

THE
WITCHER
A BOOK OF TALES
TOKENS AND MAPS

Tokens

Cast & Crew

Illustration and Cartography

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Jaye Kovach

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Lisa Pondsmith

Layout by

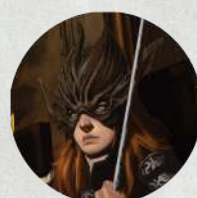
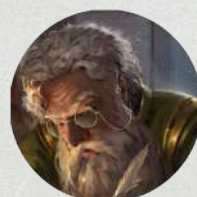
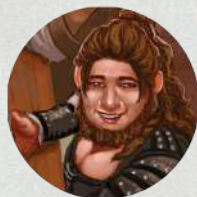
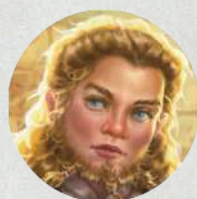
J Gray



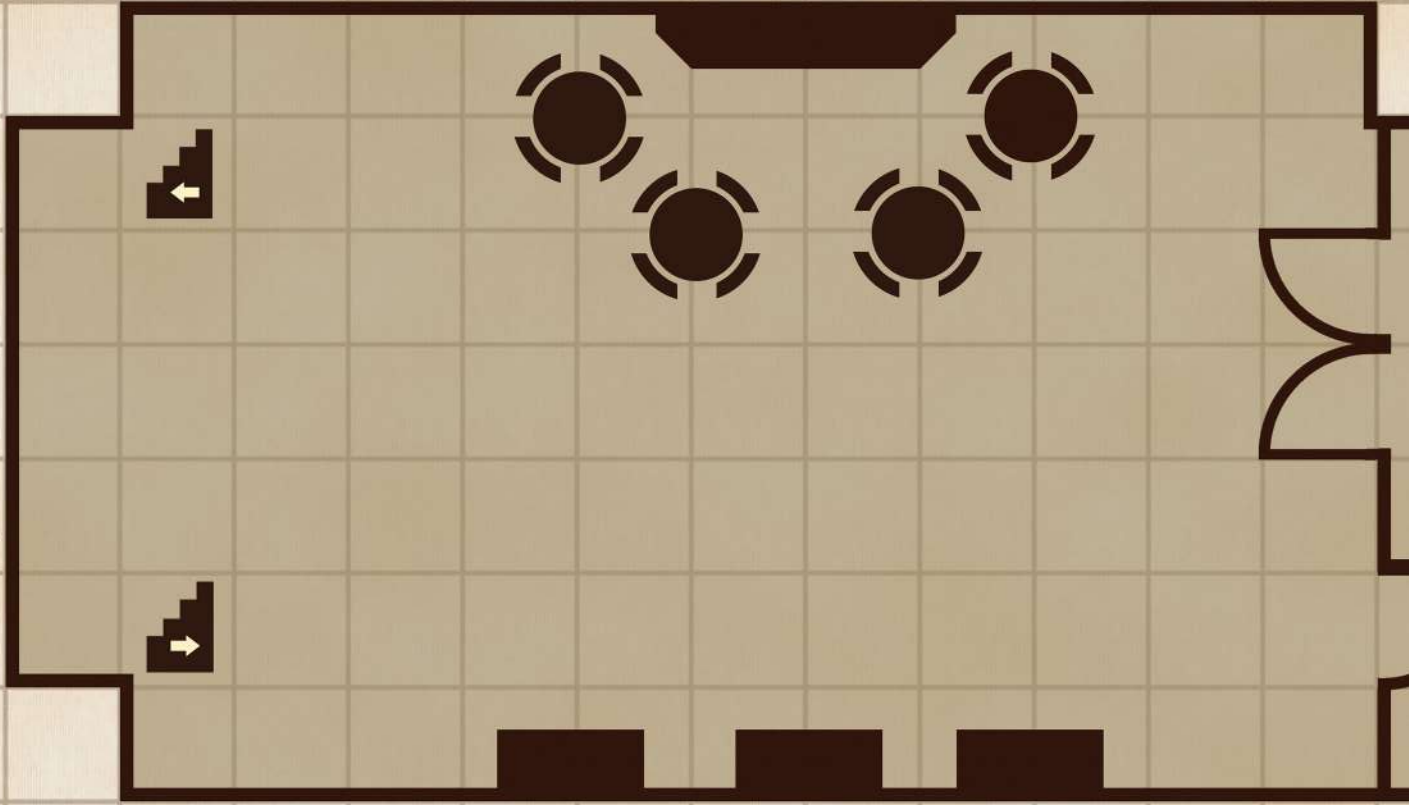
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Whether you're playing at a physical table or a digital one, tokens can help you keep track of the action. Not all of these characters will show up in a combat scenario but you never know how things will break down when you start playing. No GM's plan survives contact with players, after all!

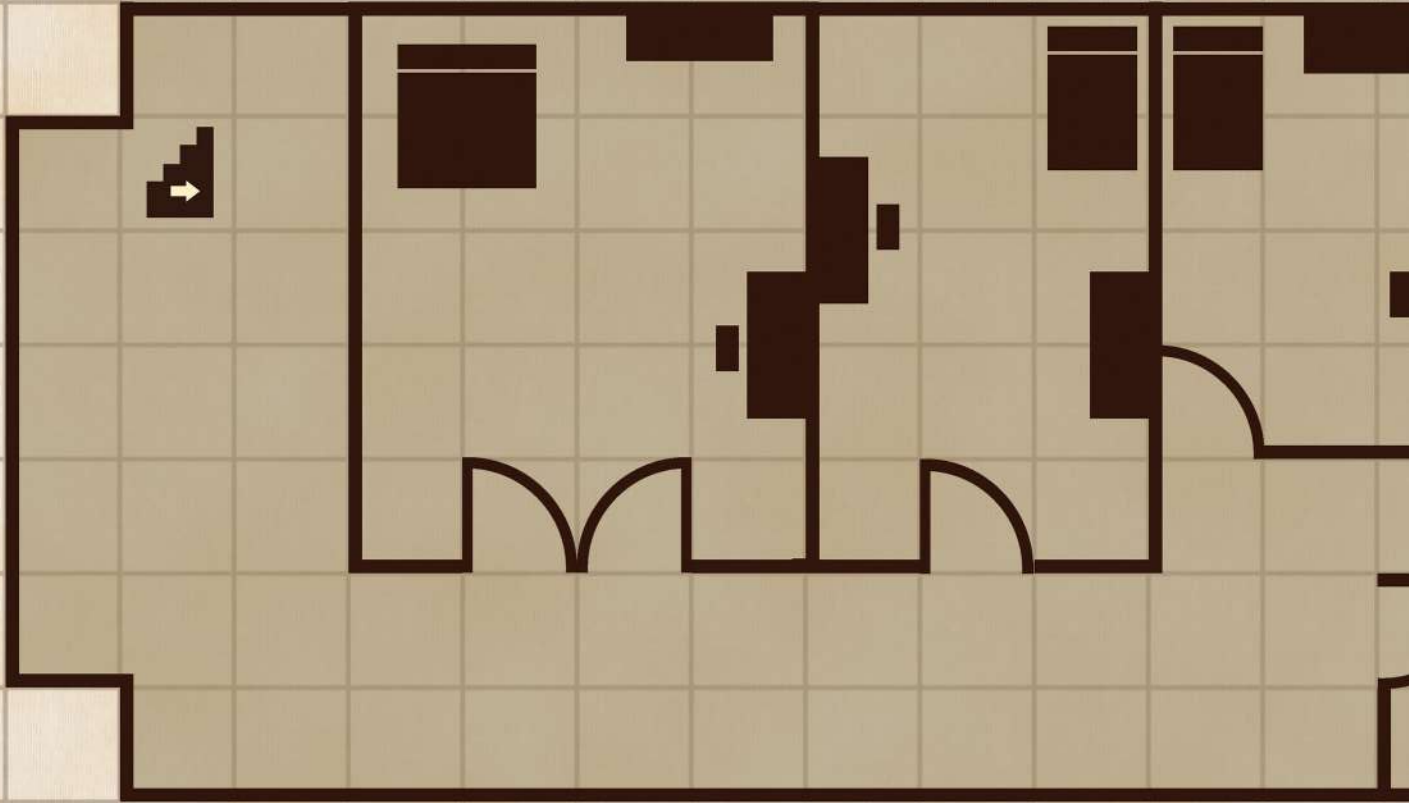




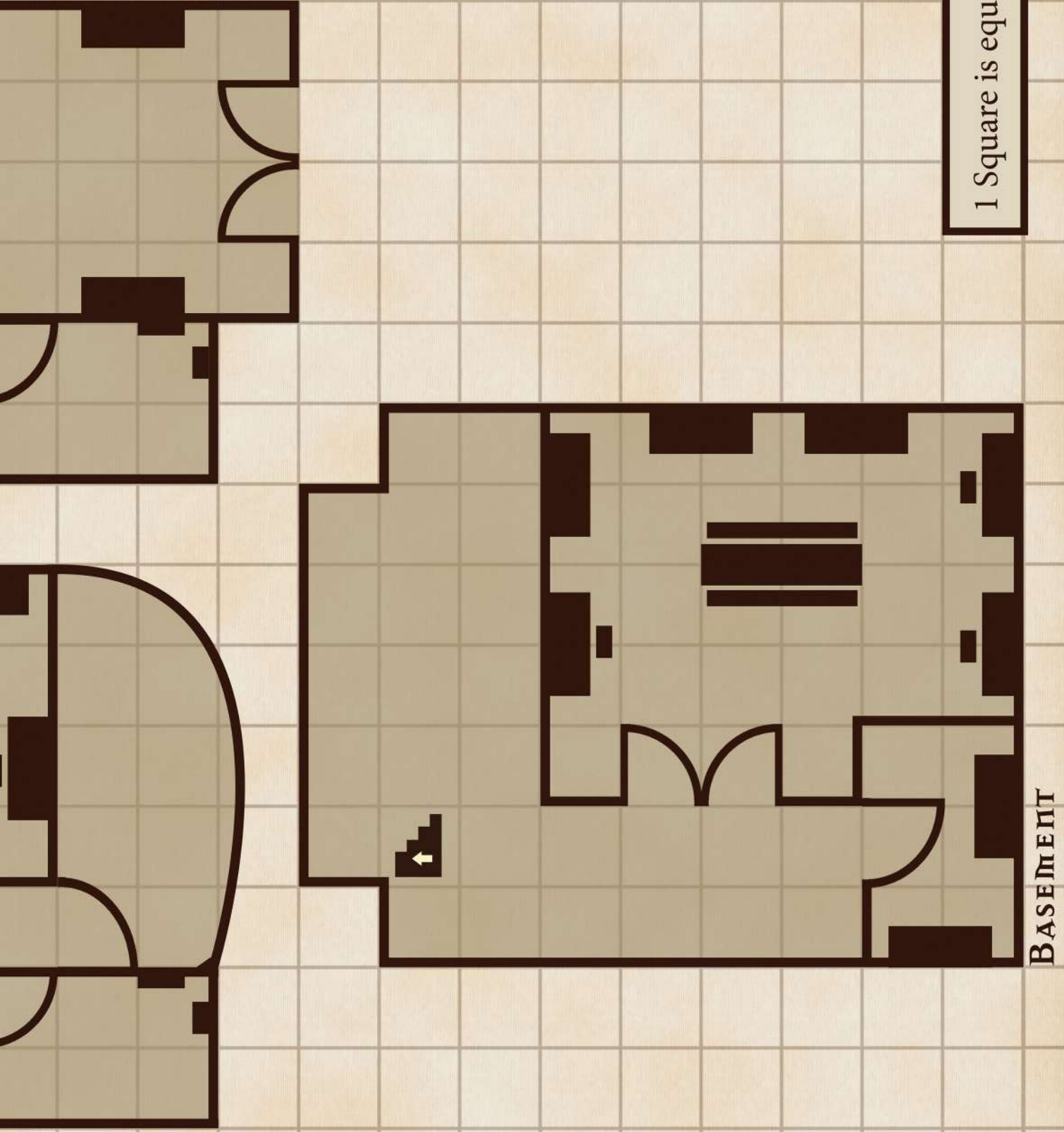
FLOOR 1

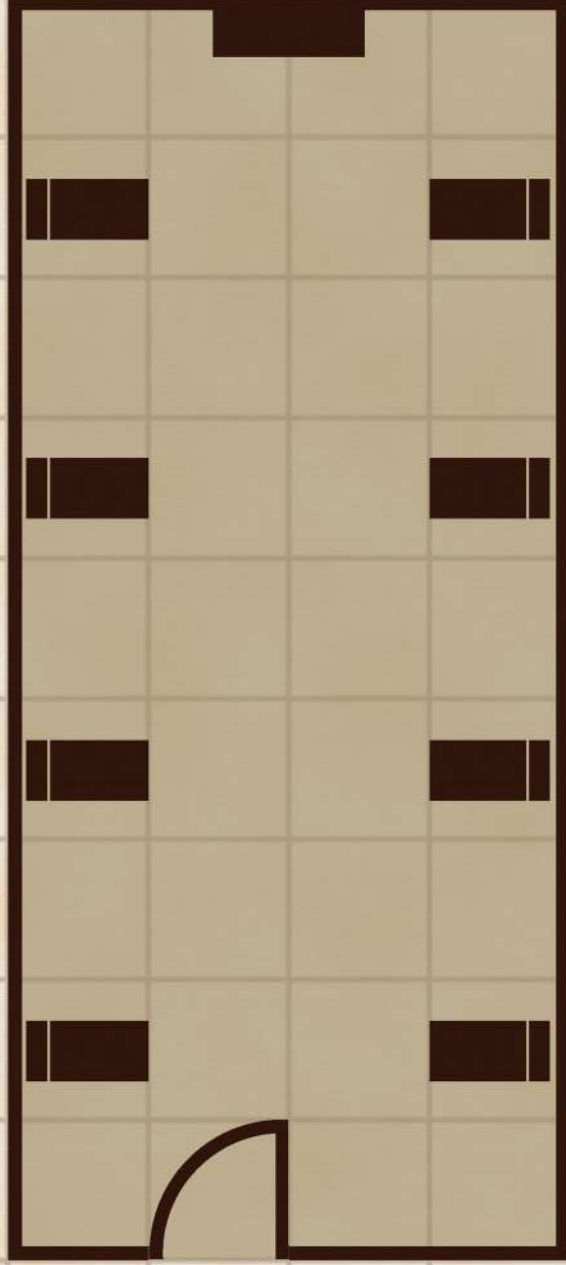


FLOOR 2



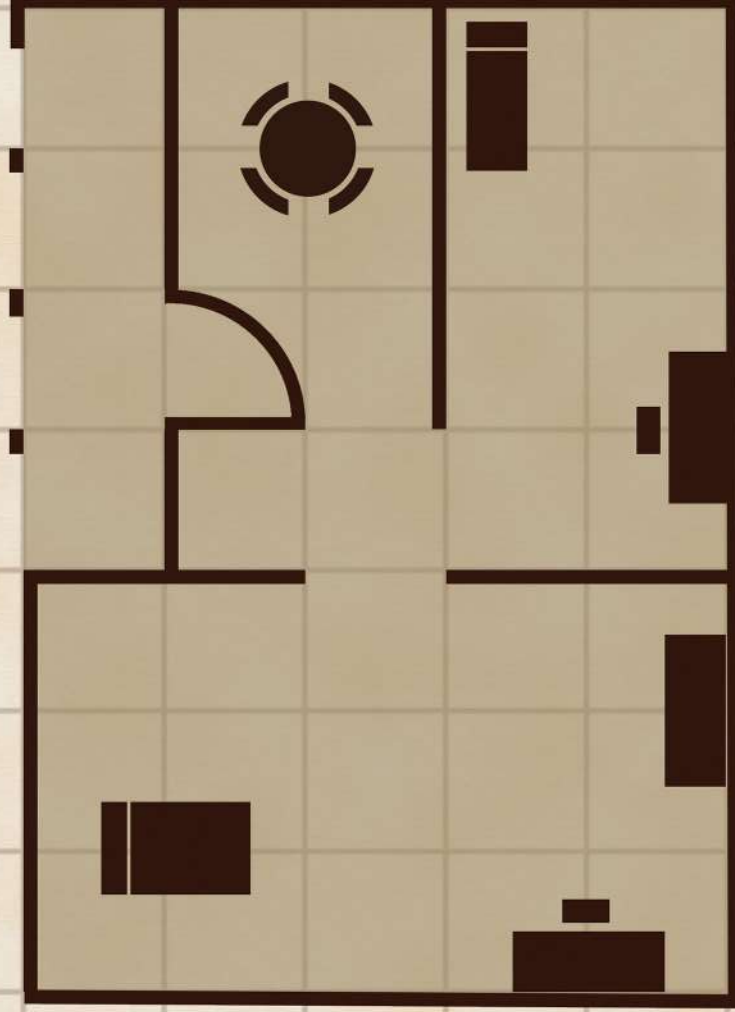
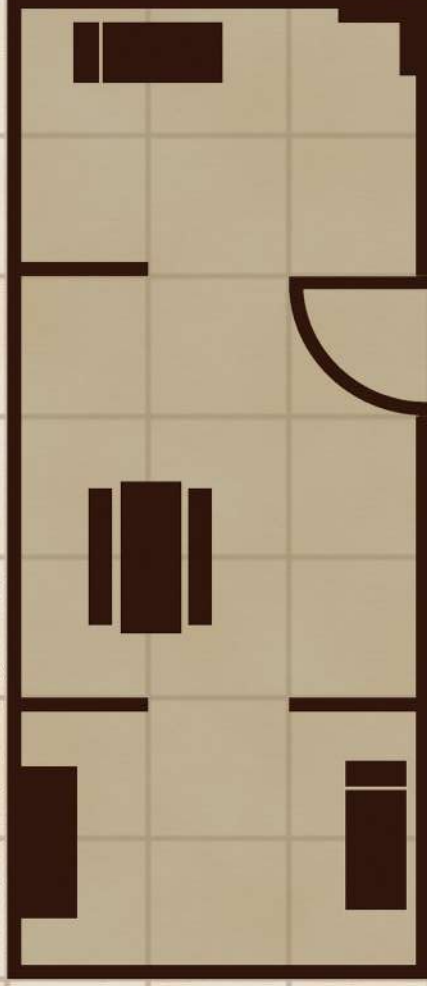
1 Square is equal to 2m²





1 Square is equal to 2m^2

HENRIK'S CABIN



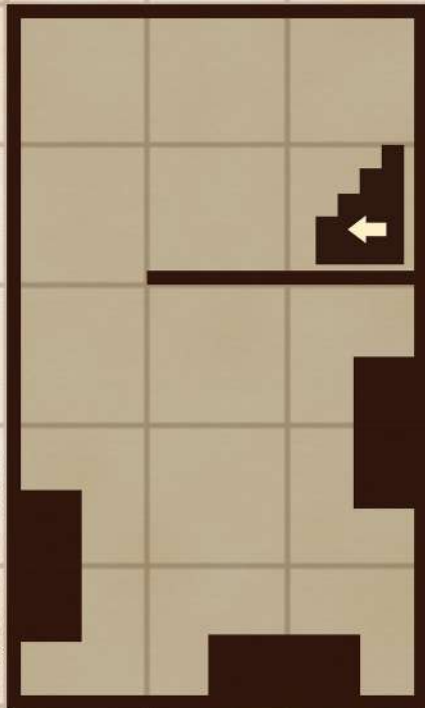
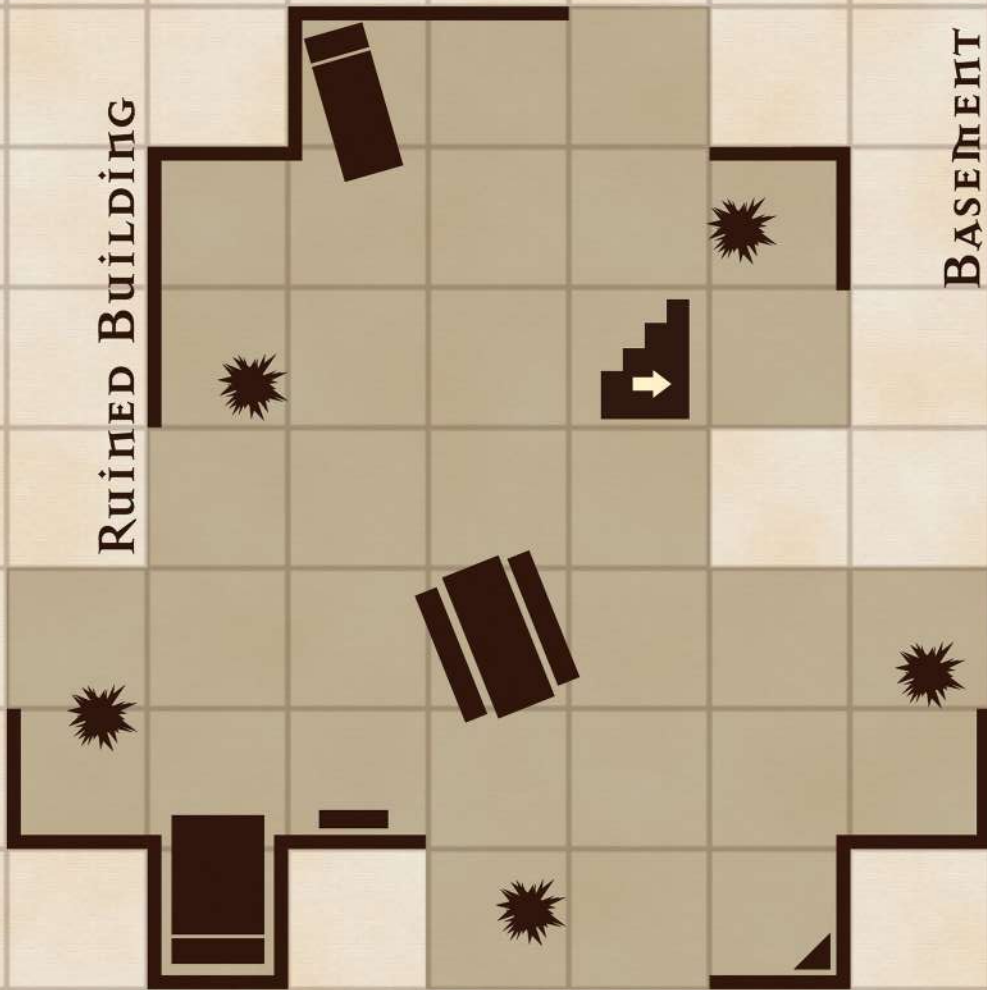
YONGAR'S CABIN

