

# Introduction

## Introduction

Welcome to the latest Postmortem Studios production, *100 Dark Places*, I hope you enjoy it and derive a great deal of use from it.

*100 Dark Places* is a follow-on and accompaniment to *100 Horror Adventure Seeds*, one of my best-selling books in both e-version and in print. Where *100 Horror Adventure Seeds* gave you adventures, *100 Dark Places* is intended to give you places to adventure and inspiration for locations in which to set your adventures.

*100 Dark Places* is a generic book, not designed with any specific horror game in mind, though our own *Blood!* is, of course, heartily recommended. This inevitably means that it does not necessarily include, or pander to any of the particular conceits of individual games. Thus you may need to do a bit of wrenching and massaging in order to make any of the presented places fit your particular game of choice. The default, from which certain individual locations will depart, will be investigative and visceral horror in the mode of the books of such diverse influences as *Sean Hutson*, *Graham Masterton* and *H.P. Lovecraft*. Not every location in the book will literally be a 'Place', there will also be vehicles, travelling locations and other, more unusual situations.

Share, enjoy and please do get in touch to let me know about your experiences with our products!

## Postmortem Studios

*Postmortem Studios* is the personal publishing imprint of *James 'Grim' Desborough*, Origins Award winning author of *The Munchkin's Guide to Powergaming*. *Postmortem Studios* publishes primarily in PDF format through the usual PDF outlets such as [www.rpgnow.com](http://www.rpgnow.com), but is also available in print either via the sites or through [www.leisuregames.co.uk](http://www.leisuregames.co.uk).

*Postmortem Studios* is a full time enterprise and is always looking for assistance from freelance artists, editors and writers. You can contact *Postmortem studios* at:

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Or via our website at:

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## Piracy Notice

The odds are fairly high that some of you are reading this on a downloaded PDF copy taken from a file sharing network. I don't necessarily have a problem with that myself since evidence pertaining to my company tends to show that this acts more like free advertising than a cut into my funds.

However...

The role-playing game industry is not huge, not rich – with only a couple of exceptions – and can ill afford your piracy, unlike many software companies. I am a one man show, not a large company by any stretch of the imagination and I am attempting to build a business from the ground up. I need every penny.

If you have downloaded this book illegally, and you like it, please consider purchasing some of my other products. That's all I ask.

# Introduction

## The Places

The description of each place will follow a common format throughout this book, one per page making up a total of one-hundred places.

### Number

Each place will be designated by a three digit number, such as 039 so you can easily look up particular places by remembering the numerical code alone. This number appears next to the title of the place at the top of the page.

### Title

Each place's number is also accompanied by a title. The title may be light hearted, a pun or a simple descriptive. Whatever the title it is designed to be somewhat memorable to you in order to help you locate the particular place you want to work with more easily.

### Description

The description provides a brief, paragraph or two of overview of the place in question. There are, perhaps, a couple of lines on the other information that is being provided, along with everything else particularly pertinent to the character and nature of the place in question. The description could be thought of as a thumbnail sketch of the place in question, a placeholder for deeper information.

### The Horror

This section describes the particular horror that resides in the place that is mentioned and any particular qualities that it might have. This section covers the abilities, nature and fear that the horrors that reside in this particular place have access to. The horror is the heart of the location and the thing that lends it its most terrifying aspect.

### Layout

The layout section describes the key locations of the place in question, again just a sketch of what it there, sufficient for the Games Master to build on but not completely expansive or descriptive; a framework upon which the Games Master can build their own preferences and tailor things to the expectations of their group.

### Stories

The stories section will contain a few, very short, adventure seed ideas related to the place as described. These will be limited to only one or two lines but, within the context of the described place, should be enough to spark off a few adventure ideas for you and your group.

### Tips

If there is remaining room on each page, or if it is felt it is needed, a 'tips' box will offer advice, research, inspiration or other tips on how to expand that place, bring it's ideas to life or give you a clearer image of it's nature.