

The Ghostly Minstrel

PTOLUS

ADVENTURE MAPS

Welcome to **Ptolus Adventure Maps: The Ghostly Minstrel**. Inside you will find 24 terrain tiles detailing the three floors of this Midtown landmark and focal point of the delvers who plumb the depths below the city.

An inn, a pub, and a restaurant all in one, the Ghostly Minstrel is the adventurer's meeting place of choice. It has earned a reputation as the central feature of Delver's Square and is sure to become a recurring fixture in any *Ptolus* campaign.

Ptolus Adventure Maps feature detailed miniatures scale map tiles of locales pulled straight from the pages of Monte Cook's *Ptolus*! Simply print them, trim them out, and bring the excitement of the City by the Spire to your tabletop.



PTOLUS

ADVENTURE MAPS

The Ghostly Minstrel

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

Look for FREE miniatures scale map tiles at

WWW.SKELETONKEYGAMES.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 strait 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.
-

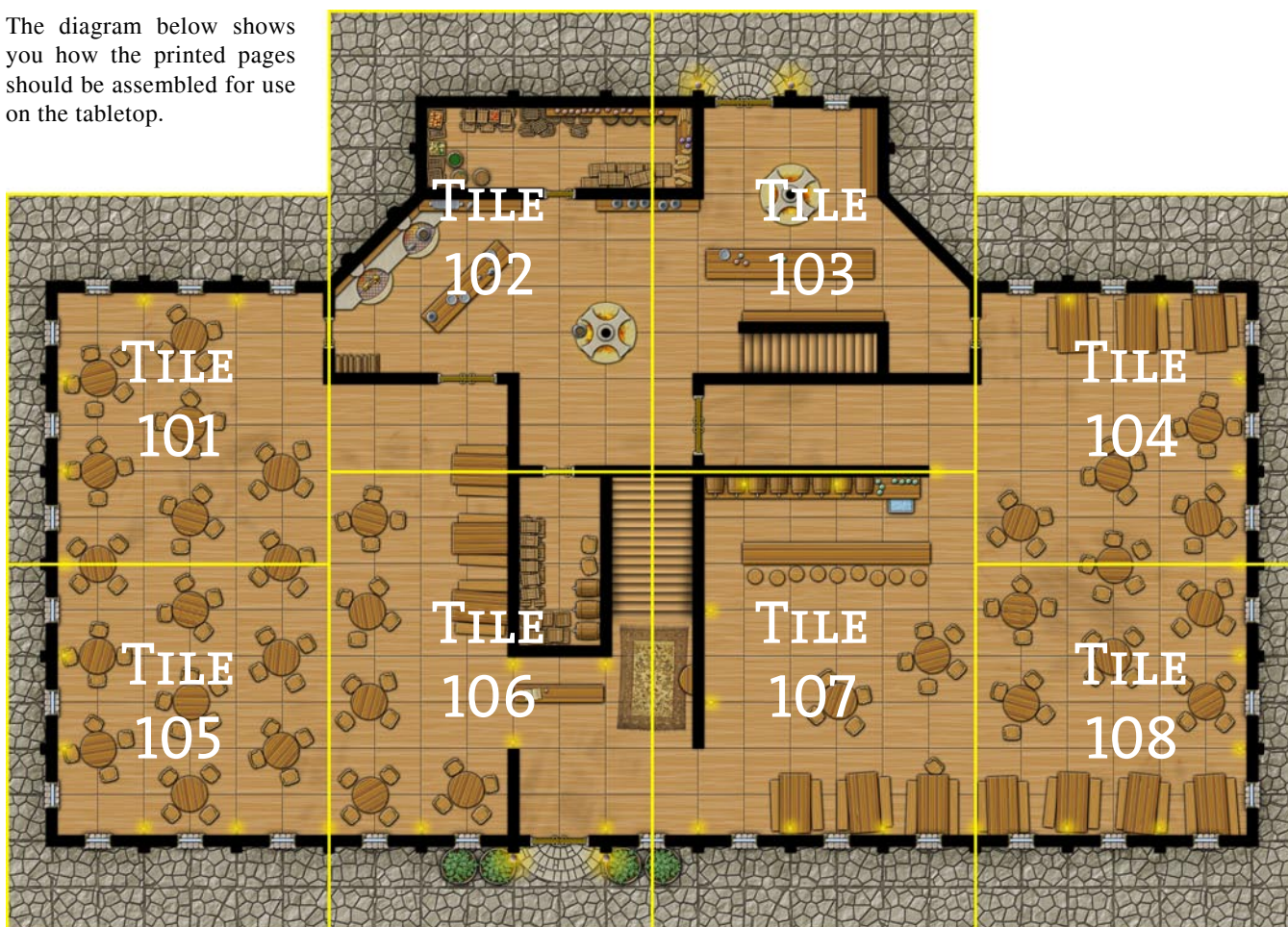
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Product Code: SKGPAM02

The Ghostly Minstrel

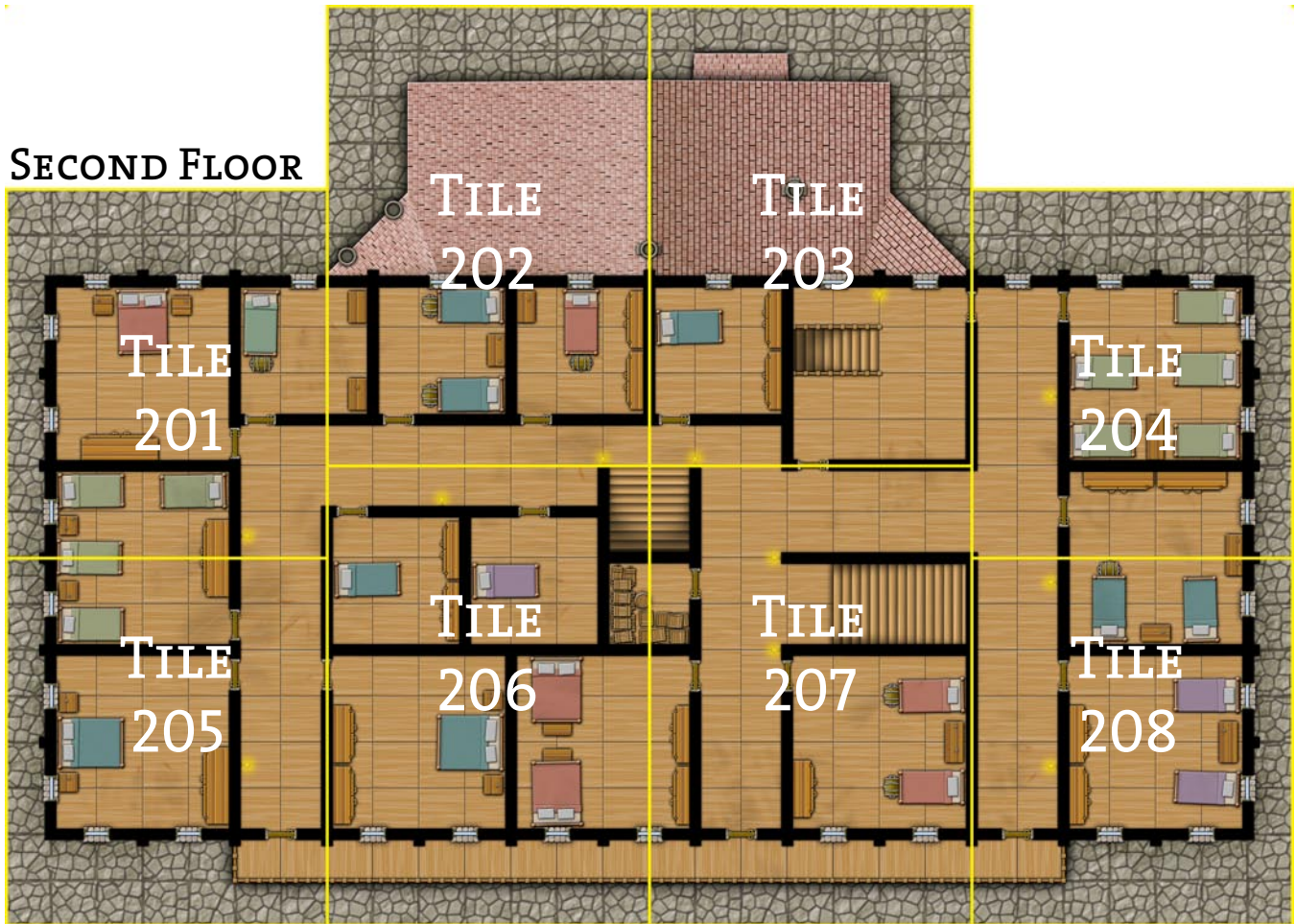
Ptolus page 204 (Chapter 10) / City Map #187, H6 (Delver's Square)

The diagram below shows you how the printed pages should be assembled for use on the tabletop.



