

Grim Scary Tales  
*'BURIED TREASURE-HUNTERS!'*

A radio-play by Anthony E. Palermo

## TRUNCATED SAMPLE SCRIPT

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SAMPLE SCRIPT  
August 1, 1999  
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## Copyright information

### *Grim Scary Tales: 'Buried Treasure-Hunters!'* (radio-play)

By Anthony E. Palermo

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#### CHANGES:

The only changes to the text permitted are changes to genders of characters(Sir to Lady, "Petra" to "Peter," "Leopold" to "Leola", etc.)

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#### **NOTE: Musical underscore tracks are also part of this play.**

All music composed by Anthony E. Palermo

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Billing shall be in the following form:

(name of producer)  
presents

**Grim Scary Tales**

*'BURIED TREASURE-HUNTERS!'*

by ANTHONY E. PALERMO

Musical score composed & arranged by  
ANTHONY E. PALERMO

**SCRIPT HAS BEEN TRUNCATED AT THIS POINT**

## Author's Biography

NOTE: Up-to-date text of the two bios is available at: [ruyasonic.com/tp-bio-playwright.html](http://ruyasonic.com/tp-bio-playwright.html)

You can cut & paste the text there into your playbill or program and thus not have to worry about typos. Cuts are permitted to fit the space available. Please include the final sentence and website URL, as many newcomers to radio drama attend productions by troupes like yours.

### **Pretty long bio:**

ANTHONY E. PALERMO (PLAYWRIGHT) is a radio dramatist, performer, and educator based in Los Angeles. He has done over 2500 shows--on NPR and Satellite Radio, as well as in audiobooks and on-stage with L.A. Theatre Works, California Artists Radio Theater, numerous theatre troupes, and on national tours. His holiday-themed plays, *A Christmas Carol*, *It's A Wonderful Life!*, *Auntie Scrooge—a BACKWARDS Christmas Carol*, and *The Headless Horseman of Sleepy Hollow* have seen hundreds of productions around the world since 1996. His sound effects work on Yuri Rasovsky's *Sherlock Holmes Theatre* contributed to its winning an Audie Award--the Oscar of audiobooks. He directed the 60th anniversary production of Norman Corwin's *On a Note of Triumph*--for which he also re-created Bernard Herrmann's orchestral score. He provided live sound effects for shows such as Eric Idle's *What About Dick?* [currently on Netflix as a radio-show-on-film], CART's *Together Tonight*, *Good House for a Killing*, LATW's *Hamlet*, *A Doll House* and *Copenhagen*, as well as performing 65 solo shows at the California State Fair. His *Sonic Storytelling Studio* at San Francisco's Exploratorium is a permanent exhibit that has seen thousands of visitors since 2006. His *Sparx Sound Effects Extravaganza* assembly programs and workshops are popular with schools and colleges across California, the U.S. and the world. He also hosts the RuyaSonic radio drama website, offering info on writing, directing, scoring, engineering, and sound effects. [www.RuyaSonic.com](http://www.RuyaSonic.com)

### **Much shorter bio:**

ANTHONY E. PALERMO (PLAYWRIGHT) is an award-winning radio performer, dramatist, and educator who has produced dramas and workshops for broadcast, stage, and schools. He hosts the RuyaSonic radio drama website, offering info on writing, directing, scoring, engineering, and sound effects. [www.RuyaSonic.com](http://www.RuyaSonic.com)

## Cast of Characters

Host	The Creepy Host
Narrator	Episode Narrator
Elsa	Young Maiden
Sir Garrick	Young Knight
Sir Harald	Frightened Knight
Cliff Of Thorsness	Barbarous Crusader
Saracen Hag	Angry Turkish Witch
Emir Fah-ruuk	Emir Of Uchisar
Princess Ameena	Wife of Fah-ruuk
Petra	Handmaid to Elsa
Saracen Man	Wounded Old Man
Leopold's Ghost	Dead Brother of Elsa

### TWO GROUPS OF WALLA WALLA ROLES:

Saracens	Turkish Soldiers
Efreets	Many Hissing Gorgon-Like Monsters
Ghouls	Two Flesh-Eating Demons
Moaning Hordes	Many Tormented Spirits
Crusaders	Christian Soldiers
Moaning Hordes	Many Tormented Spirits

The above list is for a cast of 12. A smaller cast of 7 can be used if the following roles are combined for one actor each:

Emir Fahruuk/Sir Harald  
 Saracen Man/Cliff Of Thorsness  
 Host/Petra/Leopold's Ghost  
 Saracen Hag/Princess Ameena

Five sound effects artists and two Walla Walla artists are also required.

