

Wanderlust: Roll20 How To Guide

While Wanderlust was designed with play at a physical table in mind, with a bit of configuration and set-up you can play using a virtual desktop like Roll20.

Important: These instructions worked as of 2020 Aug 19. Any changes made to Roll20 since then may have caused some of these instructions to fall out of date.

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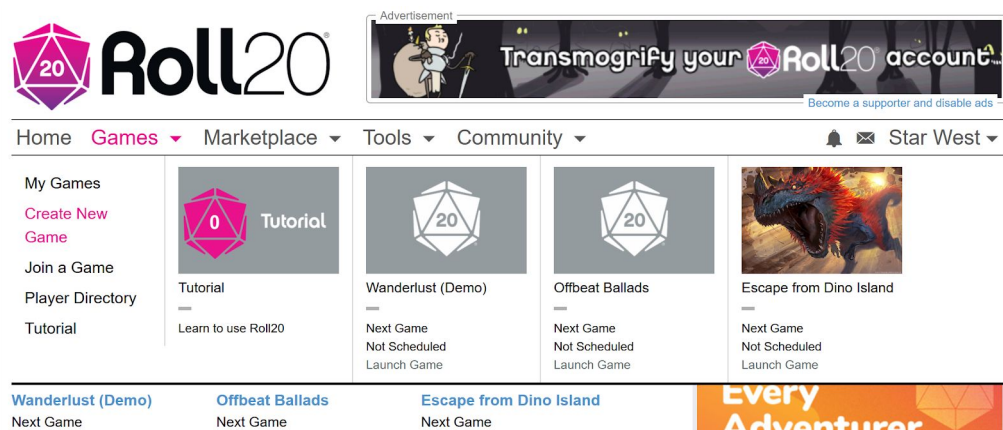
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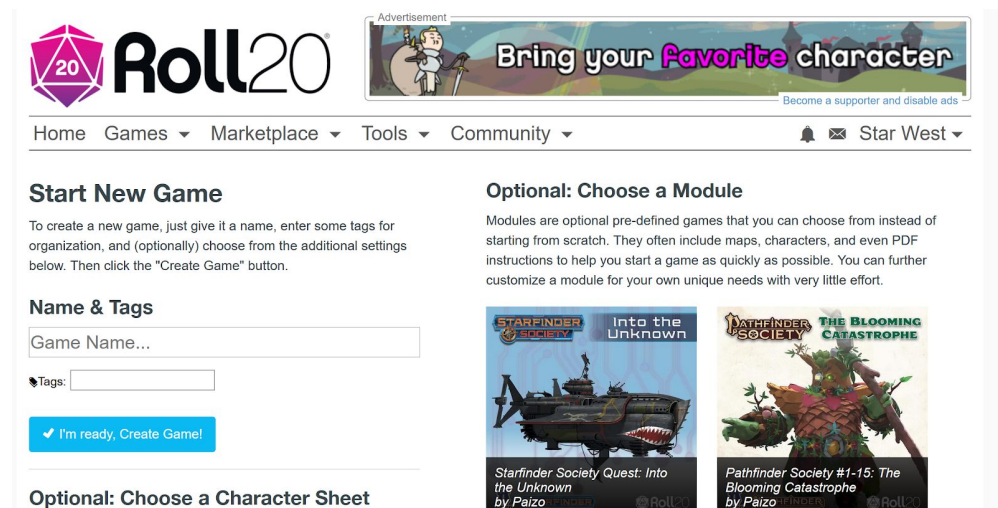
Set-Up

Before you can begin configuring your table space to use the Wanderlust Events Deck and the Wanderer's Journal, you'll need to sign into Roll20 and create a new game

1. Hover your cursor over **Games** on the Roll20 main menu and select **Create New Game**.

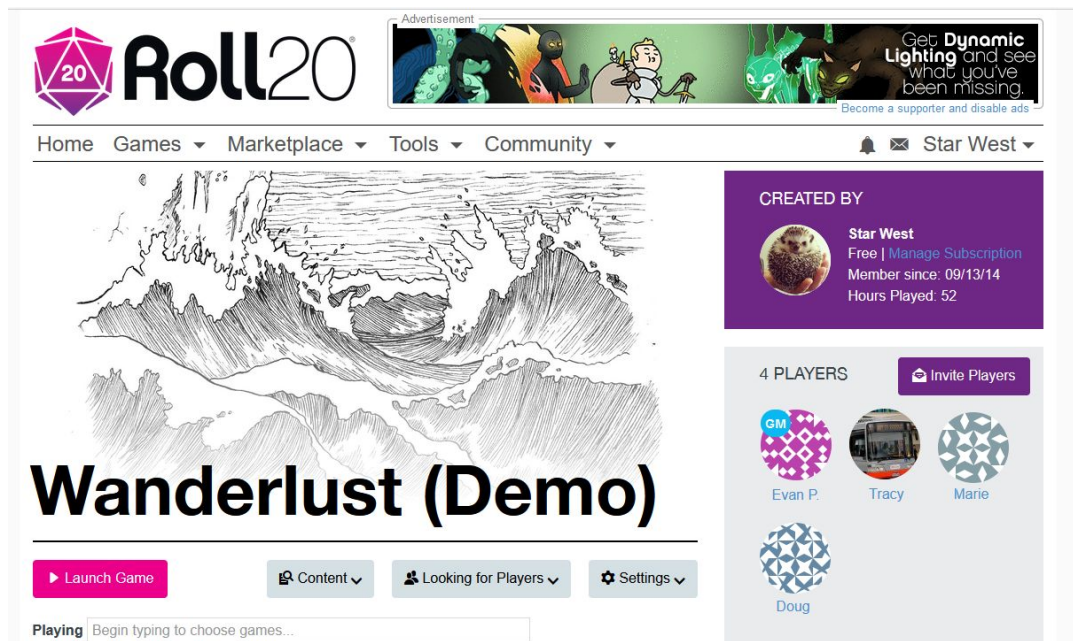


2. Give your game a name
3. Click on **I'm ready, Create my Game!**



4. Roll20 will take you to your new Game's detail page. From here you can upload a cover image and send invitations to your Players so they can join the new game.

