

Grinning Skull Design Studios

Grim's Amazing D100 Tables

1000

CURSED PLACES

for all Horror RPGs

By Tyler Omichinski

Grim's Amazing D100 Tables

Suitable for
ANY HORROR
ROLE-PLAYING
GAME SYSTEM

100 weird and potentially
troublesome cursed places
to slot into your favourite
horror RPG games.



<http://thegrinningskull.wordpress.com>

Grinning Skull Design Studios presents:
Grim's Amazing D100 Tables

100

CURSED PLACES

For all horror RPGs

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Foreword



Have you ever needed another cursed place that your RPG needs to interact with?

Perhaps you need some filler for one night, or you're just looking for something off the wall.

Here you'll find 100 cursed places to include in your games.

Some will be harder to work in than others, but a curse can solve all sorts of problems...



About the Author

Tyler

Tyler Omichinski is a writer, editor, and game designer from the wilds of Canada. You can follow his work at www.omichinski.com or by following him on twitter at @Tyler_roi

<http://thegrinningskull.com>

<http://www.rpgnow.com/browse/pub/8807/Grinning-Skull-Studios>

Choose a Location or Roll D100

- 1. Cursed gas station in the middle of nowhere.** This gas station exists in a bubble universe, entirely separate from the rest of the world. There are only three inhabitants: a father, his son, and his daughter. The curse comes from the death of the mother, so long as she is not at rest, no one can leave.
- 2. Cursed cupboard.** Anything put into this cupboard is completely destroyed every time it is closed. There is no trace, even at the atomic level.
- 3. The Blooded Grove.** Able to travel through time and space, the grove is a bloody tale of horrors. Viscera and organs are draped from branches, pool on the ground, and more. When no one is looking, they move and creep closer. Anyone killed by the grove joins the piles of viscera.
- 4. The First House.** This was the first house built in the town. Every night, whispers fill the house, driving the inhabitants mad.
- 5. That Strange Corner.** These can be found almost anywhere – they are strange corners with angles that are not quite right. Each is a gateway to another strange corner.
- 6. Field of Seven Rocks.** Old Celtic myth tells of a curse that can be levied by hiding seven rocks in a field. Any who enter this field slowly lose their memory, their minds, and become consumed with finding the seven rocks.
- 7. Outsider's Art.** This art exhibit is found just off the highway. It is made from found garbage and is a series of figures tearing at and attacking each other. They come alive at midnight and continue their battle for sixty-one minutes. Any caught in the cross-fire join the exhibit by morning.
- 8. Cursed stadium.** No one can win two competitions in a row within the hallowed halls of this place.
- 9. Dead Man's Courthouse.** This courthouse was first erected ages ago, thrown up in a hurry to add pomp and circumstance to the first serial killer within the town. Everyone within the walls of this place assumes that absolute worst of each other.
- 10. The Burned Kitchen.** This kitchen is found in a gas station. It appears mostly normal, but there are signs of the coming flame. Anyone who starts a meal here and doesn't complete it is burned to a crisp.
- 11. The Hidden Hall.** A subterranean hall, this path links two places despite the fact that they should not be able to be linked. The individual travelling through it perceives only an hour passing to travel through it. From the outside, however, it is an entire year and a day.



Choose a Location or Roll D100

- 12. The Field of Mechanical Death.** No machine of any complexity can operate here. Planes fall from the sky, cars refuse to work, and so on. Even wagons will inexplicably break, affected by entropy.
- 13. The Last Schoolhouse.** The last schoolhouse in a county, a teacher here cursed it to ensure that the schoolhouse would never close. Every time a person crosses the threshold, they forget something.
- 14. The Yearly Village.** This village appears once every year and a day from midnight to midnight. If you are within the village, you stay there.
- 15. That Library of Dark Books.** This is a library full of cursed materials. Once you start to read a book within these walls, you cannot leave until you have finished reading it, no matter the length. The books are addictive, making it even harder.
- 16. The Doctor's Office.** This doctor can cure any illness, but requires a dire price. This can be limbs, eyes, ears, or even a tongue.
- 17. Ice Cream Shop.** Found at a corner, this appears to be an unassuming ice cream shop. Ordering ice cream starts a count down. If you do not return for ice cream within one hundred hours, you die.
- 18. Blitz Dance Hall.** First built during the blitz, or some other military engagement, this Dance Hall was frequented by soldiers before they left. After death, they returned here. Dancing with one condemns your soul to dance with them for eternity.