Visit Tony Palermo's Radio Drama Resources website at: [www.RuyaSonic.com](http://www.RuyaSonic.com)

## Pronunciation Guide/Glossary

Dirham	DEER-ham	A Turkish gold piece.
Eblis	EEE-bliss	Evil being from the <i>One Thousand And One Nights</i> stories.
Emir	e-MEER	Prince or ruler.
Fah-ruuk	faw-ROOK	Emir's name.
Franj	FRAWNJ	Turkish term for the Crusaders--they called them "Franks" from France and Germany. Still used to refer to westerners today.
Ghoul	GOOLZ	A flesh eating demon from the "One Thousand And One Nights"
Hareem	ha-REEM	Living quarters of royal women. Often mis-pronounced as HAIR-em.
Efreet	EE-freet	A hideous snake-haired monster from the "One Thousand And One Nights." "They are born of fire and smoke."
Salaam	Saw-LAAM	Greeting meaning "Peace."
Saracens	SARA-sens	Crusader term for opposing warriors from the Levant.
Thorsness	THORS-ness	Baron "from the northern lands."
Tomb	TOOMB	A burial place. In this story it is a golden building with a huge lid.
Uchisar	OOO-chiz-AHR	Weird volcanic city in central Turkey.

INTRO - INT. DARK RADIO STUDIO - DUSK  
(HOST, NARRATOR)

1\* MUSIC: [MUS-01] [BED] "GRIM INTRO"-ESTABLISH. CONTINUE UNDER...

2\* HOST: [CUE] Good evening. Welcome to the chilling, horror radio series, "Grim... Scary Tales". That's right, I said scary tales....NOT the fairy tales of the Brothers Grimm--there's no... "happily ever after" here! (EVIL LAUGH) So turn up the radio, turn down the lamp, and prepare for a little fright...at Mid-night--a truly... "Grim ...Scary Tale." (PAUSE) Tonight, we venture back seven-hundred-and-fifty years to the Un-holy wars of the Crusades for a Grim Scary Tale I call... "Buried Treasure-Hunters!" (EVIL LAUGH)

3. MUSIC: [MUS-02] [BED] "EPISODE INTRO/BATTLE"-ESTABLISH. CONTINUE.

4\* NARRATOR: [CUE] In 1204 A.D., during the Fourth Crusade to conquer the Levant, faith and honor turned to cruelty and greed as brutal Crusader armies waged war on both Muslims and Christians.

5. LIVE SFX: HORSES GALLOP, SWORD #1, SWORD #2, CRUSADERS YELL, CRASHING, SCREECHER. CONTINUE UNDER.

- 1\* NARRATOR: [CUE] One such crusader was Cliff of Thorsness.  
His army of five-thousand knights, foot soldiers,  
and civilians attacked central Turkey, un-leashing  
their wrath upon the Saracens.
2. LIVE SFX: [BATTLE SFX INTENSIFY]. CONTINUE UNDER.
- 3\* NARRATOR: [CUE] Cliff of Thorsness besieged the walled city  
of Uchisar, realm of the Emir Fah-ruuk. Beneath  
Uchisar's strange, volcanic spires, the two sides  
clashed in violent battle, with much savagery from  
Crusaders and Saracens alike.
4. LIVE SFX: [BATTLE SFX UP.] CRUSADERS YELL. HORSES.
- 5\* SARACENS: [CUE] Death to the invaders! Death to the Franj!
6. CRUSADERS: Hahhhh! Die, you dogs! Heave! Heave ho! (CONTINUE)
7. LIVE SFX: BATTERING RAM POUNDS (4X).
- 8\* NARRATOR: [CUE] Arrows flew thick as locusts, blood in  
rivers. After weeks of warfare, Cliff's forces  
finally conquered Uchisar, then slaughtered  
thousands!
9. LIVE SFX: [BATTLE SFX CONT.] CRUSADERS KILL. SARACENS DIE.
10. MUSIC: "EPISODE INTRO/BATTLE"--LET IT FINISH.



## SCENE 1: EXT. BATTLEFIELD - DUSK

(NARRATOR, ELSA, PETRA, SARACEN MAN, SIR GARRICK, SARACEN HAG)

1. MUSIC: [MUS-03] [BED] "ELSA'S THEME"--ESTABLISH 5 SECONDS,  
UNDER...

2\* NARRATOR: [CUE] But among the soldiers, cooks, and nobles of the Crusader army was young Elsa, Cliff's sixteen year-old daughter. Her kind nature and great faith made her a Crusader of a very different sort. In the after-math of the battle, Elsa labors among the wounded, both Christian and Saracen...

3. LIVE SFX: SARACENS GROAN--CONTINUE. WAGON ROLLS, STOPS.

4\* ELSA: [CUE] 'Tis almost dark. Petra! Bring the water over here.

