



CTHULHU WARS

A SANDY PETERSEN GAME

THE ART OF RICHARD LUONG

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 WIFE, ROB, SANDY, FENRIS, FAMILY, FRIENDS, AND THE FANS.



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CTHULHU



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NYARLATHOTEP



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SHUB NIGGURATH



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KING IN YELLOW



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YOG SOTHOTH



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TSATHOGGUA



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ITHAQUA



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CTHULHU RISES



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HASTUR RISES



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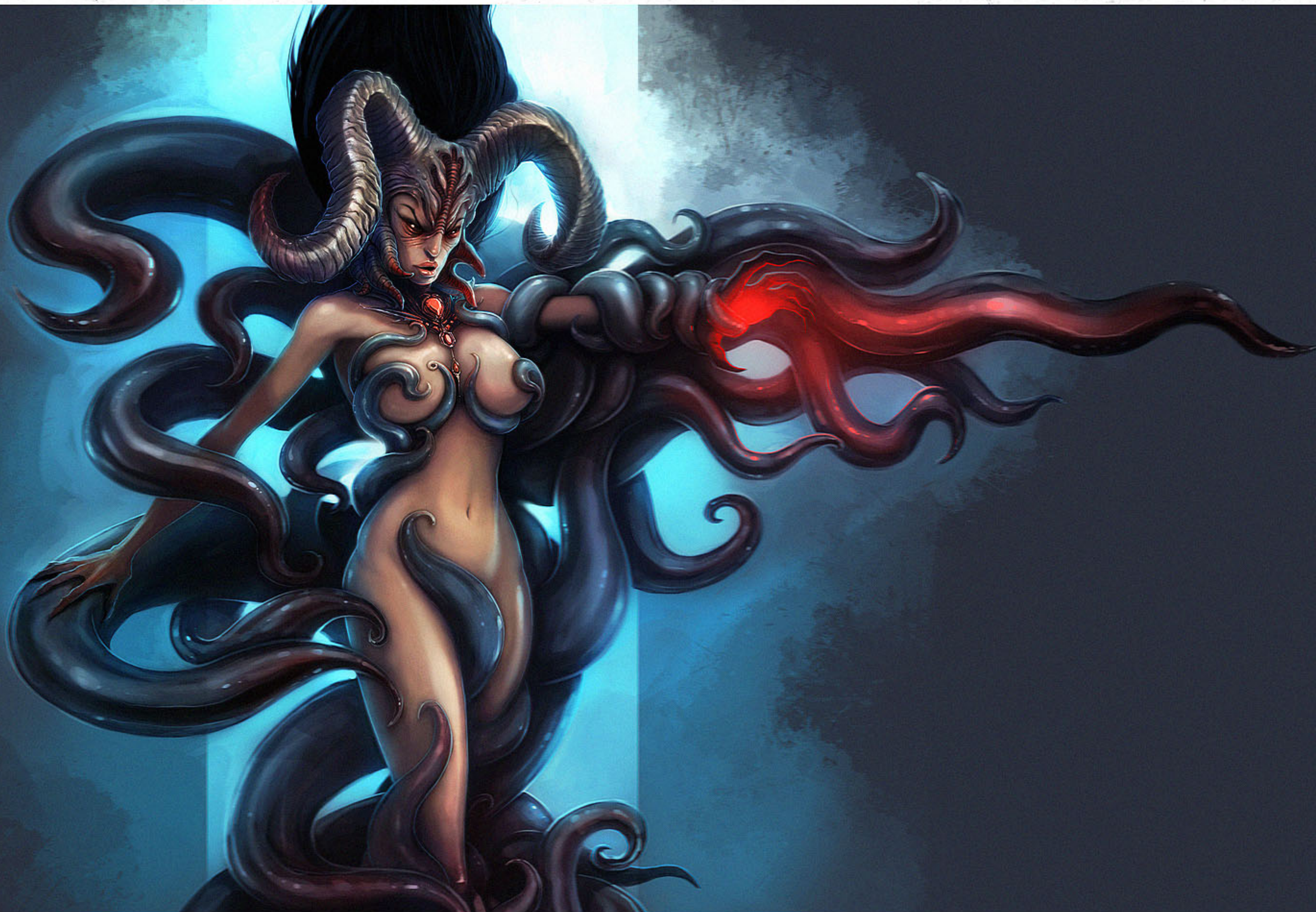
SHUB NIGGURATH RISES



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NYARLATHOTEP RISES



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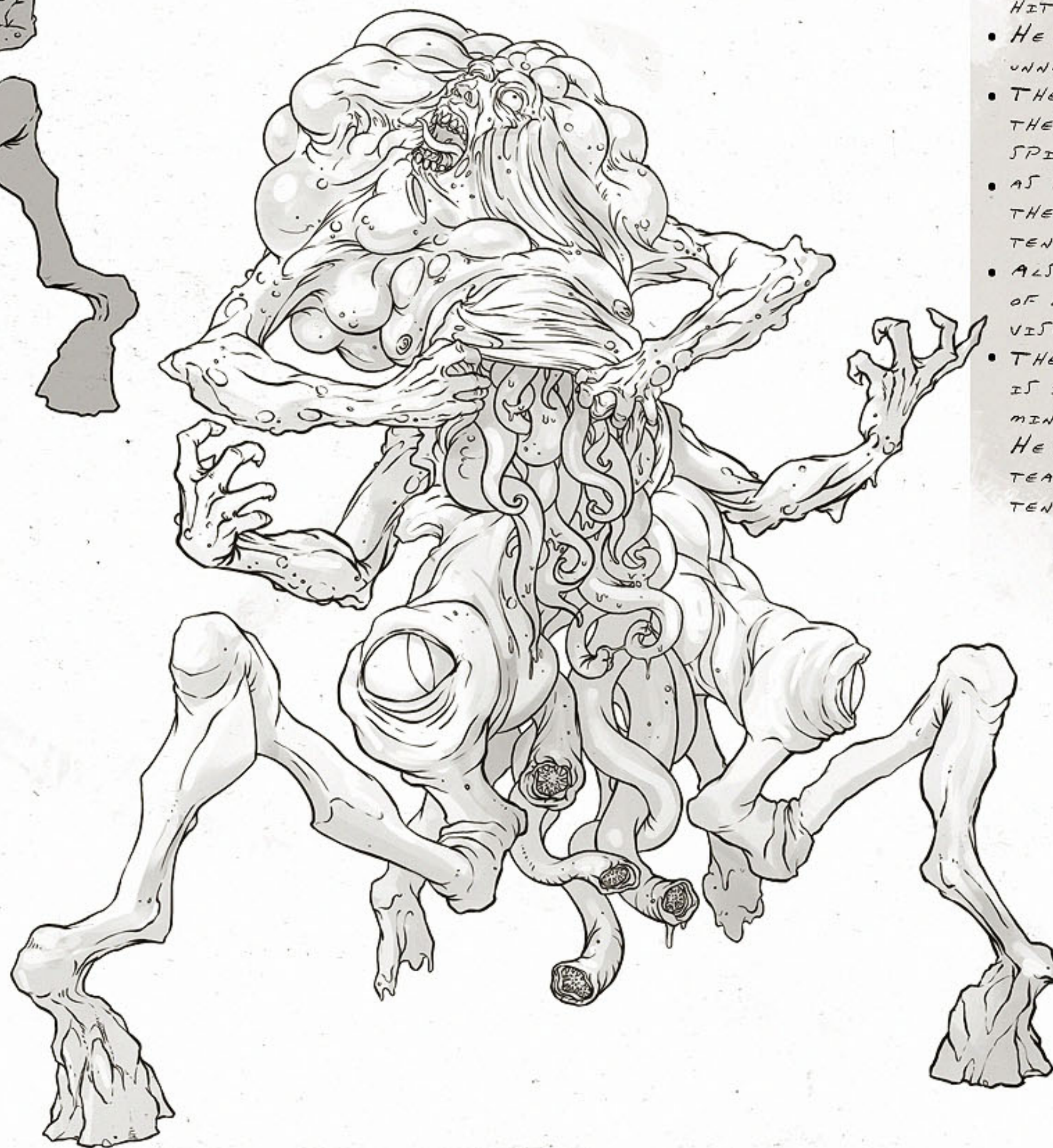
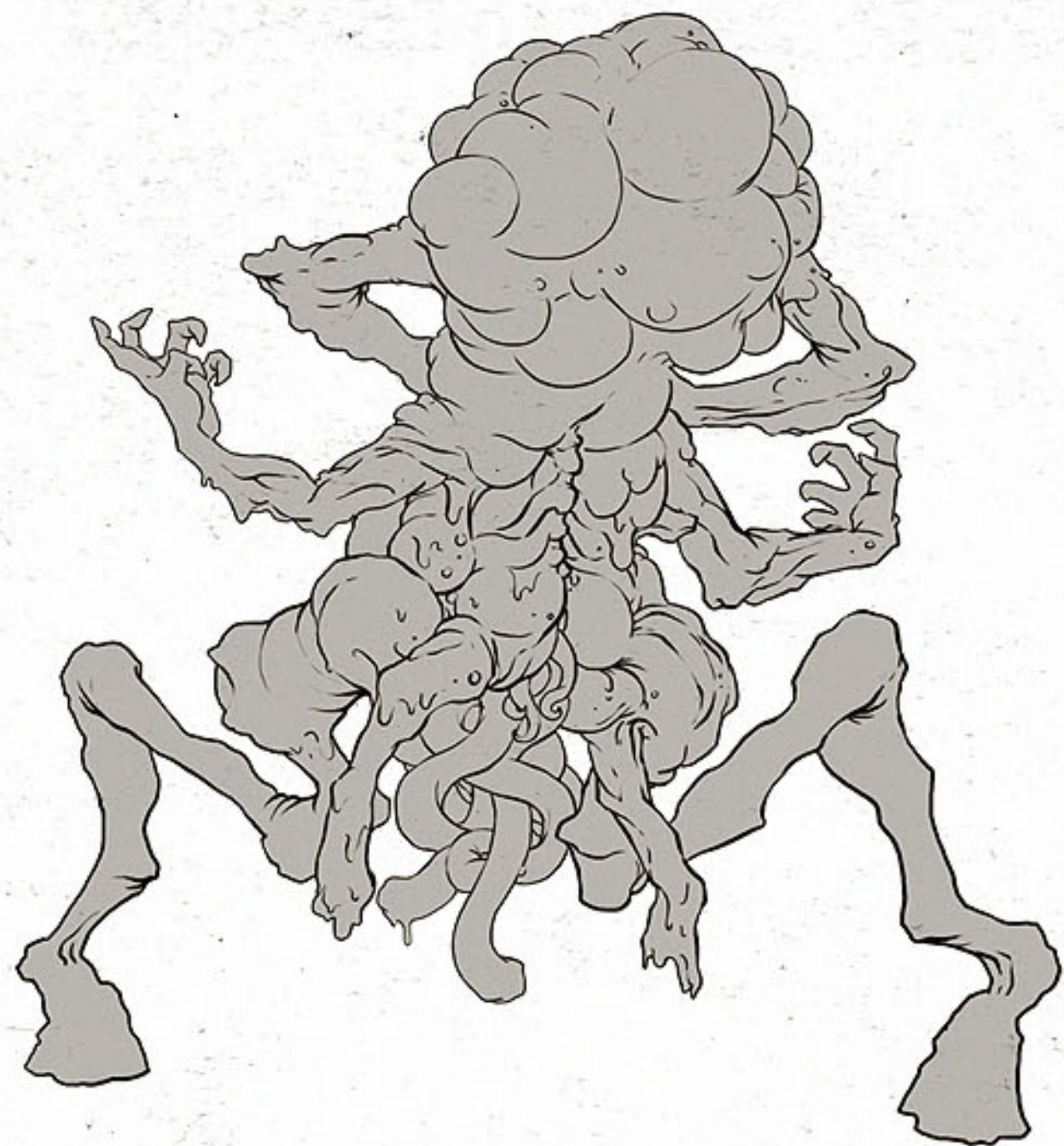
A SANDY PETERSEN GAME

A SENATH WAITE

CONCEPT NOTES

- ABHOTH IS COMPOSED OF ECTOPLASMIC SLIME MATERIAL.
- THE TENDRILS CAN DISCONNECTED 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 IT'S PSYCHIC ABILITIES. ATTACHED TO IT IS A SPINE LIKE STRUCTURE.
- THE "BODY" SHOULD RESEMBLE SOME HUMAN CHARACTERISTICS YET SHOULD STILL FEEL MOSTLY ALIEN.