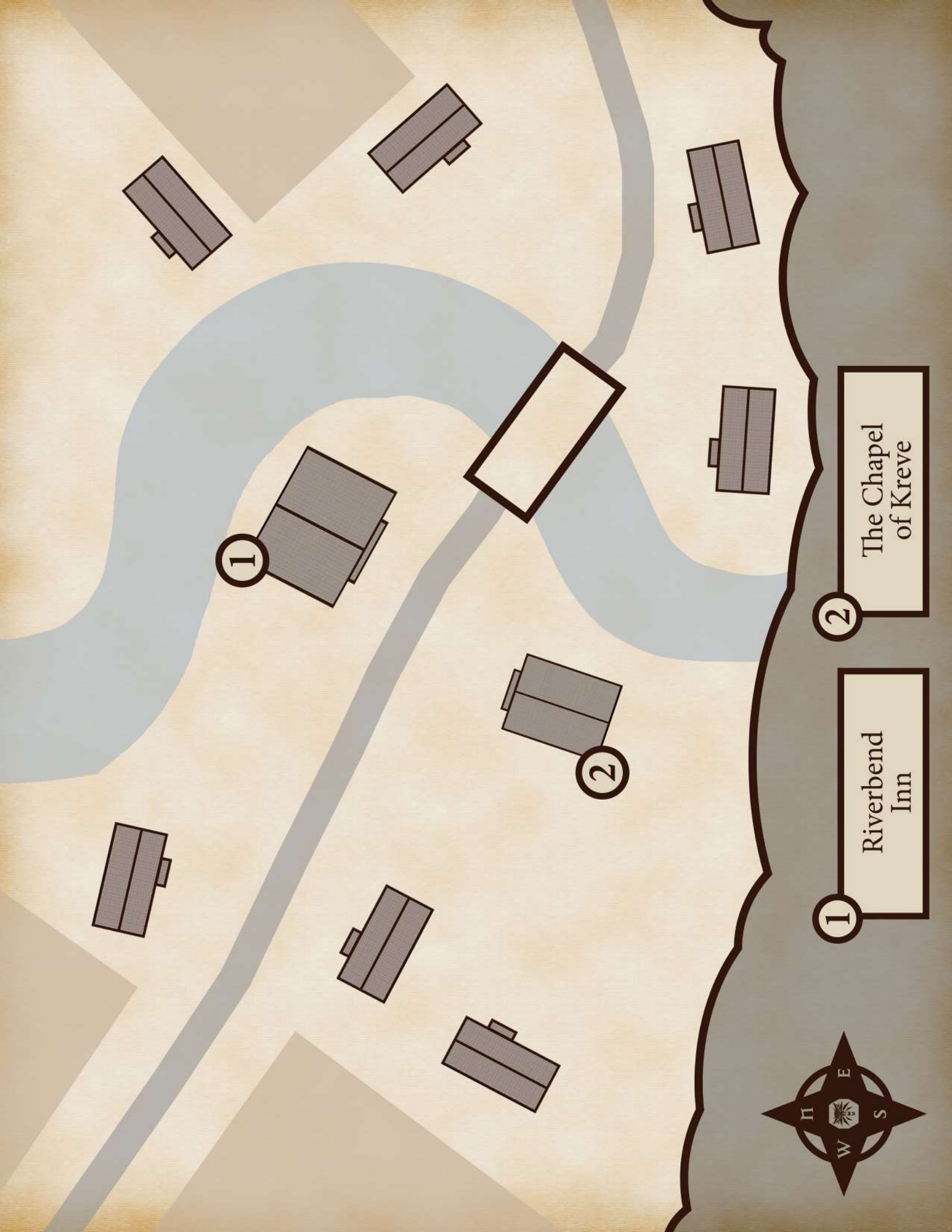
1 Square is equal to 2m²

1 Square is equal to 2m²

Ruined Building

BASEMENT





The Chapel
of Kreve

Riverbend
Inn

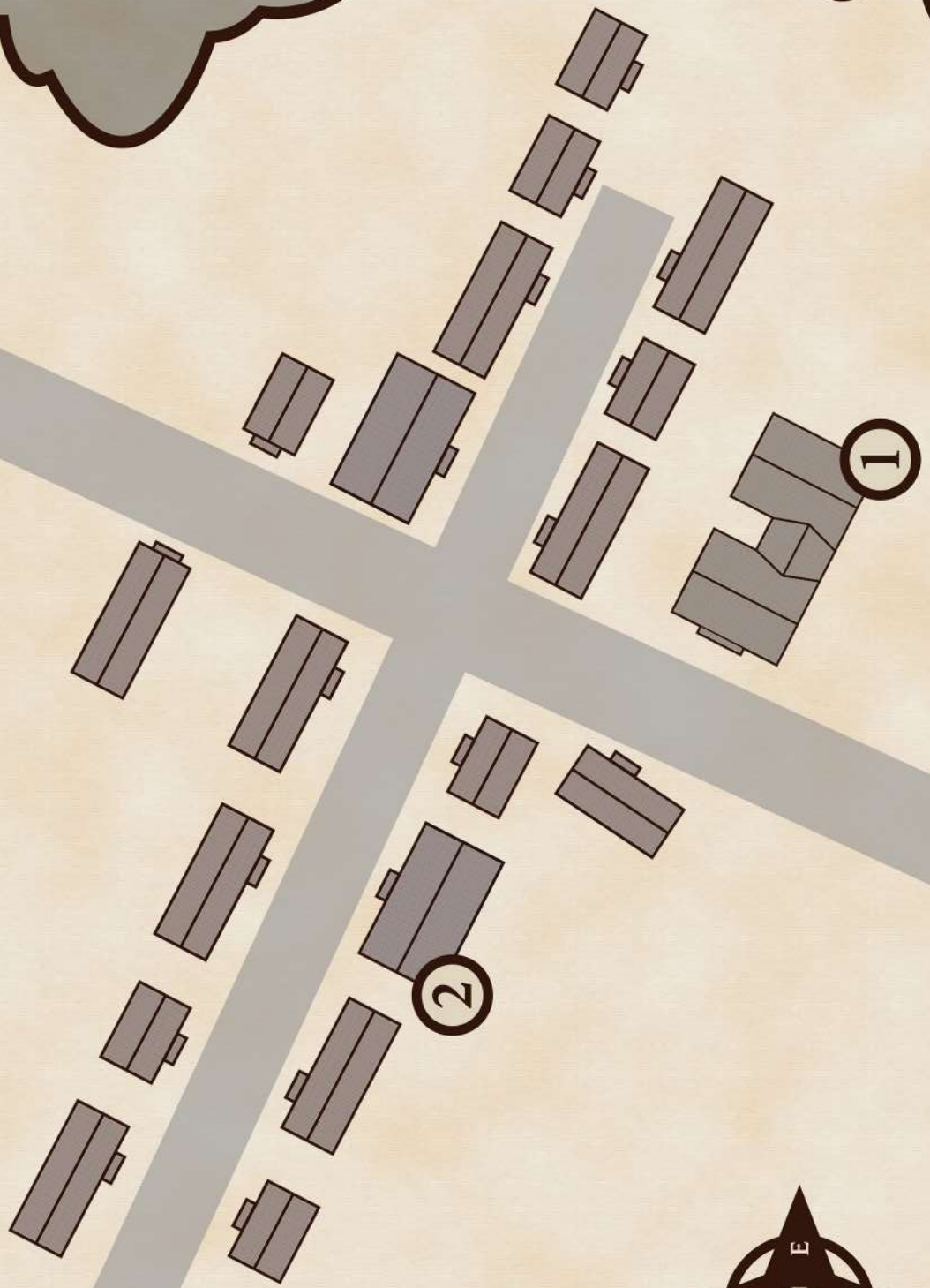


1

The Weary
Traveler

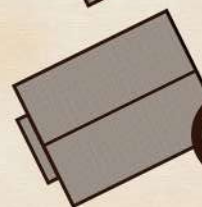
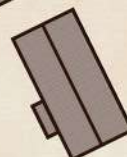
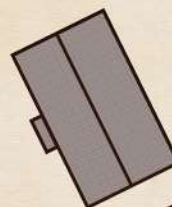
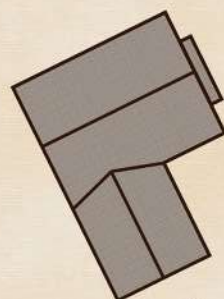
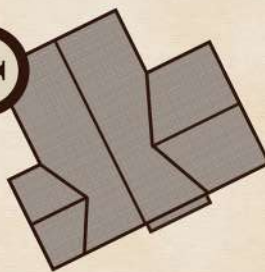
2

Tor's
Workshop





1



2

Mess Hall

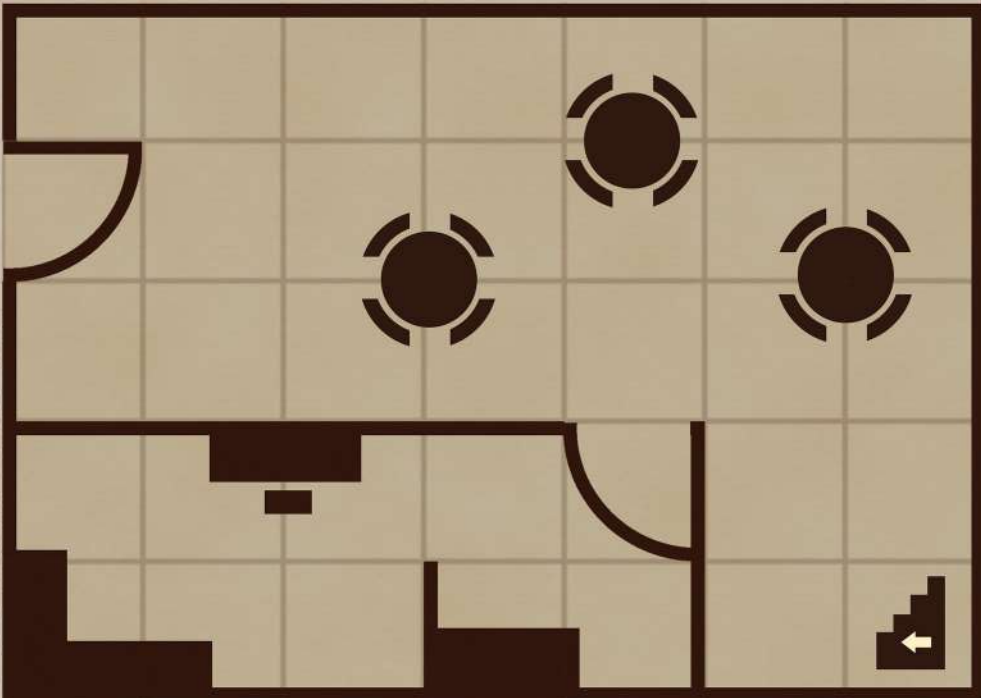
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Overseer's
Office

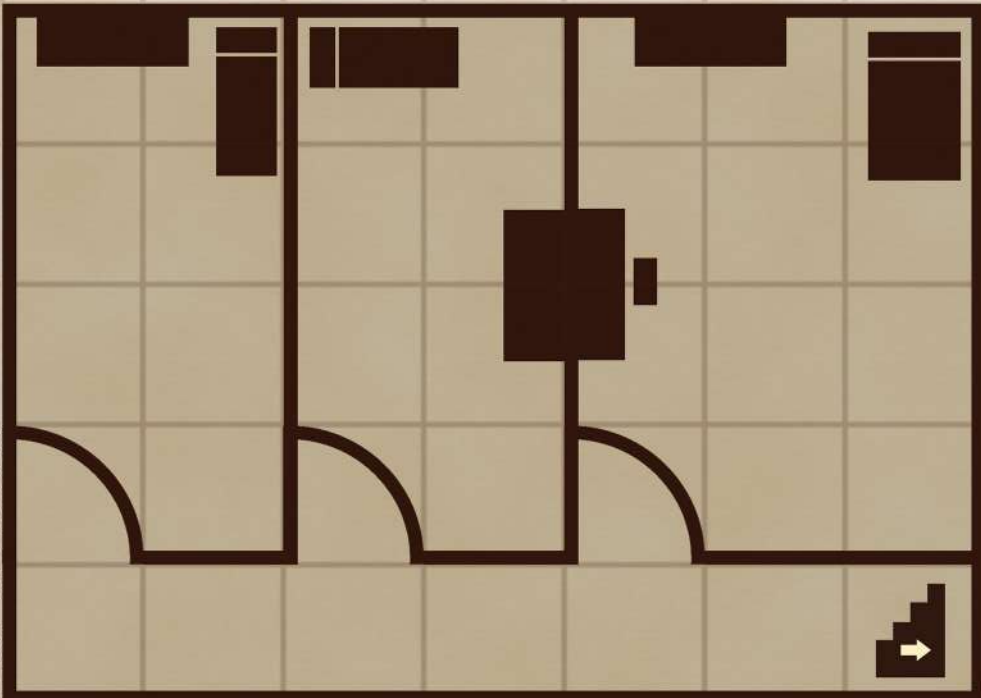
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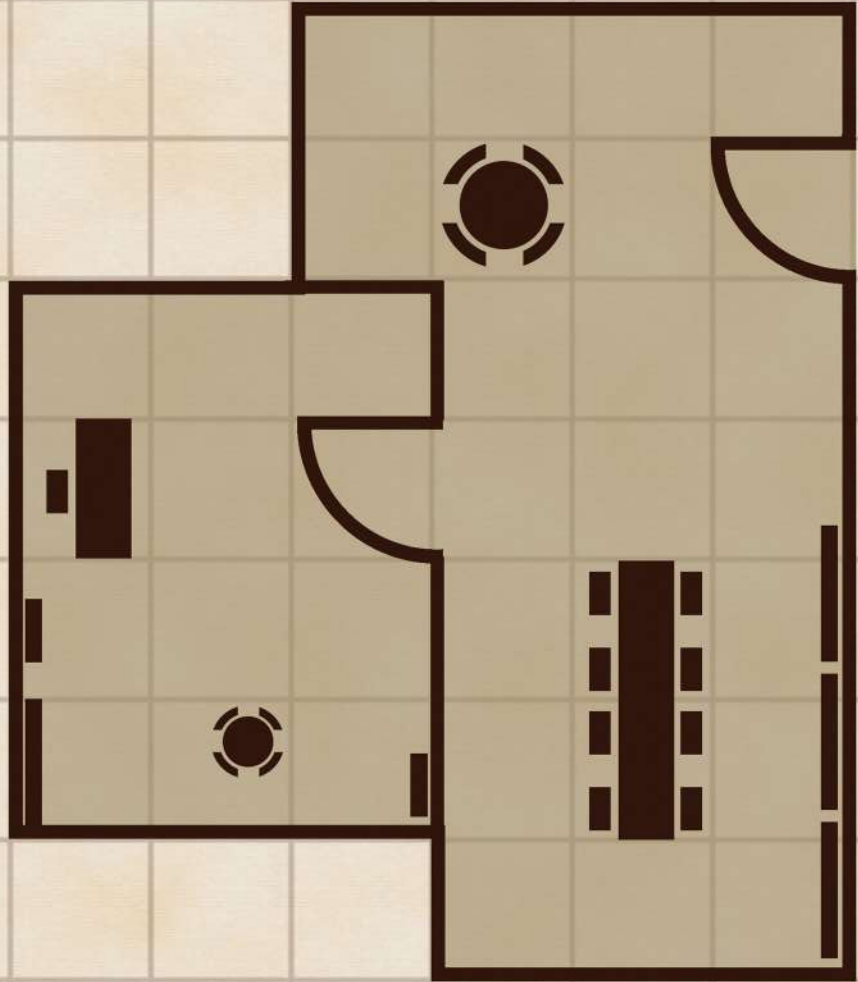
Bottom Floor