5. PETRA: Nay, Elsa. These men won't live long and 'tis a waste to provide comfort to a Saracen.

6. ELSA: They may not be Christian, Petra, but they are still men. Here, my poor lad. Salaam. Drink.

7. SARACEN MAN: Salaam. (WEAKLY) On you be peace (COUGHS) and the mercy and blessings of Allah.

8. MUSIC: "ELSA'S THEME"--QUICK FADE OUT.

9. SARACEN HAG: (TO ELSA) Be off invader! That water must be poisoned, like everything else you Franj do!

1. ELSA: I only wish to aid this dying soldier. To help...
2. SARACEN HAG: Help deliver us to Eblis! We'll roast in one of his thousand hells--thanks to you! A curse upon you!
3. LIVE SFX: HORSES APPROACH, SLOW, THEN STOP UNDER...
4. PETRA: Elsa! Young Sir Garrick approaches with his party!
- 5\* SIR GARRICK: Elsa of Thorsness! Only ye would comfort our dying foes. (PAUSE) But does this Saracen hag mock you? Off with ye, hag! Or feel my sword! Begone!
6. ELSA: Thank ye, Garrick. That awful woman cursed me! She spoke of a thousand hells.
7. SIR GARRICK: These Saracens have strange ways. Look at their city, tunneled out of the volcanic mountains. It is evil handi-work. Your noble father would do well to sack this city and move on.
8. ELSA: Alas, after three years of this Crusade I am afraid that is all he desires now. I do so fear for Father's soul. In these long months since my brother's death, father seeks nothing but revenge and plunder.

9. SIR GARRICK: Hush, woman! Cliff of Thorsness is a good Christian warrior and will be a good father-in-law.
1. ELSA: Garrick, my darling, I do want to marry and return home, but I worry of...
2. SARACEN HAG: (DISTANT) Revenge! Seek and ye shall find it! Seven-fold! If not by human warriors, than by the in-human! The demons of hell, the efreets, the flesh-eating ghouls! You and your entire....
3. LIVE SFX: GARRICK UNSHEATHS HIS SWORD THREATENINGLY.

**SCRIPT HAS BEEN TRUNCATED AT THIS POINT**

**(several scenes later...)**

SCENE THREE: INT.- ELSA'S ROOM IN TOWER - LATER.  
(ELSA, PETRA, SIR HARALD, SIR GARRICK, PRINCESS AMEENA)

- 5\* LIVE SFX: THUNDER-CRACK. THUNDER-RUMBLE.
- 6\* ELSA: [CUE] (SCREAMS) Ahhh! Ahhh! Ahhhhhhh!
7. PETRA: Elsa! What is it? Elsa! Wake up! Wake up!
8. ELSA: (FRIGHTENED) Oh! Petra! How horrible! (SHUDDERS)  
The searchers! I fear for Father and Sir Garrick.

9. PETRA: M'lady, did a dream awaken you?
1. ELSA: A nightmare, Petra. I dreamed of an under-world!  
Flesh eating creatures; An oozing black  
swarm...calling my name! My name! I couldn't...
- 2\* LIVE SFX: THUNDER-RUMBLE. SIR HARRALD RUNS UP.
- 3\* SIR HARALD: [CUE] (OUT OF BREATH) Elsa! Yaaaahhh! A curse!  
Disaster!
4. PETRA: Sir Harald! What? What news bring ye?
5. SIR HARALD: Good Elsa! The searchers! Attacked! By demons!
6. ELSA: Demons? Saints protect us. Tell me!
7. SIR HARALD: (PANTING) Let me collect myself, m'lady. I will...
8. MUSIC: [MUS-06] [BED] "CAVERN TOMB"-CONTINUE UNDER.

## PRODUCTION NOTE:

Put SFX and voices (but NOT Sir Harald) through a reverb.

- 9\* SIR HARALD: [CUE] At dusk, one hundred of us ventured into the  
infernal caverns, led by that evil Princess  
Ameena--a curse upon her! It was a devilish trap!
10. LIVE SFX: MANY FOOTSTEPS. BUBBLING LAVA. RUMBLING. CONTINUE.

1. SIR HARALD: Deeper we went, past hellish lava pits--the remains of ancient camps--ghastly and strange. But... in a large grotto, lit by some far off dim glow, a foul stench arose! The smell of a thousand open graves! (PAUSE) Some wished to turn back, but Cliff of Thorsness refused! Up ahead, Sir Garrick yelled...
2. SIR GARRICK: [REVERB] Lord Cliff! Look! Ahead! An ocean of...
3. SIR HARALD: Bones!--a vast sea of bones--skeletons, strewn hither and yon! In the center of this grisly pool, we spied an...ancient tomb! The treasure of the Saracens, we thought, but this tomb was not Saracen. It looked much older--not made by man!
4. LIVE SFX: WADING THROUGH BONES.
5. SIR HARALD: We waded through the sea of bones to reach the tomb. Strong men fainted along the way! Some of the skeletons weren't...fully human! Upon the walls of the tomb was a long, black list of names, written in blood! (GASPS) The names of the damned! (PAUSE) Just then, Sir Garrick and his men had dug around the tomb's lid and began...to pry...it...open...
6. LIVE SFX: CRUSADER SWORDS DIGGING. SLOWLY PRYING DOOR.

