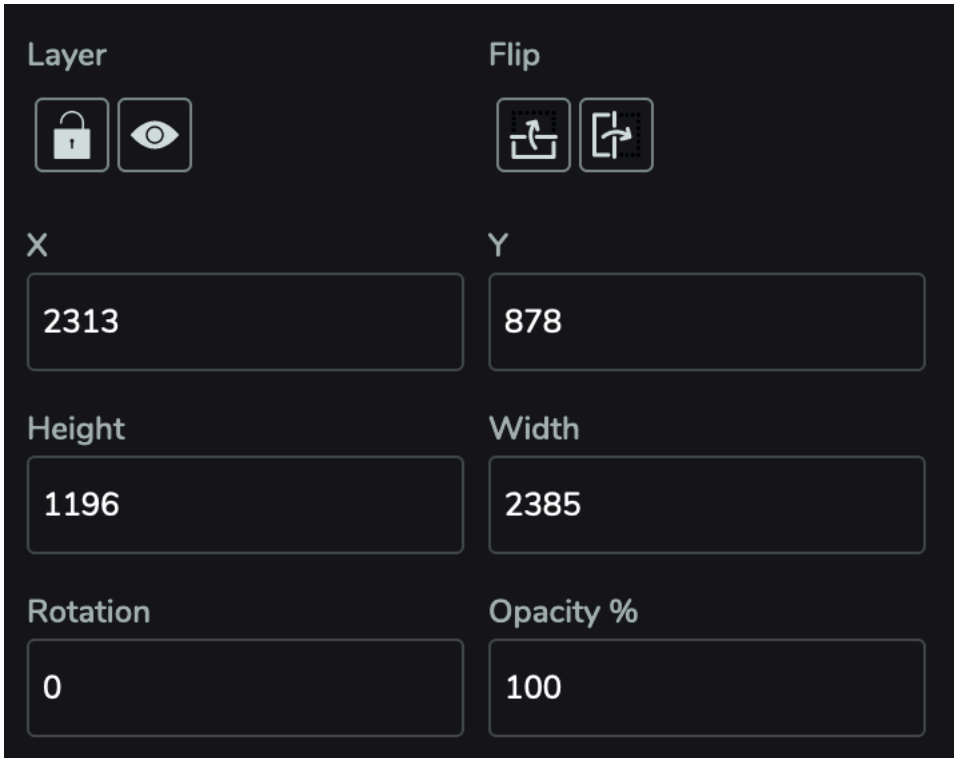
Map Tutorial for Astral VTT
The maps within this zip file were created for VTT use, specifically with Astral TableTop (https://www.astraltabletop.com/) in mind, but the information should be relatively similar across platforms.

Once you have opened the zip file, upload the 18 png files (Tsendurs-BaseMap.png, Fire-0-Tsendurs.png through Fire-16-Tsendurs.png) into your vault or asset folder and create a new map.

Add Tsendurs-BaseMap.png to your map. You will likely want to ensure a light colored background for the map (or add your own art assets beneath) to ensure maximum visibility of the black lines. Make a note of the x and y positions of the map



Next add the Fire-0-Tsendurs.png through Fire17-Tsendurs.png files in ascending order from 0-16. You may need to re-order the files as you bring them in to ensure that Tsendurs-BaseMap.png is the bottom layer, Fire-0-Tsendurs.png is next, and the rest are in numerical order with Fire-16-Tsendurs.png as the top layer.

Then you will want to turn off visibility for Fire-1-Tsendurs.png - Fire-16-Tsendurs.png. You may turn the visibility for each layer on in order as the fire progresses throughout the adventure!

If you run into any issues using this, please email me at raymonddidit@gmail.com!