

PATHFINDER CHRONICLES™



Rise of the Runelords

MAP FOLIO

Cartography by Robert Lazzaretti



Thistletop



One Square = 5 Feet

Thistletop Dungeon: Level One



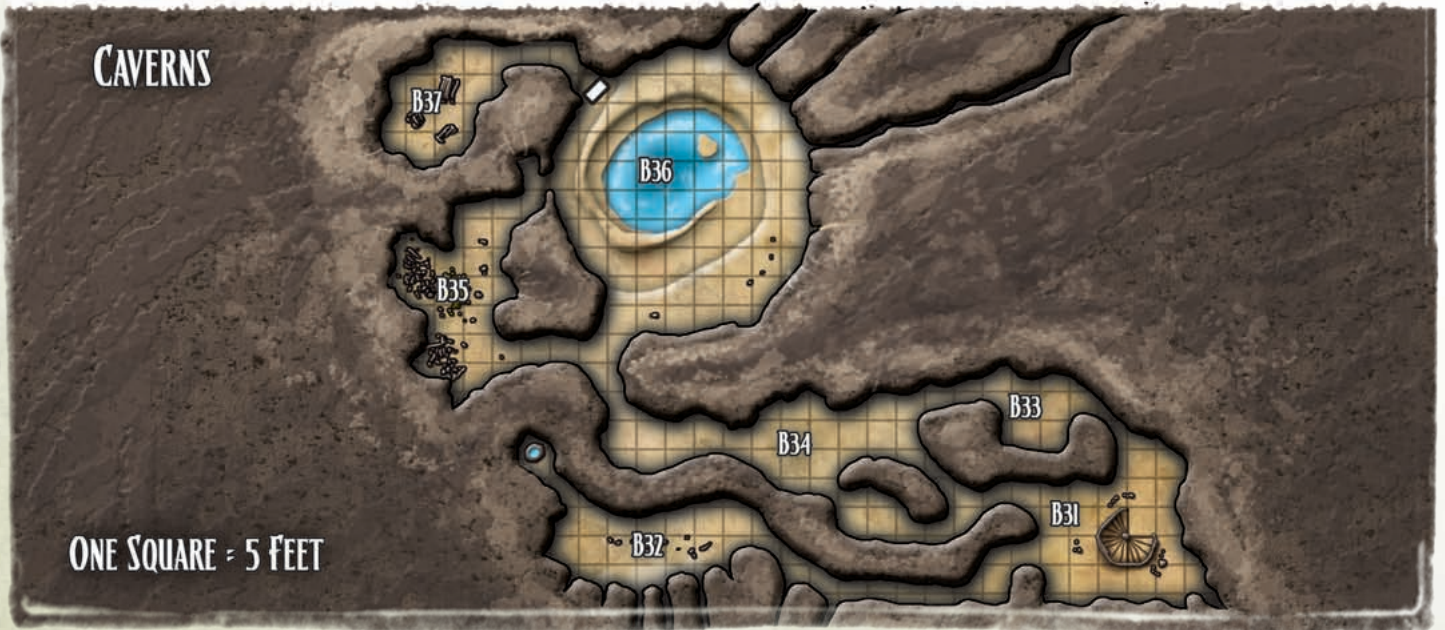
One Square = 5 Feet

Thistletop Dungeon: Level Two



