



Sickness at Daraton

A Talespinner Adventure

Appendix C

Maps & Tokens

This document contains printable maps and tokens for use with *Sickness at Daraton* module for Talespinner.

Read instructions before printing.

Copyright © 2019 Kevin Hayes

All rights reserved

Art credits: Kevin Hayes, Rosanna Lam and Jonathon Munroe

Appendix C

Maps & Tokens

Printing Instructions

The following pages contain tiles and tokens for use in *Sickness at Daraton*, scenes 4, 5 and 8. Observe the following guidelines:

- Set the print scale at 100% or you may get a misalignment for double-sided prints.
- For best printing results use white matte printer-friendly card, but paper will suffice.
- For manual duplex printing, remember to turn the page around face-up. There are handy arrows on double-sided pages to aid you in manual duplex printing.
- Start printing on page 3.

Contents

Page 3-4: Map for *Scene 4: A Fork in the Road*.

Page 5-6: Map for *Scene 5: Kobold Troubles*.

Page 7-8: Tiles and tokens for *Scenes 4 and 5*.

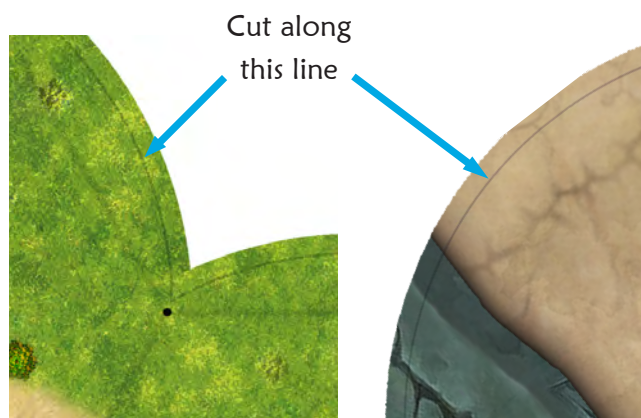
Pages 9-18: Map tiles and tokens for *Scene 8: Into the Tunnels*.

Page 19: Layout guide for *Scene 8: Into the Tunnels*. Use this to place the map tiles as the players discover each space. The guide features a handy key to help you identify each tile quickly.

Scenes 4 & 5 (pages 3-8)

The two maps (pages 3 and 5) can be printed one-sided, though printing their reverse sides will minimise paper curling (the ink on both sides creates a flatter page). You can either leave the maps on the page as they are or you can cut them out along the thin inner line found just inside the edge of the maps (see diagram opposite).

Pages 7-8 contain clue tokens, treetop tiles, enemy minis, and a flood tile for Scene 5. It's important to print page 7-8 double-sided, since there are game tokens that are double-sided.

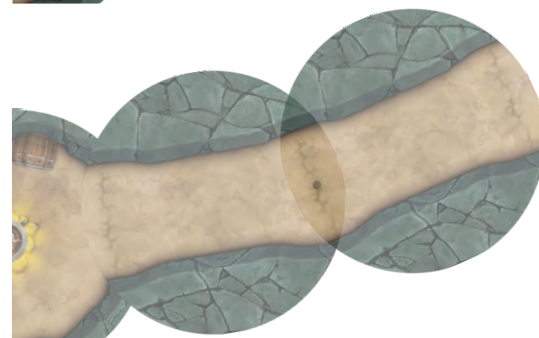
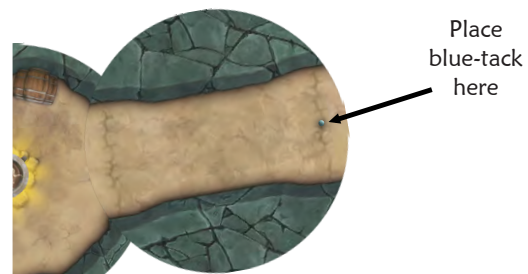


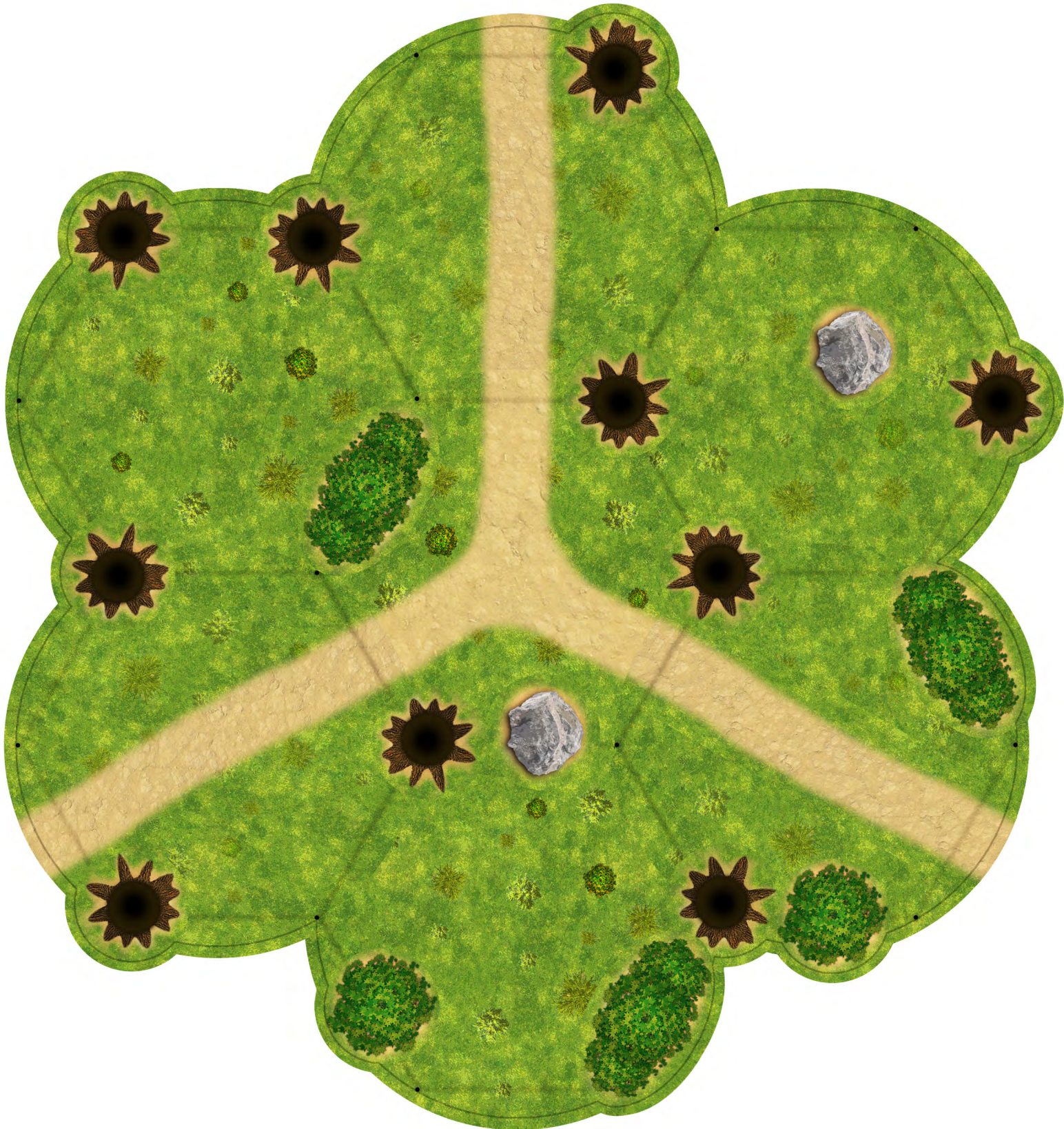
Tiles for Scene 8: Into the Tunnels (page 9-18)

There is some work to do for this scene so leave yourself plenty of time. Each underground tile should be cut out along the faint inner line found just inside the edge of each tile. The tiles are placed one-by-one as the characters encounter them. See the adventure module for instructions on placing these tiles, as well as the tunnel layout guide on page 17 in this document.

