Chinchillas & Castles

Each Se gets a free item of their choice.

Choose missing number of map pieces. (normal=2) You are a lost party of 2 to 4 chinchillas (). Find your way home by putting the map back together.

Setup: Each of becomes sad for each of in the party.

Encounters (Row=D4, Column=D4)

	7		
qsM to sosiq	Merchant (5)	(5) go((č) qsiT
2OC×1	(♣) serocrat (♠)	Cat (4)	Trick (4)
1×YHq	(£) basziW	Snake (3)	(£) əlzzuq
I×9AM	Smithy (2)	(2) bri8	Riddle (2)
4 - Reward	3-SOC	2-PHY	1-MAG

Rewards (Row=D4, Type=Column)

Epaulette (📳)	Spaulders (👕)	Cape (18)
(D) 1sH qoT	Helm (🏈)	Witch Hat (🎱)
Cane (🖲)	(B) brows	(P) Heal
Watch (49)	(P) bləid2	(P) basW
SOC (Social)	PHY (Physical)	(SigsM) DAM

Use as a spinning top. D4: Fold on dotted line and poke pencil through ₩.

Refined 🛎 by @bytedesigning Game (v4) and 🐯 by @josefnpat

On your turn: roll an encounter D4 and challenge D4.

Choose a **8** to roll a D4 and add the number of

encounter related MAG/PHY/SOC item types to beat

the challenge. Roleplay it!

Failure: You are sad. If you are sad seven times, give up.

Inventory: Draw the item on your 8.

You may only carry $2 \times \mathbb{G}$, wear $1 \times \mathbb{G}$ and wear $1 \times \mathbb{T}$.

Chinchillas & Castles

Each Sets a free item of their choice. Choose missing number of map pieces. (normal=2) You are a lost party of 2 to 4 chinchillas (). Find your way home by putting the map back together.

Setup: Each () Decomes sad for each () In the party.

Encounters (Row=D4, Column=D4)

	7	₹	
Piece of Map	Merchant (5)	Dog (5)	Trap (5)
2OC×1	Aristocrat (4)	(4)	Trick (4)
I×YHd	(£) basiW	Snake (3)	Puzzle (3)
MAG×1	Smithy (2)	(2) bird	Riddle (2)
4 - Reward	3-SOC	2-PHY	DAM - I

Rewards (Row=D4, Type=Column)

Epaulette (👕)	Spaulders (👕)	Cape (📳)
Top Hat (Ø)	Helm (🏈)	Witch Hat (🎱)
Cane (19)	(B) brows	(P) Heal
Watch (🖲)	(P) bləid2	(@) bnsW
SOC (Social)	PHY (Physical)	(SigsM) DAM
,	I/ /	

D4: Fold on dotted line and poke pencil through ☀.

Game (v4) and 🐯 by @josefnpat

Chinchillas & Castles

Encounters (Row=D4, Column=D4)

4 - Reward	3-SOC	2-PHY	DAM - I
MAG×1	Smithy (2)	(2) brid	(2) Siddle
I×YHq	(£) basiW	Snake (3)	Puzzle (3)
2OC×1	(4) Aristocrat (4)	(4)	Trick (4)
Piece of Map	Merchant (5)	(5) goQ	(è) qeiT

Epaulette (Spaulders (👕)	Cape (📳)
7) 1sH qoT	Helm (🏈)	Witch Hat (@)
Cane (@	(B) brows	Staff (19)
Watch (@	(P) bləid2	(B) basW
SOC (Soci	PHY (Physical)	(SigsM) DAM
	T.C	

Use as a spinning top.

Refined 🛎 by @bytedesigning

Each Sets a free item of their choice. Choose missing number of map pieces. (normal=2) way home by putting the map back together. You are a lost party of 2 to 4 chinchillas (🛎). Find your

(
4 - Reward	3-SOC	2-PHY	DAM - I
I×ĐAM	Smithy (2)	(2) brid	Riddle (2)
1×YH4	(£) basiW	Snake (3)	Puzzle (3)
2OC×1	(4) Aristocrat (4)	Cat (4)	Trick (4)
qsM to sosiq	Merchant (5)	Dog (5)	(2) qsiT

Rewards (Row=D4, Type=Column)

Epaulette (👕)	Spaulders (👕)	Cape (📳)
(⊘) ≯sH qoT	Helm (🏈)	Witch Hat (@)
Cane (🖱)	(@) brow?	(P) Heil
Watch (D)	Shield (1991)	(P) bnsW
SOC (Social)	PHY (Physical)	(DigsM) DAM
/mmnoc	2-2d(r (r.g-4021)	en IP M 23 T

Use as a spinning top. D4: Fold on dotted line and poke pencil through ☀.

Refined 🛎 by @bytedesigning Game (v4) and **5** by @josefnpat

On your turn: roll an encounter D4 and challenge D4.

