

1 - OH GOD WHAT'S HAPPENING

2 - Empty Room

3 - Study

4 - Bedroom

5 - Bath

6 - Dining Hall

7 - Butchery

8 - Cell

9 - Trophy Room

10 - Parlor

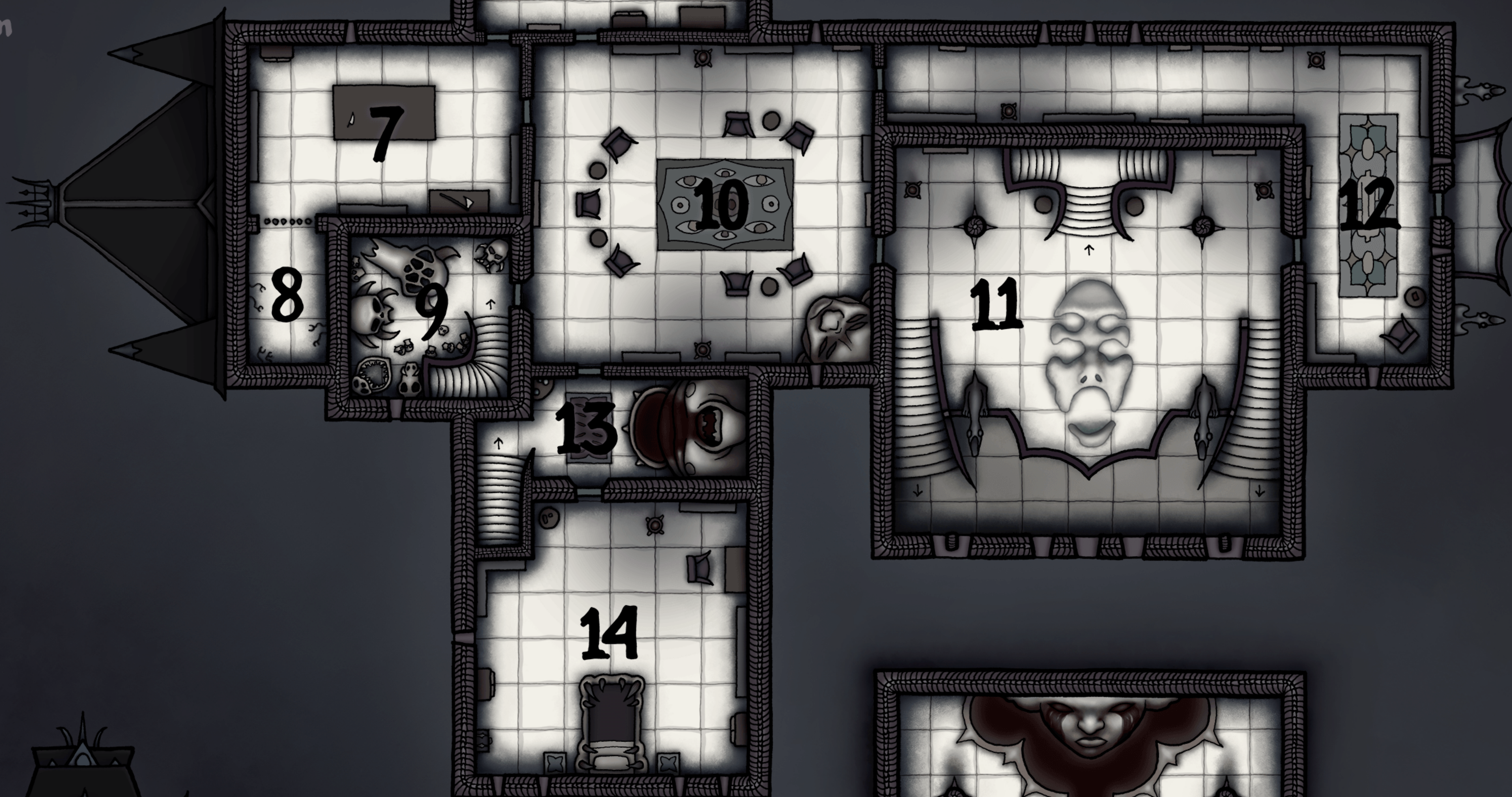
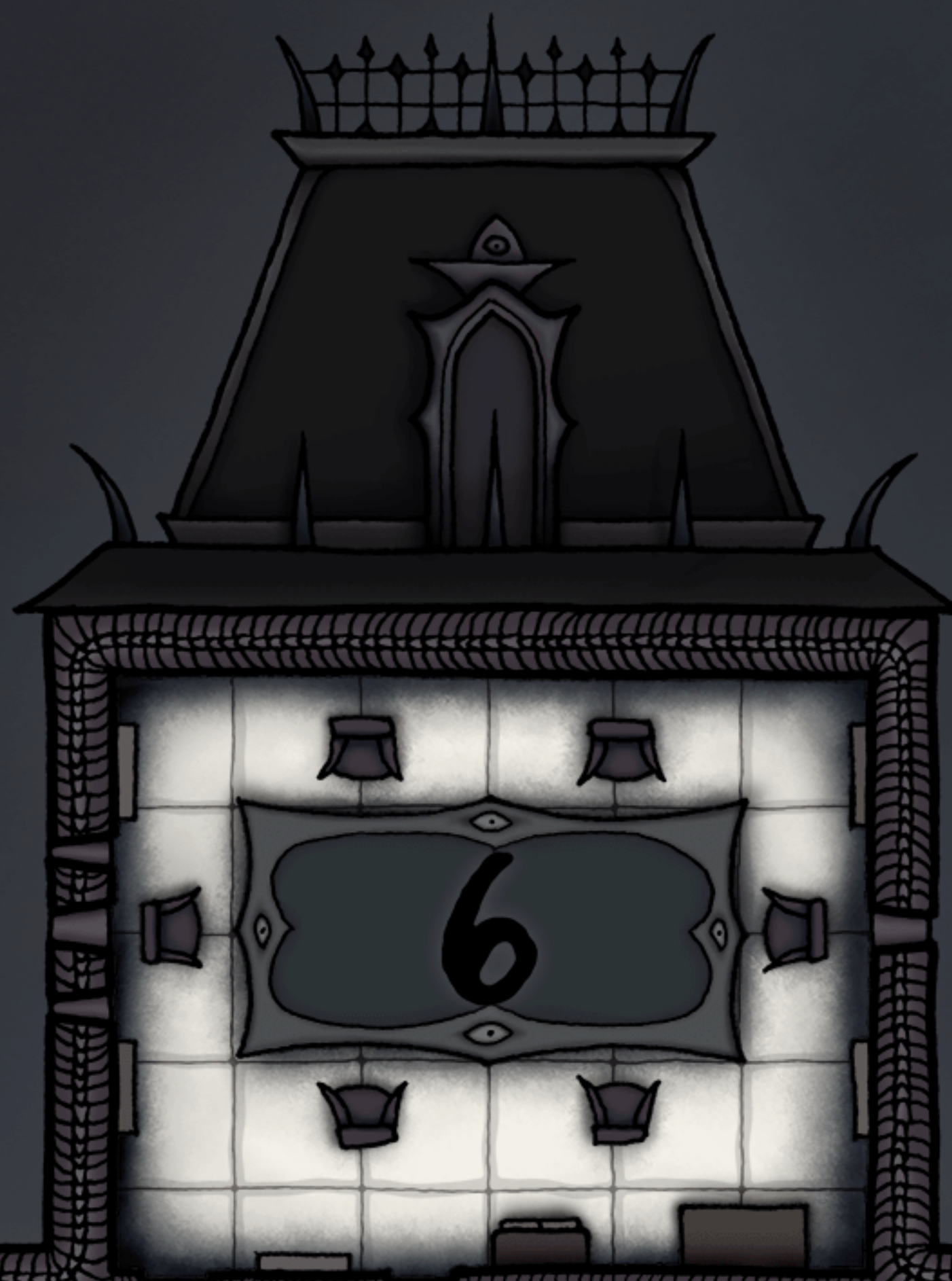
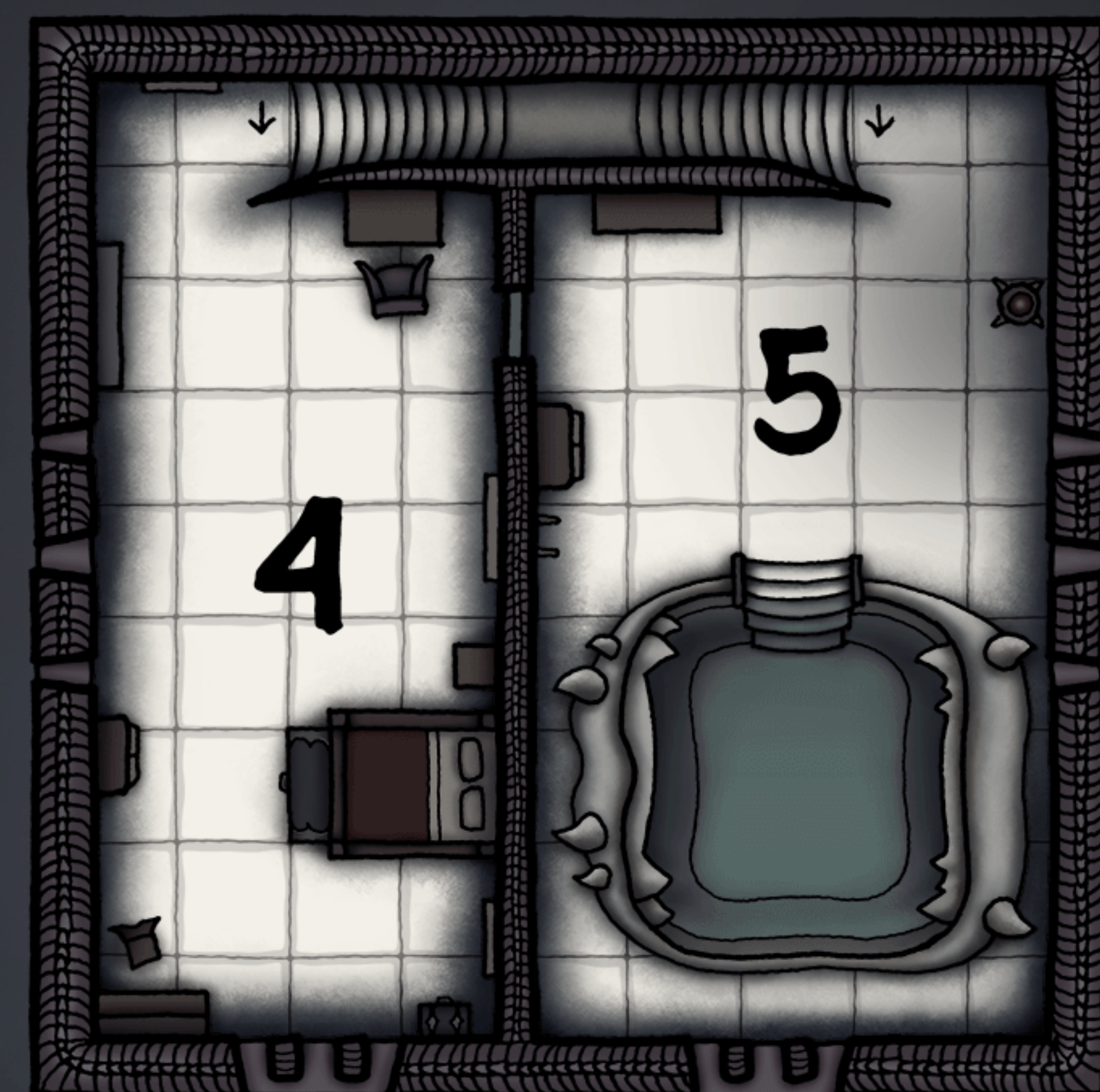
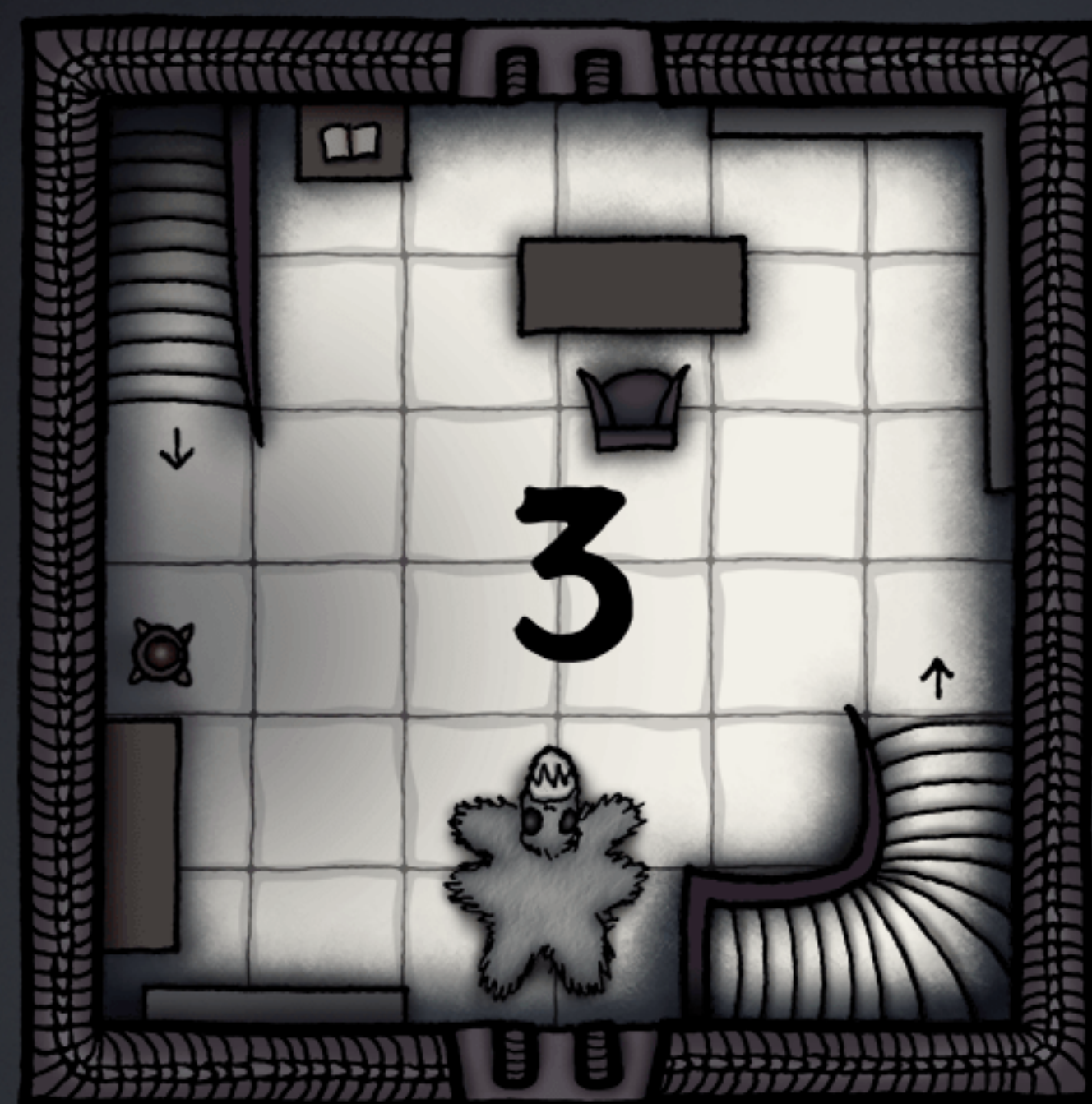
11 - Upper Foyer

