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Wave echo cave printable map

01-28-2015, 14:46 #1 This is Wave Echo Cave from DnD 5e Starter Set - Lost Mine of Phandelver. It is based on the original Wave Echo Cave from Mike Schley, which unfortunately has a 10 foot grid, not many details and may not be ideal to use for roll20 etc. I hope my maps provide a good option for people who prefer to play with a grid. What do you think? Wave Echo Cave Part 1; Wave Echo Cave Part 2. Attached Thumbnails 01-28-2015, 3:29 #2 Very nice! Have any rep 04-07-2015, 12:20 #3 Really good things! 04-07-2015, 02:45 #4 One of these skeletons seems to be very comfortable! It sounds ... incredibly complicated, but there is no doubt that the result is amazing. / Diamond 04-09-2015, 11:12 #5 Awesome! Can you offer it without the grid? Webmaster and principal designer of The World of Farland: A World conquered by evil and ruled by the lords of the Lords. www.farlandworld.com 01-05-2016, 18:08 #6 Originally Posted by Acriaos This is Wave Echo Cave from DnD 5e Starter Set - Lost Mine of Phandelver. It is based on the original Wave Echo Cave from Mike Schley, which unfortunately has a 10 foot grid, not many details and may not be ideal to use for roll20 etc. I hope my maps provide a good option for people who prefer to play with a grid. What do you think? Wave Echo Cave Part 1; Wave Echo Cave Part 2: This is amazing, and supremely useful to me. My group is getting ready to drive through the WEC right now. Was it intentional to have maps different width/pixel scales? I try to line them up for use on the same map screen on Roll20, and it doesn't seem to be purely possible. I can split things up between two screens if there is no way to line them up - would they match if I embiggened the southern map from 5440 to 6800? Edit: Sure enough, a resize did the trick well Acriaos Last modified by ForumFeret: 01-05-2016 at 18:30. Well, I could just draw it out on the delete table, or I could really snaz it up with a full color battle map. But I can't find anyone. How have others done WEC? It's pretty darn big. Nebulous log in or sign up to remove this ad For \$1.25 you can get the player version of the map (size 4500 x 6136) from the artist: Mike Schley. Yes, that's what I actually ended up doing. I'm going to print it on the 10' scale, it's still going to be 3 feet by 4 feet. I thought that no matter what we can not fudge in scale. I can only draw on a zoomed in delete map. I've put it on Roll20 and set up dynamic lighting. I have my laptop as DM, and players have a mouse that they use in turn to move their characters around on another computer connected to the 40 screen in the lounge. We find that this works very blimmin good us, and the dynamic lighting is very cool - I have seen party get lost on a map that is great. We have a player who lives in another city, and the rest of us show up depending on how demanding life is. Adulthood really cuts into our playing time. Those who can't show up can usually be there online. But I digress- Roll20, Roll20 is a cool and easy way to view maps in all its glory in a usable way. Okay, so maybe someone else is better in math than I am. The original map is at 10' scale, 4500 x 6136 pixels, 15 x 20.5 at 300 resolution. What if I wanted to convert it into 5 foot squares? I counted the actual blocks, the map is technically 38 inches across if each square = 1 inch. So what I have now is a 3'x4' map at 1 = 10 feet. I've put it on Roll20 and set up dynamic lighting. I have my laptop as DM, and players have a mouse that they use in turn to move their characters around on another computer connected to the 40 screen in the lounge. We find that this works very blimmin good for us, and the dynamic lighting is very cool - I've seen the party get lost on a map that's great. We have a player who lives in another city, and the rest of us show up depending on how demanding life is. Adulthood really cuts into our playing time. Those who can't show up can usually be there online. But I digress- Roll20, Roll20 is a cool and easy way to view maps in all its glory in a usable way. I have my laptop as DM, and players have a mouse that they use in turn to move their characters around on another computer connected to the 40 screen in the lounge. We find that this works very blimmin good for us, and the dynamic lighting is very cool - I've seen the party get lost on a map that's great. We have a player who lives in another city, and the rest of us show up depending on how demanding life is. Adulthood really cuts into our playing time. Those who can't show up can usually be there online. But I digress- Roll20, Roll20 is a cool and easy way to view maps in all its glory in a usable way. Ditto! I can't say enough good things about Roll20: It's much cheaper and more flexible than minis and physical maps, and it's probably the most user-friendly VTT ever made. I use it exclusively for personal, non-digital sessions; I've never even used it for online games! (Side note for anyone considering this option: Roll20 is free to use, but the free version caps the size and number of files you can

