

Dark Adventure Radio Theatre

The Players

Sean Branney Dyer
Seth Compton Danforth
Matt Foyer Lake, Sherman
Andrew Leman Nathan Reed, Ropes
Barry Lynch Pabodie
David Mersault McTighe, Larsen
Troy Sterling Nies Williams
Josh Thoemke Announcer, Gedney
Noah Wagner Chester Langfield

The Staff

Based on the story by H. P. Lovecraft
Radio Adaptation by Sean Branney, with Andrew Leman
Original Music and Sub-Zero Foley by Troy Sterling Nies
Cover Illustrations and Danforth Sketches by Darrell Tutchton
Newspaper clipping and expedition photos by A.H.Leman
Thanks to Chris Horvath, Nick Offerman, Michael Cassidy & Clayton Tripp
Produced by Sean Branney and Andrew Leman



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Illustrations accompanying the original publication of "At the Mountains of Madness" in 1936 by Howard V. Brown.

But first, a few words from our sponsor....

Lovecraft considered *At the Mountains of Madness* his best and most ambitious story. While he primarily wrote short stories and poetry, he also wrote the short novels *The Dream-Quest of Unknown Kadath* (1926) and *The Case of Charles Dexter Ward* (1927) before writing *At the Mountains of Madness*.

Lovecraft wrote it in the early months of 1931 and shortly thereafter he submitted it to *Weird Tales*. The manuscript was rejected by editor Farnsworth Wright, and sat unpublished for more than five years before it was submitted and accepted for publication in *Astounding Stories*, where a serialized edition appeared in the February, March and April issues of 1936. Lovecraft received \$315 for publication of the story and was highly annoyed by editorial changes to his manuscript.

At the Mountains of Madness is a quintessential Lovecraftian story. It brings together his love and admiration of science, thirst for adventure, and sense of mankind's insignificance in comparison to the cosmos as large. Here cosmic fear blossoms in an inhospitable wasteland as his scholarly heroes make discovery after discovery that subject them to immediate and personal horrors that reverberate with cosmic repercussions: the plausible notion that perhaps mankind itself is merely a mistake. Lovecraft himself would likely have been surprised — and perhaps delighted — to see that now more than ever this story succeeds on a metaphoric level, for it is the Elder Things' tinkering with life itself which ultimately precipitates their demise as their creations come back to destroy them.

We thought the story was ideal to be brought to life in the way it most likely would have been adapted during Lovecraft's time: on the radio. It's a story of fantastic imagery, and, as HPL knew, images are most intense and powerful in our own imaginations. Here Lovecraft's old-fashioned but potent prose shines, allowing us to picture our own worst nightmares as we listen to this tale of exploration into a forbidden world. We hope you'll turn down your lights, gather round the CD player and enjoy the experience of **Dark Adventure Radio Theatre**, as we present *At the Mountains of Madness*.

—Sean Branney
HPLHS