Choose a Location or Roll D100

- 19. The Dead Hog writing hall. Found on a university campus, the last thing written in this writing hall each day comes true, often with ominous implications.**
- 20. The Bridge of Tolls. This appears to be like any other toll bridge, but once you have paid you curse yourself to lose a hand soon after.**
- 21. Last Stop Morgue. Each body taken into this morgue will never be properly solved. Many may believe they are solved, but the real cause will never be known.**
- 22. The Grim Palace. Once the palatial home of some rich plutocrat, this building causes feelings of despair in any who enter. Those who sleep there will be plagued by dreams of being eaten.**
- 23. The House of Teeth. From the outside, something looks vaguely off about this house. Any inhabitants find the occasional teeth, but no apparent cause. One person per decade who lives in the house will disappear, never to be found.**
- 24. The Underground Tailor. This tailor shop is in the basement of an old building. It can only be found by those desperate enough for change in life. The tailor will make a suit that will, somehow, force their life to completely change.**
- 25. Precinct 11. This police precinct has more complaints filed against it than almost any other. Prisoners experience brutal beatings and other complaints, but they can't be proven to be committed by the cops.**
- 26. The Pharmacist's House. This house was lived in by a pharmacist ages ago and is now considered haunted. Any who cross the threshold but do not live there will experience illnesses that require a large number of pills and treatments in the future.**
- 27. House of Pus. This lonely house was built long ago during a bout of some illness. Any inhabitant will not have their wounds ever become infected, but their friends and family will have countless complications with their health.**
- 28. The Wandering Forest. Any who enter this forest without a specific path in mind will become forever lost.**
- 29. The Theatre of Rumours. Anyone who attends this theatre will hear countless rumours while there. These rumours will result in their downfall.**
- 30. The Unbreakable Safe. Found in the basement of a bank, it has never been updated. Any criminals who attempt to rob it will die in the attempt.**

Choose a Location or Roll D100

31. **Sad Clown's Restaurant.** This is a clown themed restaurant. Anyone who cries within this restaurant slowly goes blind.
32. **Lonesome Jake's Single Joint.** Any relationship that starts within these hallowed halls will end in tragedy.
33. **Low ceilinged back room.** This back room could be found behind any restaurant or store. In an emergency, this will furnish anyone who enters with whatever they may need. It will always have been there. The next time they enter, it will take a blood sacrifice.
34. **Lost Hope Racetrack.** This racetrack can be for horses or dogs. Any who's lives would be ruined by a specific race result will invariably have their lives ruined.
35. **Staircase to nowhere.** This staircase leads nowhere. An individual will just keep going up or down it forever, never occurring to them that this is unusual.
36. **The Nonexistant Airport.** Once in a long while, a plane will be forced to land in this airport. It appears on no maps, and no planes ever depart. Otherwise it seems to be a normal airport in every way.
37. **Devil's Deal Recording Studio.** Any song that is recorded in this studio will sound completely perfect and become famous. The composer(s) and performer(s) will all die tragic deaths within a decade of the song being recorded.



Choose a Location or Roll D100

38. **Dark and Stormy Server Farm (or Library).** The Dark and Stormy Server Farm is located outside of the nearest community. Relying entirely on geothermal power, it can continue to operate with very little in the terms of outside support from the world. Any data that enters the server farm is deleted after a year and a day.
39. **Doom Train.** The Doom Train can arrive at any train station around the world. Any who board the train will find themselves on it for an indeterminate amount of time and will depart it at any other spot on the world. They do not age while on board. Many end up seeking to board the train again, hoping it will take them back.
40. **Raven's House.** This is a birdhouse that can be found anywhere in the world. It only attracts ravens. The ravens occasionally speak, proffering ill portents to any who come by.
41. **The Providence.** This is a hotel found in the continental United States. Many have been there, but none agree where it is. It is most often found by single travellers. When you book a room, invariably it is facing the window to another room. The occupant of the other room will, through the window, find ways to taunt and torment the visitor, trying to drive them to suicide. They cannot be confronted as the architecture of the hotel doesn't reveal any rooms that face each other, or anything.
42. **The Last Ceynote.** This is a hole in the ground that leads into an underground cavern, found anywhere in Central or South America. Any who fall in cannot escape through any other means other than being helped back out through the way they came in. They will be forced to tread water until they die.
43. **Jewelry Store of Broken Promises.** Any jewelry bought as a gift from this store will cause the relationship between the parties to end horribly.
44. **Bookshop of Unbound Books.** This bookshop contains a large selection of magic ephemera. Payment, however, is never in money.
45. **Gallery of the Outsider.** Though it advertises it as a gallery to outsider art, the art found here belongs to some dark being. Each piece of art is a shrine to some forgotten and dark god or goddess.
46. **Hotel of Broken Dreams.** Any who arrive at this hotel and spend the night are subjected to an unending set of temptations that, if undertaken, will ruin their lives.
47. **Diner of Delicacies.** Any who order anything with meat from this diner will find themselves subject to a dark set of desires, namely the need to eat human flesh.
48. **Office of Agony.** Found in an office park, any who enter this office are forced to work there until they offer some piece of themselves to escape.
49. **Retiring Rest Stop.** This is a rest stop found on the side of the road only by the exhausted. Their dreams, should they stop here, are haunting and force them off their path in life through their subsequent choices.
50. **Maudlin Movie Theatre.** A theatre found only by the depressed, it shows them the worst events from their life in stark relief on the screen.