FIRST FLOOR

SECOND FLOOR

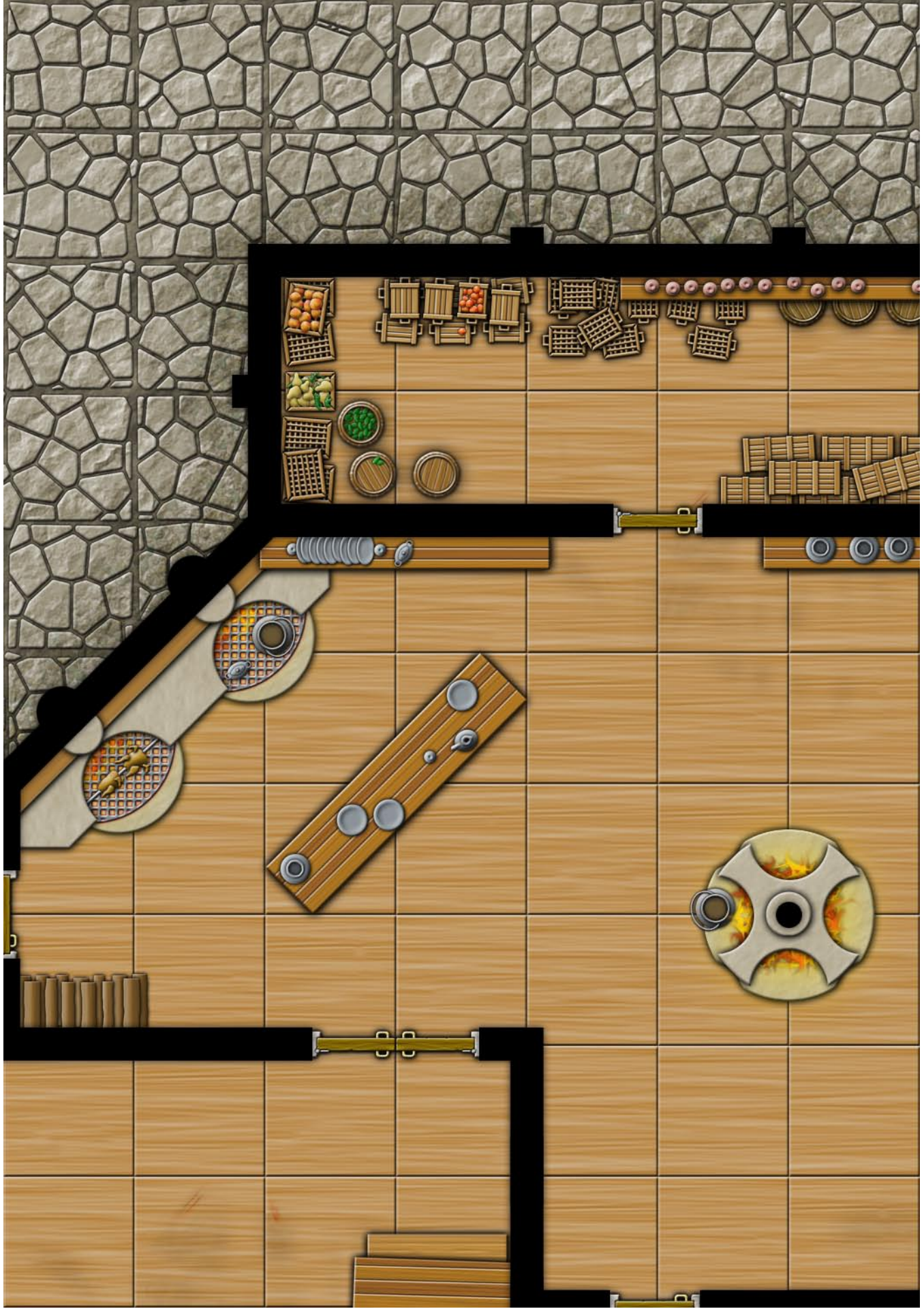


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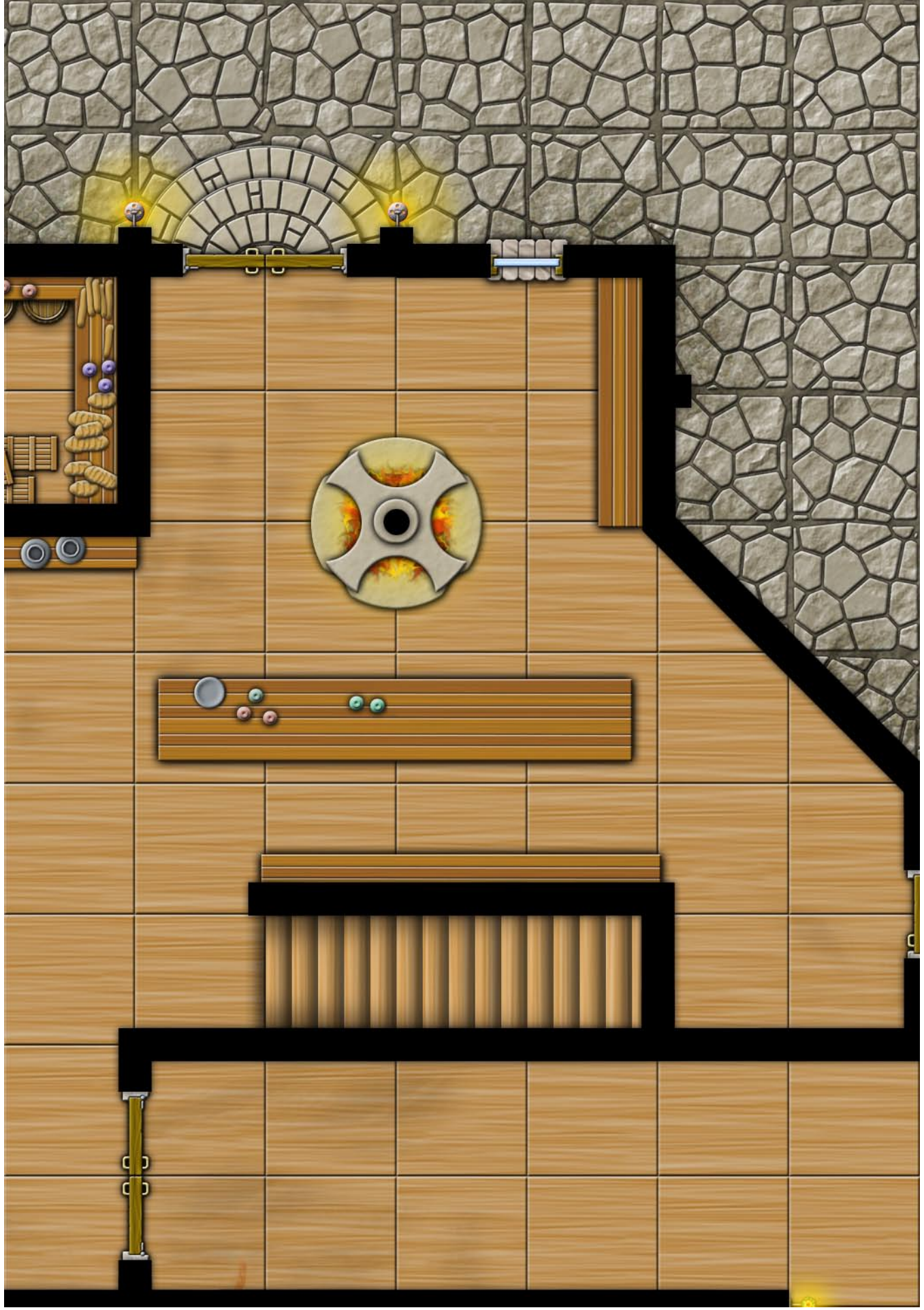
Ptolus Adventure Maps: The Ghostly Minstrel - 101



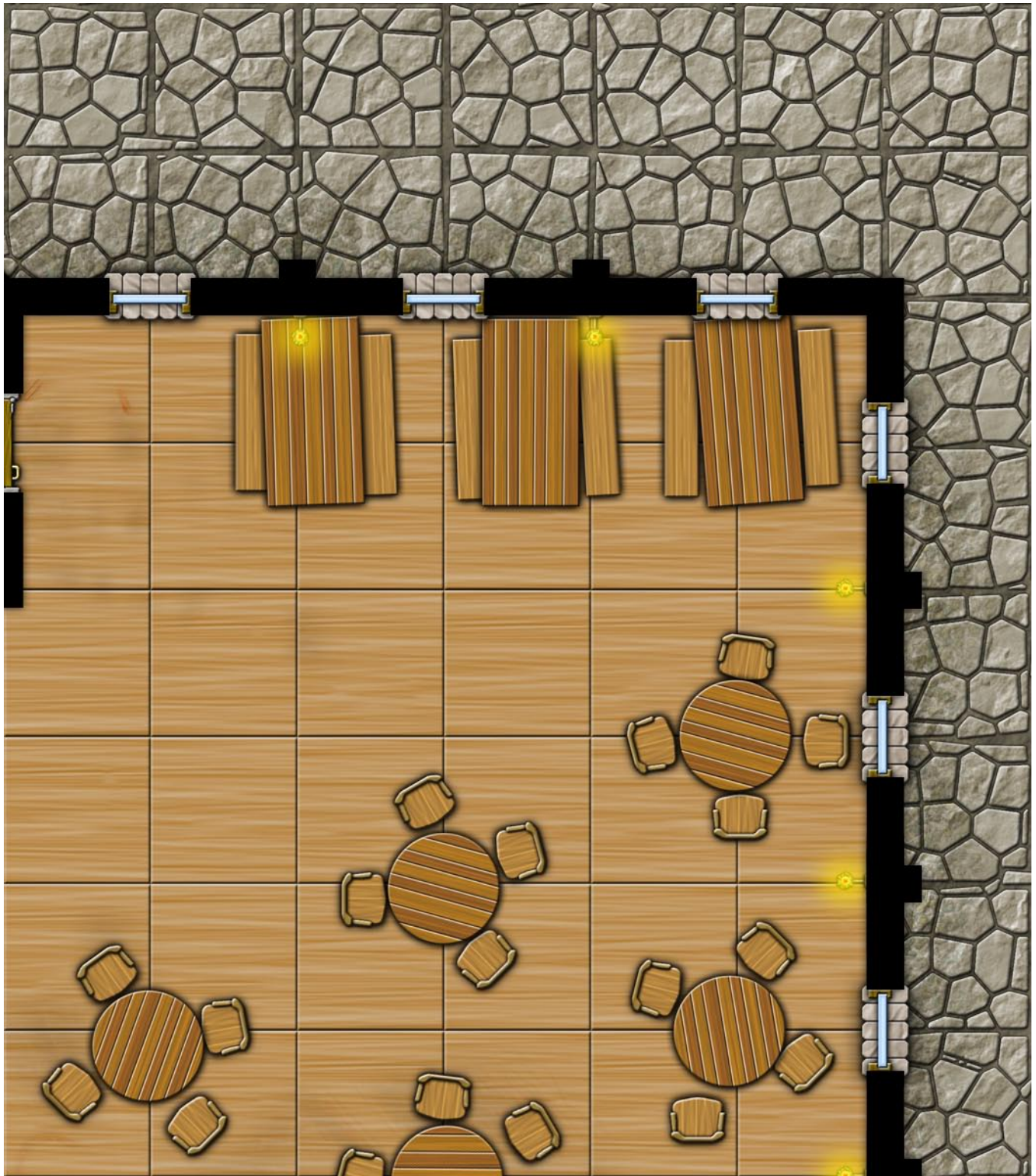
Ptolus Adventure Maps: The Ghostly Minstrel - 102



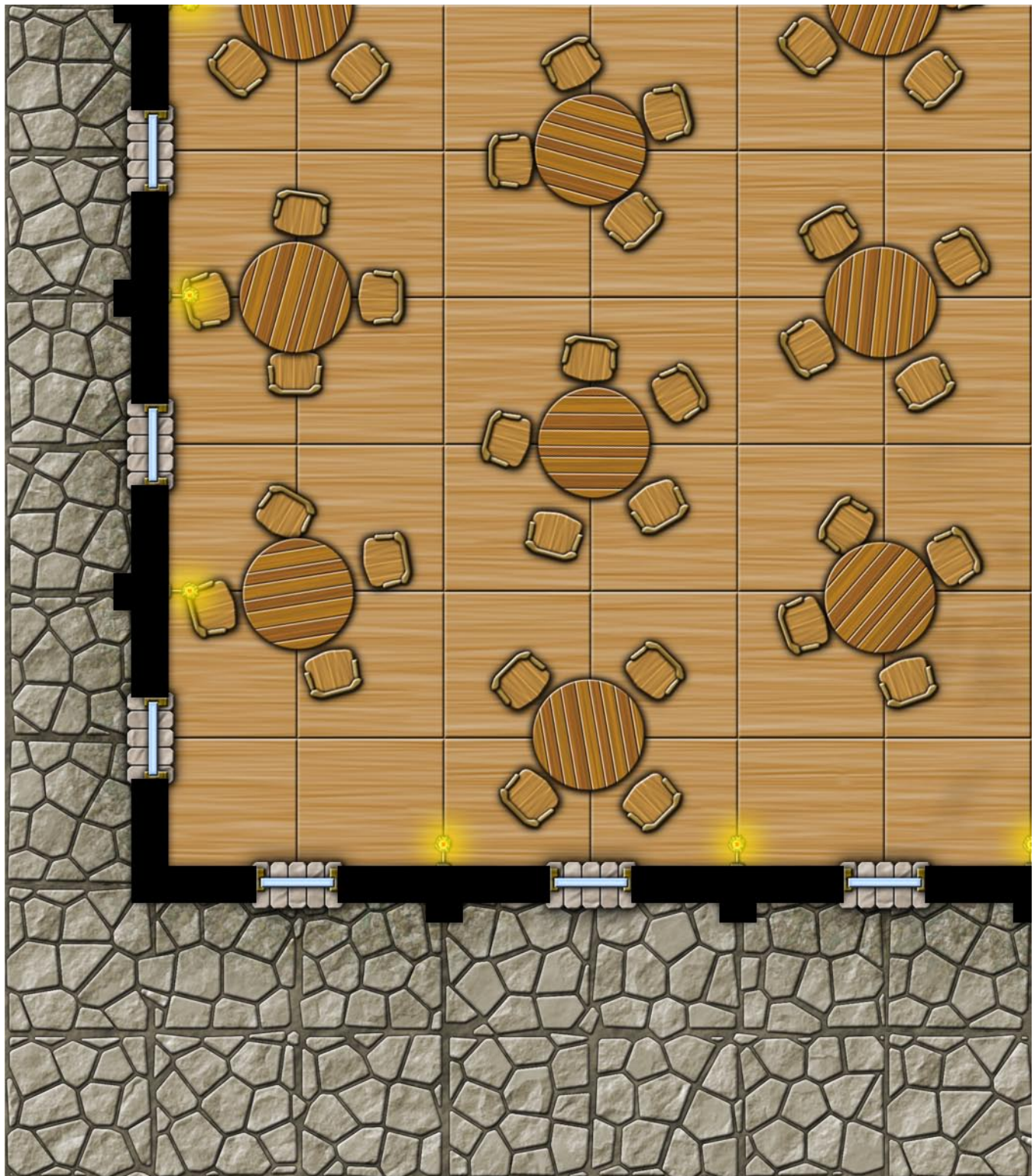
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Ptolus Adventure Maps: The Ghostly Minstrel - 104