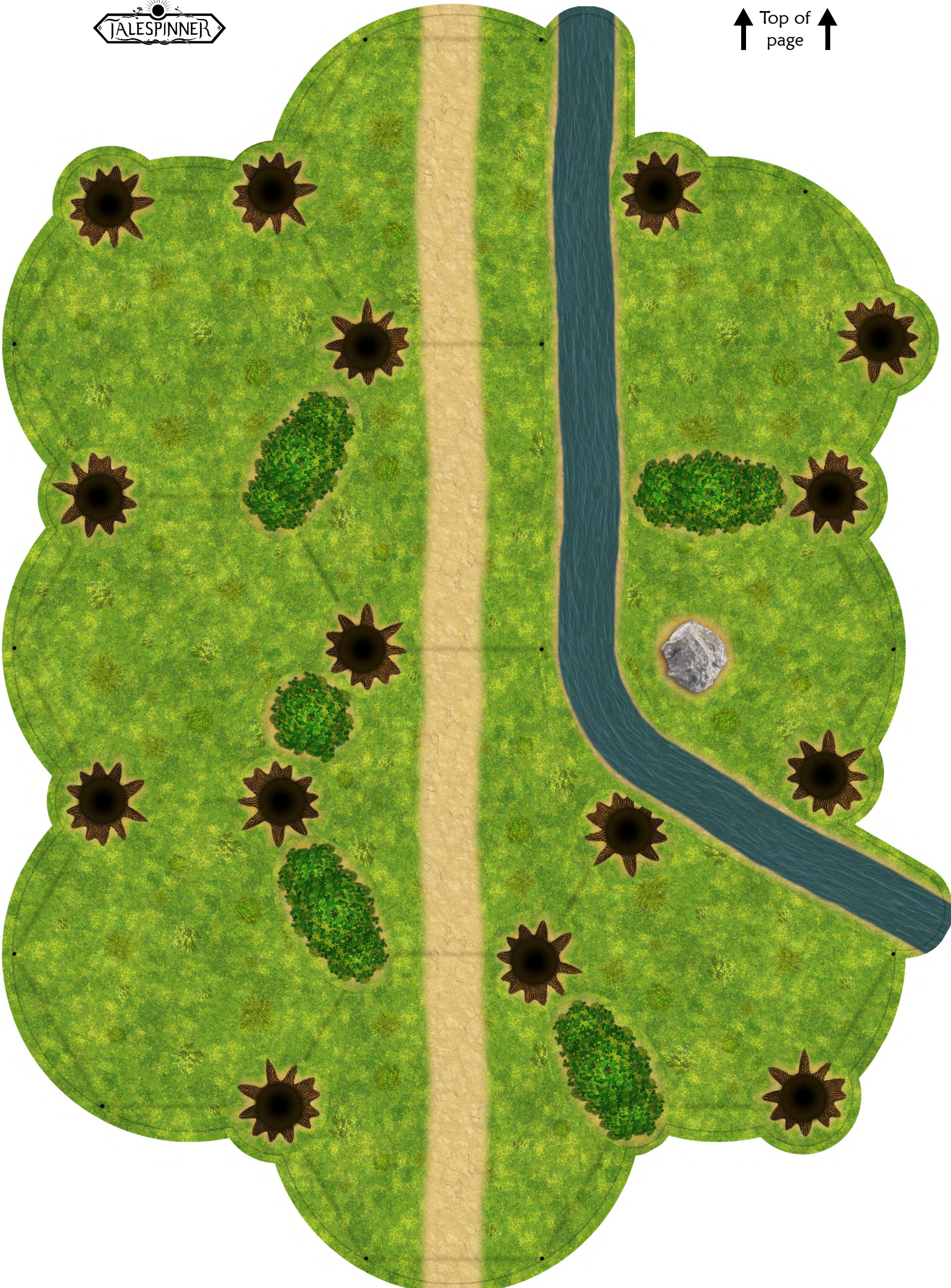
The only pages for Scene 8 that must be printed double-sided are pages 9-10, which contains double-sided tokens and map tiles. The other pages are laid out to print double-sided to avoid curling paper and for easy recognition, but you can forego printing the other sides and just print every odd page (11, 13, 15, 17). The door tiles on page 9 are designed to be flipped over to show either opened or closed doors.

Laying the tiles: the tunnel tiles overlap, aligned at the cracks on the border. The tiles are designed with some flexibility for angling them to accommodate the odd tunnel angles in the layout guide (see page 19). We've found that it's best to anchor the tiles together with a very small amount of blue-tack placed at the centre of the crack on the tile beneath. This ensures that the map remains intact if any tiles are disturbed, and also acts as a sort of hinge to accommodate any re-alignment needed when placing more tiles during the scene.

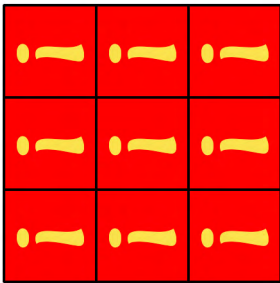
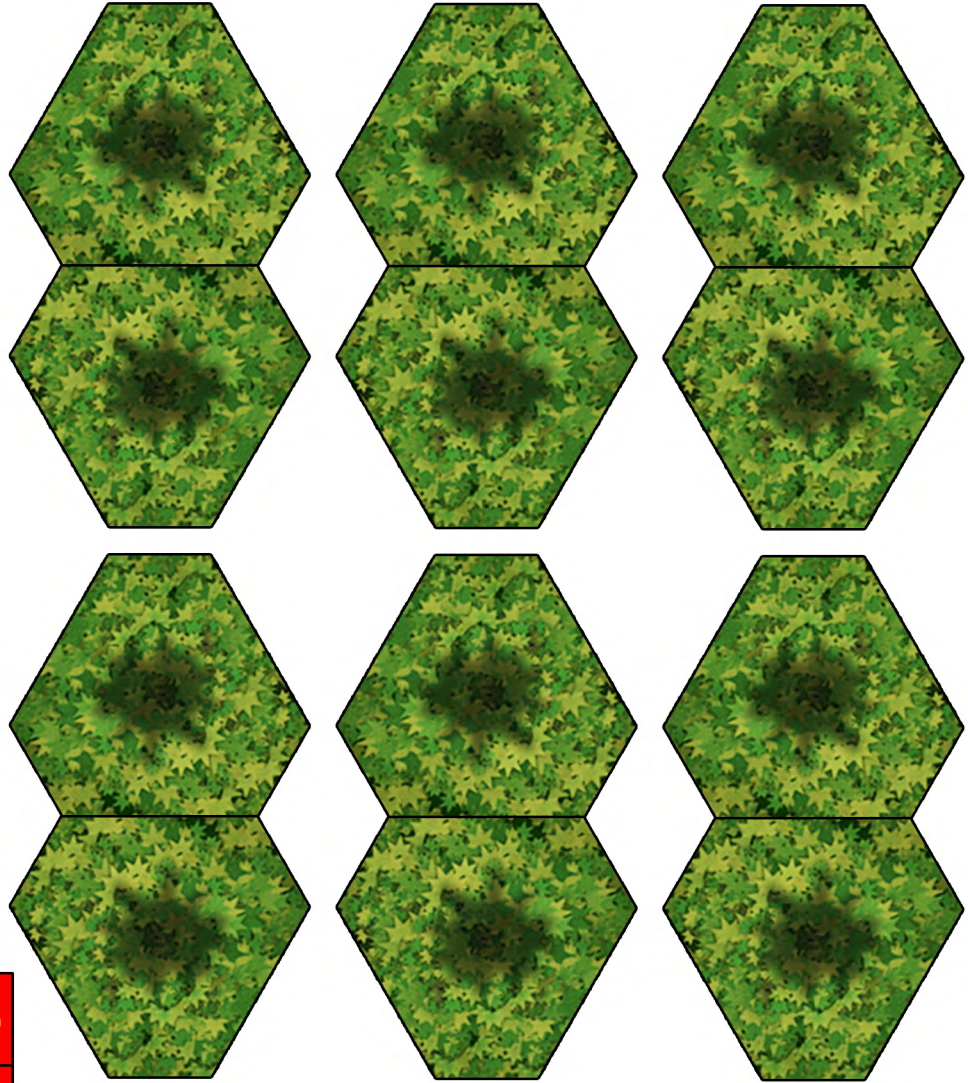




