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WORLDBUILDING AS A SOURCE OF HORROR IN COSMIC HORROR

Kulcsszavak: kozmikus horror, Lovecraft, világépítés

This paper examines how cosmic horror serves as the primary tool of worldbuilding in H.P. Lovecraft's "The Call of Cthulhu," a foundational work of the genre that Lovecraft often refers to as "weird fiction." In these texts, Lovecraft constructs worlds that exist entirely separate from humanity and emphasize the passing nature of human civilization from a cosmic perspective. In analyzing this story, I argue that cosmic horror arises from the indifference of the universe and the relative insignificance of humanity. In other words, the sense of horror is not caused by creatures or events, but by the universe itself, which is perceived as uncaring and destined to outlast human existence. My paper will explore how Lovecraft's worldbuilding generates a horror that transcends individual experience and evokes a dread rooted in the meaninglessness of humanity and its ultimate doom. My key questions include: How does the universe Lovecraft that builds reduce human concerns to evoke existential horror? In what ways does the revelation of the true nature of the world intensify this horror? Finally, I will show that Lovecraft uses worldbuilding as a narrative device to evoke a sense of cosmic horror, where fear results from the incomprehensibility of the universe he describes.