12 - Library

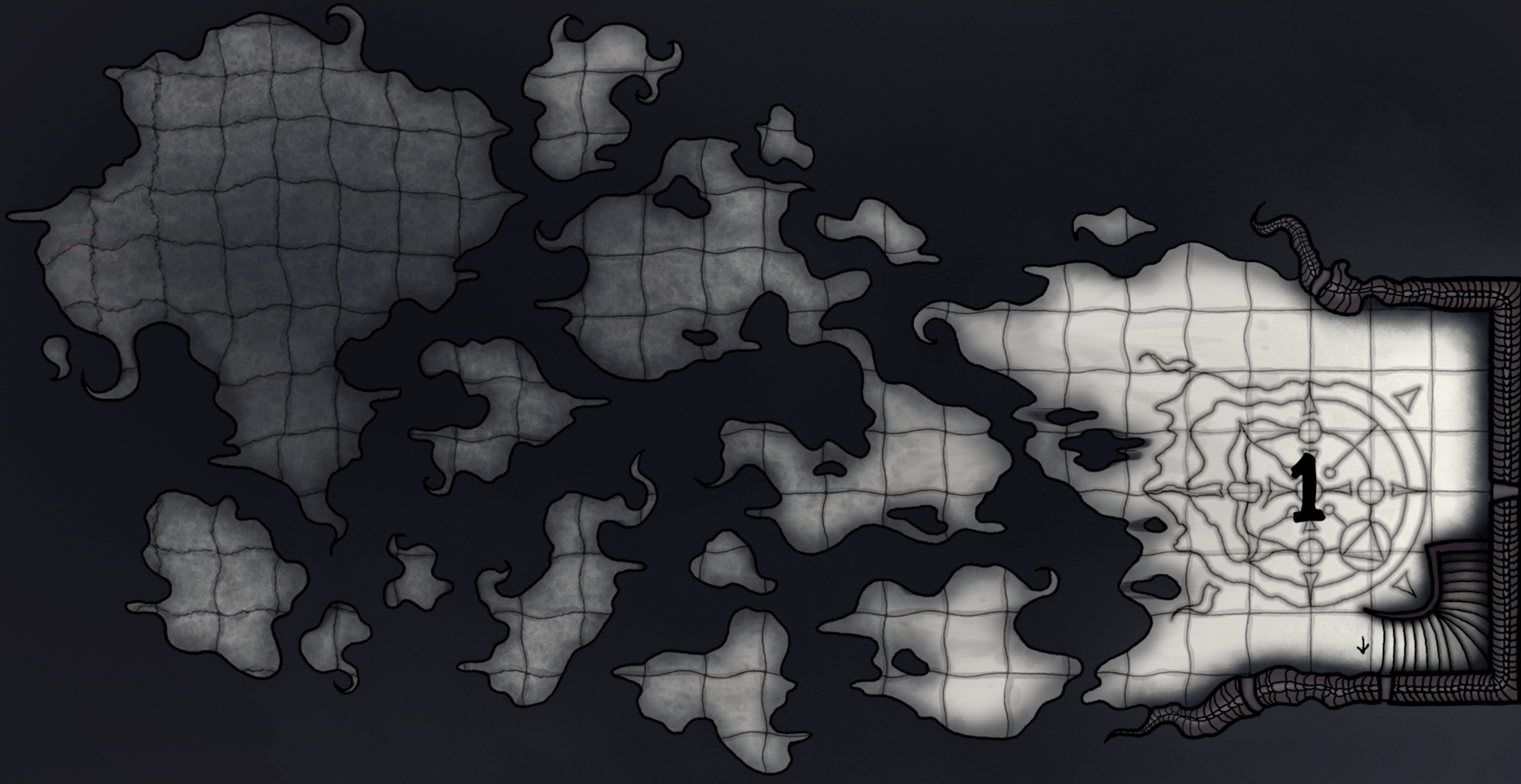
13 - Antechamber

14 - Master Bedroom

15 - Foyer



# A DARK PLACE



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