

# ADVENTURE MAPS

Deep underground, below the Guildsman District, the dark elf Shilukar has claimed a section of tunnels and chambers that were once a part of Ghul's Labyrinth. Here, he has built his chaositech laboratory and keeps his weird creations. Ptolus Adventure Maps: Shilukar's Lair contains 15 miniatures-scale map tiles designed for use with the third level adventure Shilukar's Lair found in chapter 33 of Ptolus: Monte Cook's City by the Spire. These tiles will add a new dimension to an evening of table top dungeon delving action.

This location connects directly with the Ptolus e-Adventure Tiles: Sewers set.



SKELETONKEY GAMES



## Shilukar's Lair

Cartography and design

## ED BOURELLE

Ptolus logo and cover pattern illustration

## TODD LOCKWOOD

Ptolus created by

## Monte Cook

Editorial assistance

# SUE WEINLEIN COOK



For more material on the City by the Spire visit

WWW.PTOLUS.COM

#### **Prints**

- Ptolus Adventure Maps are designed to be printed on your home printer.
- Print all the tiles or only the tiles you need it is completely up to you.
- Each tile is offered on its own page so you can be selective and print only what you need.
- When printing, make sure that the *Print to Fit Page* option is clicked OFF so that the tiles will retain their one inch grid.

#### Trim:

- Trim out your Ptolus Adventure Maps with a sharp blade and a straight edge on a safe cutting surface.
- Where indicated, cut the tiles to the dashed line.

#### **Connect:**

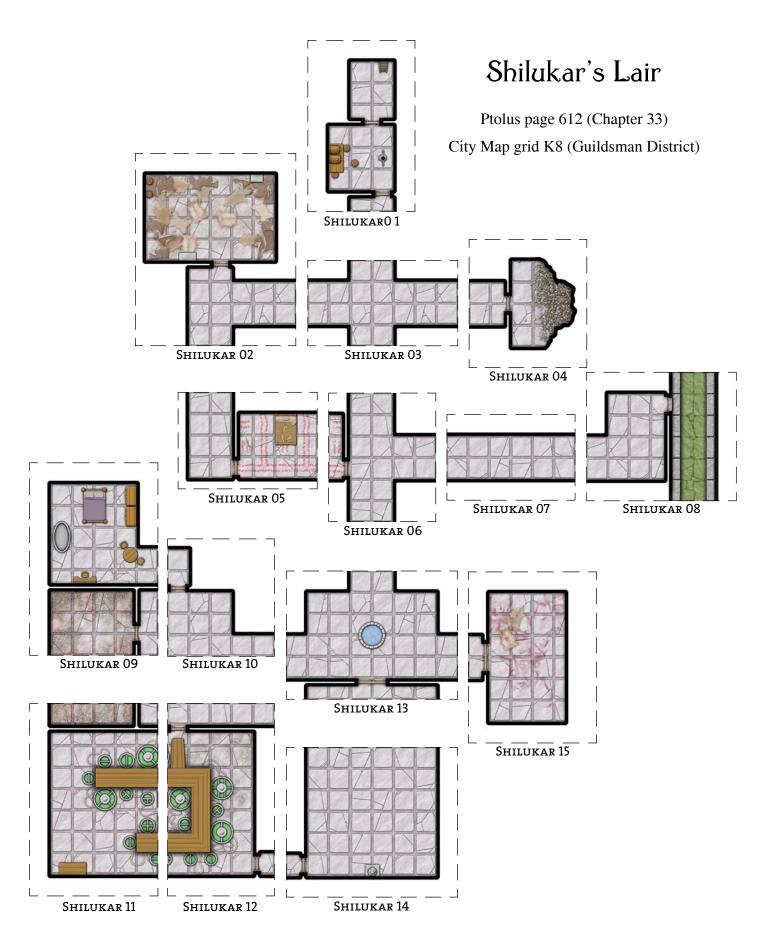
- Use tape on the back of your Ptolus Adventure Maps to hold them together.
- Spray adhesive can be used to mount your tiles to a poster board.
- Mount the tiles to magnetic sheeting and trim for use on metal surfaces.