Scene 4
A Fork in the Road



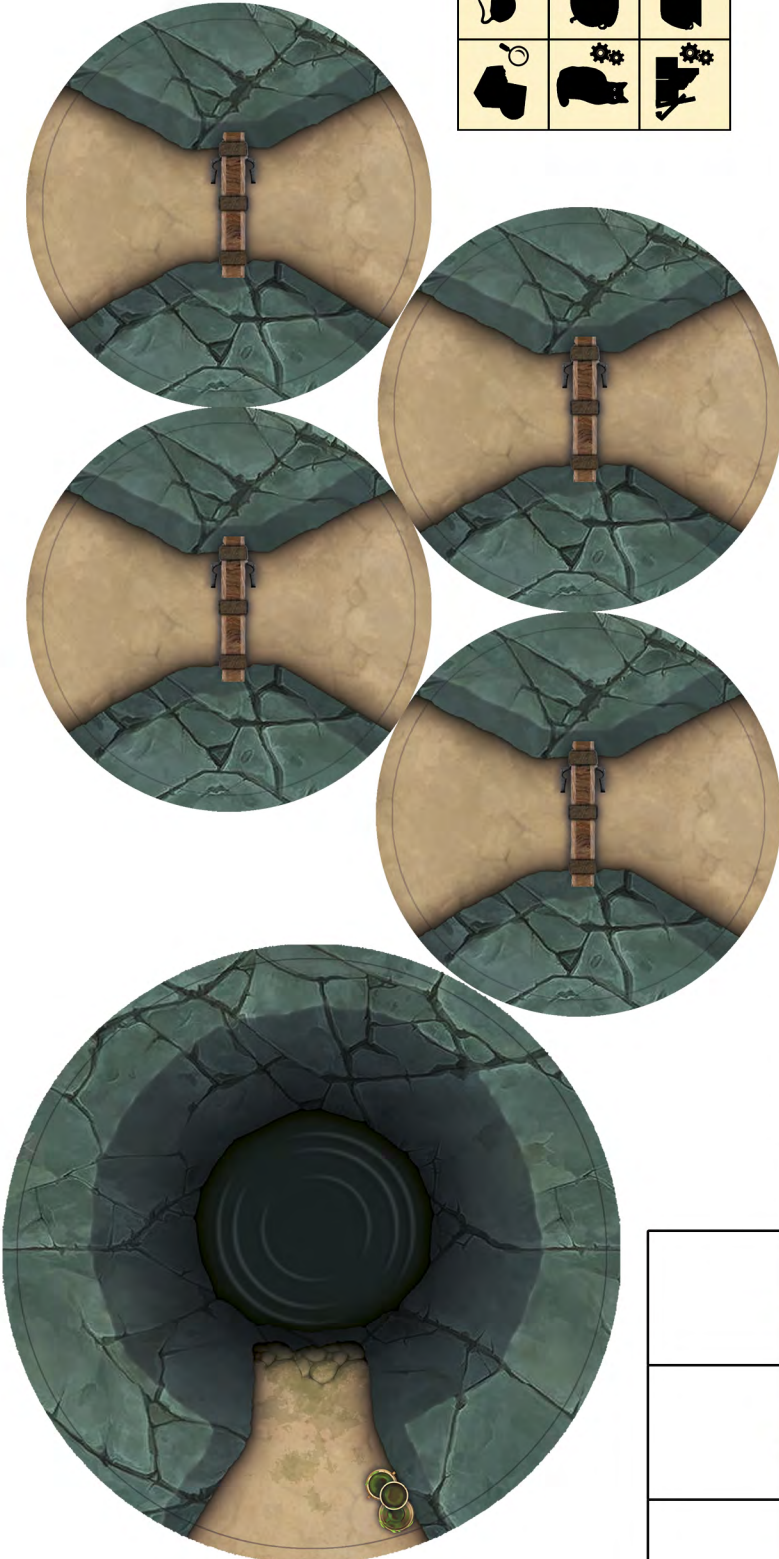
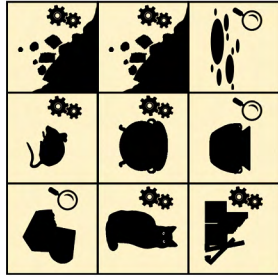
Scene 5
Kobold Troubles