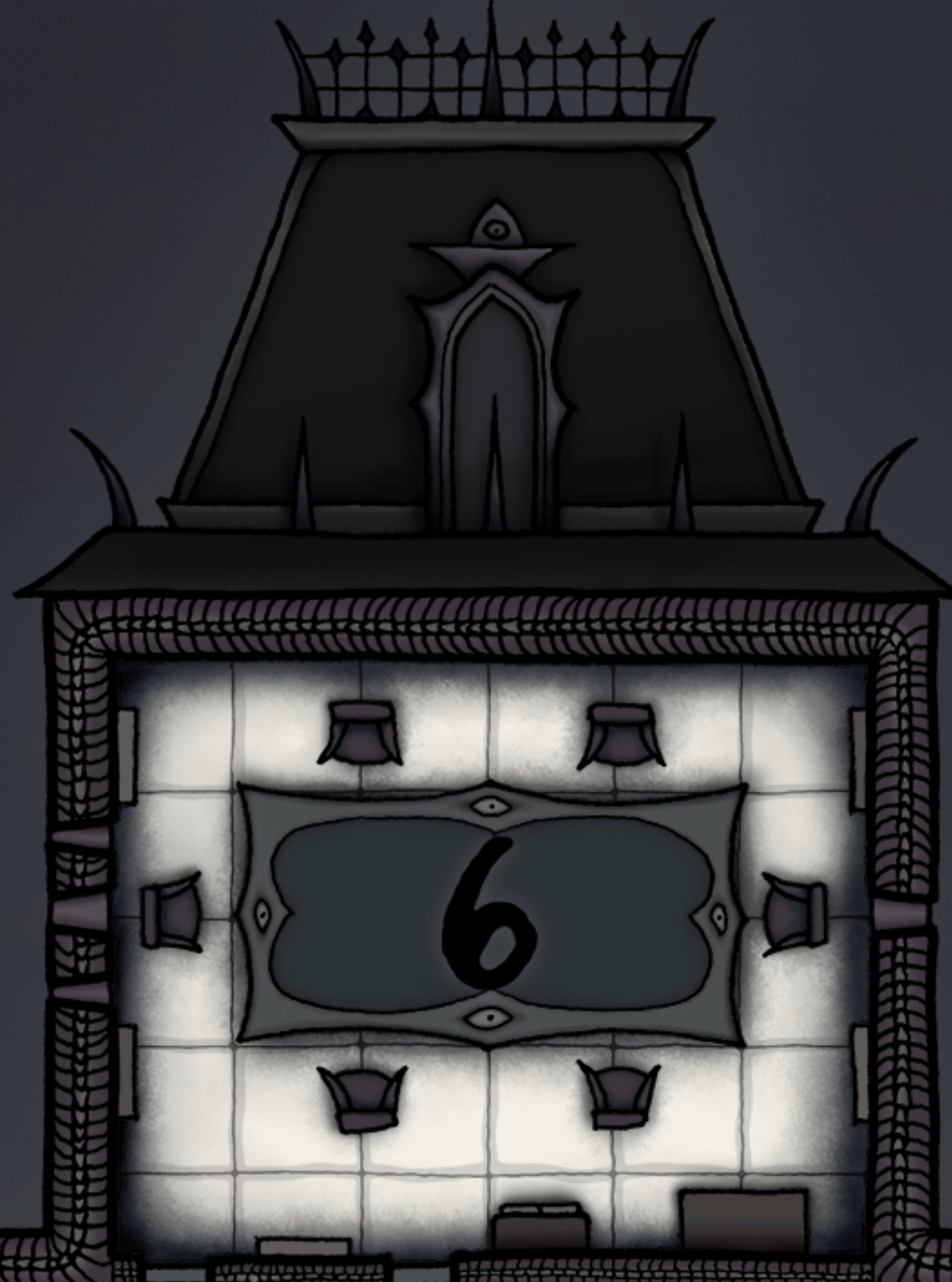
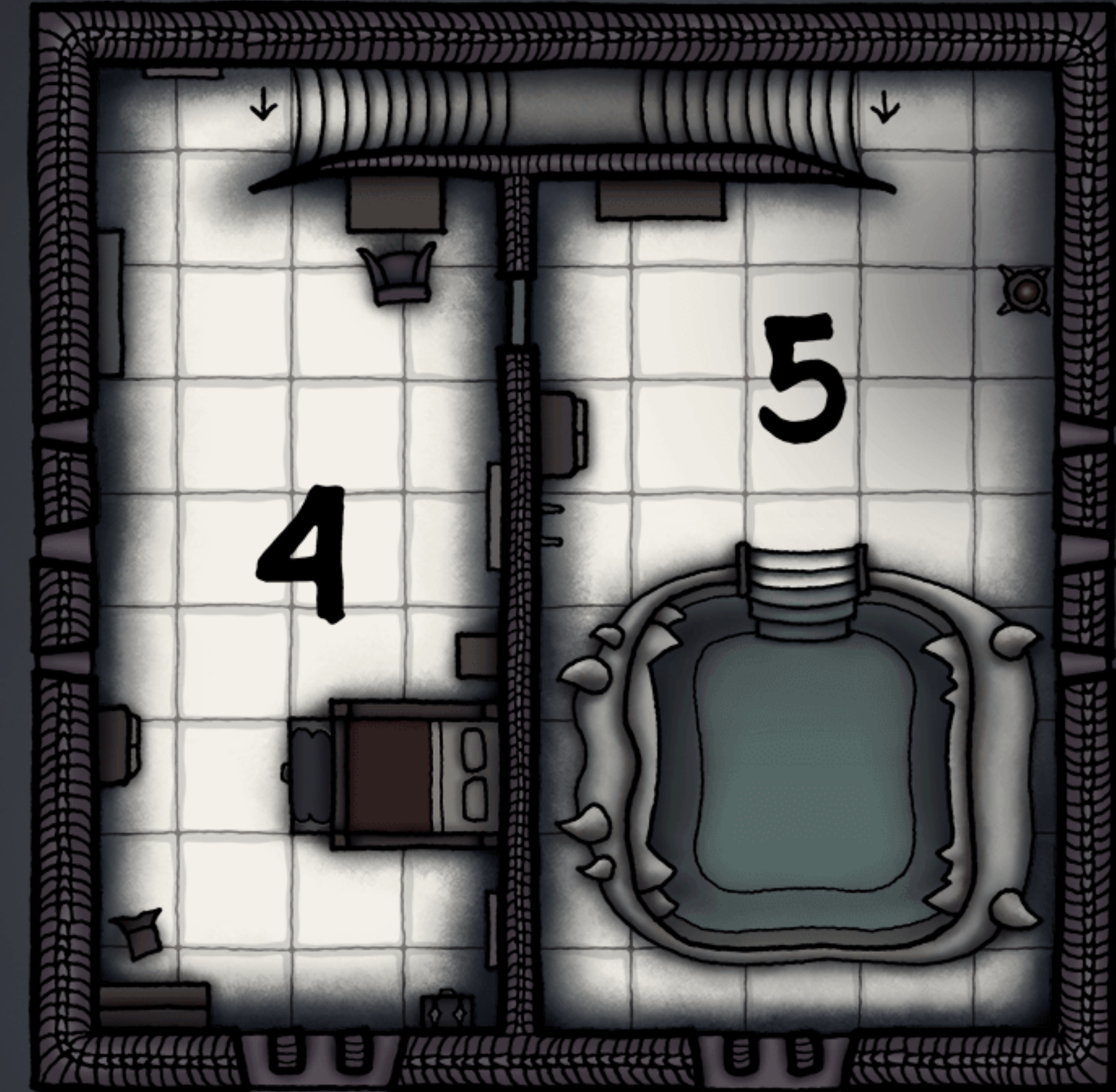
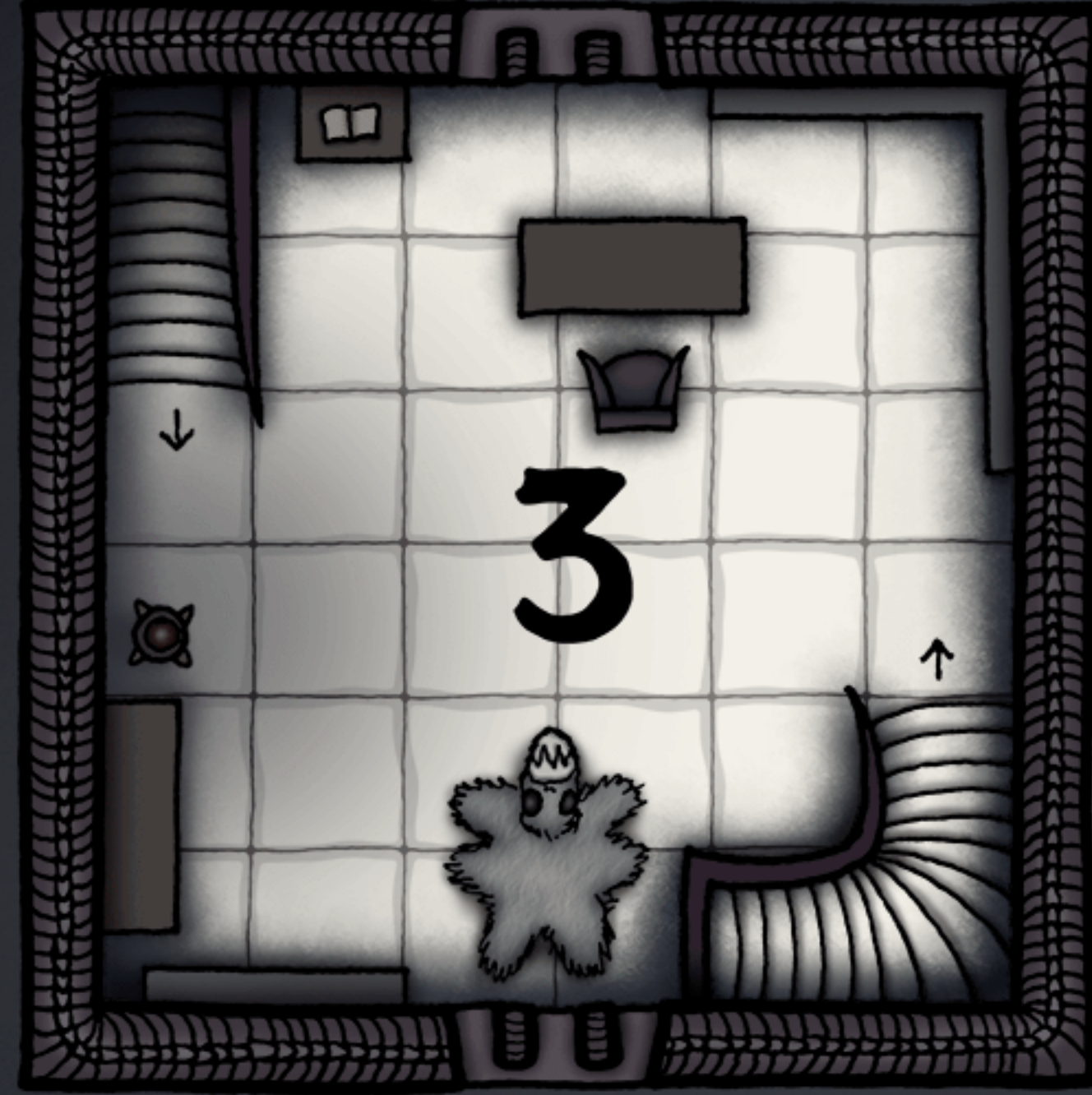
11 - Upper Foyer