### Play:

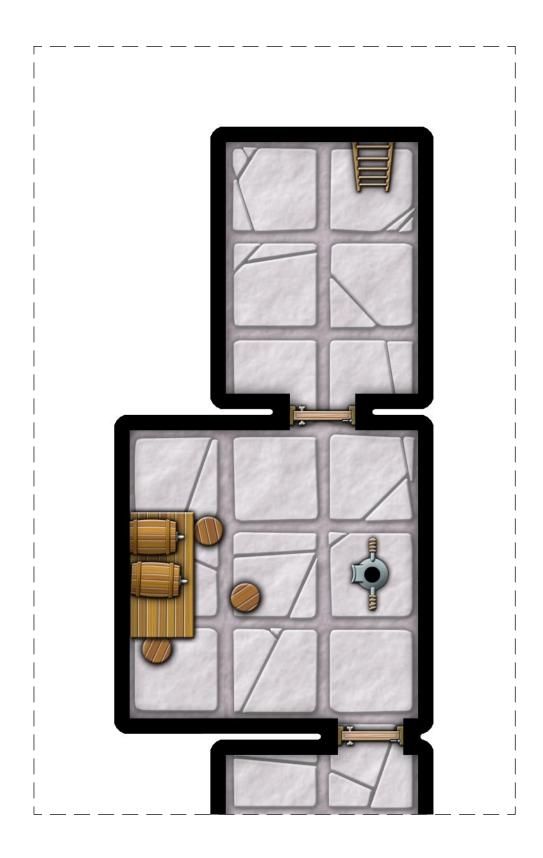
- Use miniatures or cardboard counters on your Ptolus Adventure Maps for infinite excitement.
- Use markers to make notes and combat diagrams, you canalways print more.

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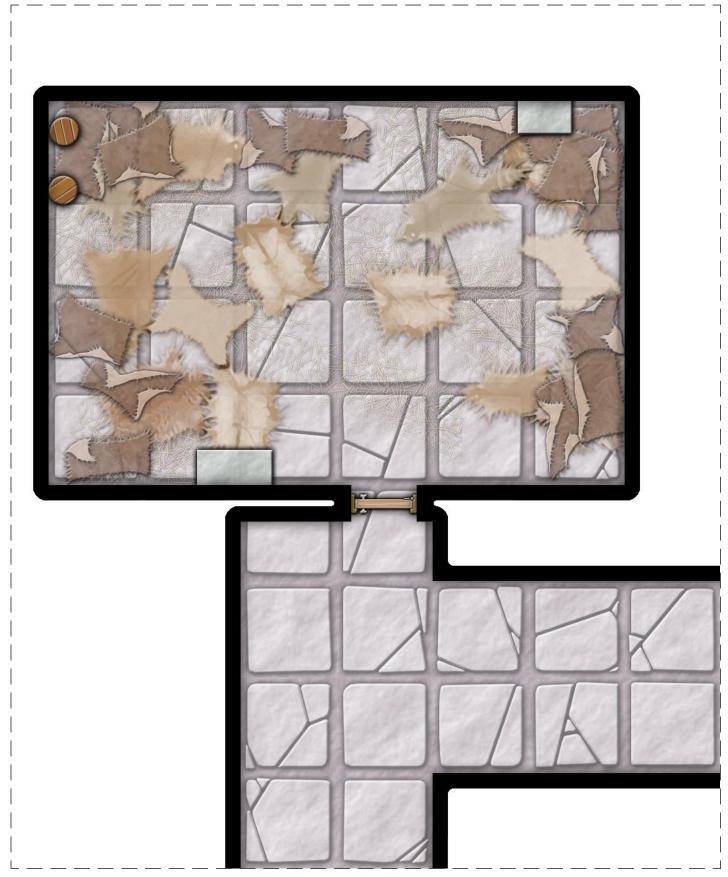
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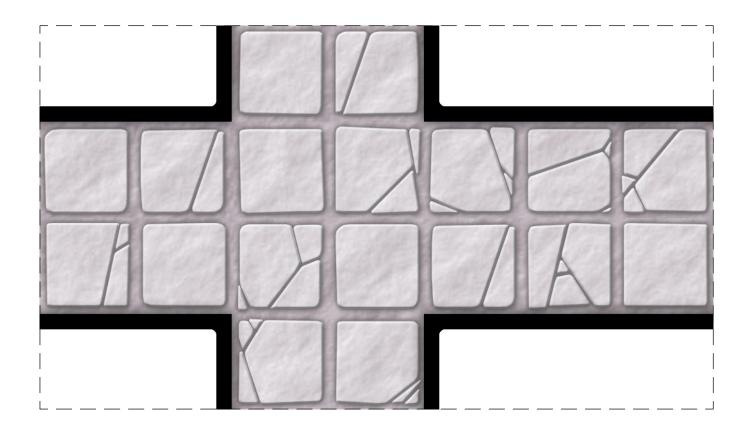
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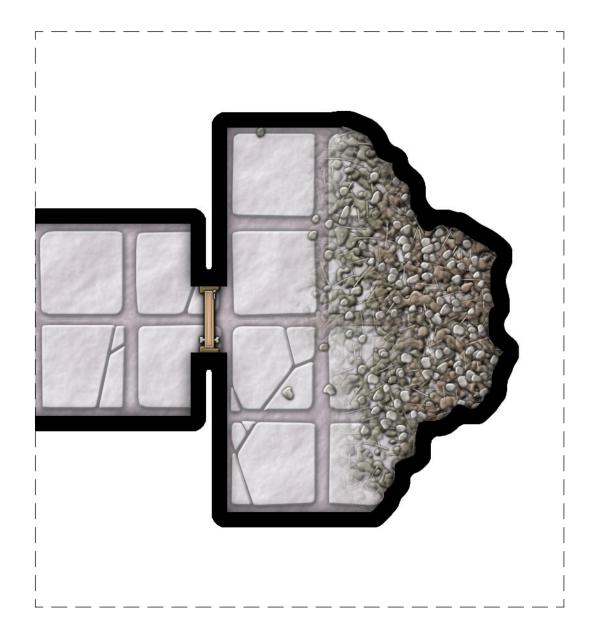


