

Inn of the Final Abode by Tom Cartos

Background

Civilisation is scarce in the depths of Ylra Forest. It is all too easy to lose one's way among the towering Valen trees whose immense scale warps any sense of distance or direction. Even those who know the forest well can find themselves disoriented, for the trees seem to shift and rearrange whenever they are out of sight.

A relatively safe route runs from the mirror-smooth waters of Lake Myrr to the tent city of Mehadin, though it is poorly marked and constantly changing. For those capable of following it, the only true refuge on the weeks-long journey is Ylragorn, a town suspended high among the treetops beyond the reach of the beasts that roam the forest floor.

At the heart of Ylragorn stands the Inn of the Final Abode, a favoured resting place for anyone foolhardy enough to brave the path. Many of its guests are beast hunters drawn to Ylra Forest in hopes of slaying one of the colossal monsters that dwell among the trees. Success can bring immense reward, but far more often the hunters simply never return.

Grid Information

GRID SIZE – 34x34 (300DPI)

VTT SIZE – 4760x4760 (140DPI)

RECOMMENDED PRINT SIZE – A0/ANSI E

Key

Roots

- **01 – Crossroads**
- **02 – Innkeepers House**
- **03 – Storage**
- **04 – Bedroom**
- **05 – Toilet**
- **06 – Suspended Walkway**
- **07 – Stables**
- **08 – Campsite**

Platform

- **09 – Suspended Walkway**
- **10 – Platform**
- **11 – Tavern**
- **12 – Kitchen**

- 13 – Toilet

Platform

- 14 – Snug
- 15 – Balcony
- 16 – Dorm Rooms
- 17 – Bedrooms
- 18 – Toilets
- 19 - Bath