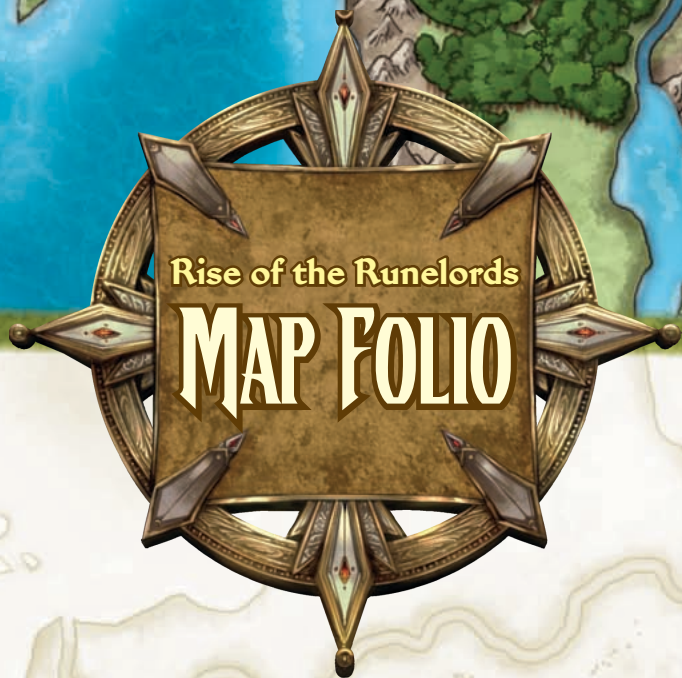


# PATHFINDER CHRONICLES™



Cartography by Robert Lazzaretti



# Thistletop



One Square = 5 Feet