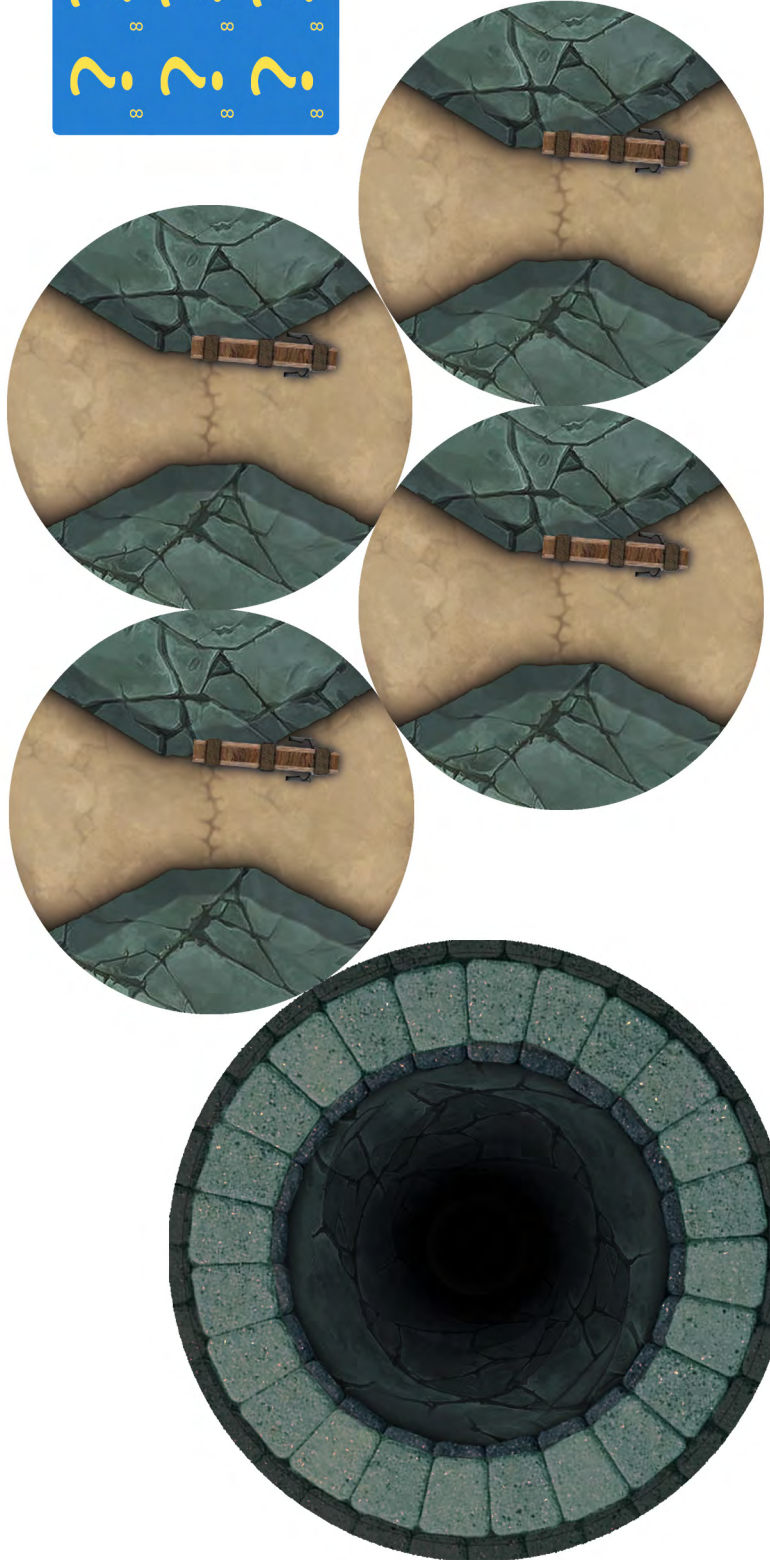
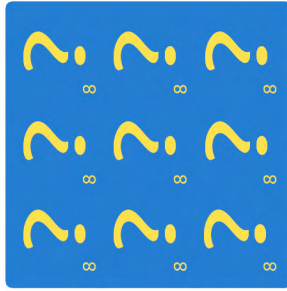
	Kobold		1		Kobold	
	Kobold		2		Kobold	
	Kobold		3		Kobold	
	Kobold		4		Kobold	
	Kobold		5		Kobold	
	Kobold		6		Kobold	





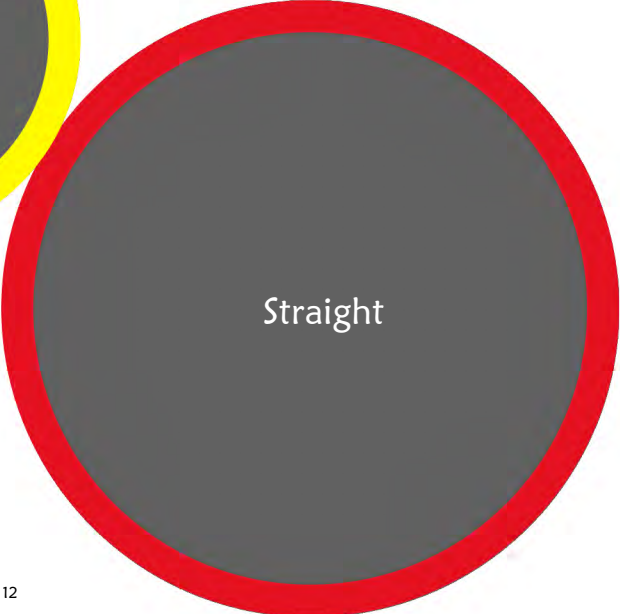
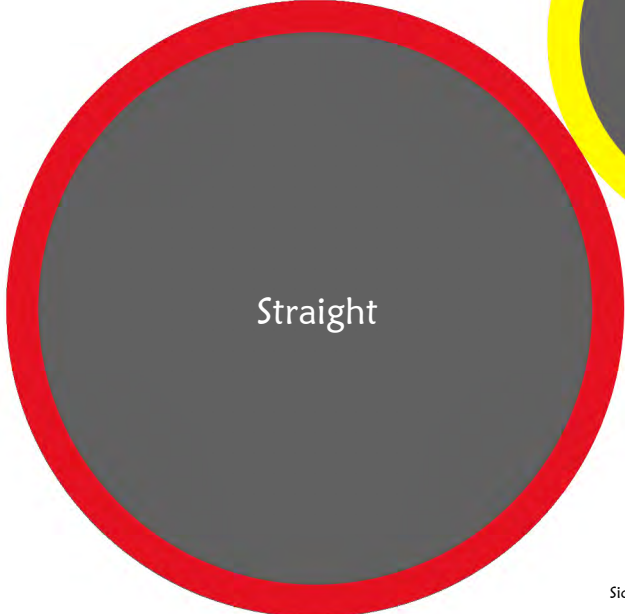
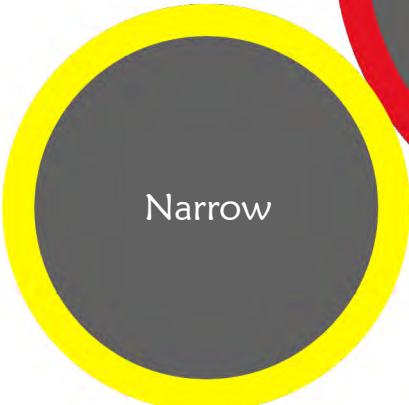
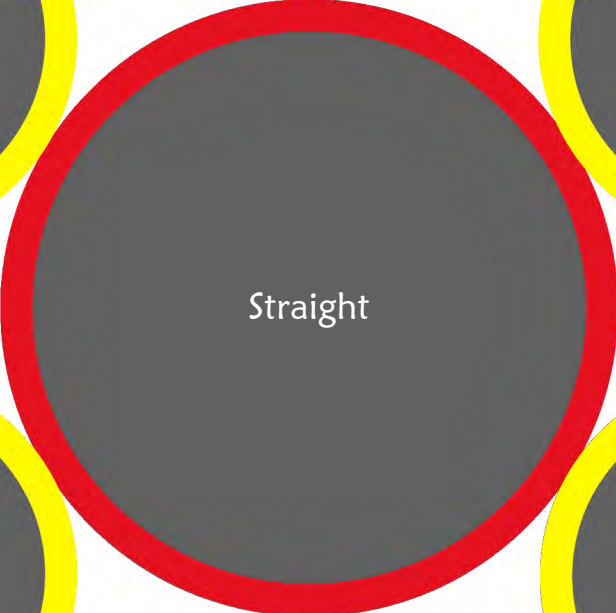
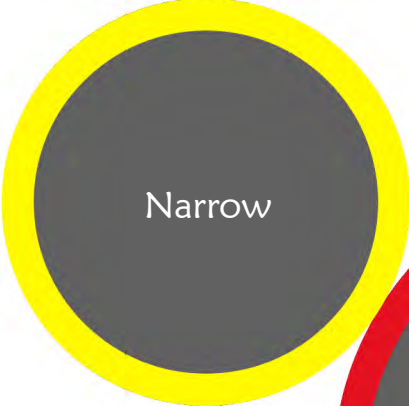
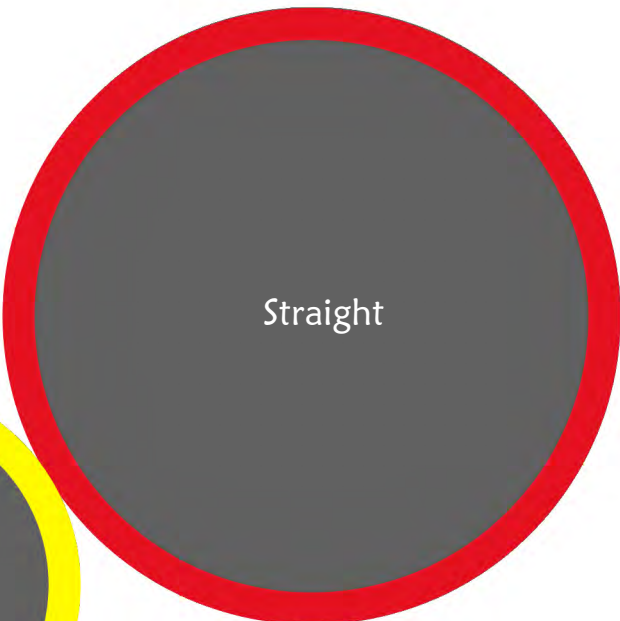
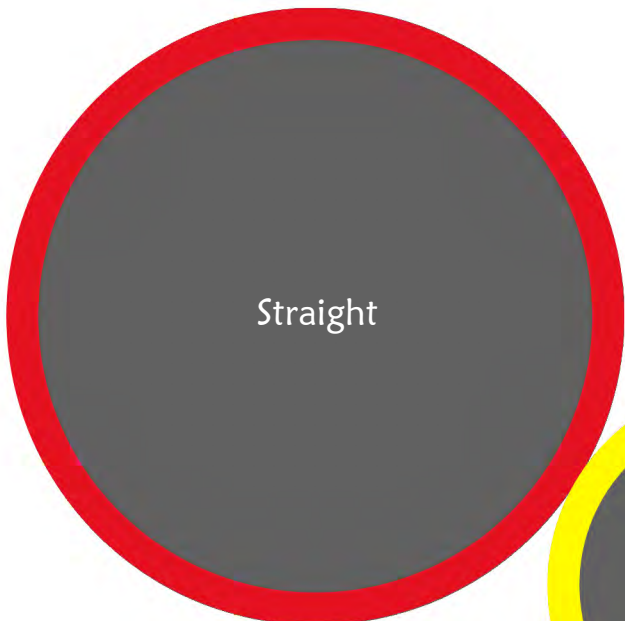


