

# Dark Adventure Radio Theatre

## BUT FIRST, A FEW WORDS FROM OUR SPONSOR....

### The Players

Amir Abdullah .....	Mr. Schmid, Djemal Sidi
Sean Branney .....	Charlie Tower, Father Kozma
Kacey Camp .....	Sarah Cornwallis, Wendy
Mark Colson .....	Harris, Fulcanelli, Colonel Nline
Mike Dalager .....	Lazlo, Ucumari
Matt Foyer .....	Prof. Rekemeyer, General Cosgrove
Michael Hagiwara .....	Lang Fu
Jamie Irvine .....	Owen Taiaroa
Daniel Kaemon .....	Edward Chandler
McKerrin Kelly .....	Phyllis, Telephone Operators, Washington Morn
Andrew Leman .....	Nathaniel Ward, Drobné, Henri, Kid Three
Jacob Andrew Lyle .....	Ted, Paper Boys, Bellboy, Telegram Boy
Barry Lynch .....	McNamara, Kasimir, Mohucu, Cabbie
Grinnell Morris .....	Philip Jurgens, Delightful Dad
David Pavao .....	Jordan Lowell
Kevin Stidham .....	Baron Hauptman, Porter, Pugmire, Kid One
Josh Thoemke .....	Announcer, Robot Voice
Sarah Van der Pol .....	Jenny Alexander, Mrs. Schmid, Kid Two
Eddy Will .....	Dr. Dieter
Time Winters .....	Creighton Cobb

### The Staff

Based on the 1984 Chaosium CALL OF CTHULHU role-playing supplement

"The Fungi from Yuggoth" by Keith Herber

Radio Adaptation by Sean Branney and Andrew Leman

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 Tutchtan and Andrew Leman

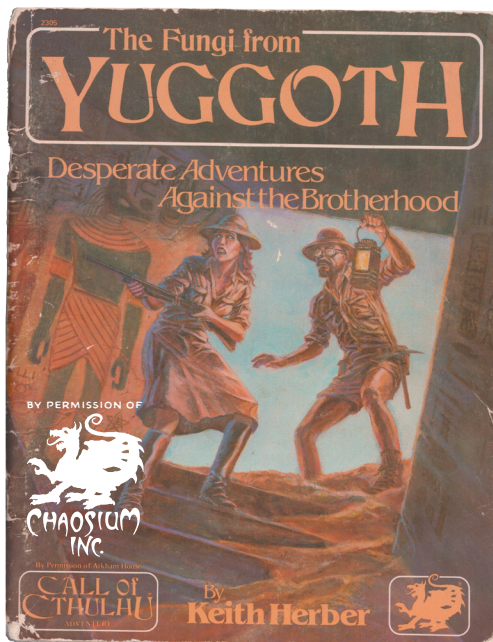
Flying Mi-Go Illustration by Tom Sullivan

Prop Inserts by Andrew Leman and Sean Branney

Astrology Expertise by Pedro Ribiero

Egyptology Expertise by Robert Ritner

Special Thanks to Sandy Petersen and Chaosium Inc.



Dedicated to the Memory of Keith Herber

Produced by Sean Branney and Andrew Leman



Cover of Chaosium's original edition, art by Chris Marrinan.

During his lifetime and through most of the 20th century, Lovecraft's works were largely unknown except to connoisseurs of weird fiction. But his popularity experienced a sudden and important uptick starting in the 1980s being driven by three forces: the printing of the trade paperback Del Rey editions of his stories (with those striking Michael Whelan covers), the release of Stuart Gordon's classic cult film *Re-Animator*, and the publication of the *Call of Cthulhu* role-playing game by Chaosium. Written by Sandy Petersen, CoC introduced a new generation to the cosmic thrills and insanity of Lovecraft's work, its 1920s milieu, and prop handouts. As high-school gamers ourselves back then, we were captivated by the game and by HPL's world. *Call of Cthulhu*, now in its seventh edition, has won numerous awards and worldwide legions of devoted players, and is widely considered to be one of the best role-playing games of all time. If you've never played it, you should.

The first major CoC campaign we ever played was the original 1984 edition of "The Fungi from Yuggoth", by Keith "Doc" Herber. Doc's epic, globe-spanning plot revealed layer upon layer of intrigue and terror, and featured many key elements of Lovecraft's mythos. It is a brilliant adventure and HPL primer, and although we never met Doc personally we both had the pleasure of working with him via e-mail as an editor in later years, when we contributed scenarios to Chaosium game supplements and props for Miskatonic River Press projects. He was a great storyteller, and it would not be overstating the case to say that his game changed our lives. We thank Chaosium for agreeing to let us adapt it for *Dark Adventure*.

"The Fungi from Yuggoth" has itself been revised a number of times and republished under the title "The Day of the Beast". Adapting a CoC game for *Dark Adventure* provided some new challenges. The game has a fascinating setting and compelling villains, but it has no protagonists; in role-playing games, the players are the heroes. Role-playing games also don't have a strictly pre-

determined plot, since it's the decisions and actions of the players that determine what will happen from moment to moment. Nate Ward, Charlie Tower and Jordan Lowell were all originally CoC investigators from our gaming days, so we thought it would be fun to put them into this adventure and let it be something of an origin story for characters from the HPLHS mythos. Our adaptation deliberately omits sections from the game, so those who hear our show and want to play the game will still have plenty of surprises in store.

In keeping with this episode's roots in gaming, we decided to let our listening audience "play" this episode in more ways than one. We prepared a colossal **Deluxe Edition** of the show that features over 50 props, many of which could be player handouts in a game. But more fundamentally, at a certain point in the episode our heroes need to make a big decision which will affect the story's outcome. Rather than make that decision for them, we decided to prepare four separate endings and follow each one out. The four alternate endings are on the third CD in this jewel case. You will become a participant and choose the ending you want to listen to first (but be sure to go back and listen to all the other endings later). Will you choose Nate's plan? Charlie's? Jordan's? Jenny's? Or will you roll the dice and take your chances?

We've enjoyed returning to our gaming roots and we hope our listeners who are gamers will relish moments of nostalgia as they remember missed Sanity rolls. And for our listeners who have never played *Call of Cthulhu*, we hope the novelty of having multiple endings will be a fun new way to experience a *Dark Adventure*.

—SB & AHL



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LUDO FORE PUTAVIMUS

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