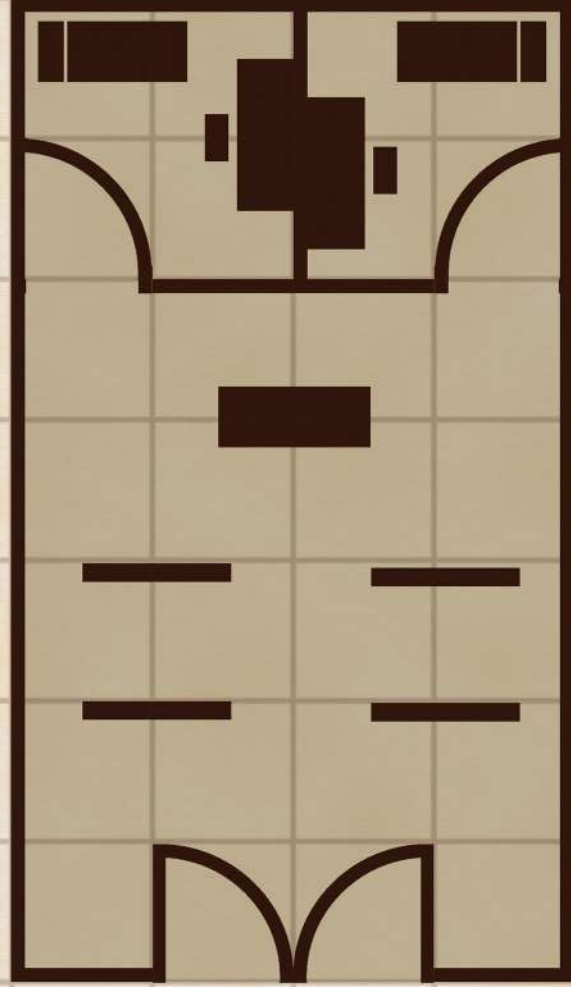
Top Floor



1 Square is equal to 2m²

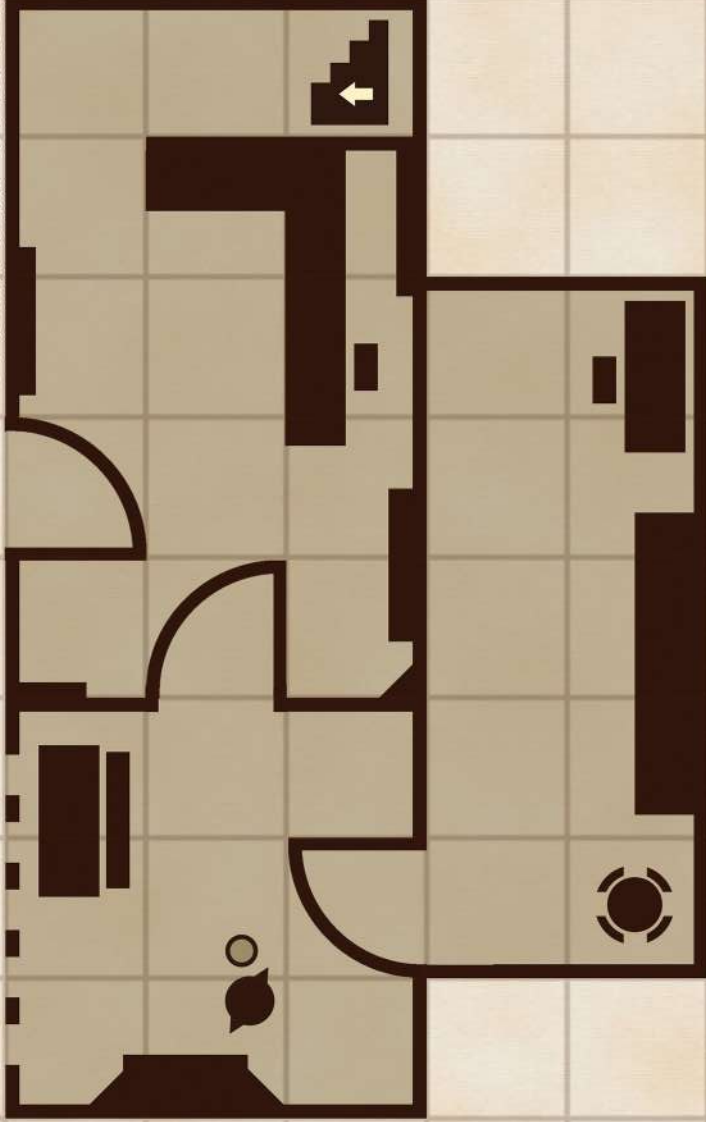


1 Square is equal to 2m

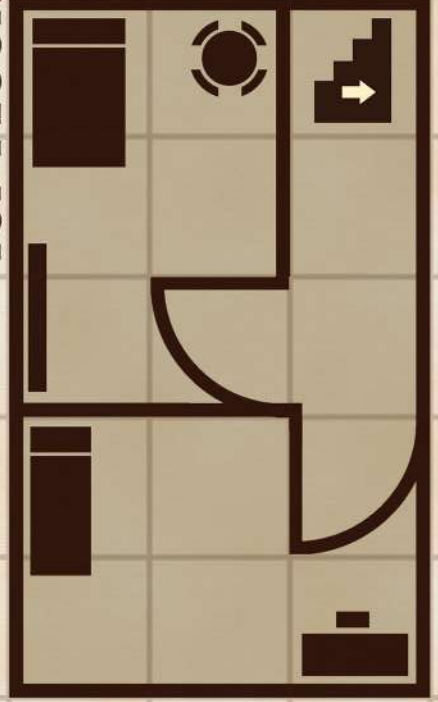


1 Square is equal to 2m^2

BOTTOM FLOOR

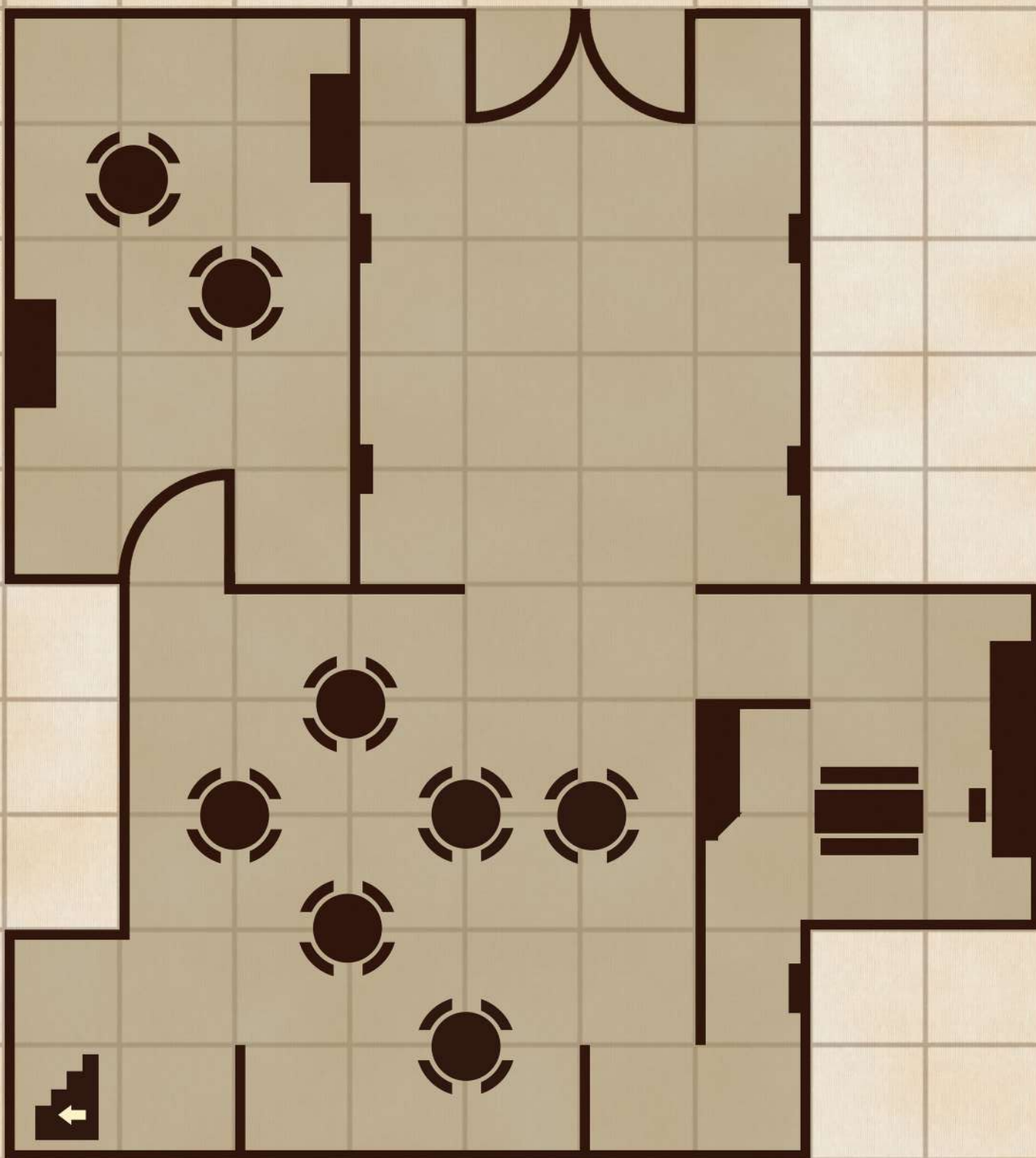


TOP FLOOR

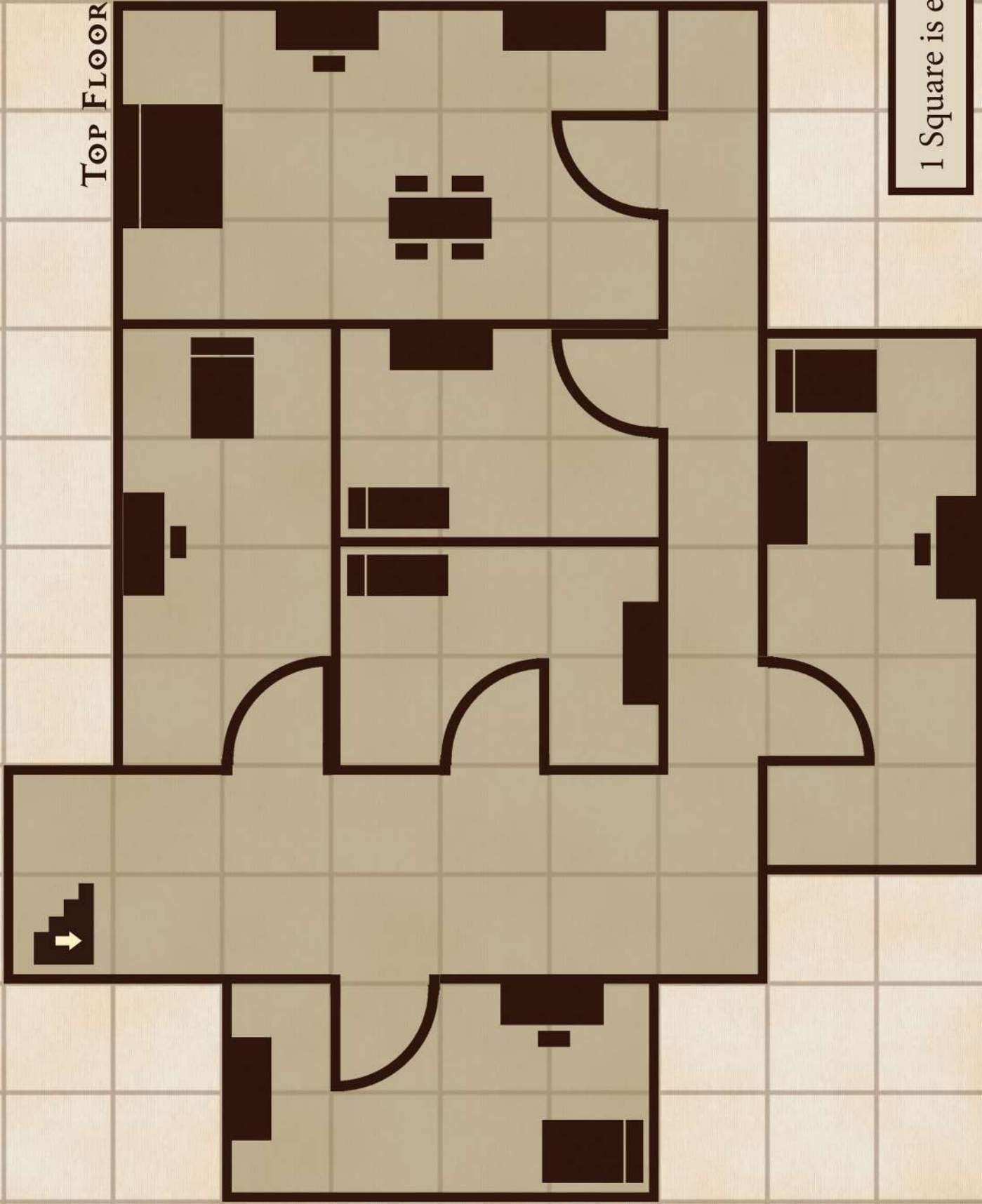


1 Square is equal to 2m²

BOTTOM FLOOR



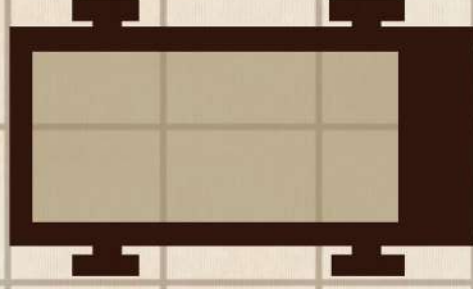
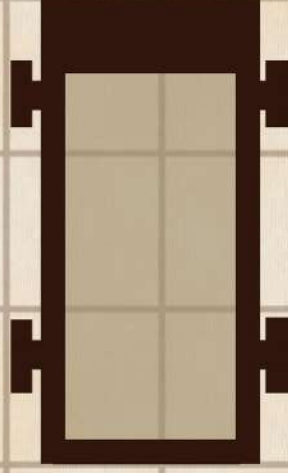
TOP FLOOR

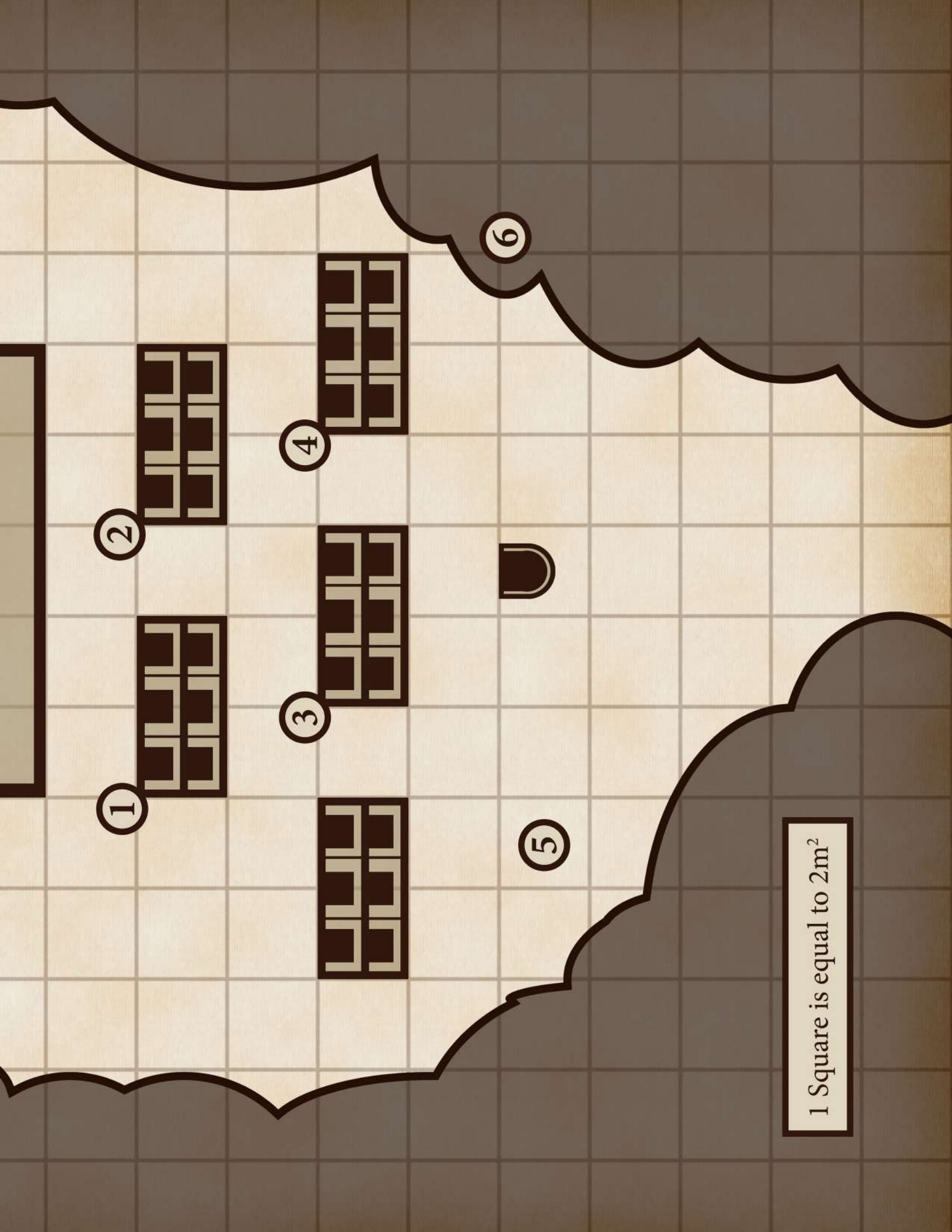


1 Square is equal to 2m²

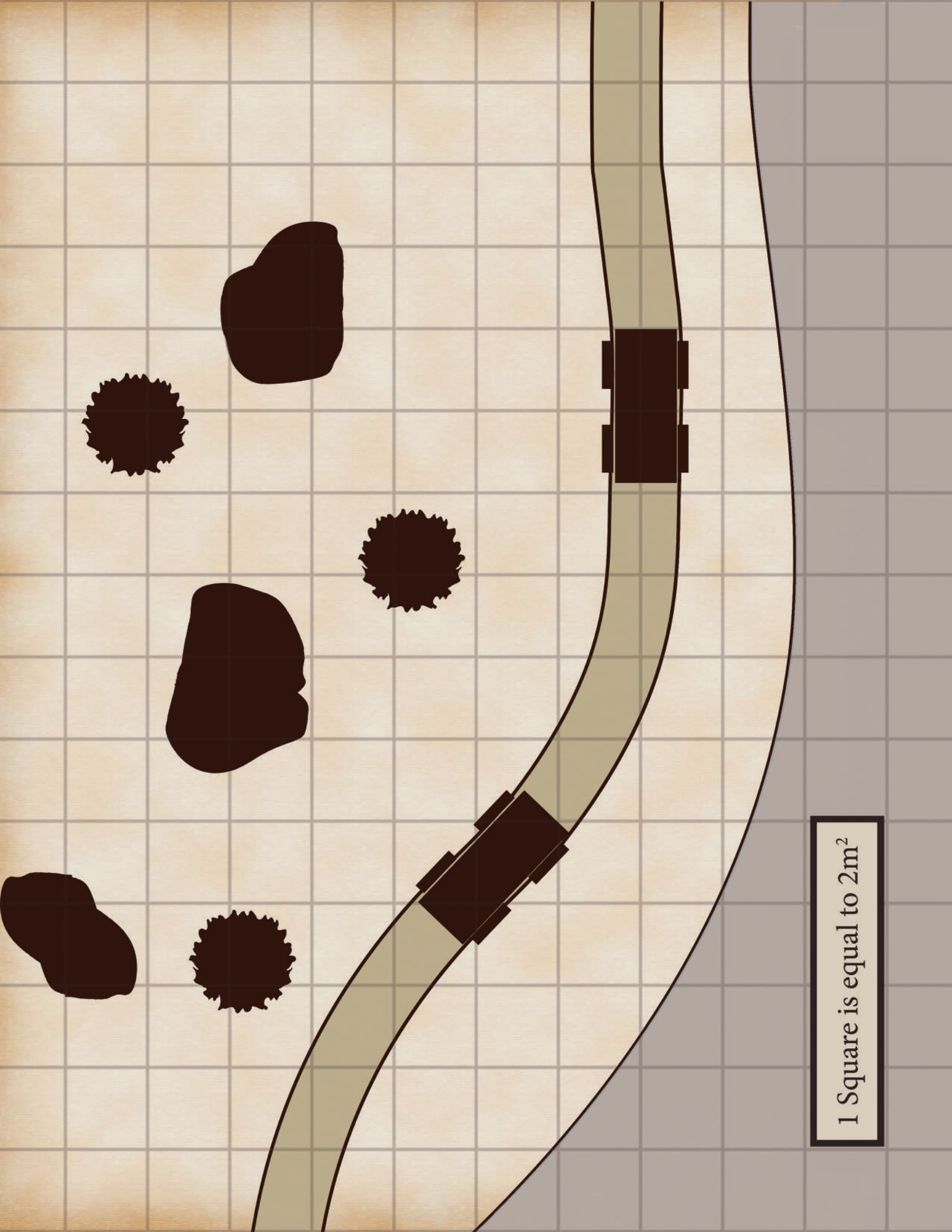
#

If under seige, the members of the troop will be at battle stations. Oberhassil at 1, Flip at 2, Maeve at 3, Winnie at 4, Nola at 6, and Ambrus, Lorcan & Macklin crowded around 5.

