

VIRTUAL TABELTOP MAPS READ ME

The following instructions are specific to Roll20. They should be prepared before the session begins to avoid having the game bog down during play. If the Referee is using a different Virtual Tabletop, he must make the necessary adjustments.

ROLL20

1. Open Roll20 and create a new game.

CREATE NEW PAGE

1. Units = 40 units wide x 50 units height
2. Scale = 1 unit = 5 feet
3. Grid = None

MAP & BACKGROUND LEVEL

1. Upload the Map(s) included in the VTT Folder to the Art Library.
2. Click and drag a Map from the Art Library onto the Page.
3. Left click the Map to select.
4. Right click the Map and highlight *Advanced*.
5. Left click *Is Drawing*.
6. Left click the Map to select.
7. Right click the Map and highlight *Advanced*.
8. Left click *Set Dimensions* to:
 - 3300 pixels wide x 2550 pixels height.
9. Repeat for all Maps.

OBJECTS & TOKENS LEVEL

1. Upload the NPC and PC Tokens included in the VTT Folder to the Art Library.
2. Click and drag a Token from the Art Library onto the Page.
3. Left click to select a Token.
4. Right click the Token and highlight *Advanced*.
5. Left click *Is Drawing*.
6. Left click the Token to select.
7. Right click the Token and highlight *Advanced*.
8. Left click *Set Dimensions* to:
 - 70 pixels wide x 70 pixels height.
9. Repeat for all Tokens.

OTHER TIPS

- The *Fog of War* feature can be utilized to obscure the interior of buildings or areas the PCs cannot see. Reveal them as they are explored.
- The *Fog of War* feature can also be used to hide areas that are “off the map”. Keep extra Tokens in these hidden areas and slide them onto the map when needed. This keeps you from having to scale them during play.