

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 🐭 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)	Artisocrat (4)	SOC×1	
Trap (5)	Dog (5)	Merchant (5)	Piece of Map	

Rewards (Row=D4, Type=Column)				
MAG (Magic)	PHY (Physical)	SOC (Social)		
Wand (🪄)	Shield (🛡️)	Watch (🕒)		
Staff (🪄)	Sword (🗡️)	Cane (🪵)		
Witch Hat (👿)	Helm (🛡️)	Top Hat (👒)		
Cape (🐈)	Spaulders (🐈)	Epaulette (🐈)		

D4: Fold on dotted line and poke pencil through ✱.
Use as a spinning top.
Game (v4) and 🐭 by @josefnpat
Refined 🐭 by @bytedesigning

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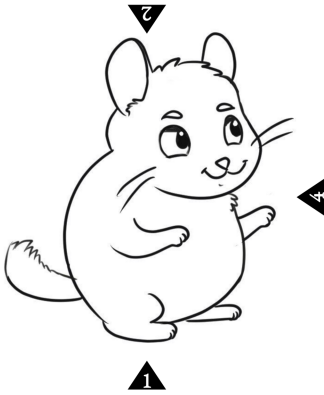
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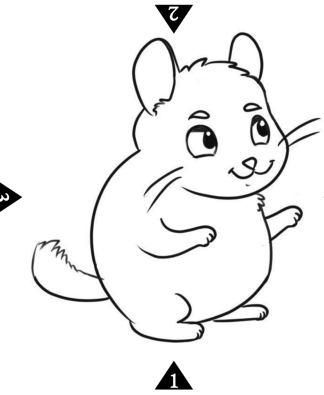
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name
□□□□□□
sadness



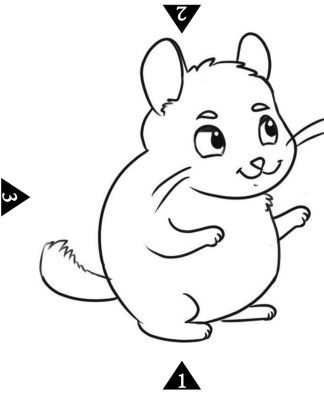
On your turn: roll an encounter D4 and challenge D4.
Choose a 🐭 to roll a D4 and add the number of encounter related MAG/PHY/SOC item types to beat the challenge. Roleplay it!
Failure: You are sad. If you are sad seven times, give up.
Inventory: Draw the item on your 🐭.
You may only carry 2×🐭, wear 1×👒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

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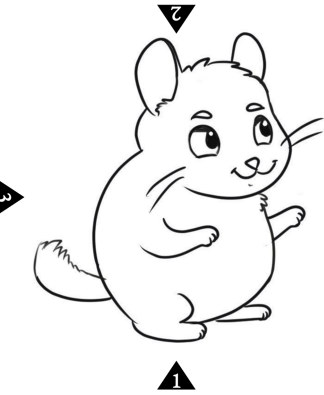
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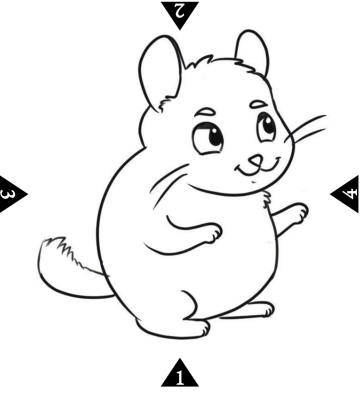
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