5. If you're ready to continue with configuring your game to play Wanderlust click **Launch Game** to open the Roll20 tabletop.



CONFIGURING THE EVENTS DECK

EVENT CARD IMAGE FILES

There are twenty-five .jpg files which are used to create a digital version of the Events Deck in the folder named "Event Cards" included in the "Wanderlust - Roll20 Assets.zip" file.

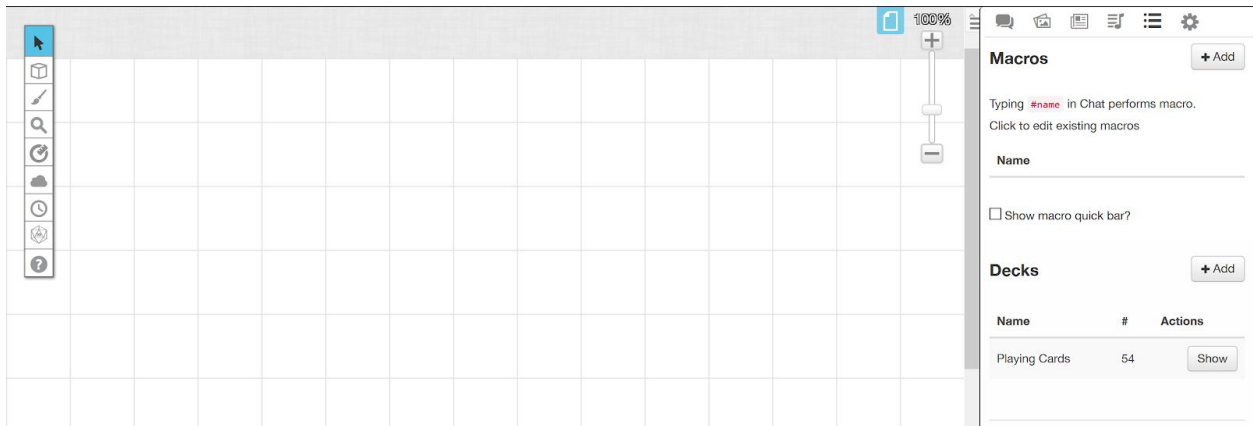
The first twenty four images (Wanderlust - Event Cards.jpg through Wanderlust - Event Cards24.jpg) are the fronts of the cards and the last image (Wanderlust - Event Cards25.jpg) is the back of the cards.

BUILDING YOUR EVENTS DECK IN ROLL20

Custom Card Decks are handled under your game's Collections.

1. Launch your newly created game for Wanderlust.
2. From the Menu on the right sidebar of the tabletop click on the **Collections** tab.

- Under **Decks**, click **+Add**. This will create a new card deck named “New Deck.”



- Click on “New Deck” to open the configuration options for your newly created card deck.

Events Deck

Name

Events Deck

☒ Show deck to players?

☒ Players can draw cards?

☐ Cards in deck are infinite?

☒ Always a random card

☐ Draw through deck, shuffle, repeat

Allow choosing specific cards from deck:

GM + Players Choose: Show From

Discard Pile:

No discard pile

When played to the tabletop...

Played Facing: Face Up

Save Changes

Cancel

5. On the configuration modal for your New Deck, set the following options as follows:
- **Name:** Events Deck
 - **Show deck to players?** Checked
 - **Players can draw cards?** Checked
 - **Card decks are infinite?** Unchecked
 - **Allow choosing specific cards from deck:**
 - For a typical game of Wanderlust set this to “Disabled”
 - However, if you would like folks to be able to pick and choose any of the Events from the deck on their Turn, select “GM + Players Choose: Show Fronts.”
 - **Discard pile:** No discard pile
 - When Played on the tabletop...
 - **Played Facing:** Face Up
 - **Considered: Drawings** (No Bubbles/Stats)
 - **Card Size:**
 - If you leave this blank the cards will be dropped onto the table top at 81x140px, however, I typically find that this is too small for most folks to read the cards.
 - I recommend making the dimensions to at least 324x560px.
 - In other’s hands...
 - Players sees:
 - **Number of Cards** (Checked)
 - **Front of Cards** (Checked)
 - GM Sees:
 - **Number of Cards** (Checked)
 - **Front of Cards** (Checked)

6. Continue scrolling down through the card deck configuration modal until you get to the section named **Cards**.
7. Click **+Add Card** to add your first event card to this deck. This will display a second modal asking you to name the card and to upload an image.

You can name the cards whatever you like (personally, I find it easiest to number them “1” through “24.” Repeat until you’ve added all 24 Event Cards to the new deck.

IMPORTANT: It may take a little bit of time before you image is successfully uploaded. Wait until the image displays in the New Card modal before saving your changes, or else the upload will fail.

The image displays two screenshots of a 'New Deck' configuration modal. The left screenshot shows the 'Cards' section with a '+Add Card' button and a 'Card Backing (Required)' area with a 'Drop a file' prompt. The right screenshot shows the 'New Card' modal with a 'Name' field containing '1', a 'Card Image' area with a 'Remove' button, and a 'Save Changes' button.

New Deck

Players see: ☒ Number of Cards ☒ Front of Cards
GM sees: ☒ Number of Cards ☒ Front of Cards

Cards +Add Card

Card Backing (Required)

Drop a file

New Card

Players see: ☒ Number of Cards ☒ Front of Cards
GM sees: ☒ Number of Cards ☒ Front of Cards

Cards +Add Card

New Card

Name
1

Card Image Remove

Clearing My Head
I need to get out and go somewhere to just stop and think for a bit.

Decide

I'm going somewhere...
...calm and relaxing.
...frantic, crowded, and bustling.
...dangerous.