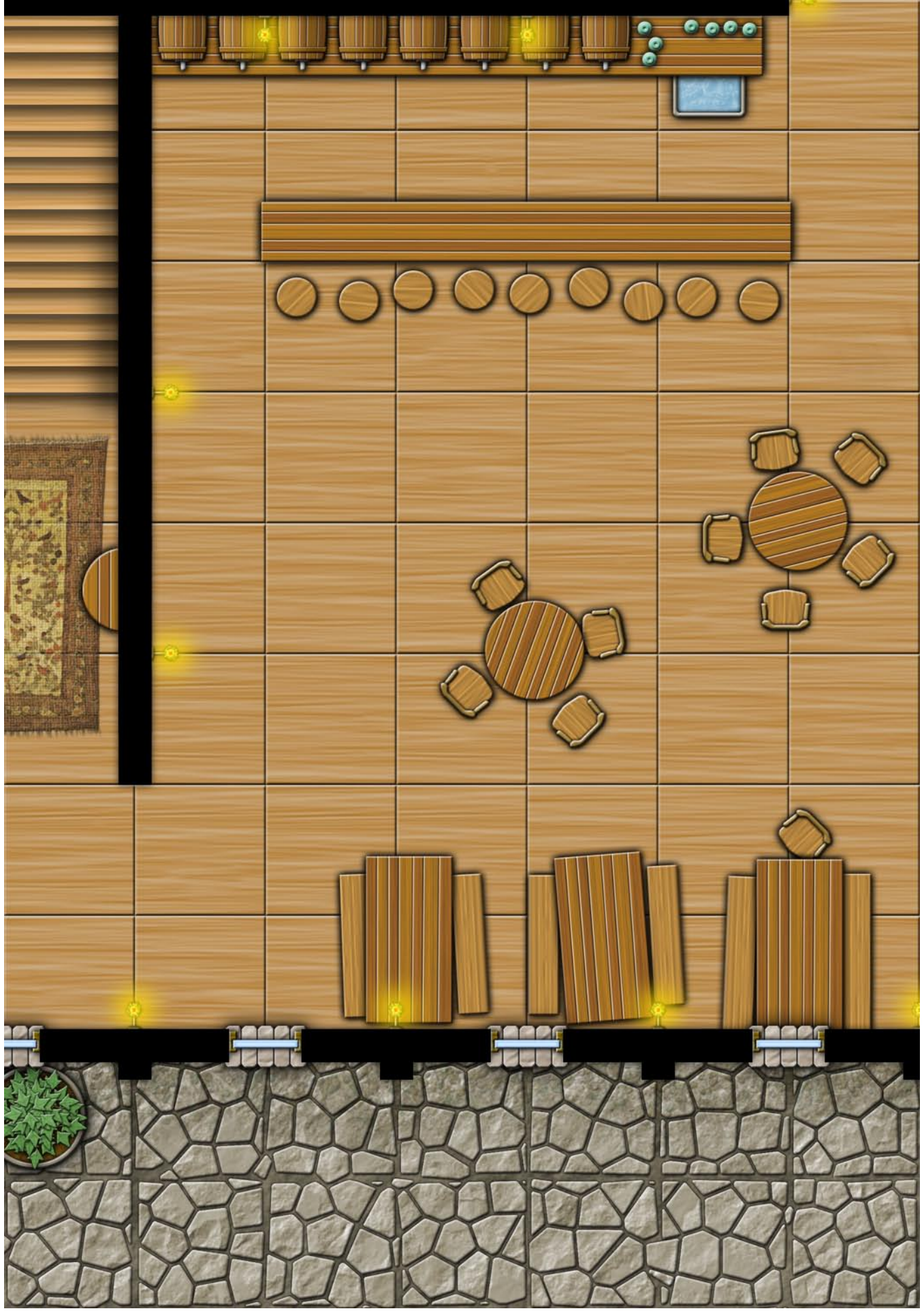
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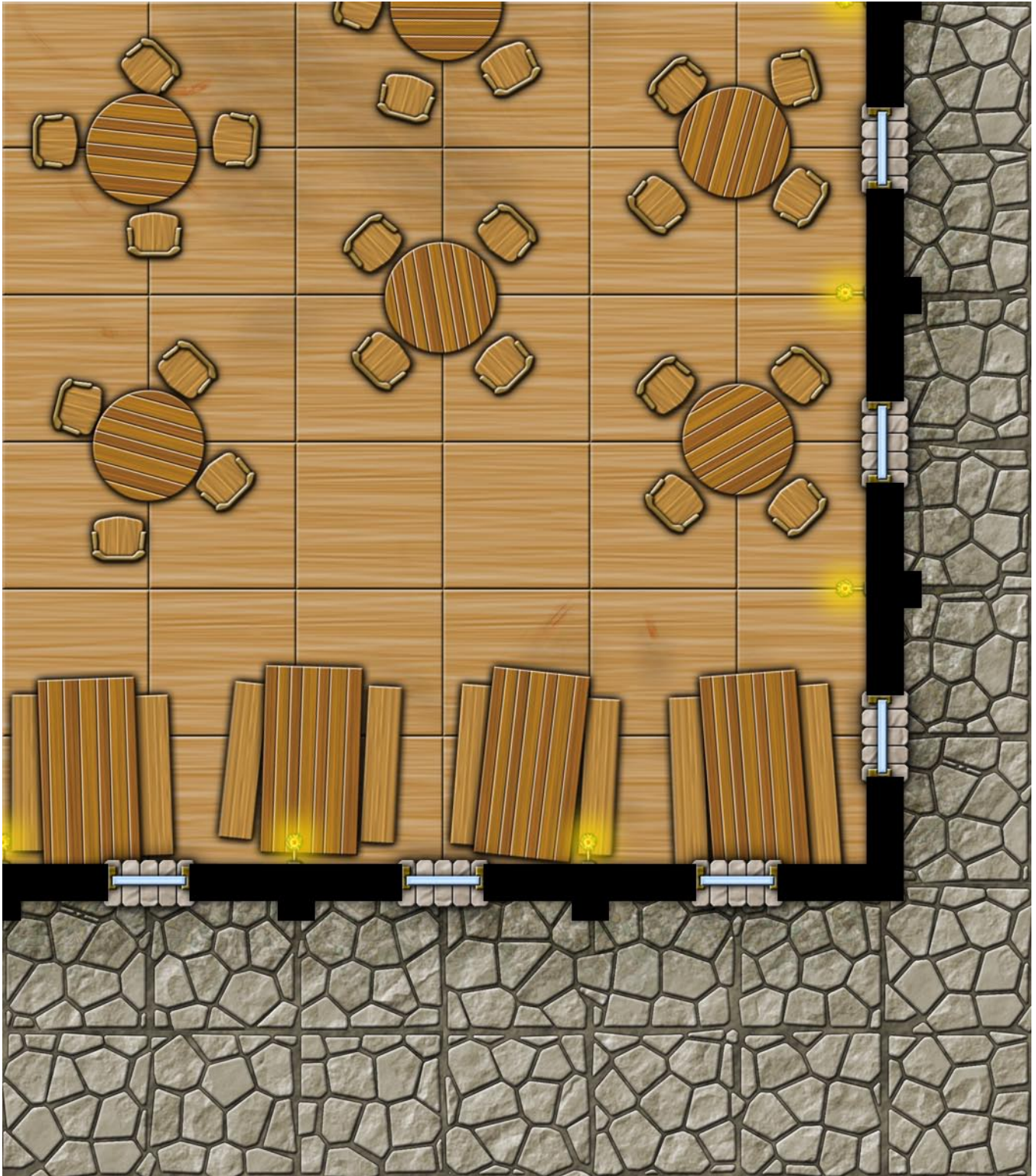
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Ptolus Adventure Maps: The Ghostly Minstrel - 107

