



## The Lovecraft Anthology: Volume 2

*H.P. Lovecraft , Dan Lockwood (Editor) , Jamie Delano (Contributor) , Steve Pugh (Contributor) , Chris Lackey (Contributor) , Adrian Salmon (Contributor) , David Camus (Contributor) , Nicolas Fructus (Contributor) , more... Dwight L. MacPherson (Contributor) , Paul Peart-Smith (Contributor) , Chad Fifer (Contributor) , Bryan Baugh (Contributor) , Pat Mills (Contributor) , Attila Futaki (Contributor) , Benjamin Dickson (Contributor) , Mike McMahon (Contributor) , Simon Spurrier (Contributor) , Matt Timson (Contributor) , Warwick Johnson Cadwell (Contributor) ...less*

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Out of the uncharted places of the world and the prodigious imagination of **Howard Phillips Lovecraft**, renowned master of the eerie, come nine nightmarish tales of terror. From the dreaded remnants of long-dead civilisations to unhallowed monstrosities scheming in the darkness, Lovecraft's stories have never lost their power to astound and unsettle. this graphic anthology breathes new life into classic works of weird fiction.

Praise for *The Lovecraft Anthology: Volume I*:

"When a graphic novel comes along representing some of Lovecraft's greatest tales, it has a lot to live up to. I'm happy to say that the graphic novel compilation *The Lovecraft Anthology, Vol. 1* provides the goods."  
—GeekDad.com

## The Lovecraft Anthology: Volume 2 Details

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H.P. Lovecraft , Dan Lockwood (Editor) , Jamie Delano (Contributor) , Steve Pugh (Contributor) , Chris Lackey (Contributor) , Adrian Salmon (Contributor) , David Camus (Contributor) , Nicolas Fructus (Contributor) , more... Dwight L. MacPherson (Contributor) , Paul Peart-Smith (Contributor) , Chad Fifer (Contributor) , Bryan Baugh (Contributor) , Pat Mills (Contributor) , Attila Futaki (Contributor) , Benjamin Dickson (Contributor) , Mike McMahon (Contributor) , Simon Spurrier (Contributor) , Matt Timson (Contributor) , Warwick Johnson Cadwell (Contributor) ...less

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# From Reader Review The Lovecraft Anthology: Volume 2 for online ebook

## Octavi says

Este sí que es redondo. Todos los artistas que participan son muy buenos y por supuesto los relatos de Lovecraft no tienen desperdicio.

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## Caitlin says

My thoughts were mostly the same as with volume 1 on this one so I'll just note that this volume includes Pickman's Model, The Temple, From Beyond, He, The Hound, The Nameless City, The Picture in the House, The Festival and The Statement of Randolph Carter.

Full series review [here](#)

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## Rade says

Not as good as the first volume but still very enjoyable. You can read my review of the first volume [here](https://www.goodreads.com/review/show...) (<https://www.goodreads.com/review/show...>). Once again we have a collection of illustrated Lovecraft short stories that all have similar themes (unexplored worlds, nightmarish visions, people going mad, creatures from beyond, etc). I got to point out that I am not a biggest fan of stories that start off on a strange note (don't have explanations on how characters got there) and end in a way that does not give us a conclusion or explanation of what went on. Some of the stories in this volume were like that. Basically they started off good but ended in a way that told me almost nothing on what happened and how did the visions or creatures they saw came to be.

Lovecraft is big on having characters go mad by experiencing something unusual or weird. His stories are described in rich detail but a lot of them are very similar. This volume once again has illustrations by different people and their own way of approaching the story and illustrating it is what made me buy the actual book. I REALLY enjoyed "The Hound" and "The Picture in the House." The others, while short and had left out a lot of things, were also fun to read.

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## Michel Weatherall says

The artwork was not quite as good as its predecessor, but never-the-less great!

I gave The Lovecraft Anthology: Volume 1 four stars. I wish I could give Volume 2 three and a-half stars... but I can't.

...so... four stars it is!

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## Bill Kerwin says

This second volume concentrates on some “lesser-acclaimed” works of Lovecraft, and—although doing so is a noble effort—I believe the volume suffers as a result. But, though this volume is not quite as good as its predecessor, it still offers delights to the fan of H.P. Lovecraft who appreciates graphic narrative art.

