

Townhouse Ruins by Tom Cartos

Background

The former home of Gerome Ungrimst is in almost complete ruin. It is something of a miracle that any part of the structure is left standing. Large holes seem to have been blown out of the side of it, rubble and debris scattered everywhere. Not all the houses in the area have been as badly damaged, suggesting that this attack, if that is what it was, was targeted somehow.

There were rumours of family heirlooms being kept hidden within the property that had inherent magical capabilities. Perhaps that is why this house in particular seems to have taken more of the brunt of the destruction. It may be worth investigating for clues but take care. Any big movements or sudden shifts may bring the whole thing crashing down.

Grid Information

GRID SIZE – 17x11 (300DPI)

VTT SIZE – 2380x1540 (140DPI)

RECOMMENDED PRINT SIZE – A3/ANSI B

Design Notes

Townhouse Ruins – Servants Quarters

- **01 – Kitchen** – Gerome hired a few staff to maintain his household and aid in his everyday affairs. By all accounts he paid generously and treated his staff well. They had quarters on the ground floor of the house. This largest room was the kitchen and staff dining area.
- **02 – Pantry** – A lot of mouldy food items remain; this room was not looted for supplies.
- **03 – Staff Quarters** – Some of the staff were provided lodging on site. This room is the only one in the entire building that was not completely devastated.
- **04 – WC & Wood Store**
- **05 – Stairs** – Leads up to **11**
- **06 – Stairs** – Leads up to **07**

Townhouse Ruins – Living Quarters

- **07 – Porch** – The column supporting the floors above has been blown out, and the upper levels have collapsed.
- **08 – Lobby** – A large hole has been blown in the southern wall, taking the lower part of the stairs with it. The stairs lead up to **12**
- **09 – Sitting Room**

- **10 – Dining Room**
- **11 – Terrace**

Townhouse Ruins – Bedrooms

- **12 – Landing** – Stairs lead down to **08** and up to **17**
- **13 – Bathroom** – Almost nothing remains as this room has completely collapsed
- **14 – Master Bedroom**
- **15 – Balcony**
- **16 – Bedroom**

Townhouse Ruins – Attic

- **17 – Landing** – Stairs lead down to **12**
- **18 – Office** – Most of the content of this room are gone, but some notes and correspondence remain among the wreckage.
- **19 – Display** – Gerome has a collection of statues, paintings and other collectors' items on display here. Nothing remains but rubble.
- **20 – Hidden Room** – Previously concealed behind a bookshelf, this room likely contained the magical artefacts. The empty chests suggest they were removed.