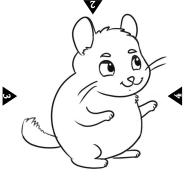
name



On your turn: roll an encounter D4 and challenge D4.
Choose a **5** 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× .

Chinchillas & Castles

You are a lost party of 2 to 4 chinchillas (). Find your way home by putting the map back together.

Setup: Each comes sad for each in the party.

Each gets a free item of their choice.

Choose missing number of map pieces. (normal=2)

Encounters (Row=D4, Column=D4)

1 - MAG 2 - PHY 3 - SOC 4 - Reward

Riddle (2)	Bird (2)	Smithy (2)	MAG×1
Puzzle (3)	Snake (3)	Wizard (3)	PHY×1
Trick (4)	Cat (4)	Aristocrat (4)	SOC×1
T (5)	D(5)	M l (5)	D: £M

Rewards (Row=D4, Type=Column)

MAG (Magic)	PHY (Physical)	SOC (Social)
Wand (🖲)	Shield (🖲)	Watch (🖲)
Staff (🖲)	Sword (🖲)	Cane (🖲)
Witch Hat (🔇)	Helm (🔇)	Top Hat (🔇)
a (A)	0 11 ()	- · ·

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

Use as a spinning top.

Game (v4) and **8** by @josefnpat Refined **8** by @bytedesigning