

STORY

The Widow's Two Coins

A widow in a patched shawl counts two small coins again and again. Her little daughter hides behind her skirts, eyes fixed on the wooden doll in your window.

Sell the doll for her two coins: (+2D · +1 Faith · +1 goodwill)
She weeps as she pays. The girl does not put the doll down all the way home.

Turn them away: (-1 Faith)
The girl's face falls. You hear her crying two streets away.



STORY

The Traveling Tinker

A tinker with a cracked grin offers you cedar planks at half price. The wood is stamped with a Roman mark — it fell off a legion wagon, and he knows it.

Buy the cheap wood: (+9D · -1 Faith)
Fine wood, foul smell. You avoid the synagogue for a week.

Send him on his way: (+1 Faith)
He curses, but your conscience is clean as fresh shavings.



STORY

A Birthday on Credit

A thin father begs you: his son turns seven tomorrow, and he can pay at harvest. His hands shake as he holds them out.

Give the toy freely: (-3D · +1 Faith · +1 Rep)
The boy shouts with joy loud enough to wake the street.

Coin first, no exceptions: (+3D · -1 Rep)
He leaves empty-handed. Your purse is heavier; your sleep is not.



STORY

The Centurion's Order

A Roman centurion wants three toy soldiers for his son — and offers double price if they are ready by tomorrow's dawn.

Carve through the night: (+12D · -1 Faith)
The coins are good. Your prayers that night are hurried.

Take two honest days: (+8D · +1 Rep)
He frowns, then nods. "An honest craftsman," he tells his servant.



STORY

Dusty Shelves

A slow, hot week. Dust settles on the toys. No one comes.

Hawk your toys in the street: (+4D · -1 Rep)
You sell, but the neighbors whisper about desperation.

Carve quietly and wait: (+1 goodwill)
You finish a lamb so fine it almost breathes. Someone will see it.



STORY

The Pharisee's Weights

A Pharisee with sharp eyes asks to see your scales and measures. "The Lord loves honest trade," he says, watching you.

Stand the inspection: (+1 Faith · +1 Rep)
If you have never overcharged: he nods slowly. "Well done." Your name rises in the village.

Bribe him to look away: (-5D · -1 Faith)
If you HAVE overcharged before, you must take this: coins for silence, and a stain that does not wash.



STORY

Wedding Season

A wedding party bursts in laughing — they want five small toys for the children of the feast.

Sell all five: (+12D)
A good day's trade, plain and simple.

Sell four, gift the fifth: (+9D · +1 Faith · +1 Rep)
The bride's mother kisses your cheek. The whole feast hears your name.



STORY

The Broken Donkey

A boy stands in your doorway holding a wooden donkey with one leg snapped off. "You made him," he says. "Can you make him walk again?"

Mend it free, good as new: (+1 Faith · +1 Rep)
He rides it home on his shoulder like a champion.

Charge two denarii: (+2D)
He pays, but his shoulders droop all the way home.



STORY

The Gilder's Offer

A smooth-tongued trader offers you cheap gilt paint. "No one will know the difference," he winks, "but your purse will."

Gild the toys — SHADY: (+10D · -2 Faith · -1 Rep)
They shine like gold. Your reflection in them looks wrong.

Refuse him: (+1 Faith)
"My toys are wood, and honestly wood," you say. He does not return.



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STORY

The Shepherd's Barter

A young shepherd offers a fine lambskin in trade for a carved sheep for his little sister.

Make the trade: (+2D · +1 Faith)
The skin will line a cradle someday. Fair trade warms both hearts.

Refuse the barter: (no change)
He shrugs and walks on. Nothing gained, nothing lost.



STORY

Fever in the Night

Word comes after dark: the neighbor's child burns with fever, and the physician will not come without six denarii in hand.

Pay the physician: (-6D · +2 Faith)
By morning the fever breaks. The mother weeps on your shoulder.

Keep your coin: (-1 Faith)
The child recovers slowly. You count your coins and feel poor.



STORY

Rome Demands Early

The tax farmer pounds your door: Rome wants its due a month early, five denarii, today.

Pay the five: (-5D)
It hurts. But the door closes quietly behind him.

Hide the coin — SHADY: (-1 Faith)
You keep the coins. But now you listen for footsteps every night. Draw a Trial next week.



