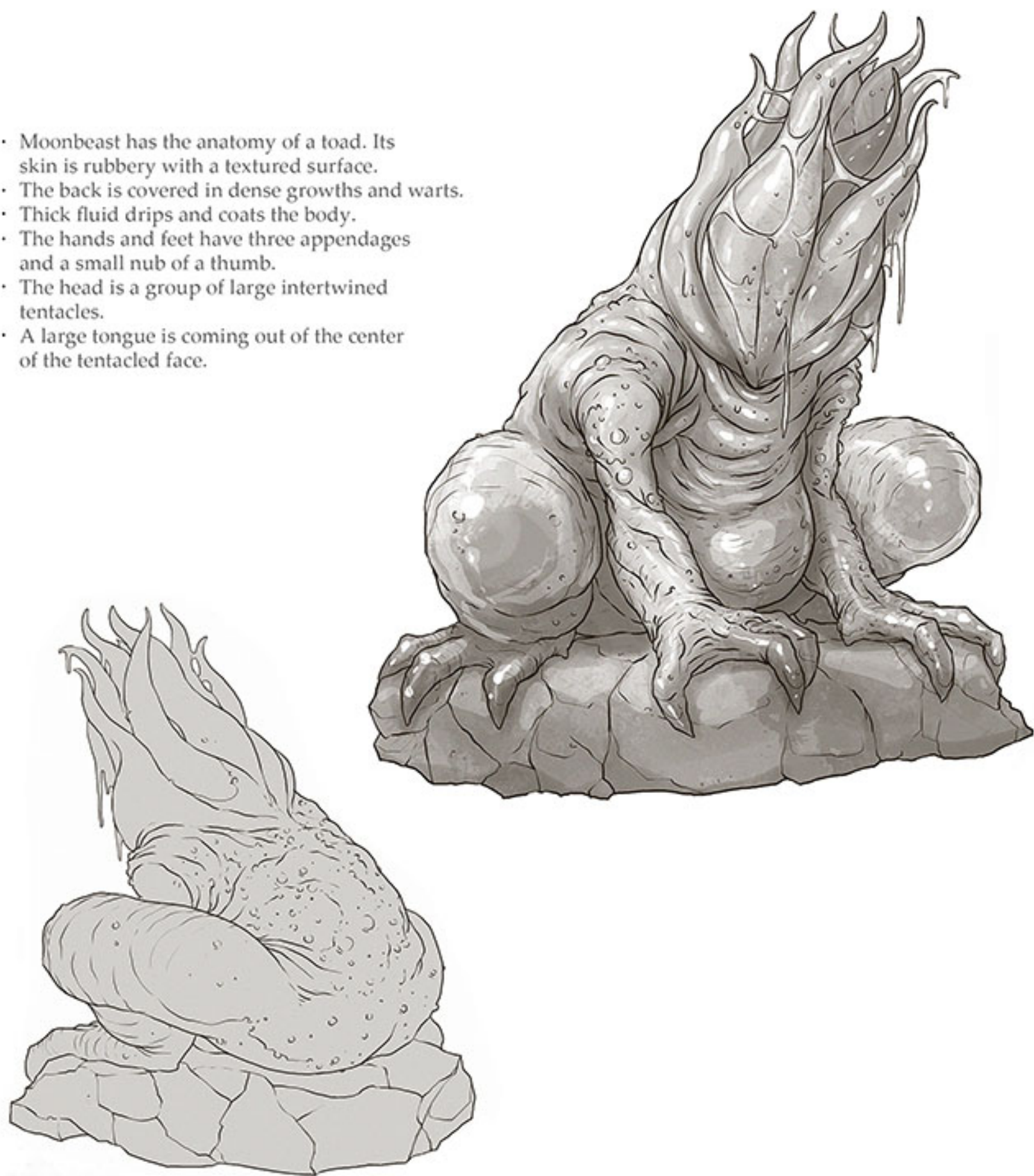


- His fur is thick, coarse and dirty. It is unmaintained.
- He has three claws on each hand.
- His anatomy looks like that of a mutated gorilla.
- His head consists of a large vertical mouth lined with misshapen sharp teeth.
- His eyes extend out.
- At the elbow there are two large forearms.
- His pose should look like he is about to smash his prey.



GUG

- Moonbeast has the anatomy of a toad. Its skin is rubbery with a textured surface.
- The back is covered in dense growths and warts.
- Thick fluid drips and coats the body.
- The hands and feet have three appendages and a small nub of a thumb.
- The head is a group of large intertwined tentacles.
- A large tongue is coming out of the center of the tentacled face.





- He has a human upper torso and the bottom half is a long tentacle.
- This tentacle is used to propel itself along the ocean floor.
- The tentacle is rough and covered in barnacles.
- It is the main mechanism for movement.
- He has 3 arms.
- The head is amphibian like with amphibious markings. He has 4 eyes and no mouth or nose.
- Long gills run up the side of the face.
- Extending off of the neck and into the shoulders are wide flowing fins.
- In the right two arms, he is holding a staff. The back arm is holding a sword. Both are made of bone from a large sea creature. They should look natural and not made of metal.