One Square = 5 Feet

FOXGLOVE MANOR



MAGNIMAR

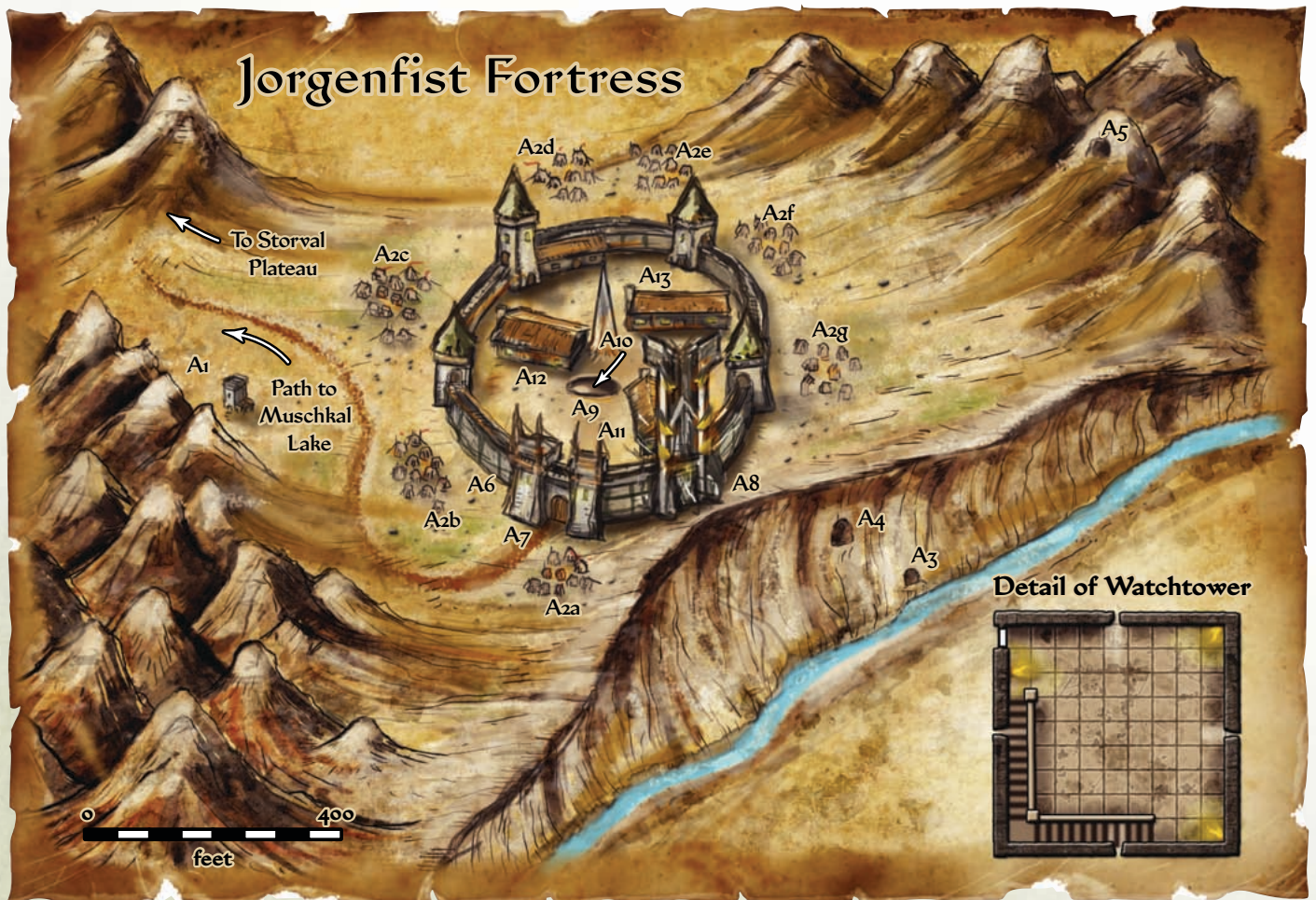


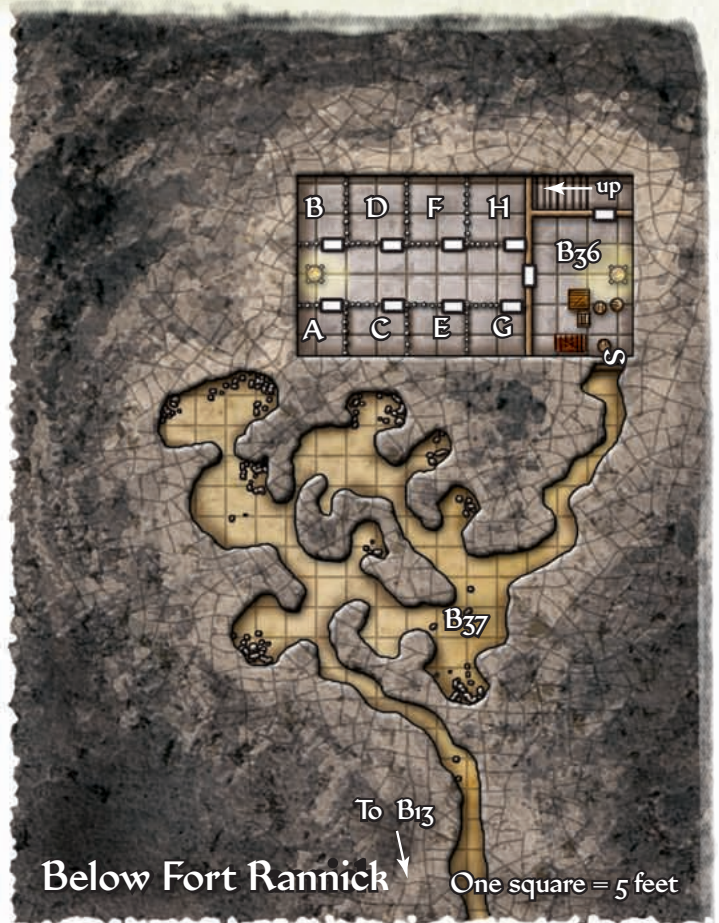
Locations

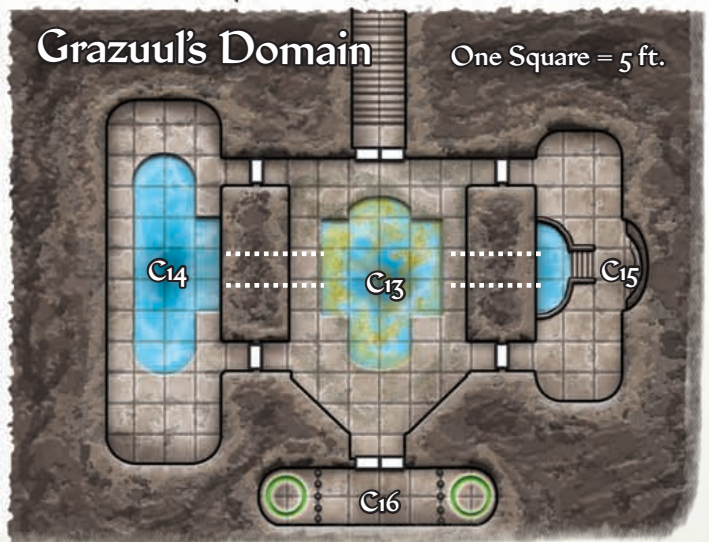
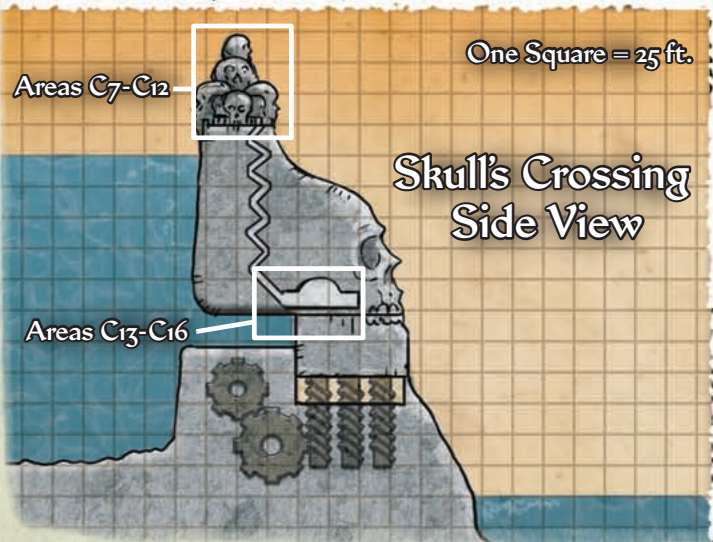
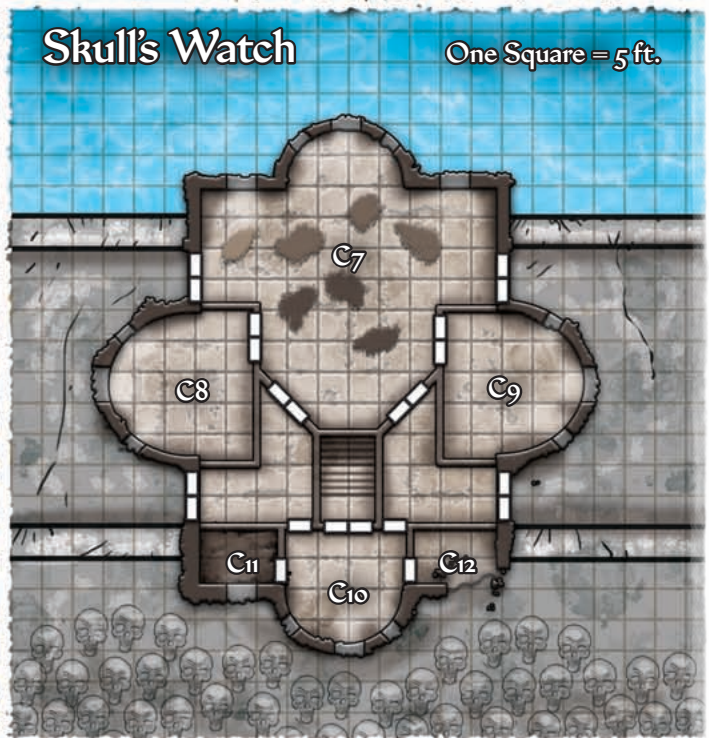