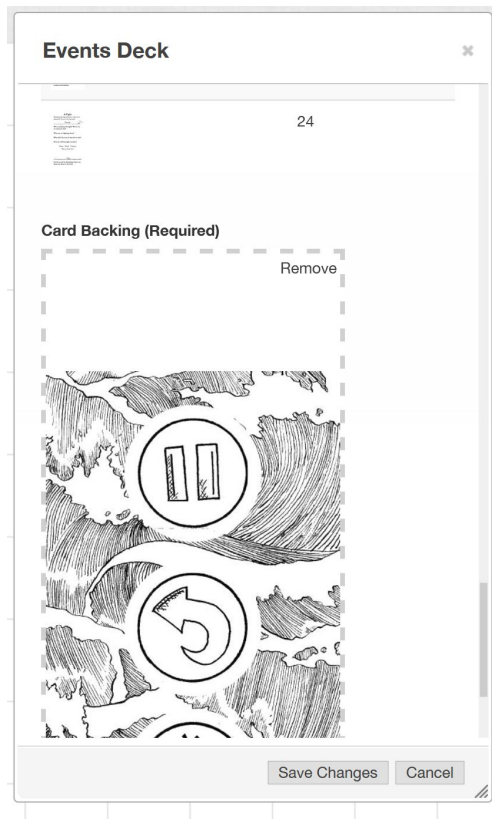
Why did I choose this place?

What is weighing heavily on my mind?

Who or what interrupts my thoughts?

Save Changes Cancel Cancel

8. Set “Wanderlust - Events Deck25.jpg” as your **Card Backing**.
9. Click **Save Changes**.



More details on Cards, Collections, and Macros can be found in the Roll20 documentation:

- Card Decks: <https://wiki.roll20.net/Cards>
- Collections: <https://wiki.roll20.net/Collections>

CONFIGURING THE WANDERER'S JOURNAL

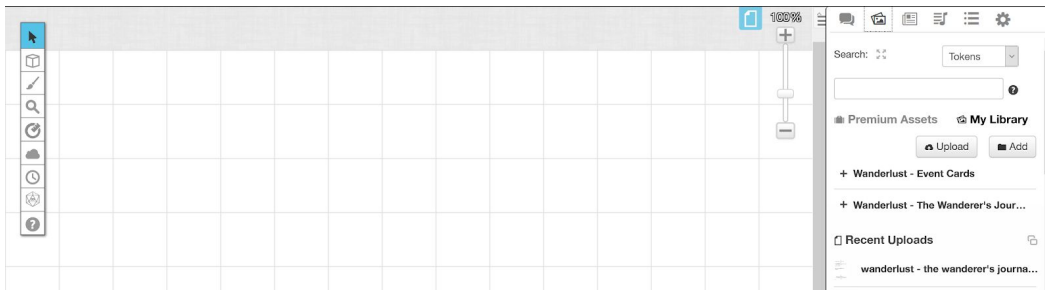
THE WANDERER'S JOURNAL IMAGE FILES

There are four .jpg files which are used to create a digital version of The Wanderer's Journal. These images are located in the folder named "The Wanderer's Journal" included in the Wanderlust - Roll20 Assets zip file. The image files are as follows:

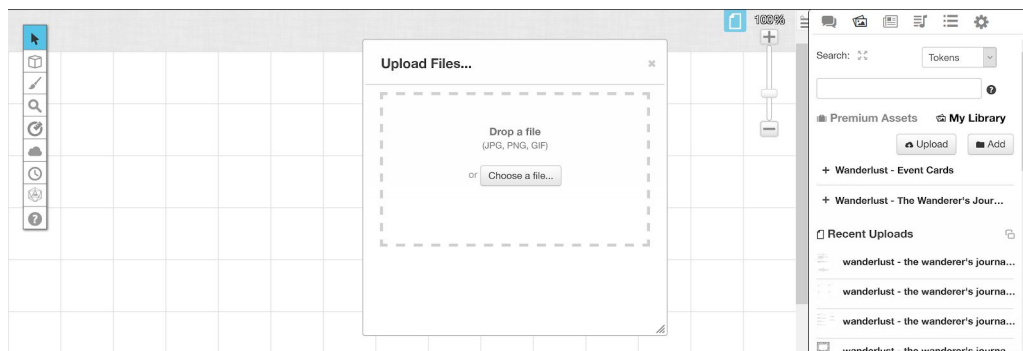
- Wanderlust - The Wanderer's Journal (Spreads).jpg
- Wanderlust - The Wanderer's Journal (Spreads)2.jpg
- Wanderlust - The Wanderer's Journal (Spreads)3.jpg
- Wanderlust - The Wanderer's Journal (Spreads)4.jpg

BUILDING THE WANDERER'S JOURNAL IN ROLL20

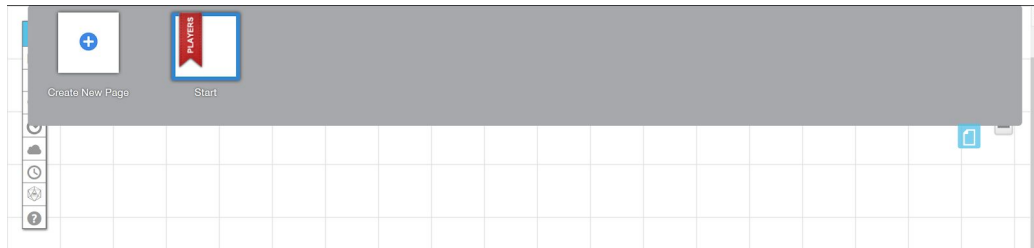
1. Launch your newly created game for Wanderlust in Roll20.
2. From the Menu on the right sidebar, click on the **Art Library** tab.



