

Shilukar's Lair

PTOLUS

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.



PTOLUS

ADVENTURE MAPS

Shilukar's Lair

Cartography and design

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Ptolus logo and cover pattern illustration

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Ptolus created by

MONTE COOK

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For more material on the City by the Spire visit

WWW.PTOLUS.COM

Print:

- 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 can always print more.
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Product Code: SKGPAM04

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Ptolus page 612 (Chapter 33)

City Map grid K8 (Guildsman District)































