

# CELEBRATED LOVECRAFTIAN GAME TURNS 40;

## NEW PROPS FOR CALL OF CTHULHU

Levels of Detail and  
Realism Enhance Fun,  
Test Sanity

## ALL-PURPOSE PACKS

In addition to the remastered props for the *Call of Cthulhu*™ Classic Kickstarter recently announced by Chaosium, the HPLHS is also producing new prop packs featuring some general-purpose prop documents that can be used not only for these specific games, but for any other *Call of Cthulhu*™ adventure, or indeed any R.P.G. set in the 1920s/30s.

Currently in development are packs of documents related to Law Enforcement, Financial/Legal Affairs, Medical Records, Military Matters, Professional Credentials, Travel, and Communication. One special set will include the kinds of personal documents typically carried in one's wallet or pockets (such as driver's licenses, union affiliation cards, and library cards), that can be so handy for identifying a corpse. All these bonus items will be produced in the painstaking detail typical of HPLHS efforts, but designed to be of general use and suitable for any game or interested collector.

These brand new prop packs feature items that are printed and ready to go. You may need to write your character's name or address on some of them, but the team at the HPLHS has handled printing and manufacturing for you. Open one of our Prop Packs and you'll be ready to play!

## NEWS SUMMARY

of the Arkham Advertiser  
[And Historical Scrap Book]  
Saturday, July 3, 1921.

### CURRENT HPLHS PROJECTS.

Special licensed collection of prop documents to celebrate the 40th anniversary of Chaosium's *Call of Cthulhu*.

#### Banner Headline.

Additional general-purpose prop document packs for gamers.

"Voluminous" podcast in book form to be Kickstarted.

New audio book collection of the Literature of Lovecraft.

Retail novelties and game projects under development.

*Dark Adventure Radio Theatre*: "The Horror in the Museum" in post-production and on track for August release.

New "Voluminous" episode to feature E. Hoffmann Price.

Brannery and Robertson to undertake on-camera interview trip.

Audio project delayed by pandemic returning to development.

Epic new *Dark Adventure* project enters final testing phase.

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### LOCAL.

Old geezers Brannery and Leman extend congratulations on fortieth anniversary of life-changing game. Col. 2.

### FOREIGN.

ROME—Full accord is said to have been reached between the Vatican and the Quirinal and relations will be renewed next autumn after fifty years of severance. Page 4.

DUBLIN—Sinn Féin leaders are in harmony over the subject of the peace parley in London and will state their case at the Mansion House conference in Dublin next Monday. Unionists are urging acceptance of Lloyd George's invitation. Page 5.

LEIPSIG.—Former Alsatian soldiers under Maj. Gen. Stenger testify he ordered them to take no prisoners and to kill wounded Frenchmen. Page 2.

### DOMESTIC.

Harding signs declaration of peace, quietly ending war. Page 2.

Consuelo Vanderbilt, who divorced duke, weds French officer. Page 7.

Strike on rail lines averted by union chiefs. Rules, and not pay, found big issue. Page 8.

### SPORTS.

Georges Carpenter and Jack Dempsey will soon settle the matter of heavyweight champion of the world, in a bout that will dominate news headlines for days. Page 21.

### EDITORIALS.

Help, I Need Sleep! Page 24.

