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Collecting the opening arc of the new smash-hit series that is taking fandom by storm Cy is an ordinary guy with a beautiful fiancée -- until his uncle's suicide changes his life forever. Consumed with discovering the motive behind his relative's sudden and painful death, he finds notes and scribbles about a nonsense word he doesn't recognize... Cthulhu. Obsessed, he seeks out answers to questions he should have never asked. A horrifying glimpse into a modern day Lovecraftian world filled with nightmares and excursions into Lovecraft's Dreamlands

Fall of Cthulhu, Vol. 1: The Fugue Details

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Author : Michael Alan Nelson

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From Reader Review Fall of Cthulhu, Vol. 1: The Fugue for online ebook

Mouldy Squid says

An interesting adaptation of Lovecraftian themes and tropes. The art might be off-putting to people more familiar with American super-hero comics, but it is excellent. The art style changes as the locations in the story change adding an interesting effect to the book as a whole. The horror is done well, and the creative team wisely stayed their hand from being too explicitly gory; they have clearly learned that less can be more. The body-horror is subtle, often only being shown at the end of a particular scene and then primarily hinting at the true carnage.

The story is also nicely done. It hits all of the major themes of Lovecraft without being slavishly adherent or a common pastiche. While the plot does drag at points, it does lead up to a satisfying conclusion that also leads into the next volume. The characters are believable and much more three-dimensional than most graphic novels. I actually had profound sympathy for the protagonist and his inevitable end was right on the money.

Anyone who likes Lovecraft and the Cthulhu Mythos should take a look at this series. Those with extensive reading in the Lovecraft oeuvre will, of course, get more out of the book than the novice, but broad knowledge of HPL is not necessary for enjoyment.

Ruth says

As a fan of Lovecraft, I've tried to read a fair amount of "Lovecraftian" fiction. I'm normally deeply disappointed with it. This is the first modern Cthulhu mythos story I've actually enjoyed. I didn't even have to worry about it. I'd just read *The Dream Quest of Unknown Kadath*, so I was actually familiar with Nodens when he popped up.

Definitely recommend it for people who feel let down by the majority of Cthulhu stories. Looking forward to reading more.

Christopher says

Stop trying to read/understand the Necronomicon! It never ends well!

A very enjoyable descent into madness (with some really creepy trippy coloring of the "Dreamlands" sequences) of a young man whose uncle mysteriously kills himself after his return from a months-long sabbatical.

Tentacles feature, but only tangentially.

Bandit says

Took me a while to get into it, but now I'm very intrigued. Very spooky ending. Plan to read more of the series.

Kim Dyer says

I thought that this was a pretty strong start to the series that was quick to hook me. You have some pretty common Lovecraftian gribblyies in there - Nyarlathotep, Cthulhu - along with some like Nodens that you don't see quite so often. The plot was framed as a mystery, focusing on a man investigating his uncle's suicide and finding himself embroiled with sinister cultists and an attempt to raise a dead god. It's creepy, grisly and closer to a Lovecraft short story than most of the other modern takes I've read.

My only small gripe was the art, as this was a bit shaky in places. While I did like the shift in style for the scenes set in the Dreamlands, I found the real-world set stuff was a bit samey, which made it hard to tell some of the characters apart.

Still, I really enjoyed it and am looking forward to seeing what happens next.

Michael says

Although this is somewhat blasphemous for implying there's a greater god than Cthulhu, this is a narrative that is well put together. This is actually very reminiscent of Neil Gaiman's Sandman series, at times.

Chris says

I wanted to like this more than I did. The art was difficult to like at first, but grew on me. The lettering was sterile, and added nothing to the book. The writing itself at times captured some of the horror that Lovecraft was so good at evoking, but too often lapsed into wooden dialogue spoken by two-dimensional characters.

From the point of view of a Lovecraft fan who has actually read Lovecraft (I get the impression that this is increasingly not the case), I found this incarnation of the mythos to be uninspired and at times naive. The idea that Abdul al-Hazred and Nyarlathotep are hanging out 24/7 at an inn in Arkham is unintentionally comic. The one thing the book does really well is the Dreamlands, which is wonderfully weird and surreal, thanks in no small part to the art.

In the end, I found Fall of Cthulhu Vol. 1 a sometimes engaging horror story that entirely misses the point of Lovecraftian horror. Instead of gently nudging us toward an understanding of the cosmic nature of mythos horror, Nelson clubs us over the head with it.

Kate says

I can't remember where I first heard of this, whether it was a vendor catalog or whether I was searching the library catalog for things related to H.P. Lovecraft. Anyway, a graphic novel based on Lovecraft sounded pretty cool, and the cover art looked pretty creepy.

Inside, the story begins with the author of the Necromicon, hundreds of years ago. Flash forward to present day and an updating of the "Call of Cthulhu" story by Lovecraft. A young man's uncle has committed suicide, leaving the man, Cy, to find answers among the project he has been researching. Enough details differed or were changed in the updating of the story to confuse me. For example, the uncle lived at a hotel run by a Mr. Arkham, which in the Lovecraft story was a mental hospital. Cy's girlfriend keeps finding a decorated knife that seems to be looking at her. Cy travels into an alternate dreamland, where a Lady is at odds with a dangerous god of hunting. Cy discovers more and more about the strange Cthulhu cult his uncle seemed to be a part of.