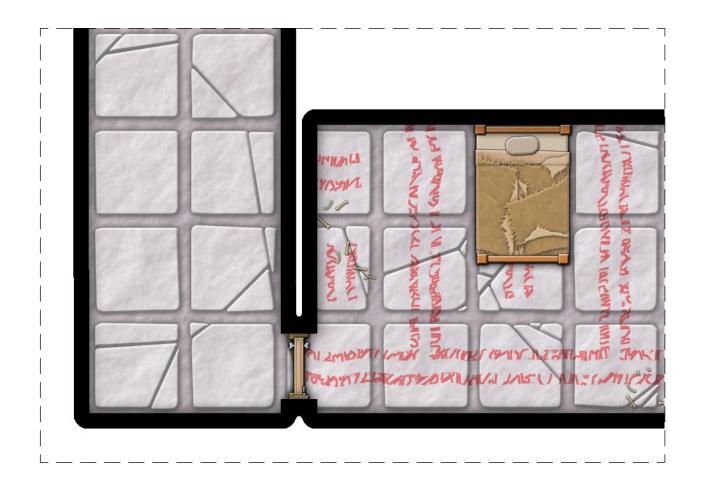
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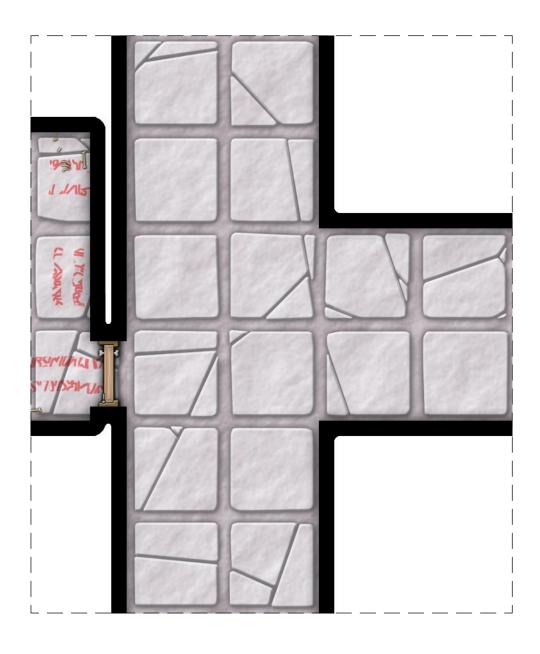