# Thistletop Dungeon: Level One



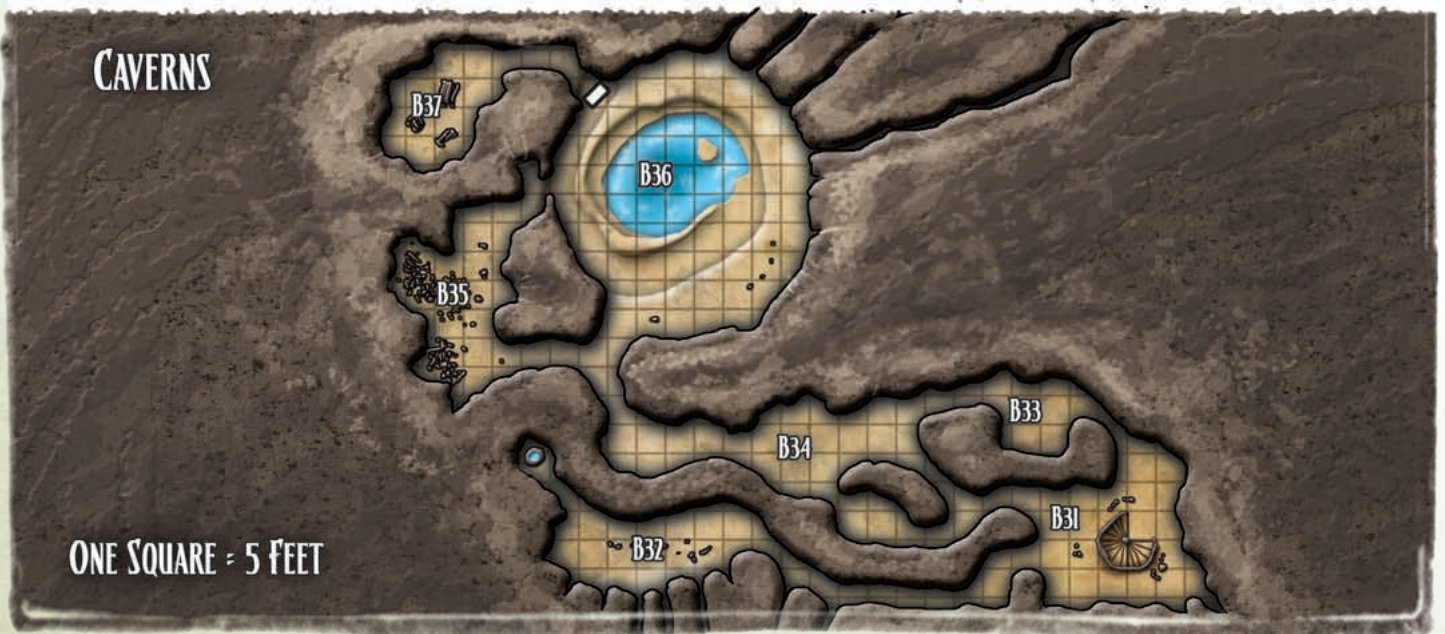
One Square = 5 Feet

# Thistletop Dungeon: Level Two



One Square = 5 Feet

# FOXGLOVE MANOR



# MAGNIMAR