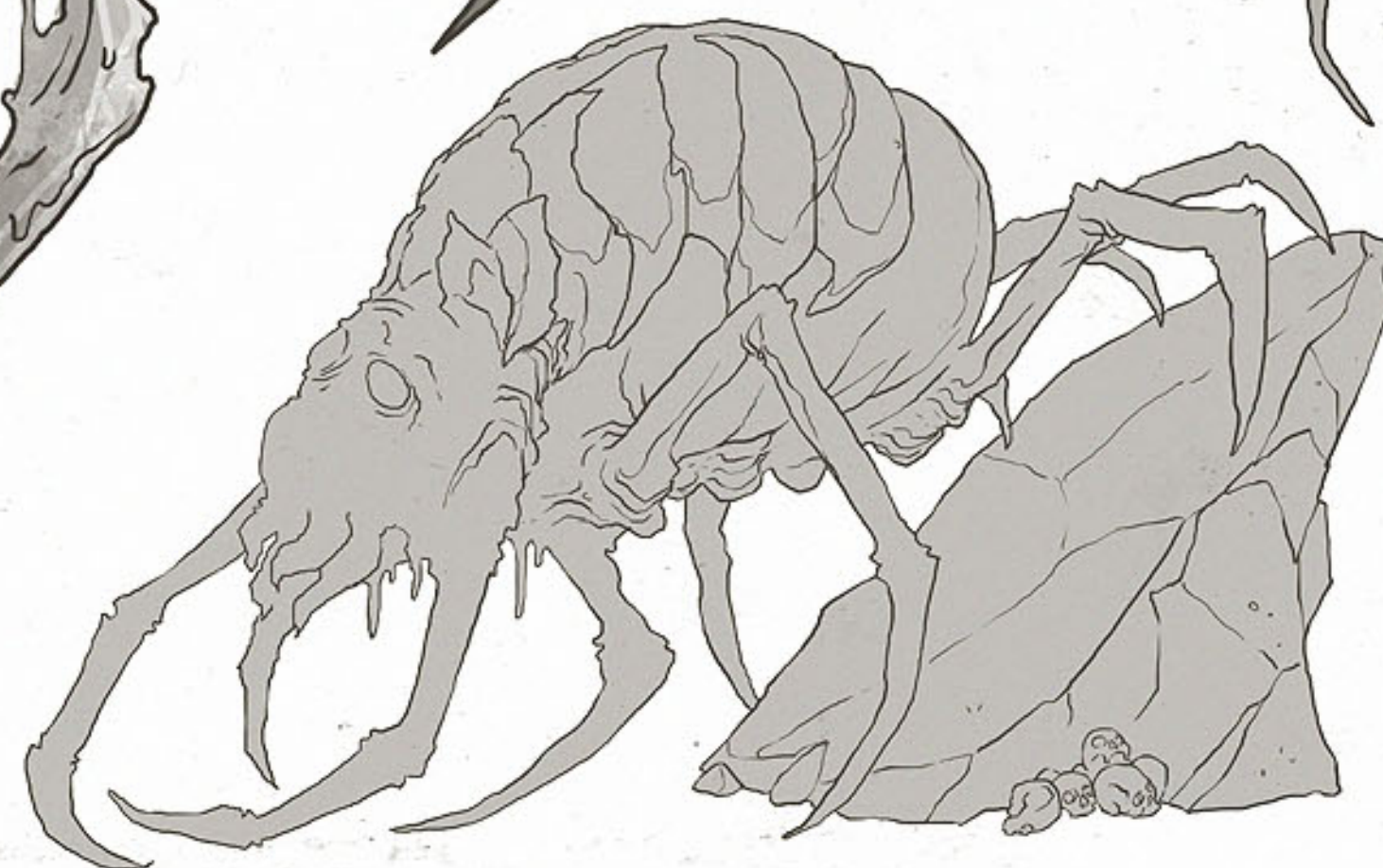
CONCEPT NOTES

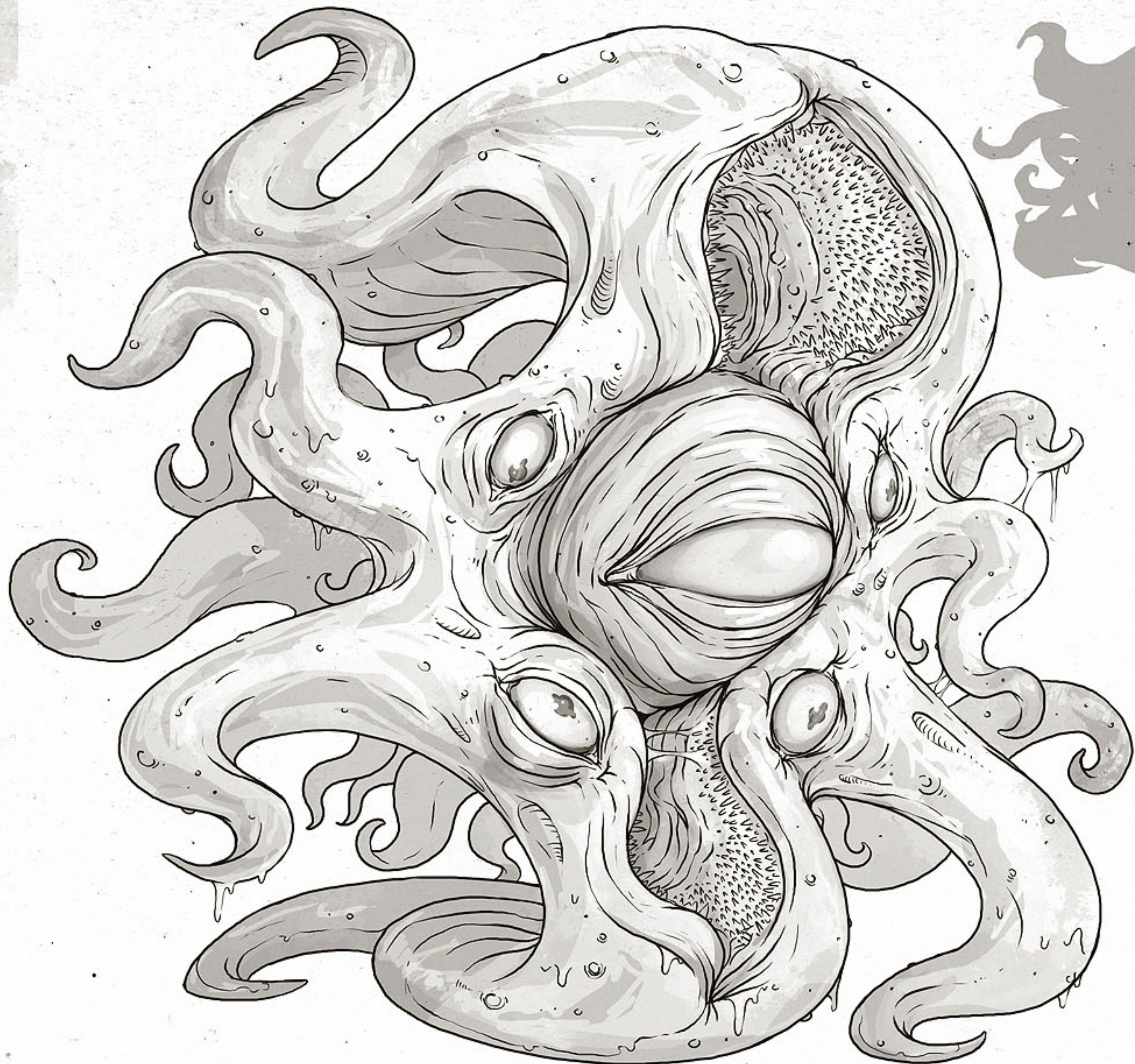
- THE POSTURE OF THE ABOMINATION IS VERY UNSTABLE.
- HIS LEGS ARE FORMED IN A WAY THAT HE HITCHES WHEN HE WALKS.
- HE SHOULD LOOK UNBALANCED AND UNNATURAL.
- THE BACK HAS BEEN GROWN OVER WITH THE BUBBLING GROWTHS AND FORMS. THE SPINE PEELS THROUGH NEAR THE BOTTOM AS IT REACHES HIS TAILBONE. FROM THERE, 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 MIND IN THERE BEING TORN APART. HE CAN'T CONTROL HIS BODY WHICH IS TEARING OPEN HIS ABDOMEN AND SPILLING TENTACLES AND OTHER DISGUSTING BITS.



CONCEPT NOTES

- 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.





CONCEPT NOTES

- 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 FARTHEST AND HAS MANY SKIN FOLDS.
- THE FOCUS SHOULD BE THE EYES AND MOUTHS.
- THE BACK OF AZATHOTH IS A LARGE MASS OF TENTACLES.



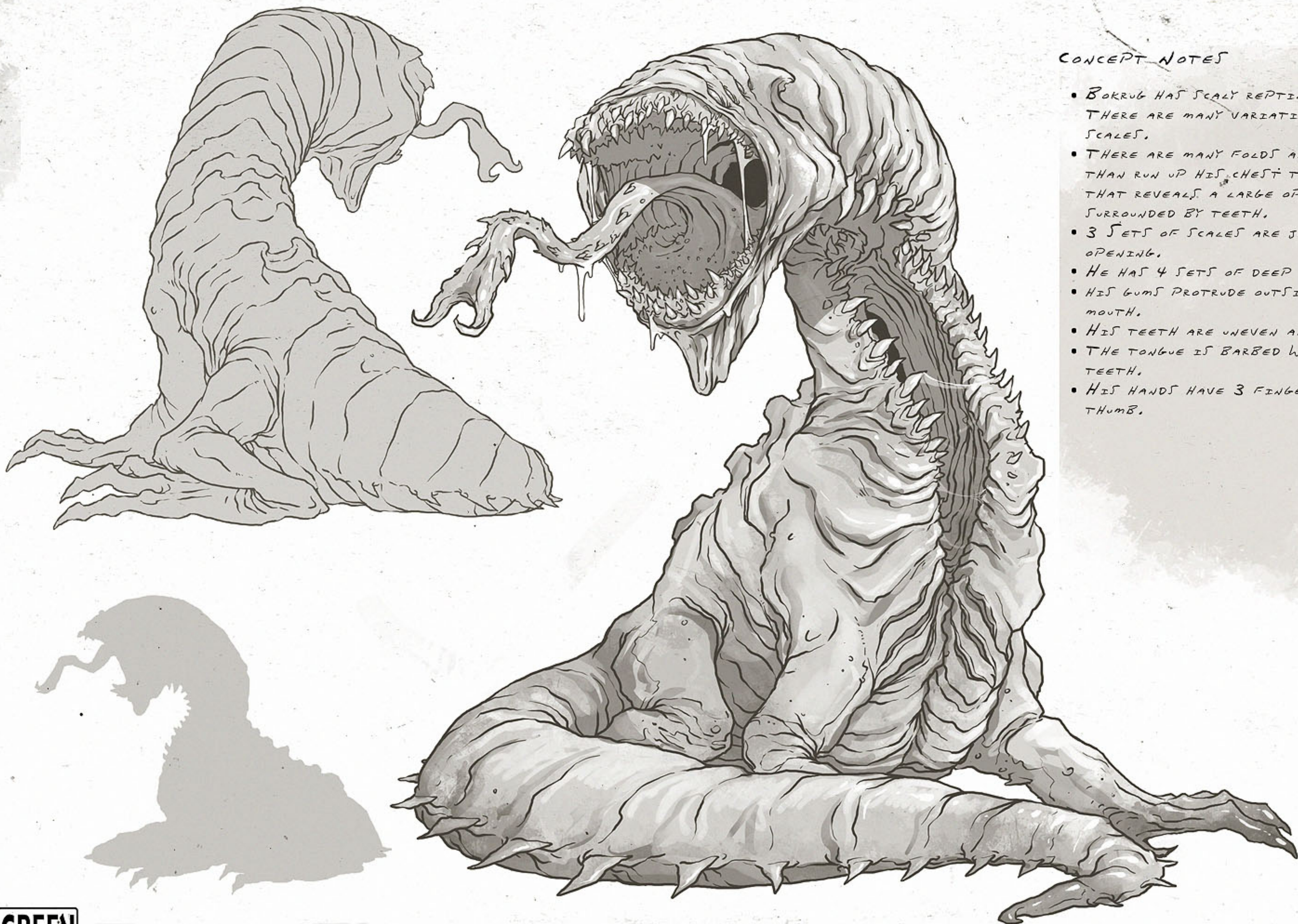
AZATHOTH



CONCEPT NOTES

- Bhole is huge! To convey its size, it should look like it is emerging from the ground, yet still stand gigantic among other figures.
- The body is hard and made of many rigid 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", 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.



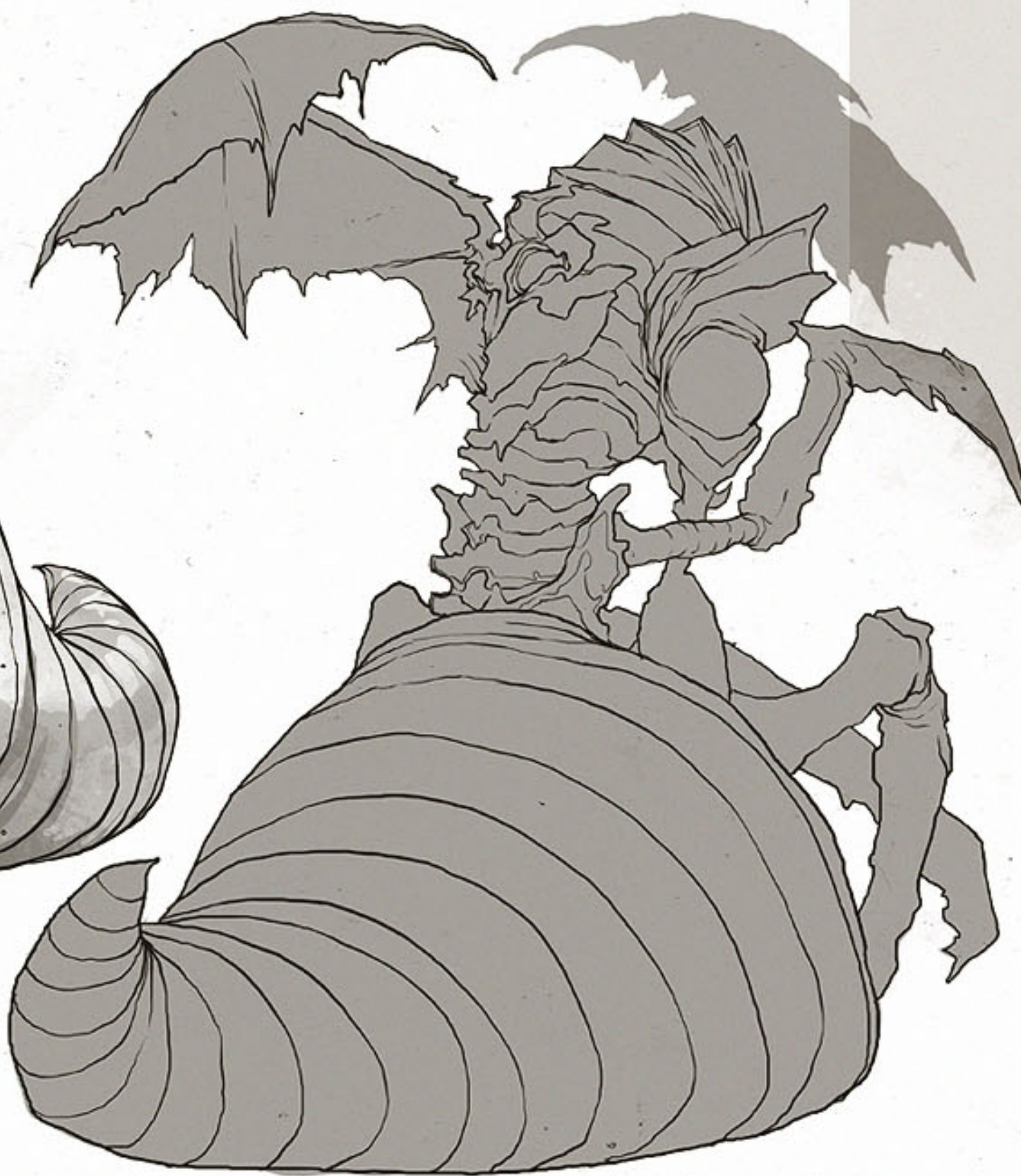
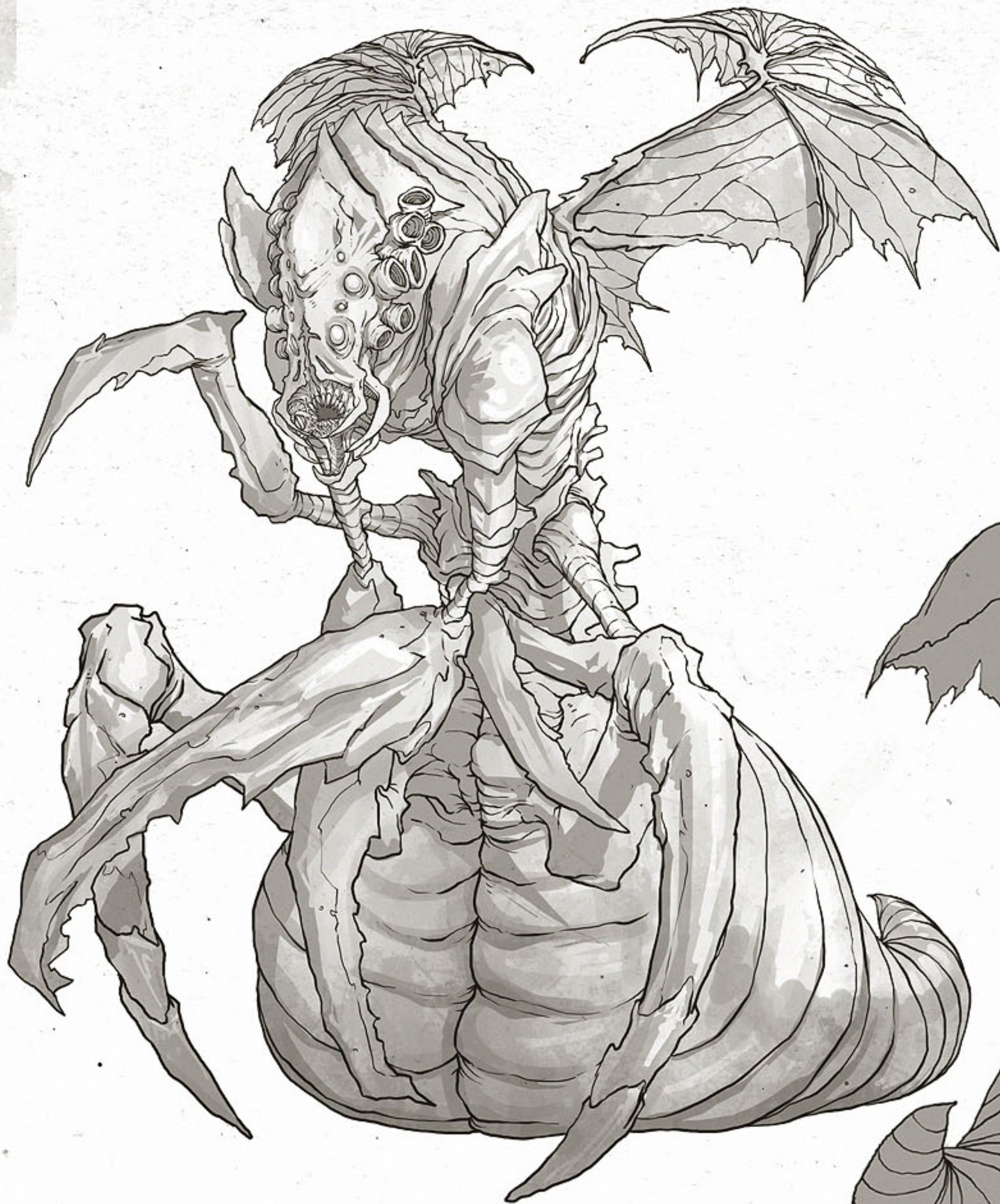


