



Chinchillas & Castles

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

Bugcounters (Row=4, Column=D4)			
1 - MAG	2 - PHY	3 - SOC	4 - Reward
Riddle(2)	Bird(2)	Smithy(2)	MAGx1
Puzzlze(3)	Snake(3)	Wizard(3)	PHYx1
Track(4)	Car(4)	Aristocrat(4)	SOCx1
Trap(5)	Dog(5)	Mechanin(5)	Piece of Ma

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

Game (v4) and by @osefinapart
Refrain by @bytedesigningusing

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 .

You may only carry 2x, wear 1x and wear 1x.

Inchills & Castles

Find your
best party of 2 to 4 chinchillas (). Some
of them like to be held back together.
Chinchillas get a free item of their choice.
Missing number of map pieces (normal=2)

on dotted line and poke pencil through hole at top.

On your turn: roll an encounter D4 and choose a to roll a D4 and add the number related MAG/PHY/SOC item type to the challenge. Roleplay it!

Failure: You are sad. If you are sad seven times.

Inventory: Draw the item on your sheet. You may only carry 2× , wear 1× and wear 1× .

Hills & Castles

Find your
best party of 2 to 4 chinchillas (). Some
of us like to mix up the map each
time we play. This makes it more
interesting and gives each player
a different choice of map pieces.

on dotted line and poke pencil through *.
Use as a spinning top.

On your turn: roll an encounter D4 and choose a to roll a D4 and add the number related MAG/PHY/SOC item type to the challenge. Roleplay it!

Failure: You are sad. If you are sad seven times.

Inventory: Draw the item on your sheet. You may only carry 2× , wear 1× and wear 1× .

Hills & Castles

Find your
party of 2 to 4 chinchillas (). Find your
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Use as a spinning top.
on dotted line and poke pencil through hole. Game (v4) and by @ioslefinpar
Refined by @byredesigning

On your turn: roll an encounter D4 and choose a to roll a D4 and add the number related MAG/PHY/SOC item type to the challenge. Roleplay it!

Failure: You are sad. If you are sad seven times, draw the item on your inventory.

Inventory: Draw the item on your inventory. You may only carry 2× , wear 1× and

MAG (Magic)	2 - PHY	3 - SOC	4 - Reward	Rewards (Row=D, Type=Column)
Top Hat (G)	Ham (G)	Sword (G)	Wand (G)	MAG (Magic)
Cart (4)	Snake (3)	Smithy (2)	Bird (2)	PHY (Physical)
Artsociat (4)	Wizard (3)	MAGx1	Briddle (2)	SOC (Social)
Dog (5)	Mechanist (5)	Triap (5)	Trick (4)	Rewards (Row=D, Type=Column)
SCoX1	SCoX1	SCoX1	Cat (4)	SCoX1
Price of Map	Price of Map	Price of Map	Cart (4)	Price of Map

MAG (Magic)	PHY (Physical)	SOC (Social)
Rewards (Row=D ₄ , Type=Column)		
Trap (5)	Dog (5)	Mechanic (5)
Thick (4)	Cat (4)	Artistocrat (4)
Puzzle (3)	Snake (3)	Wizard (3)
Middle (2)	Bird (2)	MAGx1
4 - Reward		
1 - MAG	2 - PHY	3 - SOC
Environments (Row=D ₄ , Column=D ₄)		
Cape (8)	Spudlers (8)	Epaulette (8)
Witch Hat (8)	Helm (8)	Top Hat (8)
Staff (8)	Sword (8)	Cane (8)
Wand (8)	Shield (8)	Watch (8)
Rewards (Row=D ₄ , Type=Column)		
Trap (5)	Dog (5)	Mechanic (5)
Thick (4)	Cat (4)	Artistocrat (4)
Puzzle (3)	Snake (3)	Wizard (3)
Middle (2)	Bird (2)	MAGx1
4 - Reward		
1 - MAG	2 - PHY	3 - SOC
Environments (Row=D ₄ , Column=D ₄)		

MAG (Magic)	PHY (Physical)	SOC (Social)	Rewards (Row=D, Type=Column)
Wand (G)	Shield (G)	Wash (G)	Stiff (G)
Wand (G)	Shield (G)	Wash (G)	Word (G)
Wand (G)	Shield (G)	Wash (G)	Crab (G)
Witch Hat (G)	Ham (G)	Top Hat (G)	Cape (G)
Witch Hat (G)	Ham (G)	Top Hat (G)	Spudlers (G)
Witch Hat (G)	Ham (G)	Top Hat (G)	Electric (G)

MAG (Magic)	PHY (Physical)	SOC (Social)	Rewards (Row=D, Type=Column)
Wand (G)	Shield (G)	Wash (G)	Stiff (G)
Wand (G)	Shield (G)	Wash (G)	Word (G)
Wand (G)	Shield (G)	Wash (G)	Crab (G)
Witch Hat (G)	Ham (G)	Top Hat (G)	Cape (G)
Witch Hat (G)	Ham (G)	Top Hat (G)	Spudlers (G)
Witch Hat (G)	Ham (G)	Top Hat (G)	Electric (G)