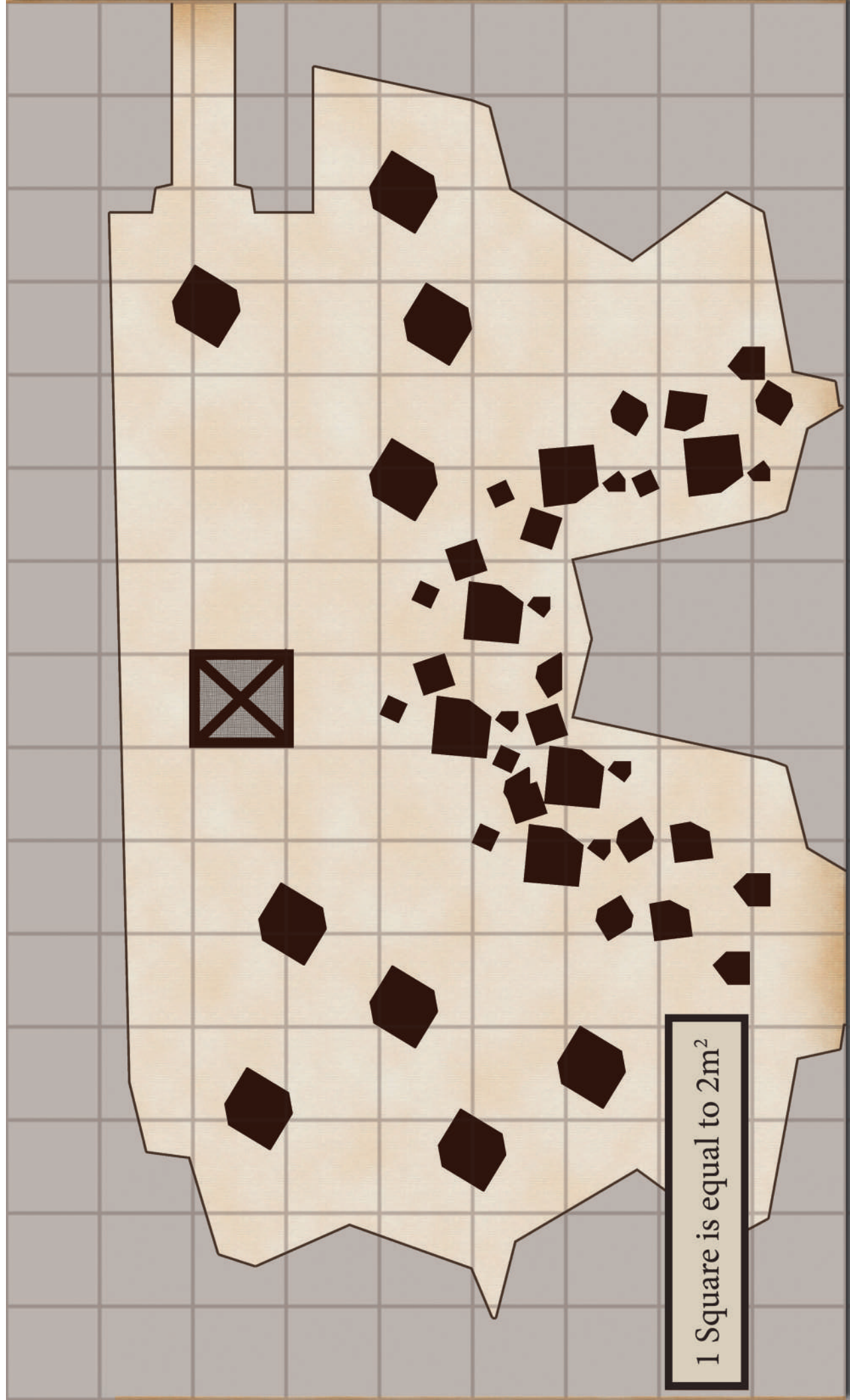




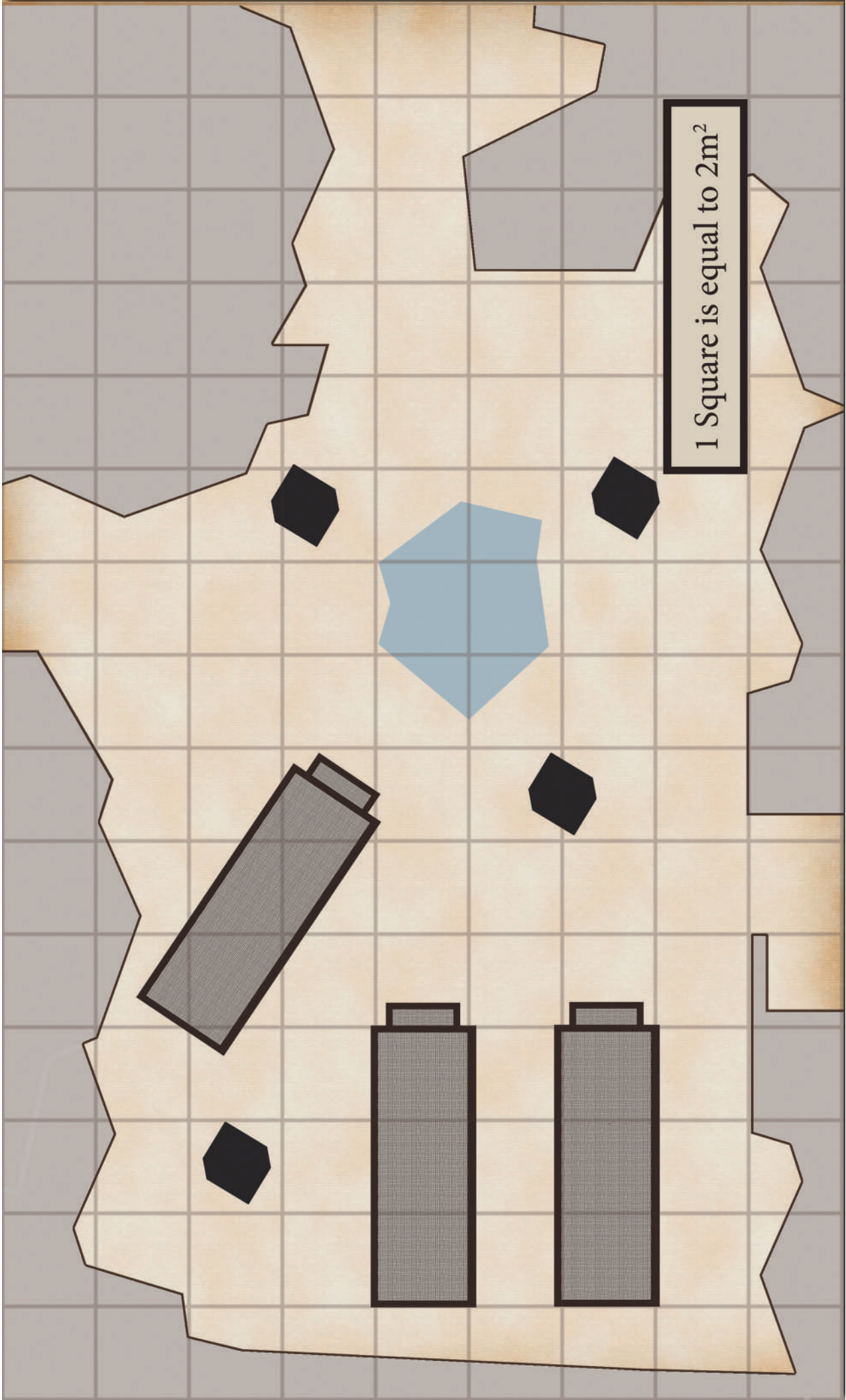
1 Square is equal to 2m²

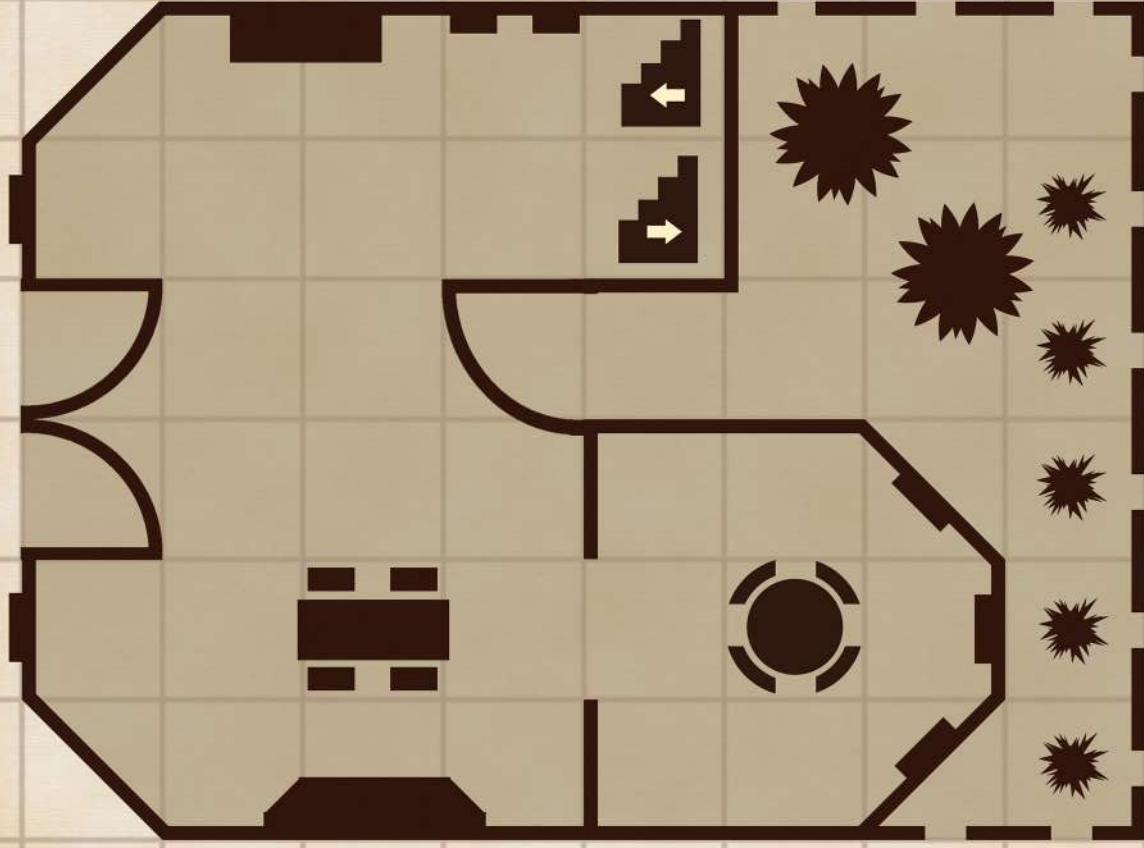


1 Square is equal to 2m²

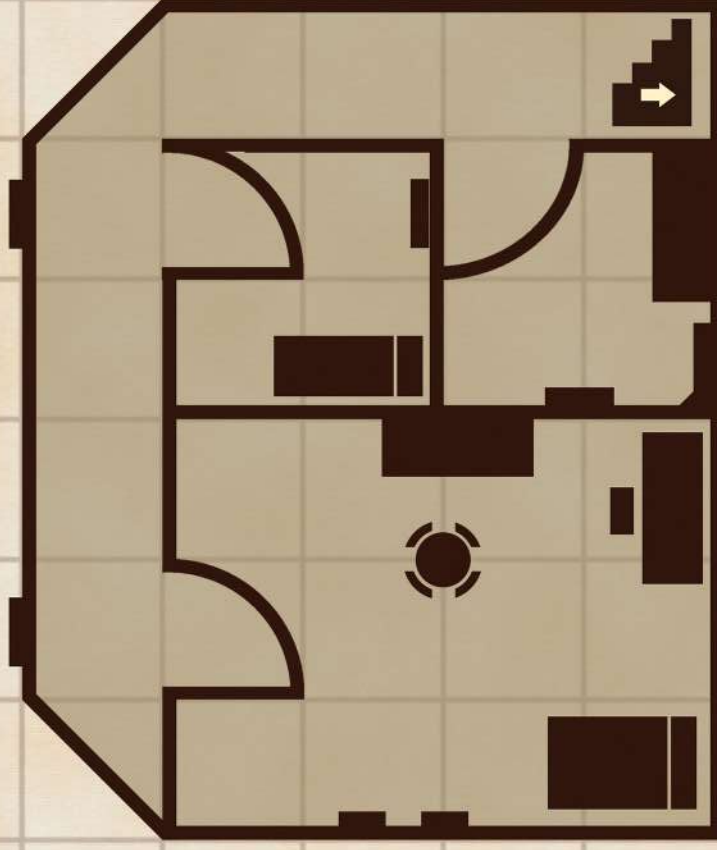


1 Square is equal to 2m^2





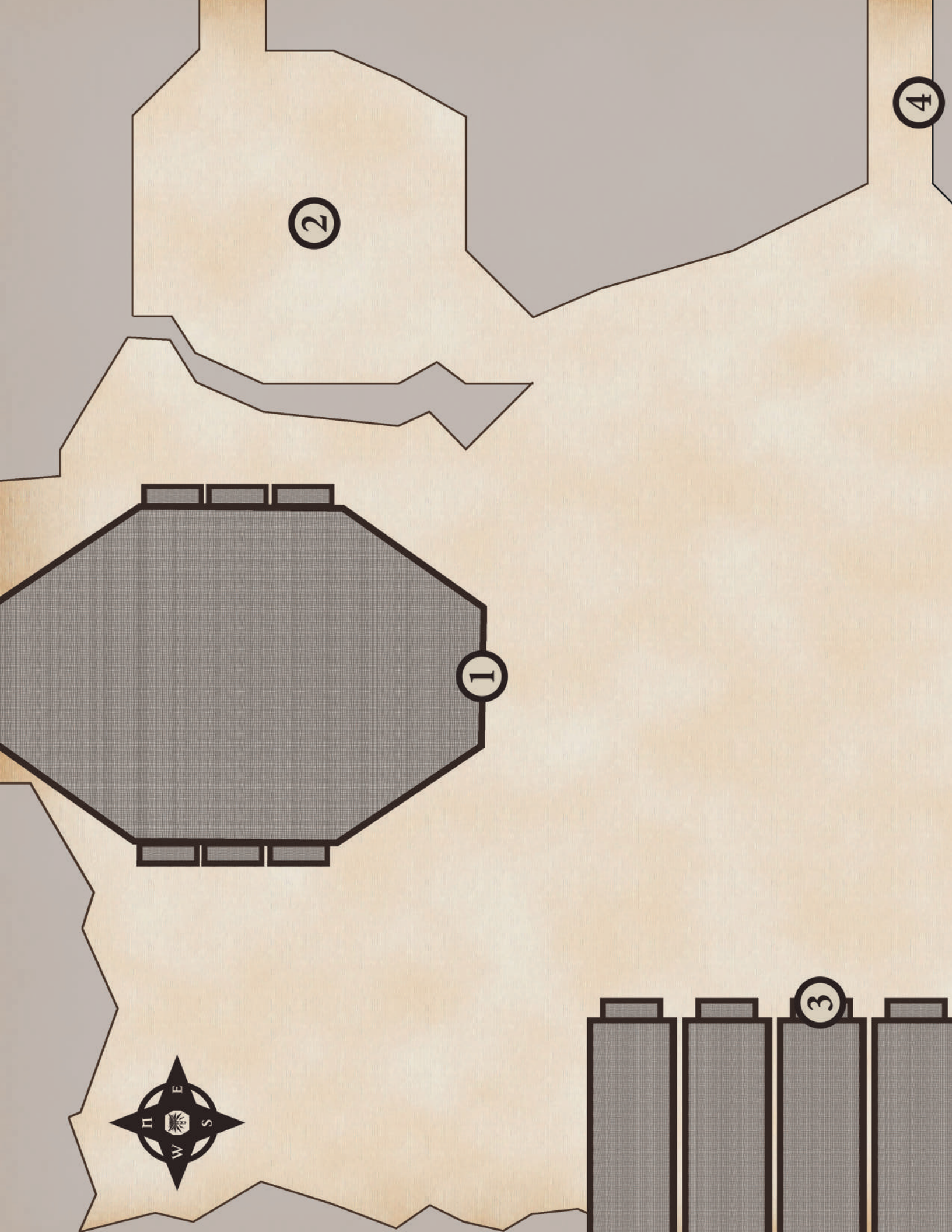
TOP FLOOR

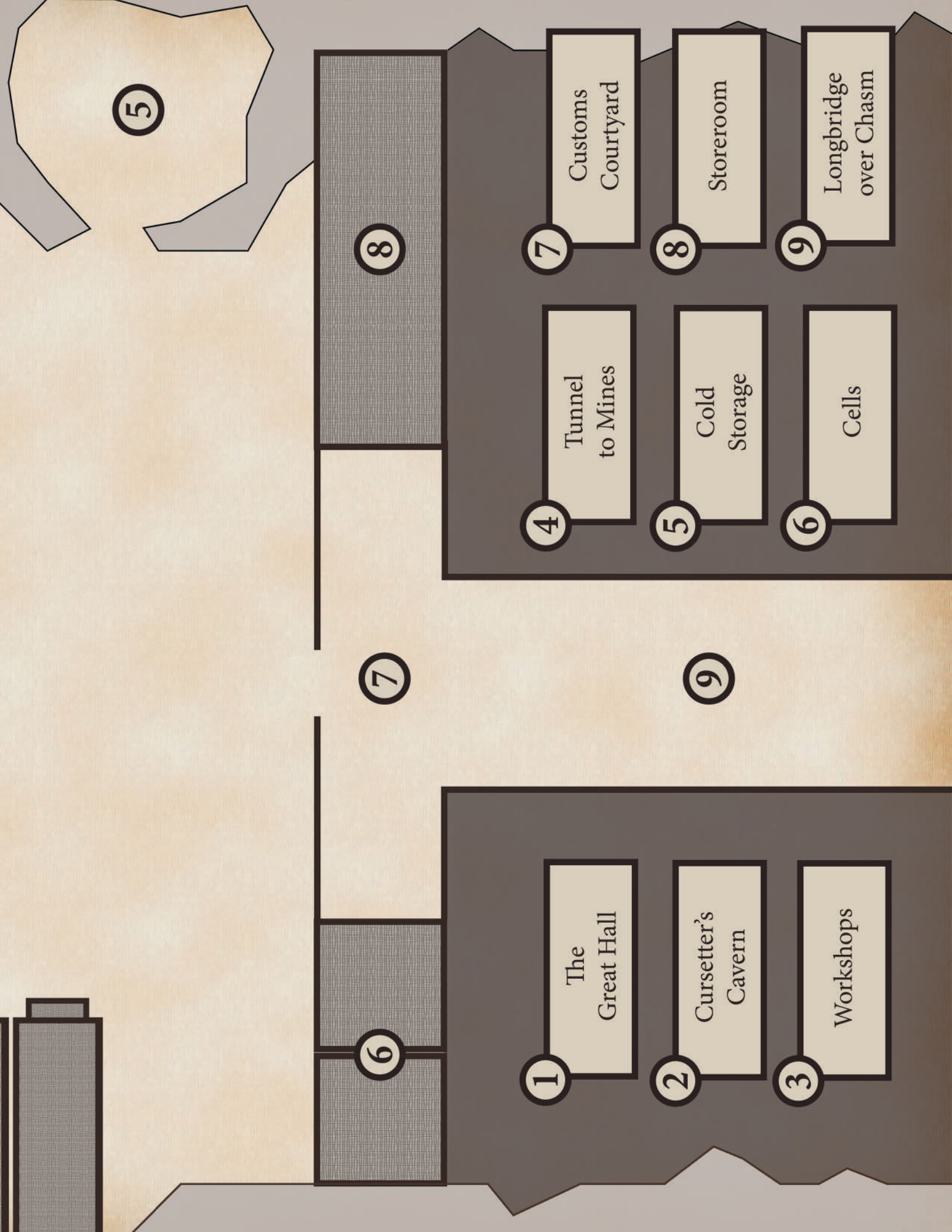


BASEMENT



1 Square is equal to 2m²





1

To the Temple
Quarter

2

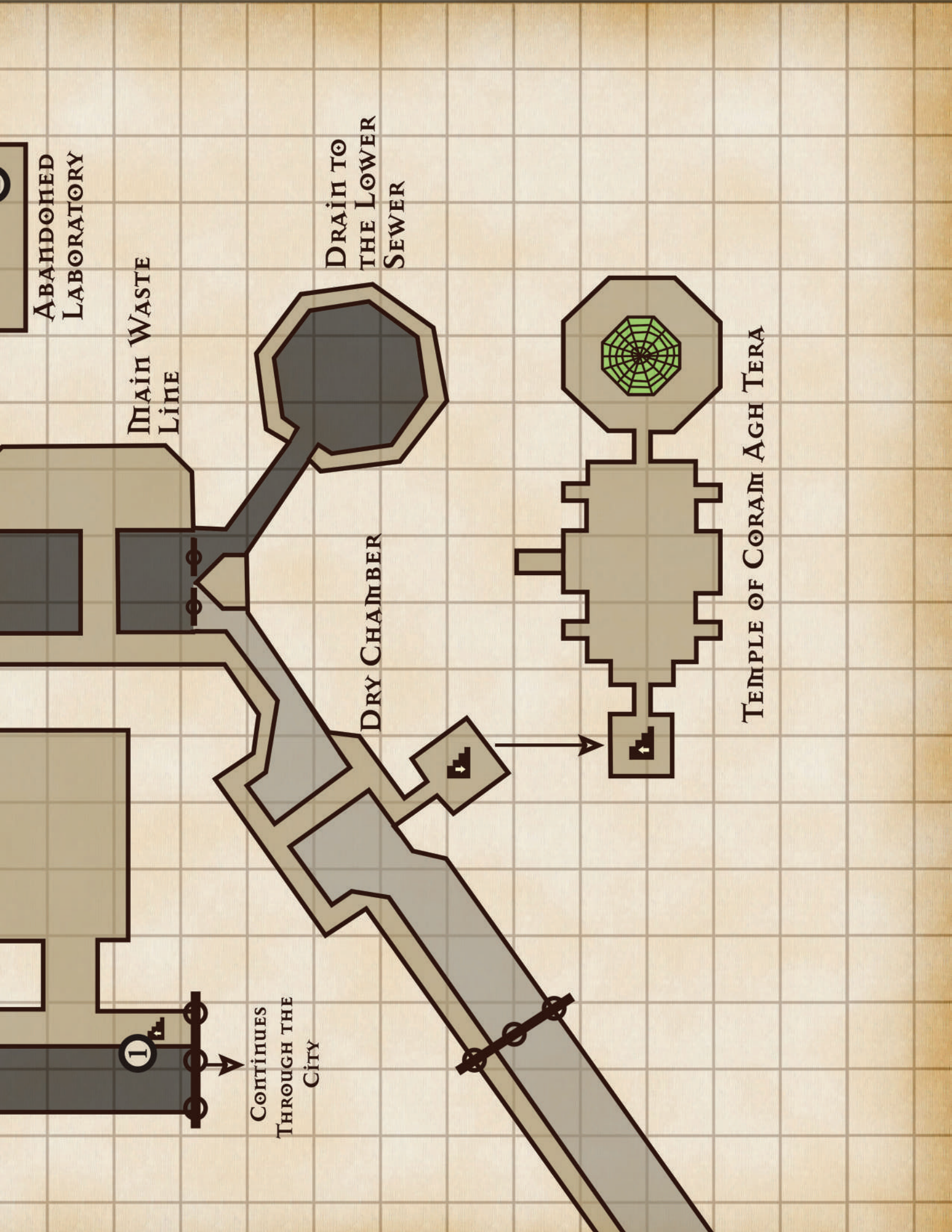
To the
Headquarters

FLOODED
CHAMBER

DESTITUTE CAMP



2



ABANDONED
LABORATORY

Main Waste
Line

