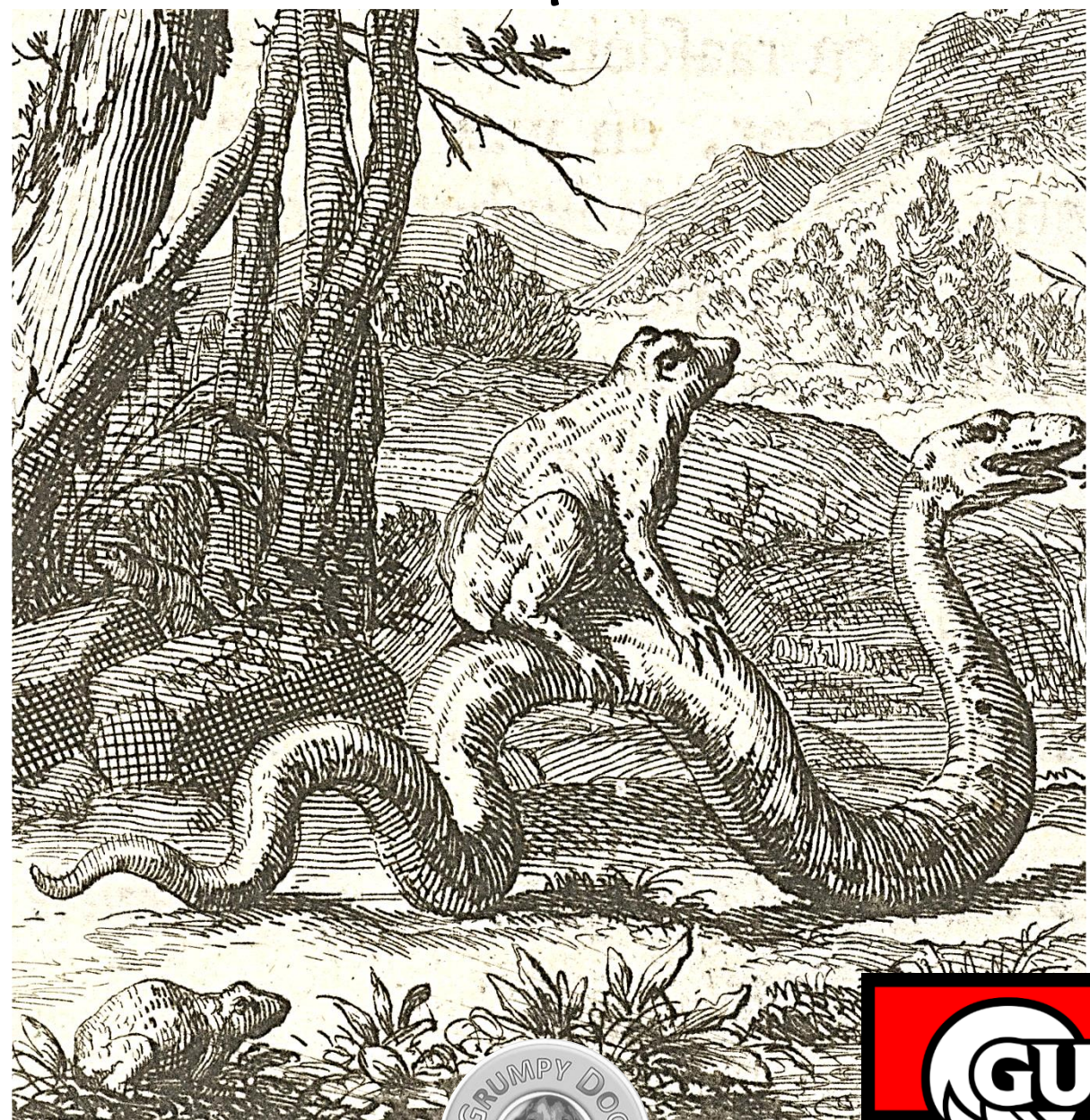


ICONIC ENCOUNTERS

Against the Cult of the Reptile God



Thank you for your purchase of Grumpy Dog Game Design's map product: Iconic Encounters: Against the Cult of the Reptile God. Herein you will find digital interpretations of the encounter maps from the iconic Dungeons & Dragons adventure module *N1 - Against the Cult of the Reptile God* by Douglas Niles, rendered at 72 DPI (appropriate for most digital applications).