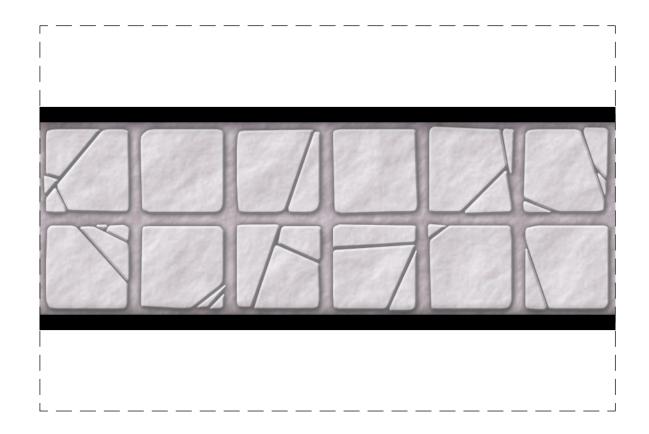
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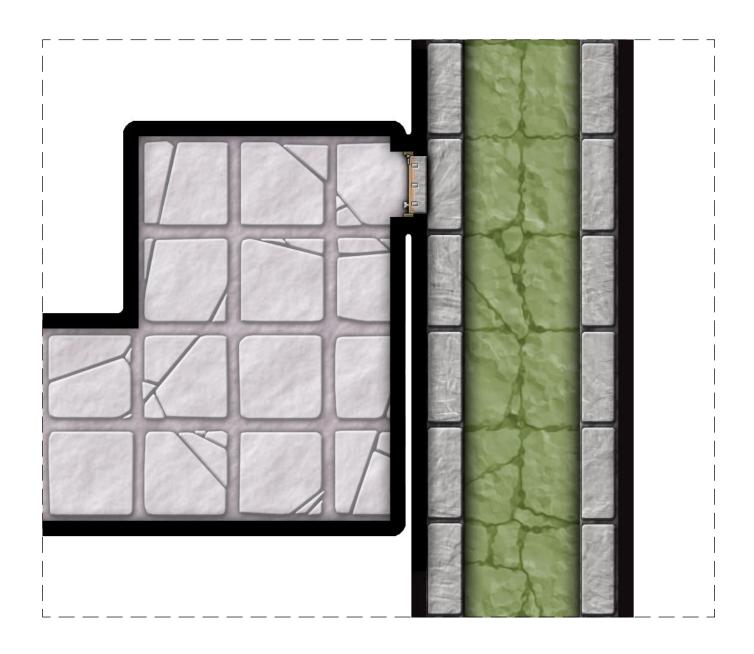


