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](mailto:raymonddidit@gmail.com)!