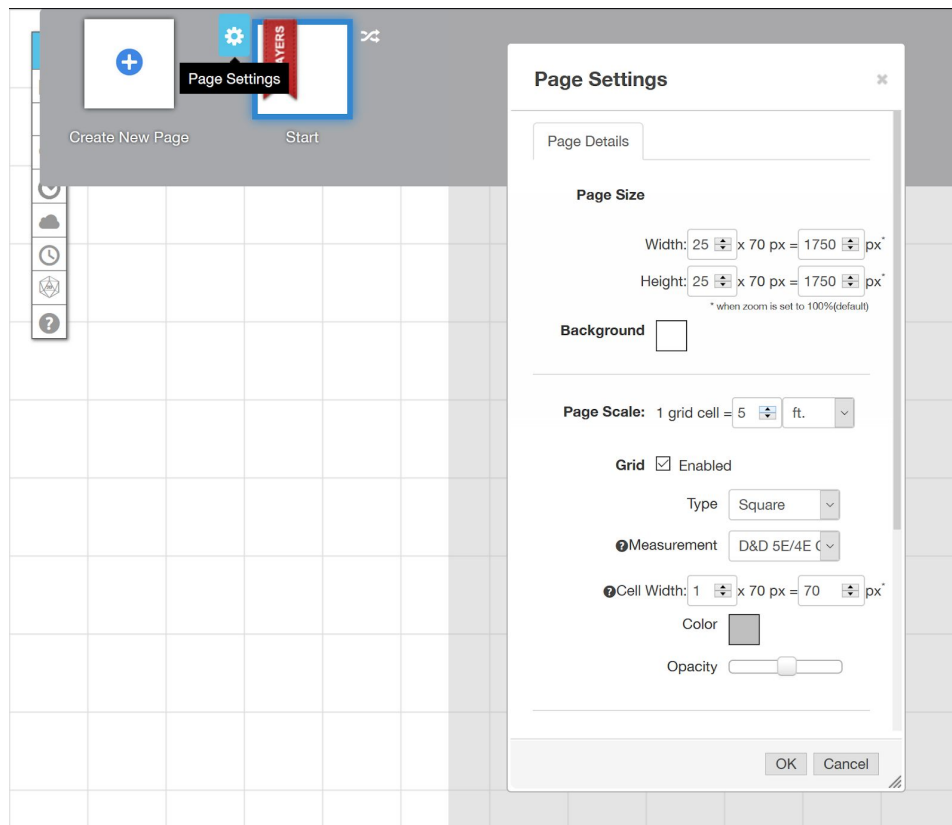
3. Click on **My Library**
4. Click **Upload**, this will present the **Upload Files...** modal



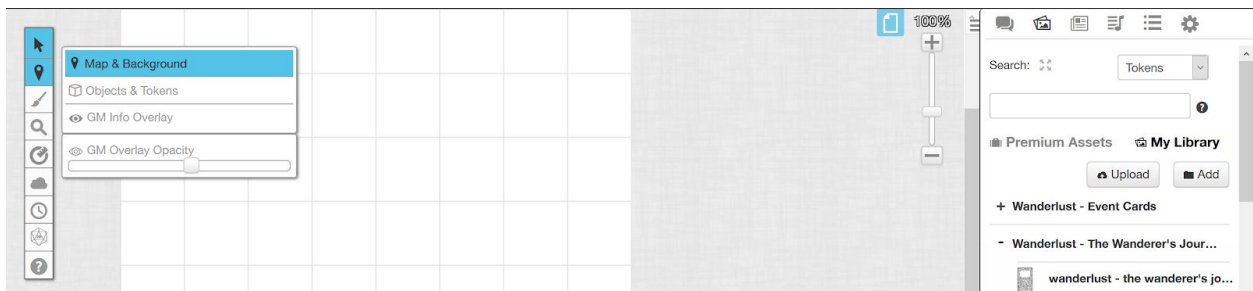
5. Upload the four images for the spreads of 'The Wanderer's Journal' to your Art Library; they will appear in your **Recent Uploads**.
6. With the Art Library open, click on the **Page Toolbar button** at the top of the screen to view your available Pages.



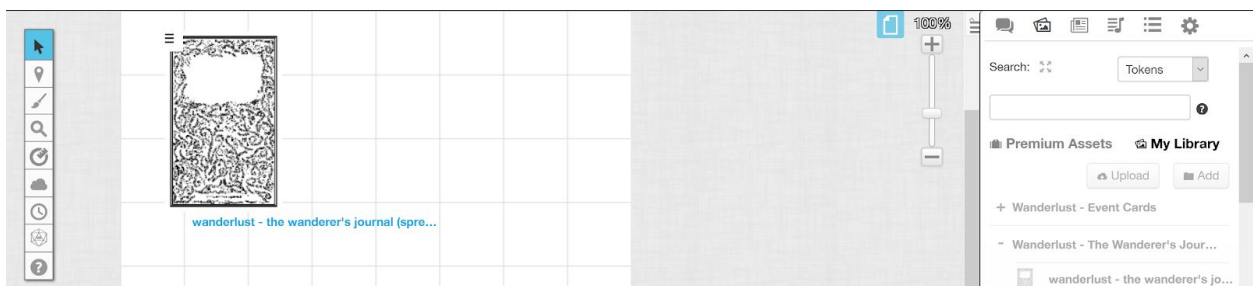
7. Create a new Page for the Journal Cover
 - Click **Create New Page**
(Note: For the first of the Journal Page you can skip this step and jump to step 8.b. below.)
 - Hover your cursor over your newly created page, revealing a **Gear** icon. Click on the displayed Gear icon to open the **Page Settings** modal for that Page.



