

Map Pack for Pathfinder Society Scenario #6-06 “Hall of the Flesh Eaters”

These maps were created using Dundjinni software based on the official maps in the scenario, using all available descriptions to detail the spaces. Maps created using Paizo map packs or flip mats are not recreated; only custom maps are reproduced herein.

In many cases, the maps are split over two or more pages. Refer to the original scenario map to see how the pieces fit together. The maps are presented in sequential order.

In the case that a scenario map is rotated relative to the grid, two versions are presented. One version is reproduced exactly the same as the scenario map, with rotated grid; the second version has the map aligned to a grid, with a partial square or squares as necessary to connect to other maps. If using these second maps, miniatures will always be in a square unless they are transitioning from one map to the next.

In some cases, the tiles have some overlap; this is to allow the GM to decide how to present certain encounters. Trim the unneeded pieces from the tiles before play, using the scenario map as a guide.

Feedback welcome at vc.scott.young@gmail.com. Enjoy!
Scott D. Young (GM Lamplighter)



