Chief			Chief
Warlock			Warlock
Goblin			Goblin
Goblin			Goblin
Goblin			Goblin
Goblin			Goblin
Goblin			Goblin
Goblin			Goblin
Goblin			Goblin
Goblin			Goblin
Goblin			Goblin
Goblin			Goblin
Goblin			Goblin
Goblin			Goblin
Goblin			Goblin
Goblin			Goblin
Goblin			Goblin
Goblin Pack			Goblin Pack
Goblin Pack			Goblin Pack
Goblin Pack			Goblin Pack

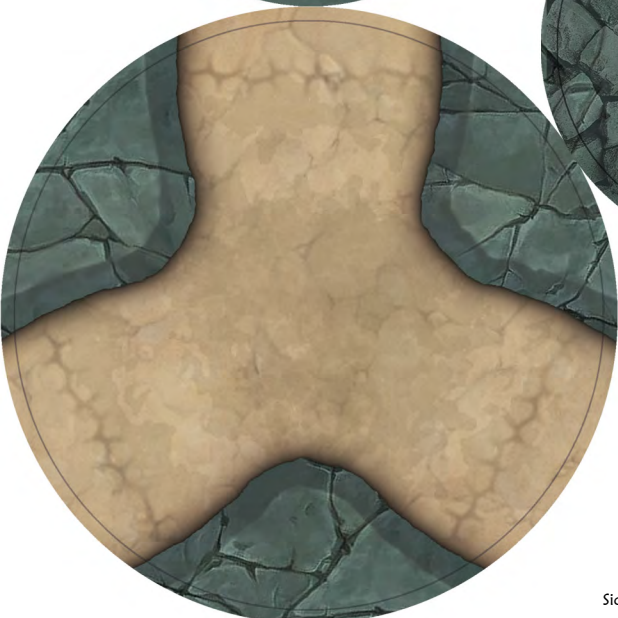
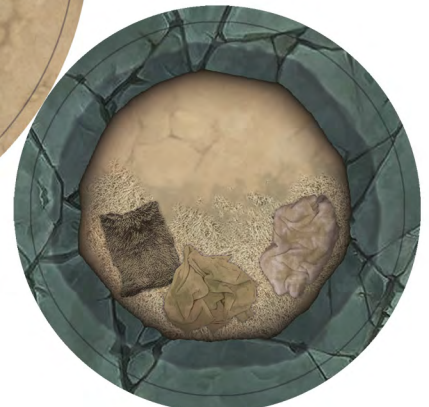
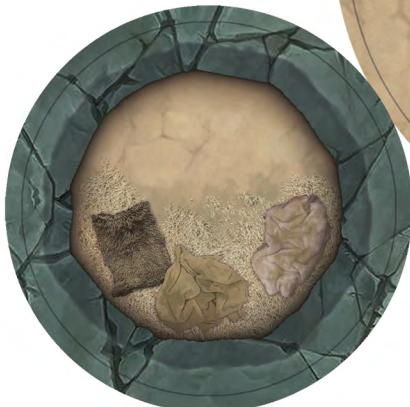
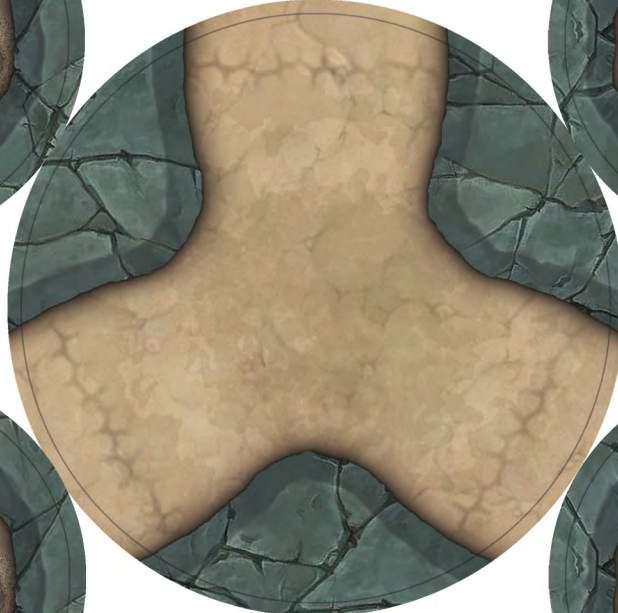
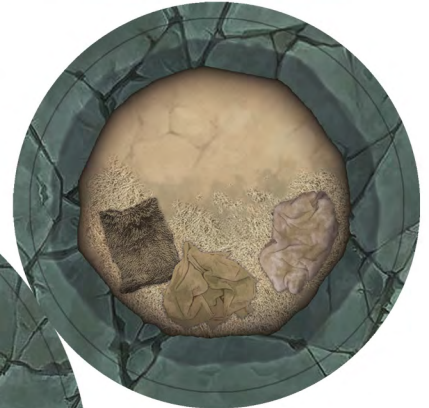
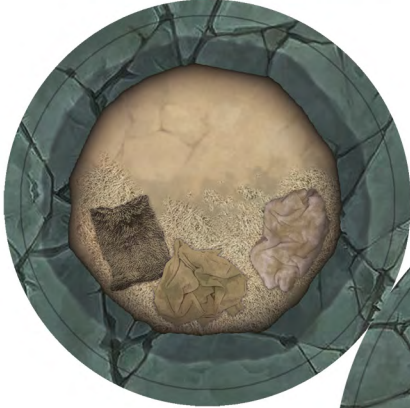
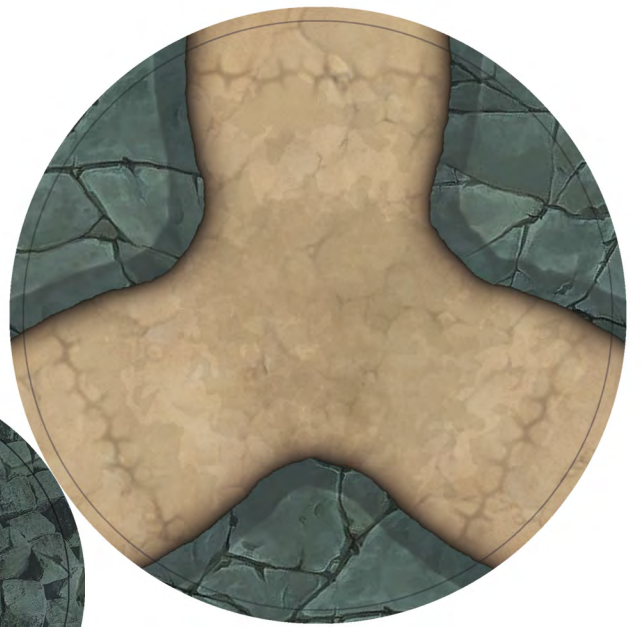
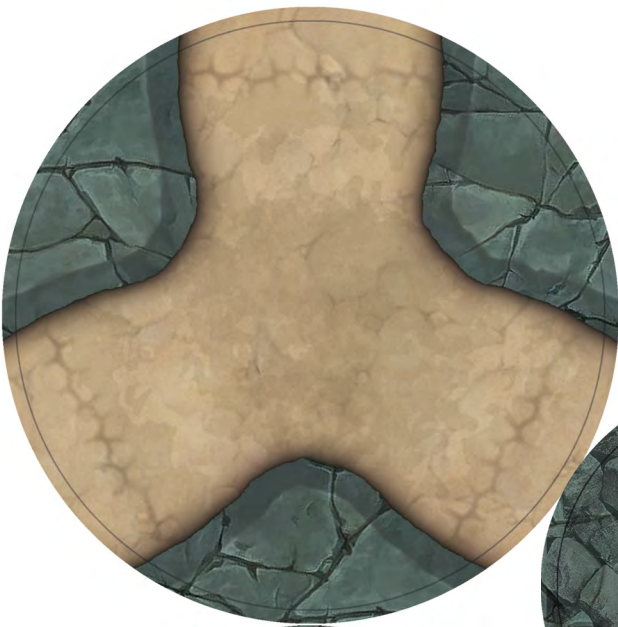