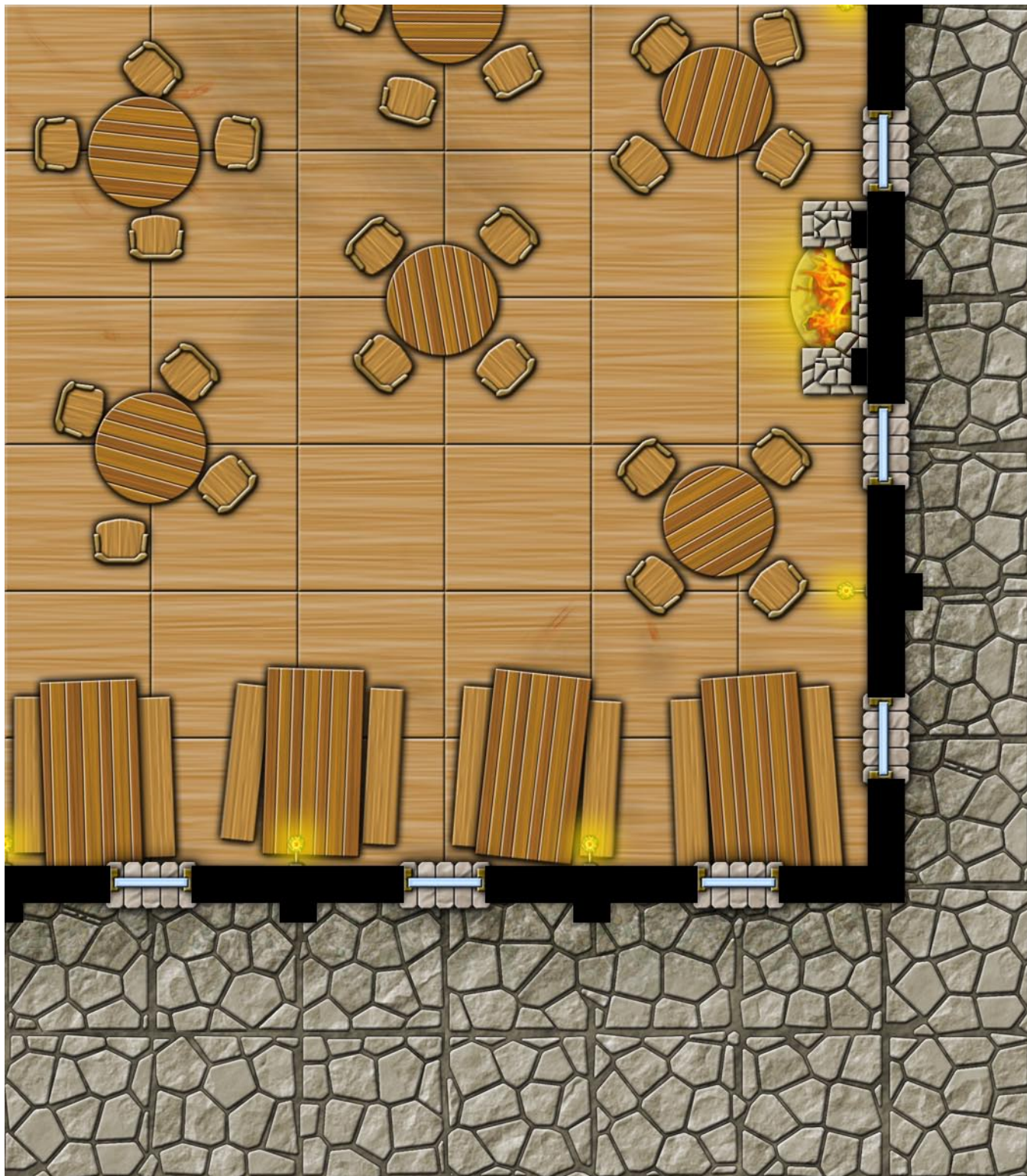


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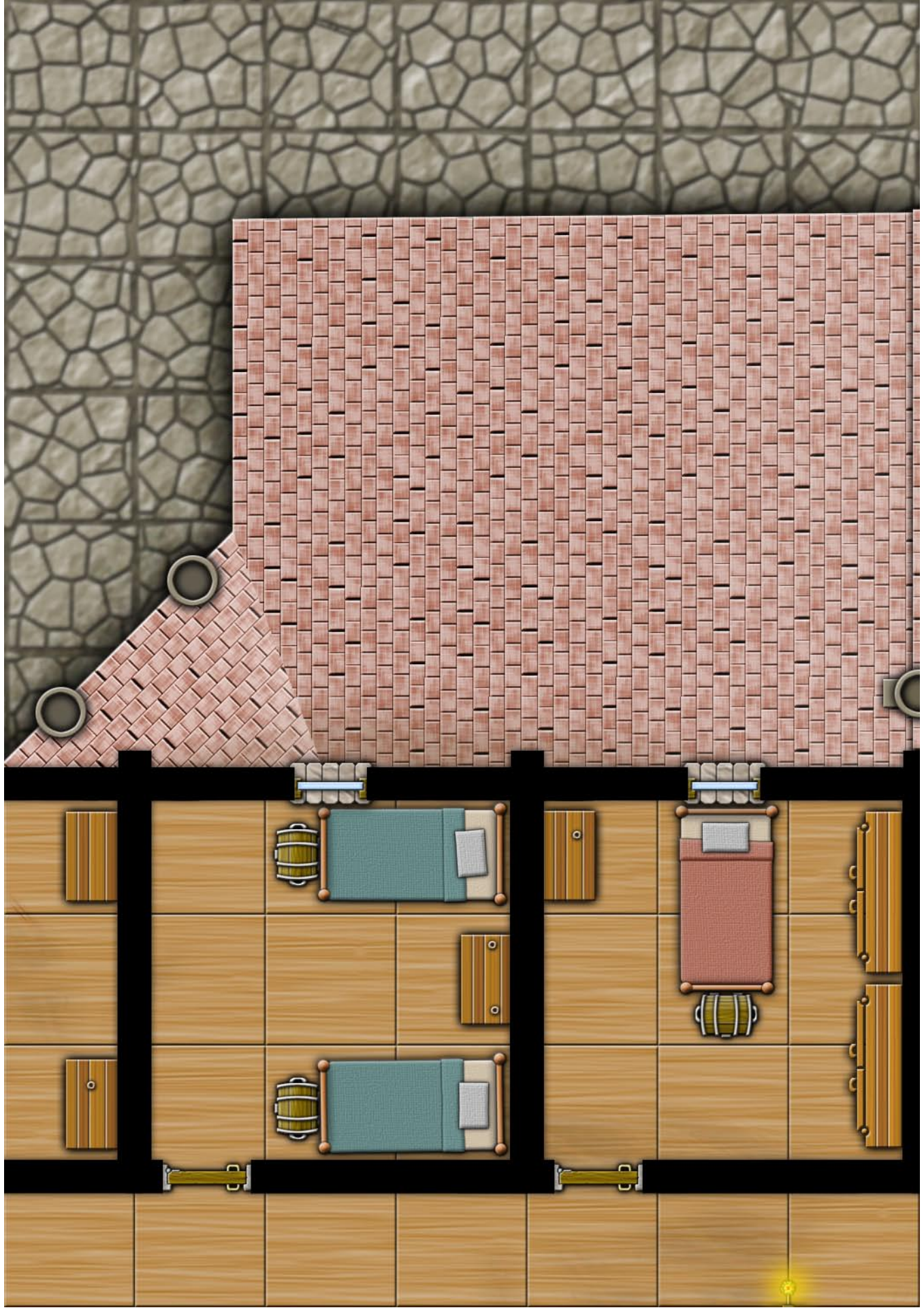


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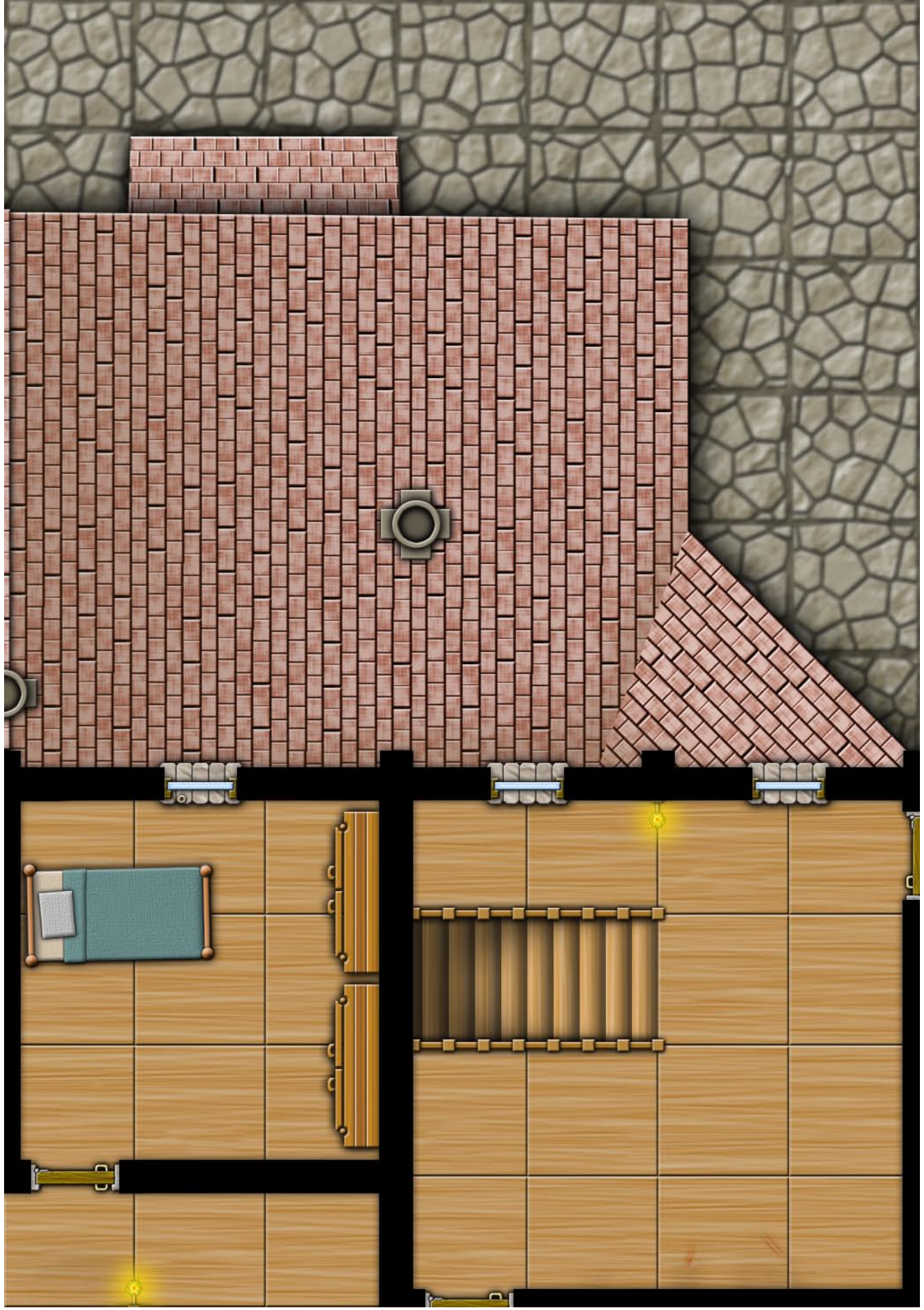
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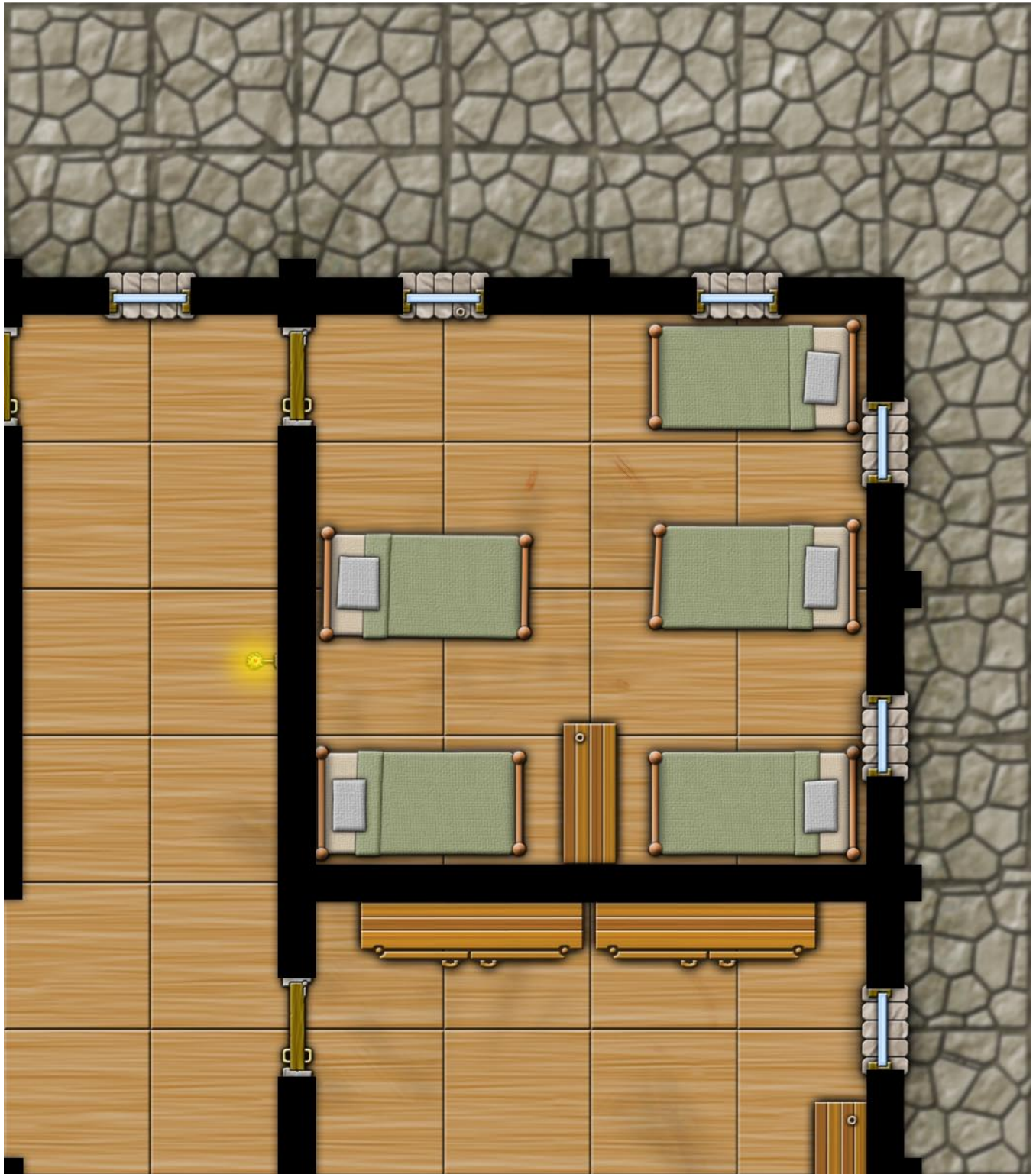
Ptolus Adventure Maps: The Ghostly Minstrel - 202