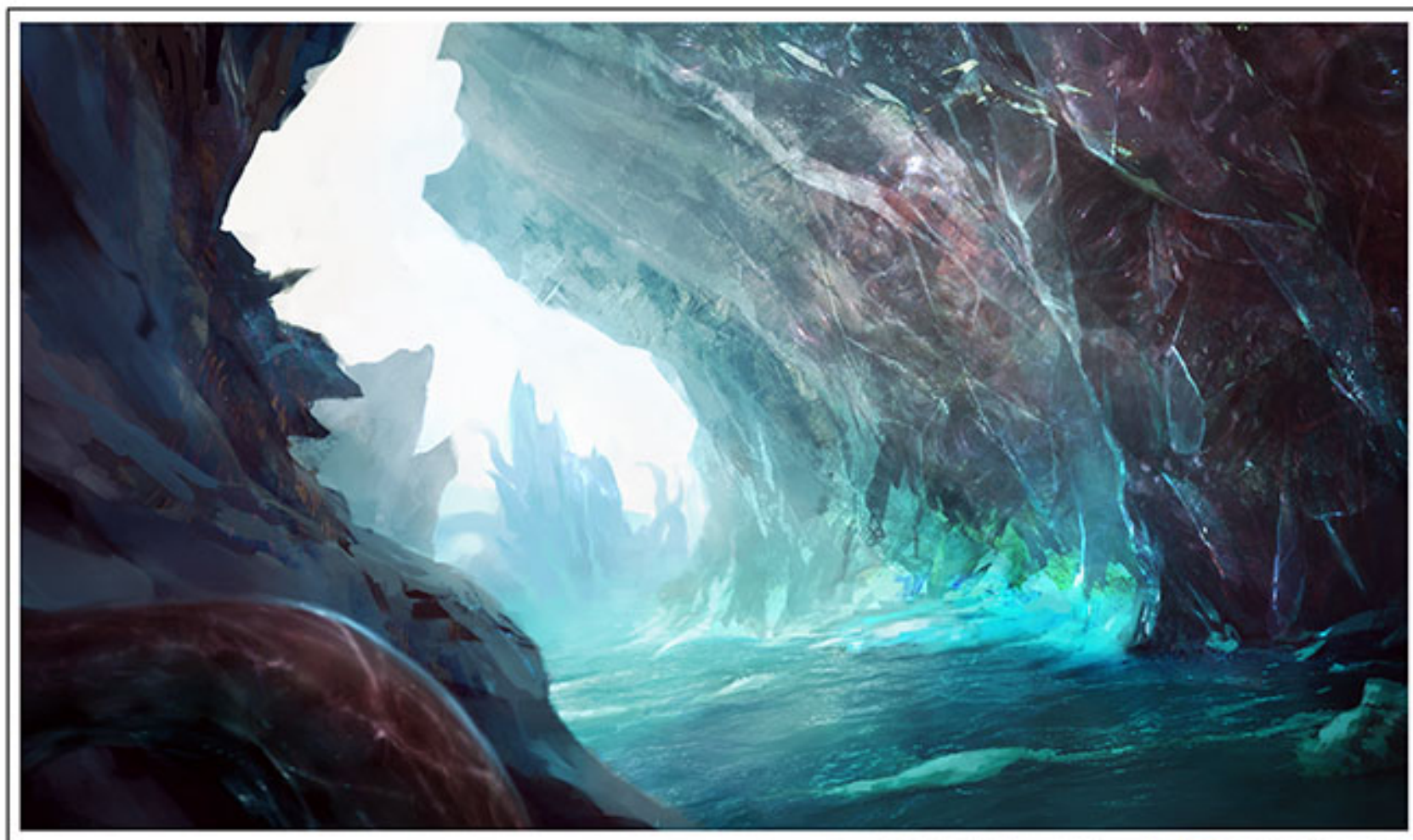
GNORRI



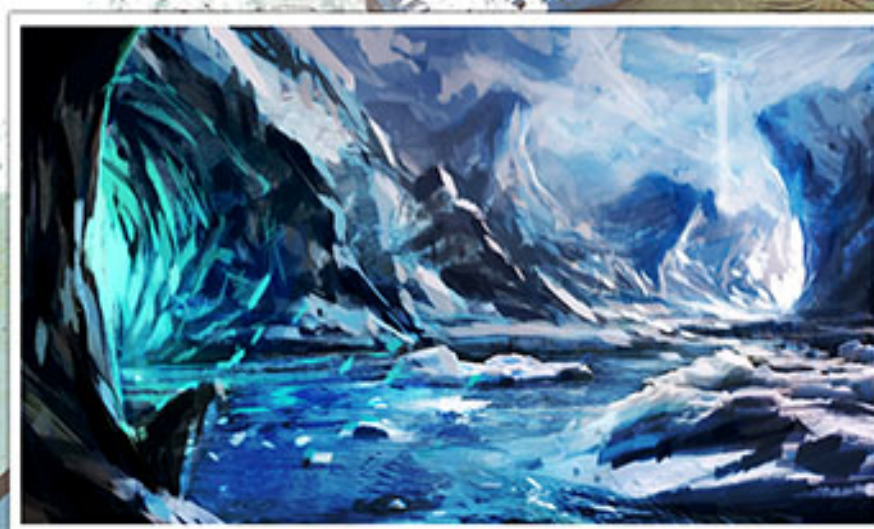
- Shantak has a head that resembles a mutated horse.
- Tendrils sprout from the top of its head.
- Much of its anatomy is bony with tight leathery skin pulled over it.
- It has two legs and a set of wings.
- The wings are a thick material as opposed to the usual translucent skin on most wings. On the underside of each wing are two large cavities.
- Its tail is composed of thick tendrils grouped together to form a large tail.
- The center of its chest is an open cavity with a soft glowing exposed sac.
- The claws have three appendages.



HIGH PRIEST

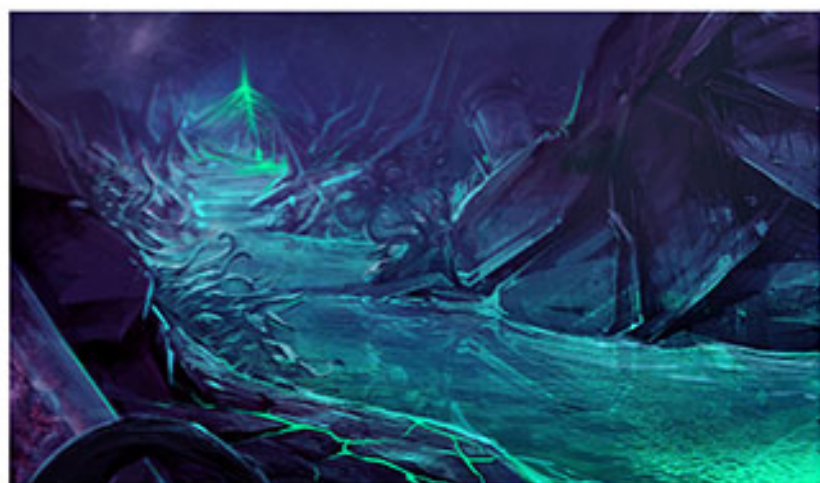
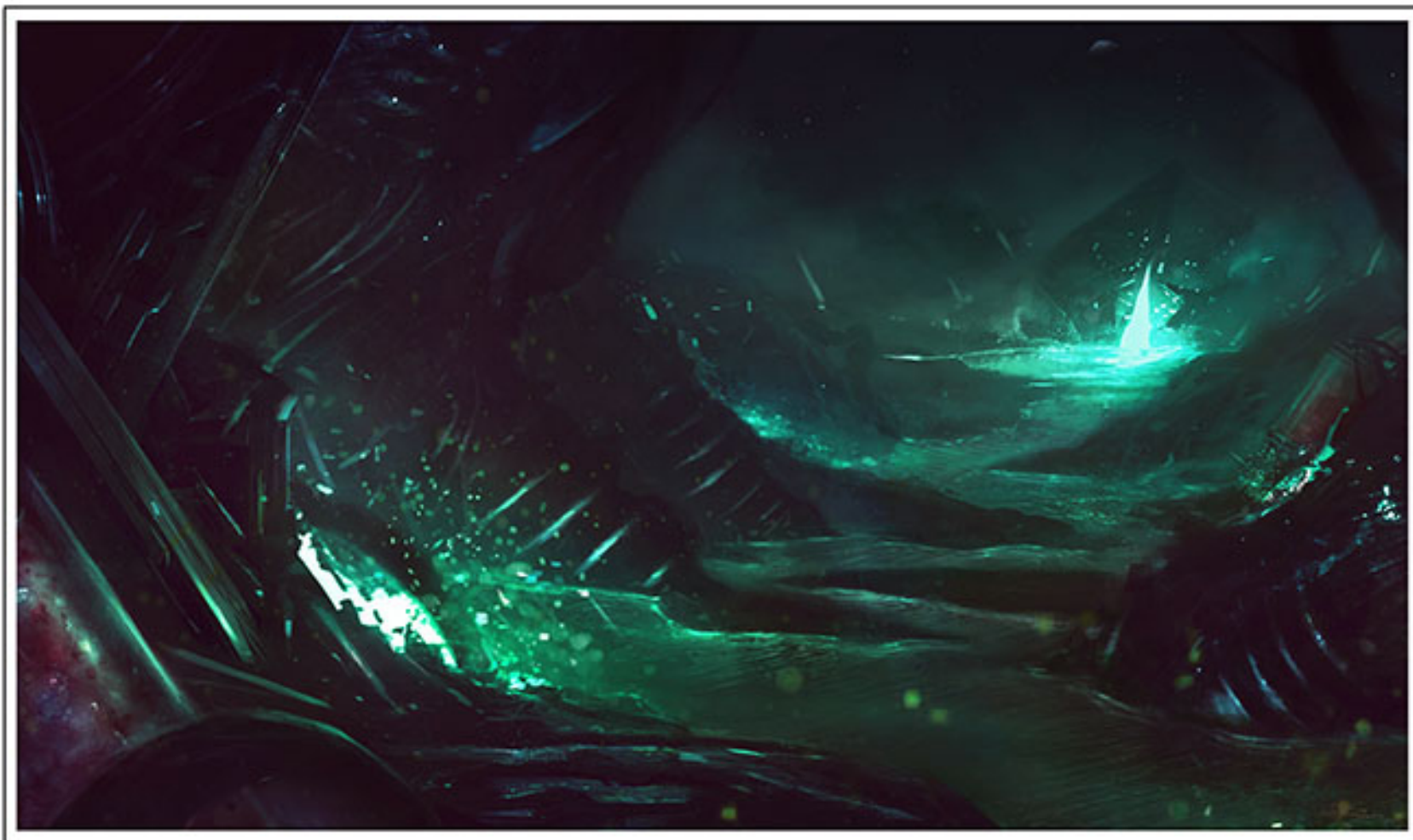


PRIMEVAL MAP



GLACIER MARKER

TETHYS  
OCEAN



YUGGOTH MAP



SLIME MOLD



BRAIN  
CYLINDER



## GATE

- Carved bowls at the top of the pillars are used for blood letting. The blood travels through the pillars down to the ritual area and into the carved pattern on the stone floor.
- Stone "pillars" have a ledge that allow the large Dark Young to sit.
- The center of the base should be large enough to fit the cultist.
- Skulls are submerged into the stone as well as skulls sitting on top and around. This should give the feeling that there have been many rituals done in the past to raise the "Great Old Ones".
- Different kind of ancient writings and Lovecraft symbols surround the star shape in the center of the gate.
- The size of the gate should be as small as possible but be able to fit the cultist in the center, and the Dark young on the pillar ledges. We want to maximize the space we have on the board for the character miniatures by not making to gate too bulky, yet still stand out as a gate.
- There are skulls from sacrifices, candles, blood and other ritualistic items.