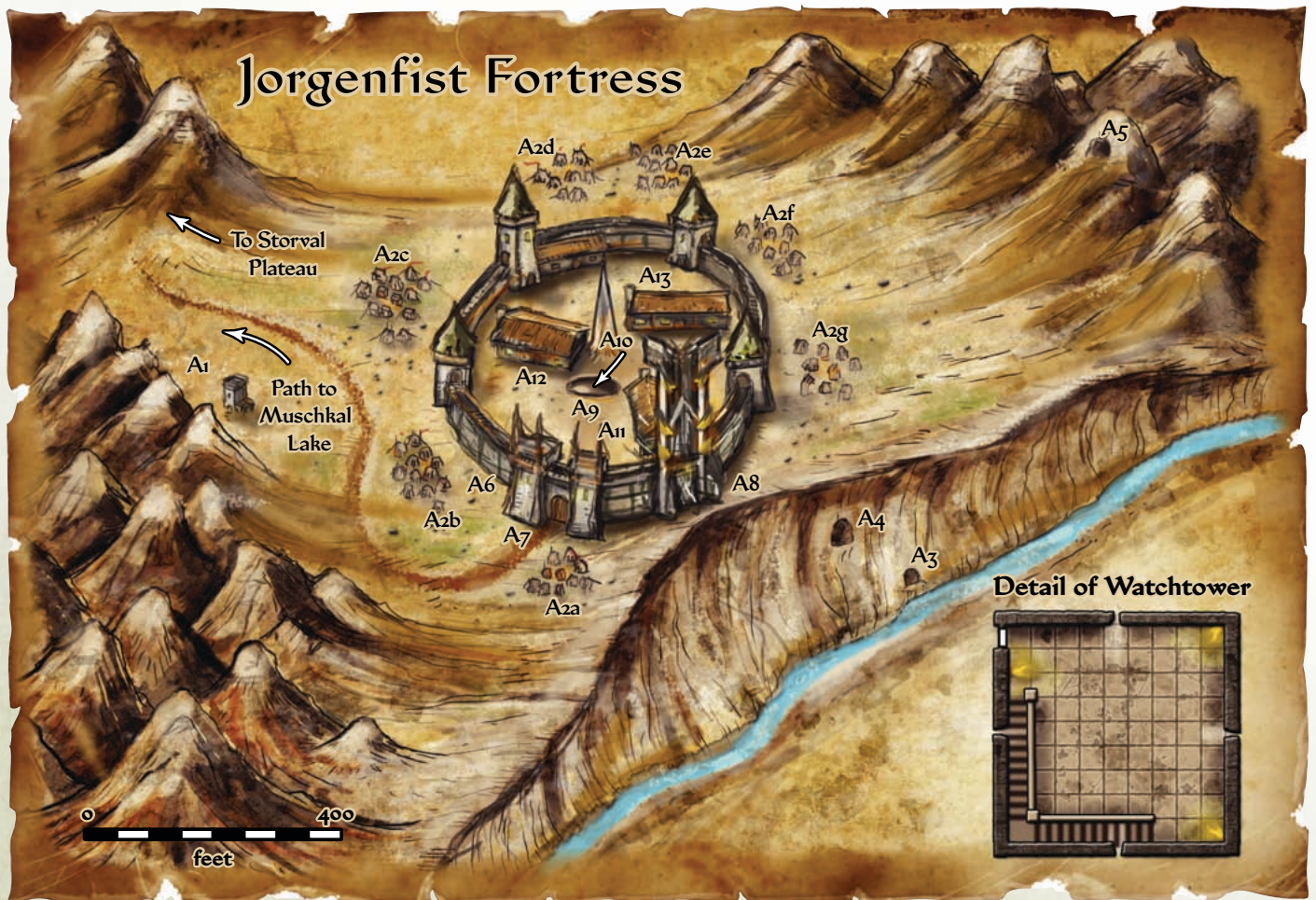


## Locations

- 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

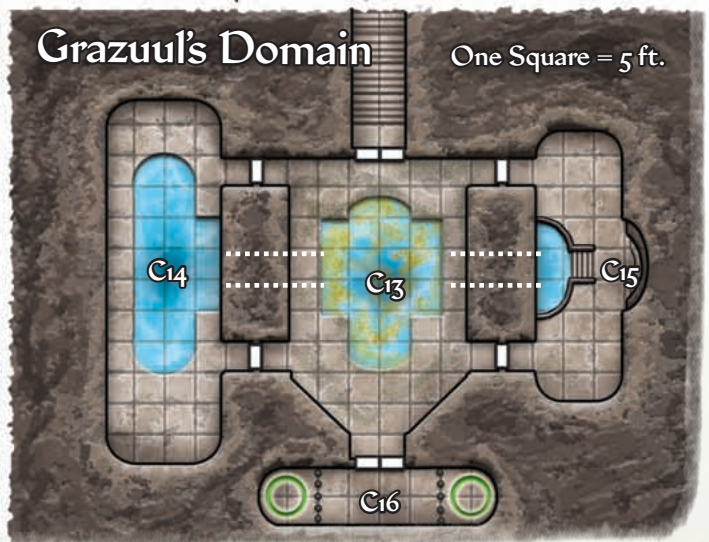