Ptolus Adventure Maps: The Ghostly Minstrel - 203



Ptolus Adventure Maps: The Ghostly Minstrel - 204



Ptolus Adventure Maps: The Ghostly Minstrel - 205



Ptolus Adventure Maps: The Ghostly Minstrel - 206



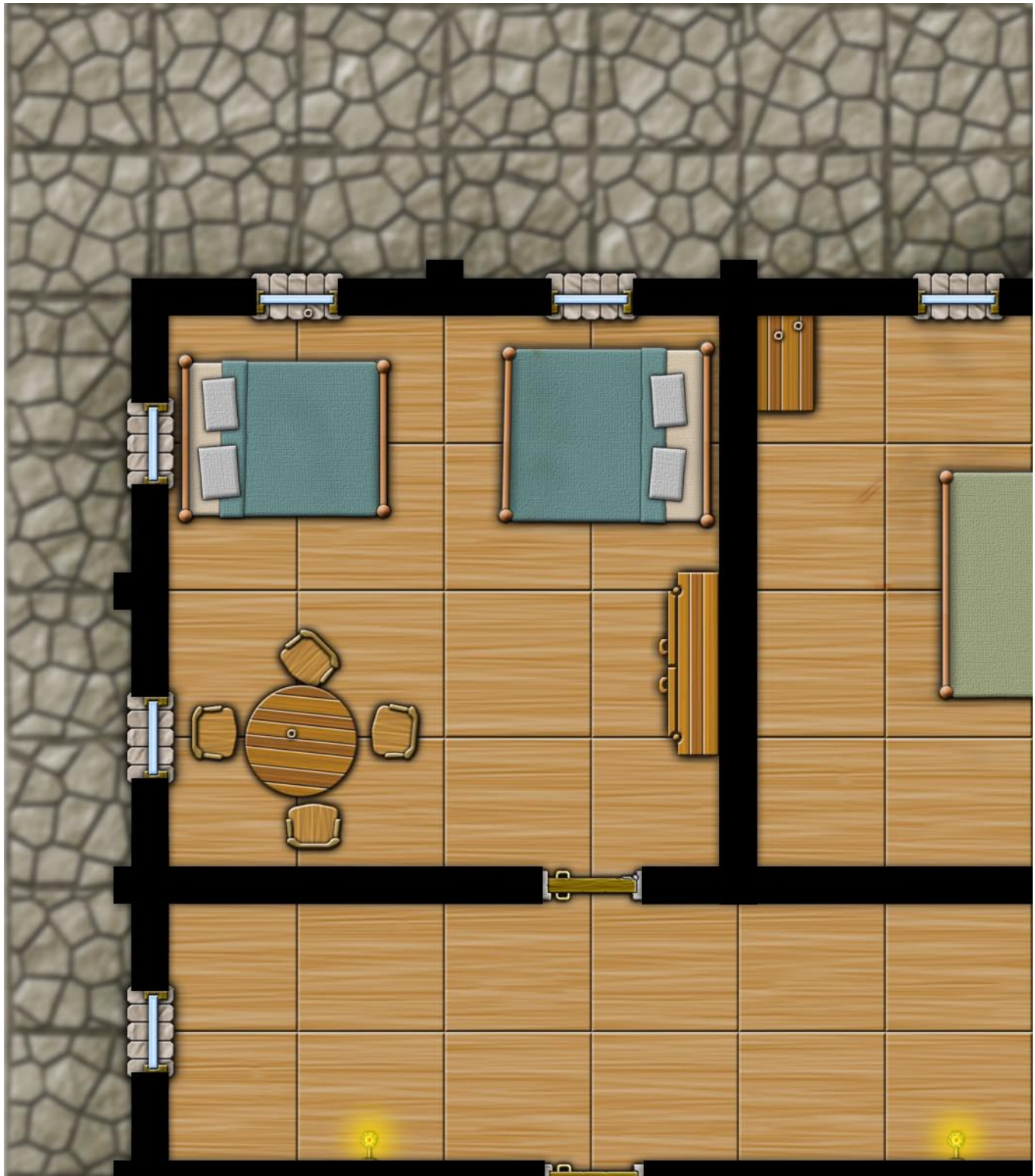
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Ptolus Adventure Maps: The Ghostly Minstrel - 208



