



Ptolus Sketchbook vol. 2: TEMPLE DISTRICT

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The Ptolus Sketchbook line is a great resource for players and DMs to "see" more of the City by the Spire. Created by the artists who set the architectural tone for the Ptolus book, every sketchbook focuses on a different district. Together they expand Ptolus with illustrations of buildings not pictured in the core book.

Each sketchbook's illustrations are great player's/DM's aids -- as the characters explore the city, they can have visual aids for even more locations and items. These illustrations along with a good story and descriptions present new opportunities for players/DMs to develop the Ptolus Campaign into all-new levels of fun.

There are countless ways in which you can use this sketchbook during a session. Below we present just a few examples.

- Use the building illustrations as references for estimating DC for skill checks, light sources, fields of views, and battle setups (before moving to 5x5 tiles).
- Use the item illustrations as references for magic and mundane items the characters find.
- Let the architectural detail illustrations inspire DMs to set some deadly traps or enrich the locale's description.

What's in This Ptolus Sketchbook?

- -Building illustrations inspired by Monte's descriptions.
- Illustrations of details which could be found in the featured buildings (signs, furniture, typical items).
- Blank handouts of letters, advertisements, etc. which can be easily customized to your needs.

Every Ptolus Sketchbook from The Forge Studios consists of two parts. The first one is stylized and consists of illustrations made on a parchment background.

The second part is a set of black and white illustrations that can be easily printed or presented to players during a session, in order to enrich the locale's description and create a more precise presentation.

We hope our work will inspire your characters to stay in Ptolus for a long time.

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