My favorites here are “Pickman’s Model,” “The Hound,” “The Nameless City,” “The Picture in the House,” and “Festival.” Artist Steven Pugh creates for “Pickman’s model an early 20th century atmosphere—not far removed from the aesthetic movement of the ‘90’s—and this atmosphere adds much to what is already a superb tale. Lovecraft wrote “The Hound” as a parody of sensationalistic horror, and artist Bryan Bough uses a “Tales from the Crypt” approaches early “Mad Magazine” style that strikes exactly the right balance between chills and laughter. The other three tales may be slight in themselves, but the dream-like imagery of Attila Futaki’s “Nameless City,” the black and white world of Mick McMahon’s “The Picture in the House,” and the Hawthorneian gothic feel of Matt Tinson’s “The Festival” linger in the memory.

If you only read one of this series of two, get the first volume instead. But each of the tales here, including the four I did not mention (“The Temple,” “From Beyond,” “He,” and “The Statement of Randolph Carter”) gives pleasure to the reader, and I am glad that I gave this second volume a try.

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## Roman Stadler says

Well, I feel Harris' review further down this page sums up my thoughts pretty nicely, so I won't add much more, except to say there's three very good adaptations in this volume, and two of those have beautiful appropriately atmospheric art: Pickman's Model and From Beyond. The third, The Hound, has good art, too, just not as fine as the first two.

I thought Vol. 1 only had three good adaptations itself; The Call of Cthulhu, The Colour Out of Space, and The Rats in the Walls (Dagon was good, too, beautifully illustrated, but completely forgettable). The rest were lacking suspense or dread, and some are too "cartoonish" (wrong term, really, but I can't think of a better one; the art isn't either realistic or stylized enough, but amateurish, soft, or silly) to have the requisite claustrophobic doom, futility-in-the-face-of-the-gibbering-horrors-around-us, or even simple dread that Lovecraftian adaptations ought to capture. If the three stories I liked from each volume were collected in one, I'd give that book 3.5/4 stars!

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## Tom says

Highlight for me is Mick McMahon's contribution.

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## **Eve Kay says**

Herein follows my in-depth analysis of Lovecraft, this Anthology and the art in this book.

Guess I'm pretty much done with Lovecraft. We just don't seem to see eye to eye on anything. I also blame the editor of this Anthology - did he only pick crappy works for this? All of the pieces seemed to have the same kind of a plot: A guy goes somewhere (usually descends down below earth) and sees another world and either dies or goes mad or whatefs. Bo-ring!

Also! Just a note on the art work: They pretty much sucked. Only a few were either good or decent.

I liked the first story, Pickman's Model, for both the graphics and the story. It seemed well drawn and the main character was nicely mad.

Temple was only okay, the art wasn't to my taste but oddly it fit the story.

From Beyond was a yawn and I already started to see the Lovecraft repetition in plots in this one.

The story He was like a repetition of From Beyond and the Hound was ridiculous :D I can't but wonder if Lovecraft wrote this as a joke? Or is it just portrayed like that in this Anthology? To me it just was way too silly and simple.

I loved the artwork of The Nameless City but didn't care for the story.

The Picture in the House ended well, so it was one of the good ones.

The Festival and The Statement of Randolph Carter weren't for me.

If I'll happen upon Volume one once I'll probably pick it up just to see if there is indeed a difference in the storylines. But, yeah, don't hold your breath.

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## **Fox says**

Volume 2 of The Lovecraft Anthology was far superior to the first.

The artistry of the comics themselves reminded me of the work of Dave McKean and the stories that were chosen were of a decidedly more obscure bend. Choosing tales such as The Rats in the Walls was rather inspired, as so much of it could be conveyed through the art rather than the script. The story, actually, appealed to me in comic form when I've never been a fan of it in general.

This is a good introduction to H.P. Lovecraft and his non-Cthulhu mythos stories. It elicits the cosmic dread while also showing that Lovecraft is capable of stories of a more fantastical bend (i.e. The Colour Out of Space) and the comics were both easy to read and fun to look at. Once more, it is a pleasure to see the more visual aspects of Lovecrafts works being played with in a way that isn't... movies of questionable worth.

Would highly recommend.

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## Artur Coelho says

Se o primeiro volume desta antologia de Lovecraft adaptado aos comics já surpreendeu pela qualidade, este não lhe fica atrás. Diga-se de passagem que é um tema complicado. Os contos de Lovecraft são bem conhecidos e as adaptações a banda desenhada já vêm de longa data. O que de novo nos pode trazer uma iniciativa destas?

A adaptação dos contos é cuidada, conseguindo o quase impossível equilíbrio entre a prosa prolífica de Lovecraft e um meio de expressão que vive de uma bem medida proporção entre texto e imagem. É no estilo ilustrativo que a obra se distingue. Não há um estilo comum a todos os contos. Cada ilustrador traz consigo a sua visão, espelhada em iconografias diversas ao longo das páginas deste livro. Esse carácter de interpretação individual é a mais valia que esta série traz ao panorama de obras que giram à volta deste autor de culto.