Ptolus Adventure Maps: The Ghostly Minstrel - 301

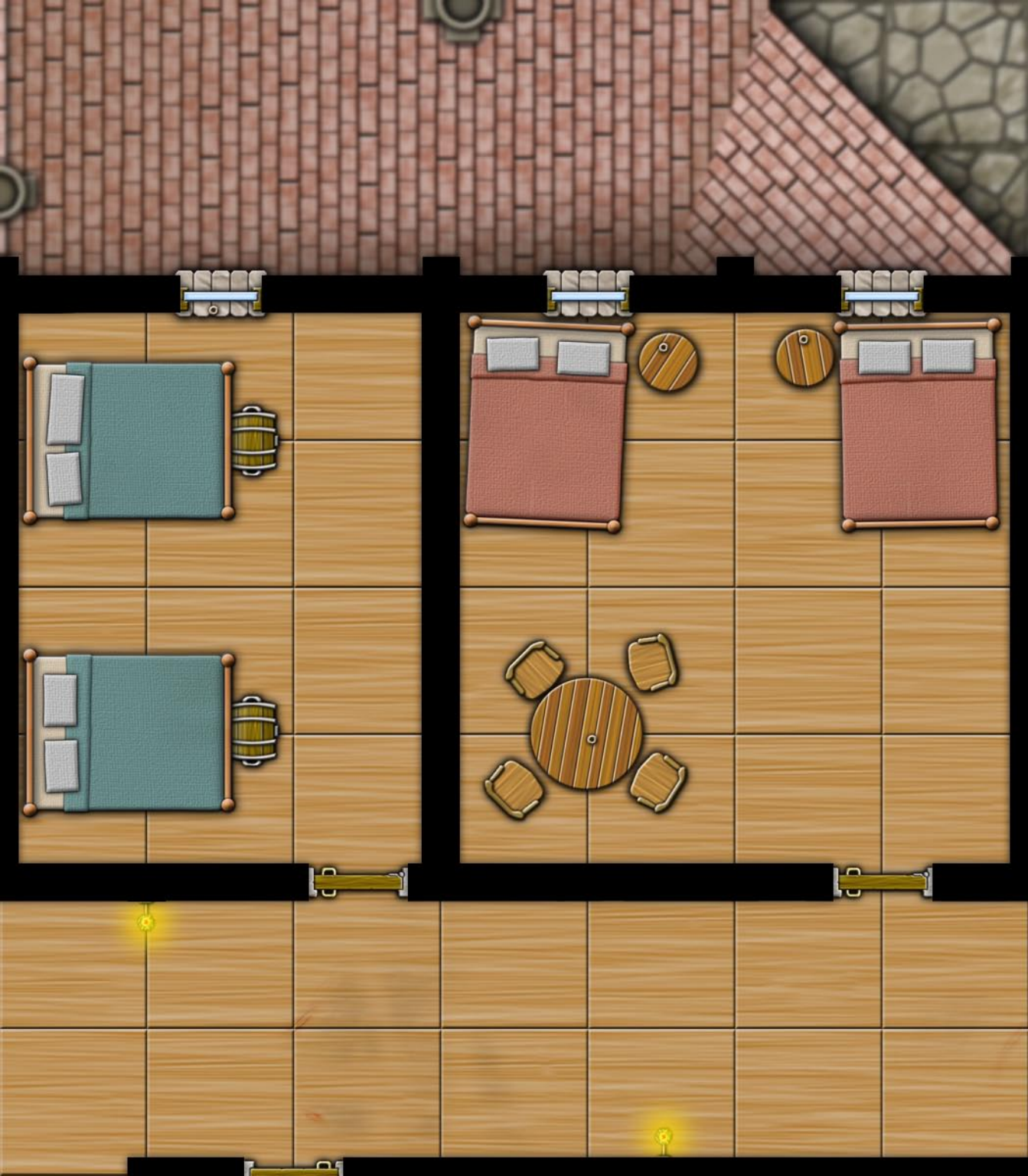


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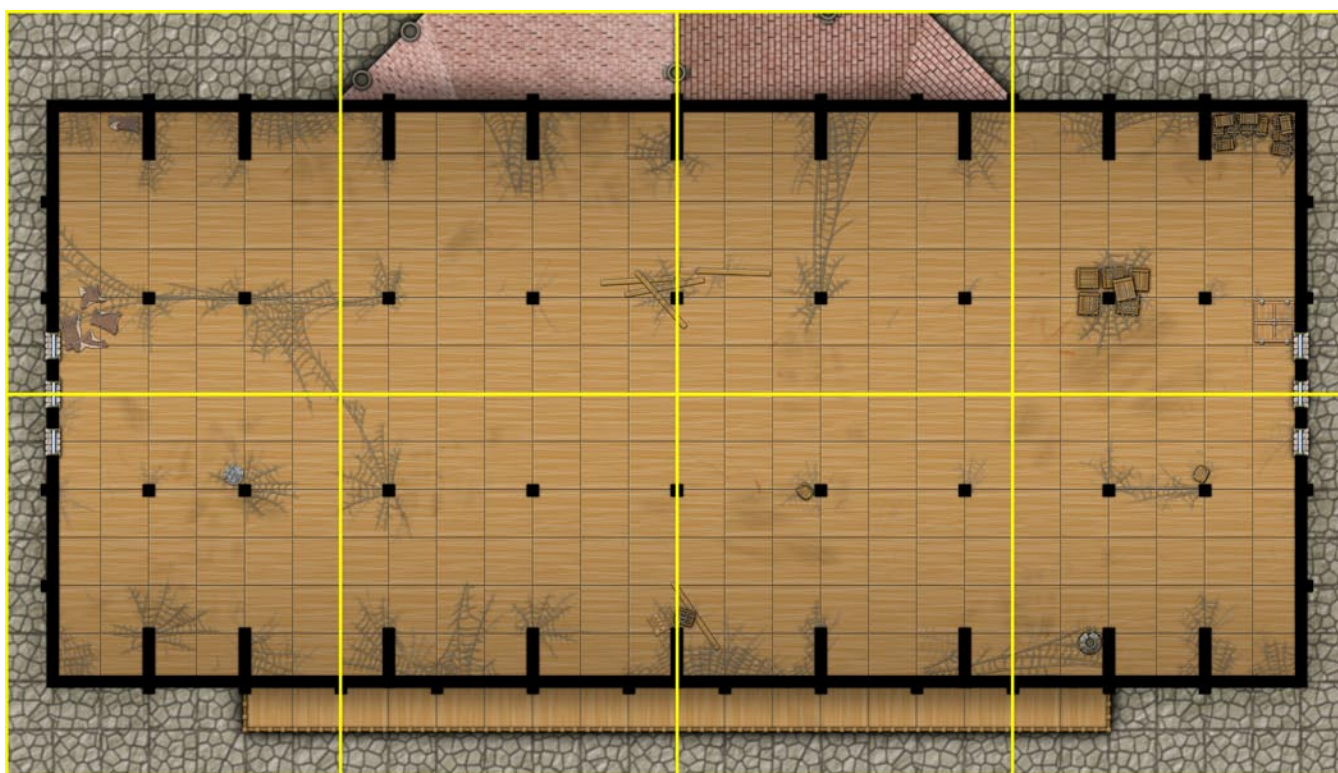
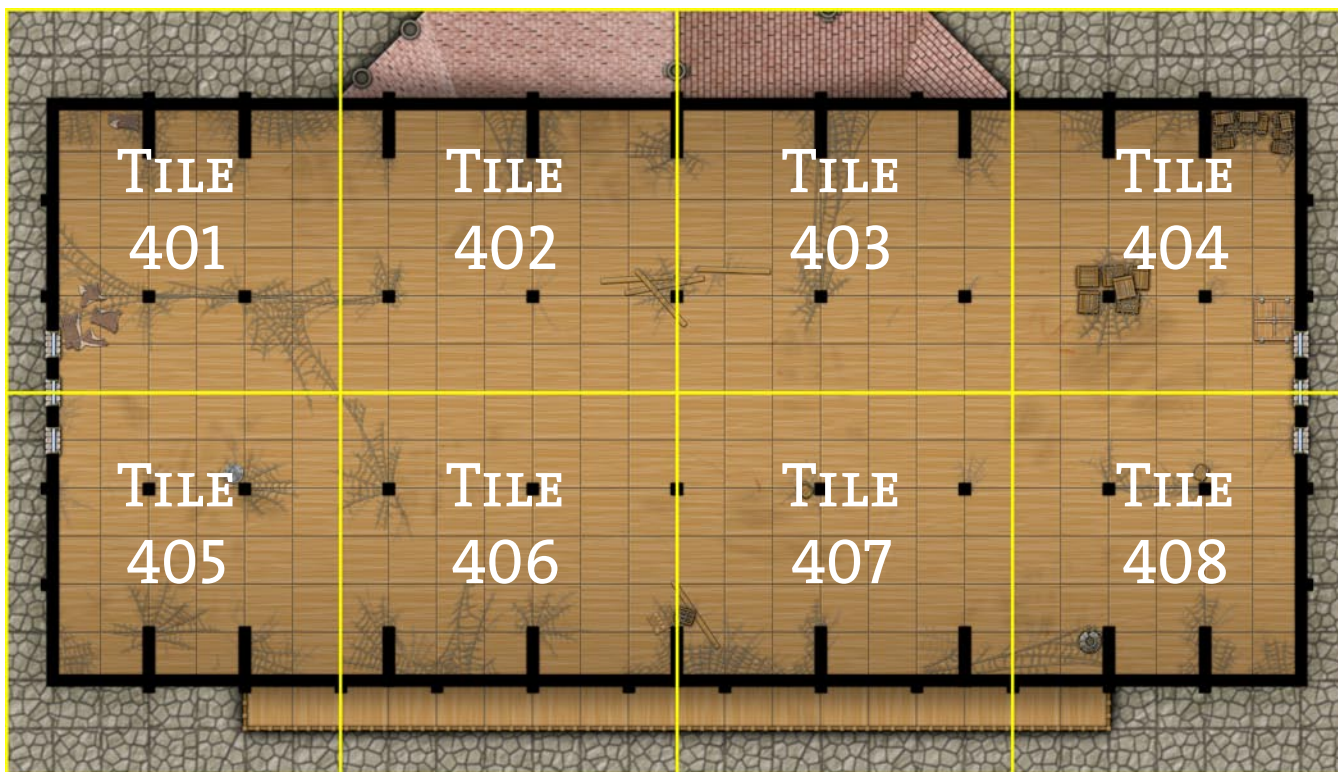


NO PLAYERS BEYOND THIS POINT!
GAME MASTERS ONLY.

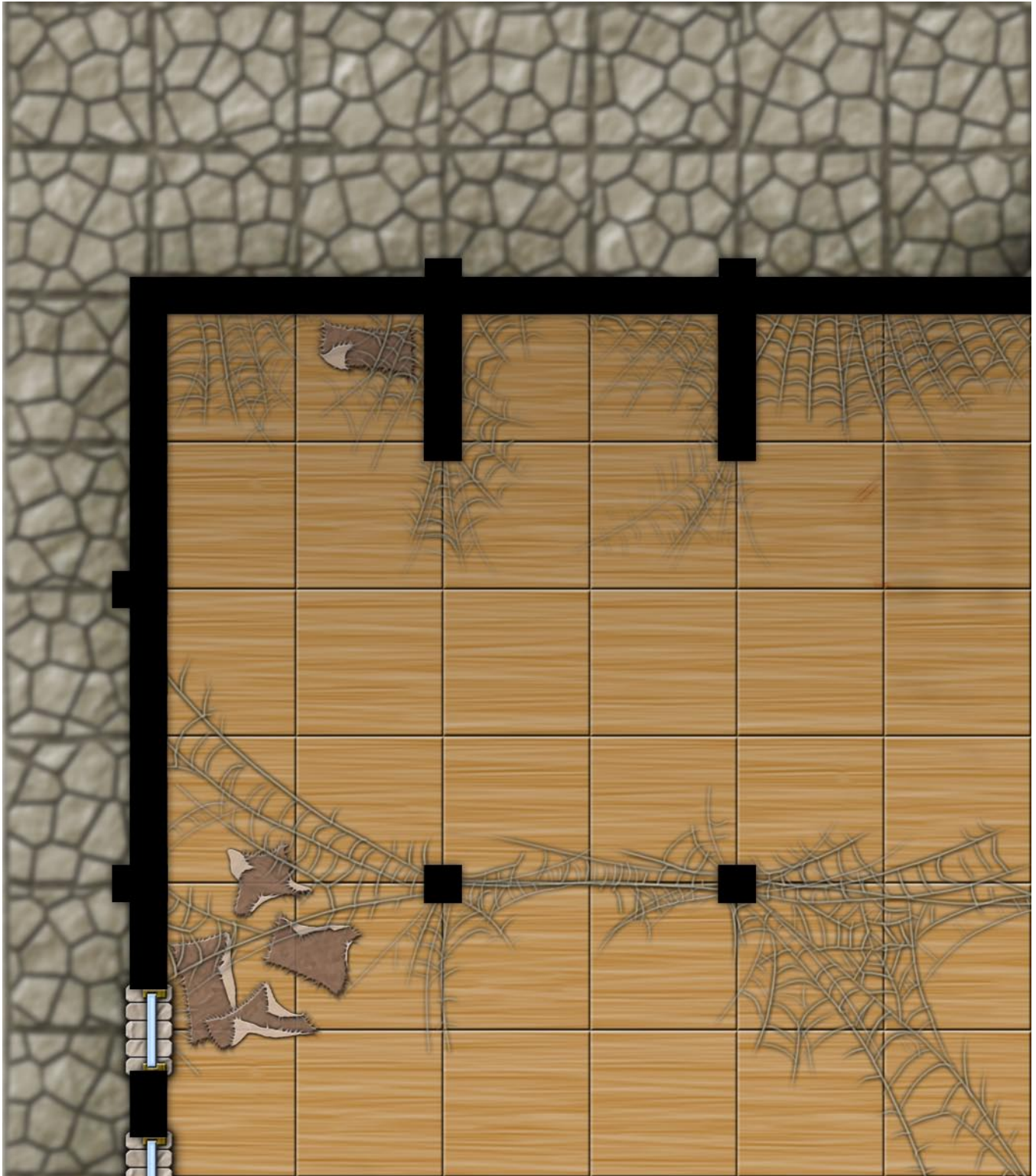


THE ATTIC

The map and map tiles on these final pages do not appear on the Ghostly Minstrel map in *Ptolus: Monte Cook's City by the Spire* nor do they appear in any text advertising *Ptolus Adventure Maps: The Ghostly Minstrel* - they are a secret. Just when your players think they are comfortable with the Ghostly Minstrel you can introduce scratching sounds coming from above the third floor or whatever hook works in your campaign. The attic can be accessed through a ceiling hatch that is blocked by a stack of boxes in the corner of the third floor storage room. The pitched ceilings of the attic are very low.