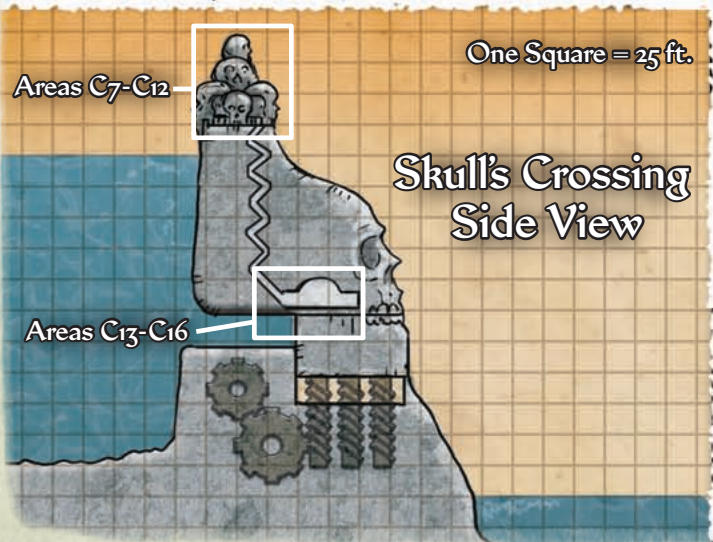
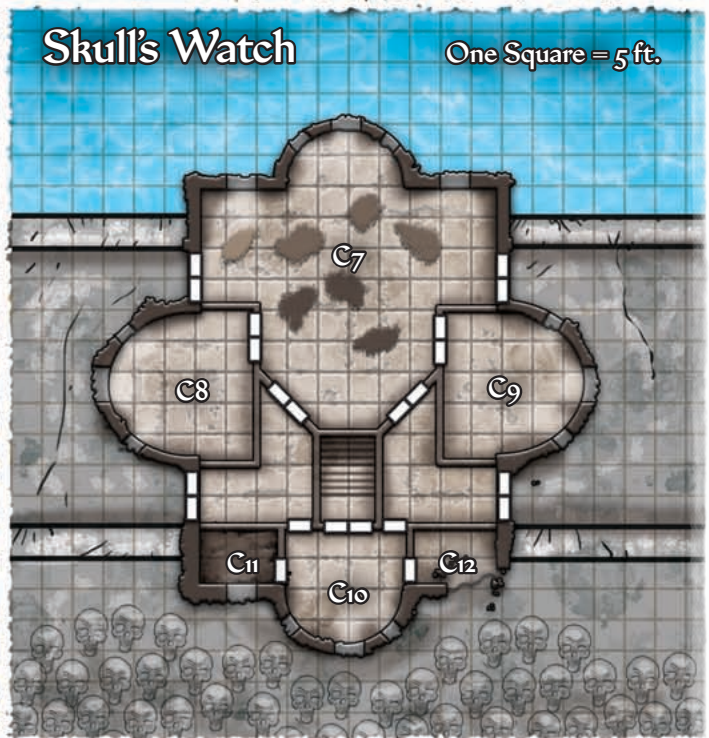
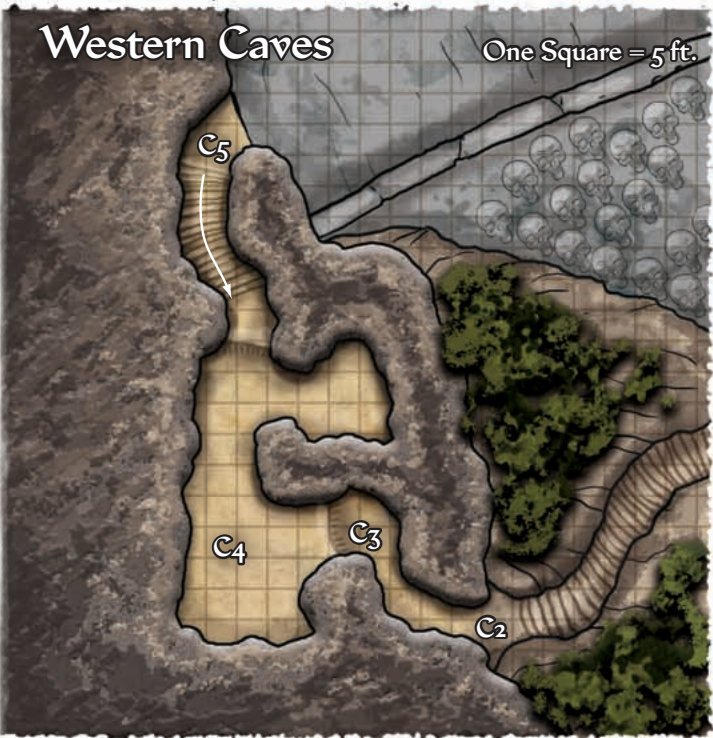
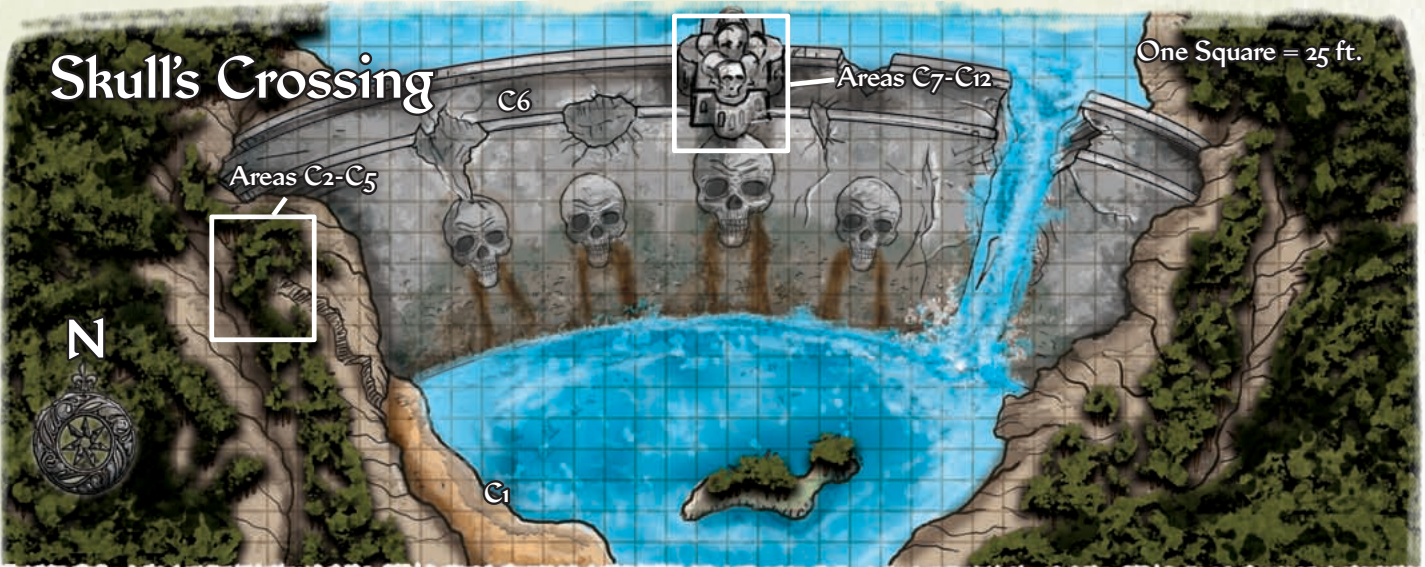
## Streets and Avenues