STORY

Whistles for the Workers

Six olive-press workers want simple whistles, quick work, honest pay.

Carve all six: (+9D)
An honest week's side-work, paid in full.

Carve five, teach one lad: (+6D · +1 Rep)
The boy's first whistle is crooked and perfect. His father shakes your hand.



STORY

Strangers at the Door

On Sabbath eve, dusty travelers knock — a family with tired children, asking for bread and a corner to sleep.

Welcome them in: (-2D · +1 Faith · +1 goodwill)
The children fall asleep to the smell of your workshop. You have never felt richer.

Turn them away: (-1 Faith)
Their footsteps fade. Your bread tastes like dust.



STORY

The Rival Across the Street

A new toymaker opens across the street, selling cheaper and faster than you.

Undercut his prices — SHADY: (+6D · -1 Faith)
You win the week and lose something you cannot name.

Befriend him: (+3D · +1 Rep)
You share tea. He sends you his overflow work within the month.



STORY

The Dull Knife

Your best carving knife snaps at the handle mid-cut.

Buy a fine blade: (-5D · +1 goodwill)
The new steel sings. Your work has never been finer.

Buy cheap: (-1D · -1 Rep)
It skips and scars. Two customers notice the rough edges.



STORY

Lessons at the Synagogue

The synagogue teacher wants three toys for a lesson on kindness to little ones.

Donate all three: (-6D · +2 Faith · +1 Rep)
Thirty children hear your name spoken with love.

Charge full price: (+9D)
He pays, but the lesson somehow costs more than the toys.



STORY

A Dream of Mustard

You dream of a tiny seed in your palm growing into a great tree, birds nesting in its branches. You wake with the dawn, heart pounding.

Take heart and pray: (+1 Faith)
The dream stays with you like lamplight.

Back to work, no time for dreams: (+2D · -1 Faith)
The bench is the same. Somehow the day is grayer.



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STORY

The Rich Man's Son

A rich merchant's son points at your finest toy horse. “Father says price is no object.”

Name a fair price: (+8D · +1 Rep)
The merchant respects you. “An honest man,” he says loudly.

Overcharge him — SHADY: (+20D · -1 Faith · -1 Rep)
Fourteen denarii! And a look from the boy you will not forget.



STORY

The Beggar at the Gate

An old beggar sits by the village gate, shaking, holding out a trembling hand.

Press a small toy into his hand: (+1 Faith)
“For your grandchildren,” you say. He stares, then laughs like a boy.

Walk past: (-1 Faith)
His eyes follow you all the way home.



STORY

The Little Lamb

A small girl with dusty feet points at the wooden lamb. She has no coin — only a hug to pay with, arms already open.

Take the hug: (+2 Faith · +1 goodwill)
It is the best payment you have ever received.

Ask her mother for coin: (+3D)
The mother pays, tight-lipped. The girl does not smile.



STORY

The Carpenter's Son

Joseph the carpenter stops by with his young son, a quiet boy with kind eyes. The boy picks up your smallest lamb and holds it gently, as if it were alive.

Gift the boy the lamb: (+2 Faith · +1 goodwill)
His smile lights the whole shop. Joseph clasps your shoulder. You will remember this day.

Sell it at full price: (+3D)
Joseph pays without a word. The boy thanks you politely, but something in you aches.



DECISION

THE DECISION

One quiet evening, with the lamp low, the question you have been outrunning finally sits down beside you. Two roads. Two masters. Tonight you must answer — out loud, before God — where your trust truly lies.

Matthew 6:24 — No man can serve two masters: for either he will hate the one, and love the other; or else he will hold to the one, and despise the other. Ye cannot serve God and mammon.

TRUST THE LORD: (+2 Faith)
You kneel among the shavings and give Him the shop, the debts, the dreams. Peace like a river. (Blessings now flow freely.)

TRUST MYSELF: (-2 Faith)
Your hands, your wits, your schemes. No one will save this shop but you. (Shady choices pay +2D extra. Trials find you sooner: draw Trials at Faith 3 or less.)



SCRIPTURE

Scripture

Matthew 17:20
And Jesus said unto them, Because of your unbelief: for verily I say unto you, If ye have faith as a grain of mustard seed, ye shall say unto this mountain, Remove hence to yonder place; and it shall remove; and nothing shall be impossible unto you.

Read when all seems lost. Then: once per game, you may reroll any single roll.