ASENATH WAITE MARKER

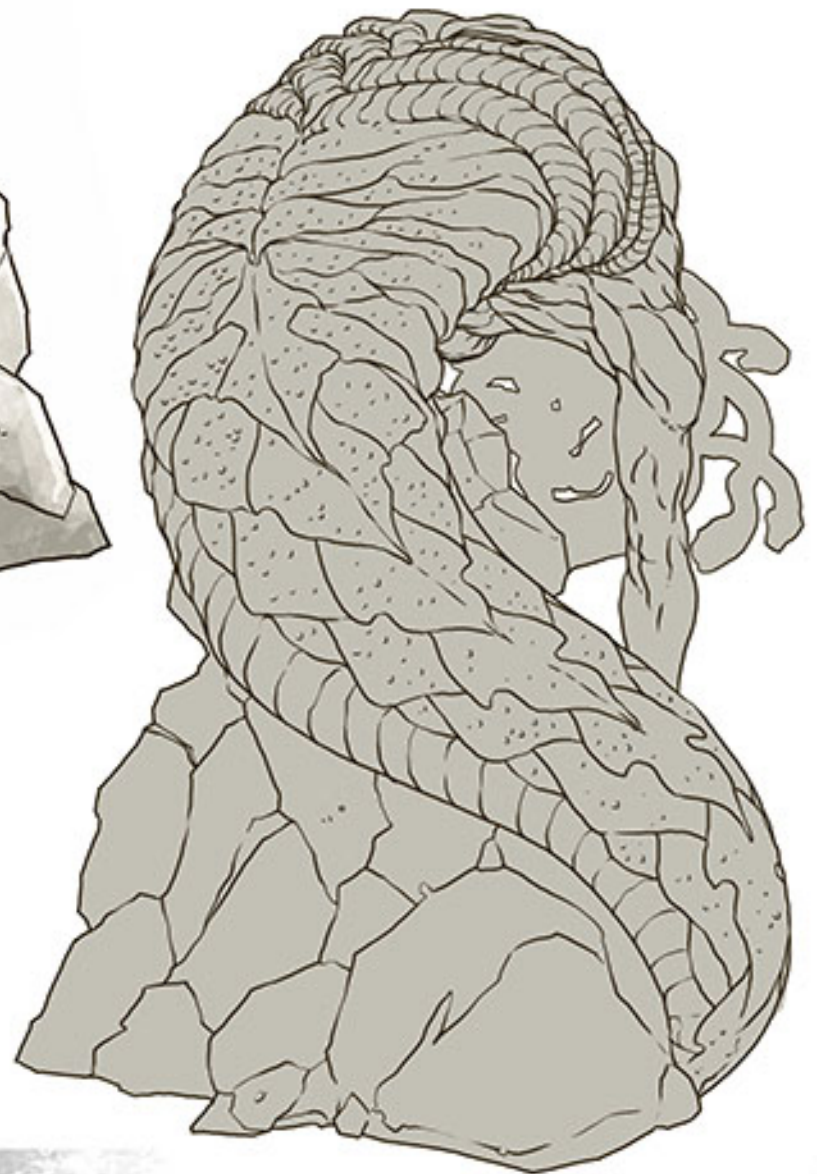
H.P LOVECRAFT MARKER







- Yig's skin is slick and amphibious.
- His back is covered in scales that go down through his tail. There is a set of larger scales that form a pattern on his back.
- His under belly is the same as a snake's.
- He has one large appendage that extends from his neck and reveals 8 claws grasping an eye.
- Ten snakes extend from his upper torso and slither around the eye.
- His upper torso resembles a human, but differs in the musculature. The muscles in the front of his upper torso wrap around to his back into thick snake like muscles.



YIG

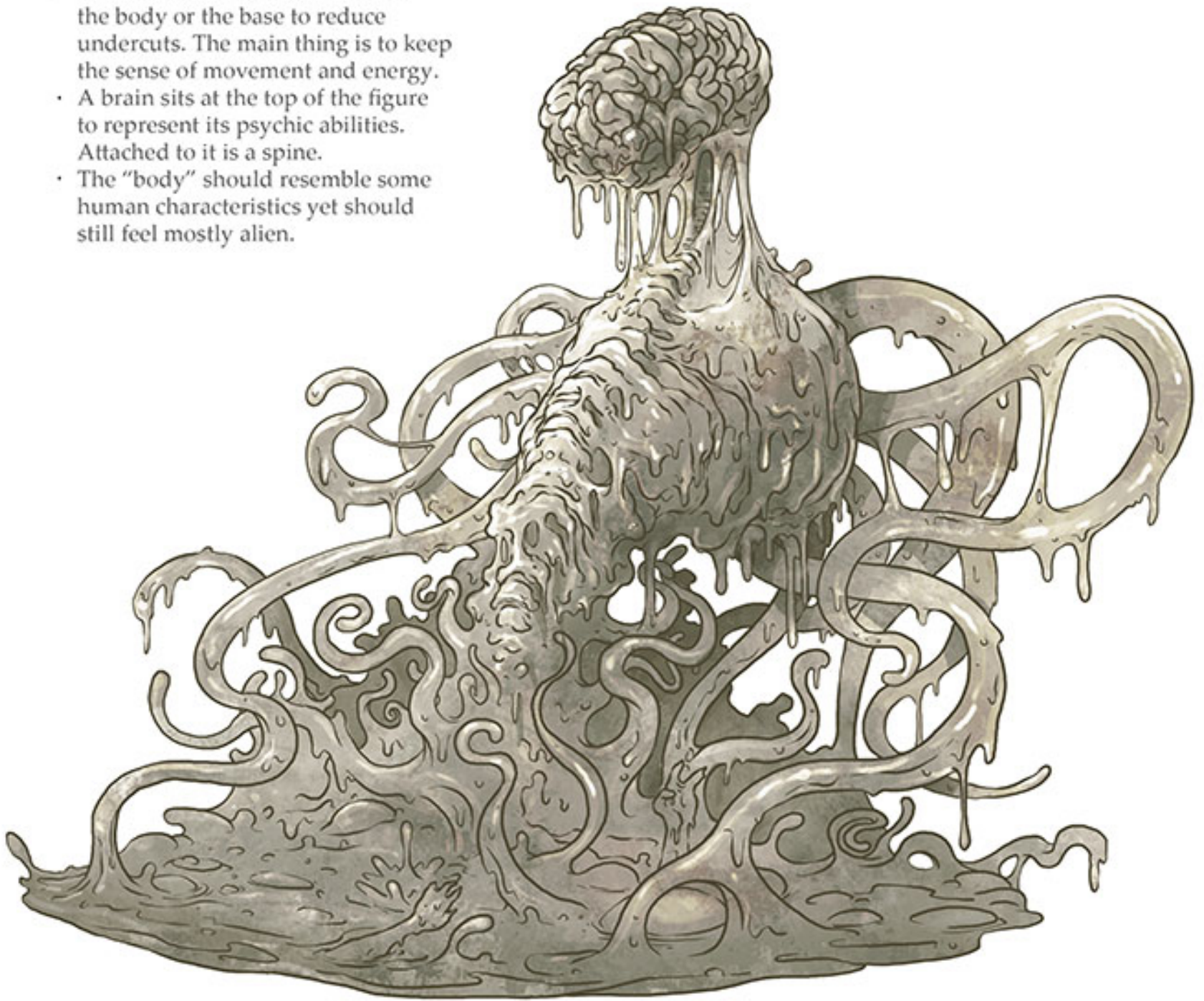
WATCHER OF THE GREEN PYRAMID



- Watcher has no head or eyes. It's not necessary to have sight on yuggoth.
- He uses his large wings to feel vibrations. He uses the many antenna that line his wings to sense intruders.
- His body is hollow and filled with light emanating from the center of his torso.
- He stands tall on the rock, to give the sense that he is watching over.
- His body should have many insect characteristics.



