Xyntillan with Fantasy Grounds

by Rob Conley

Overview

This tutorial will explain how to setup a Xyntillan VTT map for use with Fantasy Grounds. It assumes you have some familiarity with setting up a campaign in Fantasy Grounds.

Copying the Images

Each campaign you create in Fantasy Grounds has a folder in the Fantasy Grounds Data folder. You can access this folder from the start menu by clicking on the local folder button as shown below.
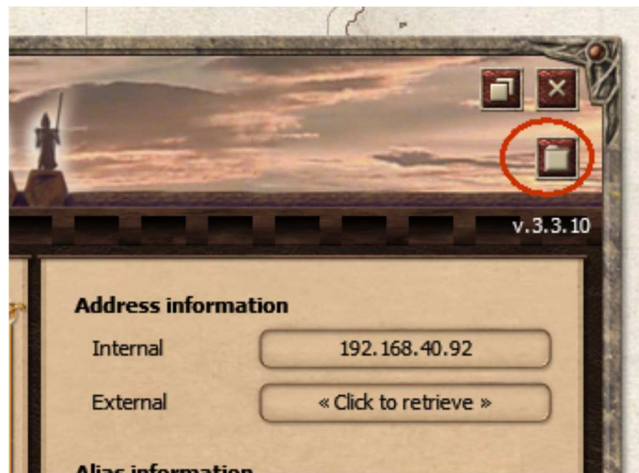
This will bring up Windows file explorer set to the folder where your Fantasy Grounds Data is stored. To copy the VTT maps click on the yellow folder icon next to campaigns, then on the yellow icon next the folder with the same name as your campaign, and finally the image folder.
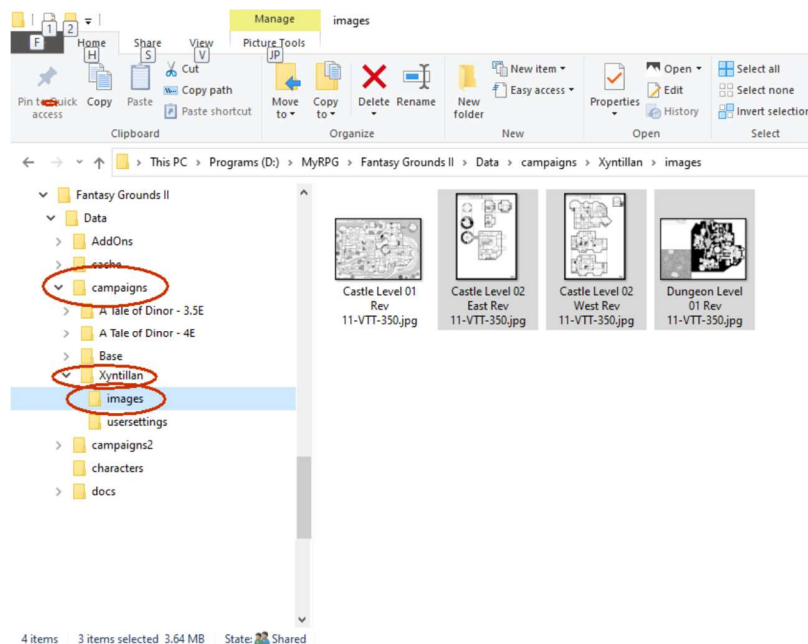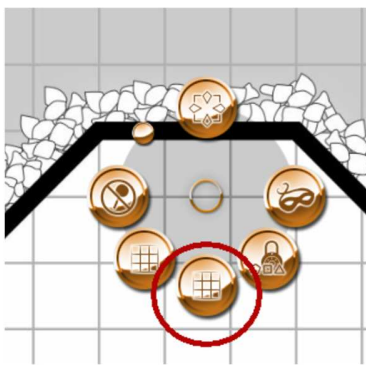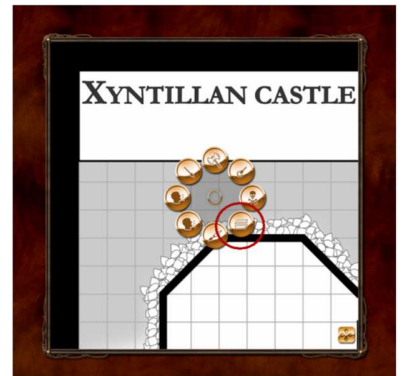
Setting up the map

Start your campaign in Fantasy Grounds. Then click on the maps & images button to the right.

Select the map you want to work with. This case I selected main castle level. Then right click the map. Then left click the layers button.

Then left click the set grid button

With the left button click on one of the grid intersection and drag a square until it reads 35 while holding down the left button. This will setup a 5' square the traditional size of a square when using miniatures. The printed map grid are 10' squares.

Scaling Tokens

Follow the instruction within Fantasy Grounds for scaling your tokens to the Xyntillan maps.

No Grid

Just open the map image, drag some tokens onto it and follow the Fantasy Grounds instructions for scaling your tokens. The printed grid on the maps are 10' squares.