SCRIPTURE

Scripture

Matthew 6:33
But seek ye first the kingdom of God, and his righteousness; and all these things shall be added unto you.

Read when torn between profit and principle. If you choose principle this week, gain blessing.



SCRIPTURE

Scripture

Malachi 3:10
Bring ye all the tithes into the storehouse, that there may be meat in mine house, and prove me now herewith, saith the Lord of hosts, if I will not open you the windows of heaven, and pour you out a blessing, that there shall not be room enough to receive it.

Read when you pay your tithe. This week your tithe is seen: it also brings honor.



SCRIPTURE

Scripture

Proverbs 11:1
A false balance is abomination to the Lord: but a just weight is his delight.

Read when tempted to overcharge. If you price fairly this week, gain blessing.



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SCRIPTURE

Scripture

Joshua 1:9
Have not I commanded thee? Be strong and of a good courage; be not afraid, neither be thou dismayed: for the Lord thy God is with thee whithersoever thou goest.

Read when you are afraid. Courage comes: ignore the Faith loss of the next Trial.



SCRIPTURE

Scripture

Philippians 4:19
But my God shall supply all your need according to his riches in glory by Christ Jesus.

Read when you cannot pay your upkeep. Need met: reduce one upkeep payment by 3 denarii.



SCRIPTURE

Scripture

Proverbs 3:5-6
Trust in the Lord with all thine heart; and lean not unto thine own understanding. In all thy ways acknowledge him, and he shall direct thy paths.

Read at THE DECISION. If you choose TRUST THE LORD, heaven itself confirms it.



SCRIPTURE

Scripture

Matthew 5:16
Let your light so shine before men, that they may see your good works, and glorify your Father which is in heaven.

Read when your work is praised. Let it shine: your name spreads.



SCRIPTURE

Scripture

Luke 18:16
But Jesus called them unto him, and said, Suffer little children to come unto me, and forbid them not: for of such is the kingdom of God.

Read when a child enters your shop. The little ones are heaven's own.



SCRIPTURE

Scripture

Deuteronomy 8:18
But thou shalt remember the Lord thy God: for it is he that giveth thee power to get wealth, that he may establish his covenant which he sware unto thy fathers, as it is this day.

Read when wealth comes to you. Remember the Giver: tithe this week also.



SCRIPTURE

Scripture

Matthew 25:29
For unto every one that hath shall be given, and he shall have abundance: but from him that hath not shall be taken away even that which he hath.

Read when you invest in your craft. Faithful work multiplies: if your Faith is 5 or more, +2D next week.



SCRIPTURE

Scripture

Psalm 37:25
I have been young, and now am old; yet have I not seen the righteous forsaken, nor his seed begging bread.

Read when you are discouraged. You are seen; you are not forsaken.



SCRIPTURE

Scripture

1 Timothy 6:10
For the love of money is the root of all evil: which while some coveted after, they have erred from the faith, and pierced themselves through with many sorrows.

Read when riches tempt you. If you refuse a shady gain this week, gain blessing.



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SCRIPTURE

Scripture

Matthew 19:26
But Jesus beheld them, and said unto them, With men this is impossible; but with God all things are possible.

Read when the situation is impossible. With God, even this: turn one MISSED upkeep week into paid.

SCRIPTURE 14 · MUSTARD SEED MERCANTILE



SCRIPTURE

Scripture

Psalm 127:3
Lo, children are an heritage of the Lord: and the fruit of the womb is his reward.

Read as you carve for children. Every toy is a small heritage.

SCRIPTURE 15 · MUSTARD SEED MERCANTILE



SCRIPTURE

Scripture

Psalm 23:1
The Lord is my shepherd; I shall not want.

Read when you rest on the Sabbath. The Shepherd provides: closing the shop still feeds the soul.

SCRIPTURE 16 · MUSTARD SEED MERCANTILE



BLESSING ★

THE BLESSING OF JESUS

Years have passed. One golden morning, Mary comes to your door with her Son — the quiet boy is nearly grown, His eyes full of kindness. He chooses the small wooden lamb, holds it a moment, then lays His hand gently upon your head. “The Father sees your love for the little ones,” He says. “Blessed is this house.” Warmth spreads through you like sunrise. You will never be the same.