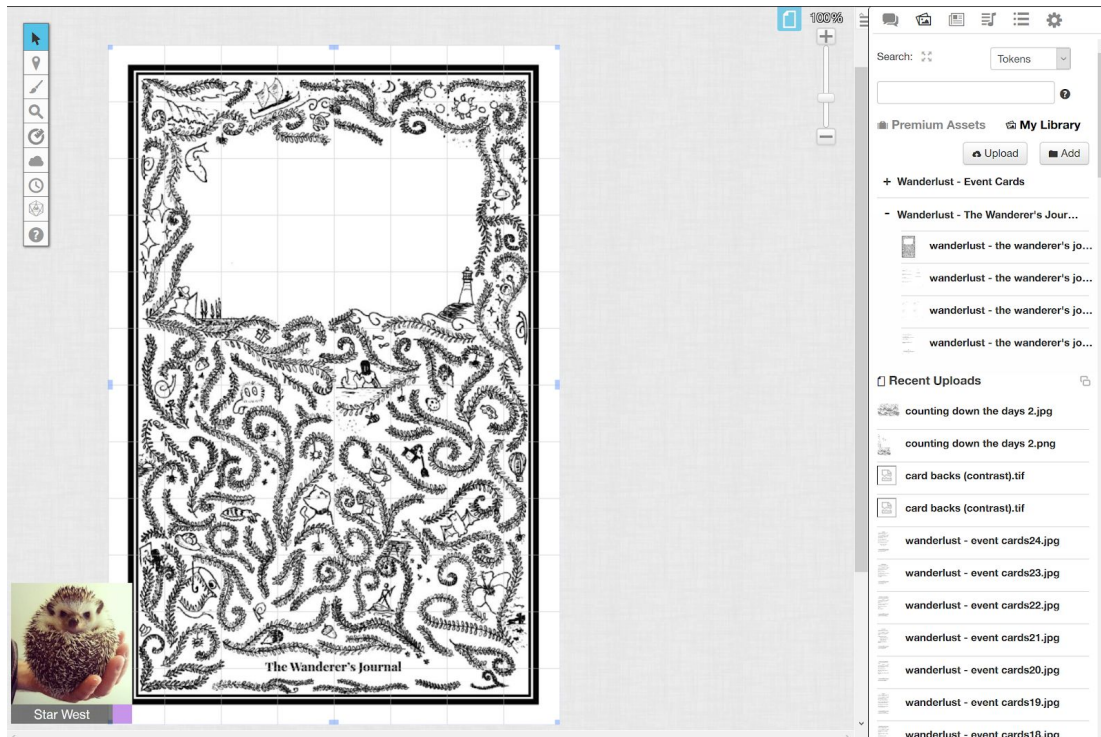
- From the Page Settings modal:
 - Set the page Width to 8,
 - Set the page Height to 12,
 - And, you may want to disable the Grid by unchecking the Grid Enabled checkbox (optional.)
 - Click **Ok** to save your changes.
- Click on the name displayed beneath the Page's preview image ("Untitled") and give your Page a name (e.g. "Cover.") Make sure to press the **Enter** key on your keyboard to confirm your Page's name or your changes will be undone.
- Click on the thumbnail of the Page you just created. Roll20 will load and display the selected page on your Tabletop.
- On the **Tabletop Toolbox**, select **Map & Background** from the **Layers** tool (Note: The Layers tool is only visible to the GM.)



- With your **Art Library** open, find the Wanderlust Journal cover, drag and drop it onto the page ("Wanderlust - The Wanderer's Journal (Spreads).jpg")



- Re-size the Wanderlust Journal Cover to fit your page.



8. Repeat **Step 8** for the remaining Journal Pages.

- The Wanderer Page
 - The Wanderer Page should be set to a Width of 16 and a Height of 12.
 - The image file for The Wanderer Page of the Journal is “Wanderlust - The Wanderer's Journal (Spreads)2.jpg”
- Days Left Pages
 - The Days Left Pages should be set to a Width of 16 and a Height of 12.
 - The image file for the Days Left pages of the Journal is “Wanderlust - The Wanderer's Journal (Spreads)3.jpg”
 - You should create as many Days Left pages as necessary to make sure you have enough Journal entries for your game.
- Saying Goodbye Page
 - The Saying Goodbye Page should be set to a Width of 8 and a Height of 12.
 - The image file for the Saying Goodbye of the Journal is “Wanderlust - The Wanderer's Journal (Spreads)4.jpg”

Playing the Game

MOVING BETWEEN JOURNAL PAGES

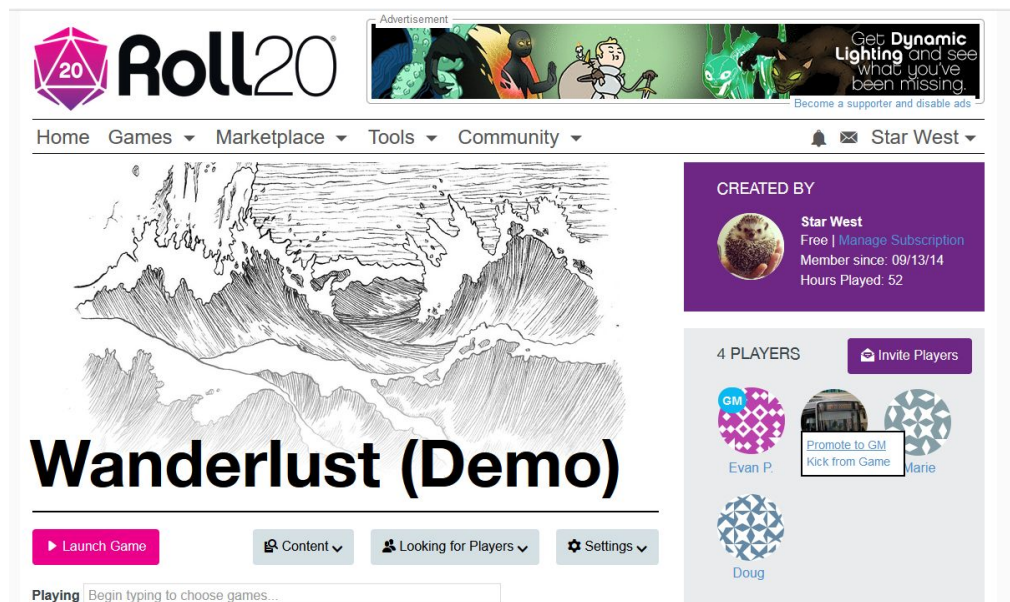
Roll20 restricts the ability to freely switch between game Pages to GMs only. Folks who have not been given GM Permissions (Players) are only able to see the Page that a “GM” has moved the Players marker to.

To address this, you can promote all of the Players in your Game to GMs, allowing them to freely navigate between Journal pages, which is helpful if a Player wants to reference the questions answered while creating the Wanderer or an earlier Journal entry.

PROMOTE PLAYERS TO GM

In order to promote a Player to GM, they must have already accepted your invite and joined your Game.