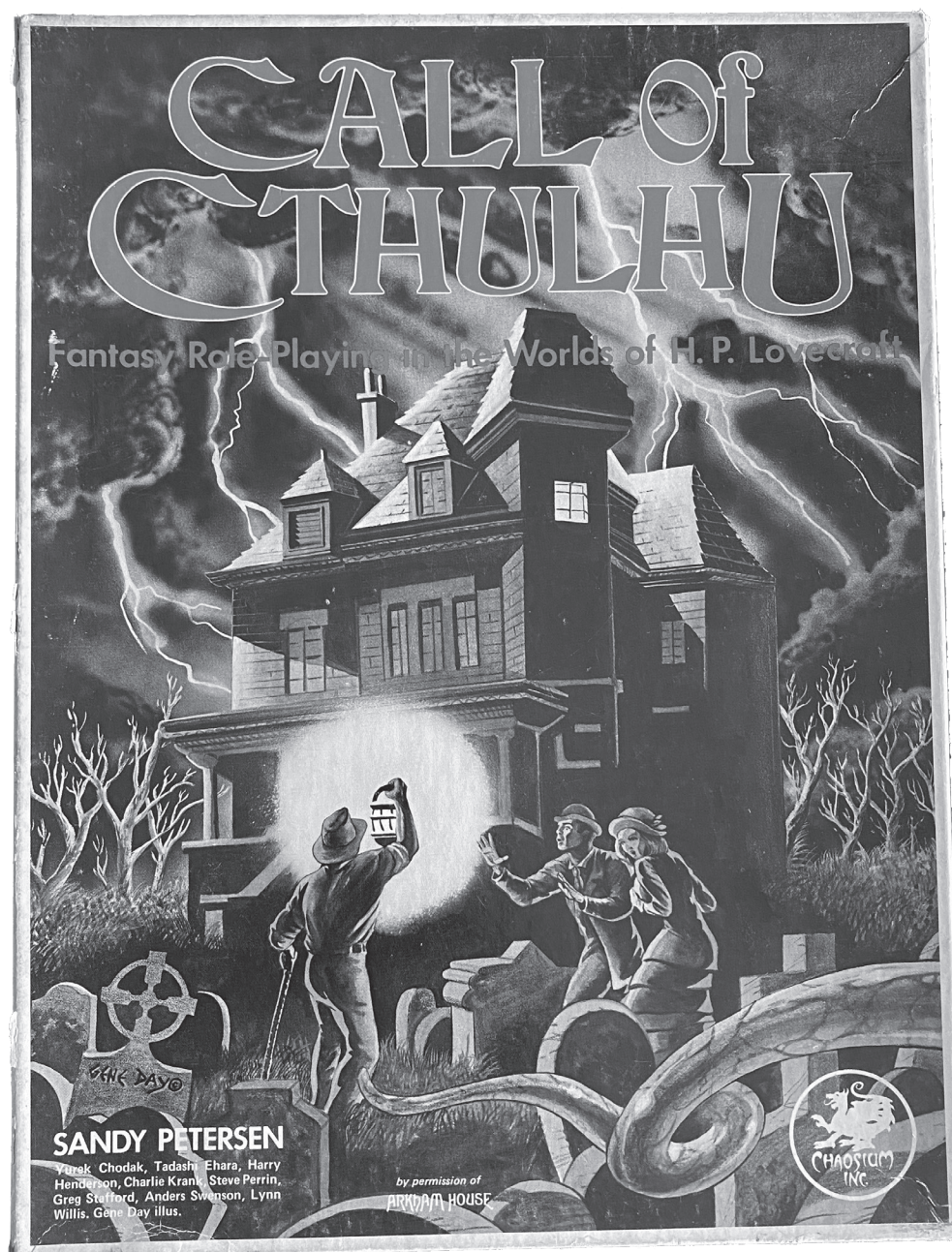
### WEATHER.

Unrelenting heat. Everywhere.

### DECODER CLUB.

(For key see advertisement.)

22 25 15 17 5 11 13 2 17 11  
18 8 21 22 19 14 13 19 19  
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# CALL of CTHULHU

## 40th Anniversary 1981 - 2021

## Played in High School —Now Old Geezers

Grateful For Life-Changing  
Experience, Many Adventures

By L.F.P. Night Wire.

GLENDAL, July 3. — Sean Brannery and Andrew Leman, two of the founders and current operators of the H.P. Lovecraft Historical Society, played Chaosium's beloved classic R.P.G. *Call of Cthulhu* from its earliest years, when still in high school. Now both are literally hobbled by decrepitude, while the game is forever refreshed and filled with wonder.