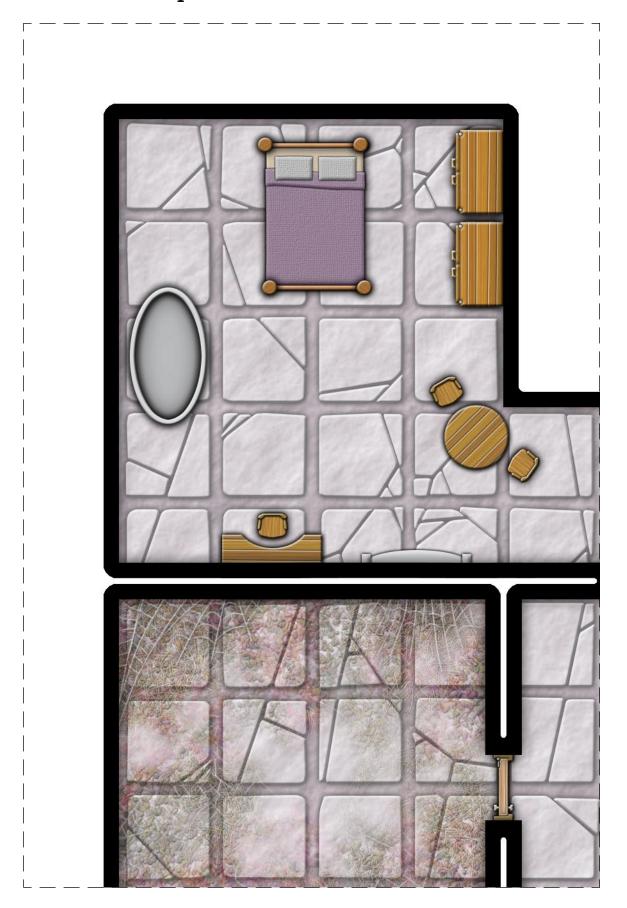




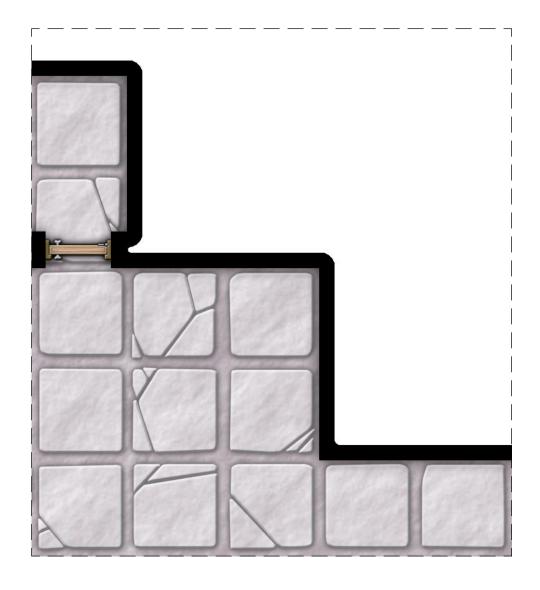


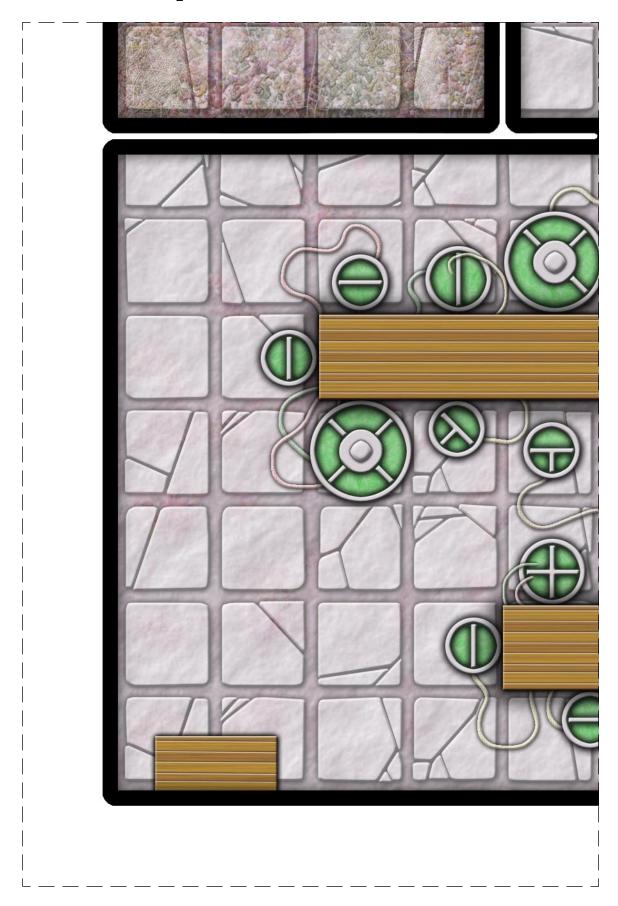




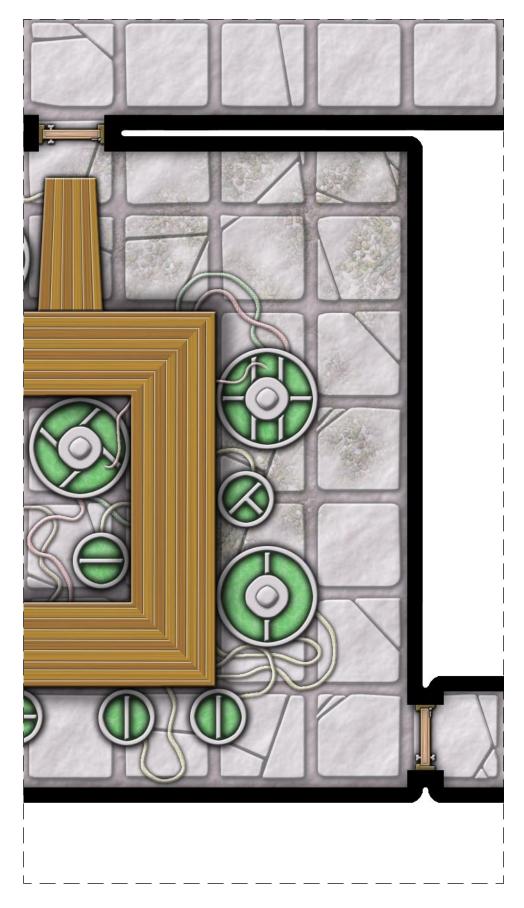