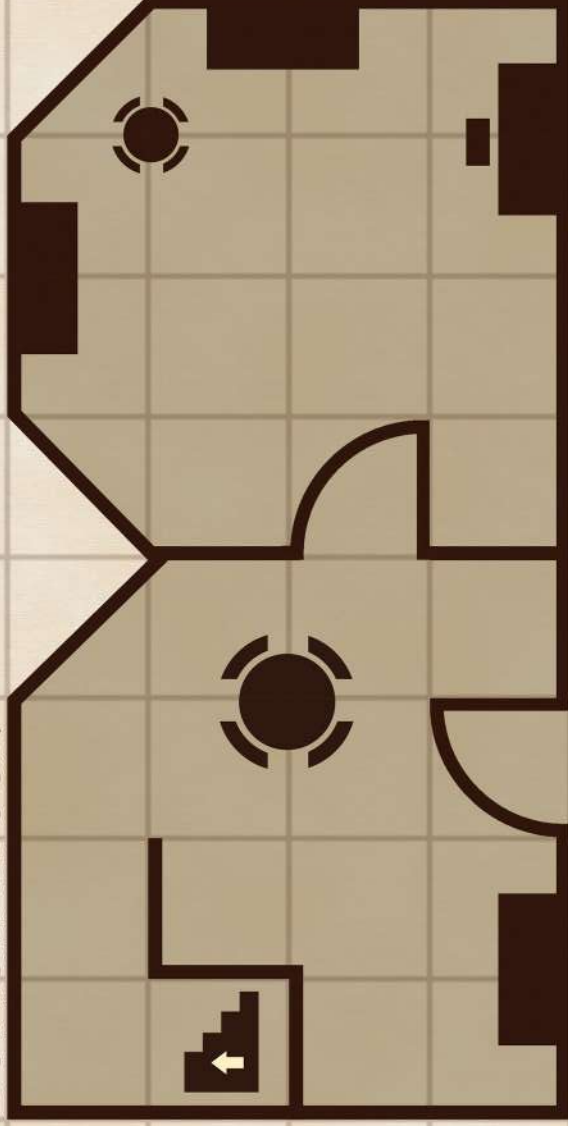
DRAIN TO
THE LOWER
SEWER

DRY CHAMBER

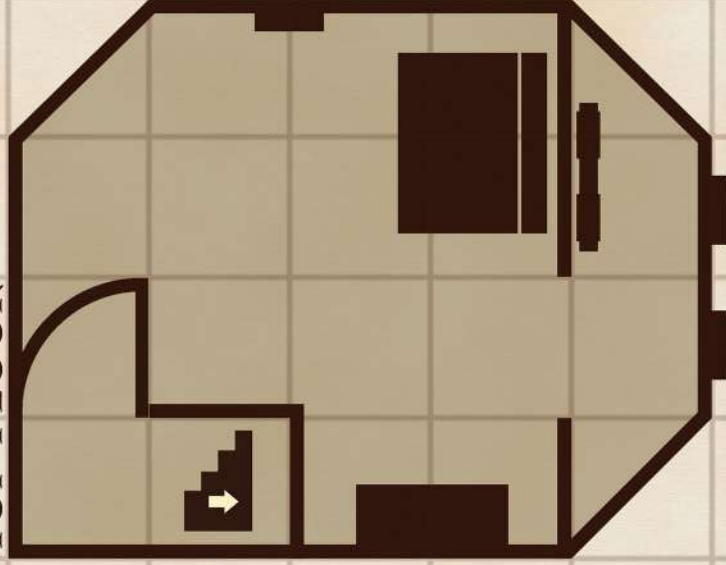
TEMPLE OF CORAM AGH TERA

CONTINUES
THROUGH THE
CITY

BOTTOM FLOOR



TOP FLOOR

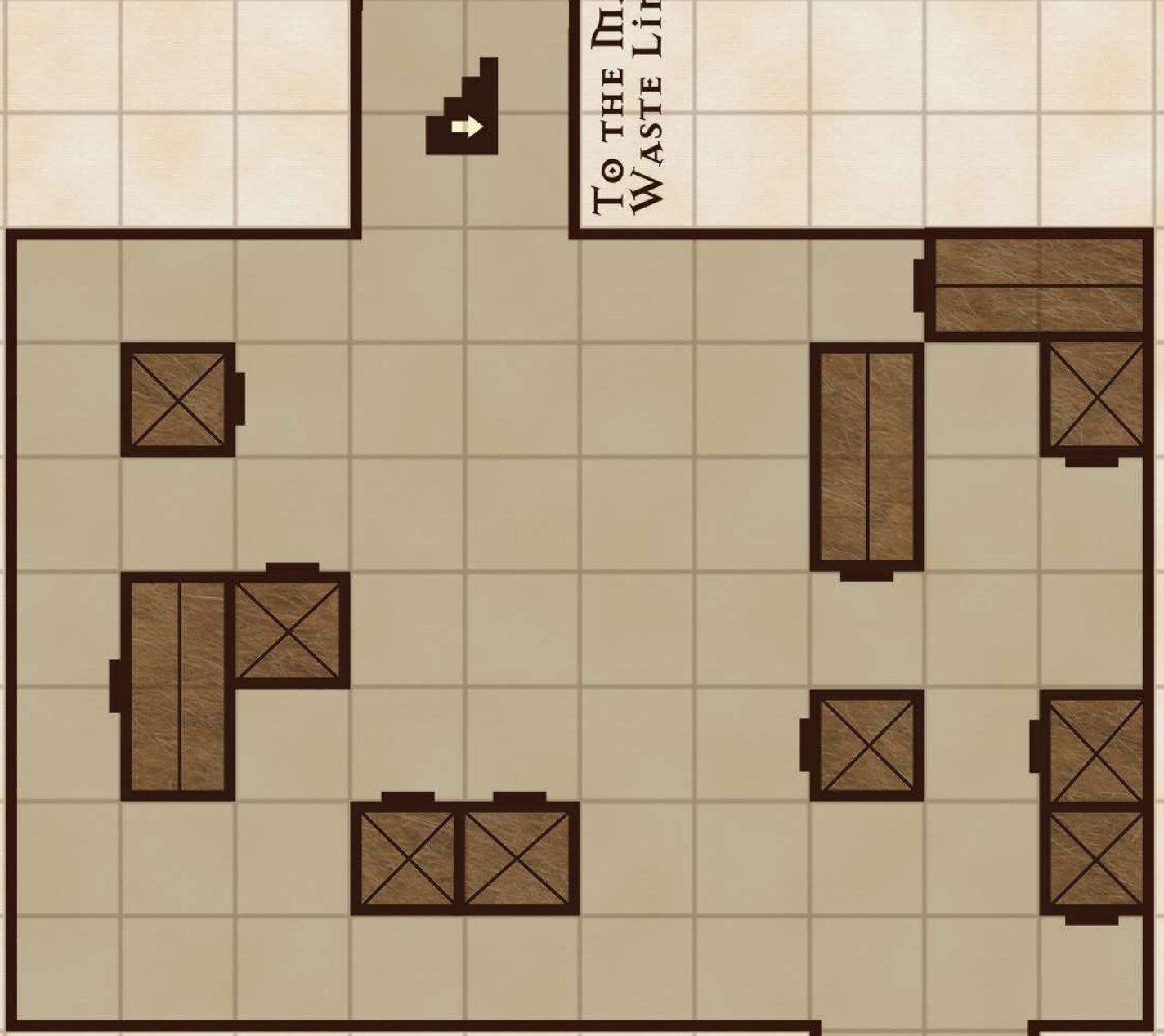


1 Square is equal to 2m²

1 Square is equal to 2m²

TO THE TEMPLE
QUARTER

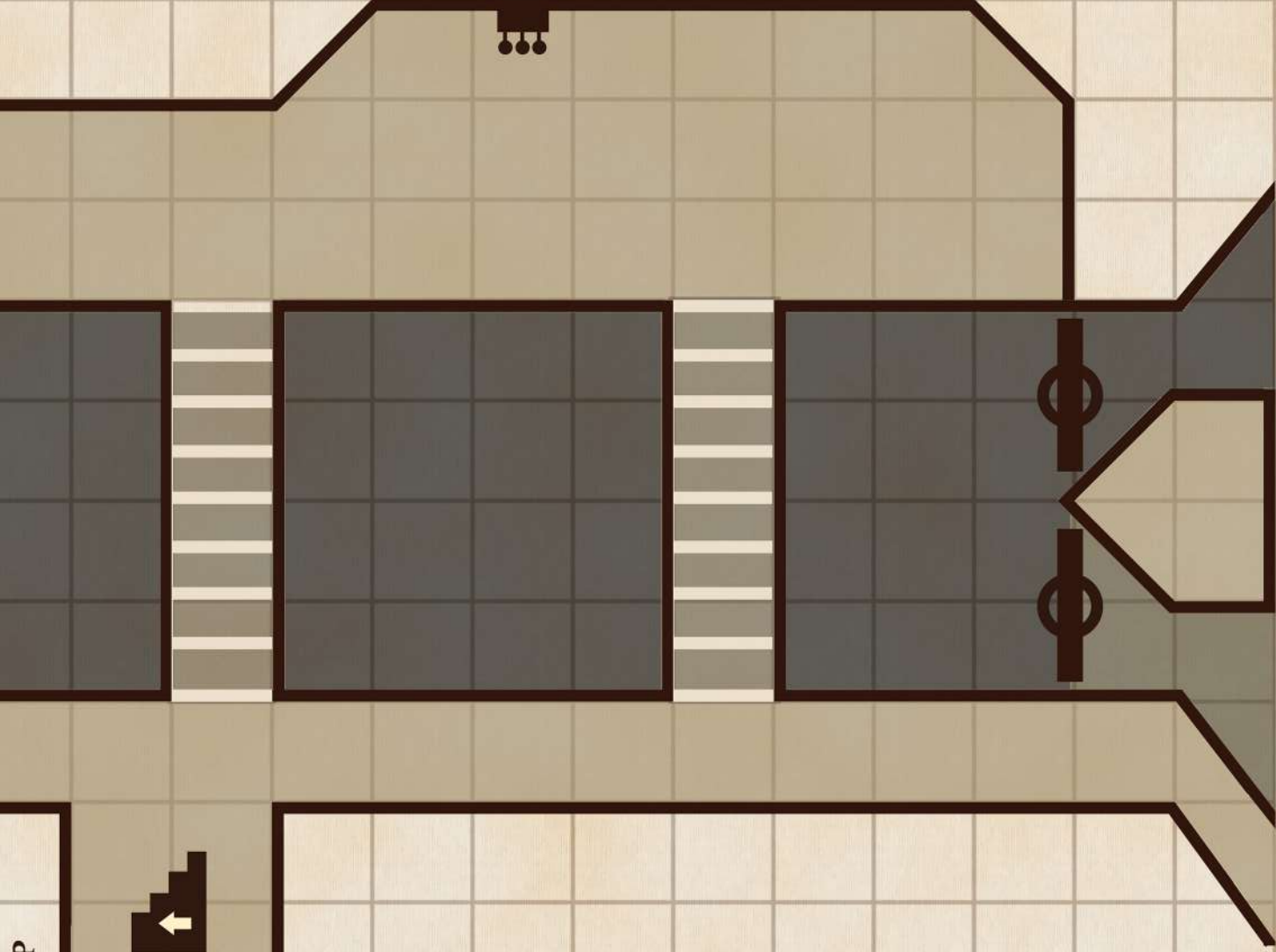
TO THE MAIN
WASTE LINE



TO THE FLOODED
CHAMBER

TO THE
DESTITUTE

CAMP



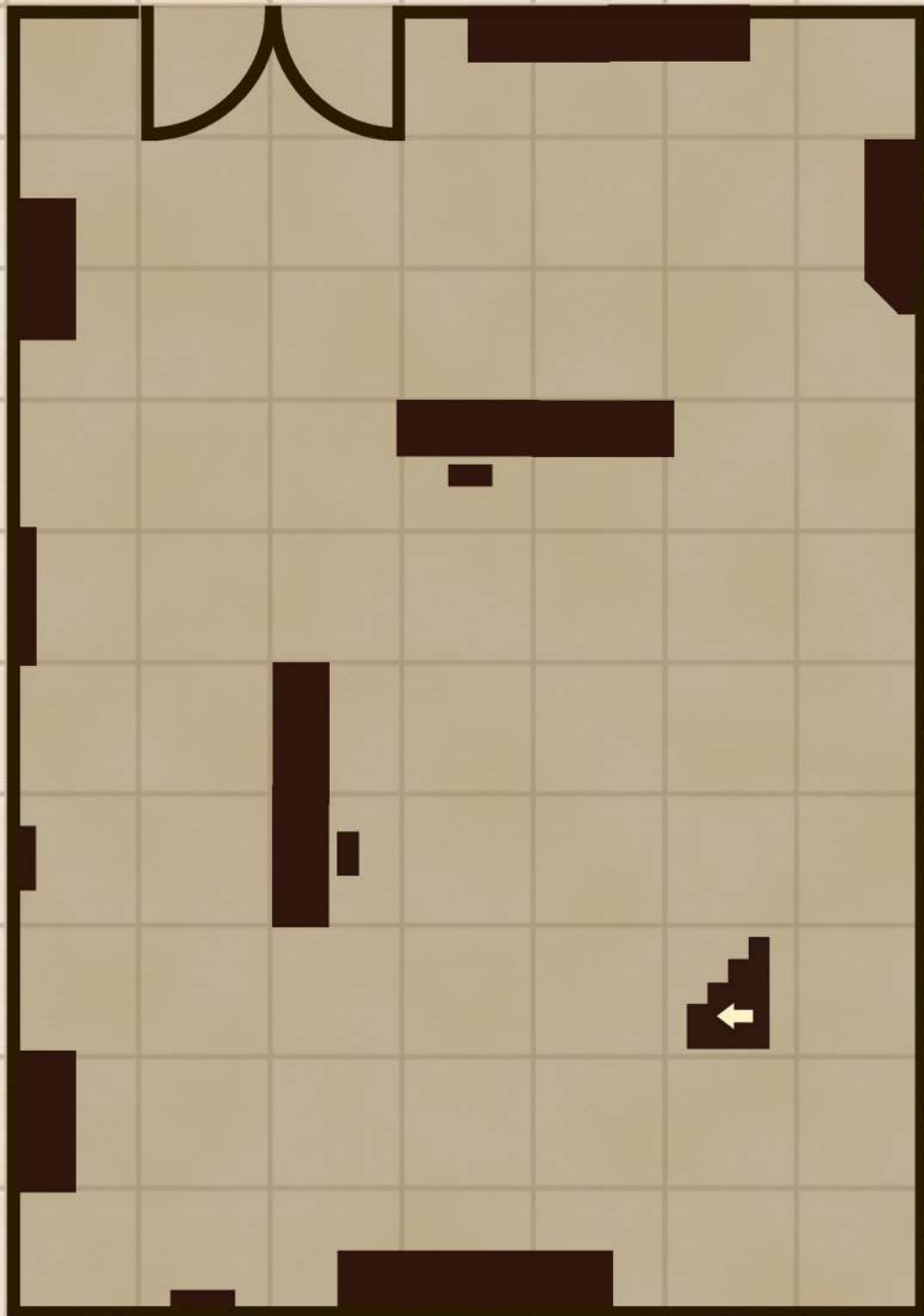
1 Square is equal to 2m²

TO THE
DRY CHAMBER

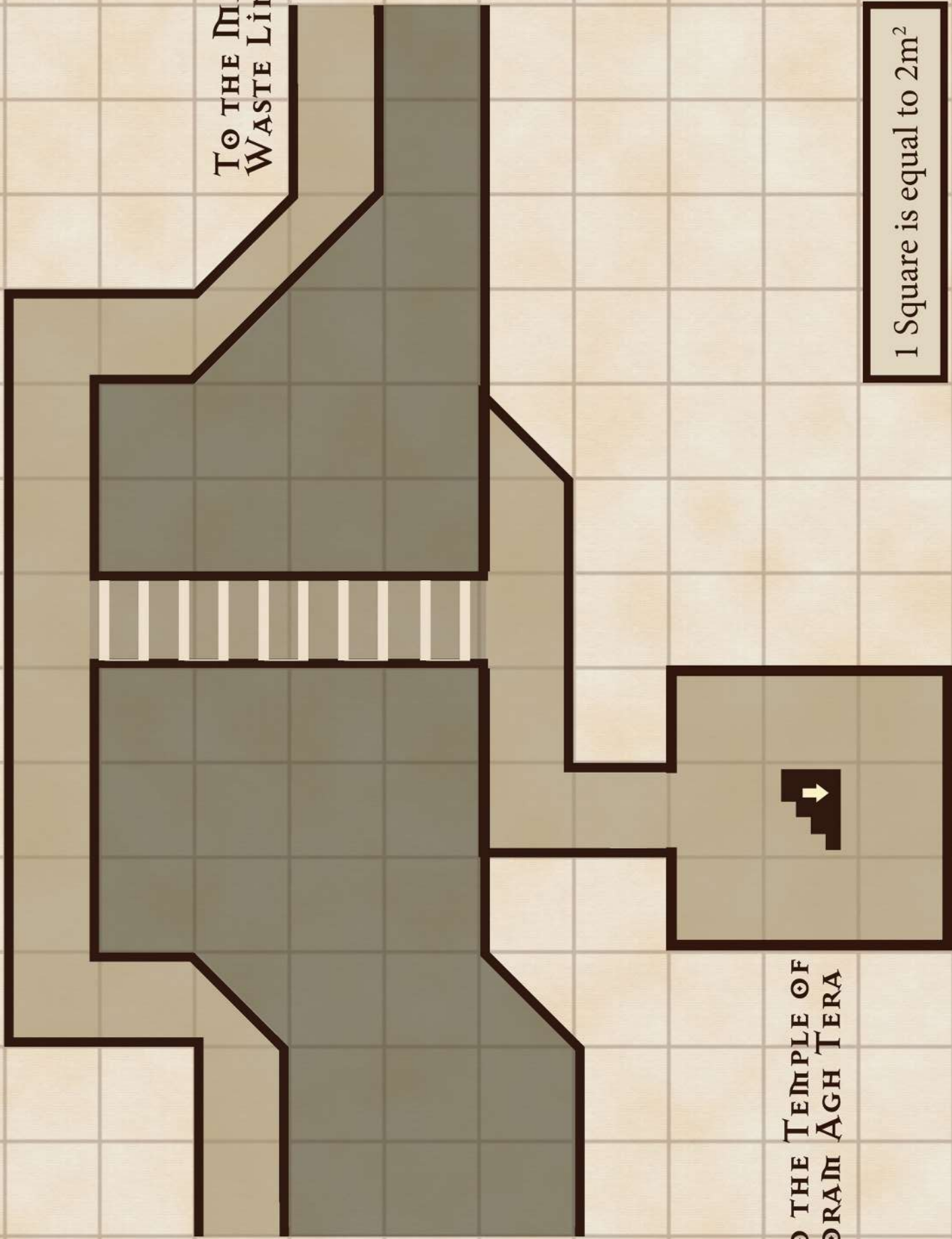
TO THE MAIN
WASTE LINE

