

# Gomez's Roll20 Maps for World's Largest Dungeon

## FAQ

### Instructions for using the maps

1. Download the four map sections for a Region, as well as the smaller wall files provided.
2. Create four new blank pages in Roll20 with matching dimensions to the images.
3. Import the images onto the map layer of each page, and they should perfectly align to the grid. Stretching the image to fit may be required.
4. Drop in doors and secret doors separately on the map layer (see notes below).
5. Now you're ready to add monsters and dynamic lighting!

### General Notes

- I've largely avoided using "**half**" **squares** wherever possible because that makes it more difficult to add dynamic lighting. As a result, many of the corridors and rooms are not the exact size of the original maps, but it shouldn't impact gameplay.
- I purposefully left out all **doors and secret doors**. You can find doors to use as free images within Roll20, and drop them in as needed. Make sure to pay attention to which doors are open and closed in the text. Having separate door pieces allows you to remove or manipulate them in the game.
- Included below in the downloads are several **small art pieces** to be placed where secret doors are located. I provided several options to use depending on the location of the door with respect to the surroundings. The artwork of the wall with the little corners snipped out is unique. Place it where there is a secret door in a corner against another joining wall. The cut outs help preserve continuity of the nearby shadows.
- I also made some choices in terms of what **room contents** I placed, and which I left out. Once something is on the map, it cannot be removed in the game, so I erred on the side of keeping the map more sparse. Warning: adding too many pieces of art into the game over a map of this size will further cripple load times for players. So, do what is needed/reasonable, and make use of theatre of the mind for the rest.
- Last note, the edges of the maps will reasonably bleed over into the next section, so **some rooms are cut off between sections**, with part of the room appearing in one section and the rest of it in another. This is just a reality of slicing up a huge map like this. It will be up to the GM to try to be good about understanding the limits and knowing when to "move the ribbon" for players in Roll20.
- I used **Dungeon Painter Studio** in Steam. The software was only \$15, and I purchased some small add-on content pieces for it to give me more flexibility beyond the tiles and textures offered in the base software.

## Region A Map Errata

- Area **A49** (the long hallway in the middle) appears in pieces on several maps, but map Ase(97x71) contains the entire hallway.
- Room **A91** (the lair of the strongest darkmantles) is split between the SE and NE sections, though most of the open area is in the NE section, so that's your best bet to use once the combat is underway.
- Area **A109** is shifted slightly so that it would fit on map Ase(97x71). Otherwise it would have been split across two map sections.
- Area **A113** - I removed the door to the hallway in the southwest corner of this area. I did this because the entire eastern portion of Region A is supposed to be accessible only "by using one of three secret doors" (Page 63). That door's presence seemed like an editorial mistake.

If you have any questions, feel free to drop me an email at [mattgomez01@hotmail.com](mailto:mattgomez01@hotmail.com).