For Leman, the game served as his introduction to the writings of Lovecraft, and now four decades later he is still in thrall to that world of imagination. "What is wrong with me?" he asked himself. "I had such promise. Lucky for me it's still fun."

Brannery and Leman are both very happy to still be playing the game—one way or another—and extend the sincerest congratulations to all the team at Chaosium for this exciting new re-release.

"We had that original boxed set, and played those original supplements," said Brannery.

"Sean ran Keith Herber's 'The Haunted House' for me and Darrell Tutcheon back in the day," added Leman, "and it was a very intense week-end of total Cthulhu immersion. It's a thrill to be even a tangential part of the 40th anniversary."

"It's fun to think of all the new gamers," said Brannery, looking up from the keyboard where he was typing prop newspaper articles, "young people, who will now get to experience the same stories that so changed my life to those many years ago. Hopefully someday they'll be old codgers like us, looking back at a lifetime of fun and missed sanity rolls." He then winced, and wept, as he returned to his work.

## NEW EDITION OF LOVECRAFT LETTERS To Be "Kickstarted" Later This Summer

OAXACA, July 3.—The Historical Society is involved in another ambitious project. In conjunction with N.R. Jenzen-Jones and his Helios House Press, the HPLHS is working on a set of books covering letters written by H.P. Lovecraft.

Envisioned by some as being like an episode of the "Voluminous" podcast in book form, each volume in the set will present the complete text of a single letter by H.P.L., accompanied by detailed reference, vintage graphics, original art, and explanatory material. The project is currently in development and will be announced via Kickstarter later this summer.

## New "Voluminous"— E. Hoffmann Price

The next episode of "Voluminous", the monthly HPLHS podcast about the letters of H.P. Lovecraft, will feature two letters to pulp author and genuine soldier of fortune Edgar Hoffmann Price. It will be released tomorrow, exactly 123 years and one day since Price's birth.

The only man to have personally met Lovecraft, Robert E. Howard and Clark Ashton Smith, Price's own fiction contains elements from all three of his friends, combining cosmic horror, swashbuckling action, and exotic settings.

He also enjoyed cooking East Indian curry, and in an audio breakthrough hosts Brannery and Leman will eat some prepared to his recipe by Brannery's patient and talented wife, Leslie Baldwin. You'll have to listen to the episode to learn the verdict.

The August episode will feature a letter to one of HPL's oldest friends, Alfred Galpin, and a very special musical presentation.

The episode for September will see a return of Robert H. Barlow, and be tied to the Kickstarter project described elsewhere in this issue.

## Retail Novelties To Delight and Amaze

In addition to its numerous ongoing media projects, the HPLHS is currently at work on new retail and gaming products that might be done in time for Solstice, if their feasibility ever proves out.

Several HPLHS Members have seen a prototype of a certain mysterious object and given their feedback on it, including at least one Ph.D. expert in a field related to its operation. Several teams of play testers experienced a certain game project before the pandemic made gathering around a table in a darkened room completely unadvisable, and their remarks were duly noted.

But international supply chain issues and manufacturing realities have forestalled more rapid development of either project.

It is possible that these issues will remain unresolved, but the HPLHS continues to hope its ambitious plans may yet come to fruition.

## New Life for Old Project

Way back at NecronomiCon in Providence in August of 2019, the headquarters staff of the society discussed a plan over dinner at the Omni hotel to produce a new cutting-edge audio project.

Known internally as "Unfathomed", this audio project was in development for production in 2020. The advent of the global pandemic brought all progress to a halt, as there was no way to continue while ensuring the safety of the cast and crew.

Now that the restrictions have largely been lifted in California and the entire HPLHS team has been fully vaccinated, the society is once again returning its attention to the project.

This production presents a number of new challenges, but they are of the kind that the stalwart team looks forward to overcoming. The staff remains very excited by the story and its prospects and looks forward to moving forward once some of its other productions are completed.

