

Crossed Arms Inn by Tom Cartos

Background

The Crossed Arms Inn is found deep in the wilderness, several days ride in any direction from the nearest town. However it is always busy, filled with weary travellers crossing the open countryside, and because of this is a great place to gather news and rumours.

The immediate terrain is a series of rock formations interspersed with sparse woodland, meaning it is relatively well hidden but has a panoramic view of the surrounding area. Several gangs of roving bandits have attempted raids in the past, but the combination of the raised platforms, battle hardened visitors and well trained staff have seen them all off handily.

Grid Information

GRID SIZE – 44x34 (300DPI)

VTT SIZE – 6160x4760 (140DPI)

RECOMMENDED PRINT SIZE – A0/ANSI E

Key

Crossroads

- **01 – Crossroad Signposts & Notice Board**
- **02 – Healers Clinic**
- **03 – Saloon Store Room**
- **04 – Blacksmith**
- **05 – Natural Spring**
- **06 – General Store**
- **07 – Storekeepers Lodging**
- **08 – Hidden Camp**
- **09 – Stables**
- **10 – Stable Store**
- **11 – Stable Manager**
- **12 – Campsite**

Saloon

- **13 – Walkway**
- **14 – Postal Service**
- **15 – Barbers**

- 16 – Saloon
- 17 – Saloon Back Room
- 18 – Balcony
- 19 – General Store Roof

Rooms

- 20 – Well
- 21 – Guest Rooms
- 22 – Saloon Rooftop
- 23 – Lookout Post
- 24 - Rooftop