- Abthoth is composed of ectoplasmic slime material.
- The tendrils can disconnect from the body or the base to reduce undercuts. The main thing is to keep the sense of movement and energy.
- A brain sits at the top of the figure to represent its psychic abilities. Attached to it is a spine.
- The "body" should resemble some human characteristics yet should still feel mostly alien.



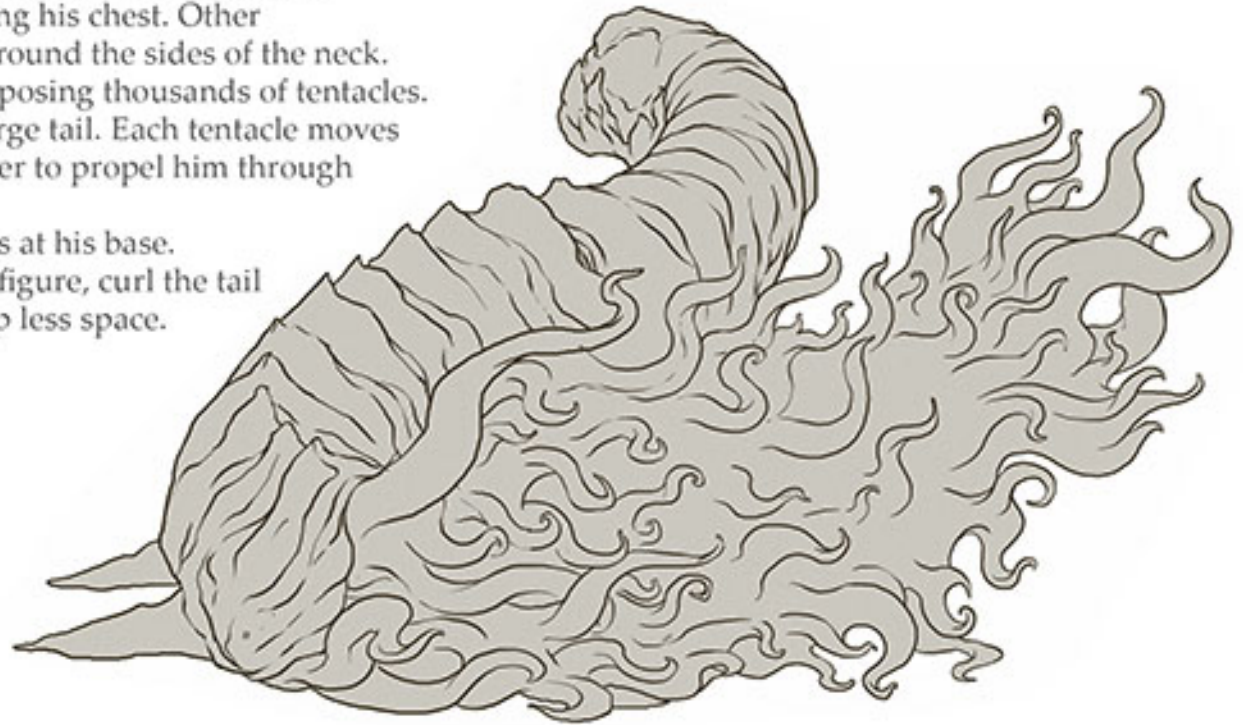
ABHOTH



- Ghatanothoa is composed of loose oozing skin.
- Its body is covered with large boils and large folds and wrinkles.
- From within all the cracks and crevices, organic tubes are extending out and tangled, leading down to the lava that it is standing in.
- Ghatanothoa is asymmetrical and organic.
- The center of its body is a large opening.
- Eyes of various shapes and sizes are spilling out into the lava. A giant eye sits in the center of all the eyes.
- On its back, there are three large claws that converge to the center.
- Right below that is an opening, exposing a large tongue.



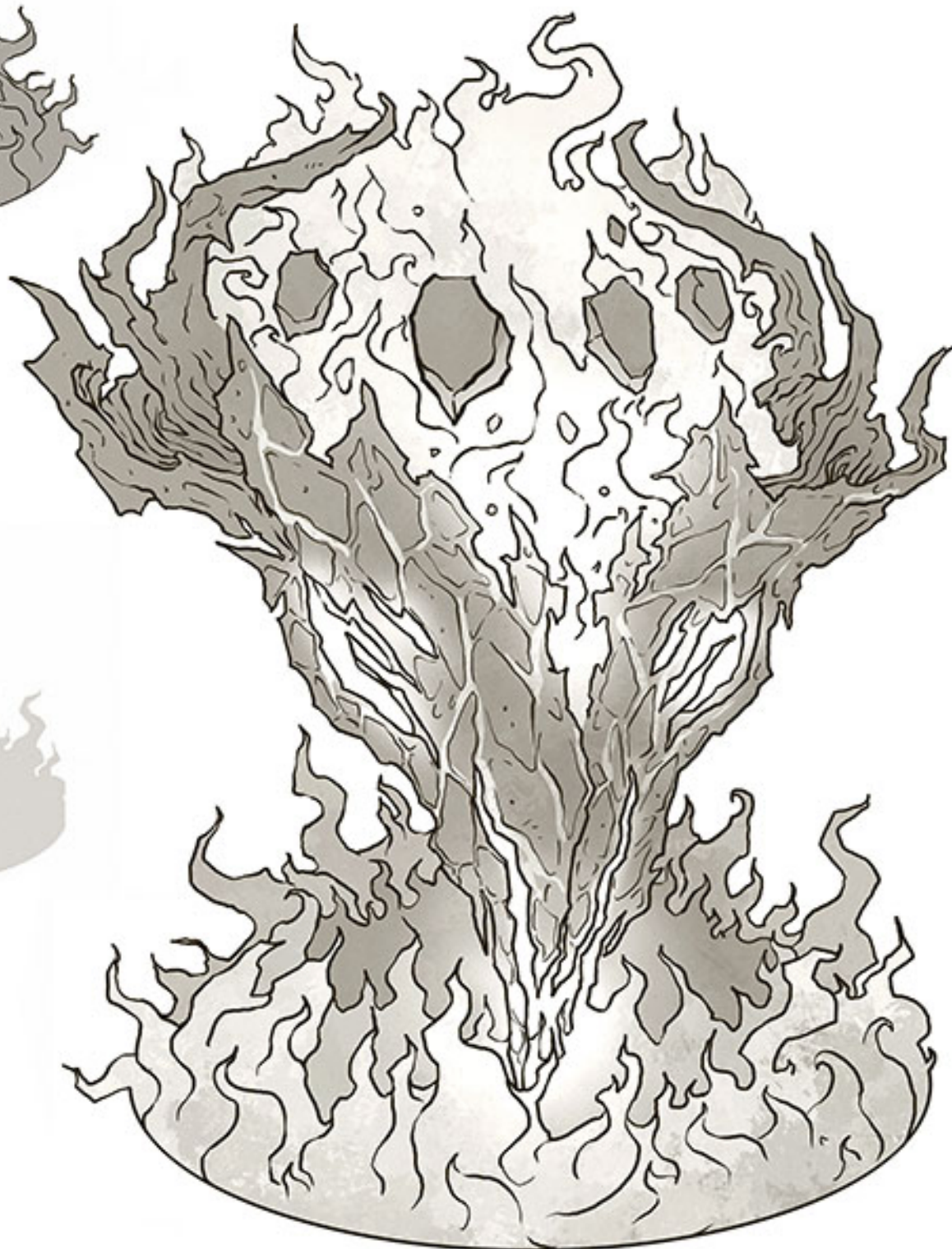
- Father Dagon's skin is thick and slick like that of a whale.
- His skin should be worn and old, like it's been through thousands of years of change and battles.
- Large ridges and folds carry throughout his body.
- Giant gills open down along his chest. Other openings are spaced out around the sides of the neck.
- His underbelly is open, exposing thousands of tentacles.
- They spill out to form a large tail. Each tentacle moves independently of each other to propel him through the water.
- He has two set of large fins at his base.
- To contain the size of this figure, curl the tail around his body to take up less space.