- 1\* SIR HARALD: [CUE] We watched as Sir Newton leaned in with a torch...
2. LIVE SFX: EFREET SCREECH. BONES CRACKING AND MAN SCREAMS.  
SKELETON RIPPING. BODY DROPS TO FLOOR.
- 3\* SIR HARALD: Some... thing ripped his skeleton from his body!
4. LIVE SFX: CRASHING. CRUSADERS YELL. EFREETS ROAR. RATTLE.  
SKELETON RIPPING. SWORD #1.
- 6\* SIR HARALD: [CUE] Dozens of demons! Efreets--the terrible snake-haired monsters! They tore our men to pieces! In horror, I fled, while behind me, I could hear the Efreets ripping apart that black-hearted Princess Ameena...
7. PRINCESS AMEENA: [REVERB] (SCREAMS) Ahhh! Ahhh! Ahhhhh!
8. MUSIC: "CAVERN TOMB"--FADE (IF NOT ENDED ALREADY)
- 9\* ELSA: [CUE] But, Sir Harald, what of my father or Sir Garrick?
10. SIR HARALD: I'm sorry Elsa. I know not what became of them! But we must seal the cavern as...(SNIFFS) Wait! That..that...smell! The evil stench--from the tomb! That horrid smell appeared--just before the attack!
11. PETRA: (SNIFFS) Yes! An awful odor! It's foul! (COUGHS)



1. LIVE SFX: THUNDER-CRACK. THUNDER-RUMBLE.
2. MUSIC: [MUS-07] [BED] "EBLIS"--CONTINUE. DUCK AS NEEDED.
3. SIR HARALD: (SHOUTS) To arms! To arms! They've come for us!  
(RUNNING OUT) Sound the alarm! Hurry! Hurry!
4. LIVE SFX: TROOPS RUNNING. HORSES GALLOP. HORSE WHINNY.  
CRUSADERS YELL. CONTINUOUS RATTLE--UNDER.
- 5\* ELSA: [CUE] To the window, Petra! Do you see the  
Efreetts?
6. PETRA: No, m'lady. (GASPS) But a black shadow  
is...covering the land! The sentries! They faint  
as the shadow reaches them! Oh no! (SCREAMS) The  
shadow is approaching! My lady, I plead...  
(FAINTS)
7. LIVE SFX: PETRA'S BODY DROPS TO FLOOR.
- 8\* ELSA: [CUE] Petra! My dagger! They'll not take a  
Thorsness! (COUGHS) Not without a fight! I'll-I-  
I... (FAINTS)
9. LIVE SFX: BODY DROPS TO FLOOR. RATTLE SLOWS THEN STOPS.
10. MUSIC: "EBLIS THEME"--LET IT FINISH.



SCENE 4: INT. UNDERGROUND CAVERN - LATER  
(NARRATOR, ELSA, LEOPOLD'S GHOST, SIR GARRICK)

PRODUCTION NOTE:

All dialogue and sound effects underground will have reverb applied to simulate a large cavern. Some actors will also speak at a distance from the microphone.

1. MUSIC: [MUS-08] [BED] "ELSA UNDERGROUND"--CONTINUE UNDER...

2\* NARRATOR: [CUE] Elsa awoke in the twisting underground caverns. She was bloodied and dazed and had been wandering, half-asleep, through the tunnels for some time. A faint light glowed from somewhere deep within...

3. LIVE SFX: ELSA'S FOOTSTEPS--STUMBLING SLOWLY.

4\* ELSA: [CUE] (SCREAMS) Ahhhh! (WAKES) Oh...Oh. What? Where am I? Oh no! The caverns! How did I get... (CALLS OUT) Petra? Sir Harald? (SIGHS) It's so dark! I can barely see. May the Lord protect me. Ah, but I still have my dagger! If I am in the caverns, then Father and Sir Garrick must be near! (CALLS OUT) Garrick? Cliff of Thorsness! Will no one answer me? Am I all alone? (PAUSE) Wait! A light ahead. That shall be my goal. (CALLS OUT) Hello? Hello?

5. LIVE SFX: ELSA'S WALKS FOR 10 SECONDS. CONTINUE UNDER...

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(several scenes later...)