CONCEPT NOTES

- **BOKRUG HAS SCALY REPTILIAN SKIN.** THERE ARE MANY VARIATIONS IN THE SCALES.
- THERE ARE MANY FOLDS AND WRINKLES THAN RUN UP HIS CHEST TO THE OPENING THAT REVEALS A LARGE OPENING SURROUNDED BY TEETH.
- 3 SETS OF SCALES ARE JUST BELOW THE OPENING.
- HE HAS 4 SETS OF DEEP INSET EYES.
- HIS GUMS PROTRUDE OUTSIDE OF THE MOUTH.
- HIS TEETH ARE UNEVEN AND IRREGULAR.
- THE TONGUE IS BARBED WITH SHARP TEETH.
- HIS HANDS HAVE 3 FINGERS, AND A SHORT THUMB.

CONCEPT NOTES

- 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.

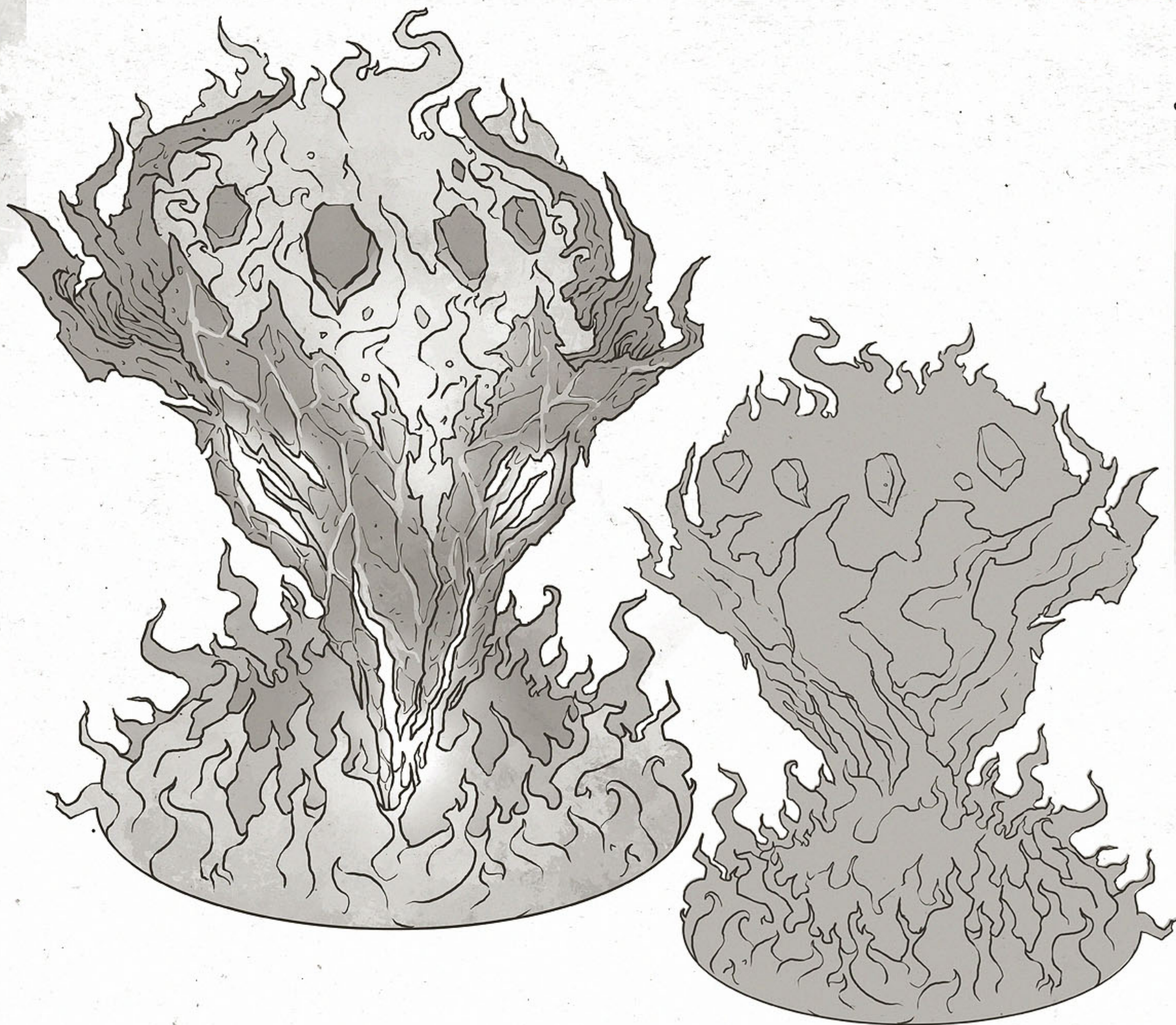




CONCEPT NOTES

- CHAUGNAR FAUGN'S FACE SHOULD HAVE THE TEXTURE OF ALIEN LIKE BARK MIXED WITH THIN FLESH. THE TRUNKS 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 IN TO THEM.





CONCEPT NOTES

- CTHUGHA IS MADE UP OF ASH 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 ENGLUFED 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.



CTHUGHA



CONCEPT NOTES

- BODY COVERED IN BARNACLES.
- REPTILE SKIN TEXTURE.
- BODY IS MUSCULAR AND SHOWS THROUGH SKIN A LOT OF SKIN FOLDS IN JOINTS CTHULHU IS A SHAPESHIFTER, HIS BODY REFLECTS THIS.
- MUSCLES SHOULD BE NON HUMAN LIKE, IT HAS SOME RESEMBLANCE TO HUMANS BUT ARE BULGING AND BUBBLING IN AREAS.
- TEXTURE OF SKIN IS AMPHIBIOUS CLAWS ARE UNDERNEATH SKIN.
- WAVE CRASHING UP ON TO BARNACLE COVERED ROCKS.
- TAIL IS MADE OF HARDER PLATED SKIN SHOULDERS ARE THE START OF THE TRANSITION OF SKIN FOLDING AND STRIATING TO THE BACK TO LEAD TO TAIL.
- BACK MUSCULATURE IS VERY PRONOUNCED.
- SHOULDERS AND BACK ARE COVERED WITH BARNACLES AND "BREATHING HOLES".



CTHULHU



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CONCEPT NOTES

- WE WANT THE CHARACTER TO SELL AS EITHER A MALE OR FEMALE. KEEP THE BUILD SLIM.
- CLOAK IS MADE OF A RAGGED MATERIAL.
- THE CULTISTS CLOAKS SHOULD LOOK TATTERED YET ORNATE IN THERE LAYERING TO CREATE AN INTERESTING TEXTURE AND DESIGN.
- THE MASKS ARE MADE OF BONE OR SIMILAR MATERIAL.
- THE SKIN SHOULD LOOK WORN AS IF THEY'VE DONE MANY BLOODLETTING AND OTHER CEREMONIES ETC.,
- BOOK IS MADE OF SKIN LIKE THE NECRONOMICON.



CONCEPT NOTES

- 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 THROUGH 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.





CONCEPT NOTES

- "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 THAT IT GETS FROM THE CENTER OF THE BODY.
- THE HOOVES BREAK UP INTO BONE SPURS AS IT GOES UP THE LEG.
- THE TEETH RESEMBLE HUMAN TEETH BUT MORE RIGID. THERE ARE ROWS OF TEETH THAT GO BACK INTO IT'S MOUTH.

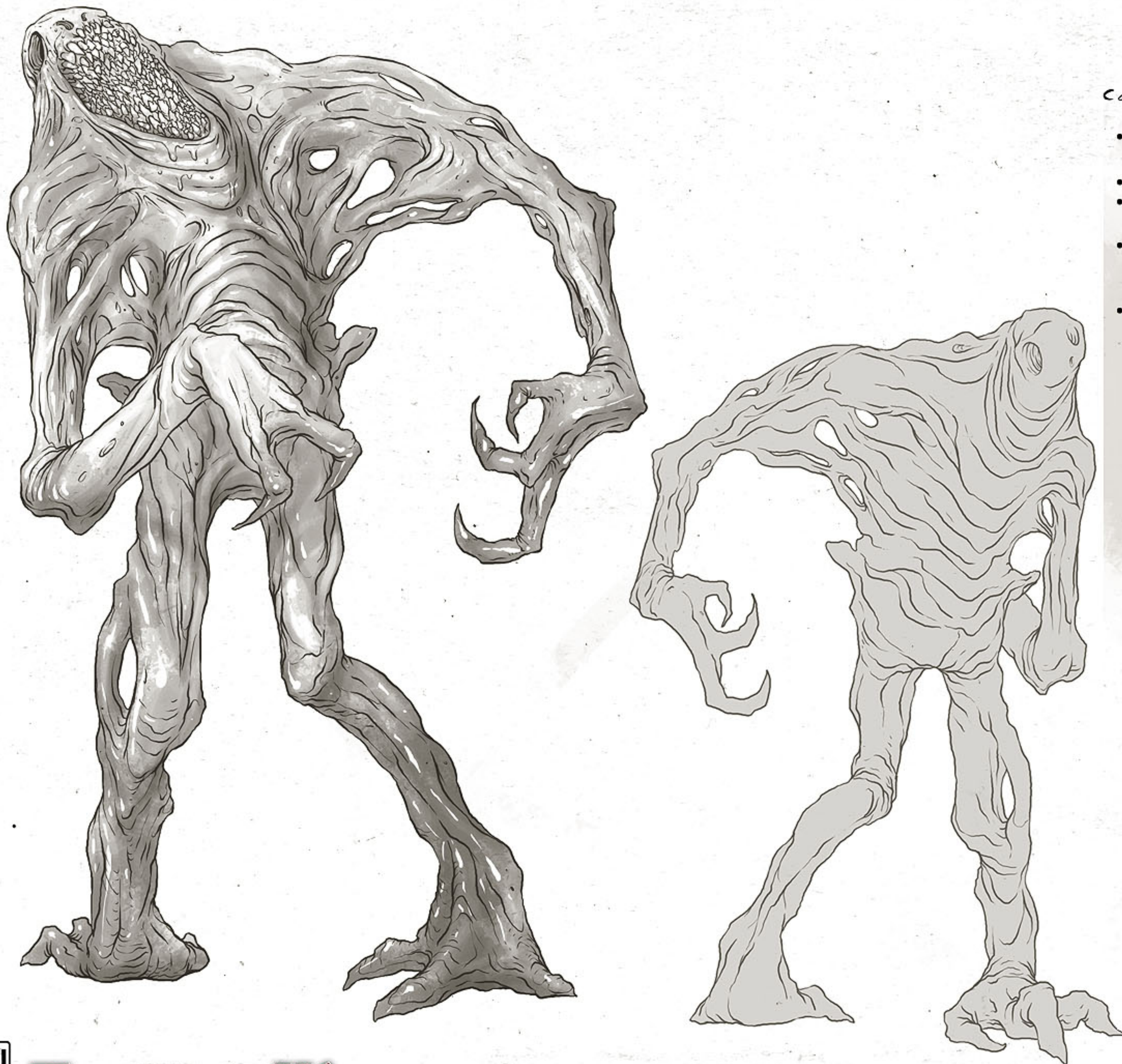




CONCEPT NOTES

- 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





CONCEPT NOTES

- HE IS COMPOSED OF LOOSE HANGING FLESH AND DISCOMBOBULATED BONES.
- HE HAS VERY DEEP INSET EYES.
- THE MOUTH CONSISTS OF LAYERS AND ROWS OF MANGLED MISSHAPEN TEETH.
- HE SHOULD GIVE OFF THE FEELING THAT HE WALKS IN A JERKING MOTION AND HIS EQUILIBRIUM IS BEING THROWN OFF.
- THERE SHOULDN'T BE MUCH ASYMMETRY WITH HIS FORM. TRAVELING THROUGH DIMENSIONS HAS NOT BEEN KIND.