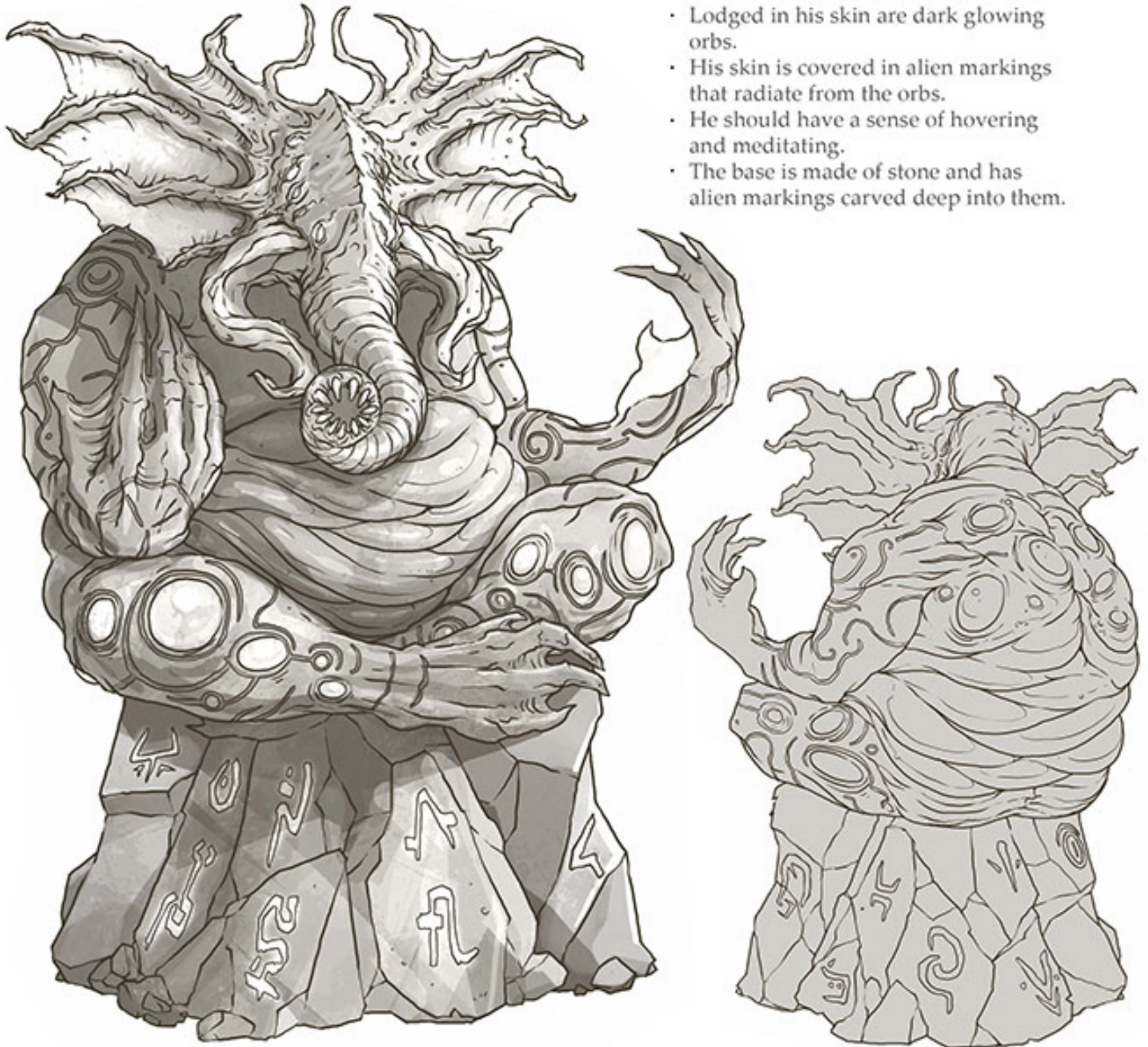


FATHER DAGON



- Cthugha is made up of ash and and fire. The base of his "face" is more of a lava rock texture, but then fades in to an ash texture that composes most of his main structure.
- He is engulfed by flames and should resemble some sort of demonic face, yet still be alien.
- On the crown of his head are runes that float and rotate within the fire.
- The fire can have a stylized texture to emphasize the flames. The runes and other debris are carved on the outside of the fire sculpt.
- The base of the figure is composed of rings of fire to give more of a sense of depth in the flames.





- Chaugnar Faugn's face should have the texture of alien like bark mixed with thin flesh. The trunk texture is segmented.
- His body is soft and all of the folds in his skin should look alive.
- Lodged in his skin are dark glowing orbs.
- His skin is covered in alien markings that radiate from the orbs.
- He should have a sense of hovering and meditating.
- The base is made of stone and has alien markings carved deep into them.

CHAUGNAR FAUGN

MOTHER HYDRA

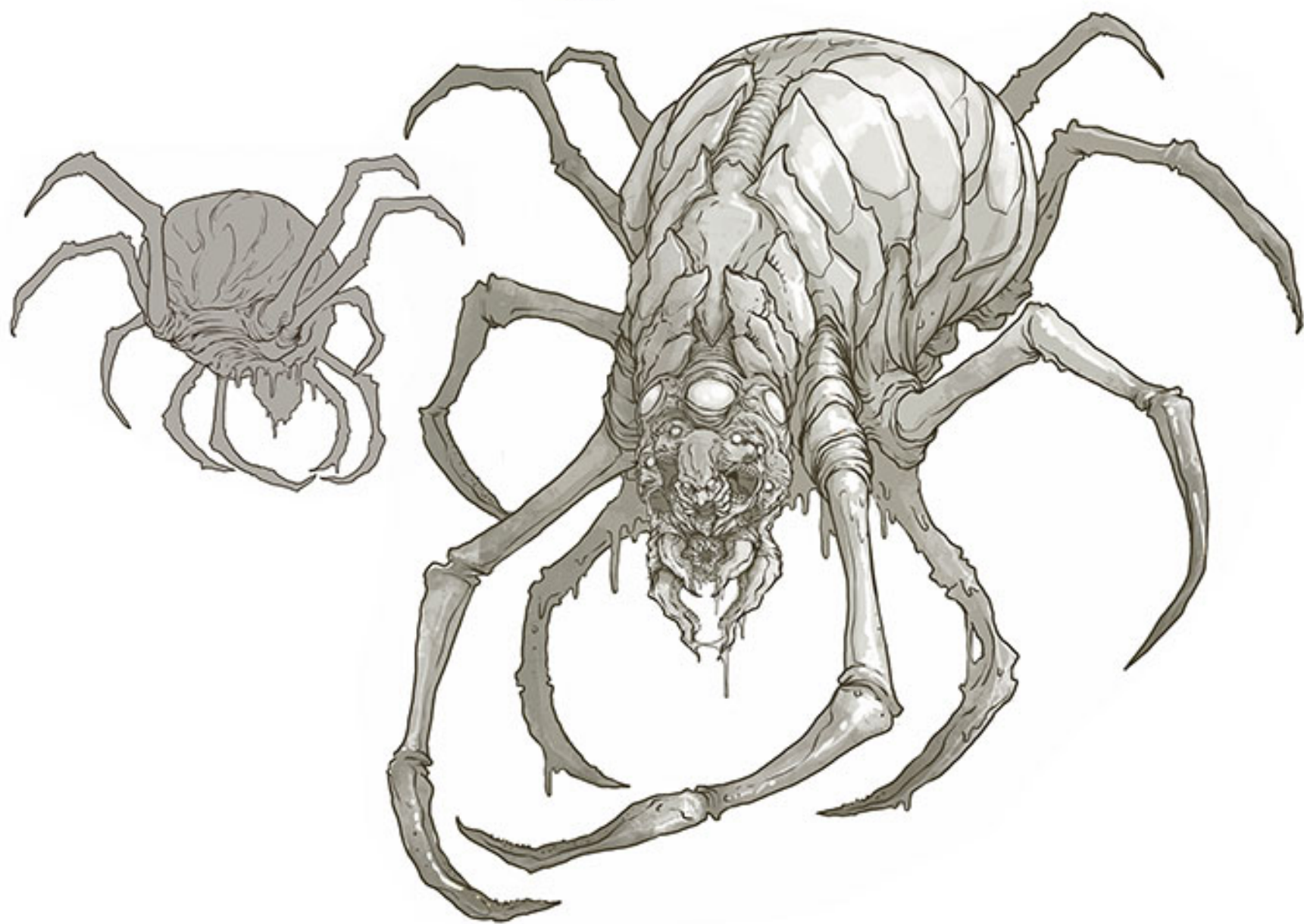


- Mother Hydra has tough fish like scales. They transition up her tail and fade into her body.
- Her body is very human in anatomy.
- 4 large gills open up on each side.
- She and Father Dagon share many characteristics, especially in the face. They both have 3 sets of deeply inset eyes and a large overbite.
- Her "hair" should be more of the shape of sea weed rather than tentacles.