Choose a Location or Roll D100

- 51. Corner of Criteria.** This corner forces any who pass over it into contact with someone inexorably better than themselves. This forces them to be unsatisfied with their entire life.
- 52. The Prime Minister's Bunker.** This decommissioned bunker is inhabited by the ghosts of an alternate reality where nuclear war resulted in the Prime Minister and his co-workers died within the bunker.
- 53. Hated Haberdasher.** This haberdasher is open at all hours of the night, and seems to have a variety of hats to fulfill all desires. When a hat is purchased and taken home, it slowly eats at and absorbs whoever has bought it.
- 54. Parted Park.** This park has a road along the middle of it, dividing the entire park in two. Walking into the park subjects the person to two experiences, one on each side of the park. Upon exiting the park, these two realities come crashing back together, giving the individual the memories of both.
- 55. The Hindered High School.** Any who attend this high school will find themselves severely damaged, whether physically, mentally, emotionally, and spirituality, before graduation.
- 56. Quaint Bed and Breakfast.** Every single room in this hotel is filled with dolls. Their eyes watch you as you move.
- 57. Malignant Manufactorium.** This is a factory found within an industrial district. Any who work within it lose the will to do anything else. Its area of effect slowly grows unless it is burned down.

Choose a Location or Roll D100

- 58. Dour Dentistry.** Any dentist who works in this facility slowly loses their mind, devolving until they believe that the only way to save the world is excessive dental surgery on their patients until they become a serial killer.
- 59. Oblique Observatory.** This observatory reveals information that has nothing to do with the actual night sky. Any who use this facility, can no longer see the normal night sky, only the one revealed by the observatory.
- 60. Board game Store of Boredom.** Any game played within this store is impossibly boring and difficult. No one will be willing to leave unless their game is finished, no matter how upset they may be.
- 61. Slaughterhouse.** The slaughterhouse is like a living entity. All who work there feel the need to continue to kill and prepare meat indefinitely. Should an order of pigs or cattle be late, they will go out and find something else.
- 62. Sorted Skyline.** Seen from a bluff over a city, this doesn't properly reveal the skyline. Something is inexorably wrong, and that fact will slowly eat at any who see it.
- 63. Palatial Prison.** This prison has been converted from an old palace. From the outside, it still has all the trappings of a palace. The inhabitants believe that they are living in the lap of luxury, slowly starving and wasting away.
- 64. Masonic Mind Lodge.** This is a Masonic lodge found within the downtown of a small town. It has been abandoned for generations and is for sale. Any who walk inside are confronted with visions of their most evil deeds.
- 65. The Red Room.** A room in which photos are developed, every photo reveals dark secrets that were unnoticed when the photos were taken.
- 66. Prismatic Port.** This port still operates with the assistance of a lighthouse, regardless of time and place. No one finds this odd. The lighthouse tends to go out at inopportune times once a year resulting in a shipwreck with at least two deaths. No one finds this odd either.
- 67. Forbidden Dog Park.** All dogs who enter into this dog park become knowledgeable about their true place in the world, what that means, and are given the capacity to think and reason. Obviously, they go on to punish those owners who do not live up to expectations.
- 68. Train tracks next to the Cemetery.** The cemetery is absolutely normal. The train, however, will reveal dark figures standing in the cemetery. Their existence will haunt all those who see them.



Choose a Location or Roll D100

- 69. Mangling Mansion.** This mansion, found on its own estate outside of town, has a storied history of murders taking place there. Many think that it is cursed, turning people into killers. In truth, the house itself mangles the occupants in ways that look like murder or suicide.
- 70. Quiet Comic Shop.** Once inhabited by a magic using comic collector, this shop now has a strange curse on it. Anyone who makes a noise above 30 db is magically silenced and finds themselves unable to make any verbal noise.
- 71. Darkened Temple.** This is an ancient temple of unknown origin. For every moment spent within the temple without the proper adornment, the individual loses one degree.
- 72. Tomb of the Unknown.** Once every decade, someone must enter the tomb, whereupon they will die.
- 73. The Baths of Q'lin.** These baths are a Turkish style baths run by a Russian family. Each time you bathe there, you become a little weaker and lose a portion of your soul.
- 74. The Office of Depth.** Each office in this office building has a series of oddities in it. When not looked at, there are a series of small and barely noticed changes. Over time, they become darker and more pronounced.