TO THE ABANDONED LABORATORY

TO THE
FLOODED
CHAMBER



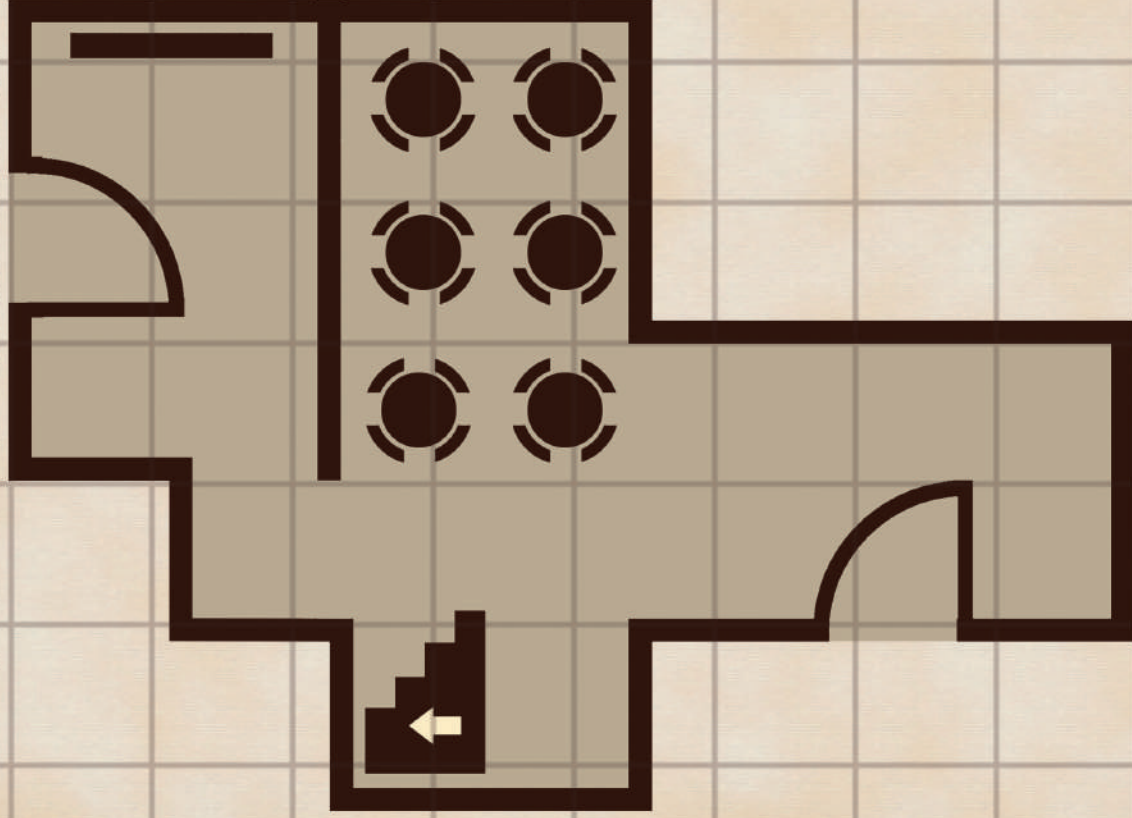
TO THE MAIN
WASTE LINE



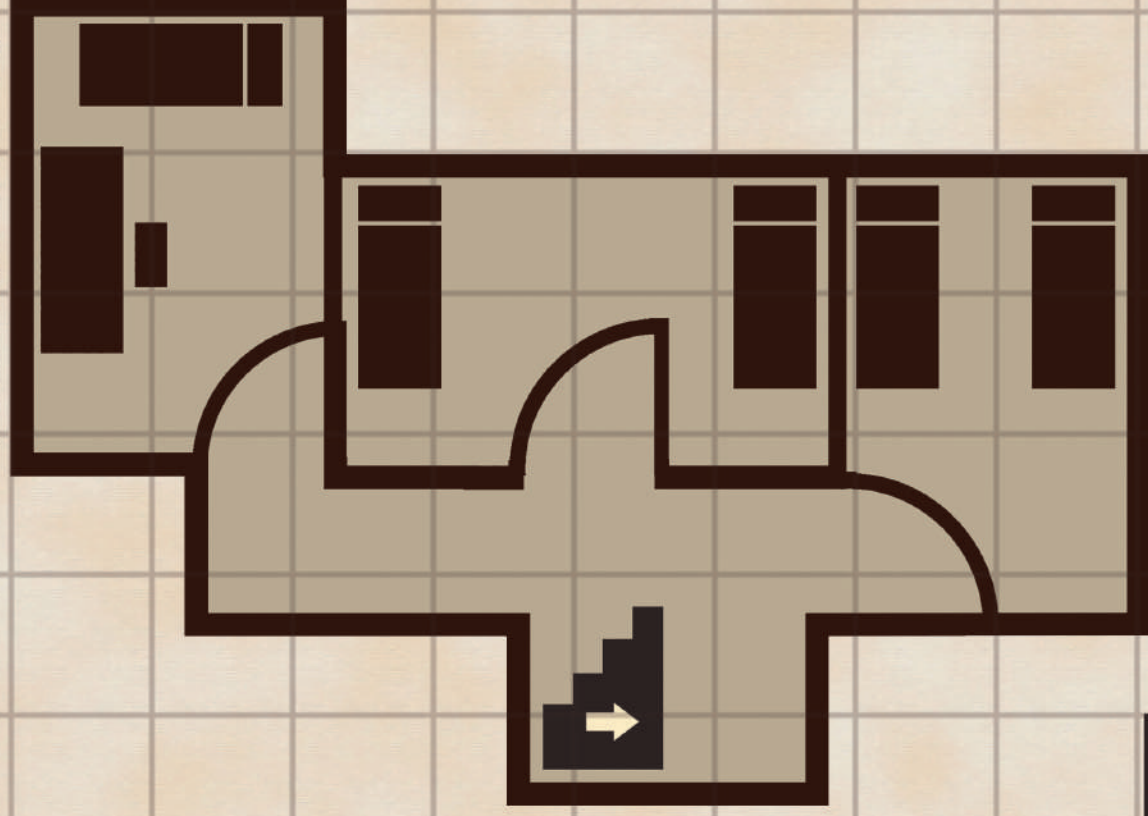
TO THE TEMPLE OF
CORAM AGH TERA

1 Square is equal to 2m²

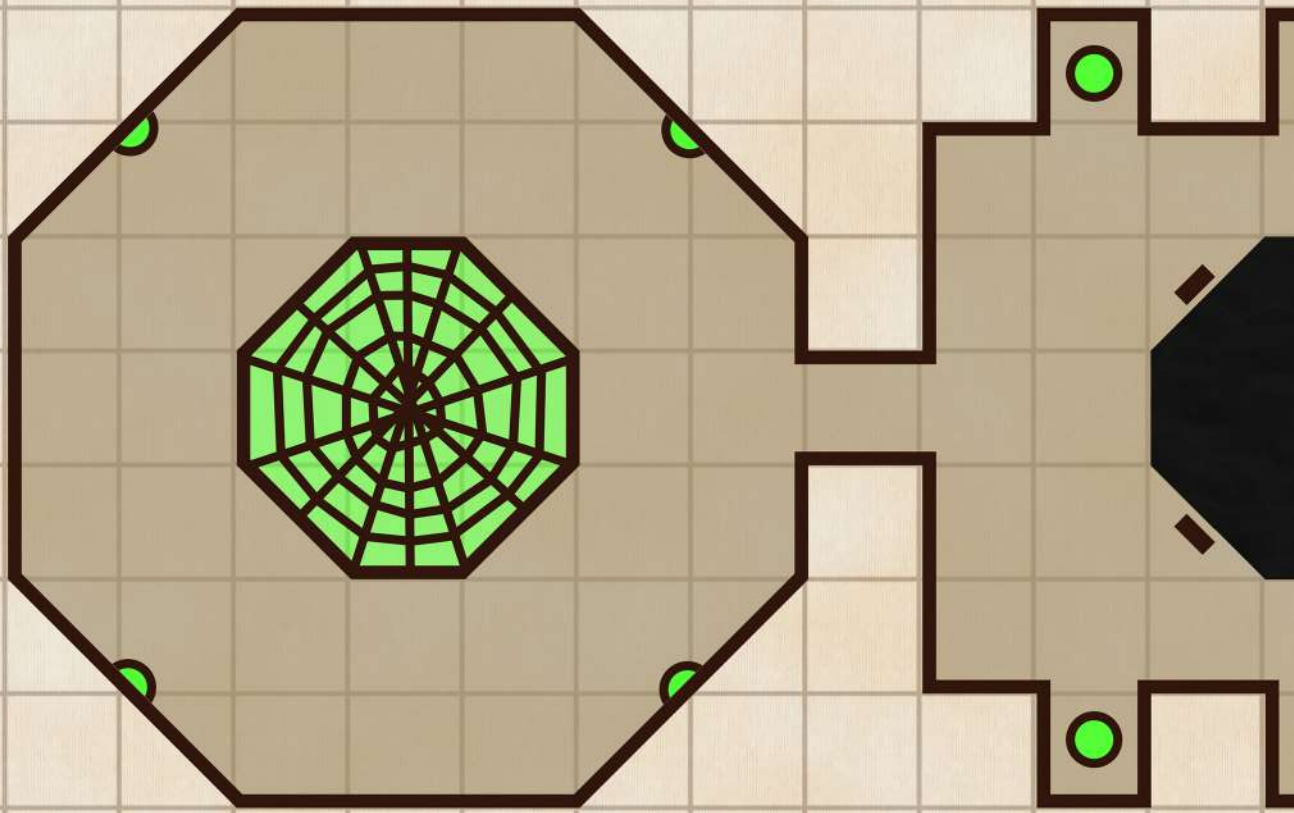
FIRST FLOOR



SECOND FLOOR

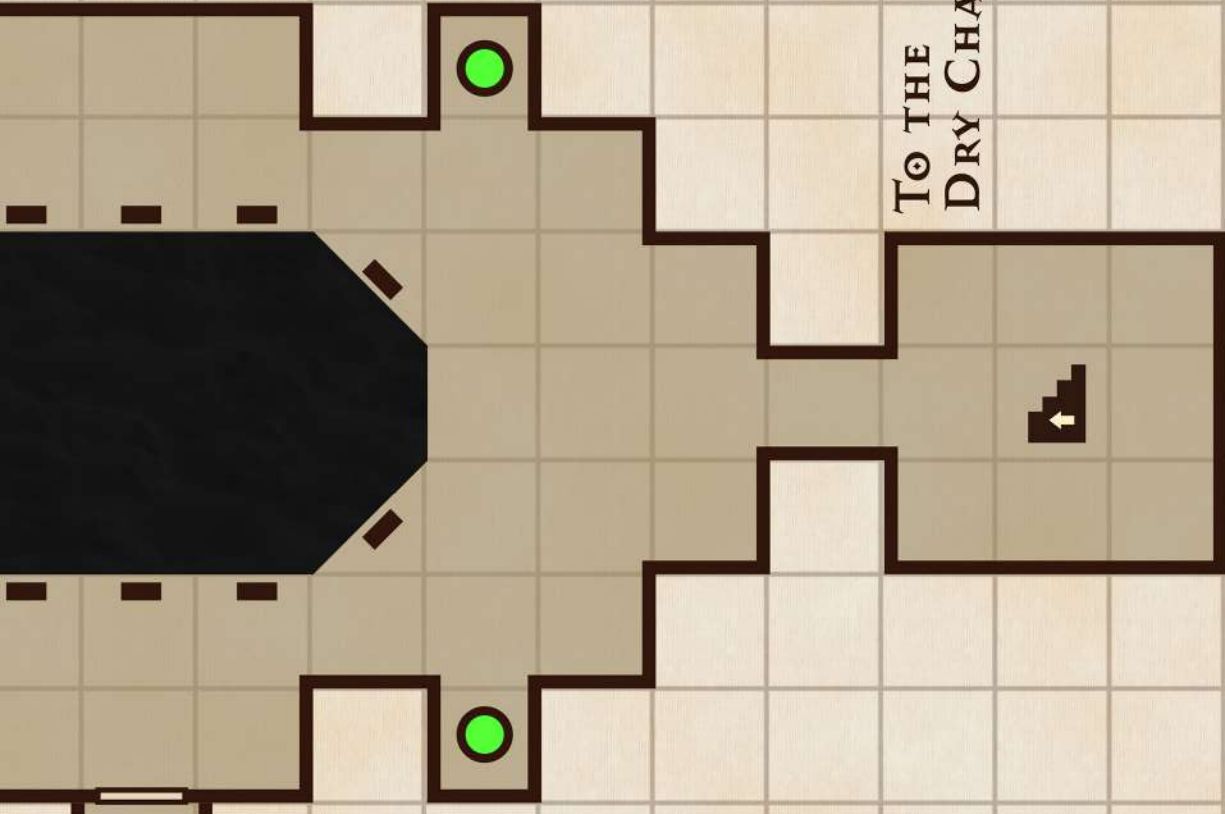


1 Square is equal to 2m²



TO THE OUTSIDE

OF THE CITY

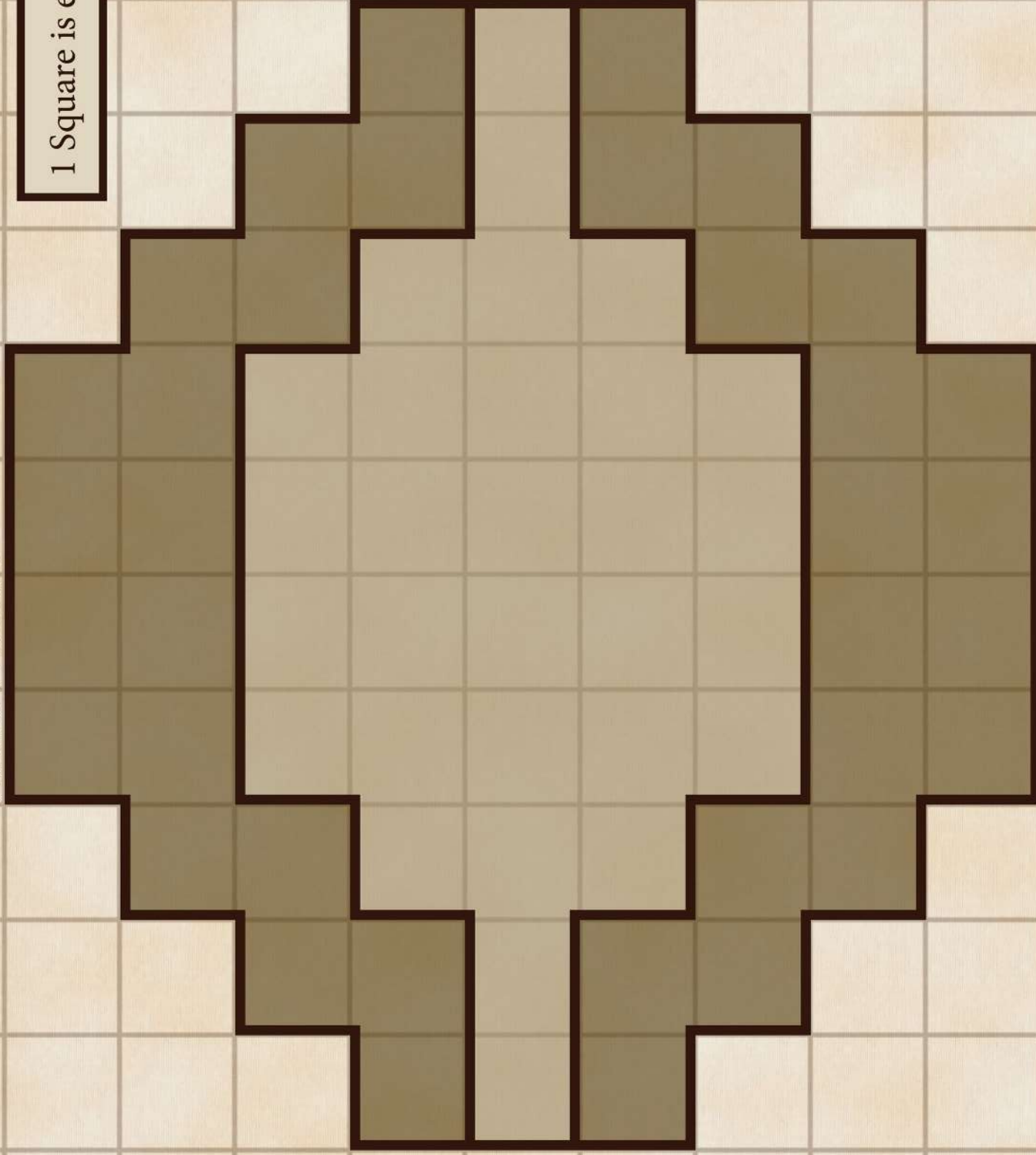


TO THE
DRY CHAMBER

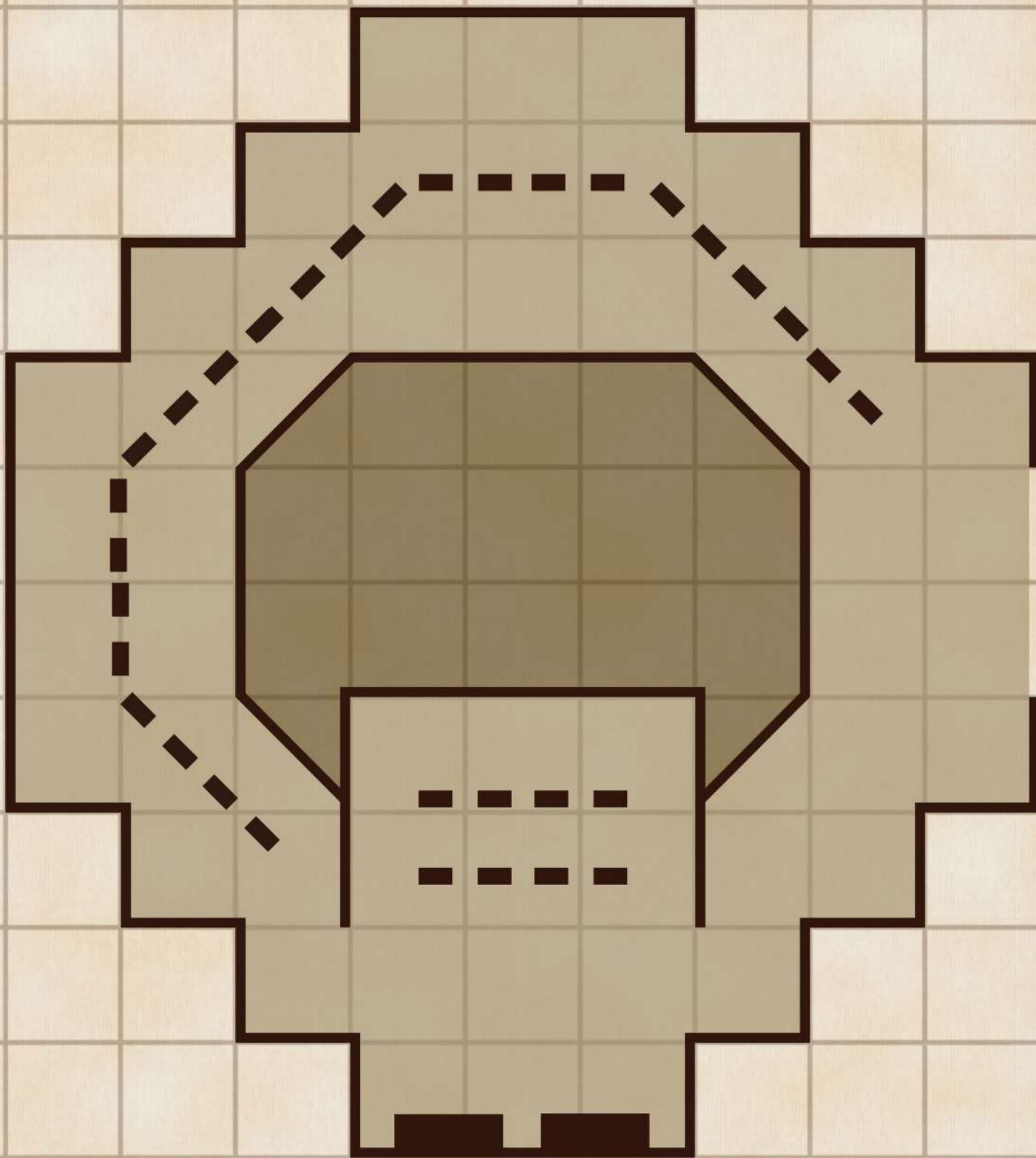
1 Square is equal to 2m²

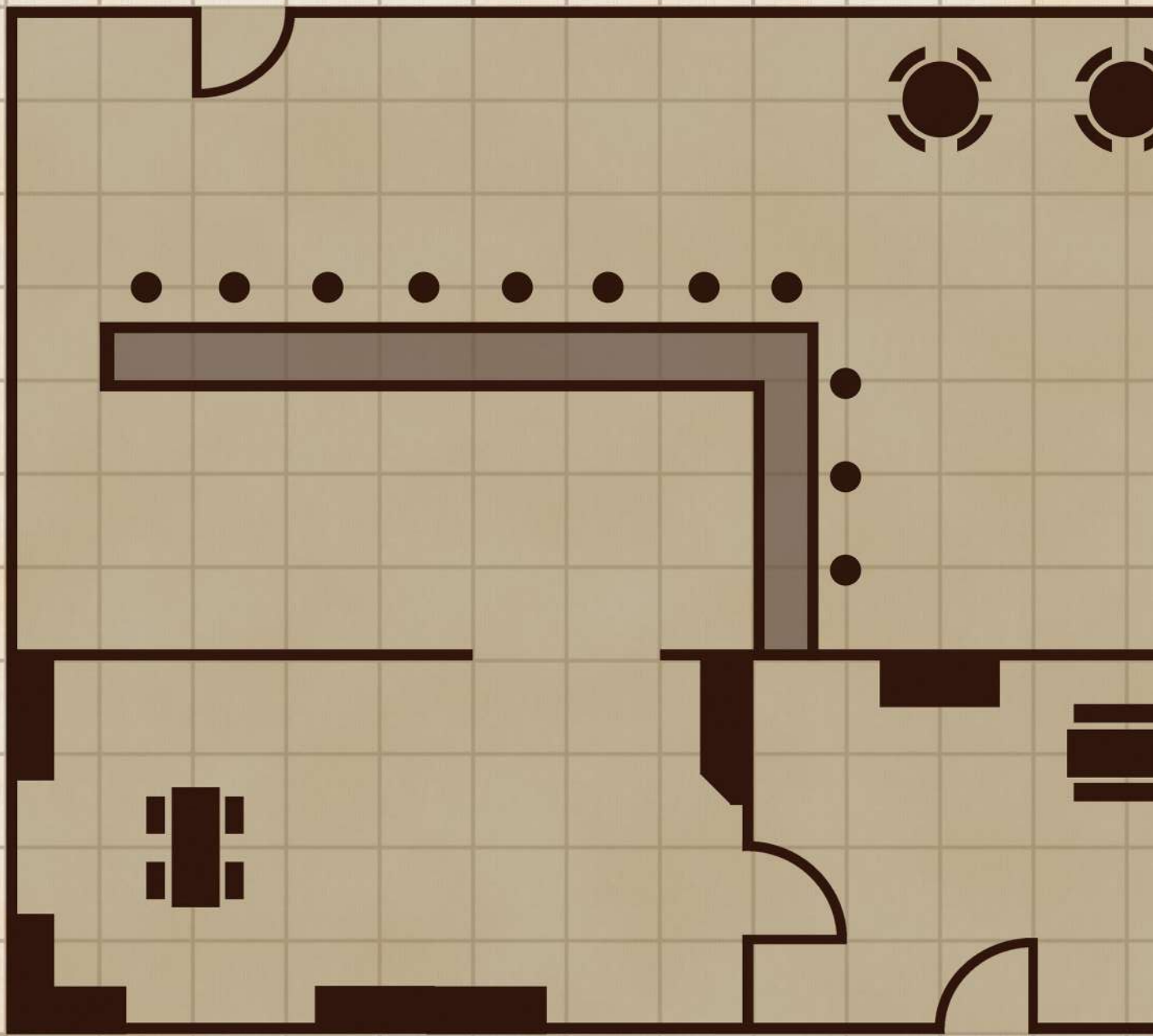
AREA FLOOR I