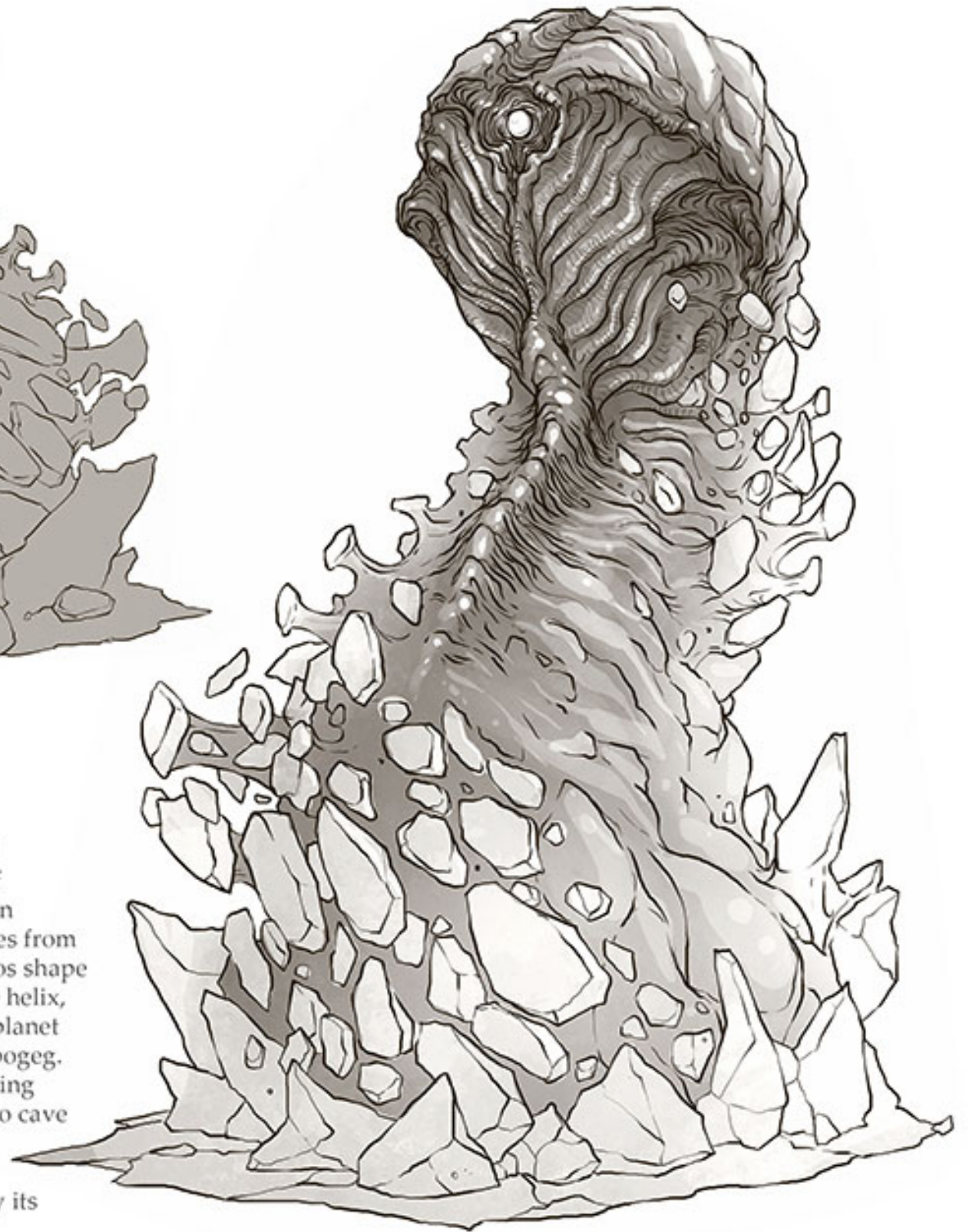
- Her body is soft and covered with hard plates.
- Her head has three large eyes.
- 5 human faces make up the middle of the face.
- Her anatomy resembles that of a tick and spider.
- Her abdomen has large protrusions where legs are attached.
- Fluid and ooze drips from the underbelly.
- An extra set of arms are sprouting from the bottom and dripping with fluid.
- The base should have traces of webbing and human remains.



ATLACH NACHA

- Bokrug has scaly reptilian skin.
- There are many variations in the scales.
- There are many folds and wrinkles that run up his chest and reveal a large opening surrounded by teeth.
- 3 sets of scales are just below the opening.
- He has 4 sets of deeply inset eyes.
- His gums protrude outside of the mouth.
- Teeth are uneven and irregular.
- The tongue is barbed with sharp teeth.
- His hands have 3 fingers and a thumb.





- Gobogeg is described as the “the moon-ladder”. It is the bringer of the destruction of Earth. Laying in slumber until called upon, it arises from the earth as a mostly animorphuos shape except for its head. Like a double helix, the ground tears away from the planet attaching and absorbing into Gobogeg. As it reaches space, the large gaping hole that is left causes the Earth to cave in on itself...
- Details should be small to convey its large size.
- Gobogeg should be the largest Great Old One, as tall as Nyarlathotep.
- Its anatomy is alien and should look like nothing from our world.