- █ 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







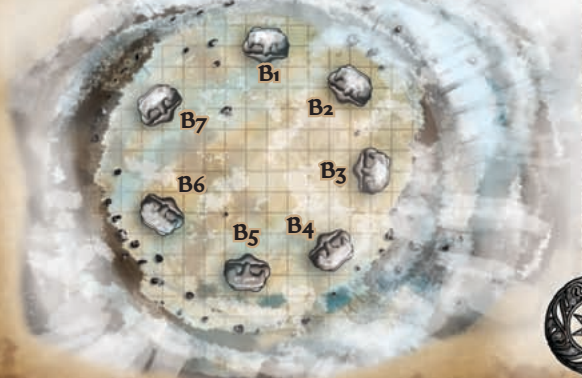


# The Mouth of the Skull



# 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

## To Gate Portal

## Abjurant Halls of Envy

## Shimmering Veils of Pride

## Iron Cages of Lust



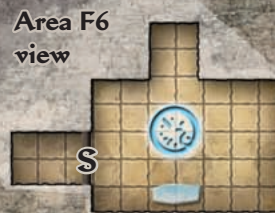
One square = 5 feet

# Ravenous Crypts of Gluttony

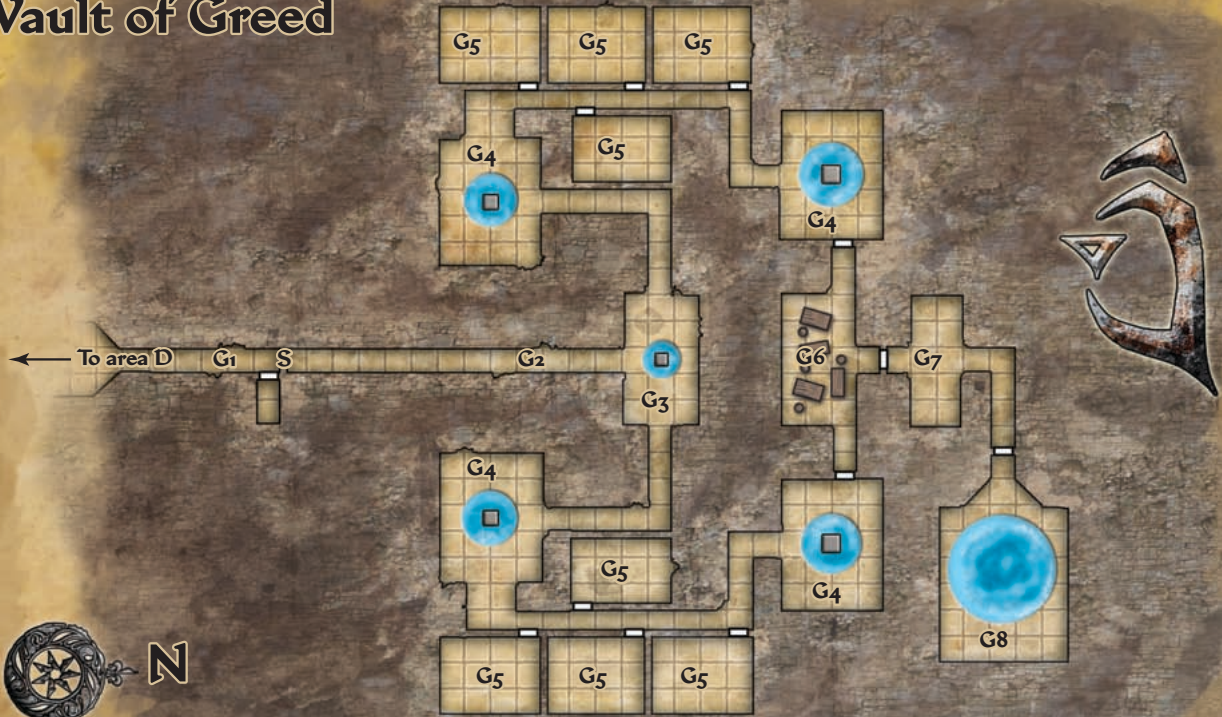
One Square = 10 Feet



Area F4 view

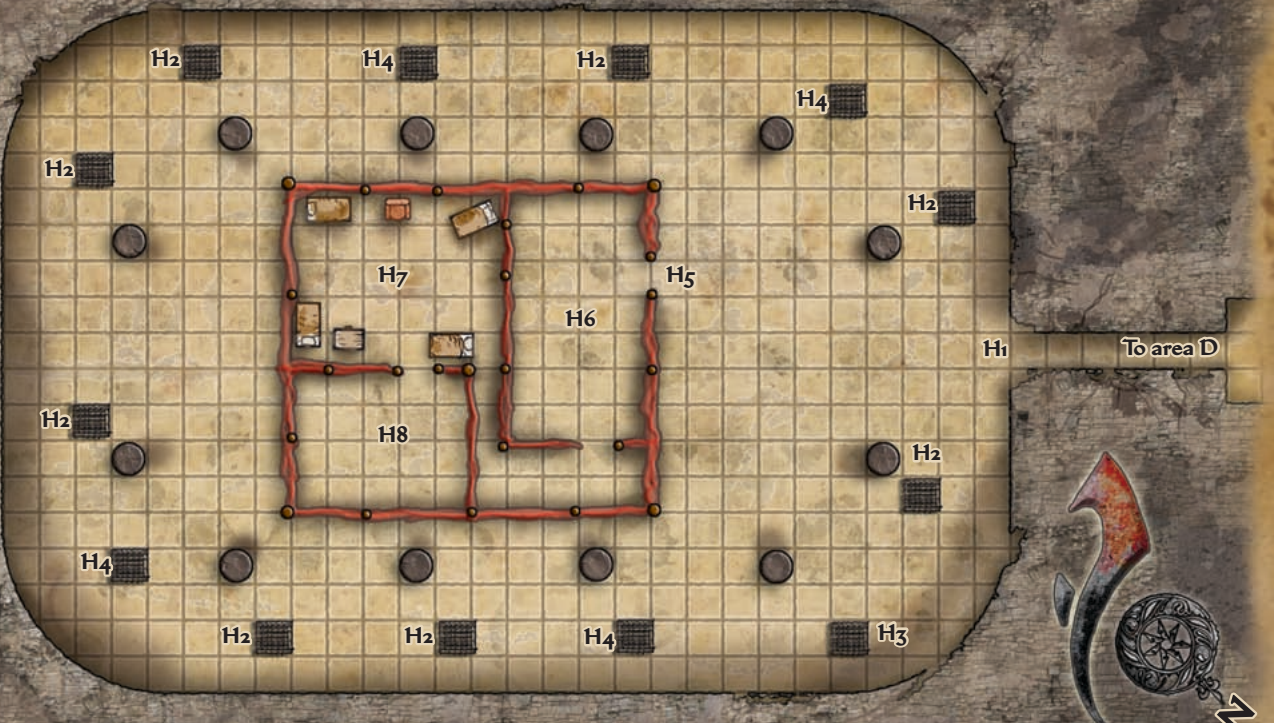


# Vault of Greed



One square = 10 feet