CONCEPT NOTES

- THE TORSO HAS MANY RIDGES AND OPENINGS THAT CAN NOT BE SEEN.
- IT'S BRANCHED LIMBS AND WINGS CAN PROTRUDE OUT AT ANY MOMENT.
- VISIBLE HERE, ARE A SET OF WINGS COMING OUT OF IT'S "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.



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ELDER THING



CONCEPT NOTES

- BOTTOM OF BODY IS MADE OF HARD GROWTH COVERED WITH A "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 GOOP AND WASTE THAT IS EXCRETING. 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.



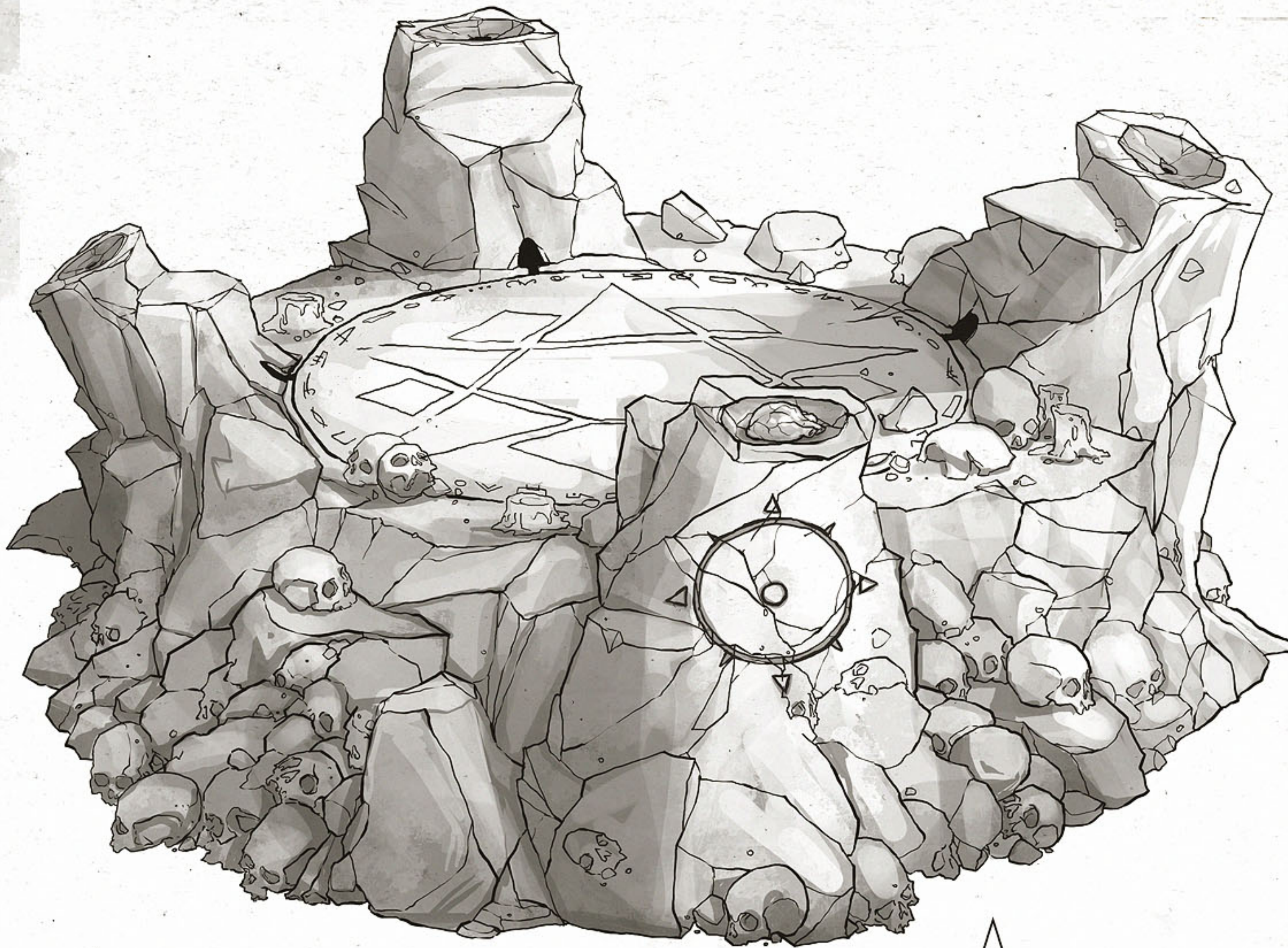


CONCEPT NOTES

- 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 HAPPY TO BE A MONSTER!
- THE ONLY DEFINING SHAPE WITHIN THE FORM SHOULD BE THE RIB LIKE 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 THE SELL THE APPEARANCE OF DEPTH AND VOLUME WITHIN THE BASE AND FORM.

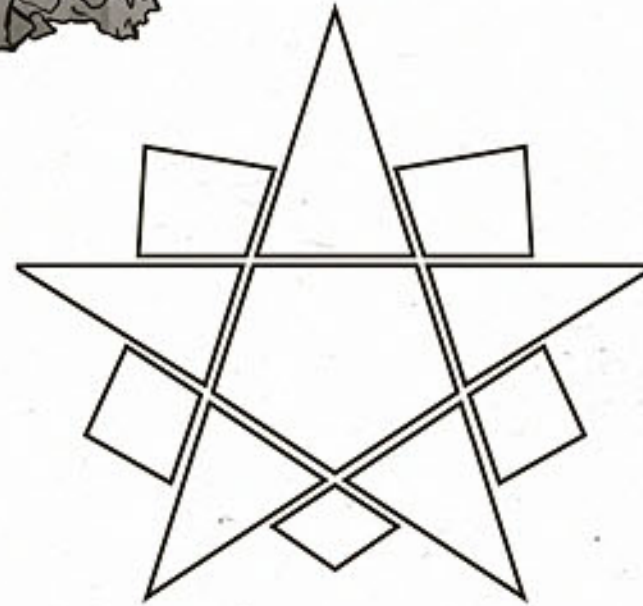
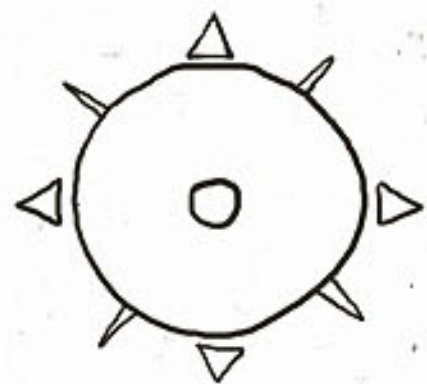


FORMLESS SPAWN



CONCEPT NOTES

- CARVED BOWLS AT THE TOP OF THE PILLARS ARE USED FOR BLOOD LETTING. THE BLOOD LEADS THROUGH THE PILLARS DOWN IN TO THE RITUAL AREA AND FEEDING THROUGH TO CREATE THE PATTERN ON THE STONE FLOOR. 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 ONES". STONE "PILLARS" HAVE A LEDGE THAT ALLOW THE LARGER DARK YOUNG BASE TO SIT ON. THE SIZE OF THE GATE SHOULD BE A 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. THE GATE SHOULD LOOK LIKE AN AREA WHERE CULTISTS MET TO HAVE RITUALS TO CALL ON THE GREAT OLD ONES. THERE ARE SKULLS FROM SACRIFICES, CANDLES, BLOOD, AND OTHER RITUALISTIC ITEMS.



GATE





CONCEPT NOTES

- 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.



CONCEPT NOTES

- GHATANOTHOA IS COMPOSED OF LOOSE OOLING SKIN.
- IT'S BODY IS COVERED WITH LARGE BUBBLES 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 IT'S 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.



GHATANOTHOA



CONCEPT NOTES

- SKIN IS A TOUGH RUBBER TEXTURE WITH LARGE PORES AND ROUGH TEXTURE.
- 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.





CONCEPT NOTES

- 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 IT'S 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.



CONCEPT NOTES

- GNORRI HAVE 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 MARKING ON IT'S HEAD. IT HAS 4 EYES AND NO MOUTH OR NOSE.
- LONG GILLS RUN UP THE SIDE OF THE FACE. EXTENDING OFF OF THE NECK AND INTO IT'S SHOULDERS ARE WIDE FLOWING FINS.
- IN IT'S 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 STEEL OR SOME KIND OF METAL.



GNORRI



CONCEPT NOTES

- GBOGEG IS DESCRIBED AS THE "THE MOON-LADDER". HE IS THE BRINGER OF THE DESTRUCTION OF EARTH. IT LAYS IN SLUMBER UNTIL CALLED UPON. WHEN THIS HAPPENS, IT ARISES FROM THE EARTH, AS A MOSTLY ANIMORPHOUS SHAPE EXCEPT FOR ITS HEAD. AS IT RISES FROM THE EARTH, IT PULLS UP THE CONTINENT FROM WHICH IT ARISES UP WITH IT, LIKE A DOUBLE HELIX, THE GROUND TEARS AWAY FROM THE EARTH ATTACHING AND ABSORBING INTO GBOGEG. AS HE RISES INTO SPACE, THE LARGE GAPING HOLE THAT IS LEFT CAUSES THE EARTH TO CAVE IN ON ITSELF... SO HE'S BAD.
- DETAILS SHOULD BE SMALL TO CONVEY ITS LARGE SIZE.
- GBOGEG SHOULD BE THE LARGEST GREAT OLD ONE, AS TALL AS NYARLATHOTEP.
- IT'S ANATOMY IS ALIEN AND SHOULD LOOK LIKE NOTHING FROM OUR WORLD.





CONCEPT NOTES

- 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 IT'S PREY.



CONCEPT NOTES

- EYES ARE VOID WHITE EXCEPT FOR THE CENTER EYE.
- FIGURE IS SUPPORTED BY THE TENTACLES AT THE BOTTOM. 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.





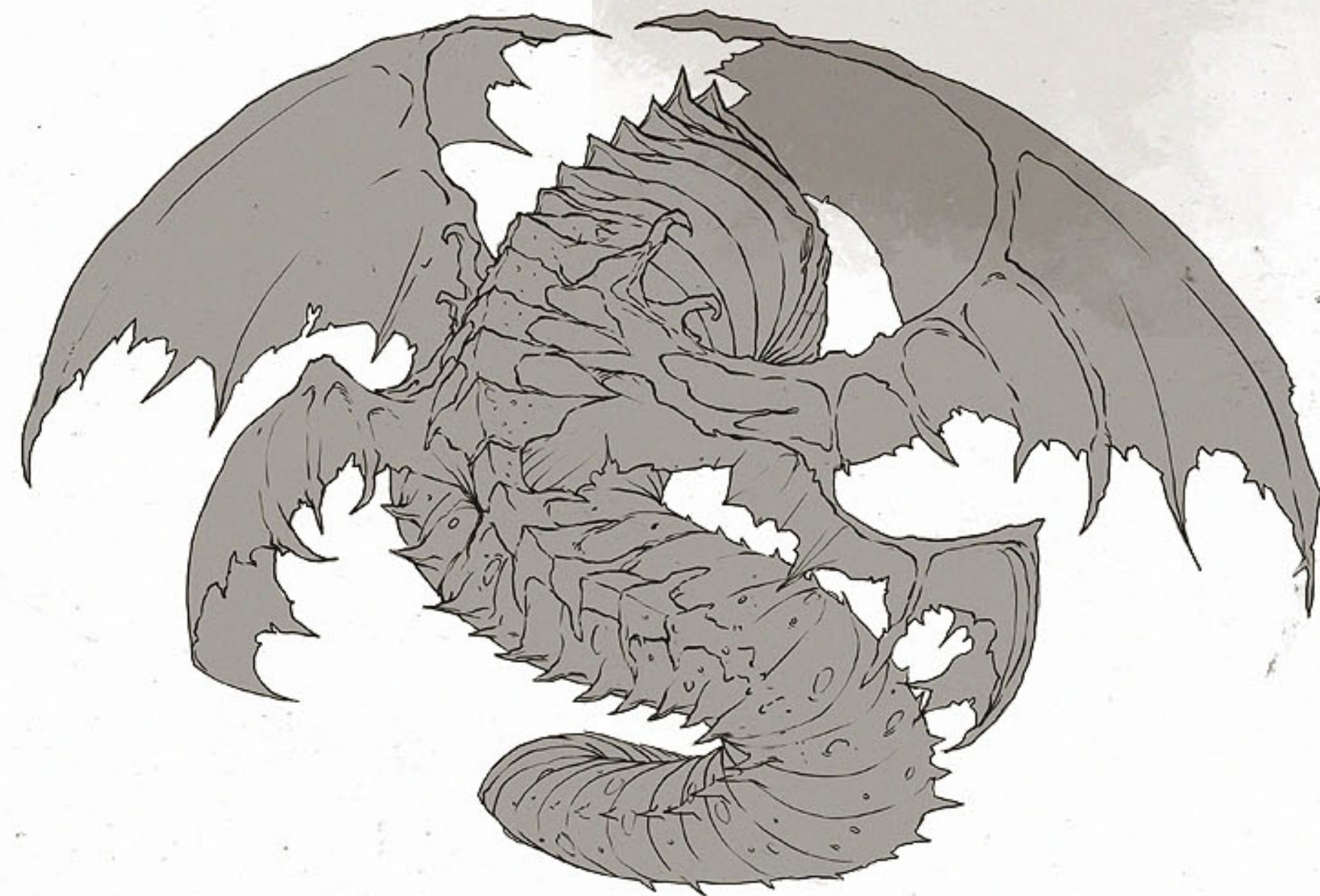
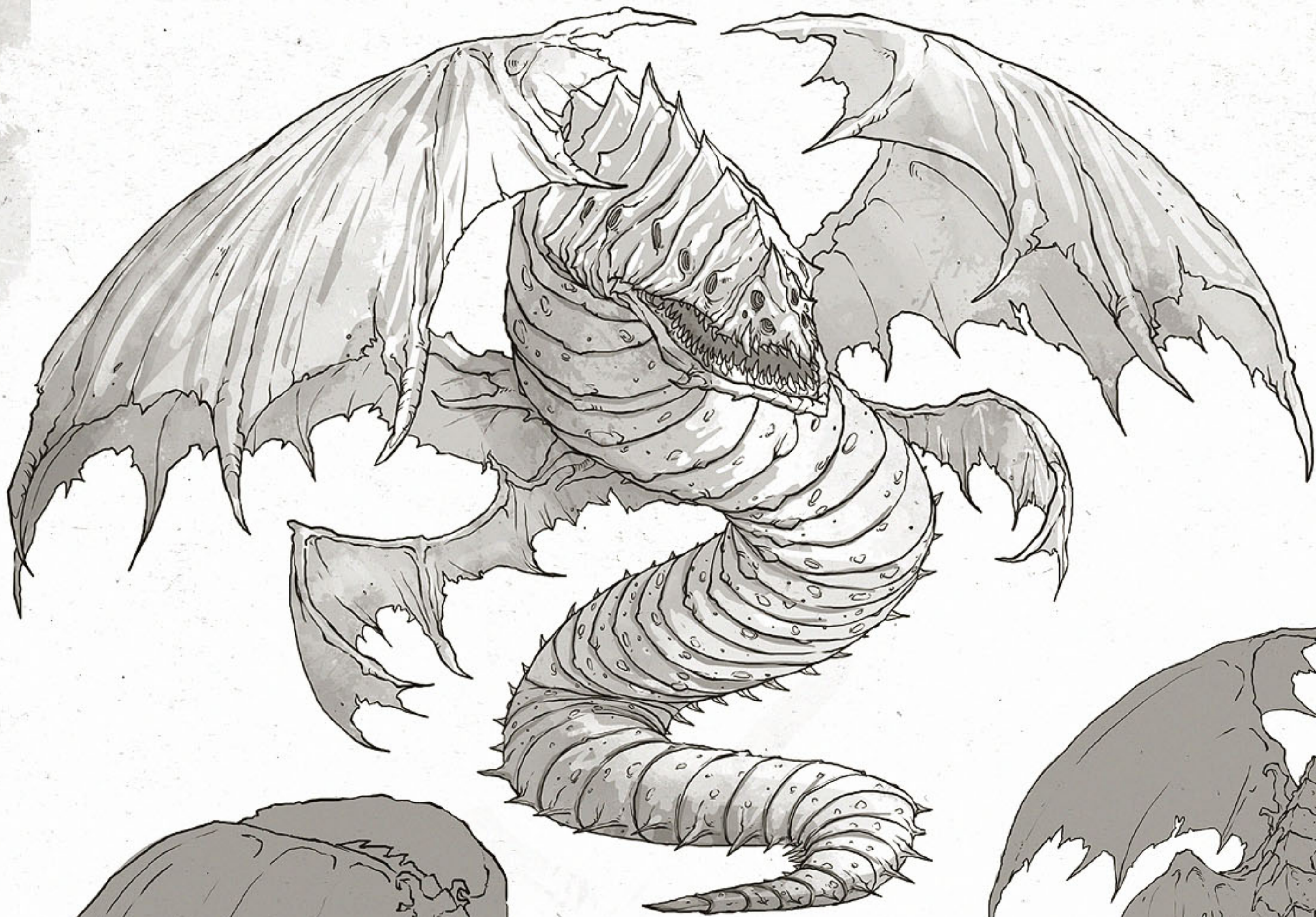
CONCEPT NOTES