# REJOICE WITH DELUXE HANDOUTS

# BROADSHEET NEWSPAPER AND MORE

# Original Game Props Remastered

## H.P.L. HISTORICAL SOCIETY TO PRODUCE LICENSED COLLECTION

## NEARLY 100 PROPS

## PLUS BONUS ITEMS

By Special Dispatch.

The H. P. Lovecraft Historical Society, winner of the Golden Ennie Award for its "Masks of Nyarlathotep" Gamer Prop Set, is now in production of a complete set of props to go with the 40th Anniversary *Call of Cthulhu* Classic Kickstarter, it is announced today.

Chaosium announced a Kickstarter today through which they will fund their production of a boxed set of game supplements resurrected from the 1980s.

Under license from Chaosium and with its kind cooperation, the HPLHS will produce a highly detailed and realistic companion set of all the props called for in the adventures that are part of the re-release.

In addition to new versions of the props included in the original games, the HPLHS is including many bonus documents only referred to or briefly described in the text, to give Keepers and Players an enhanced gaming experience.

### PROP PIONEERS

One of the many utterly awesome things about Chaosium's classic role-playing game is the way it uses prop handouts to help tell the story and draw players more deeply into an imaginary world. Props are genuinely magical items that exist in two realities at the same time: the real world of the players and the fictional world of the characters.

Newspaper clippings, pages from ancient books and other documents feature prominently in Lovecraft's fiction, and they have been an important part of the game from its inception. The constraints of commercial printing technology and book formatting limit the realism that Chaosium and other game publishers can bring to their props. But by producing these props as separate items, the HPLHS can create gaming props with levels of verisimilitude that will blow your mind.

### FULL-SIZE NEWSPAPER

The adventures included in the several books that are part of the *Cthulhu* Classic release call for a total of almost 40 different newspaper clippings. The HPLHS has resolved to meet the challenge by producing an entire broadsheet newspaper which Keepers can clip apart to provide the relevant props to their players. This revolutionary U-Klip-It technology puts the power of scissors literally in Keepers' hands.

The HPLHS is no stranger to prop newspaper production, having previously released an entire newspaper as a bonus item for its radio adaptation of "Dagon: War of Worlds".

"That's how we do it here at headquarters," said graphic designer Andrew Leman. "Our *Dark Adventure Radio Theatre* episodes of 'Brotherhood of the Beast' and

'Masks of Nyarlathotep' each came with multiple newspaper clippings, so we produce whole newspaper pages with multiple articles and then cut them into separate clippings. It's kind of crazy, but it gives the most realistic results."

"Oh, it's entirely crazy," opined Kevin Stidham, the Shipping Shoggoth who has to prepare all those clippings.

"We do the same thing for the 72 clippings that are included in an *Angel Box*," Leman added.

In order to get twice as many front pages, half of the newspaper is printed upside-down. "The people at the printing company must think we're insane," speculated Leman.

"For this *Cthulhu* Classic prop set, we'll let the Keeper be in charge of actually cutting out the clippings," said Sean Brannery. "But we'll provide some kind of handy guide to the contents of the paper," he reassuringly added.

### DOCUMENTS GALORE

The list of items to be included in this special prop collection currently includes ninety-nine documents. The plan is yet to be finalized and the number may grow.

In addition to the numerous newspaper clippings, there will be catalogs, letters, government documents, invoices, deeds, maps, brochures, police reports, pages torn from journals and creepy old books, and other items, all remastered from the originals to newer formats.

In addition to all the items specified in the Chaosium books, the HPLHS is planning some bonus pieces of its own.

"Wait until you read the poetry of Maurice Van Laaden," was all that Leman could be persuaded to say on this subject.

Meanwhile, Andrew Leman is working on the prop documents that will be included with the C.D. version of the show.

There will be an entire half page of a major metropolitan newspaper, featuring both an article and a display advertisement of interest. Producers are withholding the title of the newspaper to avoid revealing a story point, but they can say that members of the Dark Adventure Decoder Club will have something extra to look forward to from the new sponsor of the show.