1. From your Game’s details page, you will see a series of icons for your other Players in the right sidebar.
2. If you hover over the profile picture for one of your players a menu will display with the option **Promote to GM**.
3. Click **Promote to GM**

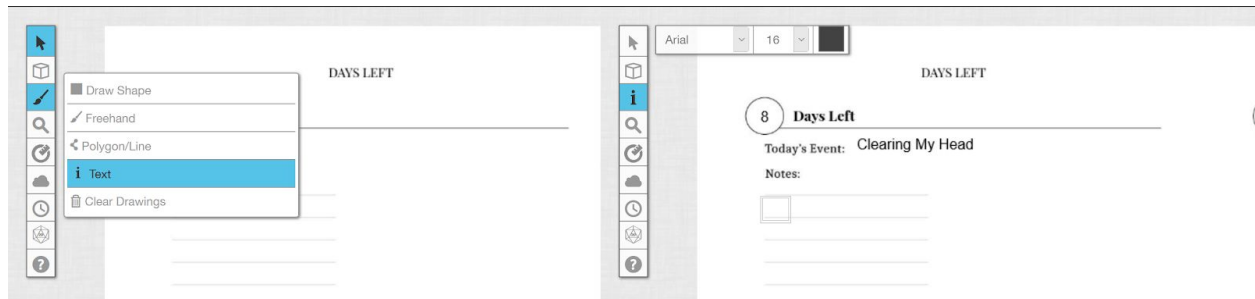


4. The next time that Player Launches your game, they will join as a GM and will be able to view the available pages by clicking on the Page Toolbar.

FILLING OUT DETAILS ON THE JOURNAL

ADDING TEXT

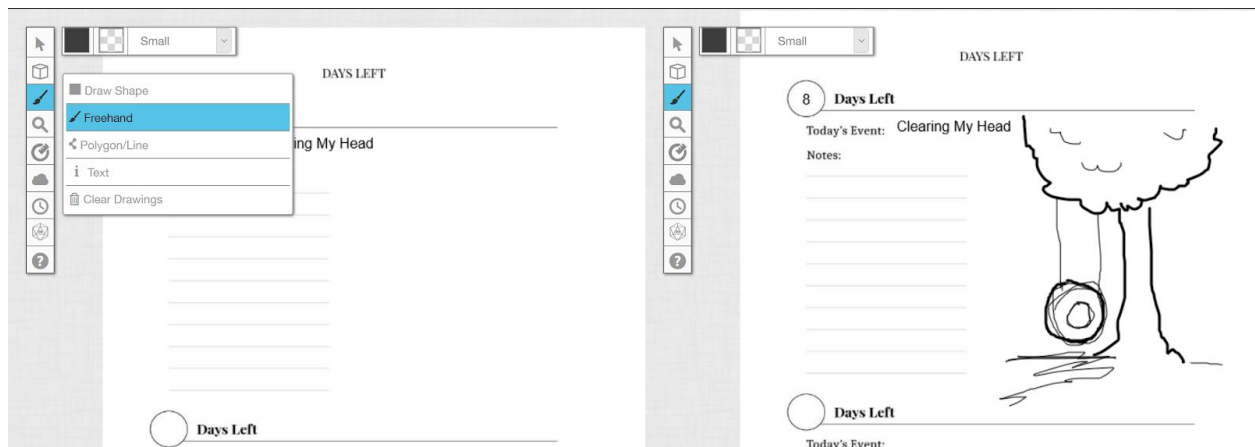
You can add text to your tabletop by selecting the **Text** option from the Tabletop Toolbox's **Drawing Tools** and then clicking directly onto the tabletop where you want your text to go.



You can also move text you have already placed around the tabletop using the **Select** tool under the Tabletop Toolbox's **Select and Pan Tools**.

ADDING SKETCHES

You can draw directly onto your tabletop by selecting the **Freehand** option from the Tabletop Toolbox's **Drawing Tools**.



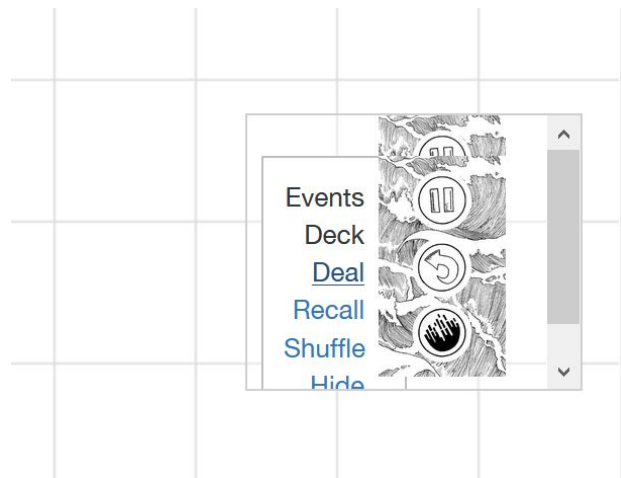
Once you have finished drawing a line, you can use the **Select** tool under the Tabletop Toolbox's **Select and Pan** tools to move your lines around or select and Delete them.