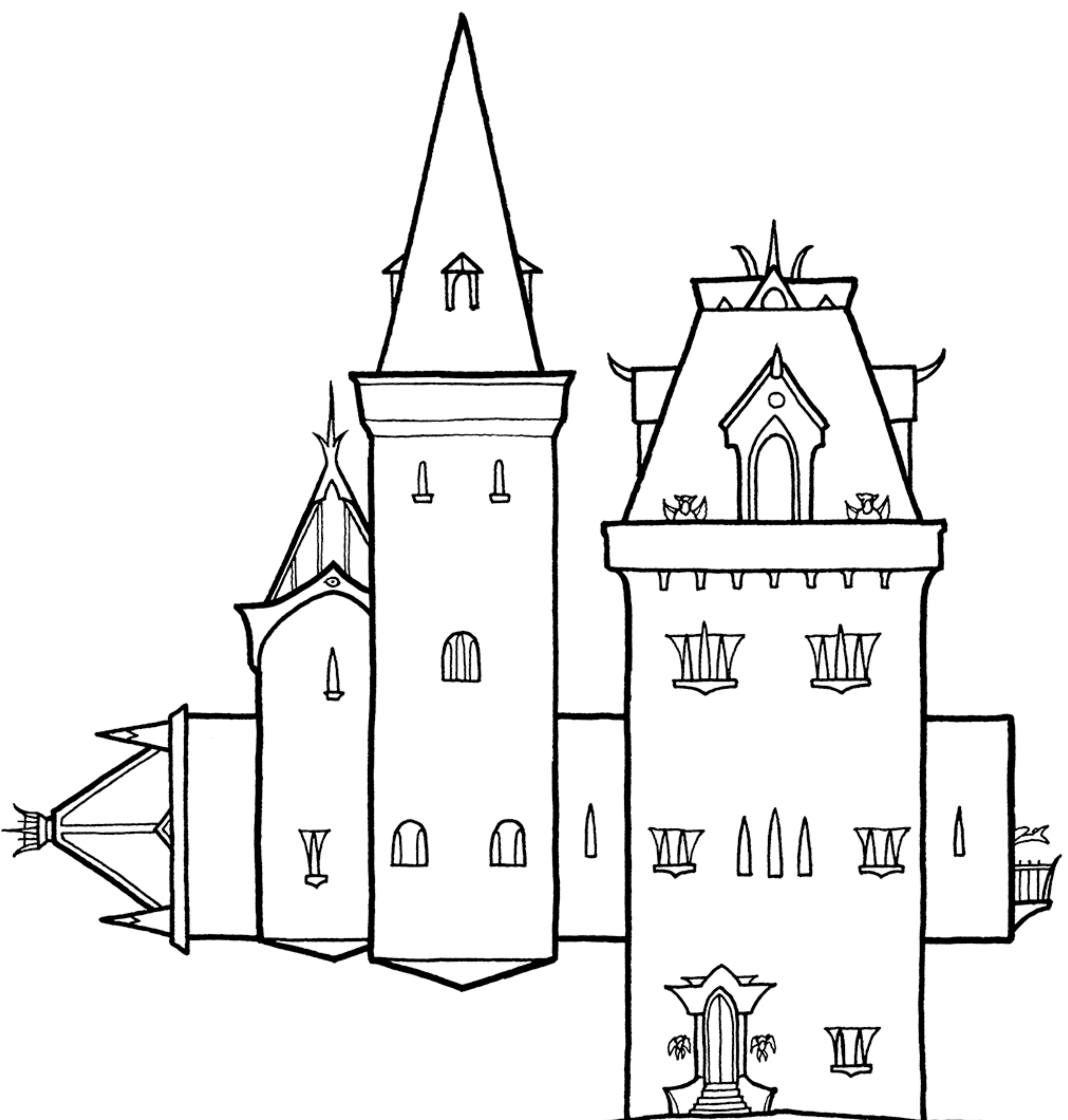
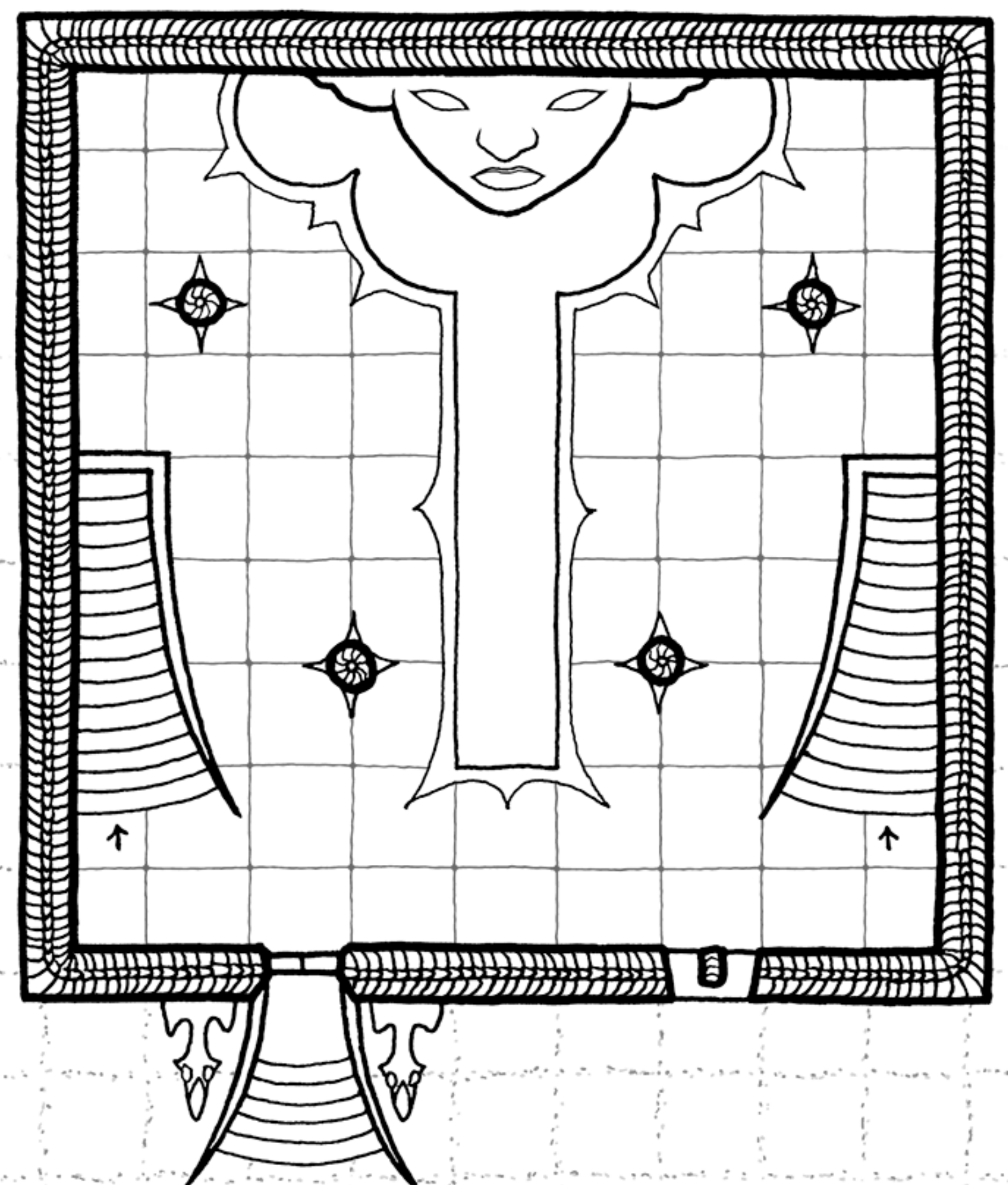
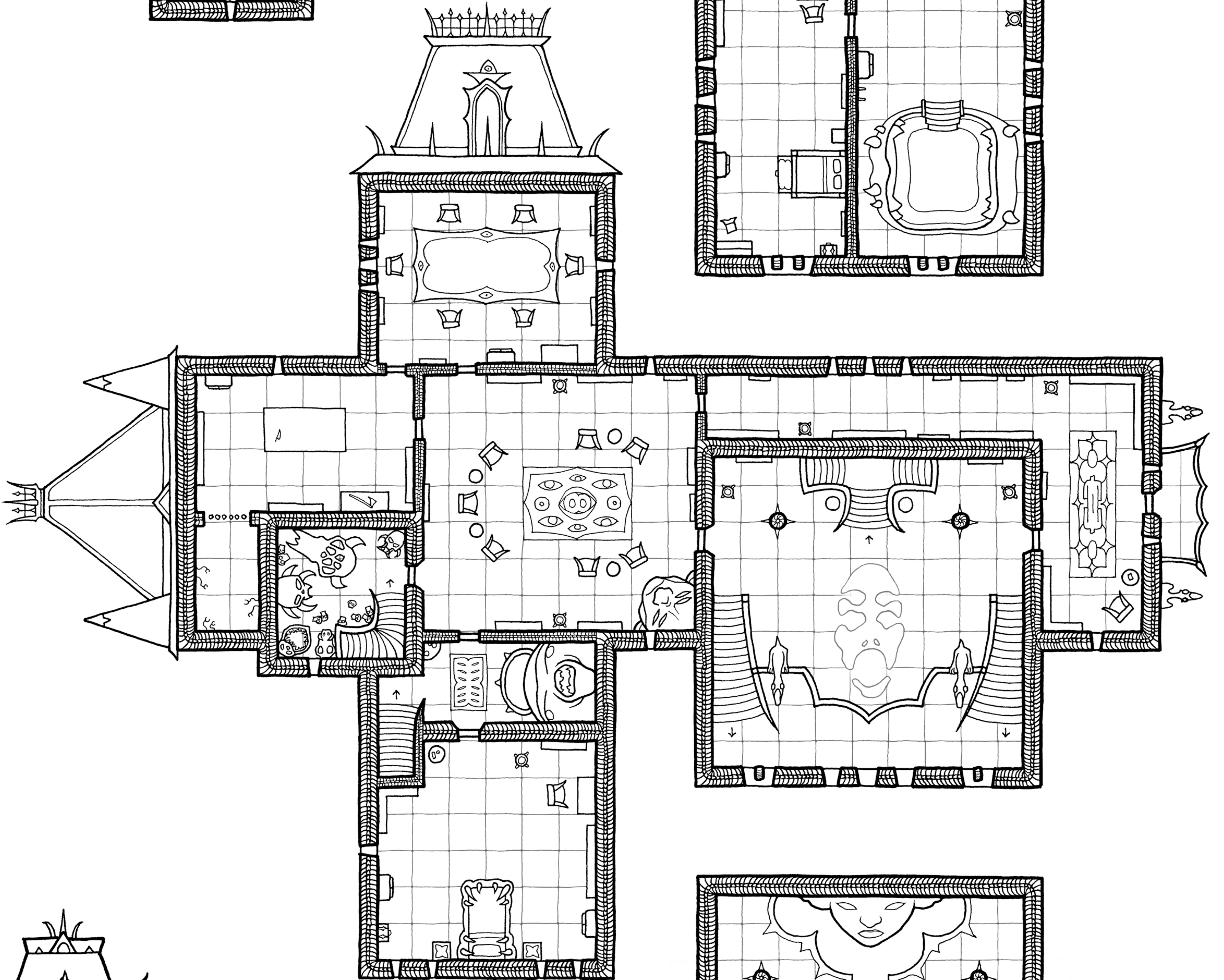