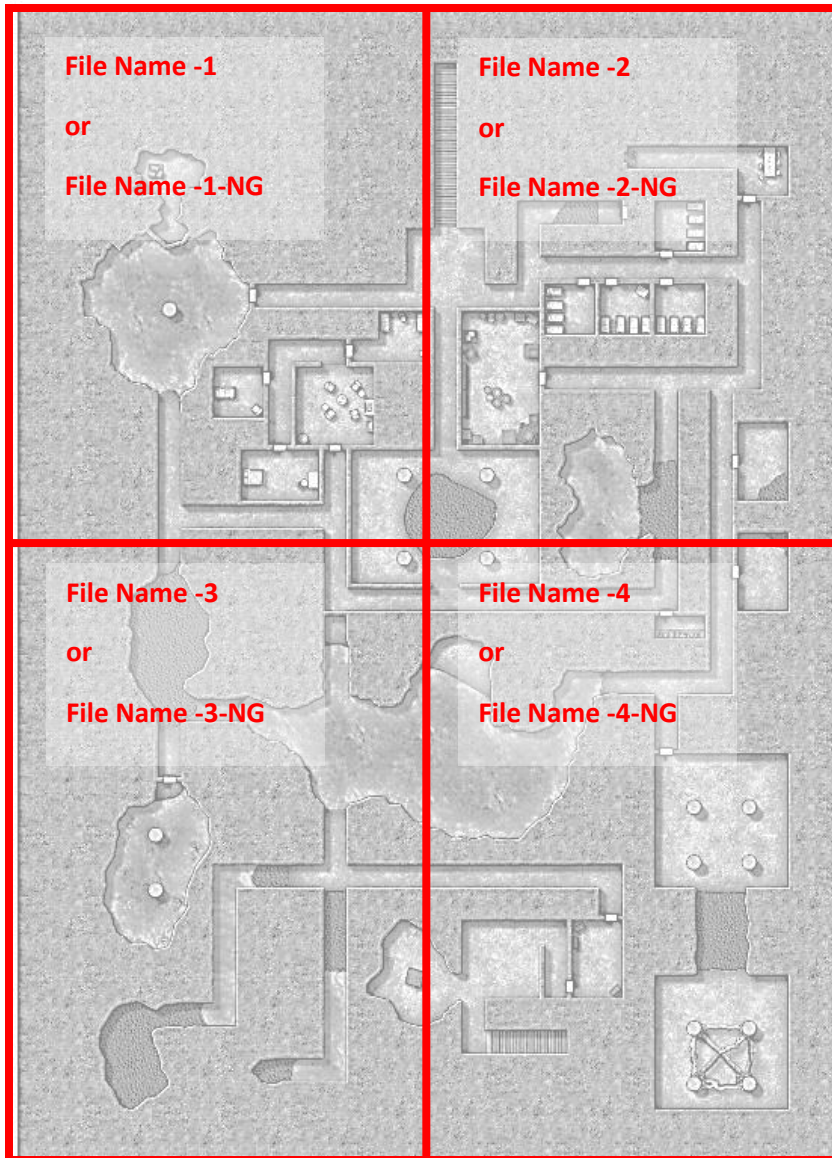
The original adventure module (available from Drive Thru RPG [drivethrurpg.com] and Dungeon Masters Guild [dmsguild.com]) features a number of encounter maps, depicting the two large dungeon levels as well as several buildings in the village of Orlane. This product depicts all the encounter maps in a digital format intended for use with modern virtual tabletop applications.

Each encounter map is included complete in its own file. Additionally, for maps that are larger than 10MB, each encounter map is also cut into two or more smaller files, each below 10MB, which can be individually loaded to your VTT application and assembled to form the complete map. This should allow users to avoid most file-size limits imposed by virtual table tops. (As a side note, I recommend imageresize.org as an excellent free online application for resizing images if you do need to modify the included files further).

As a rule, the maps included stay as true to those printed in the original module as possible. In addition, many of the specific room features described in the adventure's text such as furniture, treasure chests, statues, et cetera are also depicted. The original N1 module happens to have a number of keyed map locations where the text description differs from the depiction on the map. In general, my approach has been to stick to the text descriptions where possible.

Map Assembly:

Due to the large size of some maps, they have been separated into multiple files.



Each file is under 10 MB to avoid VTT file size limitations. The image above illustrates how to construct the complete maps by assembling the individual files. Each map is divided into a different number of files, but the same numbering concept applies to each.

Naming Conventions:

The files included are grouped into folders named for the locations in *Against the Cult of the Reptile God* they represent. Each of these maps is included in a single file, as well as being divided into a number of smaller files. These smaller files are named filename-1, filename-2, and so forth depending on the number of individual files that make up the full map; for example, filename-1 through filename-4. Within the file names, ‘-NG’ denotes a file with no grid.

Each map with a grid is intended to reflect a 5’ spacing, typical to 5th Edition *Dungeons & Dragons*. Secret doors, traps, and other map features that shouldn’t be immediately visible to PCs are not depicted on the maps. Additionally, monsters and other combatants are not mapped. I recommend using tokens in your VTT to represent these sorts of foes and NPCs, so they can be moved about if and when combat encounters ensue.

Of note, the map of the temple cellar in the original module contains an error – the placement of walls is depicted such that no path through the maze exists. I’ve taken the liberty of rearranging walls in a manner that resolves the issue in the maps included in this product.

Note – the Foaming Mug Inn location in the adventure contains a combat encounter, but no map is provided. I’ve added an appropriate map to this product for you to represent that location if you choose.

Grumpy Dog Game Design

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