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Temple of elemental evil maps

Elemental Evil Temple (1985) Publisher: TSR, Inc. Lake Geneva, WI Author: Gary Gygax Author: Frank Mentzer Cover Artist: Keith Parkinson Cartographer: David C. Sutherland III Product Code: TSR 9147 ISBN: 0-88038-018-7 RPG maps, campaigns and show. Share your gaming experiences and stories under General Discussion and save this forum for things that can help others run their own games. Use sub-forums when appropriate. Moderators: dorpond, trevor, Azhrei, Gamerdude quickdagger Giant Messages: 128 Attended: Tuesday Jul 27, 2010 10:15 am location: Indianapolis, CONTACT: Communication by Quickdagger quickdagger Post » Wed Sep 05, 2018 1:26 Unfortunately I don't have a higher resolution copy. I am largely converting them on Dungeon Painter Studio despite increasing the resolution and making rtpools much better for a module version here (which I remember is almost inactive in a community) Phergus wrote: «Tue Sep 04, 2018 5:17 pm Nicely finished! You did all this on campaign cartographer? I recognize most of the textures and set decorations. They were created with the old AD&D Core Rules program and I believe the campaign came with the cartographer. They don't just remember if it was my DM not them or what they were on a USB that had all the old stuff from our old games. As I said above, I am also converting them to DPS to increase the map to use 70 pixels per frame to publish here. Full Bleed Demigod Messages: 4553 Attended: Sun Feb 25, 2007 11:53 location: MD Contact: Full Bleed Post Contact by Tam Bleed » Wed Sep 05, 2018 2:37 quickdagger wrote: «(as I recall a community is virtually inactive) Development drivers traffic and confidence are still ongoing and the project. Traffic increases new users/adapters and confidence that MT is still a relevant and well-groomed project. So because development does not exist, the fact that it is still being maintained has been lost in many people, and traffic, surprisingly, has decreased. MT is still the strongest, flexible, open source VTT ... but it is also still dated, difficult to install and run, and lacks prefabricated commercial content. Many new VTT users (a segment that has exploded over the past 4 years) have very different expectations for their VTT. Maptool, VTT's Millennium Falcon. 2010 10:15 Location: Indianapolis, IN Contact: Contact quickdagger Post by quickdagger » Wed Sep 05, 2018 18:29 Pm Full Bleed wrote: «Wed Sep 05, 2018 2:37 Development drivers traffic and trust MT is still a relevant and well-groomed project. Traffic has made new users/adapters and MT still and the project is being carried out. So because development does not exist, the fact that it is still being maintained has been lost in many people, and traffic, surprisingly, has decreased. MT is still the strongest, flexible, open source VTT ... but it is also still dated, difficult to install and run, and lacks prefabricated commercial content. Many new VTT users (a segment that has exploded over the past 4 years) have very different expectations for their VTT. I totally agree. I was one of some competitors and tried paid versions as well to give it a fair shake but just came in wanting more. MT can be a pain but once you understand it it is quite simple ... That's why I came back and in just a few days I like to create pre-made content as you said we created a whole 1E reprint of Hill Giant Steading and 5E adventures in 2 separate short declines. I want to focus more if I had more answers for something specific. For example, I have Strahd and Storm King's Thunder Curse ... No reason why I can't re-take them mt I just no longer see the desire for anything mt, which is sad, but I won't postpone ... I will just continue to create and release things like get ready. Full Bleed Demigod Messages: 4553 Joined: Sun February 25, 2007 11:53 am location: MD Contact: Full Bleed Post Contact by Tam Bleed » Thu Sep 06, 2018 01:20 quickdagger wrote: -- I fully agree. I was one of some competitors and tried paid versions as well to give it a fair shake but just came in wanting more. In fact, I prefer to create MT content over competitors. I don't mind using other VTTs as a player, but as a GM/creator I don't like them. I find them too limiting and lisy. My special frame does no other VTT or there is probably only a lot to do at all. And it's not enough to make me don't. MT can be a pain but once you understand it it is quite simple ... That's why I came back and in just a few days I like to create pre-made content as you said we created a whole 1E reprint of Hill Giant Steading and 5E adventures in 2 separate short declines. I want to focus more if I had more answers for something specific. For example, I have Strahd and Storm King's Thunder