

Thrilling Places

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The Review:

Reviewed By Gordon Feiner

Starting with the cover Thrilling Places promises adventure. Possibly one of the best covers yet for a Hero Product.

Inside the book gives you fourteen detailed locations for your adventurers to explore. Four of these are city settings. They are placed in Hudson City by default (Hudson City is a Dark Champions source book for modern adventuring). However each one has a short section on how to place the scenario in any city, going so far as to suggest real world locations.

The rest of the locations range all over the world from islands in the Indian Ocean to underground alien cities. For any group of globe trotting Pulp Adventurers there's enough diverse locations to take them anywhere.

In addition there are six more very brief descriptions of more locations in the final chapter of the book. These six are nowhere near as detailed but have enough information that any GM should be able to find a use for them.

The layout of the book is clean. Divided into fifteen chapters, one for each detailed location and one for the six brief descriptions. The artwork is sparse and more often than not repeated art from previous releases. This is more than made up for by the copious numbers of maps. Every location is given detailed maps, all clearly drawn and many occupying their own pages should a GM wish to make a copy so everyone at the table can easily see it.

If the description of the locations aren't enough each one comes with several Plot Seeds to kick start the game. What this isn't is a book of pre-written adventures in the classic sense. All the locations are given everything a GM needs to slide them seamlessly into any Pulp campaign. With write-ups of major characters, detailed maps and ideas on how to get the players involved.

One could create an entire campaign hopping from location to location in this book. Here is a list of locations detailed within the book: A haunted office building, an underground alien city, a South Pacific island hiding cultists worshipping an ancient being, an abandoned plantation where scientists perform gruesome experiments, an Indian Ocean island home to dinosaurs amongst other things, a plateau in Siberia that never left the ice age, a den of evil hidden in Chinatown, the last home of the Amazon's hidden deep in Africa, an Egyptian nightclub with secrets to uncover, an ancient German castle that guards an artifact of power, a theater with mob connections, a Chinese temple where one can learn practically any martial art, an undiscovered Egyptian tomb, and a Central American valley populated by blow-gun wielding pygmies riding giant bats!

The book has only a very few problems. Some might not like the lack of internal artwork, though the maps should more than compensate. And the only major issue is that the table contents has incorrect page listings after the second chapter.

This book is an excellent resource for any Pulp Game and more than worth the price of entry.

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