Chinchillas & Castles

You are a lost party of C2 to 4 chinchillas (). Find your way home by putting the map back together.

Setup: Each ® becomes asd for each ® in the party.

Each ® gress af free item of their choice.

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

Encounters (Row=D4, Column=D4)

	*	+	
Piece of Map	Merchant (5)	(5) goQ	(S) qsiT
SOC×I	(4) artootsitA	Cat (4)	Trick (4)
I×XHd	(£) basiW	Snake (3)	(£) əlzznd
I×9WM	Smithy (2)	(2) brid	Riddle (2)
4 - Reward	3-8OC	2-PHY	DAM - I

Rewards (Row=D4, Type=Column)

Epaulette (👕)	Spaulders (👕)	Cape (📳)
Top Hat (Ø)	Helm (🏈)	(❷) s⊾H dət(❷)
Cane (199)	(B) brows	Staff (P)
Watch (🖲)	(P) blaid?	(B) basW
SOC (Social)	PHY (Physical)	(SigsM) DAM

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

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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 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 & putting the map back of the party.
Each & geta a free item of their choice.
Choose missing number of map pieces, (normal=2)

Encounters (Row=D4, Column=D4)

	*	←	
Piece of Map	Merchant (5)	Dog (5)	(2) qsiT
SOC×I	(♣) rstoctat (♣)	Cat (4)	Trick (⁴)
PHY×1	(£) basziW	Snake (3)	(£) əlzznd
I×9AM	Smithy (2)	(2) brid	Riddle (2)
4 - Reward	3-SOC	2 - PHY	1 - MAG
11.0	-uumoo ir a	_ 44 02 T \ CT20 TTD	221177

Rewards (Row=D4, Type=Column)

Epaulette (👕)	Spaulders (👕)	Cape (👕)
(D) 1sH qoT	Helm (🏈)	(❷) steh Hat (❷)
Cane (((9))	(P) brows	Staff (P)
Watch (P)	(P) bləid2	(P) basW
SOC (Social)	PHY (Physical)	MAG (Magic)

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

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Setup as becase a free item of their choice.
Choose missing number of map pieces, (normal=2)

Encounters (Row=D4, Column=D4)

	→	₩	
Piece of Map	Merchant (5)	Dog (5)	(c) qsiT
SOC×I	(4) Aristocrat (4)	Cat (4)	Trick (4)
1×XH4	(£) bīsziW	Snake (3)	(£) əlzznd
MAG×1	Smithy (2)	(2) brid	Riddle (2)
4 - Reward	3-8OC	2-PHY	DAM - I

Rewards (Row=D4, Type=Column)

Epaulette (👕)	Spaulders (👕)	Cape (🖀)
(❷) 1sH qoT	Helm (🏈)	Witch Hat (@)
Cane (199)	(@) brow?	Staff (P)
Watch (199)	Shield (1991)	(P) basW
SOC (Social)	PHY (Physical)	MAG (Magic)

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

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You are a lost party of 2 to 4 chinchillas (). Find your Seths:

Setup: Each & putting the map back together.

Setup: Each & personnes and 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)

→	₭	
Merchant (5)	Dog (5)	(č) qaiT
(4) Aristocrat (4)	Cat (4)	Trick (4)
(£) basiW	Snake (3)	Puzzle (3)
Smithy (2)	Bird (2)	Riddle (2)
3-SOC	2-PHY	1-MAG
	Smithy (2) Wizard (3) Aristocrat (4)	Bird (2) Smithy (2) Snake (3) Wizard (3) Cat (4) Aristocrat (4)

Rewards (Row=D4, Type=Column)

Epaulette (👕)	Spaulders (👕)	Cape (📳)
(❷) 1sH qoT	Helm (🏈)	Witch Hat (@)
Cane (199)	(B) brows	Staff (198)
Watch (1991)	(P) bləid2	(P) basW
SOC (Social)	PHY (Physical)	(SigsM) DAM

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

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

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

Setup: Each & becomes asd for each off in the party.

Each & gress a free item of their choice.

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

Encounters (Row=D4, Column=D4)

4 - Reward	3-SOC	2-PHY	DAM - I
WAG×1	Smithy (2)	(2) brid	Riddle (2)
PHY×1	(£) basziW	Snake (3)	(£) əlzznd
2OC×1	Aristocrat (4)	(4)	Trick (4)
qsM to əəsiq	Merchant (5)	(5) goQ	(č) qaiT

Rewards (Row=D4, Type=Column)

Epaulette (👕)	Spaulders (👕)	Cape (📳)
Top Hat (Ø)	Helm (Ø)	Witch Hat (Q)
Cane (🕙)	(@) brow?	Staff (P)
Watch (P)	(P) bləid2	(P) bnsW
SOC (Social)	PHY (Physical)	(SigsM) DAM

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

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

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 2× , and wear 1× . and wear 1× .

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 You may only carry 2× wear 1× and wear 1× and wear 1×

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

You may only carry 2×

wear 1×

and wear 1×

and wear 1×

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

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 8.
You may only carry 2×, wear 1× and wear 1× .

