How to use your SagaBorn maps.

Adventurer Tier

Basic 200 DPI map

This single layer map can be printed or dropped into any virtual tabletop that you use.

I export at 200dpi because that is a great high resolution for printing, but also not so larger as to take up too much disk space for a VTT.

Wanderer Tier

Roll20 Map

Roll20 uses 70 pixels per grid square, so the Roll20 map is optimized and exported as 70DPI.

Fantasy Grounds Unity

Fantasy Grounds maps can be the most complicated, but they also have the most features. All FG maps are exported for Unity, but the image alone can be used in both the old version and the new one.

There are two ways I export the maps for FGU.

Image file plus .xml

This is the default export for FGU. The image is the map, and the XML is the data file that gives Line of Sight data. To use, just drag the image and XML file into the image folder within the FGU campaign folder. You will then have to open FGU and drag the image from Assets into Images.

FG Module

On large maps (over 80x80), I can not export directly from Arkenforge as it breaks the Line of Sight. So the only way to do large maps is to export the map and then create the Line of Sight within FGU.

To use the map, you will have to copy the module file to the FGU module folder. You will then go to Library>Modules> {Click module Name to Load}

This will load the map to your Image tab.

Cartographer

Arkenforge

The Arkenforge file is the complete map that I have created. This allows you to make edits to the map (which I ask for PERSONAL use only) and run your players using the Arkenforge VTT.

When I make maps, I use the following content packs:

Arkenforge Basics
The Wild
Towns and Cities
Ice and Snow
Dungeons Deep
SagaBorn Pack (working on this to offer for free for all patrons)