1. MUSIC: [MUS-09] [BED] "GHOUL ATTACK"--UNDER--DUCK AS NEEDED.
2. ELSA: (SCREAMS) Ahhhh! (PAUSE) No! (CRAZED) No! Demon!  
(PAUSE) Take that! (PAUSE) Take that, monster!
3. LIVE SFX: GHOUL #1 SHRIEKS AND DIES.
- 4\* ELSA: [CUE] 'Tis dead! I've killed it! But wait...
5. LIVE SFX: GHOUL #2 ROARS.
6. ELSA: Another monster! (PAUSE) And another! There's no escape from this cave? Trapped! (SCREAMS) Ahhhh!
7. LIVE SFX: MORE GHOULS APPROACH, SLATHERING.
- 8\* ELSA: No! Dear God! Noooooooooo!
9. LIVE SFX: GHOULS ROAR. SMALL CRASH. GARRICK UNSHEATHS SWORD.
- 10\* SIR GARRICK: [CUE] (SHOUTS) Infernal demons! Behold a crusader!
11. ELSA: (AMAZED) Sir Garrick! I... (PAUSE) Look out!
12. LIVE SFX: GHOULS ROARS. SCUFFLING ROCKS.
13. SIR GARRICK: Return to Eblis, you accurse-d ghouls! Die!

1. LIVE SFX: GARRICK'S SWORD STRIKES GHOUL. SHRIEKS. GHOUL HEAD DROPS TO GROUND.
- 2\* MUSIC: "GHOUL ATTACK"--QUICK FADE.
3. ELSA: Garrick! They're horrible! I-I saw dead Leopold's ghost and Sir Harald told me of the efreetts and...
4. SIR GARRICK: No! This is what the Saracens call a ghoul, a flesh-eating demon...but they're mortal. These beasts can die! Hurry! There may be more. Come this way, Elsa.
5. LIVE SFX: MAN AND WOMAN'S FOOTSTEPS. CONTINUE UNDER.
- 6\* MUSIC: [MUS-10] [BED] "TENDER GARRICK"--CONTINUE UNDER...
- 7\* ELSA: [CUE] Oh, Garrick, you're alive! I worried so!
8. SIR GARRICK: But Elsa, surely you didn't come to these caverns to save me? Why be you down here?
9. ELSA: Some mysterious shadow befell the camp. Everyone fainted. I awoke here. Father! Is father alive?
10. SIR GARRICK: Yes. Fifty of us survived an attack by the efreetts at the ancient tomb. Cliff of Thorsness battled bravely. He'll be glad to know you are safe, Elsa.
11. ELSA: Oh, Garrick. Will we escape this hellish place?

1. SIR GARRICK: I shall never leave you, Elsa, I... (GROWLS) Grrrr.
2. ELSA: Garrick! You're hurt! (PAUSE) Wait. (ASTONISHED)  
Your ears! They're swollen! You're hunched over.
3. SIR GARRICK: (GROWLS) Grrrrr. I'll...be all right, Elsa.
4. LIVE SFX: ELSA & GARRICK WALK. STOP. RAT #1 SQUEAKS.
- 5\* ELSA: [CUE] (SCARED) Ahhhhhh! Garrick! What's that?
6. SIR GARRICK: 'Tis just a rat. They're everywhere. This way.
7. ELSA: Wait, Garrick! Not that way! That's were I came  
from! Ghouls were feasting upon our dead! Petra...
8. SIR GARRICK: Are ye mad, Elsa? Our men await in a grrrrr-grotto  
...just ahead. (SHOUTS) Hail! Cliff of Thorsness!  
'Tis Sir Garrick. I've found Elsa!
9. CLIFF: (DISTANT) Hark, Sir Garrick!
10. ELSA: Wait! This is the hilltop of the ghouls! Father!  
Garrick! Everybody! We must flee! The ghouls!
11. CLIFF: Elsa? Oh, my Elsa! It gladdens my heart to see  
you.
12. ELSA: Father! You're safe! But we must run! Leopold's  
ghost spoke... (GASPS) What do you hold there? The  
head of Princess Ameena! (GASPS) And it's...alive!

1. CLIFF: Ameena was beheaded by the efreet, but through some sorcery, her head remains alive. Speak!
2. PRINCESS AMEENA: (MONOTONE) Behold the gates of doom!--realm of Eblis, a spirit that walked upon the Earth before man, and that will be... when man is no more.
3. LIVE SFX: MEN GROANING.
4. CLIFF: Wait! (FEARFUL) The smell! The vile stench! The smell! Speak Princess! Is this an avenging angel?
5. MUSIC: [MUS-11] [BED] "ASCENT OF EBLIS"--CONTINUE. DUCK AS NEEDED.
- 6\* MOANING WALLA HORDE: [CUE] (GHOSTLY MOANS) OHH. (CONTINUE THROUGH SCENE)
- 7\* PRINCESS AMEENA: [CUE] (MONOTONE) It marks the ascent of Eblis!  
Prepare!
8. LIVE SFX: ALL RATS SQUEAK. RUMBLING.
9. SIR GARRICK: Aiee! (TORTURED) Elsa! I...(GROWLS) Grrr.
10. LIVE SFX: MEN GROANING AND WAILING. ALL RATS SQUEAK.
11. ELSA: What...is happening? Garrick, your nose! Father, your eyes grow black! You're all changing!
12. PRINCESS AMEENA: (MONOTONE) From Earth to Heaven, vengeance cries!  
Go, child! Flee before Eblis crosses the gate!

