



## Grand Tavern:

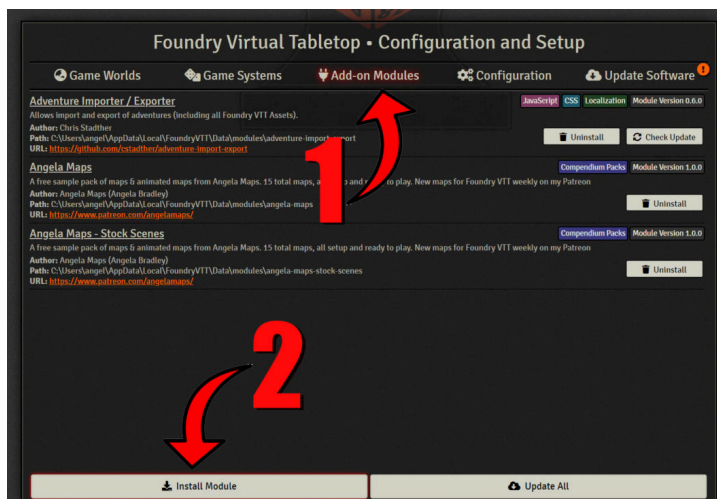
<https://www.virtualtabletopservices.com/2024/WontJuneTakeFirstSteps/Grand-Tavern/module.json>

<https://www.virtualtabletopservices.com/2024/WontJuneTakeFirstSteps/Grand-Tavern-FGU/Grand-Tavern.mod>

<https://www.virtualtabletopservices.com/2024/WontJuneTakeFirstSteps/Grand-Tavern-R20/Grand-Tavern-R20.zip>

Thank you for downloading this pack! For installing it to each VTT, see below for how to do so.

To install the FVTT map pack (Top pack) on Foundry VTT, please follow these instructions.



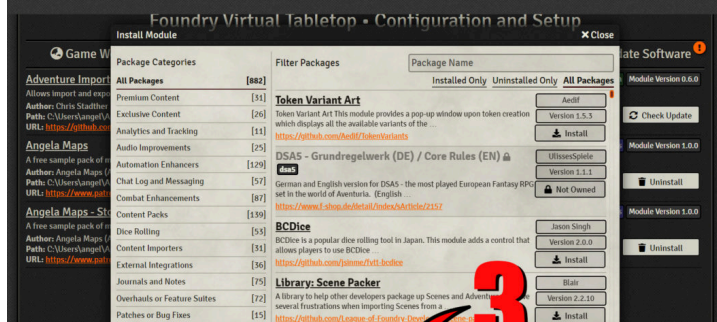
1. When you launch Foundry VTT choose the Add-on Modules tab

2. Hit the Install Module button at the bottom

3. Wait for this to load. Once it has loaded copy stock paste the .json url (listed above) into the Manifest URL box, and hit Install

4. Once it is installed, load up your game. Be sure to enable this mod. Once the mod is enabled the maps are available on the *compendium packs* tab

5. Right click on any map in the *compendium* to import it to your game

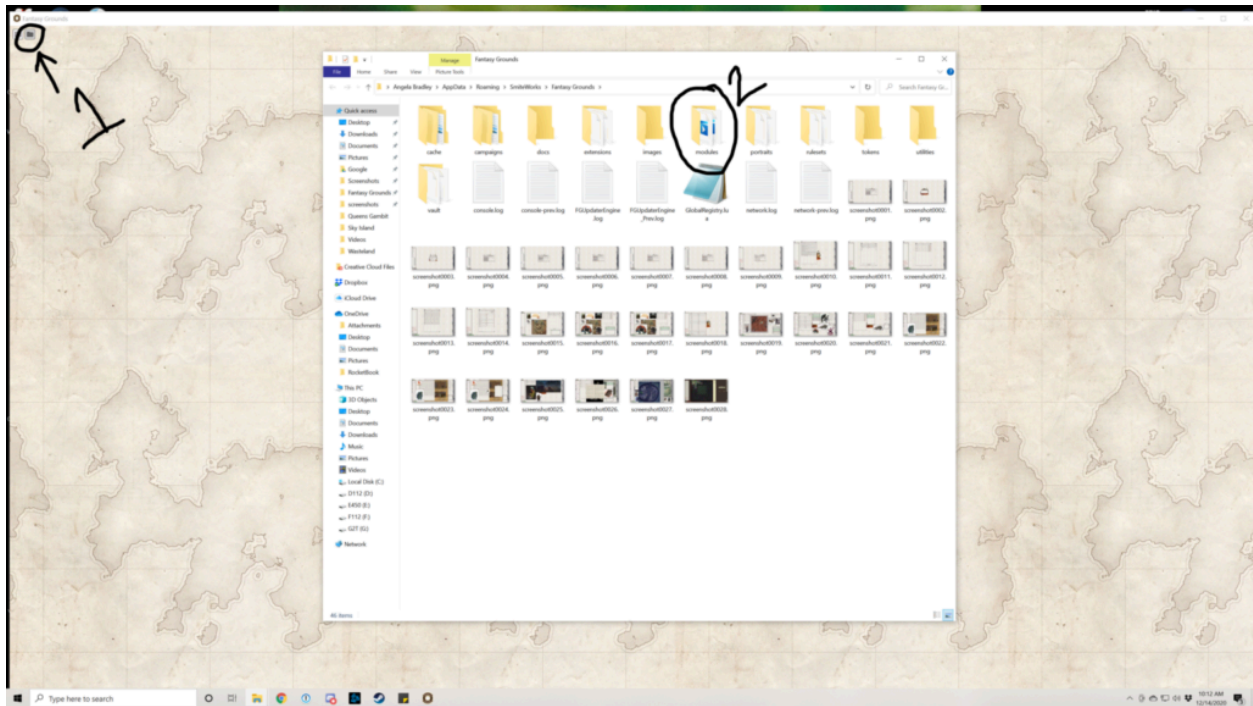


To install the FGU map pack (Middle pack) on Fantasy Grounds Unity, use the link above to download a .mod file, then please follow these instructions.

1. When you open up Fantasy Grounds Unity, before you load anything else, click on the folder in the top left corner of your screen.

2. This will open the place on your computer the Fantasy Grounds files are saved. Drag the .mod file into the folder called “modules”.

3. Once you load your game, in the bottom right you should be able to choose Library → Modules and choose the file you just added.



To install the R20 Assets (Bottom pack) on Roll20, use the above link to download a zip file with everything you need. It might be rougher due to an inability to test it. Once you have the zip file with the assets, unzip them from the zip file, then follow this guide to install them: <https://www.dungeonalchemist.com/import-to-roll20>

The Maps:

Grand Tavern (Forest):



Grand Tavern (Snowy):



Grand Tavern (Arid):



Grand Tavern (Skeleton):

