

Innkeeper 978

Chapter 978 New layout I

Lex was reminded of his very first day at the Inn, when he created the Midnight manor and created a small road and plain garden. It was so simple, and comparatively empty back then. To be fair, he was also limited by the amount of MP he had back then.

Now, although he had a lot more MP, it would not be nearly enough if he had to design the entire new territory of the Inn on his own. Fortunately, that was not a concern as it already contained a complicated terrain, formed naturally over the course of a few million years.

He looked at his territory and very seriously contemplated how he wanted to arrange the new setup. He still had all the buildings, items and even the trees and grass from the previous Inn, not to mention the countless worms, insects and animals.

He first had to choose where the main hub of his Inn would be, as he would start out by placing all the items he already had nearby. Since he had only 10 days with the Host Attire, he planned on developing the entire territory, to some extent, but for now he would keep everything close together. He had not forgotten that there were countless wild beasts inhabiting his territory and he still did not know how they would react. Ordinarily, if the system were functioning normally, he would assume that they were also a part of the Inn and so would obey his orders. But he had not felt a connection develop with them yet.

On the bright side, once he managed to get the situation under control, his long standing problem of having no meat source for the Inn would finally be resolved.

After some consideration, Lex decided to place all the Inn buildings close to the largest lake in his territory. The bay it formed was visually pleasing, and it would serve as a source of water, not that he needed to source his water from the land. But, it would be a convenience for his aquatic and semi-aquatic guests, of which he had quite a few. He also imagined that Little Blue would like to finally have a body of water large enough for it to explore properly, though considering that it was sprouting wings, it might not have such a fondness for the water in the future.

With a hint of nostalgia filling him, Lex placed the Midnight manor as the first building in his new realm. It was now a beachfront property!

Its face was away from the water, but its back, which previously hosted a vast garden filled with flowers and trees, as well as countless lawn chairs and small picnic corners, now had beach chairs, large umbrellas and a few dozen bars and huts.

Lex had to hold himself back from getting lost in the small details and his sudden urge to create a beach resort. With the Midnight manor as the starting point, he began to place the rest of the Inn's buildings, sticking to the same layout as the previous one, for now.

From the manor came Main street and its many accompanying branches, as well as the more prominent buildings such as the Barbershop, Gamers den, Avallon and so on. Everything did not immediately snap into place once he designated their spots, but slowly faded into existence, as if they were buildings in a game being rendered slowly. It looked kind of nice, actually.

Next, he placed the Immortal Bastion, which was to the east of the manor. This was once the place where all the entrances to the Minor realms inside the Inn were located. Lex wondered if they had been lost, for at least right now, he could not sense them.

But even so, he had to place it as the Bastion had become somewhat of a proper city, as it was the most well planned and organized of his creations - especially when compared to how haphazard he had originally designed the Party Village.

But, because of the increased size of his territory, Lex placed the Bastion farther away from Main street. There would be a number of public transport methods available, such as golf carts, trains, the lazy river as well as a rather fast flowing river.

He added some roads now as well, giving his guests the opportunity to drive themselves if they wished. He would need to update his catalog of vehicles to include more than just golf carts, but that was not a primary concern.

The Midnight mountain, which now looked more like an aspiring hill compared to the mountains in this realm, Lex placed far in the south - much farther than the distance between Main street and the Bastion. This had been a signature part of the Inn' skyline previously, but now he suspected that it would lose much of its grandeur. As such, he wanted the mountain to become a place for a nature retreat. Besides Meditation rooms and some cabins, there would be no other service provided here. There wouldn't even be any public transport or roads. If anyone wanted to come, they would have to trek themselves - not that it was much of an issue for cultivators.

The Party Village, which really needed a new name, came to the manors west, and was relatively closer. He took this opportunity to rearrange it somewhat, as a glance was more than enough for his newly enhanced mental capabilities to design a better layout.

He also had the space to have it spread out quite a bit.

He placed the path for the orient between Main street, the Village and the Bastian. However, he did place a number of unconnected tracks through the surrounding wilderness in case he wanted to expand the route in the future.

The small, flying glass city Lex placed over the actual lake itself, and designed a set route for it to roam.

The landing platform he placed south-east of the manor, so that arriving guests could choose between the Bastion and Main street, though that would not be a concern for a while.

These were the main settlements, but over the course of time, Lex had placed countless unnamed small villages throughout the Inn, which had been booked for years in advance by numerous organizations which wanted to use the Inn as a kind of base of operations.