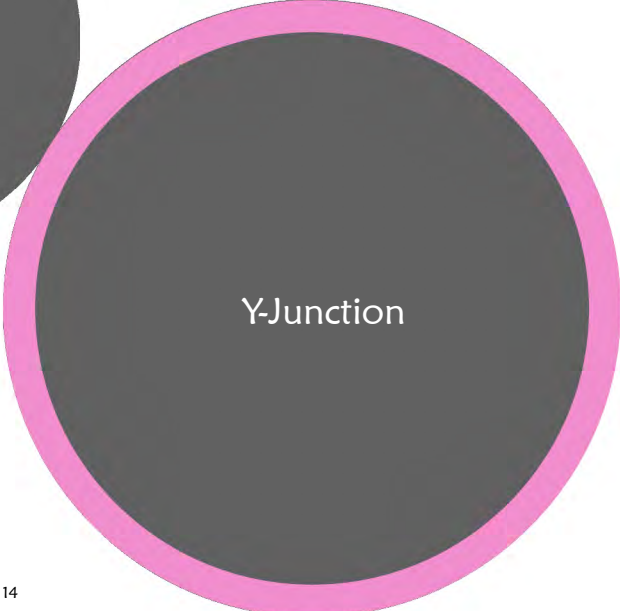
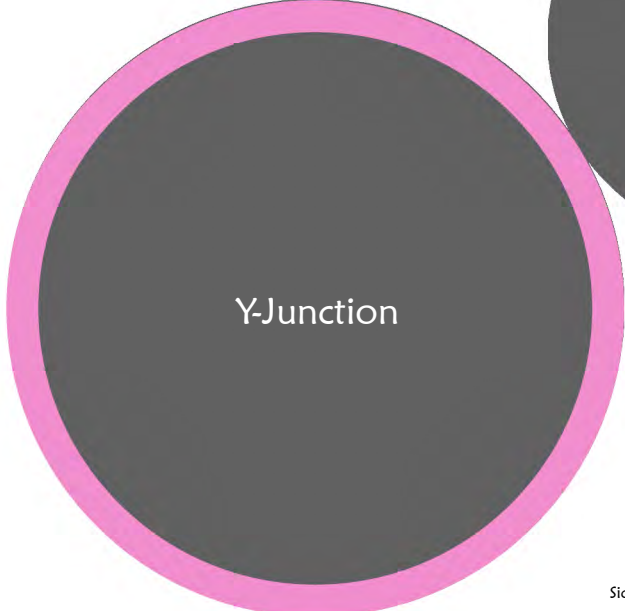
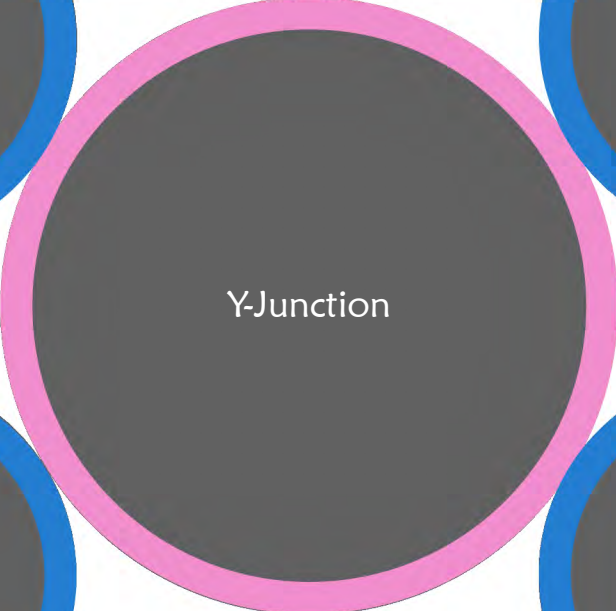
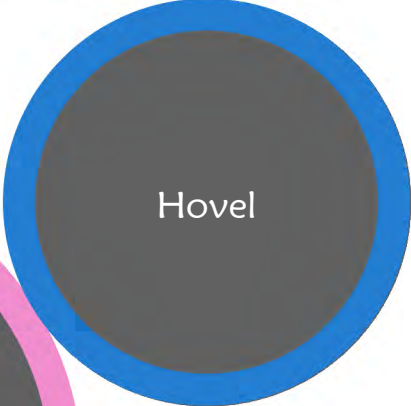
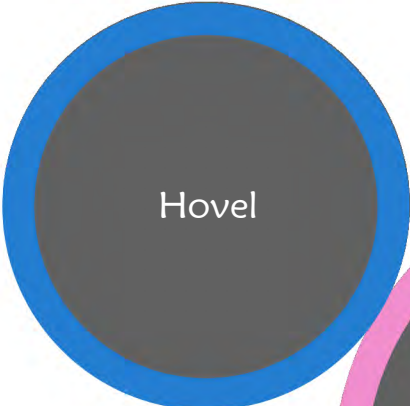
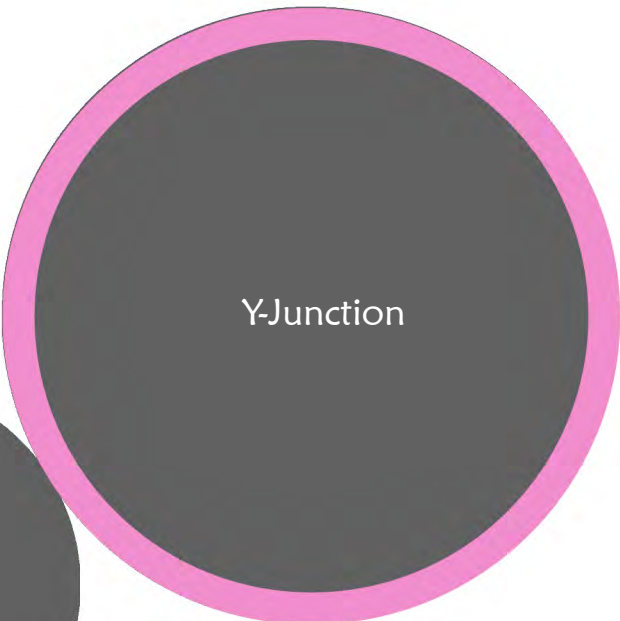
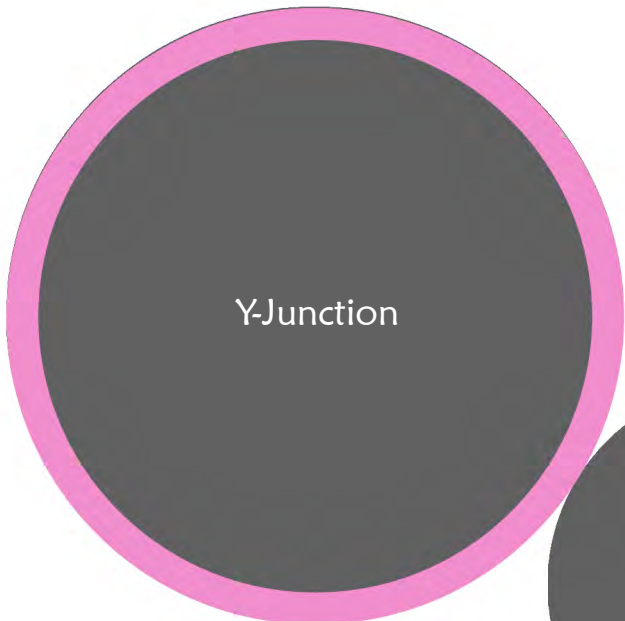
↑ Top of page ↑