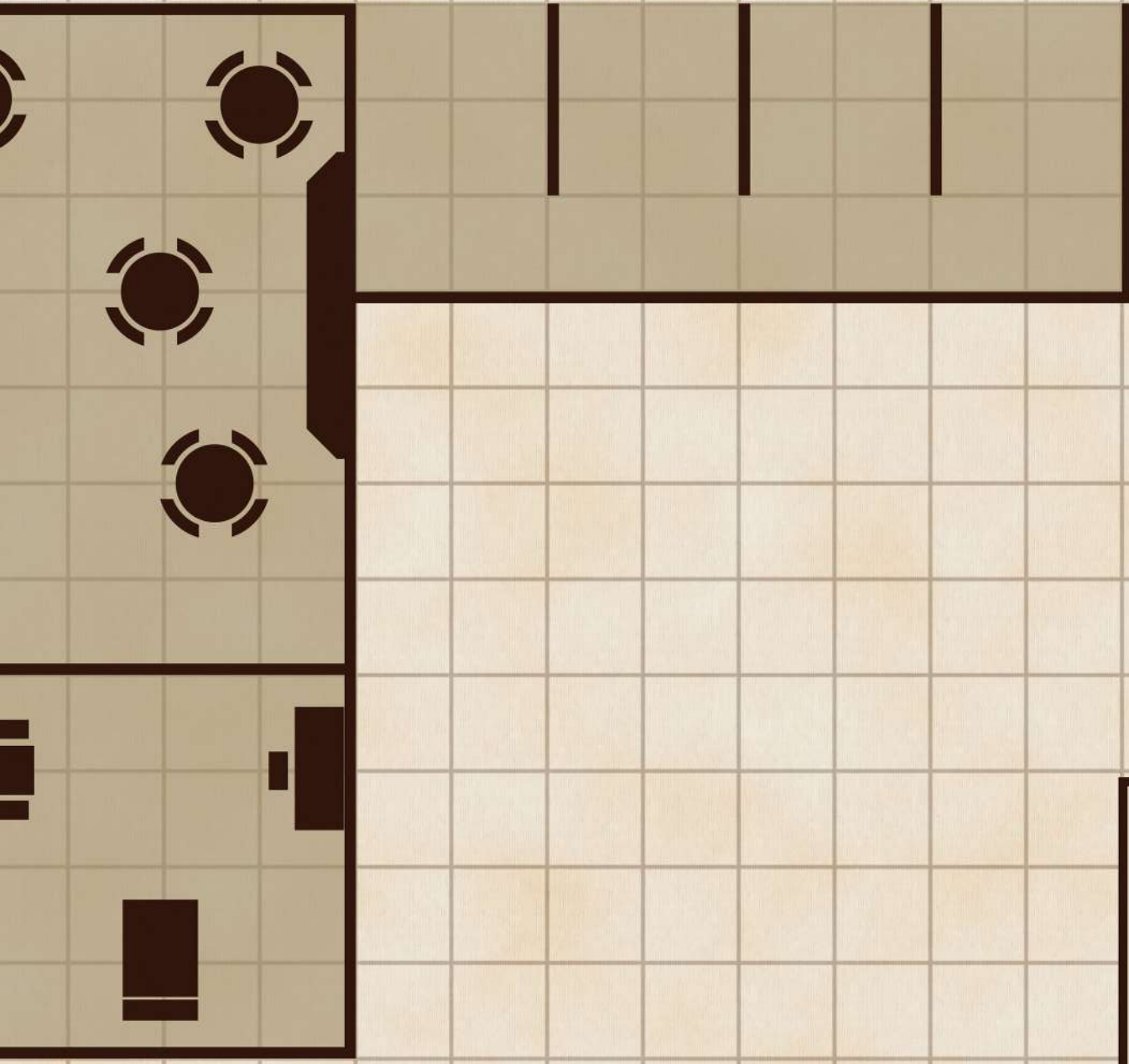
1 Square is equal to 2m²



AREA FLOOR 2

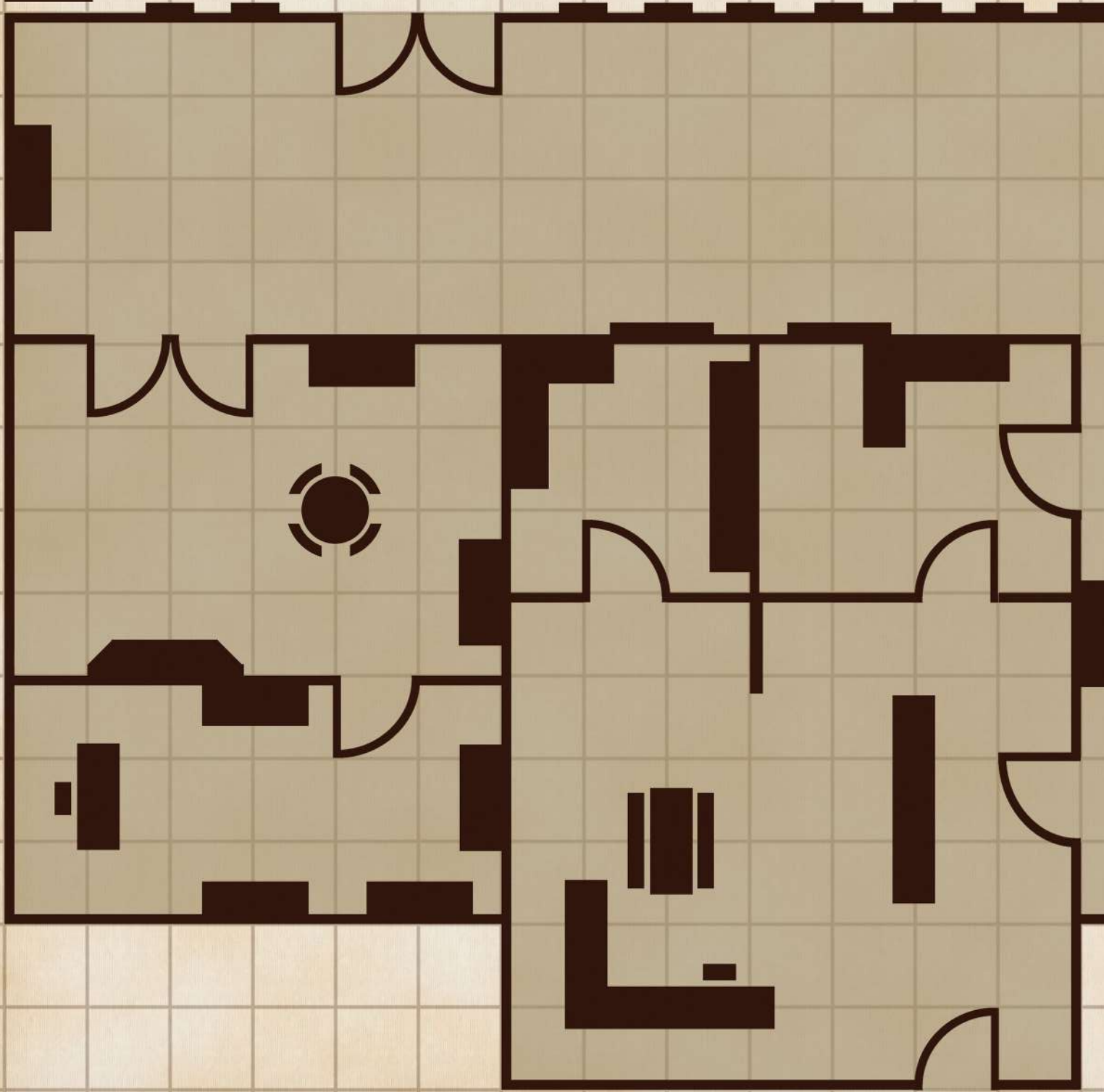


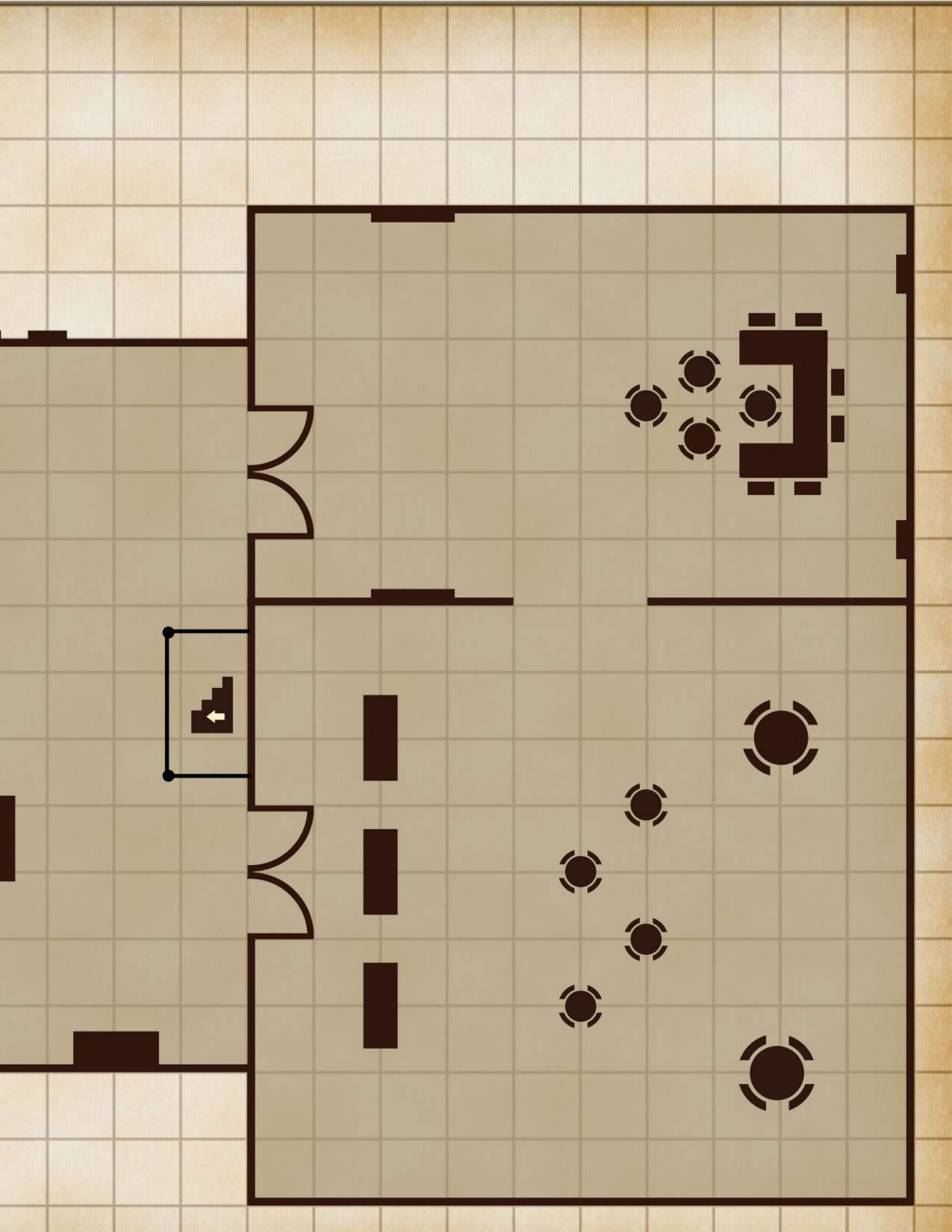




1 Square is equal to 2m²

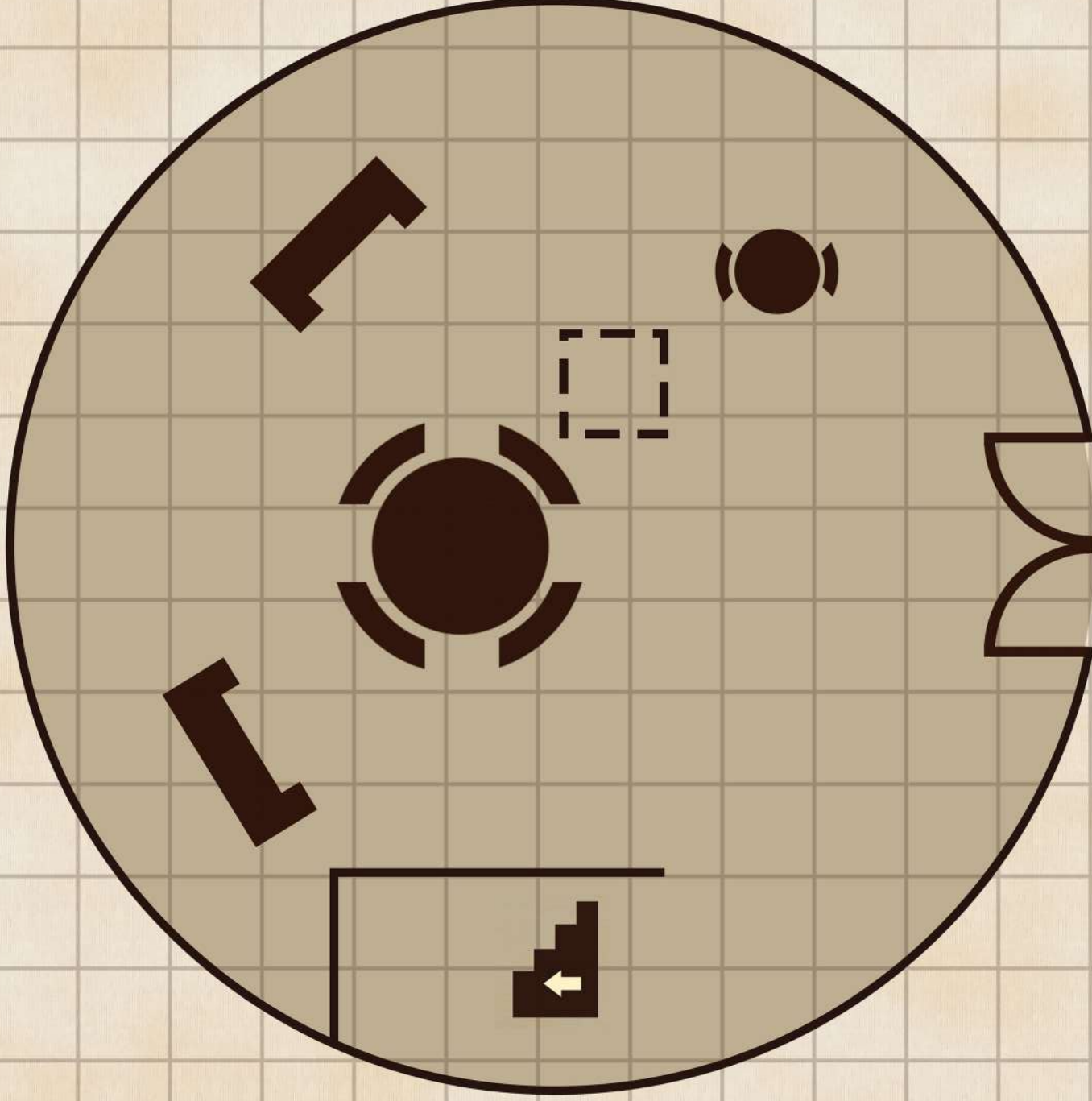
1 Square is equal to 2m²



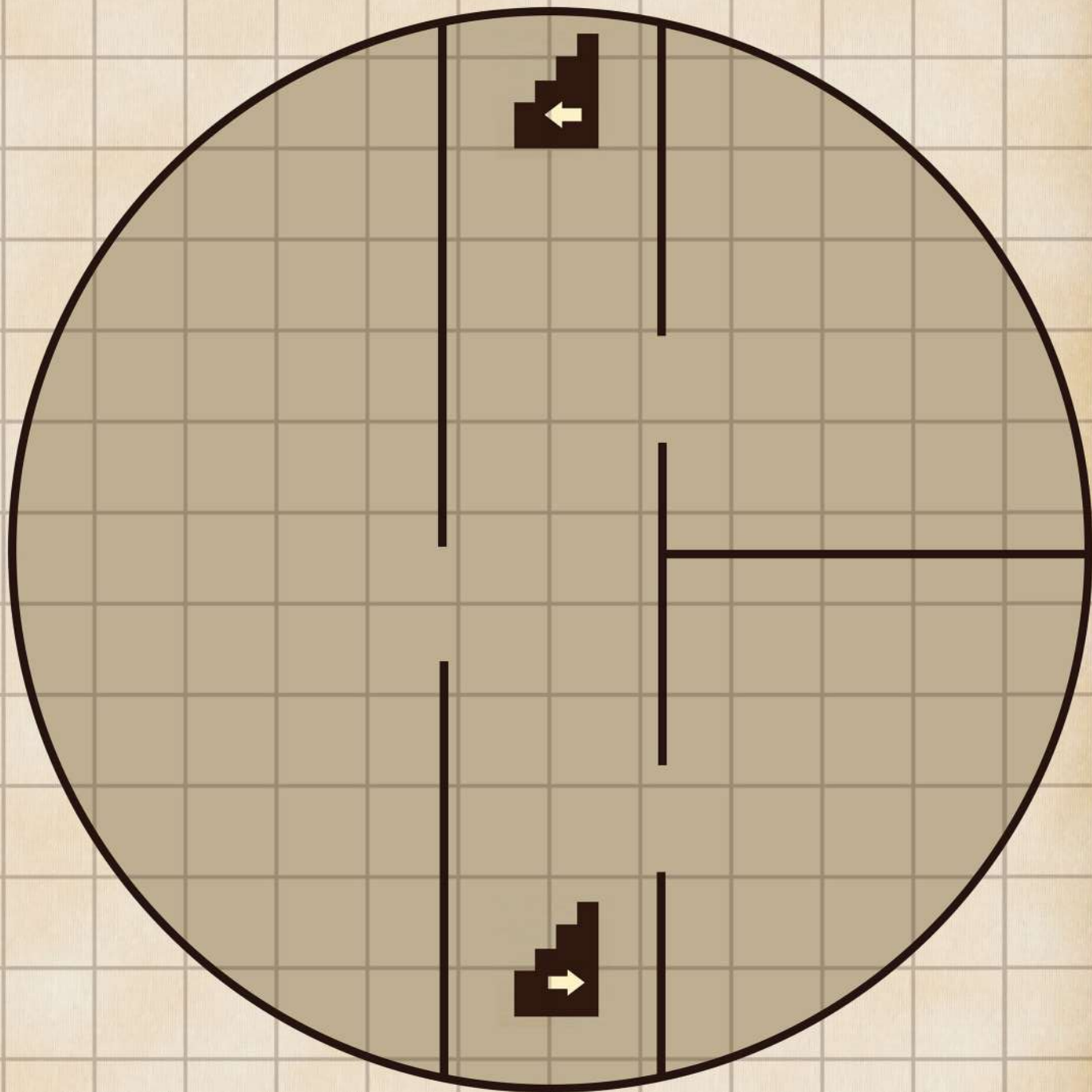


1 Square is equal to 2m²

FIRST FLOOR

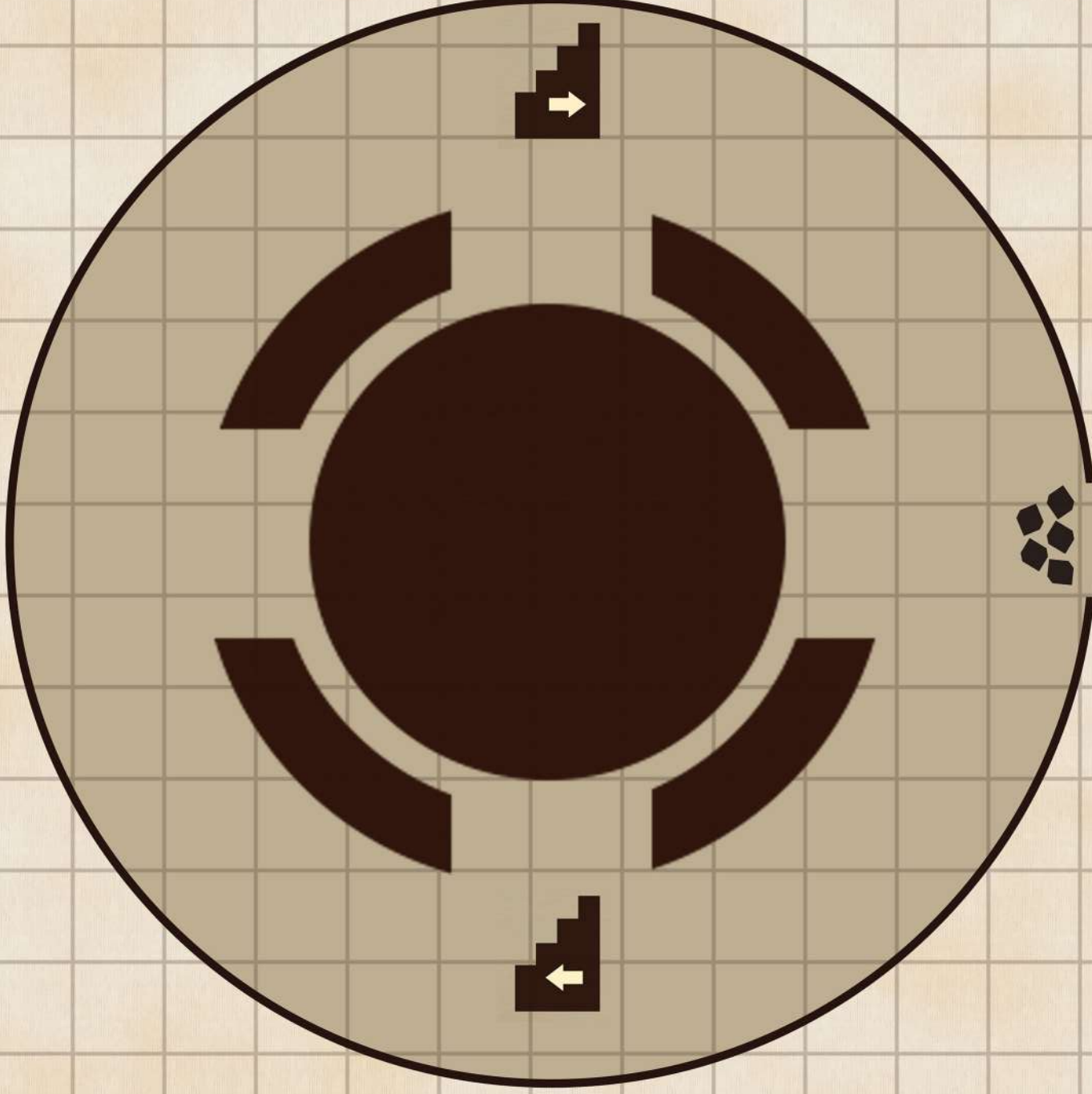


SECOND FLOOR

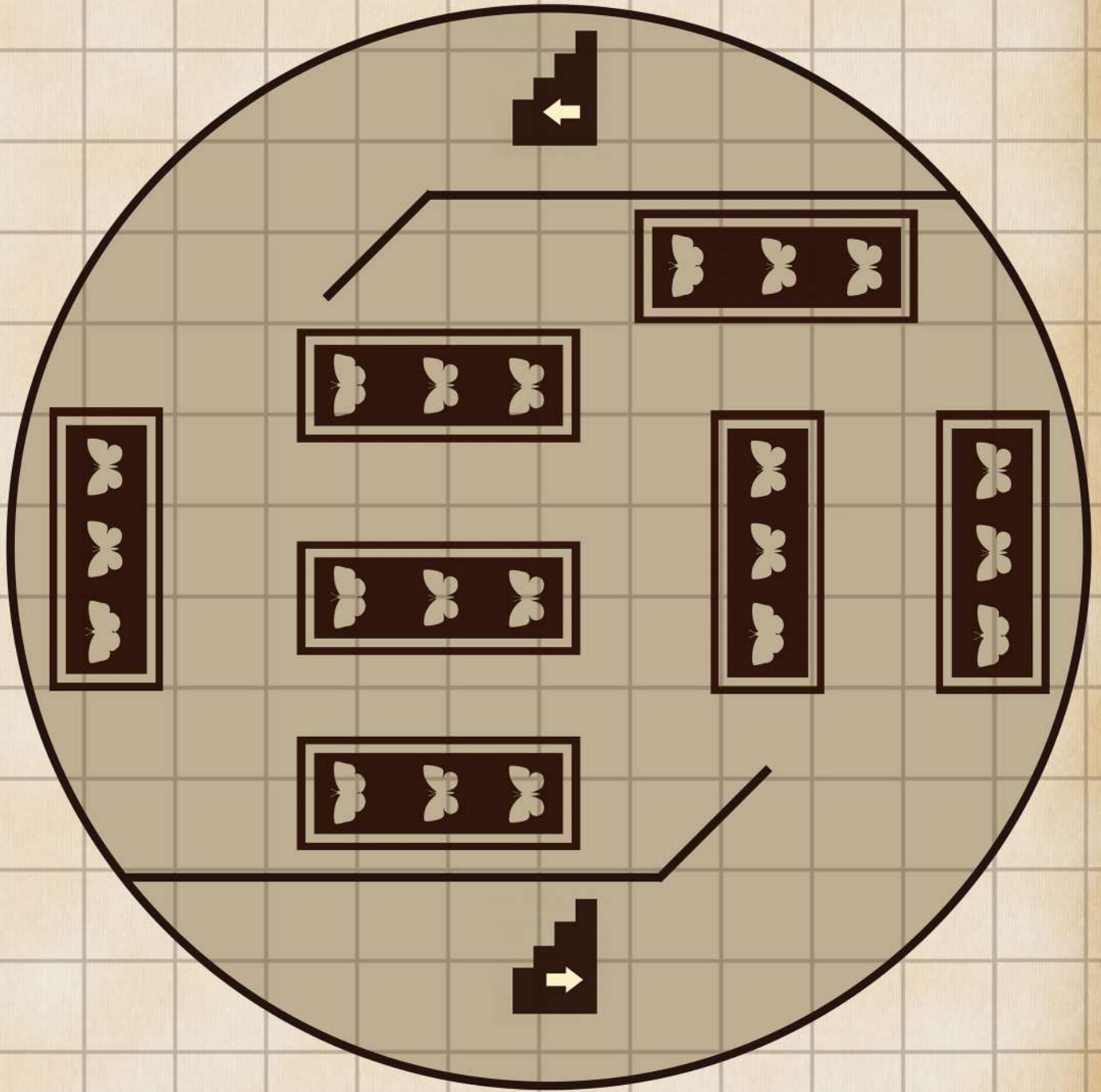


1 Square is equal to 2m²

THIRD FLOOR

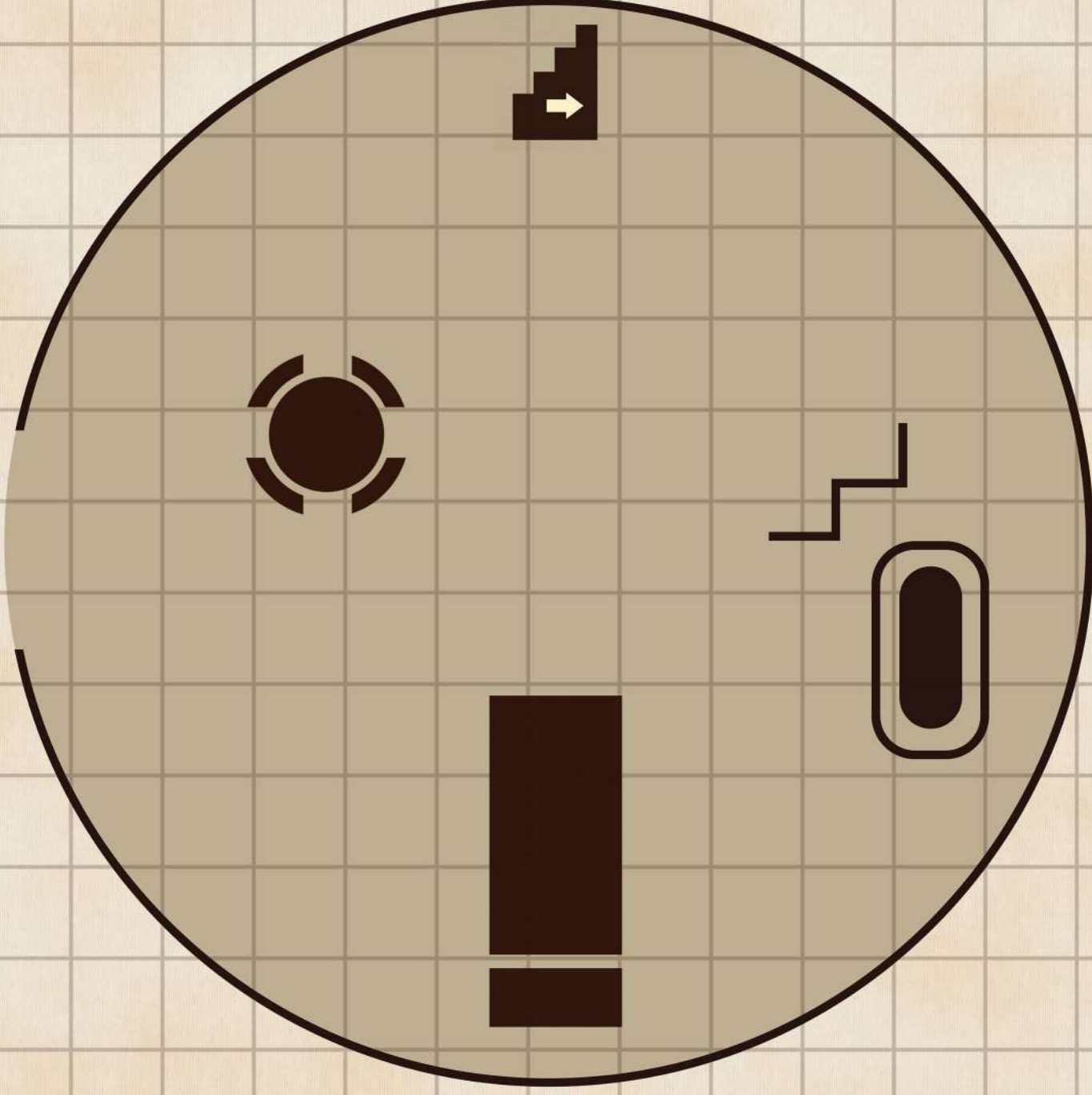


FOURTH FLOOR

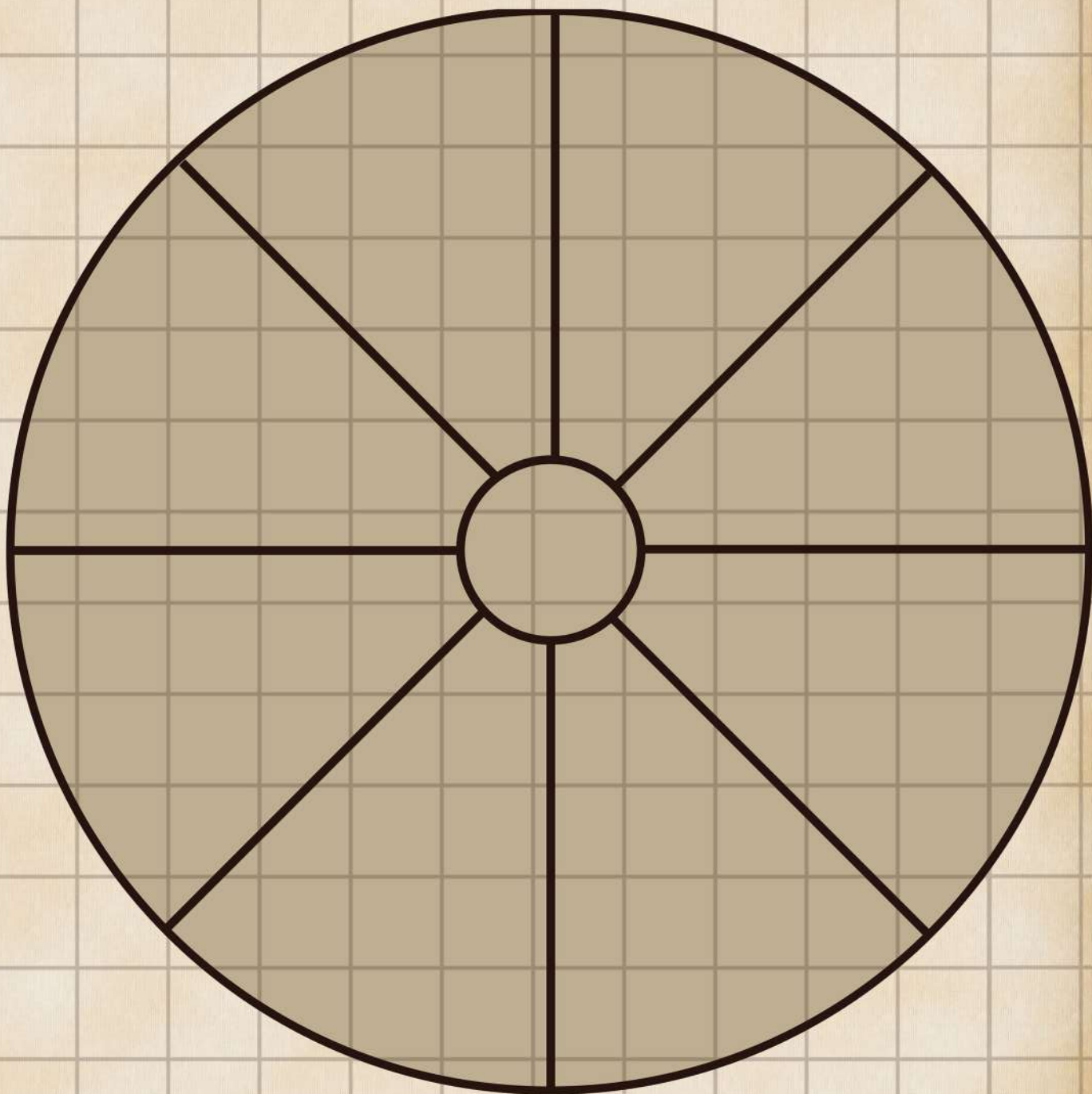