The artwork was not great, and it was indistinct enough that I had a hard time following actions as more characters were introduced. I wished there were more references to the original story, because aside from the vague plot similarities there weren't many. I don't know where this "dreamland" came from and it seemed too similar to Neil Gaiman's *Sandman*'s dream country (both in actual appearance and the art style). When I saw on the back cover that this was for "young teens and up" I was surprised, probably because of how many people are killed, although the deaths are not very graphic, and there's not much strong language. However, I feel like this would appeal more to adults, especially adults who have read Lovecraft.

Madhatta says

I feel like i am the only person who really liked this because i probably am. The 1st 6 collections as well as some of the other titles that sprang from this i just absolutely loved. The story is a little hard to cling onto at first since it moves relatively slow, but after you enter the Dreamlands things are surreal and slightly disturbing so it keeps you going. If you like mutant hellraiser-esque monstrosities and people panicking over a horrible apocalyptic demise then keep reading! It only gets better.

I found the characters pretty lovable: a rouge-esque/ sneaky goth girl, a scary bargaining wench with wicked taste, and a stylish saint of sacrifice, plus some regular joe schmoes for fun. And yes, there are over-the-top heroics from these characters. Is it believable? I don't know, if over-the-top black magic, a transcending hellish dimension, plus shit with tentacles sticking out isn't believable than neither is over-the-top heroics, so maybe you should GTFO of this book. Also, if you want a very serious read, perhaps this book isn't for you either, because its a FICTIONAL COMIC BOOK, so read at your own discretion.

Its also a great read on the muni too.

Ghoule says

French only

Fall of Chtulhu a le grand mérite de présenter les Mondes du Rêve (The Dreamlands)... et quelle vision! Chaque planche illustrée, chaque réplique et chaque interaction offre une approche inédite et particulièrement savoureuse de cet univers déjanté.

Malheureusement, le personnage et le récit sur lequel cette incursion dans l'Imaginaire repose s'avère d'un cliché impardonnable. Tout y est : le héros ignorant, le cinglé qui confie son fardeau et se suicide, l'enquête qui rend fou, l'écroulement de la vie du personnage, les ennemis déguisés qui rient des efforts pitoyables du protagoniste, les policiers trop imbéciles pour agir, la spirale descendante vers la folie et, surtout, l'échec à l'échelle lovecraftienne.

Personnellement, j'adore le Mythe de Chtulhu et j'honore la mémoire de Lovecraft. Mais qu'on reproduise ad nauseam son approche fataliste m'agace profondément. Pourquoi un personnage n'aurait-il pas moyen de vaincre les horreurs venues du fond des temps, au moins une fois?

Qui plus est, l'approche des dieux dans cette version du Mythe - certains marchent sur Terre et disposent de pouvoirs incommensurables - est risible. Si on se fie à cette bande dessinée, l'humanité n'existerait plus depuis fort longtemps.

James says

A horrifying book indeed, the artwork was well done with both the colors and the basic art technique and style changing as appropriate to amplify the story. The story was OK, very Lovecraftian, which means darker than hell. If I had a bone to pick it would be the Elder Gods and other critters make too much of an appearance which makes them seem too lightweight.

David says

Although the aisles of our library are regularly haunted by Lovecraft acolytes, I've never really gotten into his stuff, but this wonderfully creepy graphic novel may change all that. Cy Morgan's life starts to get seriously disturbing when his uncle walks up and, having lost his mind, proceeds to blow his brains out. His worldly goods, contained in a duffel bag, include a weird ceremonial knife that keeps eyeing Cy's girlfriend, and other clues that lead Cy to inspect his uncle's rooms in the curious halls of Arkham house. What he finds secreted there behind a locked door is kind of shocking, but this is nothing to the strange dreams that carry Cy truly over into the darkside of unconscious reality. Drawn to contrast with the somber sketchiness of most of the panels, the twilit pastels of the Dreamlands and the disturbing surreal figures that he encounters there - most notably a gash-mouthed Harlot giantess that Freud would have a field day with - proceed to bleed through into Cy's waking reality, and drawing him deeper and deeper into arcane mysteries with lethal ramifications in the waking world. There will be blood - lots of it. I can't wait to see what new evils are revealed in the futherfurther installments of this series.

Shawn Birss says

Fall of Chtulhu is classic Lovecraftian inspired occult horror, told in a similar style to Neil Gaiman's Sandman, if Sandman were crossed with a YA novel.

It's eery and atmospheric. Like Sandman, it occurs on more than one plane of reality. Art styles change to reflect the reality in which the story is taking place. Murder, human sacrifice, suicide, and a mystery to solve haunt a young couple as they gradually begun to discover the existence and consequences of a Cthulhu cult at their back door.

Readers who enjoy occult horror comics like Sandman will likely enjoy this. I would recommend Neonomicon by Alan Moore to fans of Lovecraft before this book. I would recommend Sandman before this book to anyone who hasn't read either. Readers already familiar with the genre and well read will likely find this an adequately entertaining read.

Ashlen says

Pretty boring and inauthentic as far as Lovecraft adaptations go. There are characters and elements here that don't fit into the Lovecraft mythos in my opinion. Sure you have Cthulhu and Nodens and the Necronomicon, but they're placed in a fairly boring setting and plot. There's also an undercurrent of misogyny, in the form of demonizing women's sexuality, that I didn't particularly appreciate.

11811 (Eleven) says

Lovecraft hounds should be all over this. Others, maybe not so much. The Clive Barker crowd should dig it too. 4.5 stars.