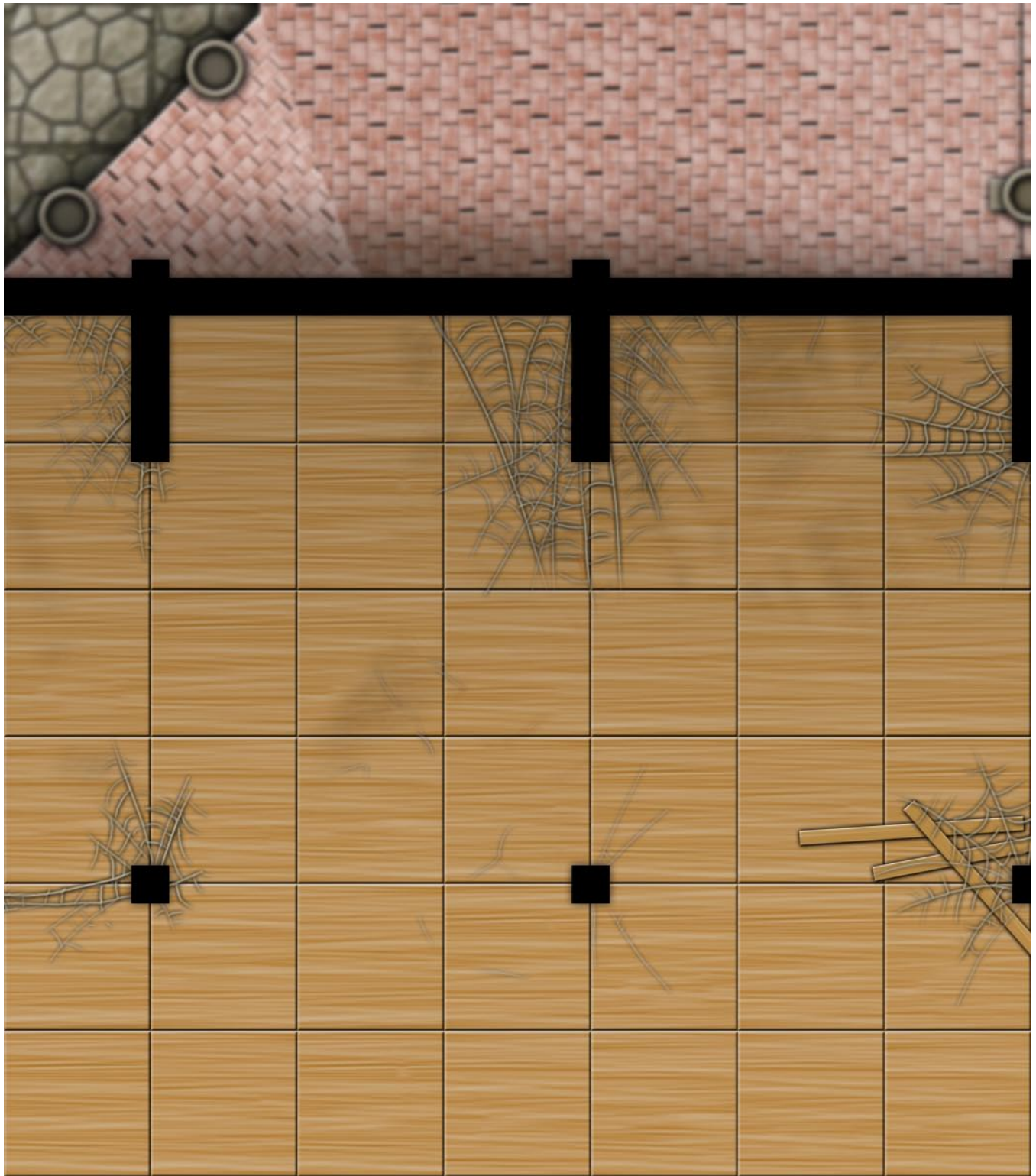


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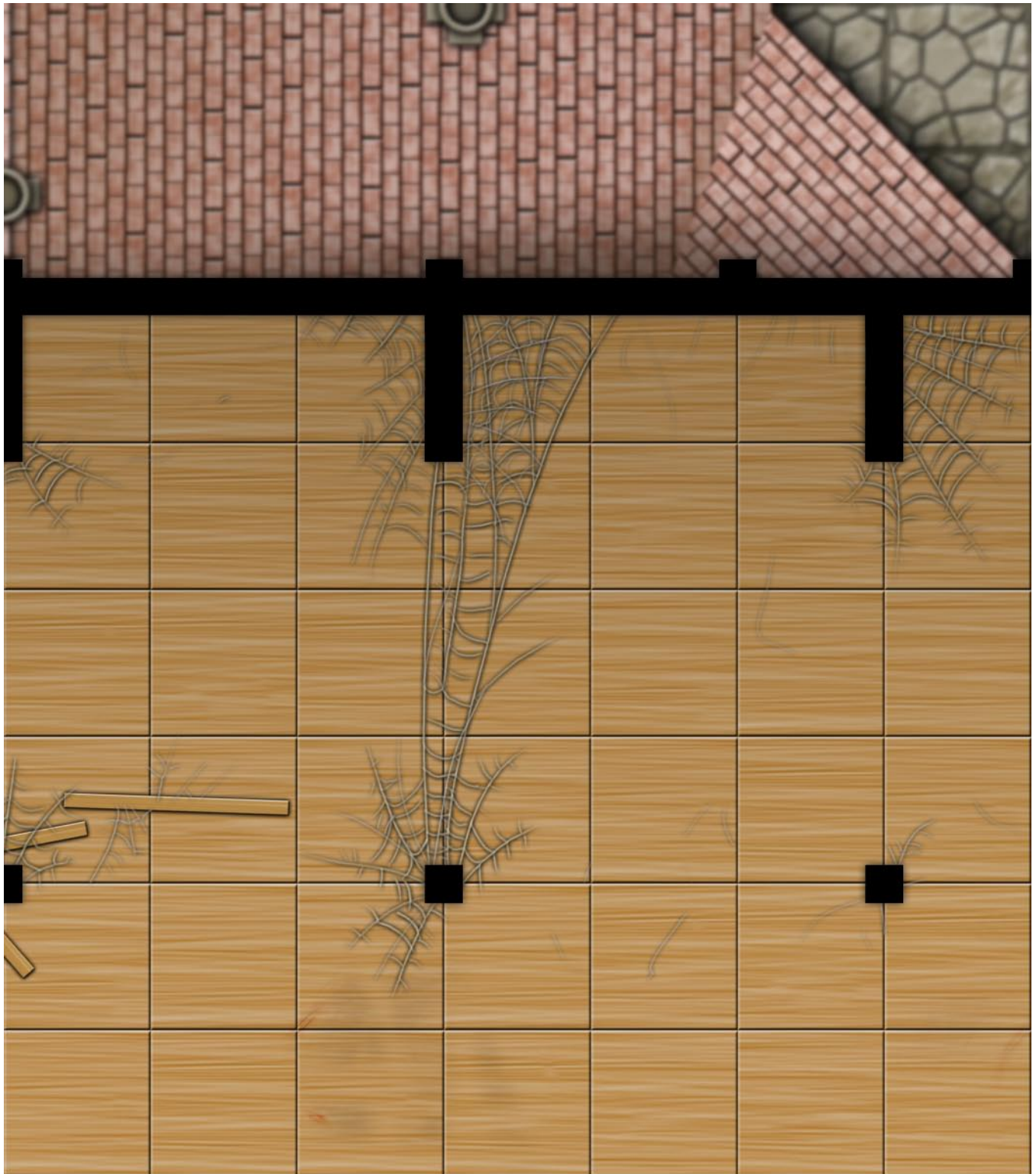