Choose a Location or Roll D100

- 75. The Lost Underground Station.** A station built for the subway of the city, it was never put into use. Any trains that stop there age the inhabitants age by twelve years.
- 76. The Frozen Place.** This refrigeration facility is used to freeze-dry various foods for shipment. Any who work there find themselves unable to gain new memories from any time after working at the facility.
- 77. The Ruined Place.** These are the ruins of some facility. It may be ancient, or even relatively recent. Regardless of the reasons, it is ruined. Entropy acts faster in here – people age faster, objects degrade faster, and so on.
- 78. The Windswept Grove.** This is a grove of trees that stands aside from other nearby features. Anyone who enters this grove will always feel cold, and are easier to kill through exposure.
- 79. Hall of Mirrors.** This hall of mirrors can be found in any number of places. Within the mirrors, visitors will invariably come into contact with terrifying visions of them being maimed. These will always come to pass.
- 80. Circus of Black and White.** This circus travels the world, going from place to place. Each time the circus comes to town, countless children will flock to it. Three will never return.
- 81. The Little Shop at the End of the Lane.** This shop sells a smattering of different things you may need, including foodstuffs and other things. Any who enter here on their thirteenth birthday find themselves cursed and their lives ruined.
- 82. The Mill on the Hill.** This is a windmill or a wind turbine on a hill overlooking a bluff. It has the nasty habit of shifting the winds to curse any who touch it.
- 83. Library of the Lost.** Any who enter this library are unable to leave until they find what they are looking for, no matter how long it takes.
- 84. Market of Ill Gains.** Anything bought at this market is later revealed to have been stolen, even if it was impossible for it to have been stolen.
- 85. Last Stop Restaurant.** During every dinner rush, one person who eats here is cursed to die within the next twenty-four hours.
- 86. Endless Highway.** There is no way to leave this highway. Any who enter it will drive along it indefinitely, and will never realize that anything is wrong.
- 87. Restless Graveyard.** Every body buried here with unfinished business will become a revenant.

Choose a Location or Roll D100

- 88. Fallow Field.** Anything grown in this field will be twisted and rotten.
- 89. The Blighted Place.** Any who spend too much time here will become increasingly feral and brutal. The effects are permanent.
- 90. Forgotten Place.** This piece of land was once something else entirely, but it has been forgotten. Any events that happen here are forgotten by everyone except those involved. Even if they spread the word, it will be forgotten.
- 91. Godforsaken Tenements.** Any who live here slowly turn into various creatures and being from mythology, though never to their benefit.
- 92. Ill begotten Bank.** This bank suffers from an interesting curse. Any who place a treasured family heirloom or similar in the safety deposit boxes will be unable to believe it has not been tampered with upon next seeing it. This effect persists.
- 93. Evergreen Construction.** This construction company has been cursed in such a way that they constantly have to return to their past jobs to fix them. No matter how well their construction has been, problems will persist.
- 94. Hotel of the East.** An Asian inspired hotel that has long been panned as an insulting eyesore, it stubbornly refuses to close. Any who own this business find themselves unwilling to close it, or change it in any way. The business hums along at barely producing a profit indefinitely.
- 95. The Gloomy Room.** This is a room in a hotel or in that is perpetually gloomy looking. Any who stay here notice a strange presence. It is haunted by the ghost of a past occupant.
- 96. The Curse of the Theatre.** Every play or other performance held in this theatre opens to wild acclaim with an incredibly successful opening night. After opening night, however, nothing can seem to go right and the show closes soon after.
- 97. The Plagued Place.** Anyone who enters this section of the room falls sick soon after.
- 98. Elven Woods.** These woods are filled with small sprites that are unaware that all the others of their kind have left the world. They harass any who enter, and will follow them home and harass them until they die.
- 99. The Archive.** This archive contains all the documents from the city. Any transposition errors or typos become real.
- 100. Furniture store of Imports.** The imported furniture in this store is invariably shoddy and will fall apart soon after. This doesn't matter what they stock, or how well it is investigated in the store.