# Iron Cages of Lust

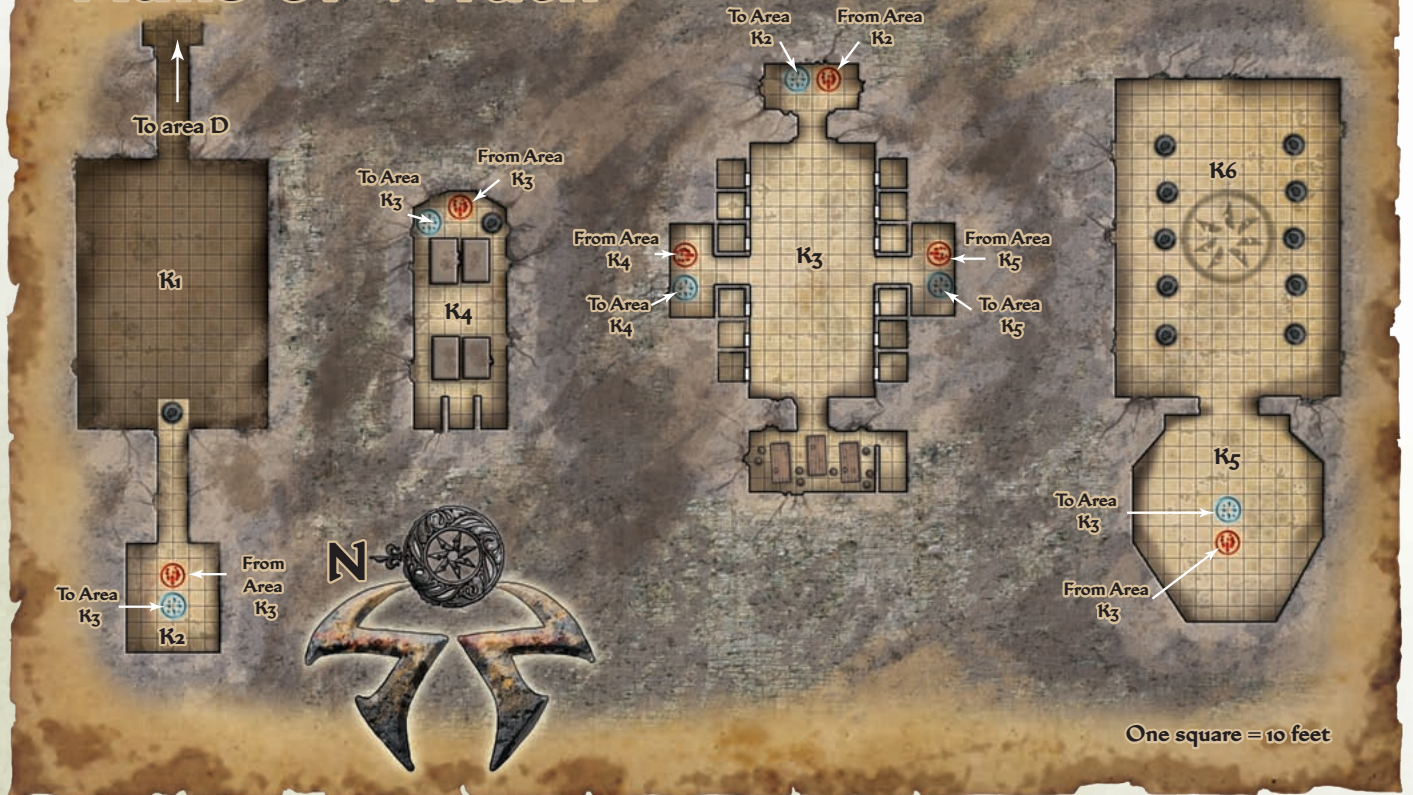


One square = 10 feet

# 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





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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.