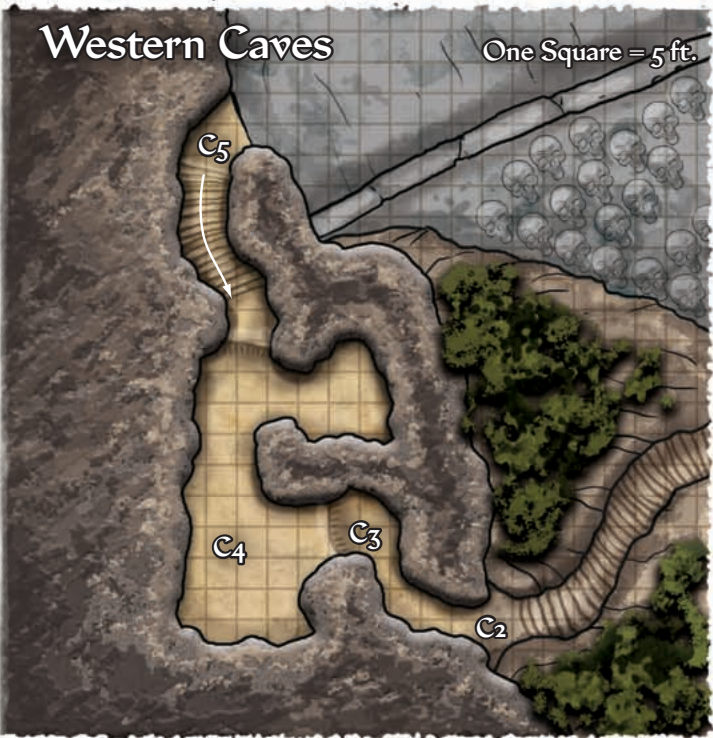
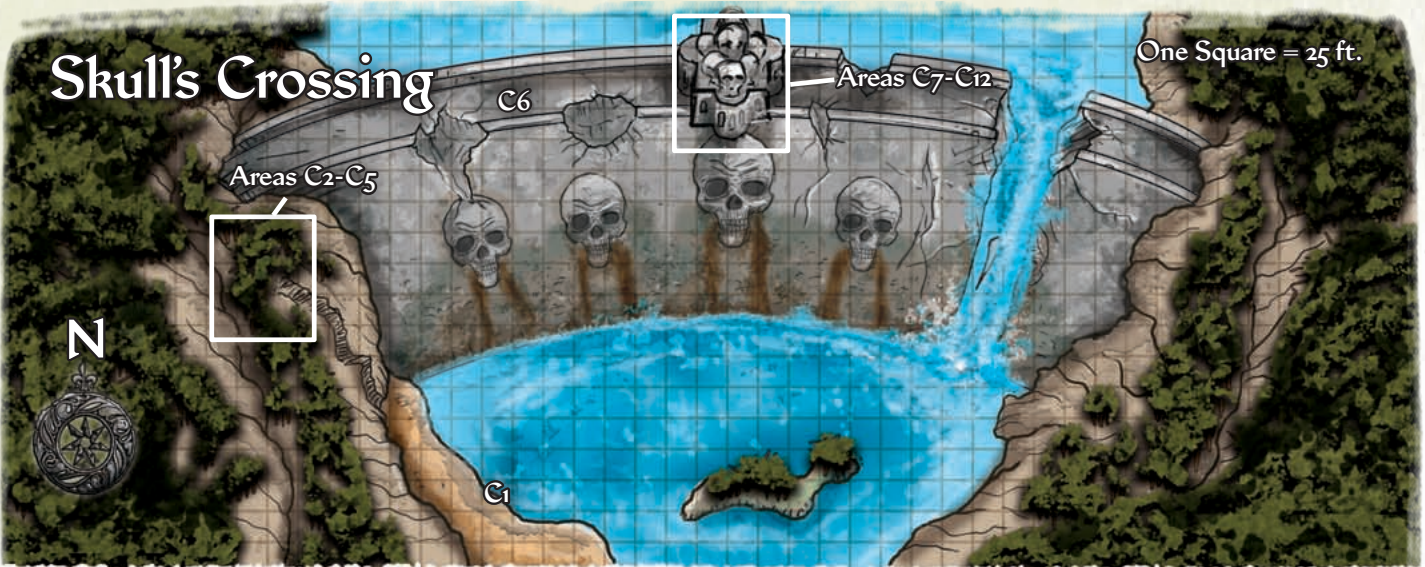
- 1 Fort Indros
- 2 Serpent's Run
- 3 Pathfinder Chapter House
- 4 The Triodea
- 5 The Lord-Mayor's Menagerie
- 6 The Founder's Archive
- 7 The Cenotaph
- 8 Usher's Hall
- 9 Foxglove's Townhouse
- 10 Defiant's Garden
- 11 The Bazaar of Sails
- 12 Temple of Iomedae
- 13 Seerspring Garden
- 14 Stone of the Seers
- 15 The Wyrnwatch
- 16 The Aquaretum
- 17 The Floodfire
- 18 The Seven's Sawmill
- 19 The Rose and Rake