- THE HIGH PRIEST IS MUCH MORE GRAND THAN THE CULTIST.
- HIS HEADDRESS IS MADE OF BONES AND METAL.
- THE INSIDE OF THE HEADDRESS IS CONCAVE AND LINED WITH SKIN.
- AROUND HIS NECK IS THICK FUR.
- HIS CAPE HAS 3 HEAVY LEATHER LAYERS.
- BONES LINE THE FRONT OF THE ORNAMENT.
- A LARGE SKULL AND LARGE CHAINS DECORATE HIS CHEST PLATE.
- GOLD WRIST BANDS WRAP AROUND HIS FOREARMS.
- HE IS WEARING HEAVY LEATHER BOOTS.
- HIS FEET DISAPPEAR INTO A PILE OF BONES AND DEBRIS.



CONCEPT NOTES

- HUNTING HORROR HAS NO EYES, 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 RUN 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 FADES INTO HIS SMOOTHER SHELL.
- THE WINGS CONSIST OF TWO SETS OF WINGS ON EACH SIDE BUT ARE CONNECTED.





CONCEPT NOTES

- ITHAQUA SHOULD HAVE AN ETHEREAL QUALITY TO HIM.
- HE IS MADE OF MANY STRIATED ECTOPLASM LIKE MATERIAL AND THE FLESH OF HIS MANY VICTIMS.
- FROM HIS MOUTH, IS A SOUL BEING RELEASED.
- HE IS A THING FIGURE BUT SHOULD FEEL VERY IMPOSING.
- HE SHOULD STAND AS TALL AS ANY OTHER FIGURE EXCEPT FOR CTHULHU. (125mm)
- HIS BASE SHOULD NOT BE TOO LARGE.



CONCEPT NOTES

- TENTACLES IN BACK GROW OUT OF CENTER OF SPINE TO FORM A COWL 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 SOME 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.



CTHULHU WARS
A SANDY PETERSEN GAME

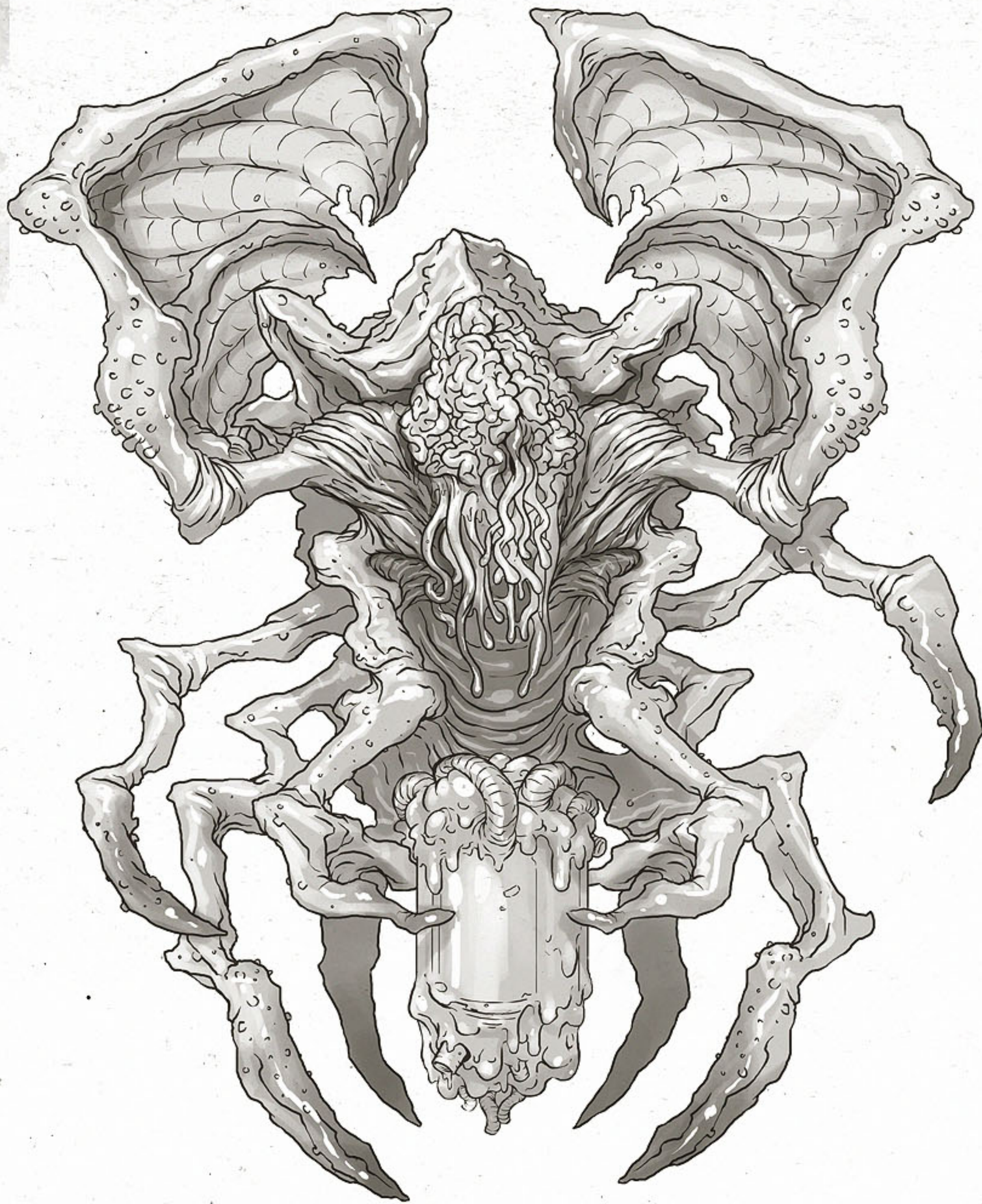
KING IN YELLOW



CONCEPT NOTES

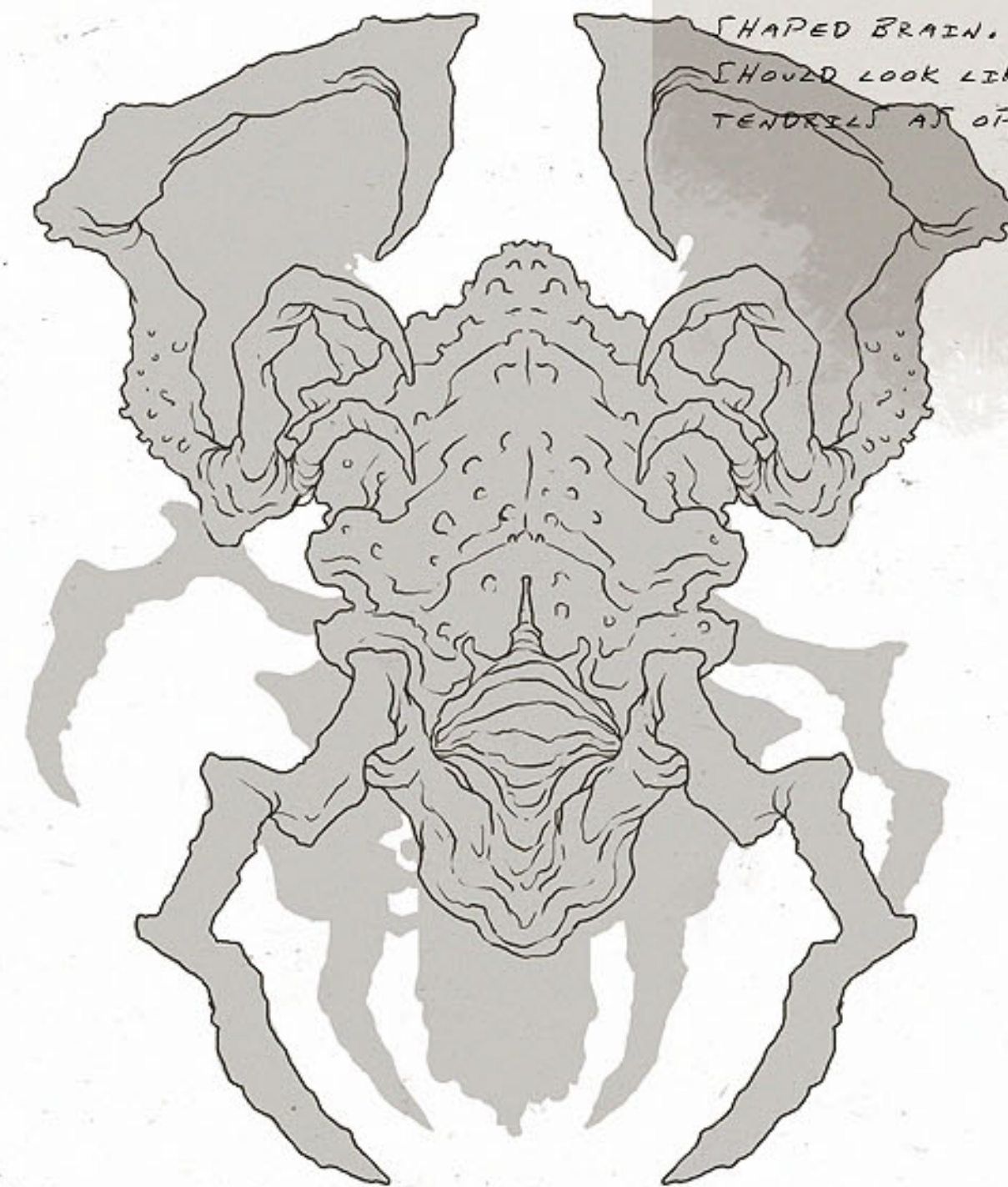
- HIS BODY IS MADE OF CLEAR FLUID SACS FILLED EGGS READY TO BURST.
- VEINS AND STRETCH MARKS COVER THE SACS.
- THE BOTTOM OF IT'S BODY IS COVERED IN MOSS AND ALIEN OVERGROWTH.
- THE BOTTOM OF IT'S LEGS ARE COVERED IN THE SAME WAY.
- A ALMOST HUMANLIKE SPINE CONNECTS THE HEAD TO THE BODY. PARTS OF THE BONE POP OUT THROUGH THE THIN SKIN THAT COVERS IT'S BODY.
- THE LEGS ARE SPREAD OUT LIKE THAT OF A BLACK WIDOW.





CONCEPT NOTES

- MI GO HAS 5 SETS OF LIMBS INCLUDING IT'S WINGS, THE WINGS HAVE TWO SMALLER LIMBS BRANCHING FROM THE MIDDLE JOINT. THE WINGS ARE FOLDED BACK BEHIND. IT'S 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 A IRREGULAR SHAPED BRAIN. THE BOTTOM OF THE HEAD SHOULD LOOK LIKE UNCOILED BRAIN TENDRILS AS OPPOSED TO TENTACLES.