DEALING AND SELECTING EVENT CARDS

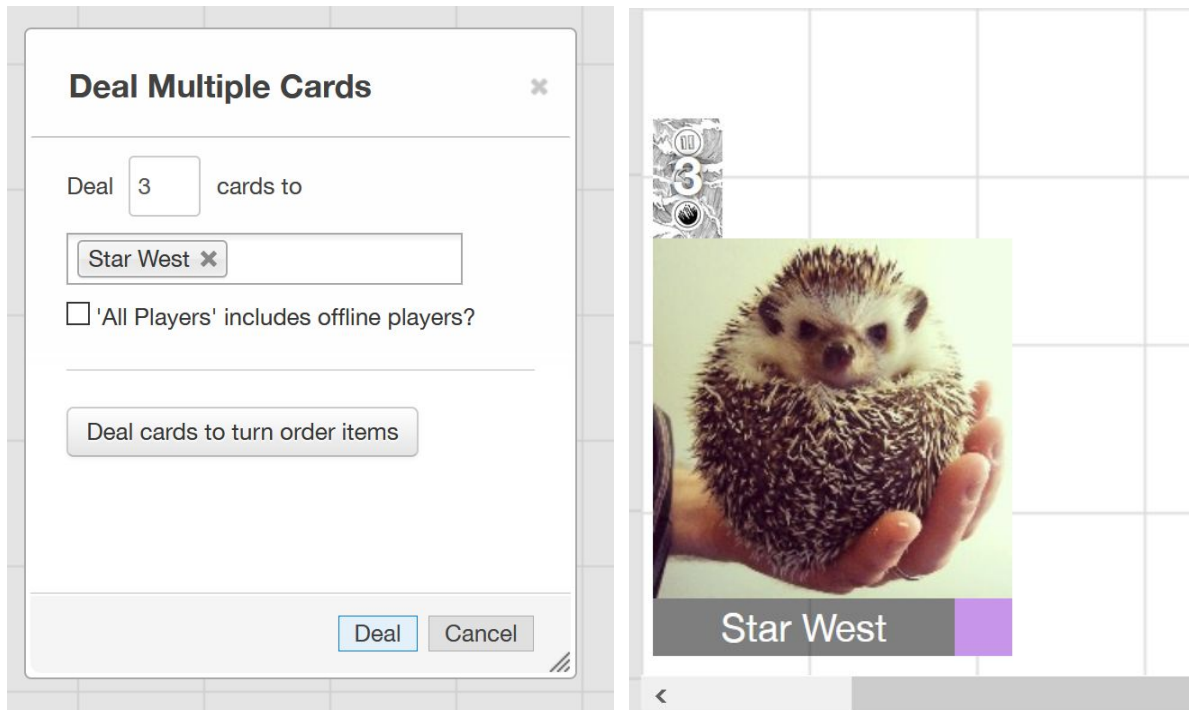
In the physical version of Wanderlust, on your turn you draw 3 Event cards, pick 1, and shuffle the rest back into the deck. If you don't like the first 3 cards drawn, you may draw a 4th, but that is the Event that you play for your turn.

In order to do this in Roll20, you must perform the following steps each Turn:

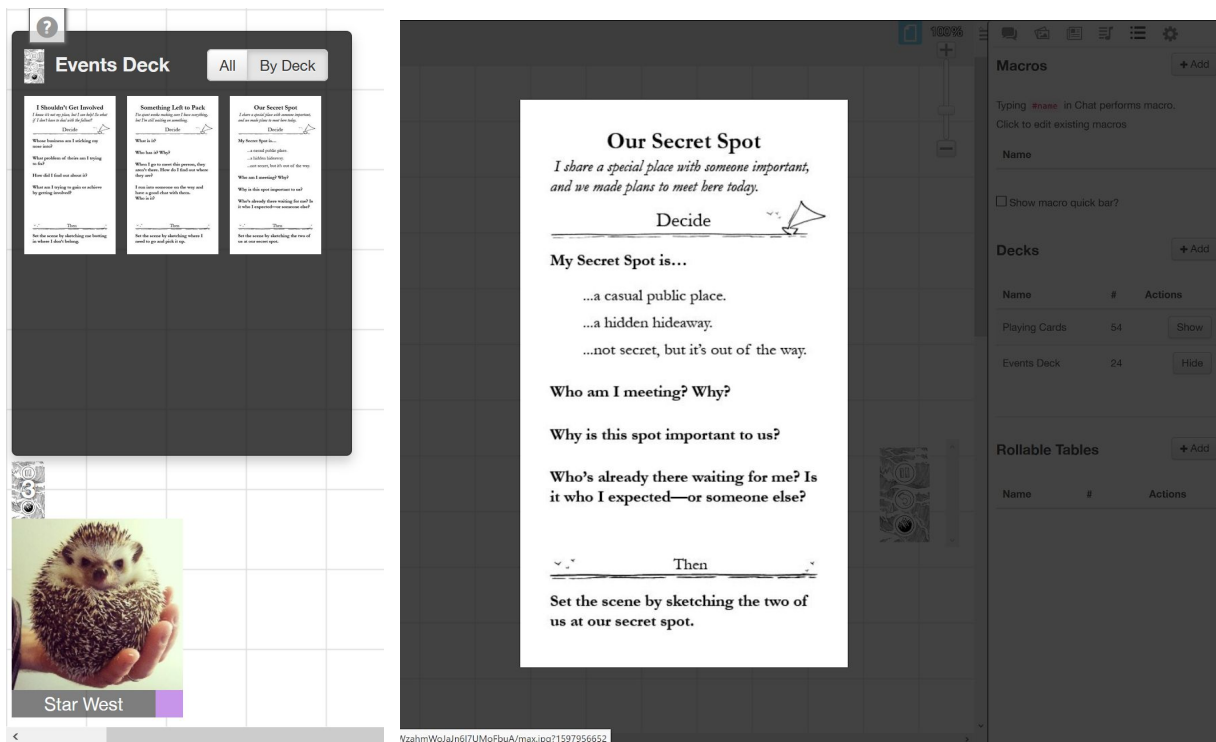
1. If not already displayed, set the Event Cards deck to **Show** from the **Collection Tab**.
2. On the first turn of the game **Shuffle** the deck.
3. Click **Deal**, this will display the **Deal Multiple Cards** modal.