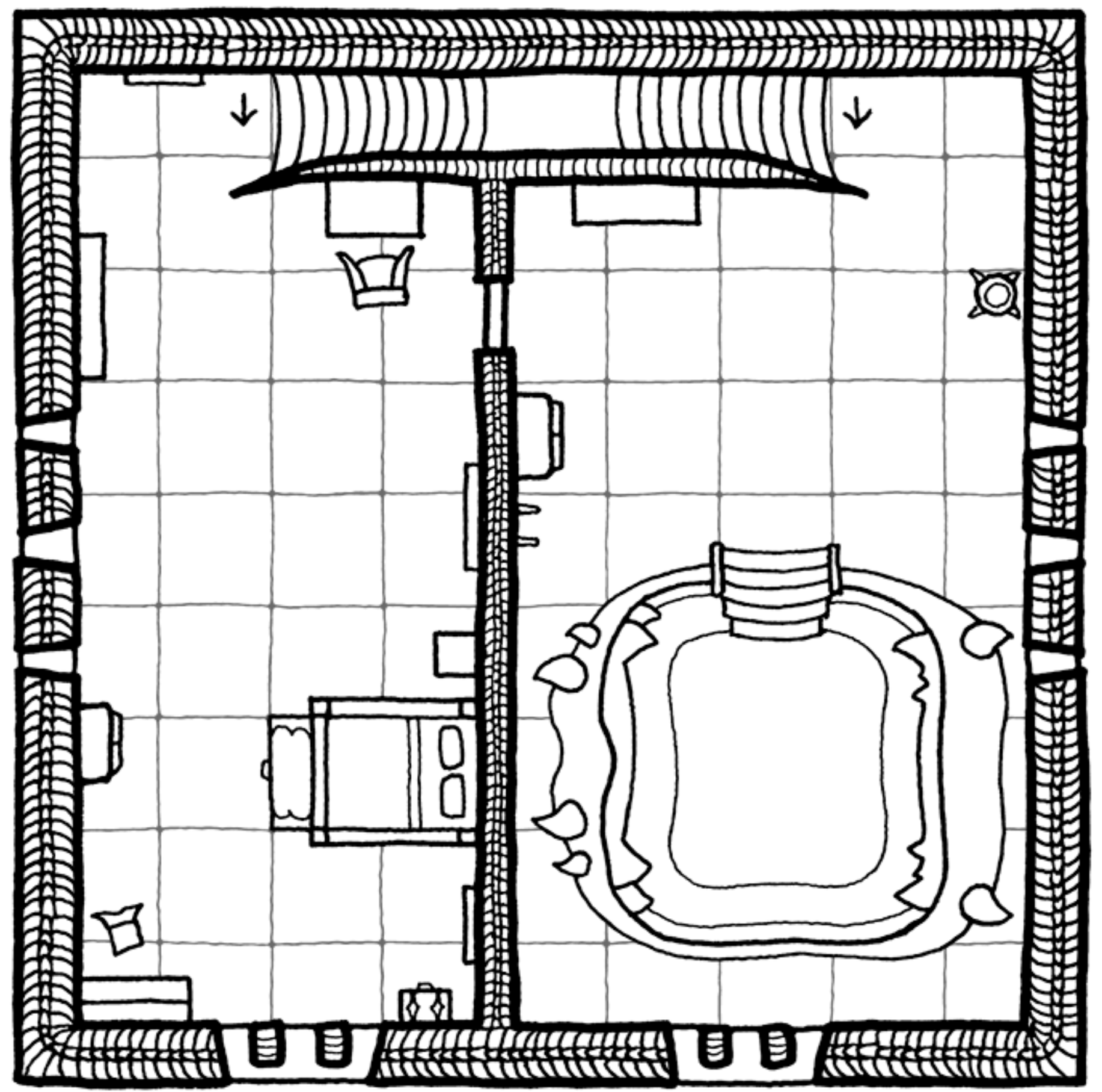
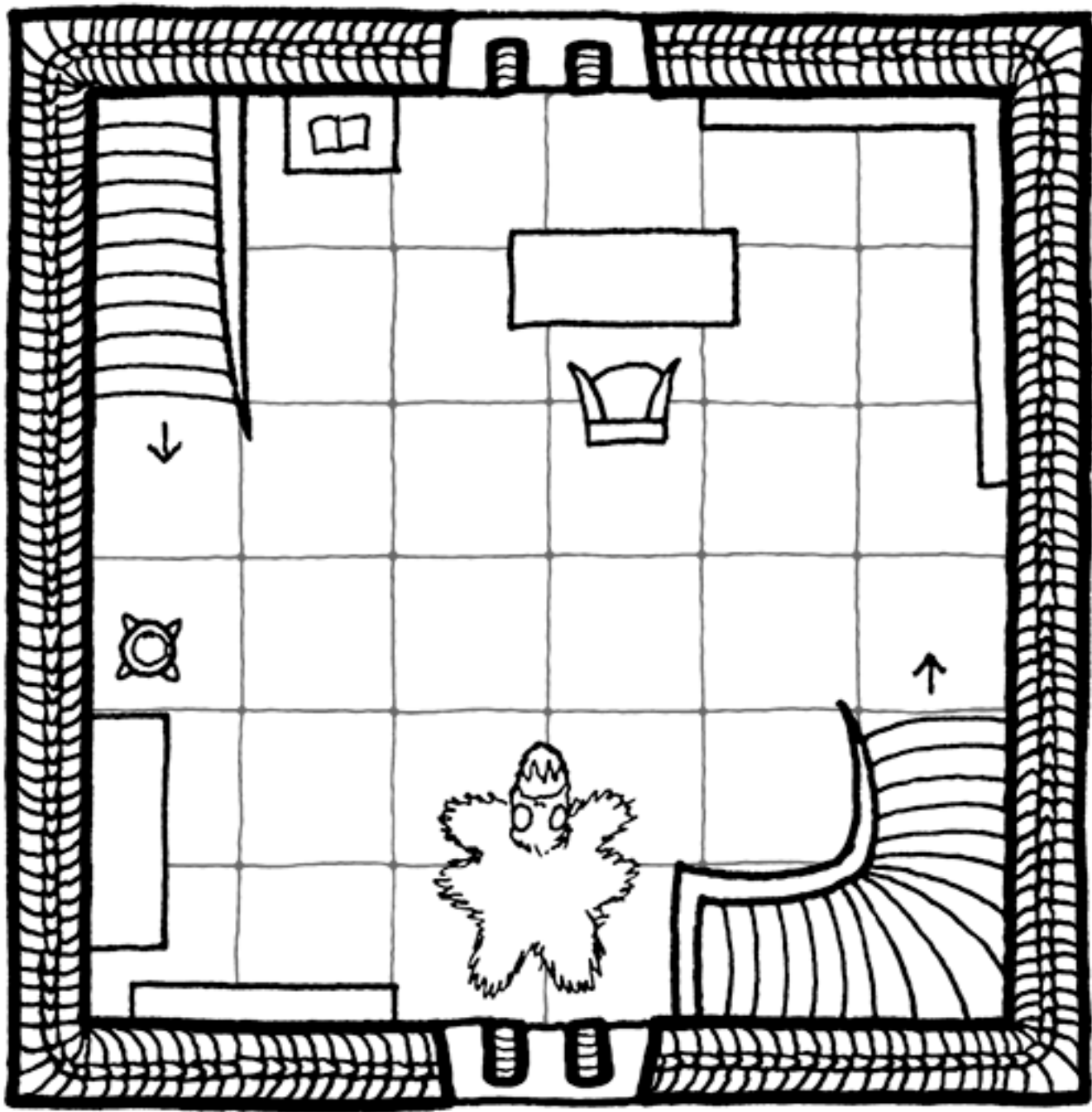
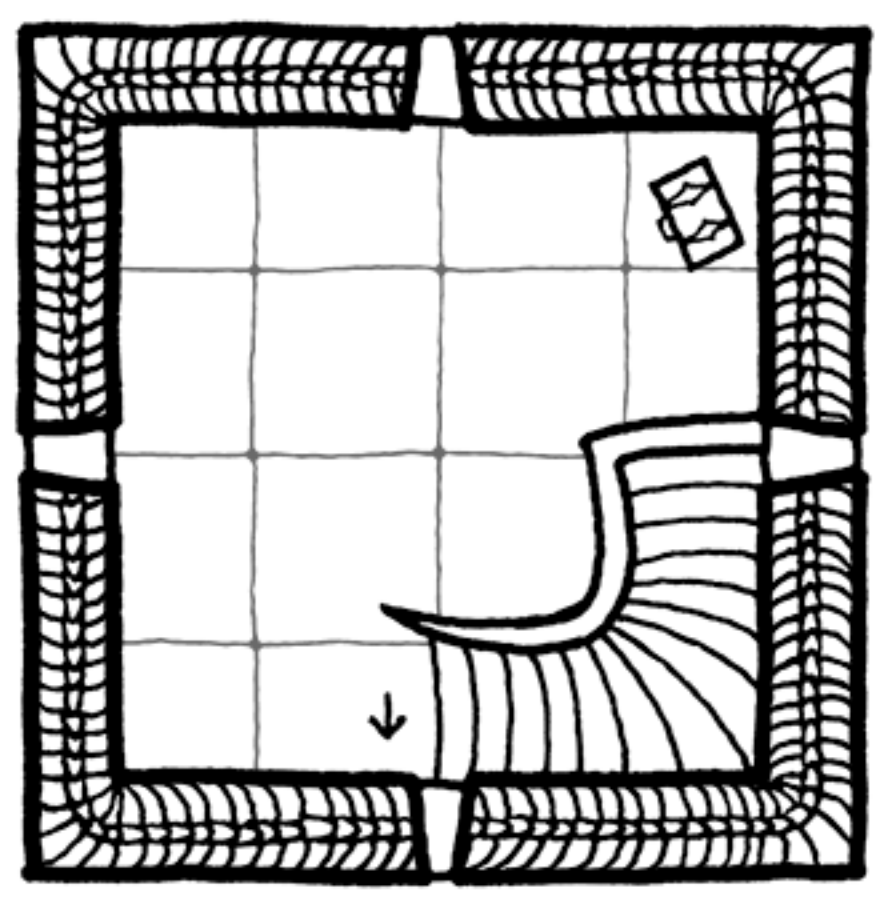
