Dark Adventure Radio Theatre

The Players

	ion Armitage, Mamie Bishop, Operator Wizard Whateley, Dr. Hartwell
Aidan Branney	
Sean Branney	Narrator
Kacey Camp S	ally Sawyer, Luther Brown, Selina Frye
Mark Colson	George Corey, Wilbur Whateley
David Q. Combs	. Zebulon Whateley, Professor Morgan
Seth Compton	Sam Hutchins, Terrified Freshman
Steve Coombs	Fred Farr, Junior Librarian

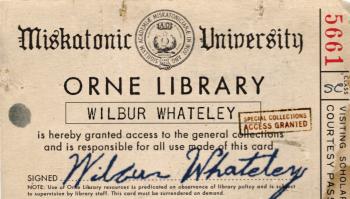
McKerrin Kelly	Lavinia Whateley, Small Frye
Casey Kramer	
Andrew Leman	Earl Sawyer, Professor Rice, Elmer Frye
Barry Lynch	Henry Armitage
lohn A. McKenna	Night Watchman
David Pavao	Silas Bishop, Henry Wheeler
losh Thoemke	Announcer, Curtis Whateley
Darrell Tutchton	Yog Whateley
loah Waaner	Chester Lanafield, Dr. Houghton

The Staff

Based on the story by H. P. Lovecraft Radio Adaptation by Sean Branney, with Andrew Leman Music and Whippoorwill Cachinnations by Troy Sterling Nies Cover illustrations and Wilbur Diary art by Darrell Tutchton Prop Inserts by Andrew Leman, with Sean Branney Very special thanks to Chris Horvath & Nicholas Pavkovic

Produced by Sean Branney and Andrew Leman





LUDO FORE BUTANINUS

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

When we created Dark Adventure Radio Theatre: At the Mountains of Madness, we had no idea how the world would take to a new 1930s-style radio play. An audio play seemed like a suitable environment to capture both the literary style of Lovecraft's writing and the dramatic action of an exciting story. We were pleasantly surprised to see our adaptation was embraced both by fans of Lovecraft and old time radio. Enthusiasm from HPLHS fans inspired us to embark on a new production.

"The Dunwich Horror" is one of the great stories of the Lovecraft canon. In many ways it's thematically united with Lovecraft's other major stories: monstrous entities from beyond human existence threaten mankind itself. Yet, in a rare departure for Lovecraft, here the humans are able to thwart the hideous menace and walk away from the experience (rather than recount the ordeal from inside a padded cell), "The Dunwich Horror" gives us our most detailed glimpse into the dreaded tome. The Necronomicon. It takes us inside the hallowed halls of Miskatonic University. It gives us creepy folklore, nameless cults, neurotic scientists, and indescribable monsters with flailing tentacles. It embodies the Cthulhu Mythos in a manner vexing to literary critics and thrilling to players of role playing games.

Lovecraft wrote the story in the summer of 1928 after traveling in rural Massachusetts. He took inspiration from the geography and folklore of the region, blended in inspirations from the stories of Arthur Machen and Algernon Blackwood, and brought a good dose of his own cosmic sensibility to the story. He had no trouble selling "The Dunwich Horror" to Weird Tales and received a payment of \$240 for it—his biggest paycheck for a single story at that point in his life.

For this production, we've assembled a large ensemble of talented professional actors. Troy Sterling Nies has returned to add a haunting and atmospheric musical score to the piece. We hope you'll set aside the trappings of the modern world (except, perhaps, for your iPod) and let your imagination take you back eighty years to the hills of western Massachusetts, which contain dark and terrible secrets...

—Sean Branney HPLHS



BACKWOODS "MONSTER"

DUNWICH, September 11 (AP).—It seems the bootleg whiskey of Dunwich has raised up a record-breaking "monster." A renegade still exploded, destroying the abandoned Whateley farmouse just outside of the town.

The bootleggers haven't been caught, but their latest batch of moonshine was reduced to a sticky mess in the explosion. A foul-smelling syrupy substance coats the timbers of the destroyed house.

As Dunwich has no police force and State Police from nearby Aylesbury don't often visit the town, it's a place with a history of mischief of all sorts. Just ask them down at Osborne's General Store, and they'll tell you all