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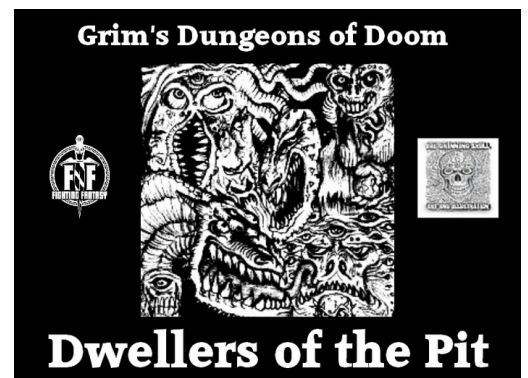
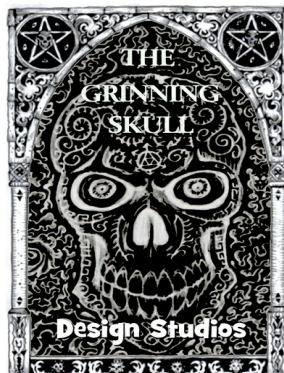
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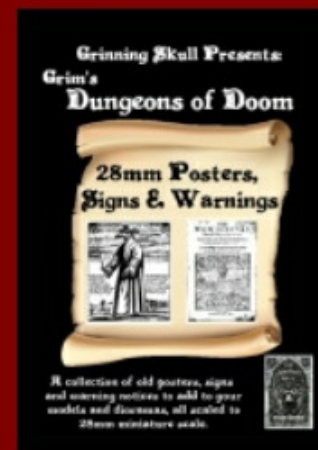
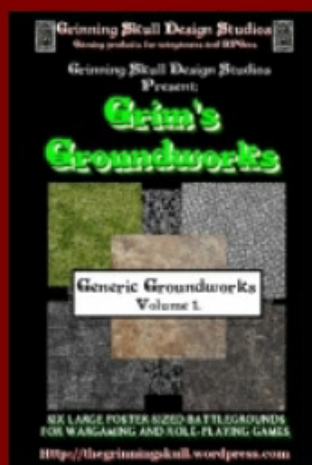
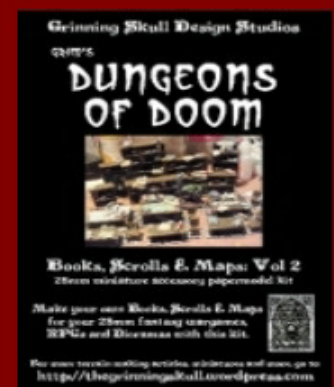
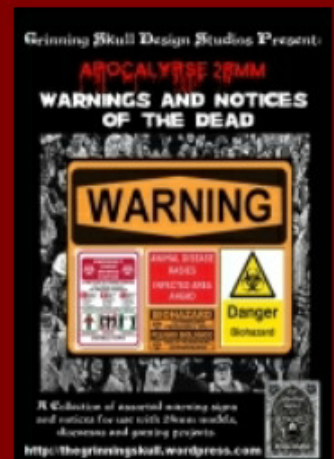
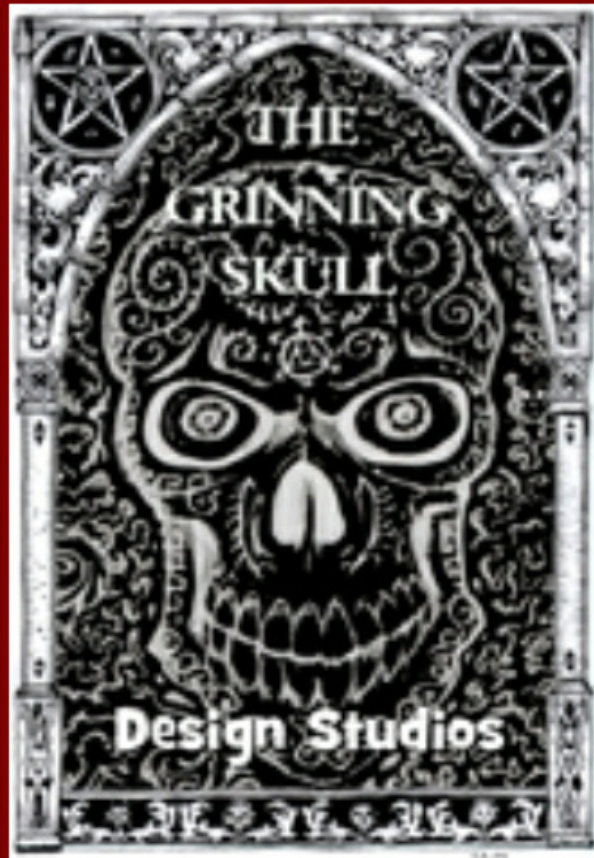
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