

DOCUMENTATION



Atlas Exandria is an ambitious project that aims to create a comprehensive, canon-consistent set of maps for the world of Exandria. Maintaining accuracy and consistency requires a great deal of effort and this document was created to help me achieve these goals while simultaneously helping others recreate the look & feel of these maps and even create their own companion maps.

WONDERDRAFT

The maps in this atlas were created using the application, **Wonderdraft**. The maps in this atlas were created with Wonderdraft version **1.1.3**.

An advanced cartography application, Wonderdraft provides the cartographer with a range of settings and style choices. The following are the settings used to create the look and feel of these maps.

Textures	Worn / Worn
Coastal FX Distance	~ 33%
Landmass Outline	~ 75%
Vignette	~ 50%
Coastline	Irregular
Coastline Color	r(48) g(67) b(1) a (122)
Landmass Color	r(67) g(42) b(10) a (255)
Freshwater Color	r(41) g(91) b(51) a (140)
Freshwater Outline	r(45) g(30) b(0) a (255)
Path Color	r(132) g(117) b(110) a (180)
Symbol Color 1	r(37) g(20) b(12) a (255)
Symbol Color 2	r(37) g(35) b(30) a (150)
Symbol Color 3	r(76) g(71) b(63) a (255)

COLOR PALETTE

The color palette used in my maps is from the Avoro 4 theme for Wonderdraft. I have not made any modifications to colors, but only used a small subset of them for the map.

When painting, use the grunge like brush and lower the opacity, but keep the brush large. Multiple passes blend areas better than high opacity or a small brush.

LABELS

I am not documenting all of the label styles including colors and styles because there are simply too many. I'm only including the base styles used on the world map as a way to quickly replicate the overall feel. The **IM Fell English** font is the only typeface used in all maps.

Label	Size	Color	Outline
Desert			
Forest (Evergreen)			
Forest (Broadleaf)			
Settlement (Capital)			
Settlement (City)			
Settlement (Town)			
Settlement (Village)			
Water (Feature)			
Water (Ocean)			
Water (River)			

PATH

The following settings were used for all paths.

In addition to drawing roads using the above settings, all roads are traced with the dirt color to help blend them into the countryside. It also helps to convey “wear” from travelers.

SCALE

The scale of the maps in this atlas are based on the official map of Tal'Dorei from the 1.1 release of the Tal'Dorei Campaign Setting Guide. The continent of Tal'Dorei in the Atlas is a 1:1 representation of that map and all other continents and regions are positioned and scaled to that reference map.

All of the maps use a faint hex grid to provide DMs with a means of quickly and accurately measuring the distance between two points. The size and scale of those hexes vary based on map type.

- **F2F**: The distance across the hexagon from one face to the opposite face.
- **V2V**: The distance across the hexagon, diagonally from one vertex to vertex.
- **V2C**: The distance from a vertex to the center of the hexagon. Also the length of a single face.

All numbers are in miles or square miles

DIMENSIONS OF A HEX

The following actual numbers are included for completeness. I strongly recommend using the recommended distances to speed up estimating distances and make it easier to remember.

ACTUAL

Map Type	F2F	V2V	V2C	Area
World	120	138.6	69.3	12,471.0
Continent	60	69.3	34.6	3,118.0
Region	30	34.6	17.3	779.4

RECOMMENDED

Map Type	F2F	V2V	V2C	Area
World	120	140	70	12,471.0
Continent	60	70	35	3,118.0
Region	30	35	17.5	779.4

RESOLUTION

The following table lists all of the maps in the atlas, the working size of the map used in Wonderdraft and both the digital and physical dimensions of the exported image. In all cases, the base **points per inch (PPI)** of each map is **300**.

WORLD MAP

Name	Wonderdraft	Digital	Physical
Exandria	5400 x 3600	10800 x 7200	36" x 24"

ISSYLRA

Name	Wonderdraft	Digital
Issylra	3600 x 4800	7200 x 9600

MARQUET

Name	Wonderdraft	Digital
Marquet	3600 x 2850	7200 x 5700

SHATTERED TEETH

Name	Wonderdraft	Digital
Shattered Teeth	4200 x 2700	8400 x 5400

TAL'DOREI

Name	Wonderdraft	Digital
Tal'Dorei	3000 x 4200	6000 x 8400
Alabaster Sierras	2400 x 1800	4800 x 3600
Bladeshimmer	2400 x 2400	4800 x 4800
Cliffkeep Mountains	4200 x 3000	8400 x 6000
Dividing Plains	2700 x 2100	5400 x 4200
Lucidian Coast	1800 x 2400	3600 x 4800
Rifenmist Peninsula	4200 x 2700	8400 x 5400
Stormcrest Mountains	2400 x 1800	4800 x 3600
Verdant Expanse	3000 x 1800	6000 x 3600

WILDEMOUNT

Name	Wonderdraft	Digital
Wildemount	4500 x 4500	9000 x 9000
Blightshore	1800 x 3600	3600 x 7200
Eiselfcross	3000 x 2400	6000 x 4800
Greying Wildlands	3000 x 2400	6000 x 4800
Marrow Valley	3000 x 3000	6000 x 6000
Menagerie Coast	4800 x 4800	9600 x 9600
Xhorhas	2400 x 4200	4800 x 8400
Zemni Fields	2400 x 2400	4800 x 4800