Streets and Avenues

- █ The Boulevard of Messengers
- █ The Avenue of Hours
- █ Way of Arches
- █ Lord-Mayor's March
- █ The Avenue of Honors
- █ The Avenue of Sails
- █ The Ascent
- █ Trade Way
- █ Founder's Processional
- █ Splitriver Way
- █ The Sprint







The Mouth of the Skull

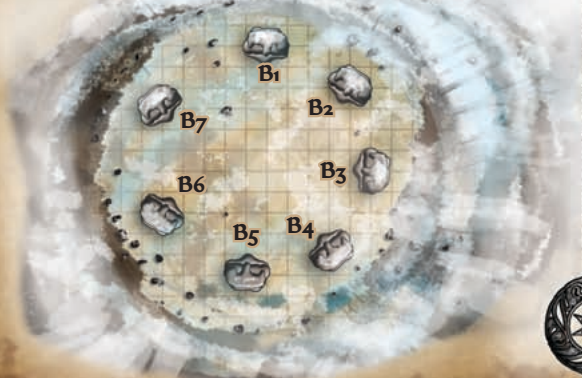
Ramp continues down

C2

C1

The Dragon's Lair

The Sihedron Circle



One square = 10 feet

Ravenous Crypts of Gluttony

The Vault of Greed

Festering Maze of Sloth

The Halls of Wrath

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Shimmering Veils of Pride

To Gate Portal

Abjurant Halls of Envy

Iron Cages of Lust