1. CLIFF: (IN AGONY) Elsa! Grrr. 'Tis too late! (SOBS) God's good grace...is but a...dream! Elsaaa... (SCREAMS)
2. LIVE SFX: SCREECHER. SCUFFLING ROCKS. ALL RATS SQUEAK.
3. PRINCESS AMEENA: (MONOTONE) Eblissss. Eblissss. Eblissss.
4. LIVE SFX: CRASH. SCREECHER.
- 5\* ELSA: [CUE] (GASPS) In yon cavern...below! Pouring from the tunnels! Something's moving! (PAUSE) A black wave! From my dream! They're rats! Thousands! No, (GASPS) millions! Have mercy, Lord--for our mis-  
deeds!

**SCRIPT HAS BEEN TRUNCATED AT THIS POINT (several scenes later...)**

- 2\* MUSIC: [MUS-12] RID-GO COMMERCIAL--UP. LET IT FINISH.
3. MUSIC: [MUS-13] [BED] "GRIM SCARY OUTRO"--CONTINUE UNDER...
- 4\* HOST: [CUE] This concludes tonight's "Grim... Scary Tale." Our program was written and scored by Tony Palermo. Until some other midnight, we bid you well and remind you nothing is more evil than the heart of... man! (EVIL LAUGH)
5. MUSIC: "GRIM OUTRO"--LET IT FINISH (WOLF HOWLS).

1\* HOST:

[CUE] Our program starred...

as the Narrator: \_\_\_\_\_,

as Elsa: \_\_\_\_\_,

as Sir Harald: \_\_\_\_\_,

as Sir Garrick: \_\_\_\_\_,

as Cliff of Thorsness: \_\_\_\_\_,

as Princess Ameena: \_\_\_\_\_,

as Emir Fah-ruuk: \_\_\_\_\_,

as the Saracen man: \_\_\_\_\_,

as the Saracen hag: \_\_\_\_\_,

as Leopold's Ghost: \_\_\_\_\_,

AND \_\_\_\_\_ as Petra.

Our sound effects artists were:

\_\_\_\_\_, \_\_\_\_\_,

\_\_\_\_\_, \_\_\_\_\_,

\_\_\_\_\_, \_\_\_\_\_,

\_\_\_\_\_, \_\_\_\_\_,

Engineering was \_\_\_\_\_.

Our director was \_\_\_\_\_.

I'm your host, \_\_\_\_\_, saying "Grim Scary Tales"

Has been a production of the \_\_\_\_\_ Radio Network.

--END OF EPISODE--

## Radio Skills School

### Microphone Technique:

- Sensitive and dead areas. Don't touch!
- Proximity effect. (Boomy if too close.)
- Proper distance for radio acting.
- Dynamics and distance. (Back off to yell.)
- Off mic use for distant sounds. Asides.
- Popping "P"s and S-S-S-Sibilance.
- Mic safety. (hitting, blowing, dropping)
- Assume every mic is always ON.
- Quiet script page turning.

### Radio Acting:

- Quiet in the studio.
- Don't cough, laugh, or talk during production.
- Watch the director. Wait for your cue. (Q)
- Speed equals excitement. Don't bore audience.
- Jump in if there's dead air.
- Wait for director's signal at end of show.

**SCRIPT HAS BEEN TRUNCATED AT THIS POINT**



## Background: 'Buried Treasure-Hunters!'

# Grim Scary Tales

Our program, *Grim Scary Tales*, is a 1955-style horror anthology. The genre, music, sound effects, and themes are all period-authentic. What's more, the series itself has a back story that's also an education in radio drama.

In the mid-1950s, network radio was dying because television was luring away the game shows, sitcoms and dramas--and their big audiences. That left radio open to more "eccentric" programs--things that you couldn't do on TV, such as horror and science fiction. These genres were also in vogue with the emerging teenage culture of the time. So our program is a contemporary of those irony-filled E.C. comic books such as *The Vault of Horror* and *The Haunt of Fear*, as well as horror films like *The Black Castle*, *The Curse of Frankenstein* and *Cult of the Cobra*.