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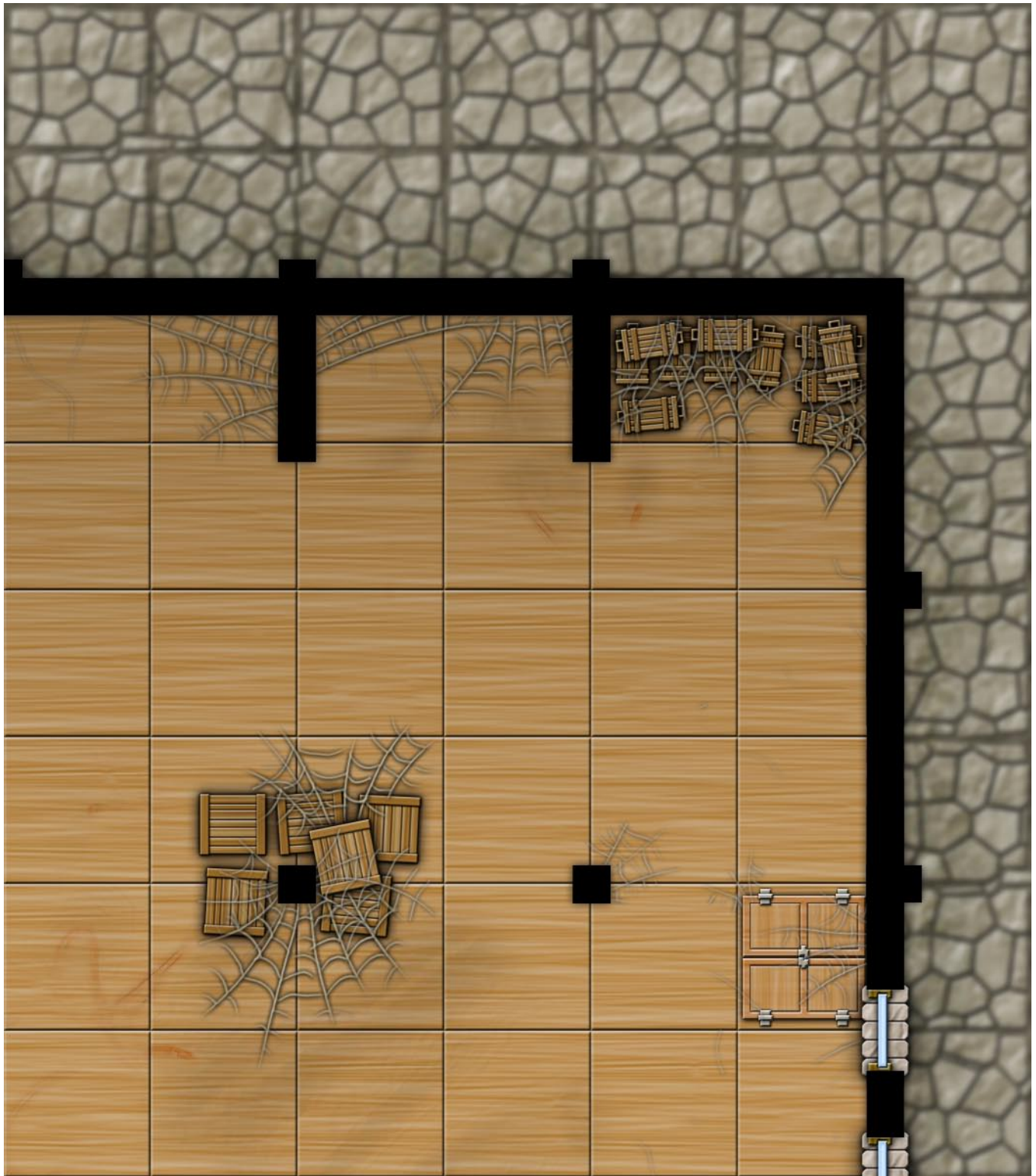
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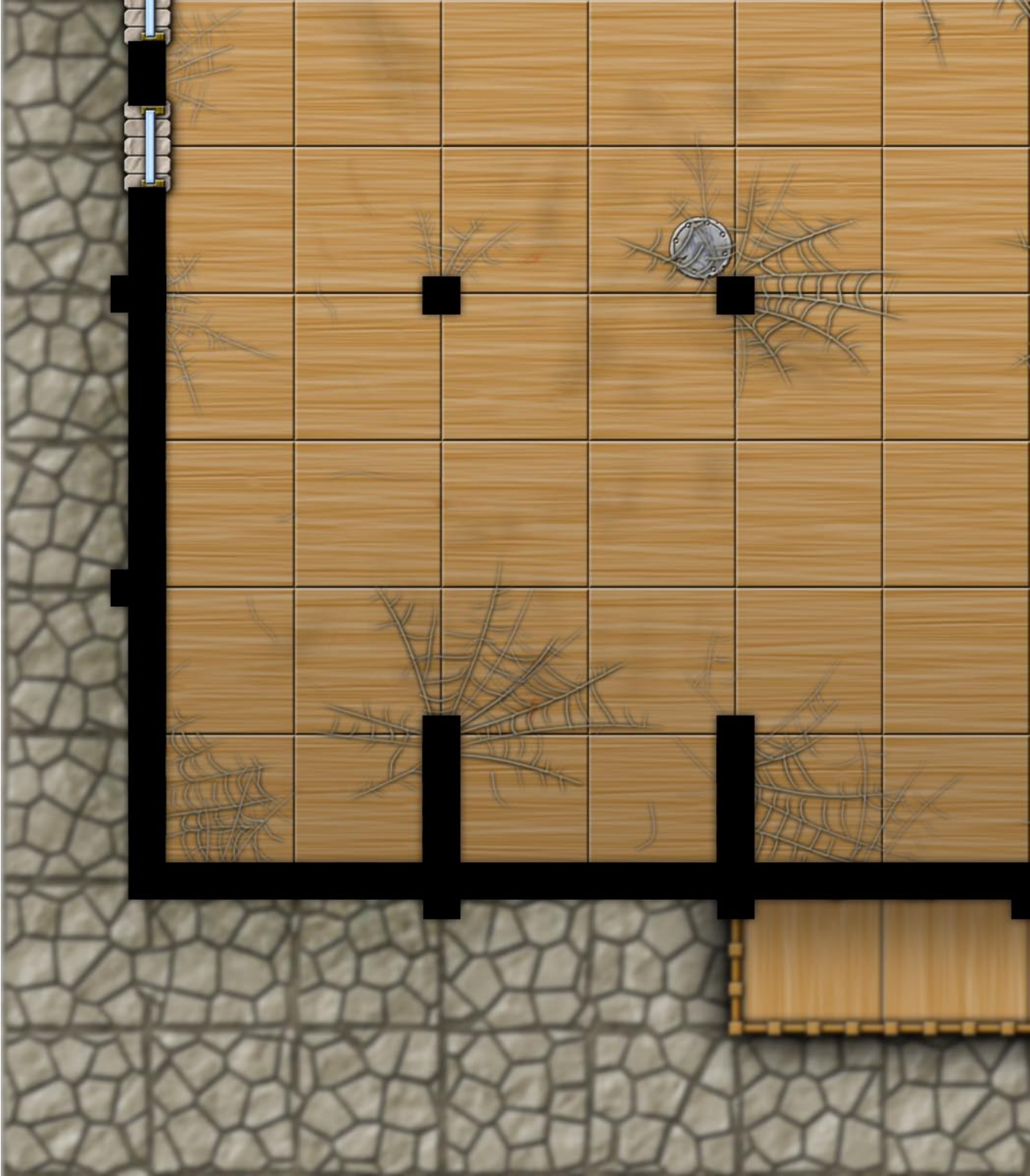
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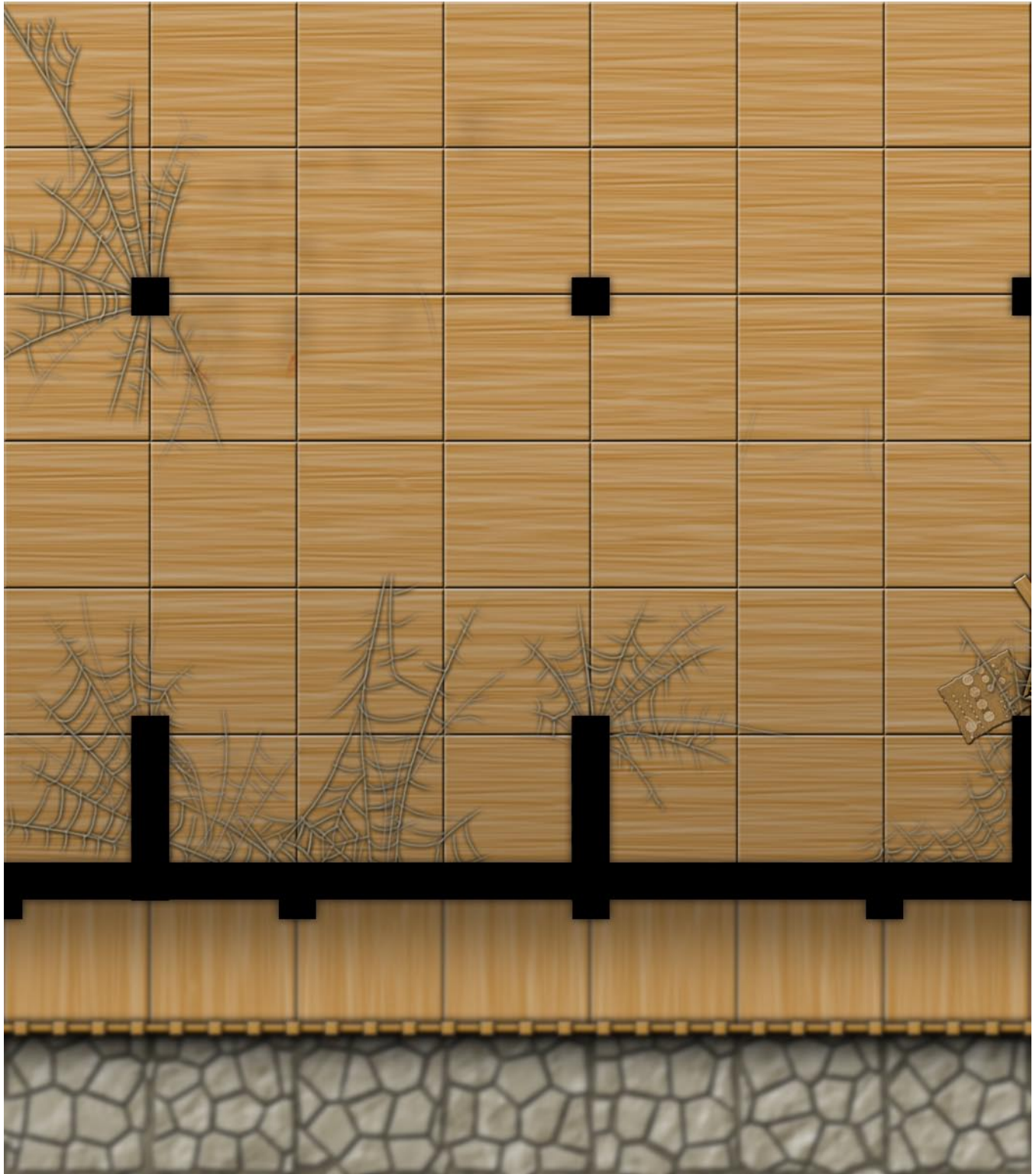
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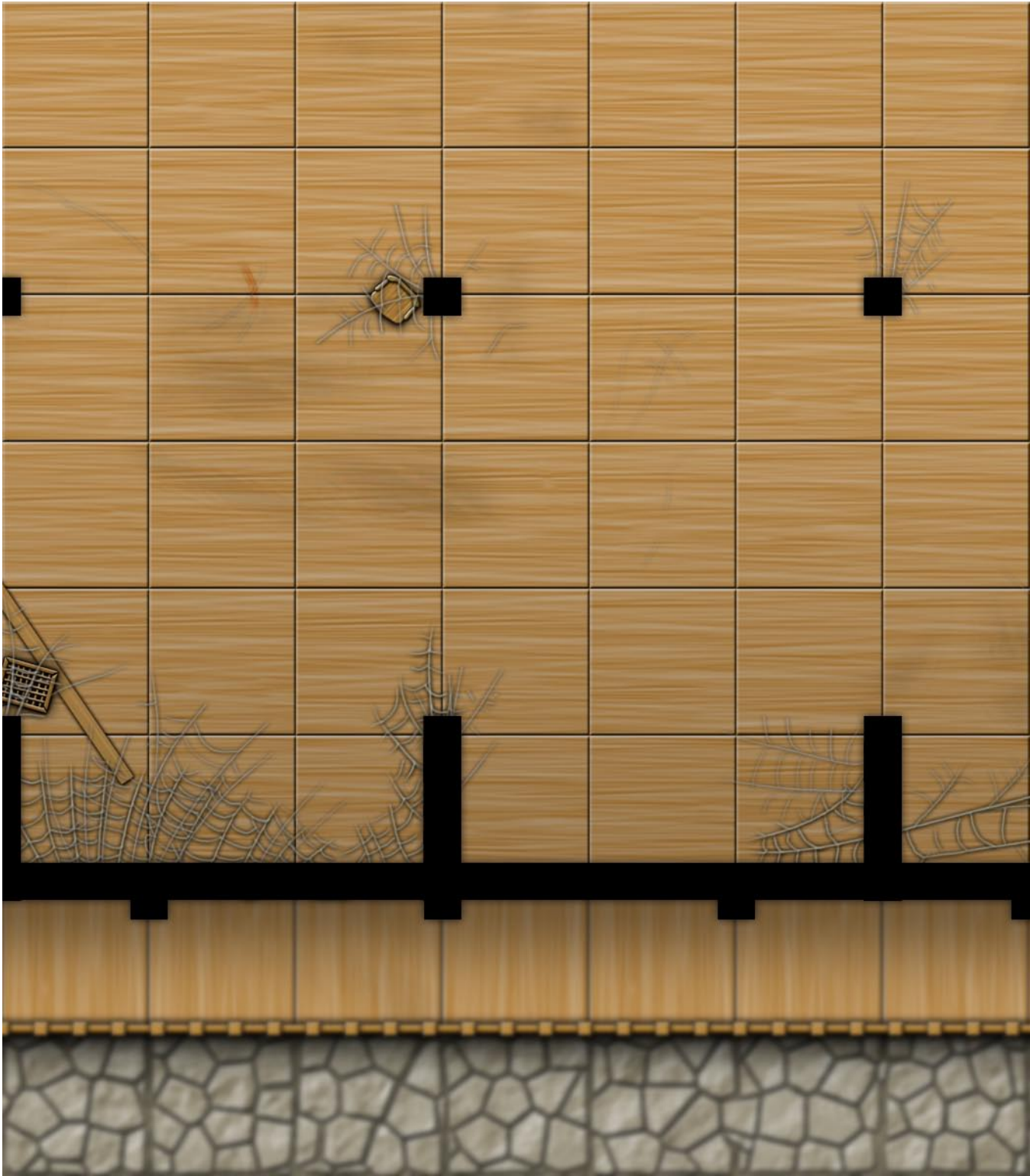
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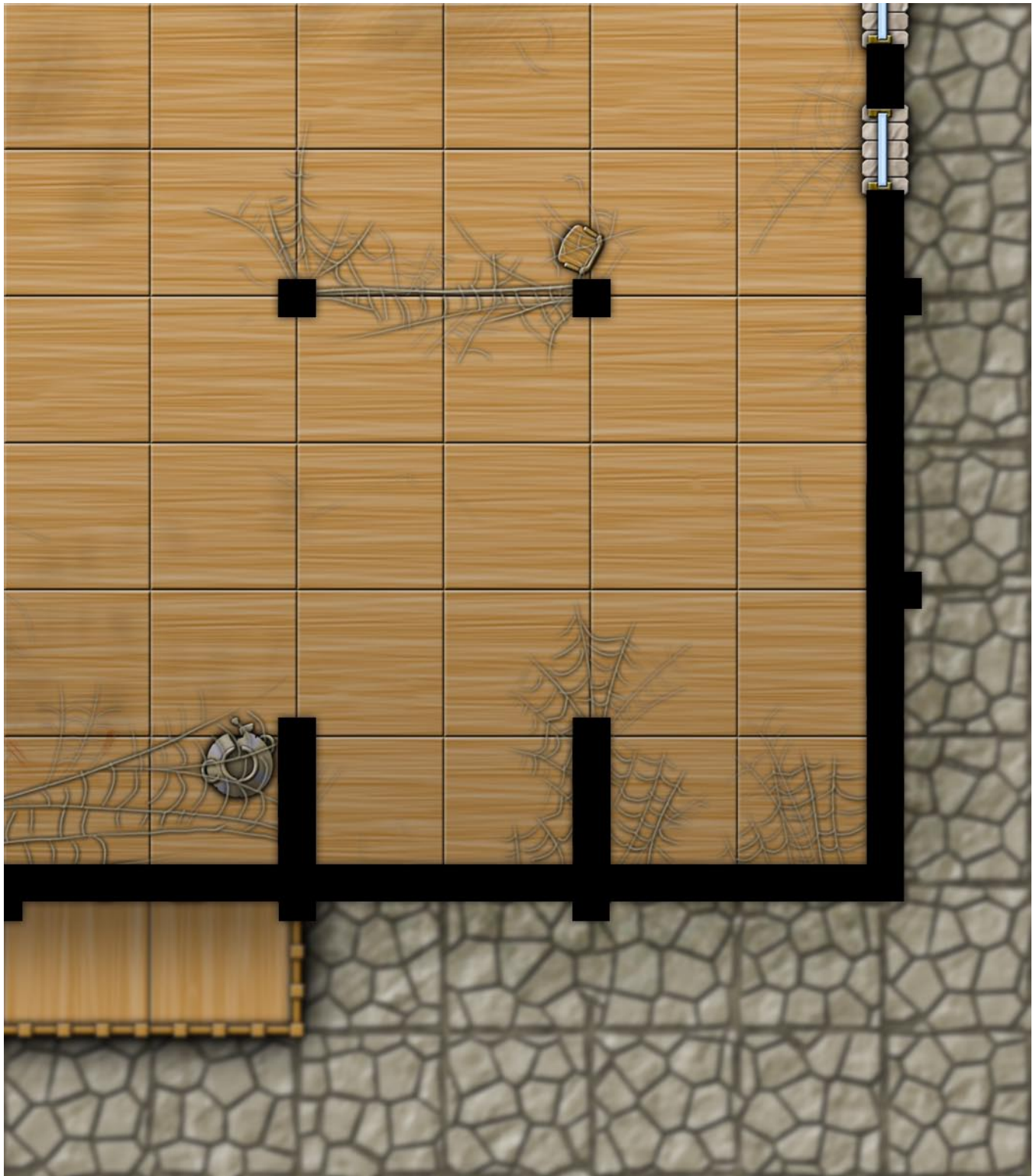
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