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## Pathfinder skulls and shackles maps

Hi guys, running a roll20 campaign of skulls and shackles, and my map making skills is very subpar. I was curious to see if anyone here had made roll20 compatible maps for that campaign. Thanks in advance. Publisher's blurb: This is a collection of 31 maps from across the Skull & Shackles Adventure Path, with special PDF-only interactive features: buttons that let you hide map codes and/or grids, or engage a player-friendly view, hide secret doors and even hide secret rooms! These are exactly the same maps displayed through the Skull & Shackles Adventure Path, presented on exactly the same scale. These interactive features are fully supported in current versions of Adobe Reader, but they may not work reliably with other PDF viewers. (In particular, Apple's PDF rendering does not currently support these interactive features, so they don't work with Apple's Preview app or iOS devices, including iPad and iPhone.) If your browser doesn't support the interactive features, you can usually see the maps, but the buttons hide nothing. Adobe Reader is a free download from adobe.com. Note that the interactive maps for each volume of the Adventure Path are already included in the PDF edition of the corresponding book, so if you already have the full set of Skull & Shackles PDFs, you don't need this collection. Interactive maps do not support image mining in Adobe Reader. The non-interactive versions of the maps can be found in the PDF editions of the individual Adventure Path volumes and can be extracted from these files. See the interactive map FAQ for more information. The city that started as a very rough sketch has now been turned into a full-blown map package and is for sale at RPGNow and Paizo. Continue reading the New Map Pack - The Iconic Town Islands have a special place in our collective imagination. The islands are the others, they contain treasures hidden from society, crazy hermits and castaways, and desperate sailors relieved to find fresh food and water. Continue reading The Iconic Island Piracy is in the air this year. Open Design is now well underway with Journeys to the West – an anthology of adventures located in the exotic unexplored western sea – and Paizo is set fair on course for the swashbuckling adventure trail Skull and Shackles. But what good is a pirate (or, ahem, private) without a faithful ship? Well, to solve the particular problem, this month I have put together a pirate ship map that any peg legged terror of the ocean waves can be proud of. After some feedback on my previous ship map package, this one comes in a variety of formats. The package contains two maps of the entire ship, one with the ship underway with sails that blew and the other with the ship resting on the port dock. In addition, the package contains fully detailed maps of all three internal deck levels, with the captain's table, storage and hammocks. Continue reading Pirate Ship Map: Keel Haul the An overview of the party has been. Been.