

name



sadness



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!

**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 ✿ 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)	Aristocrat (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  
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