## GOBOGEG















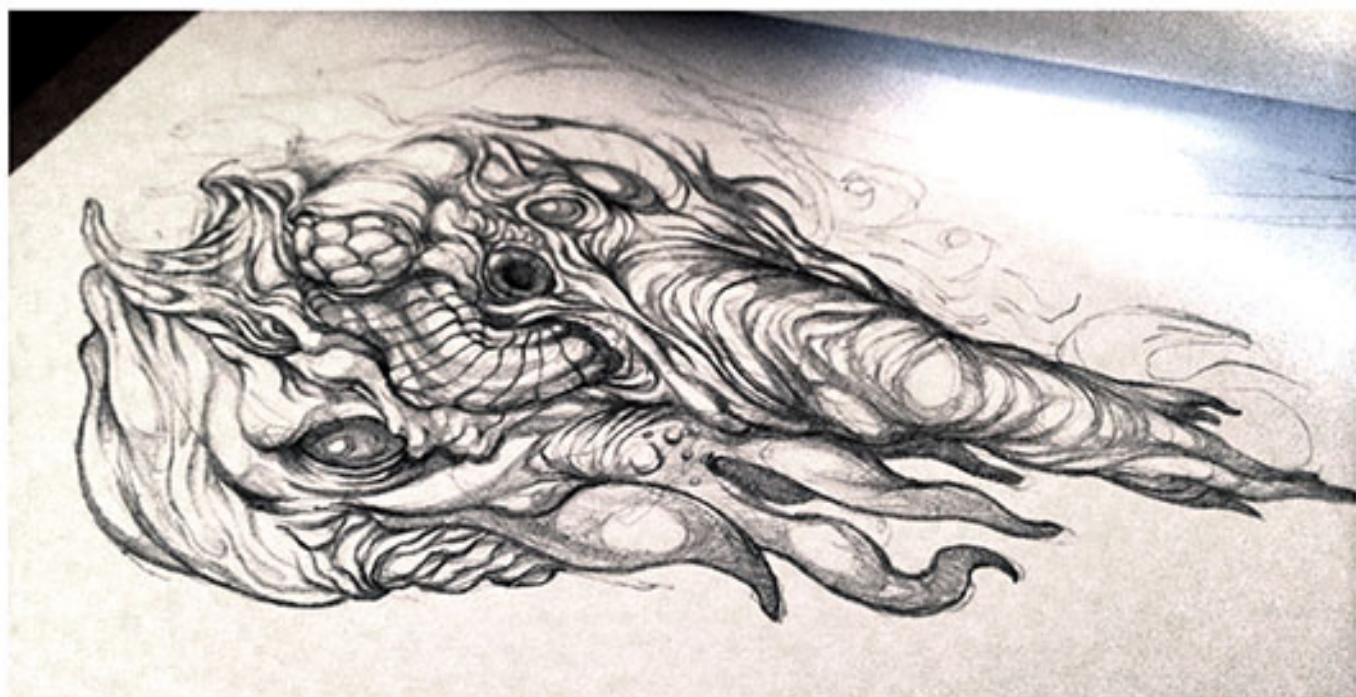


# TENTACLES AND TEETH





















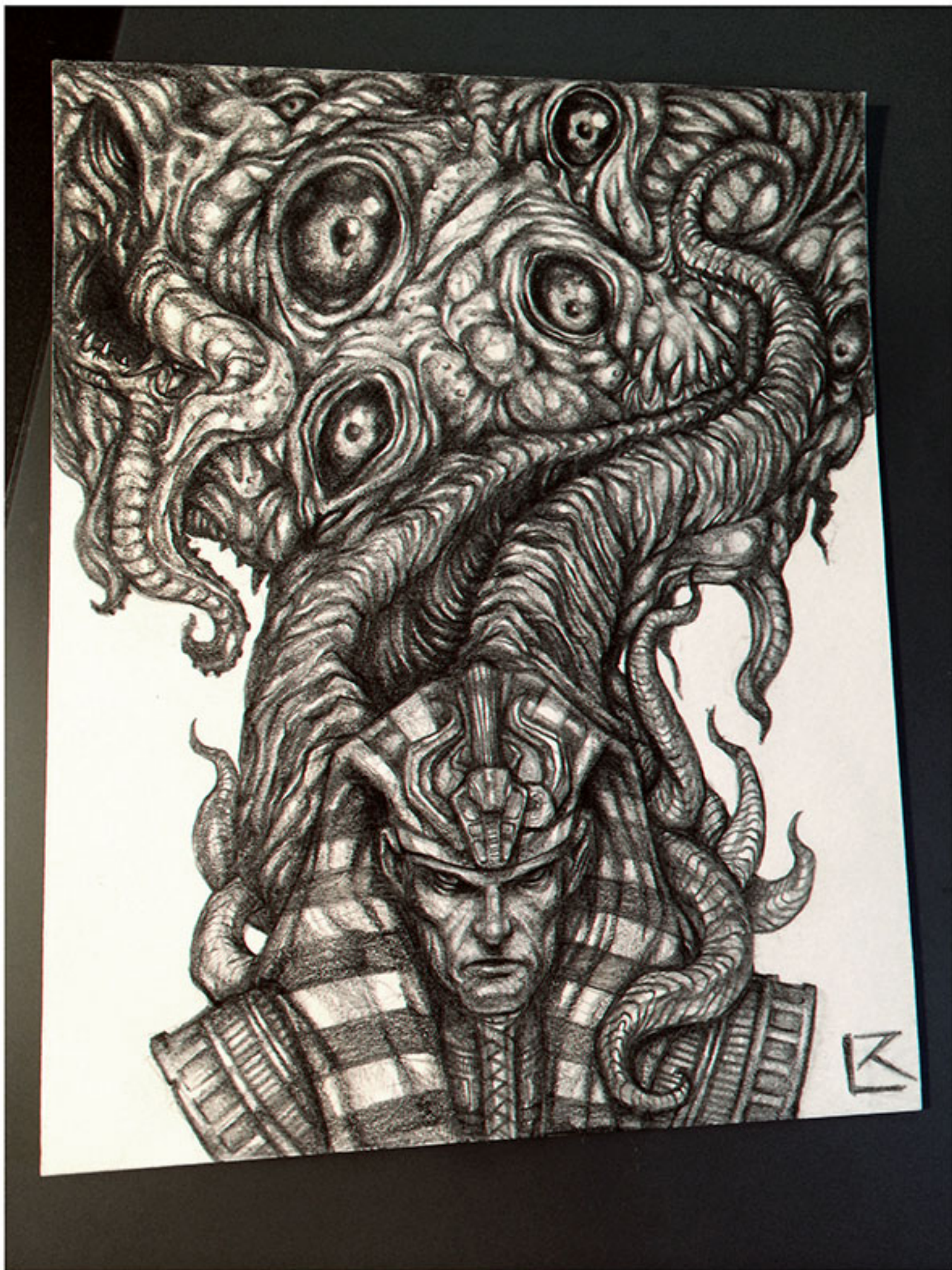






RL



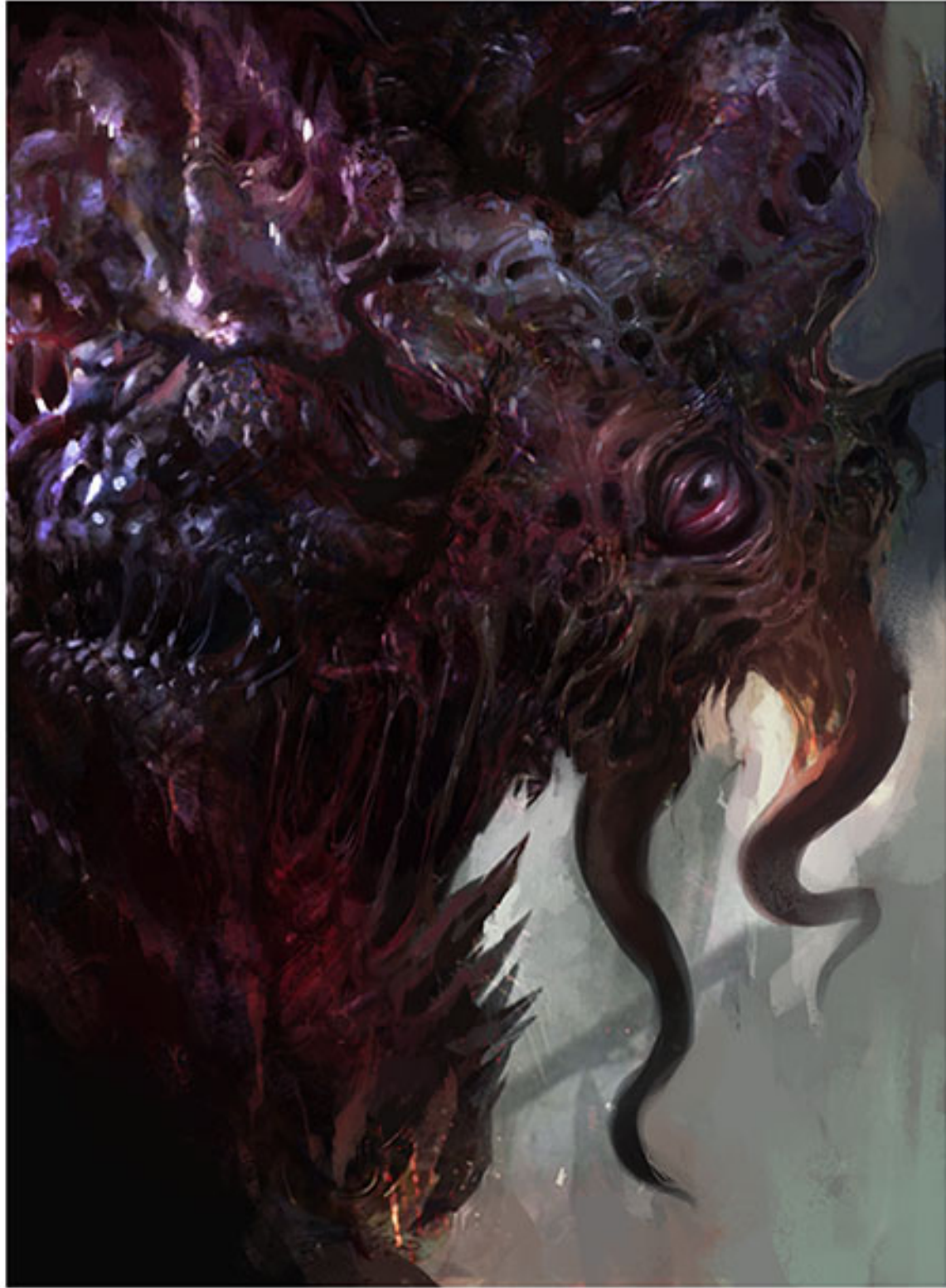


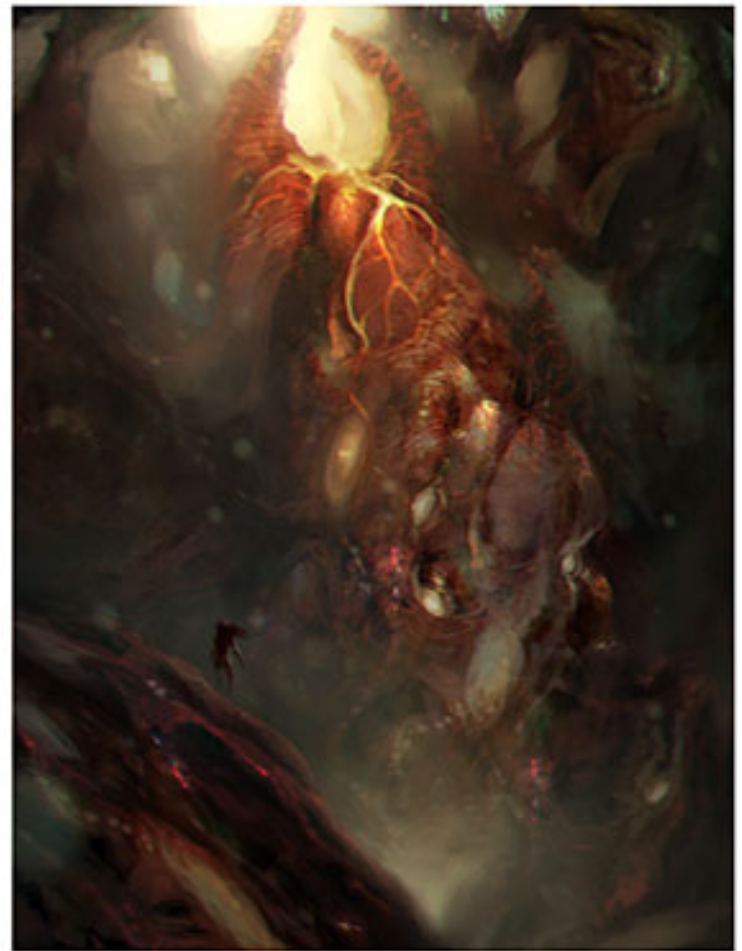






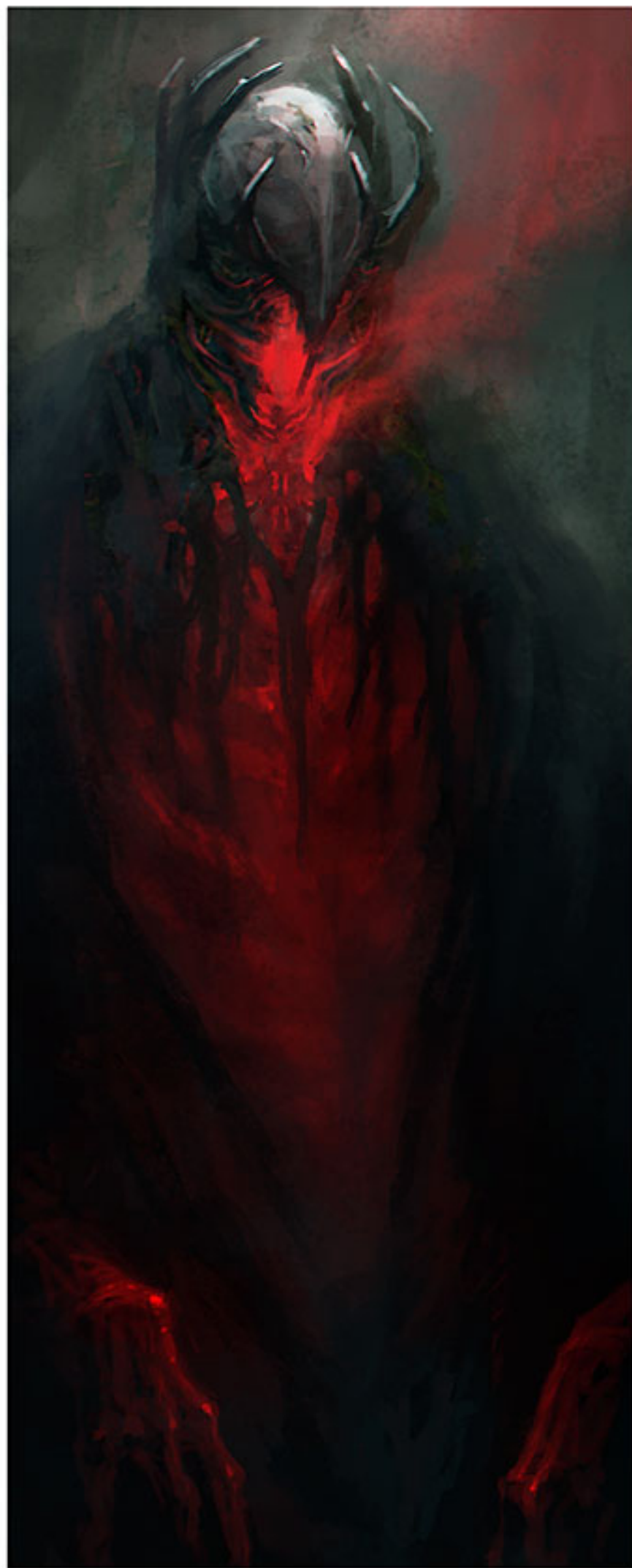


































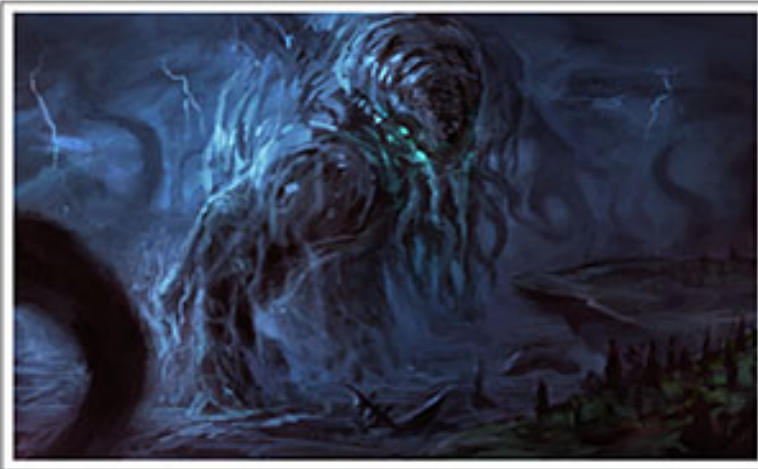








PRELIMINARY THUMBS



PROCESS







These next pages are dedicated to the awesomely talented artists at Fenris Games. They did all the sculpts for Cthulhu Wars and were an integral part of the success of the project. We were very fortunate to be able to work with such a professional group of artists. Thanks to Ian and Jo Brumby, may they create many more horrors!









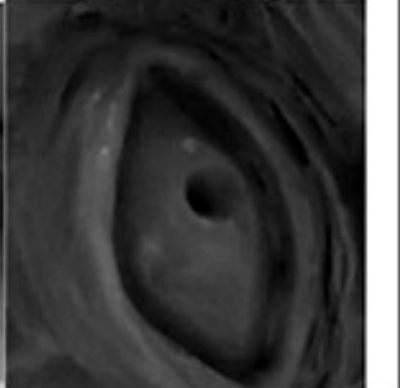


























Special thanks to Martin Canale of The Gore Group for working in collaboration with me to create the ultimate Cthulhu miniature.



Thank you to the master of horror  
for inspiring the art of Cthulhu Wars.




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