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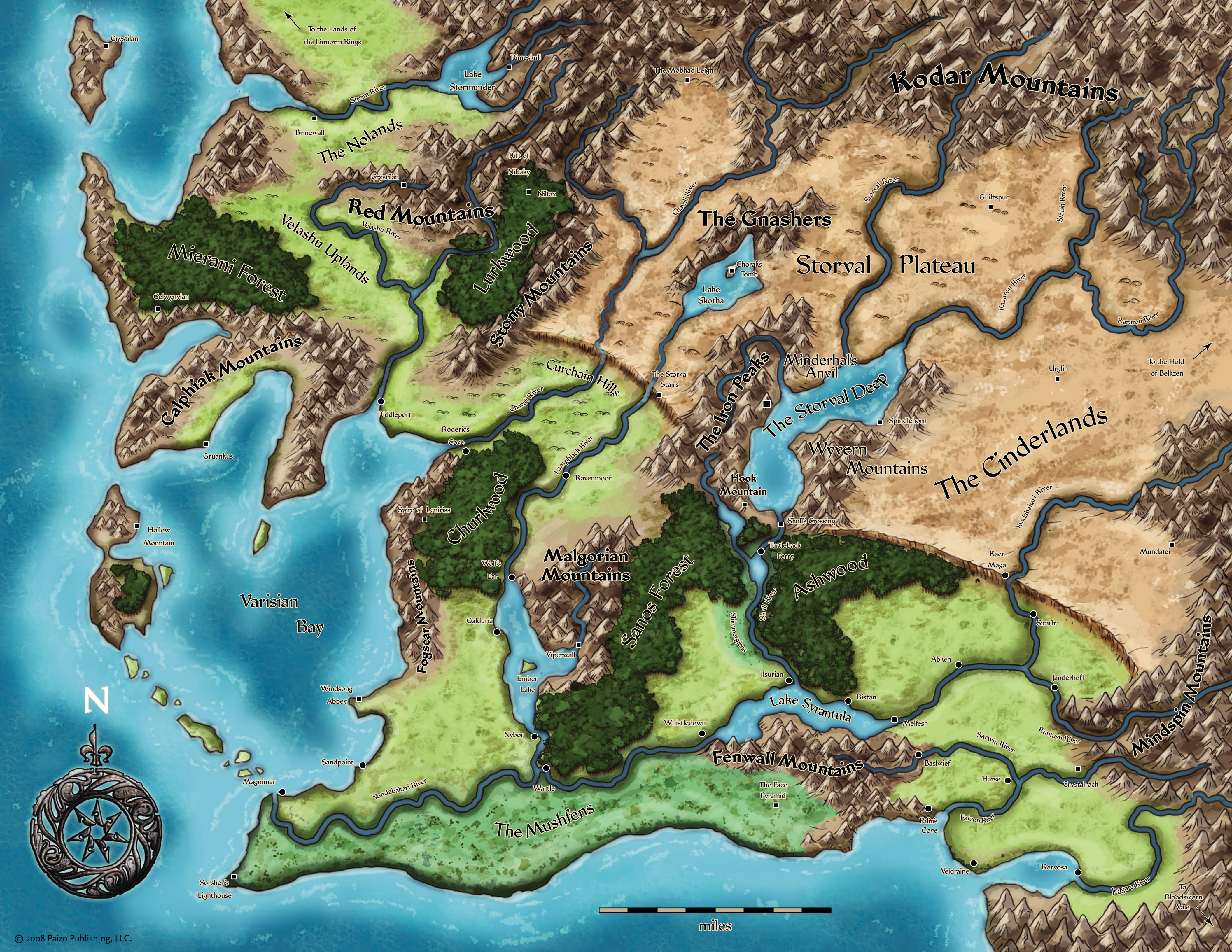


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EAN

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Chopper's Isle

The Old Light

Lost Coast Road

Tomb Street

Church Street

Cliff Street

Junker's Way

Tower Street

Main Street

Tower Street

High Street

Undercliff Way

Rat Alley

Bent Street

Drunkards Walk

Sand Street

Wet Dog Alley

Water Street

Rusty Nail Alley

Griff's Walk

Bishop Street

Prickleback Lane

33

34

35

29

36

30

Mud Street

Net Street

Cog Street

31

32

40

37

38

39

42

43

41

Market Street

Brookstone Alley

Razor Street

Whisker Street

Rum Street

44

45

46

Hook Street

Whisker Street

Rum Street

Turandarok River

Lost Coast Road

50

49

47

48

Boggy Creek

Schooner Gulch Road

# Sandpoint