CONCEPT NOTES

- MOONBEAST HAS THE ANATOMY OF A TOAD. IT'S SKIN IS THICK AND RUBBERY WITH A WARTED TEXTURE.
- IT'S BACK IS COVERED IN DENSE GROWTHS AND WARTS.
- THICK FLUID DRIPS AND IS COVERING IT'S BODY.
- IT'S 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.





CONCEPT NOTES

- 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.
- HER AND FATHER DAGON SHARE MANY CHARACTERISTIC, 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.





CONCEPT NOTES

- THE MUTANT STILL HAS MANY HUMAN CHARACTERISTICS.
- HE IS THE MOST HUMAN OF ALL THE CREATURES IN THE YOG SOOTHOTH 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 MUTANT'S 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.



CONCEPT NOTES

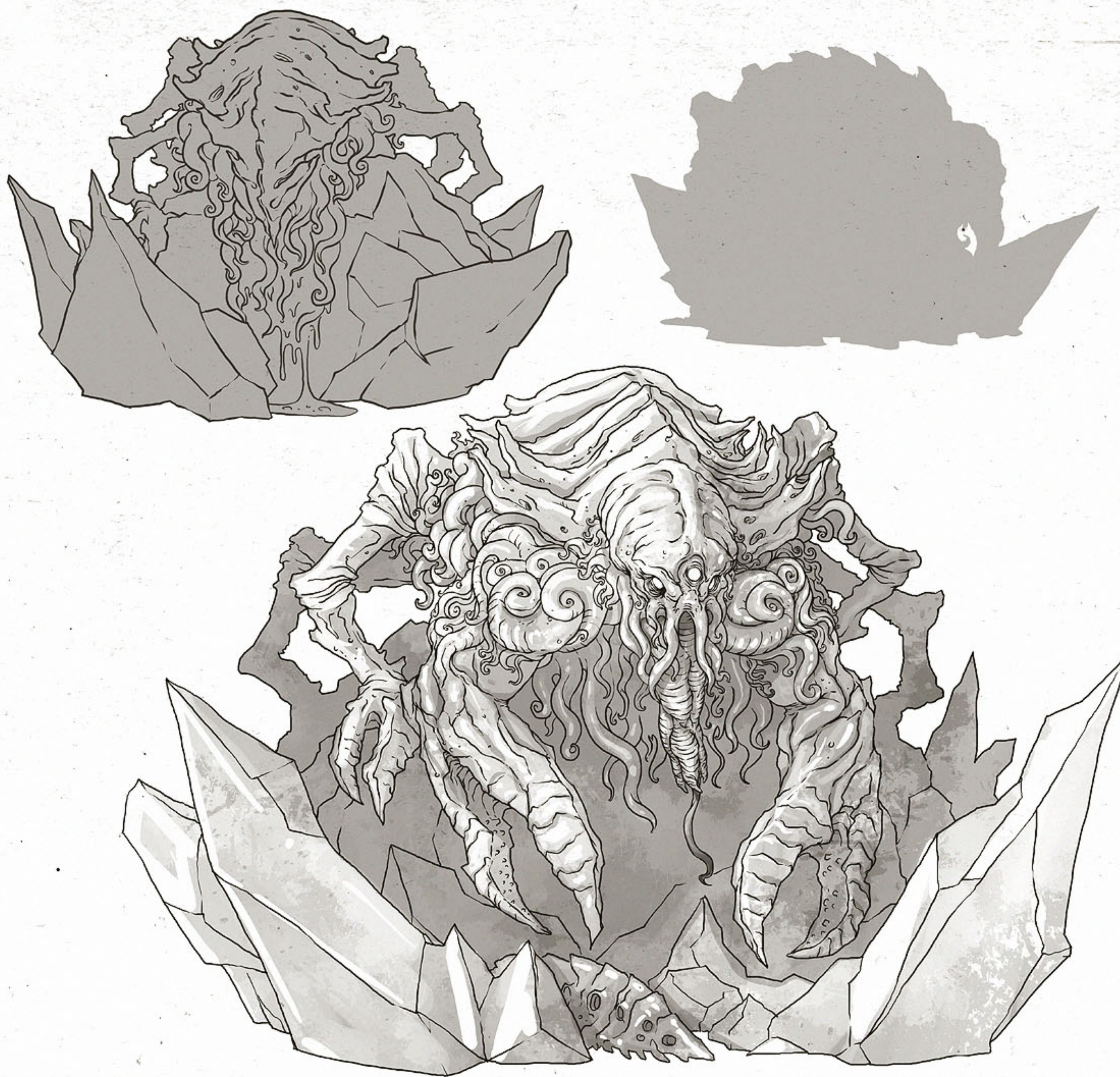
- THE MAIN PART OF THIS DESIGN IS THE "RAM" STYLE HORNS AND BONES THAT CARRY THROUGHOUT THE DESIGN.
- THE TAIL SHOULD START TO LOOKED MORE "BARBED" AS IT GETS CLOSER TO THE TIP OF THE TAIL. PARTS OF SHARP BONE START TO STICK OUT FROM THE TAIL.
- I WANTED TO INCORPORATE THE BONE THROUGH THE DESIGN.
- 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.





CONCEPT NOTES

- 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 BASE 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 A OPENING THAT CAN OPEN UP YET IS NOT AN ORIFICE. THIS WILL CREATE A RIGID SURFACE TEXTURE THAT RUNS DOWN THE "FACE".



CONCEPT NOTES

- 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 IN TO CLAWS.
- FROM HIS FACE IS A LARGE TRUNK WITH CONTRACTING AND EXPANDING MUSCLES THAT OPEN TO FINGER LIKE CLAWS.
- FROM THE OPENING IS A LONG TONGUE.
- HIS HEAD HAS SOFT RIDGING THAT LINES THE TOP.
- 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 A COOLING PUDDLE.



CONCEPT NOTES

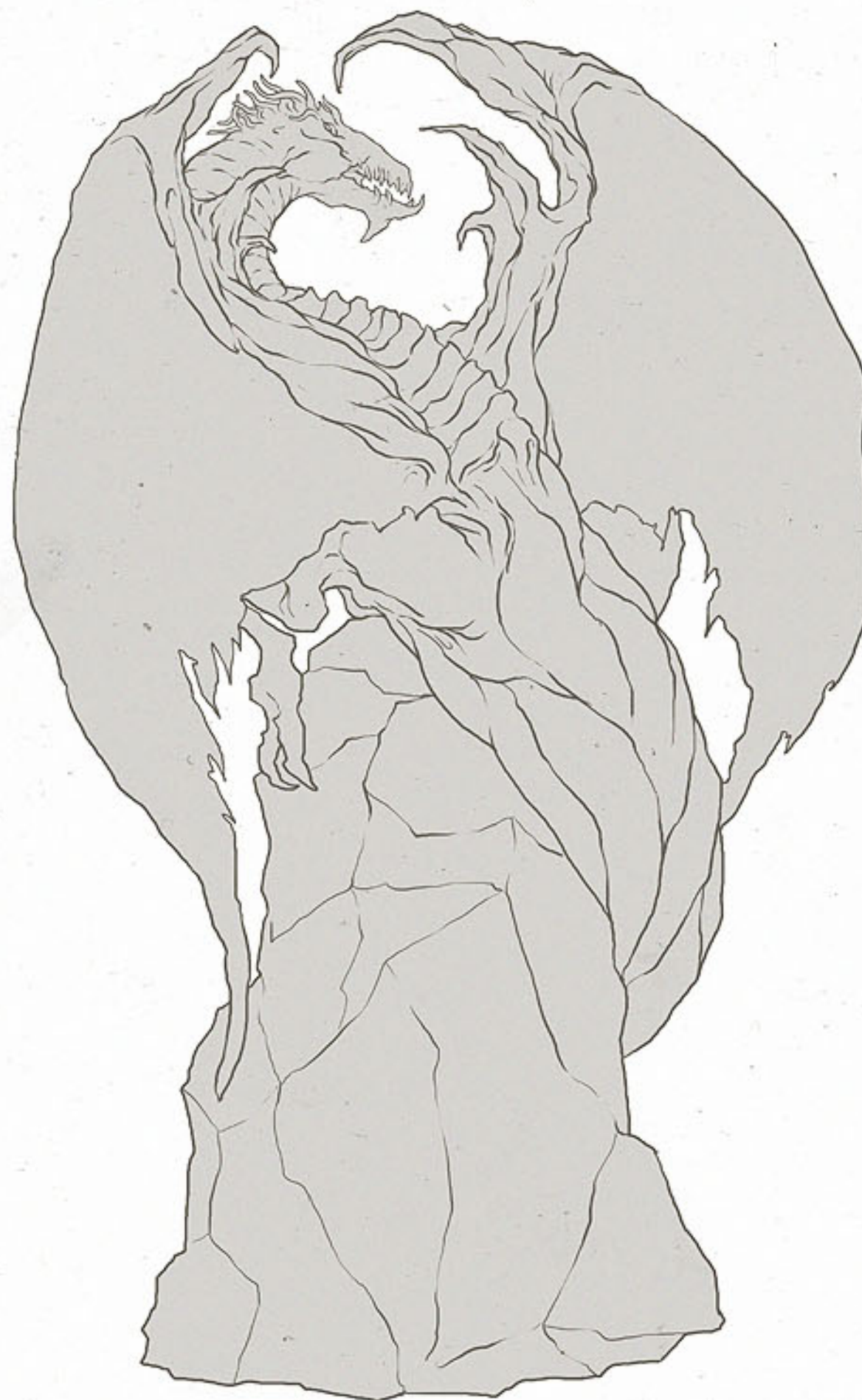
- SERPENT MAN SHOULD HAVE A CUNNING AND INTELLIGENT FACIAL EXPRESSION.
- THEY ARE NOT "FIGHTERS" AND SHOULD NOT HAVE THE BUILD OF ONE.
- THEY STAND TALLER THAN A CULTIST, AND SHOULD DIFFERENTIATE FROM THEM ENOUGH EVEN THOUGH THEY ARE BOTH WEARING ROBES.
- THE SKIN IS SCALED
- THE ADORNMENTS ARE MADE OF BONE AND SINEW.
- THE CLOAK IS THICK AND SHOULD LOOK LAYERED.



CONCEPT NOTES

- 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 CREVICES THAT IT'S 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.

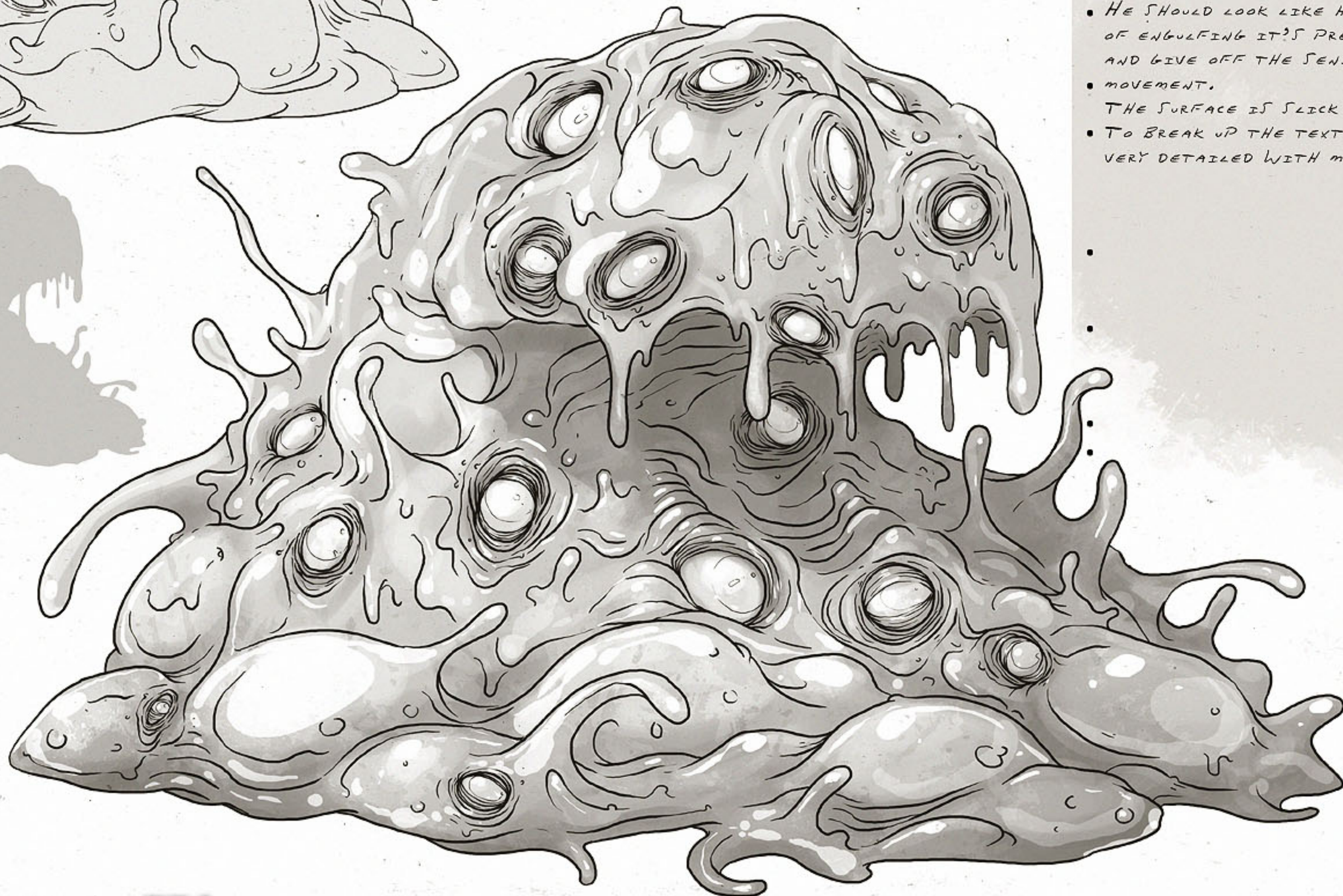




CONCEPT NOTES

- SHANTAK HAS A HEAD THAT RESEMBLES A MUTATED HORSE.
- TENDRILS SPROUT FROM THE TOP OF IT'S HEAD.
- MUCH OF IT'S ANATOMY IS BONEY 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.
- IT'S TAIL IS COMPOSED OF THICK TENDRILS GROUPED TOGETHER TO FORM A LARGE TAIL.
- THE CENTER OF IT'S CHEST IS AN OPEN CAVITY WITH A SOFT GLOWING SAC EXPOSED.
- THE LEGS HAVE A SET OF CLAWS WITH THREE APPENDAGES.