Already designed is a ticket to Rodgers' Wax Museum in London, complete with terms and conditions of entry.

Still in development are the photograph from the Rodgers expedition showing part of the ancient ruins in Alaska, and the page torn from the fabled Pnakotic Manuscript.

In order to take the photograph, propmaker Andrew Leman is currently building a scenic miniature of the Alaskan ruins, and his fingers are bandaged from the blistering hot glue burns he has already incurred. It is not the first time the HPLHS has built a miniature in order to photograph it for a prop. The picture of the meteorite crater from "The Colour Out of Space" also made use of miniatures.

To produce the page from the Pnakotic Manuscript, the HPLHS has engaged the help of Shruti Shankar, a native of Chennai, India, to do calligraphy based on Tamil writing.

The episode will be the 25th feature-length installment in the series, and is currently available for pre-order in the HPLHS store. The producers expect the audio will be done well in time for release on August 20th, as planned.

## CODE NAME: SKYFALL "Horror in Museum" New Dark Adventure On Track for August

Dialogue Now Almost Complete;  
Music and Props in the Works

GLENDAL, July 1. — After a late recording session held just this afternoon, the only episode left to be recorded for the next episode of *Dark Adventure Radio Theatre*, "The Horror in the Museum", is a re-recording of the closing credits. Producers were mum on the details, but one scene in particular presented surprising difficulties, and had to be rewritten several times after the script was thought to be finalized.

Composer Reber Clark, who has worked on several previous episodes, has begun experimenting with the musical sound for the show. His compositional skills remain in high demand by entertainment producers and the HPLHS team is delighted to once again have him on the job.

Clark will work from a rough assembly edit of the dialogue, even now being finished by Sean Brannery. The sound design has been underway for weeks now, and visitors to headquarters can occasionally hear the sound of Arctic winds and howling sled dogs, in marked contrast to the actual summer heat of southern California.

## Epic New Dark Adventure Tested

Avid *Dark Adventure Radio Theatre* fans can have a sigh of relief knowing that in addition to the forthcoming "Horror in the Museum", another dark adventure is waiting in the wings. With a 418-page script that has been in the works for over a year and which is now on its 27th draft, a new very special episode of *Dark Adventure* is entering what producers hope to be the final testing phases of its development.

Taking the *Dark Adventure Radio Theatre* audience to places it has never been, but in the company of some favorite and familiar characters, this episode is being produced by the HPLHS in conjunction with 30 Ninjas, a New Media company. The collaboration has been invigorating and their combined effort promises fans of the series a new kind of adventure.

To fully embrace new technologies, a cast of four HPLHS actors recorded an entire "scratch" version of the show under COVID-compliant conditions several months ago. This "scratch" version is undergoing extensive testing. Once certain technological hurdles have been cleared, work will commence on recording the "real" version of the audio with a full cast of actors and adding the thrilling sound effects and stirring original music D.A.R.T. fans cherish. The final show will be available where D.A.R.T. is currently sold and somewhere new.

Although the HPLHS is withholding the title for the time being, it wouldn't mean much to you even if it were revealed. The secretive producers grudgingly admit it is an original story that is based on various elements of Lovecraftian fiction without being an actual adaptation of any specific tale.

## NEW AUDIO BOOK

Every Thursday morning for several months now, Sean Brannery and Andrew Leman have set aside their other work to record material for a new HPLHS audio book.

Having already done readings of all of Lovecraft's fiction and collaborations, the HPLHS is now working on an audiobook of the stories H.P.L. himself mentioned in his comprehensive essay "Supernatural Horror in Literature", and which he privately recommended in correspondence to colleagues and friends.

The audiobook will feature numerous classics of weird fiction, pulp stories and novels. The plan is to release the first such collection in time for the holiday shopping season. Much audio editing remains to be done. When you hear Sean Brannery read "The Boats of the Glen Carrig" you'll understand.

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