É-me impossível destacar qual a melhor das adaptações. Cada qual tem o seu estilo individual numa colectânea que vai do realismo com toques degenerados a estilizações abstraccionistas ou surreais. Para os conhecedores do género de terror no mundo dos comics há um genial piscar de olhos no grafismo de Bryan Baugh ao estilo clássico de *Creepy* ou *Eerie* na adaptação do conto *The Hound*.

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## (shan) Littlebookcove says

A wonderful Sunday Morning to you all! Here at the Little book cove, I'm having a very chilled morning. I had a choice, Would I like to go for a meal and late night drinks last night, or chill with a book, what do you think I Chose lol! Last night I finished the second instalment of this. I have to say it's not as good as the first one, the Storyline and plot were a bit off at times But The artwork I cannot fault at all, especially "Steve Pugh's" In fact All the artists and colourists are fantastic in this book. In this Collection of graphic "H.P Love Crafts" short tales. There were story's I haven't yet got to read so there adaptation was really epic. "Pickman's Model" was a lot Like Dorian Gray in many aspects. "The Temple" left me with a strange eerie feeling. As well as "The nameless City." I was rather sad that I've come to the end if these, but I'm going to keep an eye out for more of these kind of book's as There quite addictive! And make a wonderful addition to the collection for any H.P Lovecraft fan's Collection.

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## Nick says

\*See my review on the 1st Anthology, which sums up my views on both.\*

For the second Anthology, I really like the stories, "Pickman's Model," and "The Nameless City," in terms of both art and prose. The second story features one of my least favourite art styles, in the vein of Hellboy, and the story is silly and corny (featuring a fanatical, inexplicably insane German in WWI who really fits more as a hardcore Nazi in WWII) until the very end, when both art and story satisfy. The rest of the stories are so-so and forgettable, though the 2nd last story, "The Festival" has very interesting artwork, while the last story, "The Statement of Randolph Carter" has thematically inappropriate artwork bordering on silly. "The Hound" was a disappointment. I love the idea of scary or creepy dog stories, but they usually suck, with Stephen King's Gerald's Game containing a notable exception.

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## **Andrew says**

But of course you cannot read the first volume without the second one as honestly the same creativity and imagination that brought the first book has spilled over in this volume too (or is that two).

To be honest I think you could apply this to any of Lovecrafts stories or even though of his fellow writers who shared in the mythos - in fact I can think of a number of stories already which I would love to have seen put to this format - I can hope.

What I would say is that since they are all different (styles, formats and stories - obviously) the books could carry on as even though some of the stories have been done to death (and beyond) in anthology format this breaths new life in to them.

I think the works and words of Lovecraft have crept in to almost every corner of modern literature, from references, to forbidden books and creatures to places names and even styles of telling stories. I am honestly surprised these books have not been written a long time ago - and like their origins I think they will stand the test of time.

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## **???? says**

In this volume the reader gets introduced to some of the best non Cthulhu Mythos stories. The best one (especially artistically) was The Festival. A good collection in general but I still prefer Volume 1.

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## **Harris says**

Note: This is a review for both the Lovecraft Anthology, Volume 1 and the Lovecraft Anthology, Volume 2.

In these anthologies, various comic writers and artists adapt a few dozen of H.P. Lovecraft's most famous tales to a graphic format, to me, mostly ineffectually. While a few feature intriguing art styles, most cannot approach the atmosphere or creepiness of the original stories filtered through the reader's own imagination and thus feel rushed and fragmented.

Due to the verbose nature and detached style of Lovecraft's writing, I feel that it is extremely difficult to adapt his work into a visual format, one that really succeeds as an adaption, and I have yet to see a truly satisfying comic interpretation of a Lovecraft story. Relying on slowly building atmosphere and describing "indescribable" horrors, his tales do not lend themselves to be rendered in images aside from one's own imagination. It may be part of the limited space the editors and artists had to work with, but many feel slightly trite, with little of the eerie feelings cultivated through Lovecraft's wordcraft.

The most successful were, I feel, were "Dagon," adapted by Dan Lockwood and illustrated by Alice Duke in Volume One, and "Pickman's Model," adapted by Jamie Delano and illustrated by Steve Pugh in Volume Two. Each of these used evocative art with an understated, close interpretation of the original stories to make them effective takes on the tales. Both of these stories are quite short, however.