1 Square is equal to 2m²

FIFTH FLOOR

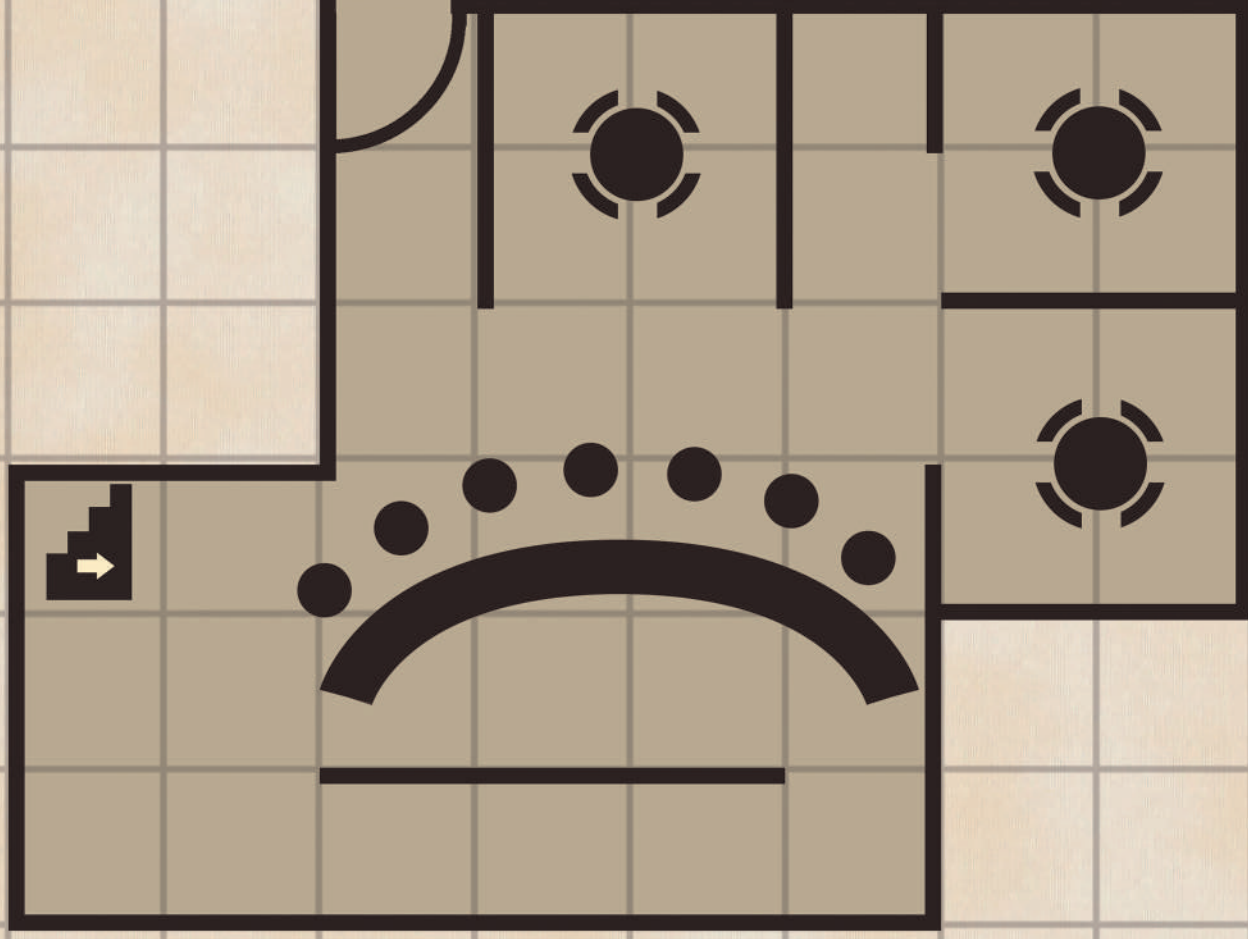


Roof

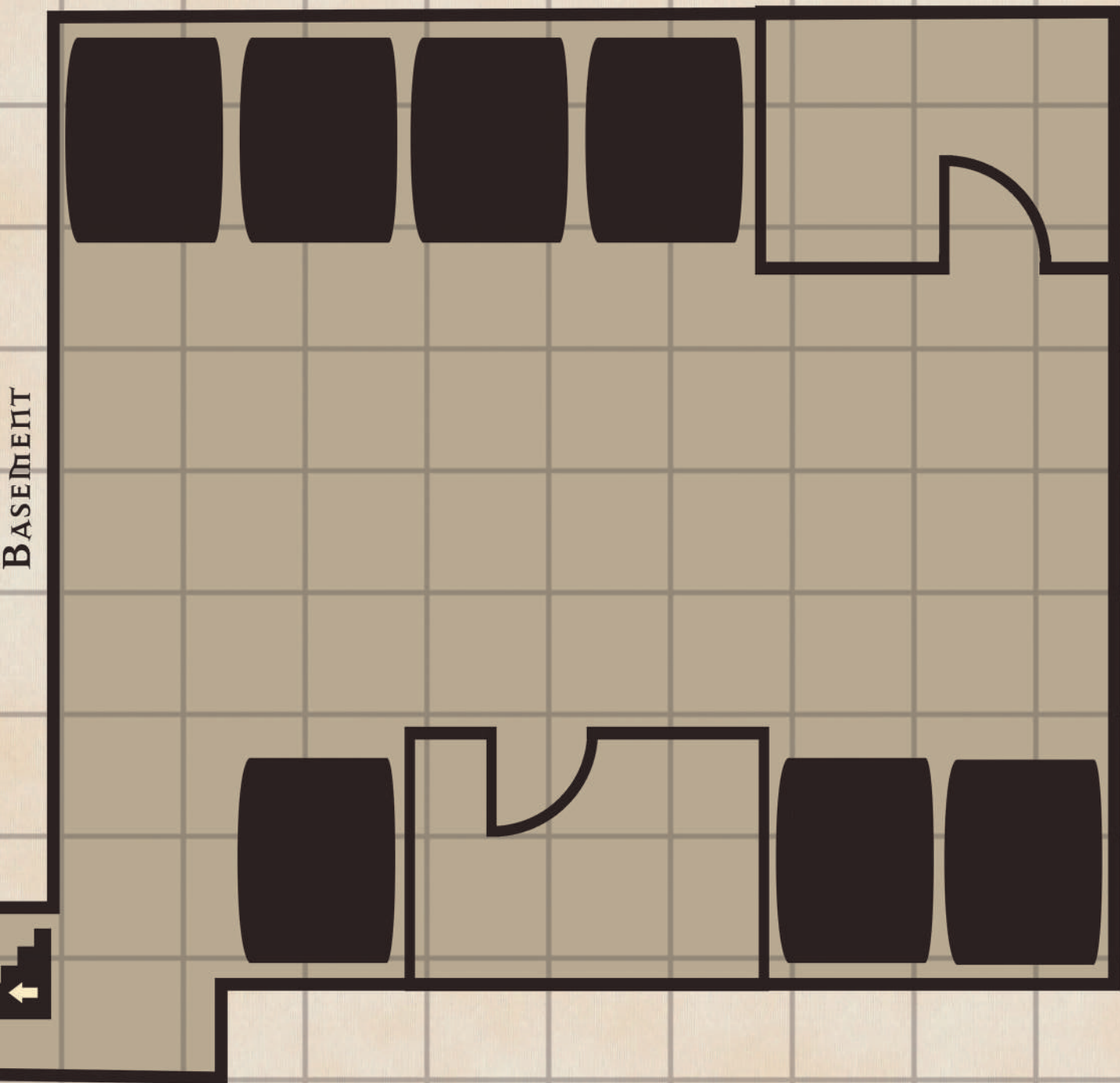


Ground Floor

1 Square is equal to 2m²



BASEMENT

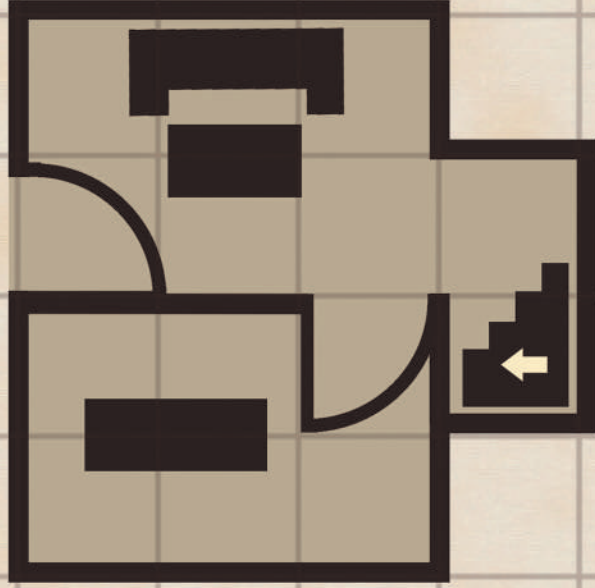




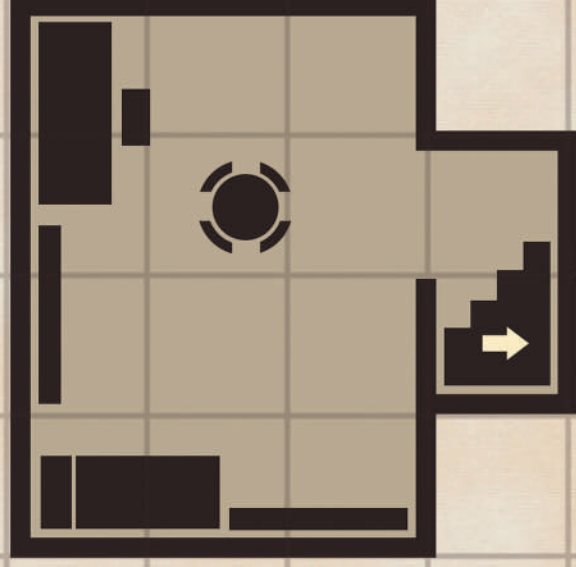
TO ROGER'S
TOWER

1 Square is equal to 2m²

FIRST FLOOR

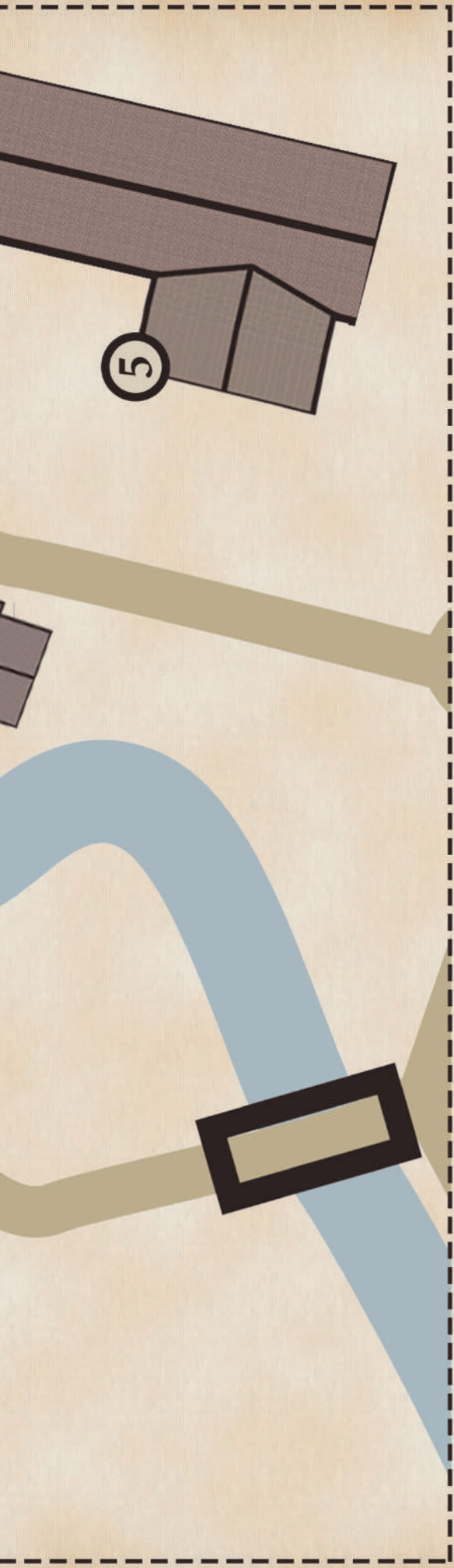


SECOND FLOOR



1 Square is equal to 2m²





1 The Bushy Tail

2 Water Wheel

3 Doctor's House

4 The Ruddy Brush Auberge

5 Housing



1
Tulusens
Cave Entrance

2
Roger's
Tower

3
Witch of
Lynx Craig's hut

4
Fox
Hollow