Choose a **8** to roll a D4 and add the number of

encounter related MAG/PHY/SOC item types to beat

the challenge. Roleplay it!

Failure: You are sad. If you are sad seven times, give up.

Chinchillas & Castles

Each Sets a free item of their choice. Choose missing number of map pieces. (normal=2) You are a lost party of 2 to 4 chinchillas (\blacksquare). Find your way home by putting the map back together. Setup: Each \blacksquare becomes sad for each \blacksquare in the party.

Encounters (Row=D4, Column=D4)

7		
(5) лаваст	(5) goQ	(2) qs1T
Aristocrat (4)	Cat (4)	Trick (4)
(£) basziW	Snake (3)	Puzzle (3)
Smithy (2)	(2) brid	Riddle (2)
3-SOC	2-PHY	J-MAG
	Smithy (2) Wizard (3) Aristocrat (4)	Bird (2) Aristocrat (4) Cat (4) Aristocrat (5)

Epaulette (📳)	Spaulders (👕)	Cape (🖀)
Top Hat (@)	Helm (🏈)	Witch Hat (Q)
Cane (199)	(B) brows	Staff (B)
Watch (🕙)	(P) bləid2	(B) basW
SOC (Social)	PHY (Physical)	(SigsM) DAM

Use as a spinning top. D4: Fold on dotted line and poke pencil through ☀.

Refined 🐯 by @bytedesigning Game (v4) and 🐯 by @josefnpat

Failure: You are sad. If you are sad seven times, give up.

Chinchillas & Castles

Each Sets a free item of their choice. Choose missing number of map pieces. (normal=2) You are a lost party of 2 to 4 chinchillas (3). Find your way home by putting the map back together.

Setup: Each 30 becomes sad for each 30 in the party.

Encounters (Row=D4, Column=D4)

4 - Reward	3-SOC	2-PHY	DAM - I
MAG×1	Smithy (2)	(2) brid	Riddle (2)
1×YH4	(£) basiW	Snake (3)	Puzzle (3)
2OC×1	Aristocrat (4)	Cat (4)	Trick (4)
Piece of Map	Merchant (5)	Dog (5)	(2) qsiT

Rewards (Row=D4, Type=Column)

Epaulette (📳)	Spaulders (👕)	Cape (📳)
(D) 1sH qoT	Helm (🏈)	(❷) steh Hat (❷)
Cane (1991)	(@) brow?	Staff (P)
Watch (🕙)	Shield (1991)	(B) basW
SOC (Social)	PHY (Physical)	(SigsM) DAM

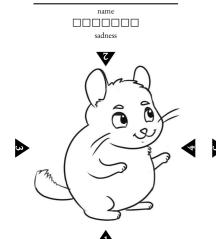
Use as a spinning top. D4: Fold on dotted line and poke pencil through ★.

Refined 🛎 by @bytedesigning Game (v4) and 👺 by @josefnpat

Inventory: Draw the item on your **3**. You may only carry $2 \times \mathbf{9}$, wear $1 \times \mathbf{9}$ and wear $1 \times \mathbf{1}$. Inventory: Draw the item on your **3**. You may only carry $2 \times \mathbf{9}$, wear $1 \times \mathbf{9}$ and wear $1 \times \mathbf{1}$.

On your turn: roll an encounter D4 and challenge D4. Choose a 🐯 to roll a D4 and add the number of encounter related MAG/PHY/SOC item types to beat the challenge. Roleplay it!

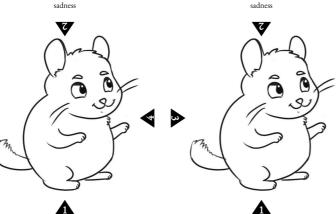
On your turn: roll an encounter D4 and challenge D4. Choose a 🕷 to roll a D4 and add the number of encounter related MAG/PHY/SOC item types to beat the challenge. Roleplay it! Failure: You are sad. If you are sad seven times, give up. Inventory: Draw the item on your **3**.
You may only carry $2 \times \mathbf{9}$, wear $1 \times \mathbf{9}$ and wear $1 \times \mathbf{1}$.

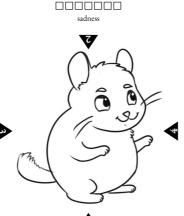


Choose a 🕷 to roll a D4 and add the number of encounter related MAG/PHY/SOC item types to beat the challenge. Roleplay it! Failure: You are sad. If you are sad seven times, give up Inventory: Draw the item on your 8. You may only carry 2× , wear 1× and wear 1× .

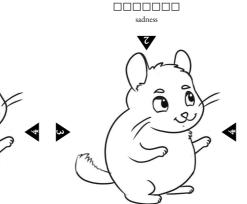


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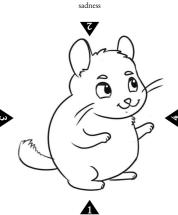




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