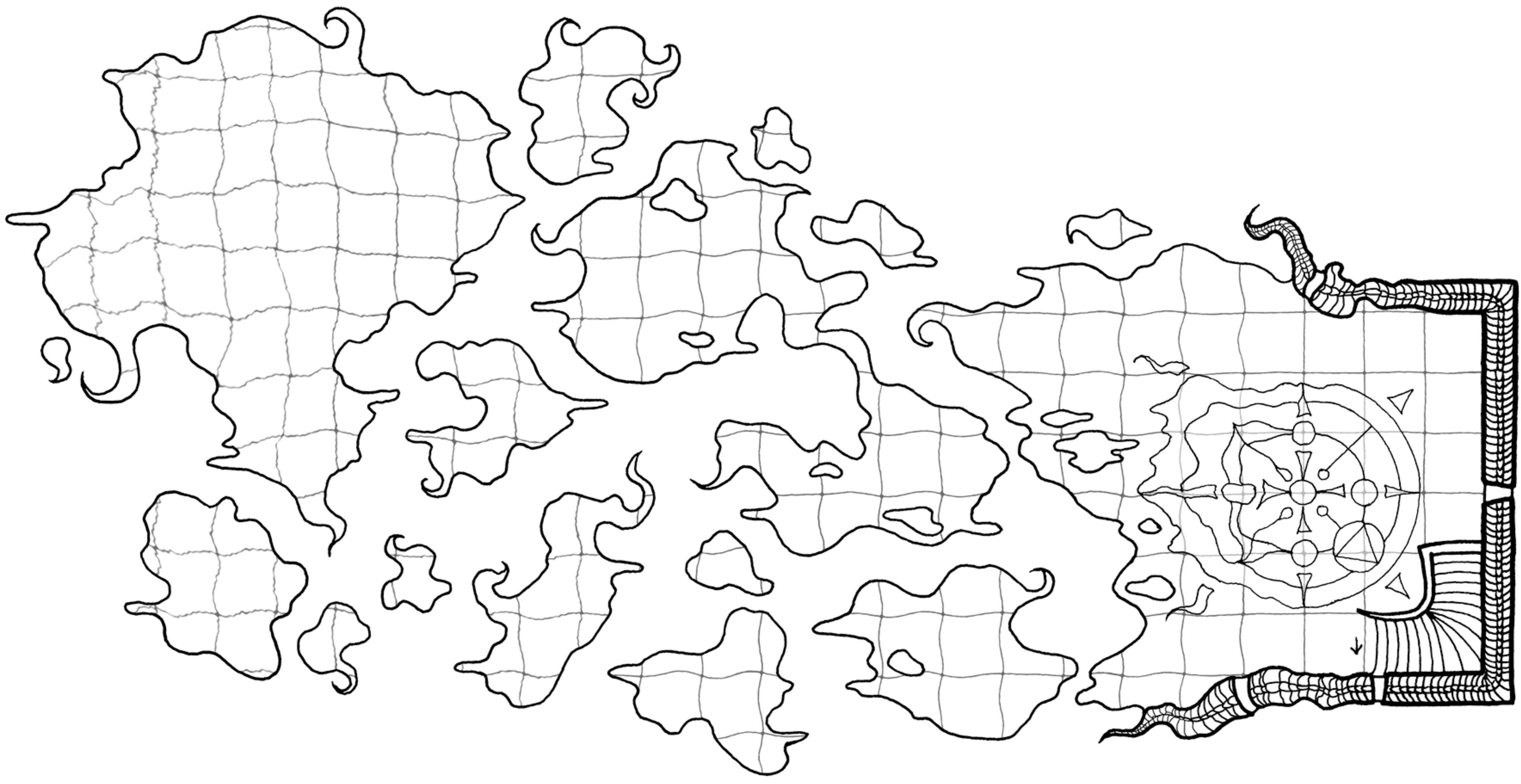
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# A DARK PLACE