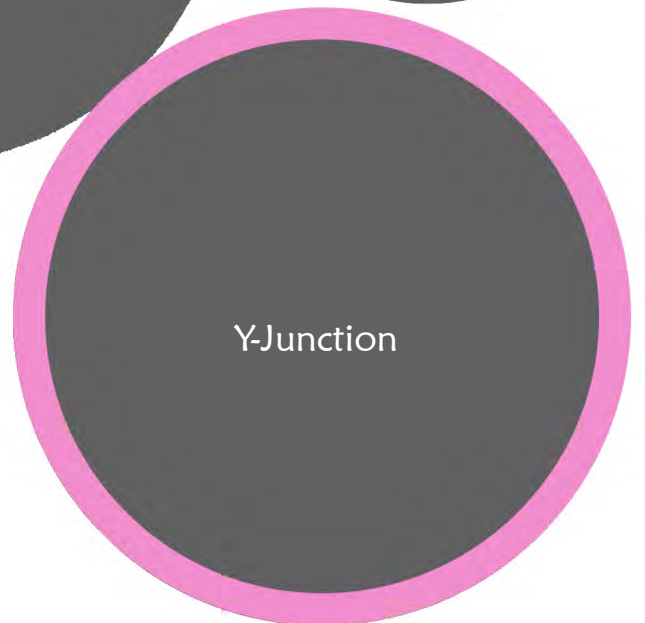
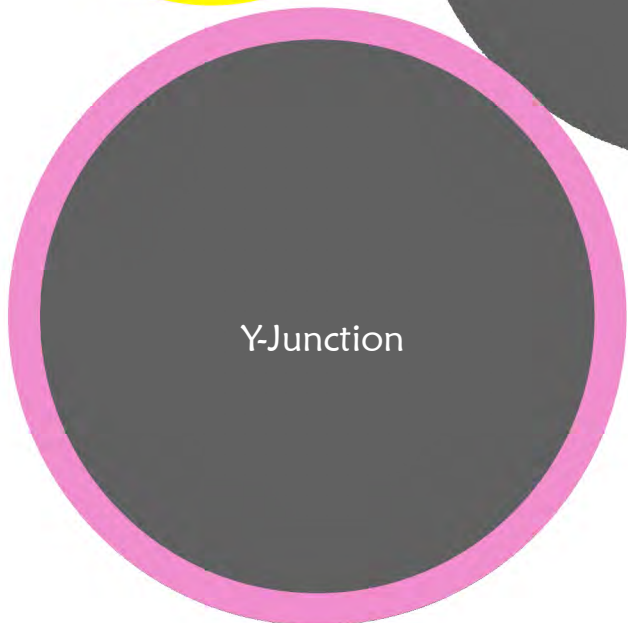
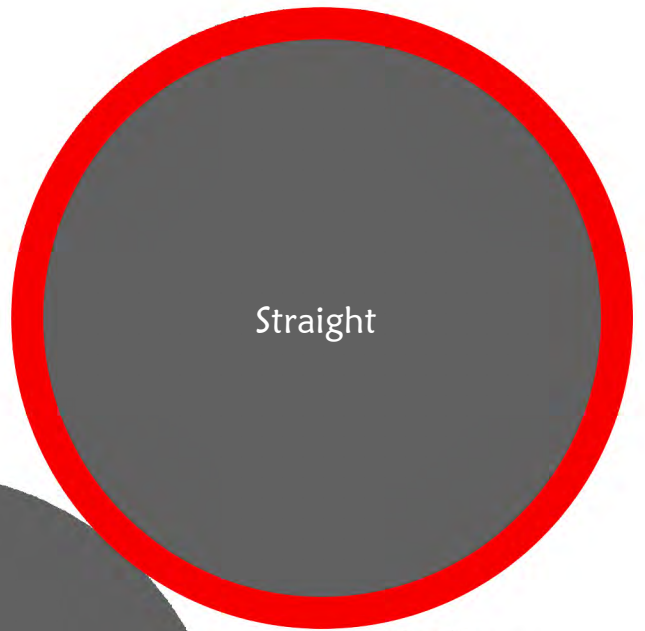
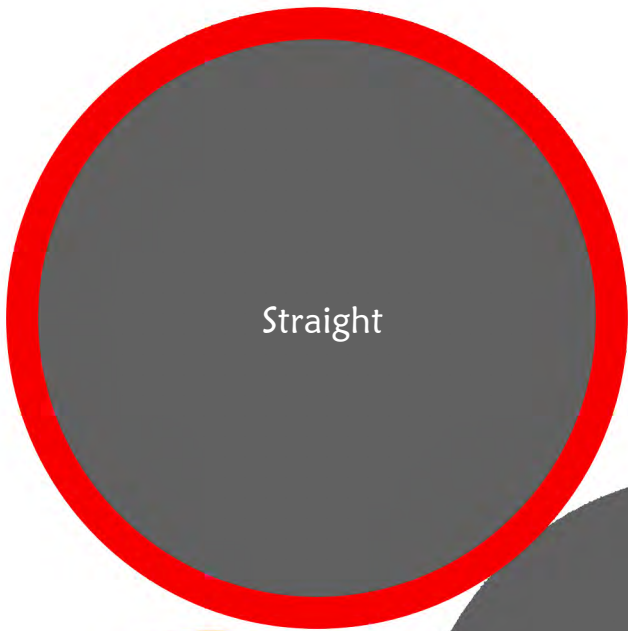