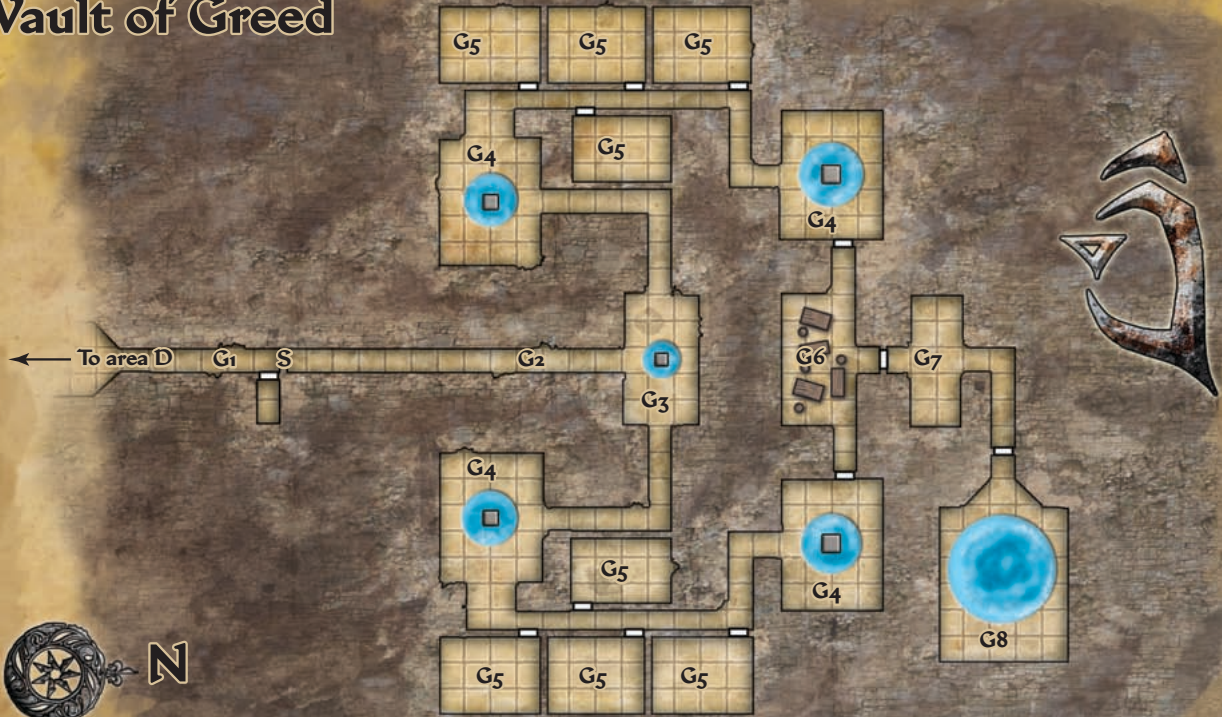
One square = 5 feet

Ravenous Crypts of Gluttony

One Square = 10 Feet

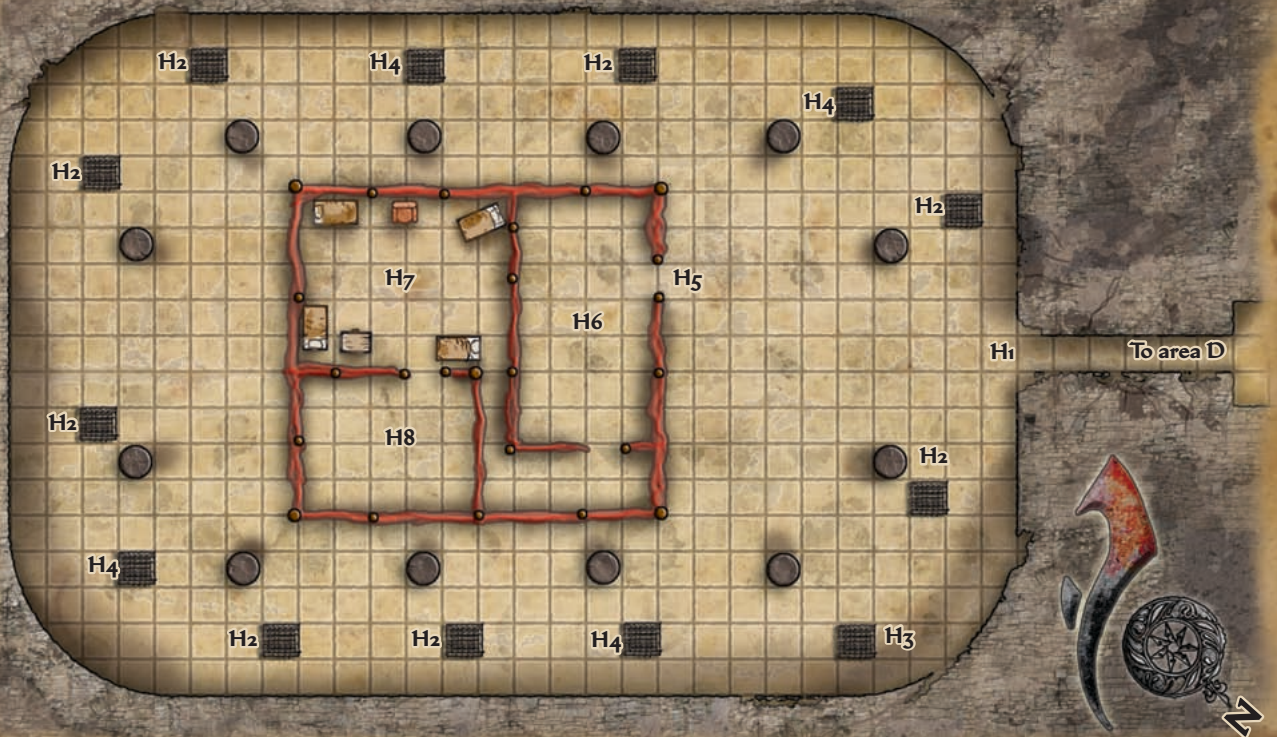


Vault of Greed



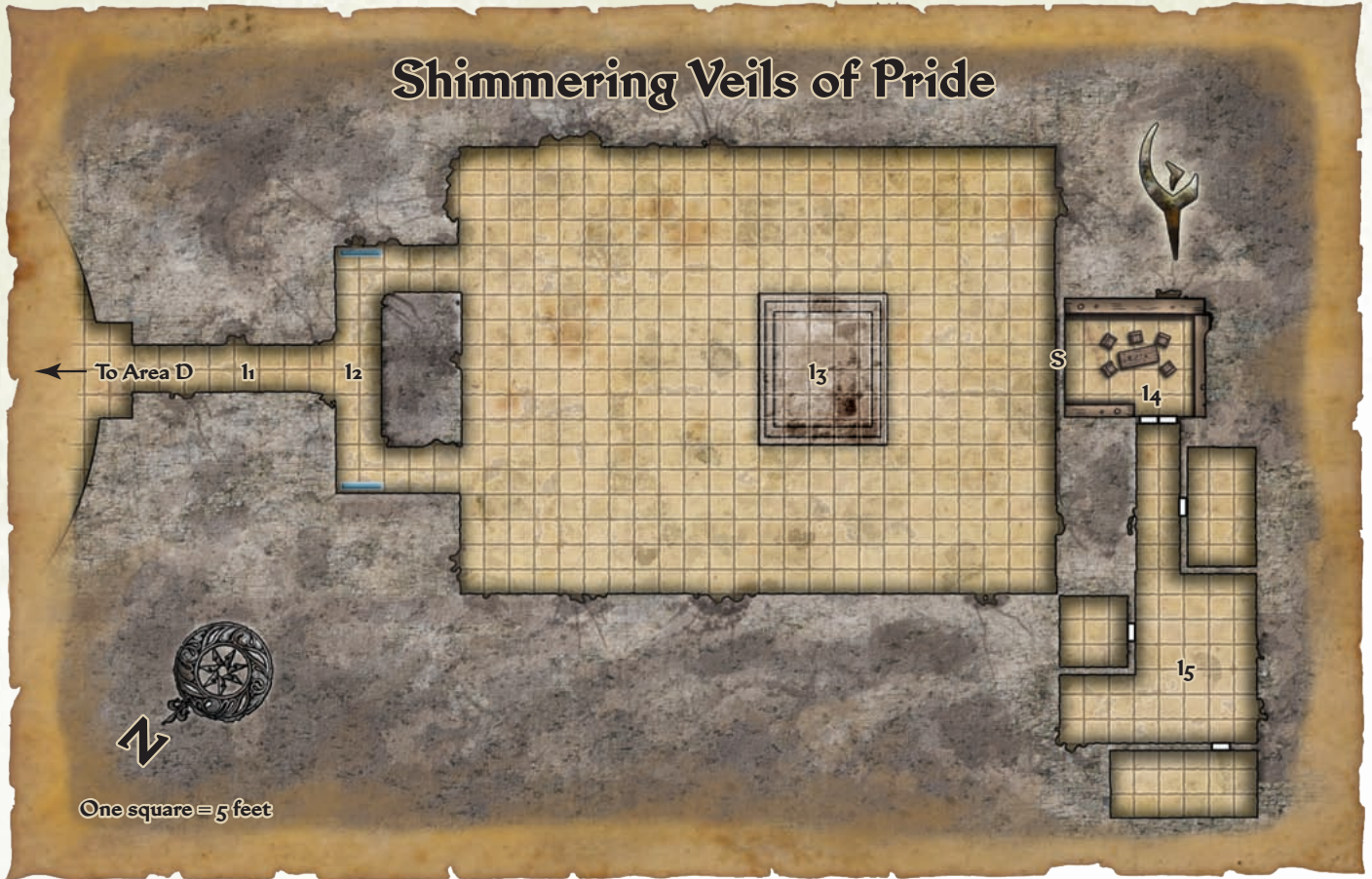
One square = 10 feet

Iron Cages of Lust

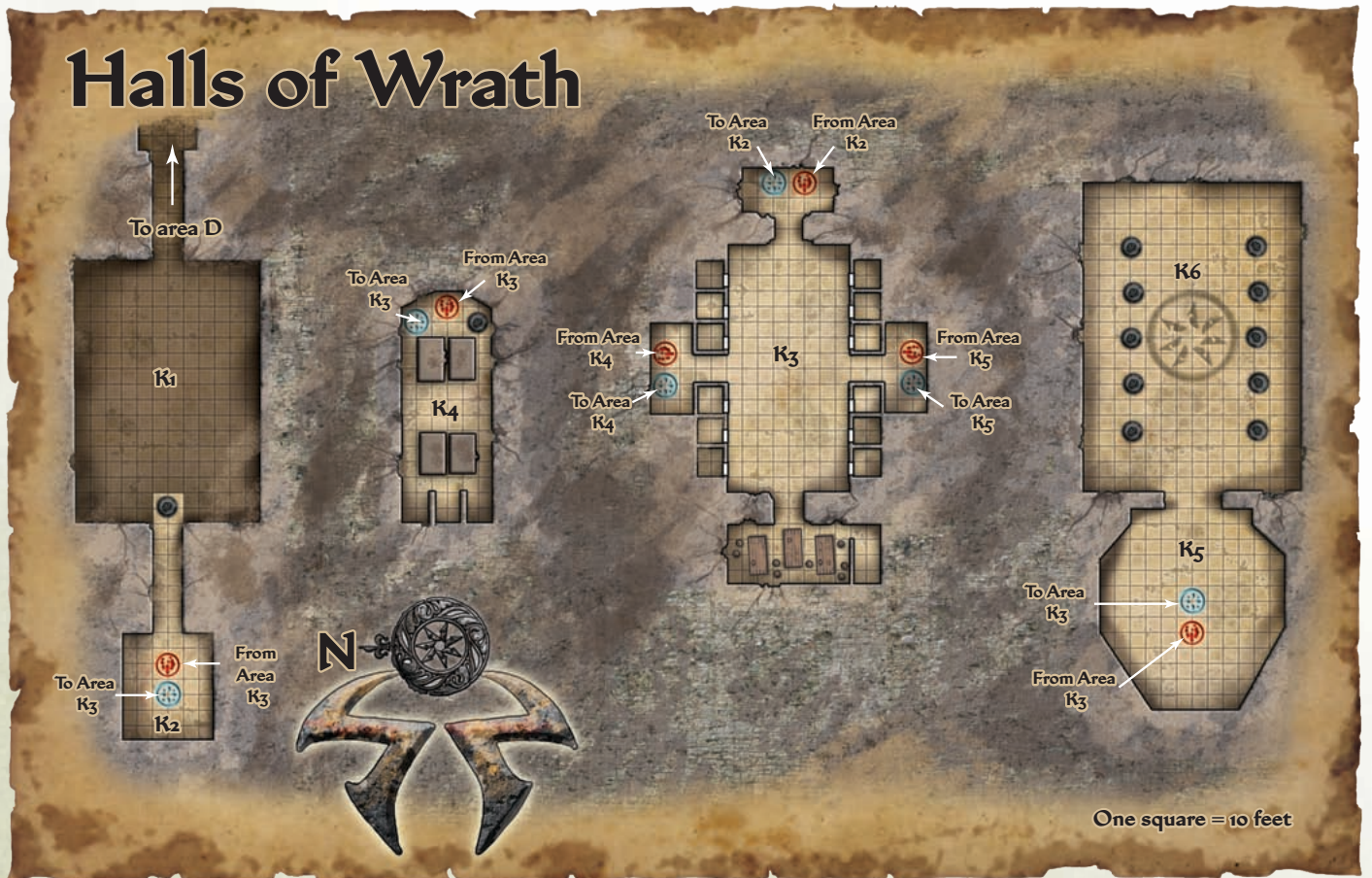


One square = 10 feet

Shimmering Veils of Pride



Halls of Wrath



Northeastern Varisia

Environs of Xin-Shalast



Spires of Xin-Shalast



Xin-Shalast: Lower City

Rising District

Entertainment District

Temple Row

Jotunburg

Slave District

Artisan District

Face of Mhar Massif

1 square = 750 feet



Pinnacle of Avarice

Aerie of the Runelord



1 square = 10 feet



FIND THE PATH TO THE RUNELORDS!

The Rise of the Runelords Adventure Path takes you from humble beginnings in the small town of Sandpoint to the frozen heights of the lost city of Xin-Shalast. Along the way, you'll explore haunted houses, ancient ruins, besieged fortresses, sprawling cities, towering mountains, and more. The Rise of the Runelords Map Folio contains reprinted maps of all the key locations explored in *Pathfinder's* first Adventure Path, including many sites that Varisia's newest heroes might just claim as their homes. Even if you aren't running Rise of the Runelords, the maps inside can serve as fortresses, cities, dungeons, and worlds for any RPG campaign.