## ABOUT

- A Dark Place is intended as a map of an estate on the Plane of Shadow (AKA the Shadowfell), but it could also be used to represent someplace in hell, a nightmare or a completely normal house anywhere in Ravenloft.
- The uppermost floor of the house is... well, I'm not sure what it is. My intention was for it to look like reality was being torn apart, but there are plenty of other possible explanations for it. Whatever is happening, it's probably not great.
- If you don't have a use for the top floor, but want to use the rest of the map, you can have the stairs on the floor below just keep going up forever. Or you can have them lead to a stairway elsewhere in the house. Or they can lead somewhere else entirely.
- This map is meant to be bizarre and surreal. Many of the things on the map-- such as the giant heads carved into the walls and floors, the fountains pouring out black liquid, and the shape of the house itself-- were intended to make the place strange and unsettling.
- The odd features of this map don't necessarily need an explanation. While you could, for example, have the head on the floor of the upper foyer (at 11) talk to the players, it could just be decor. Leaving things unexplained can also make the place more frightening to the party, since people tend to be more scared of things they don't understand. Why would someone build a house like this? Why would someone want a fountain like that? Whose head is carved into that wall? You have no idea. Leave them in this bizarre and terrifying place with no understanding of what or why.

## NOTES

- All of the gargoyles, heads and other figures on the map are intended to be statuary. Feel free to decide otherwise.

- The butchery (at 7) might be a sort of kitchen, or it might be a place where captives are executed. If it isn't a kitchen-- presumably because the residents are undead or some other species that doesn't eat-- then the dining room (at 6) is most likely a meeting room.
- The black liquid in the house's two fountains could be anything, but here are a few ideas:
  - Just blood. Predictable, but appropriate for some places.
  - Oil. As in, petroleum. Just leave it unexplained. Maybe the residents drink it.
  - Unholy water.
  - Poison. Maybe it gives you a disease or a curse if you drink it.
  - Liquefied human souls. The players can hear them crying out in pain.
  - Liquid shadow. It might not do anything on its own, but could be a component in potions of invisibility.
  - There is no word for what it is in any language spoken by anyone in the party. But it tastes exactly like Cherry Coke.
- The lamps here emit a dark, purplish aura. Again, this is just to give the place an unnatural feel.