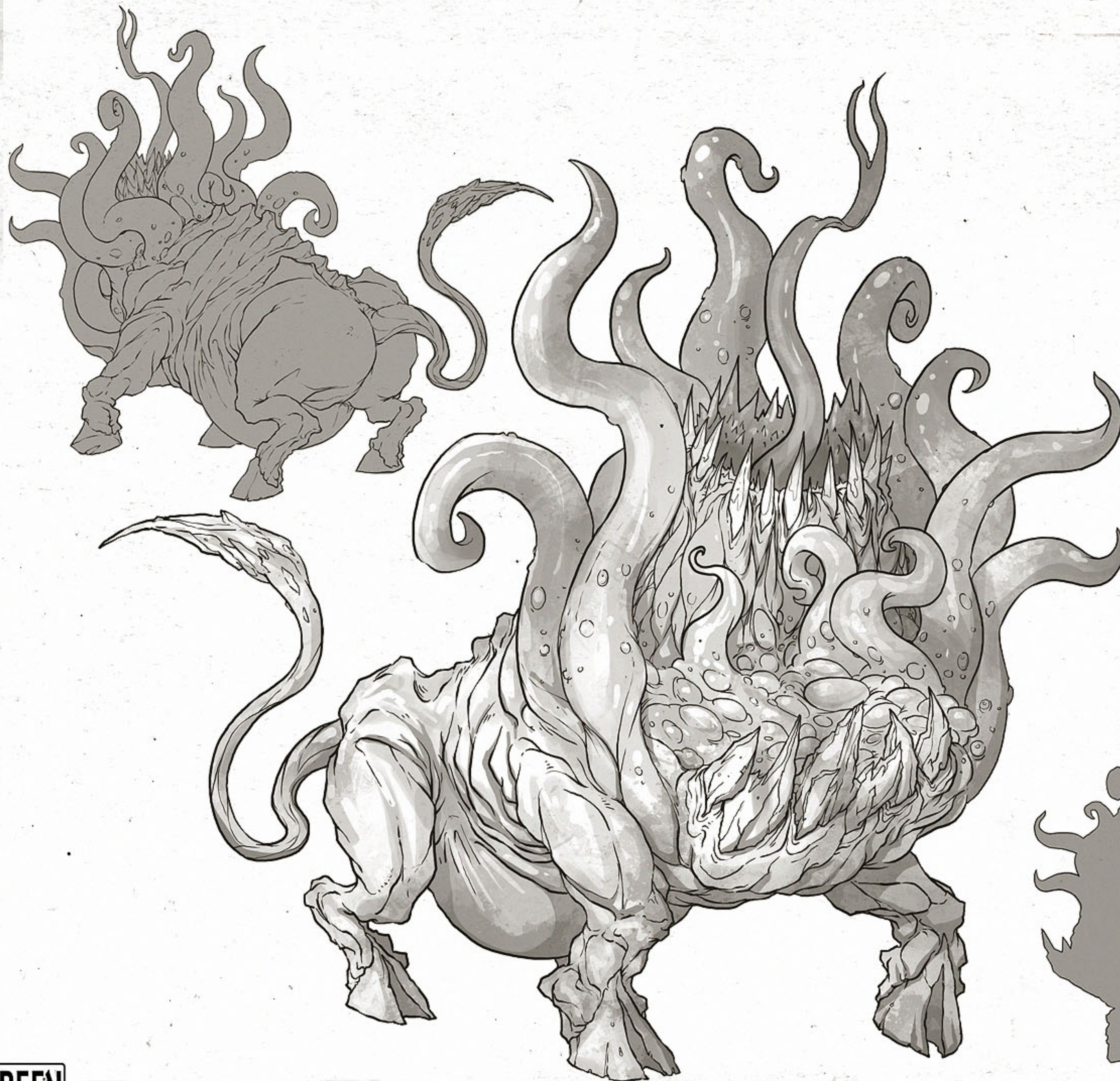
CONCEPT NOTES

- SHOGGOTH IS A LARGE BUBBLING MASS, HE SHOULD DIFFER FROM OTHER MONSTERS, BECAUSE HE IS MADE OF LARGE BLOBS, AND DOESN'T HAVE TENTACLES.
- FROM WITHIN HIS BODY ARE MANY GOOPING DRIPS AND EXTENDING OOZING ARMS.
- HE SHOULD LOOK LIKE HE IS 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.



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SHOGGOTH



CONCEPT NOTES

- 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 INTO IT'S MOUTH.
- THE MOUTH IS A "ALIEN" LIKE SNATCHER MOUTH 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.





CONCEPT NOTES

- THE HUMAN HOST HAS BEEN NEARLY COMPLETELY TAKEN OVER.
- THE FACE IS BEING PULLED OPEN BY CLAWS/TEETH, THE SKIN SHOULD LOOK LIKE ITS 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 THERE 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 INWARDS THAN WEAPONS. THE SPAWN WALKS BY SLOWLY DRAGGING HIS HEAVY SLIMY BODY WITH HIS POWERFUL HOOVED LEGS.
- HIS BACK IS A COLLECTION OF LARGE PUSS FILLED SACKS THAT LOOK READY TO BURST.



SPAWN OF YOTHOTH



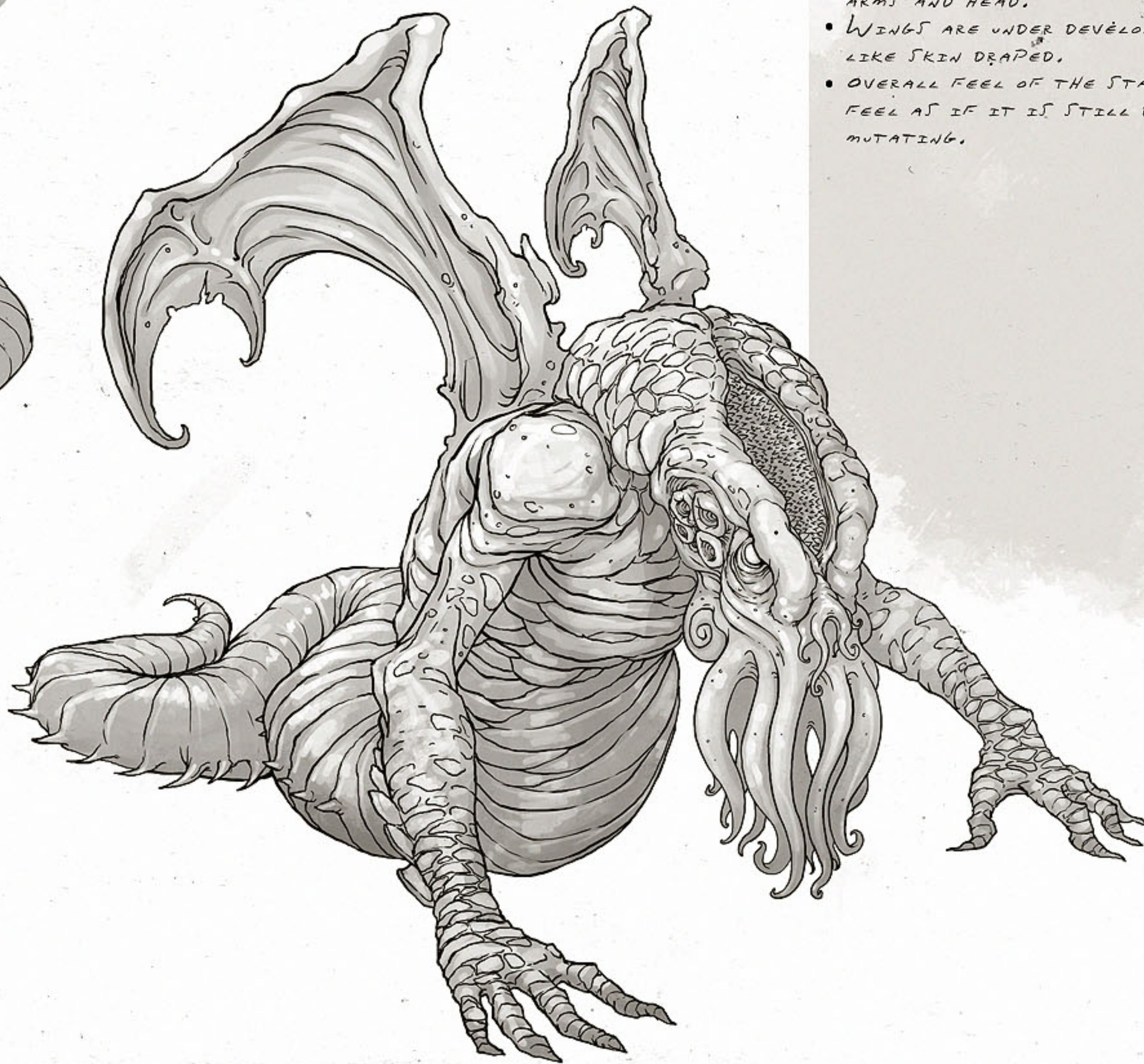
CONCEPT NOTES

- STAR VAMPIRE IS MADE UP OF GLOBULAR MASSES AND TRANSPARENT SACS.
- IT'S UNDERSIDE IS COMPOSED 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 IT'S UNDERSIDE. LONG RIGID ARMS EXTEND FROM THE SIDES OF THE MEMBRANES. FOUR FINGERS ON EACH HAND.
- THESE HANDS ARE USED TO PULL IT'S VICTIMS IN TO IT'S LARGE MOUTH.
- A HUMAN VICTIM IS TRYING TO FIGHT AWAY STAR VAMPIRE. HE ACTS AS BASE TO SUPPORT THE FIGURE.



CONCEPT NOTES

- SKIN TEXTURE IS SCALED LIKE THAT OF A REPTILE.
- HARDER PLATELETS ARE COVERED ON HIS ARMS AND HEAD.
- WINGS ARE UNDER DEVELOPED AND LOOK LIKE SKIN DRAPED.
- OVERALL FEEL OF THE STAR SPAWN SHOULD FEEL AS IF IT IS STILL DEVELOPING OR MUTATING.