In addition, inside this folio you'll find two huge poster maps, one of the entire region of Varisia, the setting for the Rise of the Runelords Adventure Path, and one of the small town of Sandpoint, your PCs' hometown and the place where it all begins!



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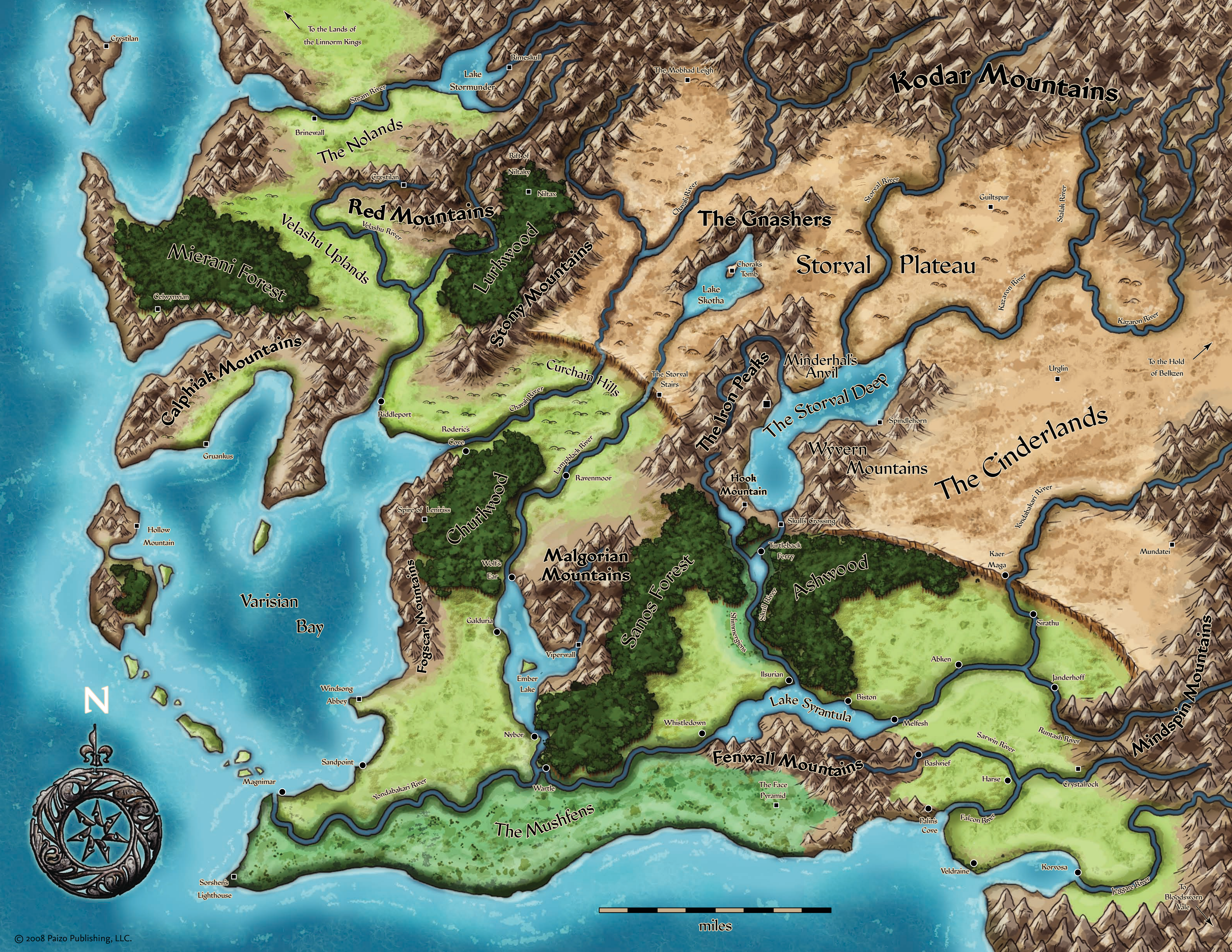
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EAN





Chopper's Isle

The Old Light

Lost Coast Road

Tomb Street

Church Street

Cliff Street

Junker's Way

Tower Street

Tower Street

Main Street

Shell Street

Soggy Alley

High Street

Frog Alley

Raven Street

Tanglefoot Alley

Festival Street

Crab Street

Bent Street

Drunkards Walk

Sand Street

Wet Dog Alley

Gulf Street

Water Street

Rusty Nail Alley

Griff's Walk

Bishop Street

Prickleback Lane

Fox Street

Mud Street

Net Street

Cog Street

Mud Lane

Market Street

Shank Alley

Salmon Street

Razor Alley

Razor Street

Whisker Street

Hook Street

Rum Street

Turandarok River

Lost Coast Road

Boggy Creek

Schooner Gulch Road

Sandpoint Harbor

Sandpoint

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