Our fictional series, *Grim Scary Tales*, is what was called a "sustaining" program--meaning it was being produced by the network *without* a commercial sponsor. Orson Welles' famous 1938 "War of the Worlds" radio drama was also a sustaining show--which sparked such ratings that Campbell's Soup immediately signed on. Sustaining shows often tackled controversial subjects and were much artier than sponsored shows, because they were free from advertiser-meddling or ratings-anxiety. This freedom was attractive to radio dramatists and produced many provocative shows. However, as desirable artistic freedom may appear, most radio programs aspired to being sponsored, lest they be stunted creatively by low budgets before eventual cancellation.

So, our fictional producer of *Grim Scary Tales*, is trying desperately to turn his sustaining program into a sponsored one. She talked the makers of Rid-Go, a rat poison, into a trial sponsorship. Rid-Go has little need for radio advertising, however they will sponsor the show, on the condition the program deal with rats and motivate listeners to rush out and buy Rid-Go rat poison. They not only want to run a commercial, they want the whole show to *be* a commercial for Rid-Go.

Our fictional radio writer agrees to do a rat-themed horror story and decides to use the bubonic plague--which was spread by rats--as an angle. Since Biblical epics and knights of the round table films were popular in the mid-1950s, our writer creates a story about corrupt crusaders bringing plague-ridden rats back to Europe from the Middle East. In Medieval times, witches were burned at the stake, so there are some nice horror elements already available here. But witches bring to mind the anti-Communist "witch hunts" of the McCarthy-era. Our writer--and let's go ahead and make him a blacklisted screenwriter slaving for a low paying "sustaining" radio program--decides to write a parable about a power-drunk inquisitor getting a divine comeuppance. This inspires the writer to add a political subtext to this tale about rats.

So he writes a story where you have a zealous despot torturing confessions, burning a defeated opponent at the stake, and forcing people to “rat” on their friends. The crusaders even discover a “long, black list of names, written in blood—the names of the damned!” Our writer concocts a horror drama that ties all these elements together with the highly infectious bubonic plague (payback for intolerance and persecution) and of course, the all-important rats that Rid-Go insisted upon.

So, in the *Grim Scary Tales* episode, “Buried Treasure-Hunters” we have a scarifying show with ghouls and demons and caverns and curses; a struggling radio producer bending to a sponsor’s wishes; a black-listed writer with an ax to grind; and the political damnation of a persecuting zealot.

‘Buried Treasure-Hunters!’ relies heavily upon mood music playing underneath the dialogue and sound effects. I composed the music to sustain a sense of dread—which is key to producing horror. In keeping with the 1955 setting of the series, the instruments used are all authentic—including a real Theremin playing on the introduction.

As a radio dramatist, I wrote the script with the music in mind, intending to create a story that was truly scary and not just a rehash of vampires, werewolves, and other horror clichés that, by endless repetition, have lost much of their power to frighten. At the same time, I wrote a drama with 1950s levels of horror, since contemporary-style horror would not be suitable for family listening. Yet, radio drama is a perfect medium for horror. I hope you enjoy telling this grim, scary tale as much as I did creating it.

Anthony E. Palermo  
*Writer/Composer*



## Casting Monologues: 'Buried Treasure-Hunters!'

All actors are asked to read some lines, called "sides," aloud, to audition. The director will cast the roles in our production based upon these readings. Please take a moment to read the lines below several times, both silently and aloud. These monologues can also provide some "back story," giving an idea of who the characters are and what kind of story we are producing. Since radio actors often play several parts, we encourage the use of different voices or accents when auditioning for the different roles.

**HOST:** Good evening! I'm the creepy host of "Grim...Scary Tales," a 1955 monster-horror-chiller radio show. I do a pretty good Dracula imitation and act real scary to introduce each episode. I have a laugh so evil, it gives me the creeps! (EVIL LAUGHS) Boo!

**NARRATOR:** I'm the narrator for this episode of "Grim Scary Tales" and treat it as a history lesson. At the end of the episode, I wrap up the story with a nasty twist. I'm not as scary as our host, but hardly friendly--this is a horror show after all.

**ELSA OF THORSNESS:** Hello, I'm Elsa, the 16 year-old daughter of the baron, Cliff of Thorsness. I'm kind to friend and foe, but worry that my father is going mad with revenge. Since I'm the daughter of a knight, I am skilled in defending myself. I carry a dagger along with my conscience. I hope to marry Sir Garrick, if we both survive this horror story.