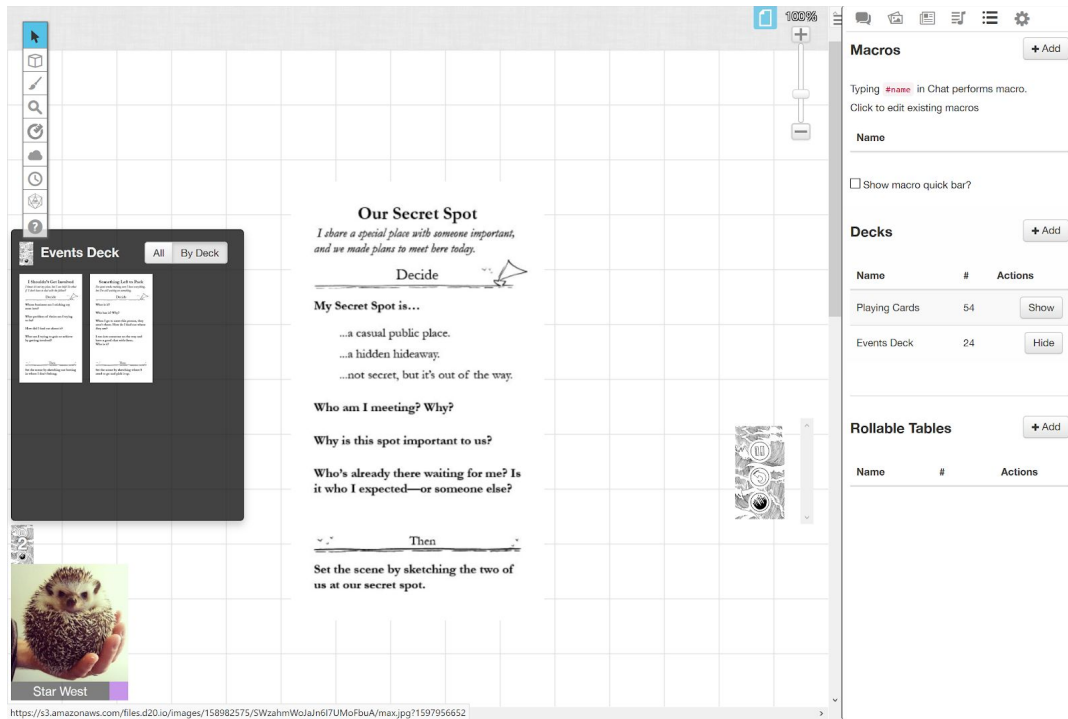
4. In the **Deal Multiple Cards** modal:
 - a. Deal **3** cards to
 - b. Then, select the name of the Player whose turn it is from the **Select Some Options** field.
 - c. Click **Deal**, this will distribute 3 cards from the Events Deck to the designated Player. A bundle of cards with the number 3 will display above the selected Player's name.



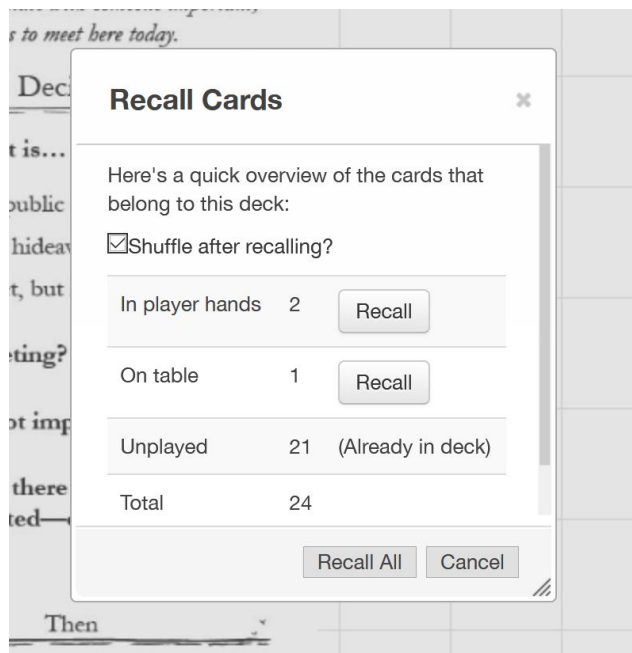
- d. Clicking on the bundle will display a preview of the cards drawn from the deck. Players can then click on any of the individual cards to view that card's full details.



- e. The Player can then drag and drop their selected Event card onto the tabletop.



5. The remaining cards need to be Recalled and Shuffled back into the deck:
 - a. Hover over the card deck and click **Recall**; this will display the **Recall Cards** modal.



- i. Check the box next to **Shuffle after recalling?**

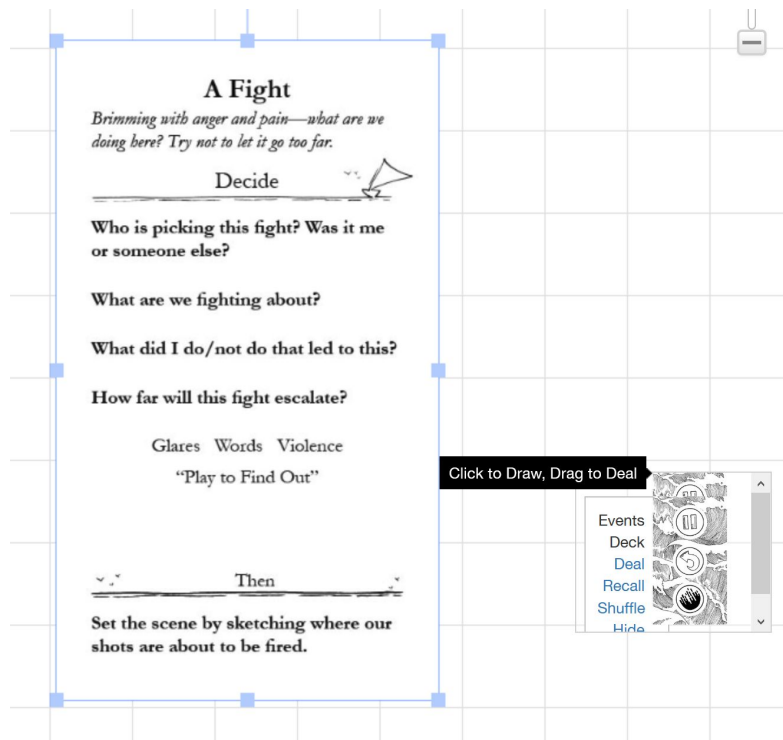
- ii. Then click the button labeled **Recall** next to the option **In player hands**; the two cards still in the Player's hand will get shuffled back into the Events Deck.
6. The Player may then read through the prompts on their selected Event Card just as they would while playing a physical game.

IMPORTANT: Do not delete the cards from the tabletop once they've been played. Roll20 treats Recalled cards as if they have been Discarded, which is why it is necessary to Shuffle the deck after recalling the cards during each Turn. Deleting a previously played Event card from the tabletop drops that card into the Discard pile. The next time you Recall and shuffle the deck, Roll20 shuffles those previously played and deleted cards back into the deck along with the Recalled cards.

Instead, Players may want to have a Page that is used for placing the chosen Event cards.

DEALING A 4TH CARD

If a player doesn't like the first 3 cards drawn on their turn, they can draw a 4th card by clicking on the card deck and dragging the card directly to the tabletop.



You may then Recall the cards in the Player's hands and Shuffle the deck as described in Step 5 above.