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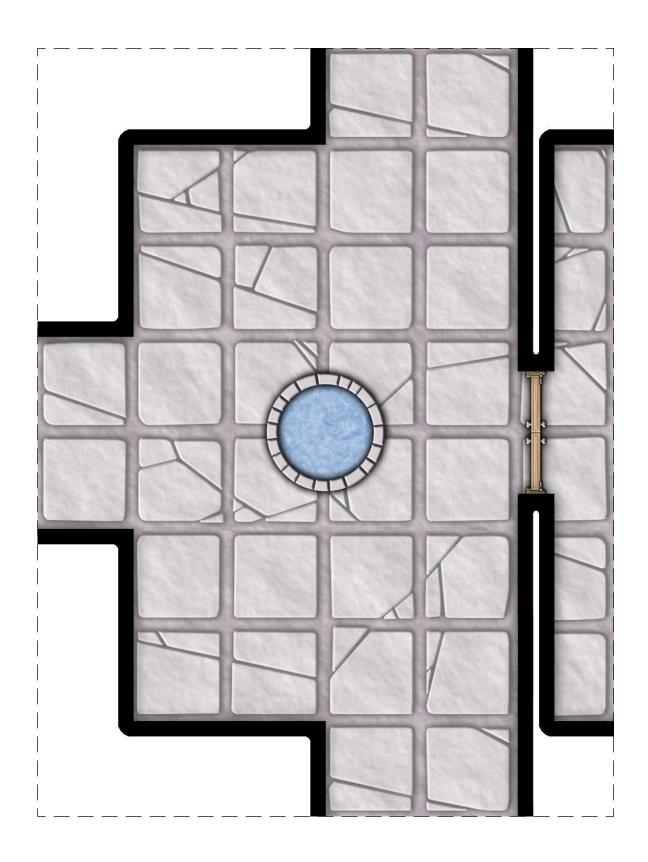




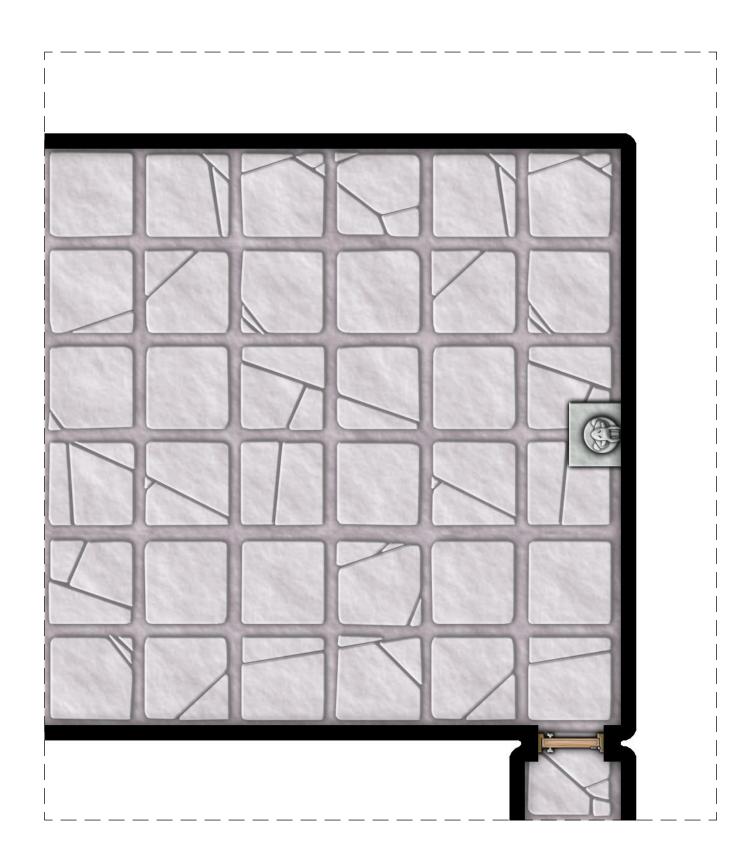
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