Curse ... No reason why I can't re-take them mt I just no longer see the desire for anything mt, which is sad, but I won't postpone ... I will just continue to create and release things like get ready. Here things get hairy for MT. Published MT formatified content creation 1) requires use with a copyright or license agreement and 2) a standard framework. Old small for MT (if any) and almost none later (absolutely licensed or professionally protected none.) That's why it's almost impossible to produce commercially appropriate products Long story short-- shortly after we went up to 5, One of my play groups started to develop a framework for it. Before we stopped using it, any 5e framework currently shared to the public was far superior. Because he is a developing player for a relatively new GM, for the game every two weeks, it ended up problematic for them to keep all the synchronised things in the long (and continuous) development phase ... After all, GM mt was frustrated using the frame and fell in love with stability fantasy Ground's 5e ruleset and pre-made content offered. I didn't really care which one we used. But if I had a GM, I would be solidiered on with mt frame development pains and stuck with MT knowing what happened at the end of the rainbow. Maptool, VTT's Millennium Falcon-- it may not seem like much, but it has something to count. wolp42 Dely Posts: 9824 Joined: Mar 20, 2009 05:40 Location: Netherlands Contact: Post by wolp42 » Thu Sep 06, 2018 09:35 It should be said that I remember a community almost moved into disagreement as a community: STARTING WITH MAPTOOLS - TUTORIALS, DOCS, VIDEOS, TOOLS. DISCORD (new MT forum) My things are Excel Tools: Table and Light editors MT Tools: Tricks Bag: Tools for Maptool, Dungeon Builder I, Dungeon Builder II, onMouseEvent Frames: Dark Heresy, Rogue Trader, Deathwatch, Black Crusade, Only War, SET Card Game, RoboRally Wiki: Debugging Tutorial, Speed Up Macros, Working with Two CODE Levels, Shortcut Keys, Avoiding Stack Overflow. READ THIS wolp42 God Message: 9824 Joined: Mar 20, 2009 5:40 Location: Netherlands Contact: Post wolp42 » Sep 07, 2018 09:34 quickdagger wrote: I had no idea... yes, it's kind of a problem, probably not the only one. GETTING STARTED WITH MAPTOOLS - TUTORIALS, DOCS, VIDEOS, TOOLS. DISCORD ETC (new MT forum) My things are Excel Tools: Table and Light editors MT Tools: Tricks Bag: Tools for Maptool, Dungeon Builder I, Dungeon Builder II, onMouseEvent Frames: Dark Heresy, Rogue Trader, Deathwatch, Black Crusade, Only War, SET Card Game, RoboRally Wiki: Debugging Tutorial, Speed Up Your Macros, Working with Two CODE Levels, Shortcut Keys, Stack Overflow avoidance. READ THIS Phergus God Message: 7132 Attended: May 12, 2006 8:56 Location: Middle Nowhere, NM Contact: Phergus » September 07, 2018 3:34 Pm Well, the announcement for Starfinder tokens was made here on the website, Facebook and G+ at the same time. Interestingly, it was not announced at Discord. Full Bleed Demigod Messages: 4553 Joined: Sun Feb 25, 2007 11:53 pm Location: MD Contact: Full Bleed Post » Sat Sep 08, 2018 5:36 phergus wrote: «Fri September 07, 2018 3:34 Pm Well, the announcement for Starfinder tokens was made here on the website, Facebook G+ at the same time. Interestingly, it was not announced at Discord. But not in forums ... This is the only MT social network I'm engaged to. And I bet I'm not alone, maybe out of wiki, use-case information 10+ years is the best source, G+, Facebook, Discord and RPTools Starfinder tokens. On the flip side, there was a new post (last month) about the new Token Tool 2.0 ... In December 2017 (9 months ago per notification on these forums) so you announced that you will be released after 9 months and receive a blog post here on rptools.net and other social networks? No wonder I didn't bother somewhere else? Maptool, VTT's Millennium Falcon -- it may not look like much, but it exists where it matters. Jagged Big Wyrms Posts: 1306 Attended: Mon September 15, 2008 09:27 Location: Bristol, UK Post by Jagged » Sat Sep 08, 2018 7:13 pm Full Bleed wrote: «Wed Sep 05, 2018 2:37 pm So since the development does not exist, many people are still losing and traffic has decreased without riot. It's not the same thing that doesn't exist slowly. 1.4.1.9 is queued for release. I can only take some time to update the build process. Full Bleed Demigod Messages: 4553 Joined: Sun Feb 25, 2007 11:53 location: MD Contact: Tam Bleed Post Contact by Tam Bleed » Sun Sep 09, 2018 05:18 Jagged wrote: -- The slow non-existing is not the same. Well, of course ... I think it doesn't really seem to grow, watching a tree grow ... Maptool is VTT's Millennium Falcon -- it may not look like much, but it does exist where it matters.

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