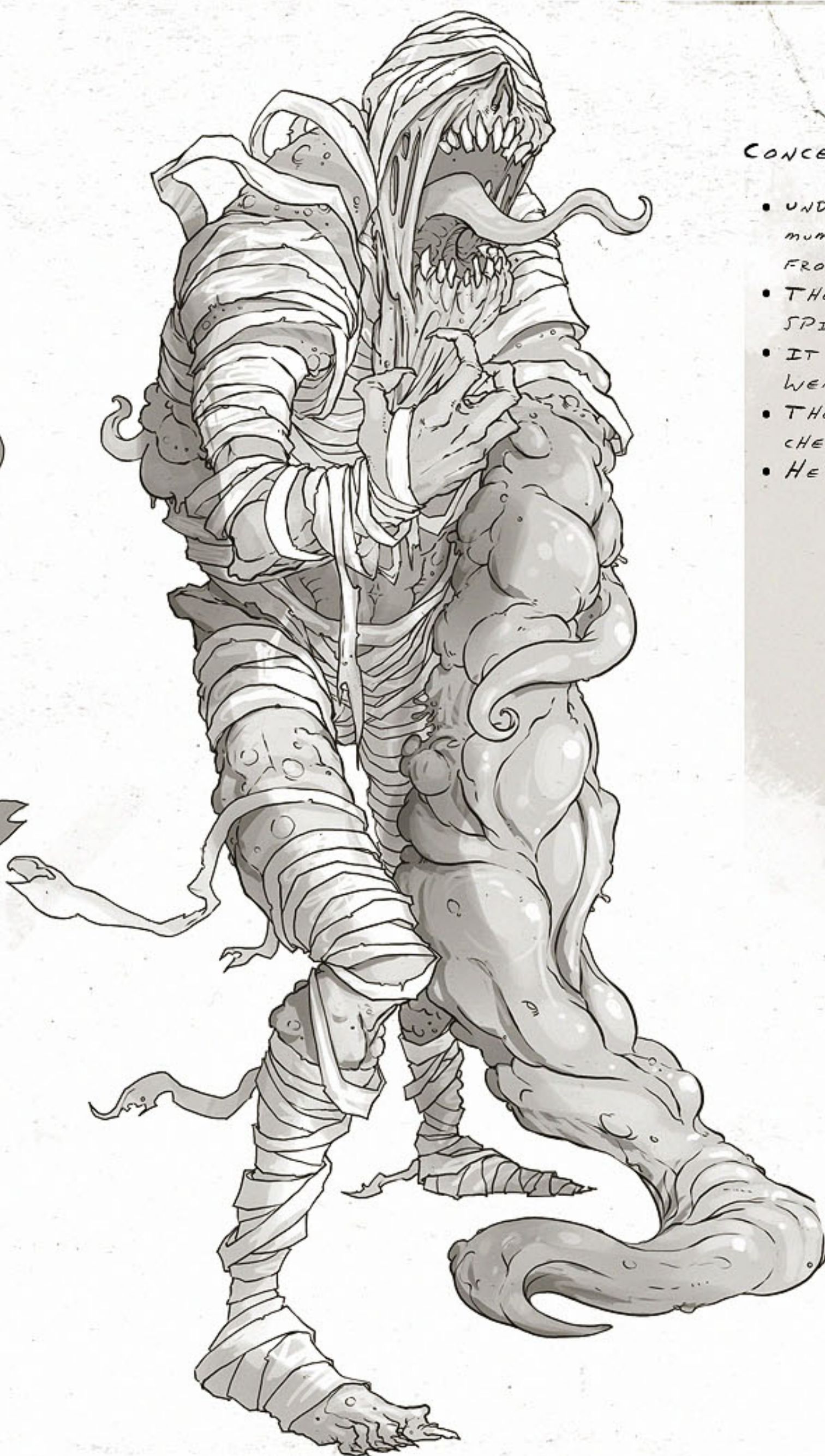
CONCEPT NOTES

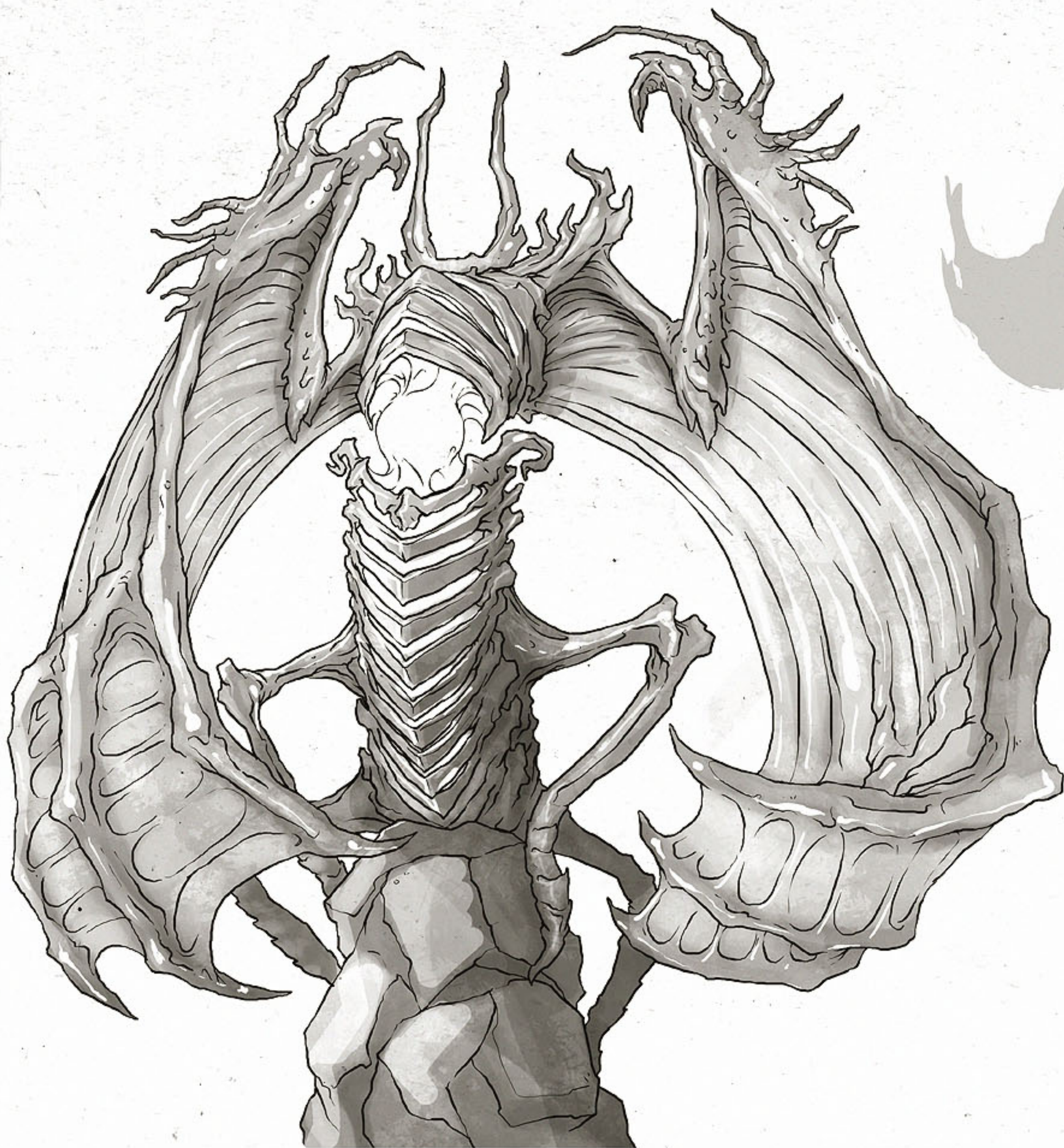
- TSATHOGGUA IS EMERGING FROM THE GROUND.
- THERE ARE CRACKS AND STONE AROUND HIM TO SELL THIS EFFECT.
- HE IS PULLING HIMSELF UP FROM THE EARTH.
- BECAUSE OF THIS, HE DOESN'T HAVE TO BE AS TALL AS OTHER GREAT OLD ONES BUT SHOULD STILL FEEL IMPOSING.
- HIS FACE IS MIXED WITH THAT OF A TOAD AND BAT.
- 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 AND DISPERSE INTO HIS FOREARMS.



CONCEPT NOTES

- UNDEAD ARE ZOMBIES THAT HAVE BEEN 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.





CONCEPT NOTES

- WATCHER HAS NO HEAD OR EYES, IT'S NOT NECESSARY TO HAVE SIGHT ON YUGGOTH.
- HE USES HIS LARGE WINGS TO FEEL VIBRATIONS. HE ALSO HAS 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 SHOULD LOOK TALL ON THE ROCK, TO GIVE THE SENSE THAT HE IS WATCHING OVER.
- HIS BODY SHOULD HAVE MANY INSECT CHARACTERISTICS.



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WATCHER OF THE GREEN PYRAMID



CONCEPT NOTES

- 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 TYPE STRUCTURE THAT WRAPS AROUND IN TO A RIGID SPINE.



CONCEPT NOTES

- THE WIZARD HAS SEEN BEYOND AND BECOME SOMETHING "DIFFERENT BECAUSE OF IT.
- HIS FACE HAS SYMBOLS CARVED INTO HIS SKIN. THIS SHOULD LOOK LIKE IT WAS DONE 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 RIDING ON IS ACTUALLY ONE WITH HIM.
- THEY ARE FUSED TOGETHER BY BUBBLING FLESH AND TENTACLES AND BONE. THIS SHOULDN'T LOOK TO 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 LIKE 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.





CONCEPT NOTES

- 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 9 CLAWS GRASPING AN EYE.
- TEN SNAKES ALSO EXTEND FROM HIS TOP TORSO SURROUNDING THE EYE.
- HIS UPPER TORSO RESEMBLES A HUMAN'S BUT DIFFERS IN THE MUSCULATURE.
- THE MUSCLES IN THE FRONT OF HIS UPPER TORSO WRAP AROUND TO HIS BACK IN TO THICK SNAKE LIKE MUSCLES.



CONCEPT NOTES

- YOG SOTHOTH IS A COSMIC LIKE BEING.
- HIS STRUCTURE RESEMBLES SOME HUMAN LIKE 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 EMBRYOTIC 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.



YOG SOTHOTH

CONCEPT NOTES

- 2006 IS THE SIZE OF A HOUSE CAT, TO MAKE IT NOT SO SMALL ON THE BOARD, IT IS PROPPED UP ON A BASE WITH OVERGROWN VEGETATION AND FUNGUS.
- IT'S SIZE SHOULD BE EXAGGERATED TO STILL MAKE A PRESENCE ON THE BOARD.
- THE HAIR IS THICK AND TANGLED.
- IT HAS A SET OF LARGE EYES AND A SMALLER SET OF EYES.
- IT'S HANDS AND FEET ARE WRINKLED AND TEXTURED.





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BHOLE



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BRAIN CYLINDER



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CTHUGHA



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ELDER THING



ELDER THING



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FATHER DAGON



FORMLESS SPAWN



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GHAST



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GNOTH KEHS



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GUG



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HIGH PRIEST



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LENG SPIDER



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H.P. LOVECRAFT



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MOONBEAST



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MOONBEAST



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MOTHER HYDRA



SERPENT MAN



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SERVITOR OF THE OUTER GODS



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SHANTAK



SLIME MOLD



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STAR VAMPIRE



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TSATHOGGUA



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WATCHER OF THE GREEN PYRAMID



WENDIGO



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WIZARD



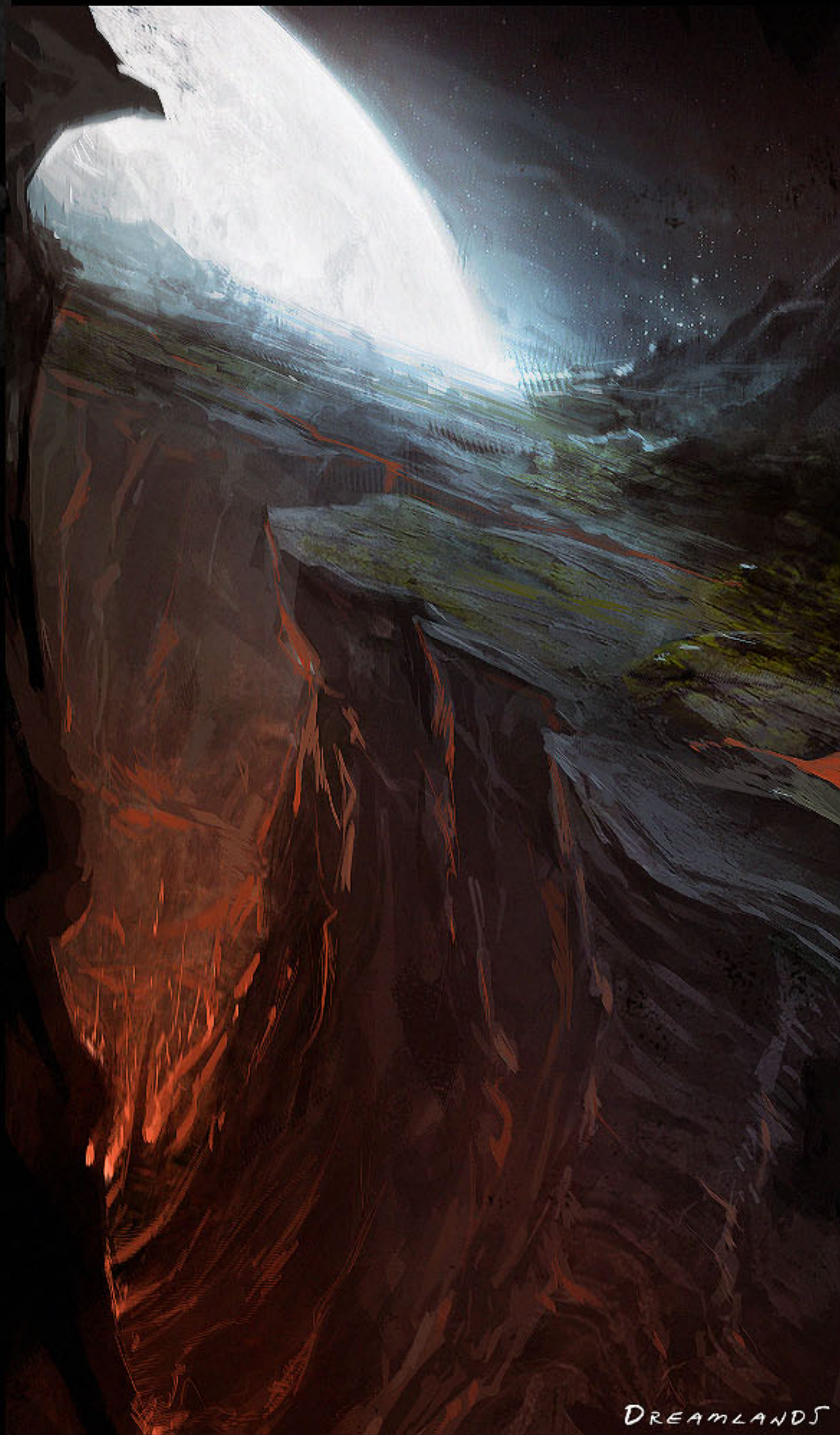
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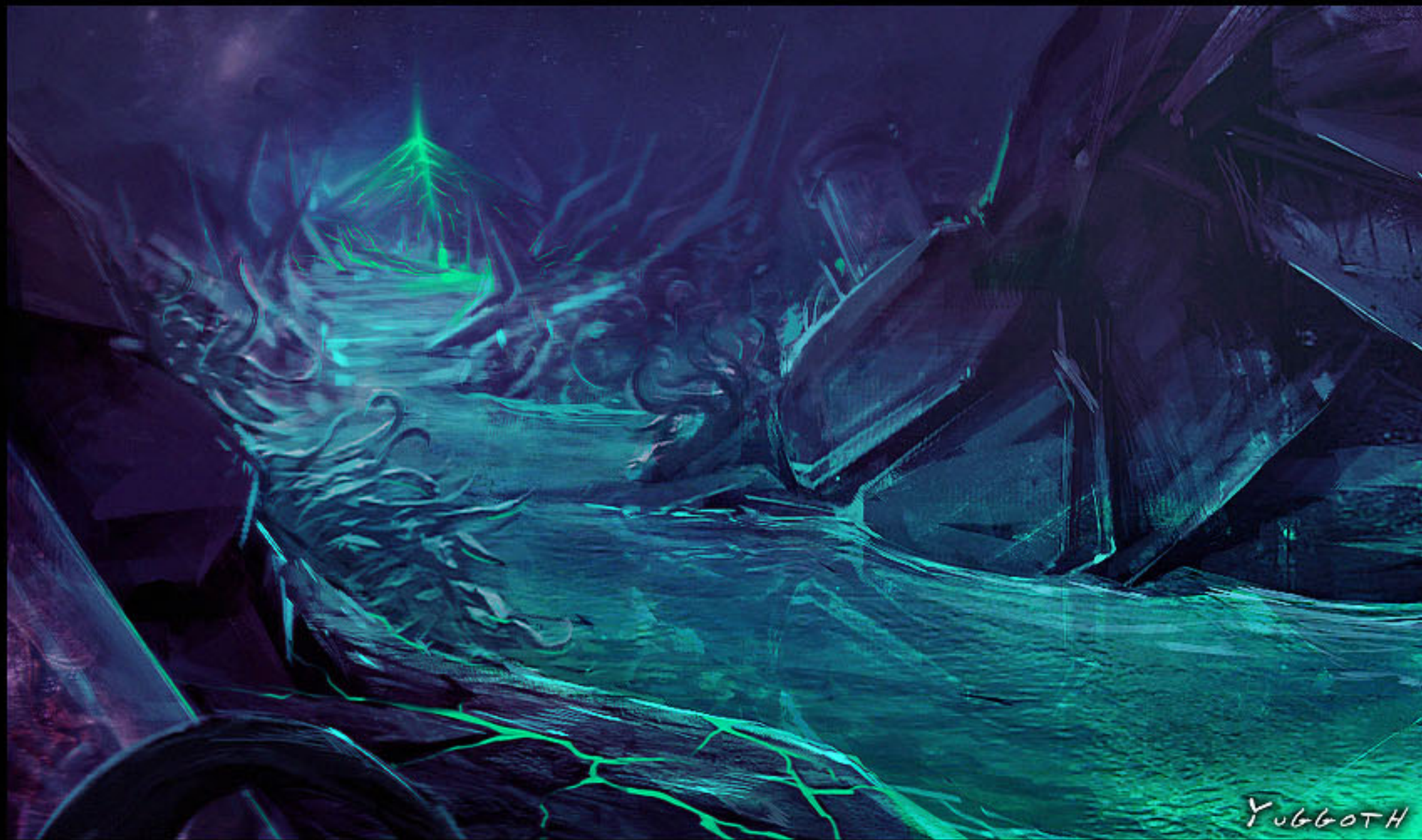


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ILLUSTRATION THUMBNAILS



DREAMLANDS



YUGGOTH



PRIMEVAL EARTH

CTHULHU WARS WORLDS



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