



Tinkering Paws

BOARD GAME INSERTS



Root
3D Token



Base Game Tokens

1. **Eyrie: Roosts**
2. **Marquise de Cat: Keep**
3. **Marquise de Cat: Recruiters**
4. **Marquise de Cat: Workshops**
5. **Marquise de Cat: Sawmills**
6. **Marquise de Cat: Wood**
7. **Woodland Alliance: Bases**
8. **Woodland Alliance: Sympathy Tokens**
9. **Score & Relationship Markers**
10. **Ruins**





Riverfolk Tokens

1. Lizard Cult: Gardens
2. Lizard Cult: Outcast Marker
3. Riverfolk Company: Trade Posts
4. Score& Relationship Markers





Underground Tokens

1. Corvid Conspiracy: Bombs
2. Corvid Conspiracy: Extortions
3. Corvid Conspiracy: Snares
4. Corvid Conspiracy: Raids
5. Underground Duchy: Burrow
6. Underground Duchy: Tunnels
7. Underground Duchy: Markets
8. Underground Duchy: Citadels
9. Underground Duchy: Crowns
10. Score & Relationship Markers

Corvid Conspiracy Plot Tokens:
Place the cardboard tokens on the map. When revealed, replace them with the 3D tokens.





Marauders Tokens

1. Lord of Hundreds: Mobs
2. Lord of Hundreds: Strongholds
3. Keepers or Iron: Jewelry Relics
4. Keepers or Iron: Figure Relics
5. Keepers or Iron: Tablet Relics
6. Keepers or Iron: Waystations
7. Vault Keepers: Vault Buildings
8. Sunward Expedition: Footholds
9. Control Markers
10. Score & Relationship Markers





Homeland Tokens

1. **Lilypad Diaspora: Enclaves**
2. **Twilight Council: Assemblies**
3. **Knaves of the Deepwood: Acclaims**
4. **Reminders**
5. **River Roamers: Lilypads**
6. **Prosperous Farmers: Farms**
7. **Control Markers**
8. **Ruins**
9. **Score & Relationship Markers**





Landmark Tokens

1. Elder Treetop
2. Mousehold
3. Foxburrow
4. The Tower
5. Legendary Forge
6. Lost City
7. Black Market
8. Rabbit Town
9. The Ferry



Storage Layout



For questions or feedback
visit www.tinkeringpaws.de
or write an email to
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