# SCRIPT HAS BEEN TRUNCATED AT THIS POINT

## Sound Effects: '*Buried Treasure-Hunters!*'

### SOUND EFFECTS ARTIST #1:

Horses gallop, horses, horse approaches and stops, horse whinny,  
Wading through bones  
Slowly prying door  
Quiet scuffling rocks, scuffling rocks  
Body stumbles

### SOUND EFFECTS ARTIST #2:

Sword #1, sword unsheathed, swords digging  
Bubbling lava  
Vibraslap  
Rat #1 squeaks in conversation, rat #1 squeaks  
Sword strikes

### SOUND EFFECTS ARTIST #3:

Crashing, small crash, big crash  
Wagon rolls, stops  
One man applauds  
Thunder-crack  
Bones cracking and man screams  
Rattle, continuous rattle, rattle slows then stops  
Shaking chains

### SOUND EFFECTS ARTIST #4:

Sword #2  
Thunder-rumble, rumbling  
Skeleton ripping  
Bottles rubbing  
Ghoul approaches slathering.  
Man's footsteps

### SOUND EFFECTS ARTIST #5:

Screecher  
Battering ram (4x)  
Footsteps run up, many footsteps, footsteps running  
Woman's footsteps, woman runs  
Body drops to floor

**WALLA-WALLA VOICE ARTISTS - GROUP #1:**

Crusaders (dialogue lines)  
Crusaders yell  
Crusaders kill  
Applause and walla walla  
Men hoot and laugh  
Men cheer and laugh  
Frightened walla walla  
Grumbling  
Men grunt "uhh" in pain  
Moaning horde

**WALLA-WALLA VOICE ARTISTS - GROUP #2:**

Saracens (dialogue lines)  
Saracens die  
Saracens groan  
Applause and walla walla  
Efreet roars  
Quiet flesh eating, load flesh eating  
Ghoul #1 roars, ghoul #1 shrieks  
Ghouls roar  
Moaning horde

## Sound Effects Cookbook: *'Buried Treasure-Hunters!'*

### **HORSES GALLOP, HORSES, HORSE APPROACHES AND STOPS,**

Use coconut shells on gravel box.

### **HORSE WHINNY,**

Vocal imitation - "Neigh-hay-hay-hay-hay"

### **WADING THROUGH BONES**

Pull gravel up the sides of wooden box in walking rhythm.

### **SLOWLY PRYING DOOR**

Pull lever on creaker box.

### **QUIET SCUFFLING ROCKS, SCUFFLING ROCKS**

### **BODY STUMBLES**

Stir up gravel box.

### **SWORDS, SWORD STRIKES**

Large metal cooking spoons hit together and on pancake flipper.

### **SWORD UNSHEATHED**

Scrape metal cooking spoon against the edge of pancake flipper.

**SCRIPT HAS BEEN TRUNCATED AT THIS POINT**

## Engineer's Notes: 'Buried Treasure-Hunters!'

### Equipment notes:

To simulate caverns, one dialogue microphone and the sound effects microphone will be processed through two separate reverb devices. These mics will be "wet" or "dry" depending on where the scene is set. The engineer will change the mix of wet/dry as needed. The host and narrator will always be "dry." Scene Three (the story of the search party) mixes actors who are dry, with SFX and one actor being wet. Just move that one actor to the SFX area for his single line of dialogue. Scenes with reverb are indicated in the script.

### Playback devices:

This show uses many back-to-back music tracks. It may require TWO playback devices OR quick triggering using an MP3 playback app, such as Go Button (IOS) or Audio Cues (Android).

### Pre-Recorded Music Tracks:

Cue #	Title	Run Time
01	Grim Scary Tales Intro	1:02
02	Episode Intro/Battle	1:31
03	Elsa's theme	1:03
04	Citadel Celebration	0:29
05	Stormy Dreams	0:32
06	Cavern Tomb	2:30
07	Eblis theme	1:00
08	Elsa Underground	2:08
09	Ghoul Attack	1:03
10	Tender Garrick	1:53
11	Ascent of Eblis	1:33
12	Rid-Go Commercial	0:32
13	Grim Scary Tales Outro	0:53

Music composed by Anthony E. Palermo © 1998 Twitshyre Tunes. (ASCAP) All rights reserved.



**AD-COPY - 'Buried Treasure-Hunters!' - Rid-Go Rat Poison****NOTE:**

This is the text for the "canned" advertisement that runs just before the host closes the show. It is not to be included in the script so that when it runs it will be a surprise to everyone and lighten the mood. The sponsor demanded a show about rats and the writer complied. After the horror of the bubonic plague, here's the sponsor's payoff.

**MUSIC:** RID-GO THEME. ESTABLISH AND CONTINUE UNDER.

**ANNOUNCER:**

Got a problem with household pests?

You need... RID-GO!

RID-GO is America's leading pest control product.

It eliminates mice, moles, skunks and RATS

Yet it's safe for dogs, cats and children.

Why?

The reason is that Rid-Go combines two of the most widely approved and time-tested ingredients known.

RID-GO! The Pied Piper of rat poison!

Available at hardware stores everywhere.

**MUSIC:** RID-GO THEME - LET IT FINISH.