

Dark Adventure Radio Theatre

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

The Players

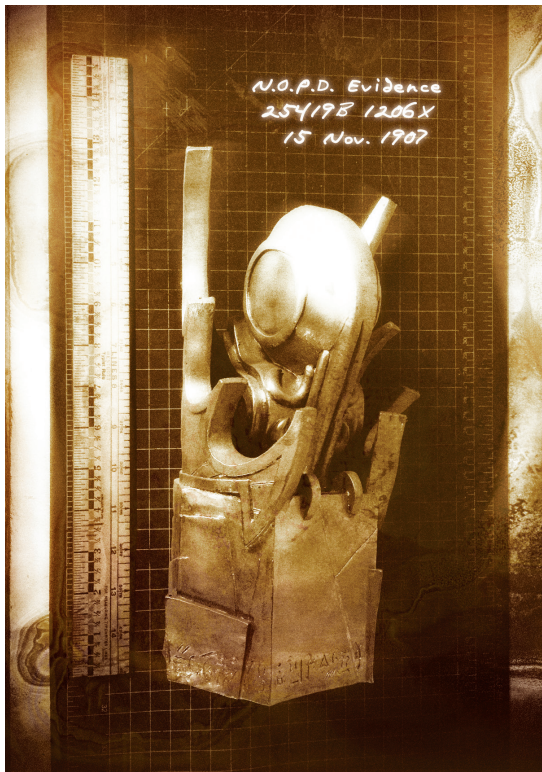
Leslie Baldwin	Flo
Sean Branney	John Raymond Legrasse
Kacey Camp	Sheryl Huberdeau/The Exalted Cyclops
Myles Cranford	Leroy
Hollie Hunt	Sarafine Glapion
Andrew Leman	Lt. Surplus
Jacob Andrew Lyle	Claude, Sgt. Henderson
Barry Lynch	Sgt. Blair, The Klorogo
Grinnell Morris	Sheriff Morpain/The Kladd
Dutch Neo-Smith	Colonel Hebert
David Pavao	Jabaley, The Klokard
Kern Saunders	Emerson Hardy
Kevin Stidham	Antoine LaVache, The Klextor, Lt. Jackson
Josh Thoenke	Announcer
Time Winters	Creighton Cobb, Dugas

The Staff

Inspired by "The Call of Cthulhu" by H. P. Lovecraft
Original Story and Audio Play by Sean Branney
Original Music by Troy Sterling Nies
Vocals Recorded at The Jungle Room, Glendale, California
Audio Engineering by Julian Beeston
Cover and Disc Illustrations by Darrell Tutchton
Prop Inserts by Andrew Leman and Sean Branney
Thanks to Kevin McTurk & Mt. Pleasant Herps
French Consultation by Sophie Klessen

No snakes or raccoons were harmed in the making of this episode, but it wouldn't hurt to wash your hands after handling the enclosed props.

Produced by Sean Branney and Andrew Leman



The classic horror tales of H. P. Lovecraft have given the *Dark Adventure Radio Theatre* team a rich and exciting source of inspiration for our radio dramatizations, but for some time now we have been interested in creating episodes that feature original stories. While there is tremendous satisfaction to be had in the adaptation of a well-known and well-loved story to a dramatic medium, we couldn't help but feel that original tales would bring to new episodes an added layer of suspense, the thrill of not knowing in advance how the plot will unfold. In developing new stories, we would also have an opportunity to explore interesting characters, topics, themes and settings into which Lovecraft himself never delved.

We took our first steps in this direction with "Dagon: War of Worlds" and "A Solstice Carol", and we thought it would be fun to go further still, and incorporate one of Lovecraft's protagonists into a new mystery. John Raymond Legrasse, the New Orleans Police Inspector from "The Call of Cthulhu", seemed like an excellent candidate. His fixation on the Cthulhu cult from his 1907 raid offered an ideal springboard to new confrontations with Lovecraftian horrors. The setting suggested real-life horrors as well: racism and the Ku Klux Klan.

In 1915 Lovecraft expressed admiration for the original, Reconstruction-era Ku Klux Klan, but the KKK was alive and growing in the 1920s, having been resurrected by D. W. Griffith's landmark film *The Birth of a Nation*. The reborn Klan was modeled after the fraternal organizations popular in the era, and featured elaborate rituals full of terms and titles that seem bizarre and even ridiculous today. At the time, they were deadly serious. It's estimated that by 1925 the Klan had some five million members: that was one out of every twenty Americans. Lynchings were horrifyingly common in the early 1920s:

more than 50 a year from 1920 to 1922, and more than 300 before the decade was out. While the Klan was not responsible for all of them, it did thrive in this nationwide atmosphere of racial and religious intolerance.

We know well that Lovecraft's racism is a hot-button topic. A thorough review of HPL's life, correspondence and creative works shows that he was lamentably but undeniably xenophobic and racist in his personal beliefs, and it's always been challenging to appreciate his fictional creations without excusing his more repugnant real-life attitudes. Though we cannot change who Lovecraft was or how he felt, it seemed like it might be worthwhile to attempt something HPL himself never did: to create a Lovecraftian tale in which people of color would be real, fully-drawn characters vital to the plot's success. This episode nevertheless contains language that some may find offensive. We didn't see how it could be avoided, and didn't think it should be.

It's a new experiment in the *Dark Adventure* line and we thank our cast members, veterans and newcomers alike, and sincerely hope fans of the series will enjoy a ride to a new destination. We plan to bring you more episodes adapted directly from HPL's work, along with more original stories inspired by Lovecraft. And regardless of the source of our tales, we hope once you turn down the lights and turn up your wireless, all will provide you a strange, otherworldly thrill and dark adventure that even Lovecraft himself might have enjoyed.

—SB & AHL



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