↑ Top of page ↑

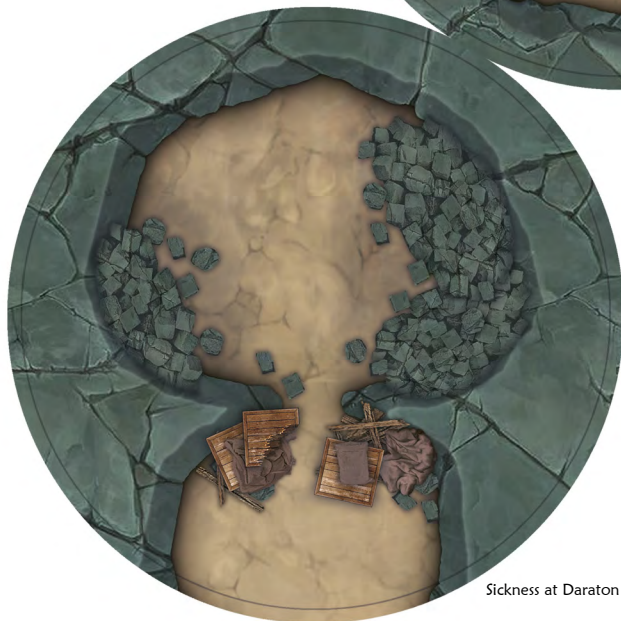








↑ Top of page ↑



Straight

Laboratory

Kitchen

Y-Junction

Corner

Chief's
Room

Corner

Secret
Room

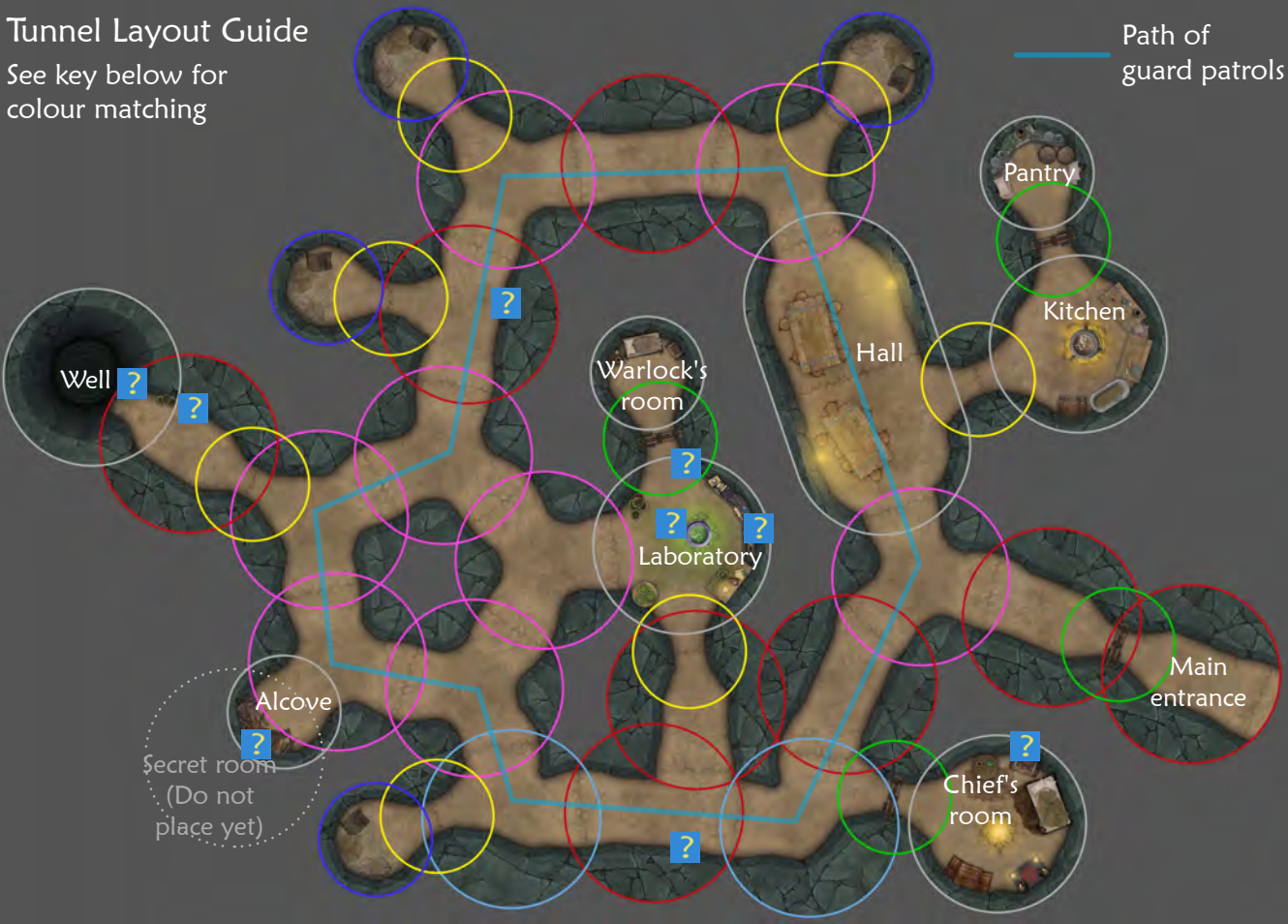
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

A
B
C
D
E
F
G
H
I
J
K
L
M
N

Tunnel Layout Guide

See key below for colour matching

Path of guard patrols



Tile layout key:

The colour around each tile matches those in the layout guide below. The reverse side of the tiles themselves have matching colours.



Guards on patrol:

Two guards are on patrol when the characters first venture down the well. When the characters enter the well space, take your Tunnel Layout Guide (above) and use small balls of blue-tack (representing guards) in the Hall, one on each end. Every round, move the guards one space in opposite directions, doing a circuit through the tunnels along the path marked with the blue line in the guide.