Gain: +3 Faith · +2 Rep

Luke 18:16 — But Jesus called them unto him, and said, Suffer little children to come unto me, and forbid them not: for of such is the kingdom of God.

BLESSING 01 · MUSTARD SEED MERCANTILE



BLESSING

A Merchant from Damascus

A merchant of Damascus, robes dusty from the far road, has heard of your toys. He orders ten at once for the children of his city, paying half in advance. — FAR KINGDOMS I

Gain: +15D · +1 Rep

BLESSING 02 · MUSTARD SEED MERCANTILE



BLESSING

The Caravan of Tyre

A Tyrian caravan master commissions toys for every port from here to the sea. Your name is spoken in cities you have never seen. — FAR KINGDOMS II

Gain: +20D · +1 Rep

BLESSING 03 · MUSTARD SEED MERCANTILE



BLESSING

An Invitation to the King's Court

A sealed letter: the court of a far kingdom requests the toymaker himself. If your Reputation is 8 or more, the summons is real — pack your tools, for the Kingdoms arc is complete. Otherwise, gifts and promises arrive instead.

If Reputation 8+: the summons is real — +2 Rep, the Far Kingdoms arc is complete. **Otherwise:** +1 Rep, +10D in gifts and promises.

BLESSING 04 · MUSTARD SEED MERCANTILE



BLESSING

The Child's Laughter

A child's laughter rings through your shop so pure that three mothers follow it inside, coins in hand.

Gain: +6D · +1 Rep

BLESSING 05 · MUSTARD SEED MERCANTILE



BLESSING

Gift of Cedar

A traveler you once fed leaves a bundle of fine cedar at your door before dawn, asking nothing.

Gain: +8D · +1 Faith

BLESSING 06 · MUSTARD SEED MERCANTILE



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BLESSING

The Widow's Blessing

The widow tells every woman at the well about the toymaker with the kind heart. Customers come just to meet you.

Gain: +1 Faith · +1 Rep

BLESSING 07 · MUSTARD SEED MERCANTILE



BLESSING

A Bumper Harvest

The harvest overflows this year, and every family has a coin to spare for joy.

Gain: +10D

BLESSING 08 · MUSTARD SEED MERCANTILE



BLESSING

The Rabbi's Word

The rabbi speaks of you in the synagogue: “a man whose work is worship.”

Gain: +2 Faith · +1 Rep

BLESSING 09 · MUSTARD SEED MERCANTILE



BLESSING

A Song in the Night

You wake in the dark singing a psalm you have not thought of in years. Peace settles over the house like dew.

Gain: +2 Faith

BLESSING 10 · MUSTARD SEED MERCANTILE



BLESSING

The Mended Awning

An old fisherman you once helped mends your torn awning free of charge and refuses payment.

Gain: +4D · +1 Faith

BLESSING 11 · MUSTARD SEED MERCANTILE



BLESSING

Oil for the Lamp

A neighbor shares her oil when yours runs out. “The Lord provides,” she says simply.

Gain: +3D · +1 Faith

BLESSING 12 · MUSTARD SEED MERCANTILE



TRIAL

The Tax Collector

The collector returns with soldiers. Eight denarii, now — or he takes goods to cover it and your name suffers. His clerk, though, has a price...

Pay the eight denarii: (-8D)

Let him take goods instead: (-1 Rep)

Bribe the clerk 4D — SHADY: (-4D · -1 Faith)

TRIAL 01 · MUSTARD SEED MERCANTILE



TRIAL

Spoiled Timber

A hidden rot runs through your whole stock of wood. Half of it is fit only for the fire.

Effect: -5D

TRIAL 02 · MUSTARD SEED MERCANTILE



TRIAL

The Broken Toy

A toy you sold splinters in a child's hands. The mother stands in your doorway, the child crying behind her.

Lose 1 Rep and 1 Faith — or pay 3D to make it right (keep both).

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TRIAL

Fever

Fever lays you flat for days. The bench sits silent; the rent does not.

Effect: -6D



TRIAL

The Dust Wind

A hot dust wind ruins a week's worth of fine finishes. You start over with gritted teeth.

Effect: -4D



TRIAL

A Thief in the Night

Thieves jimmy your shutter and take your best tools.

Effect: -6D



TRIAL

The Gossip

A lie about your work spreads through the market like spilled oil. You could kill it with a bigger lie...

Suffer it in silence: (-1 Rep)

Spread a worse lie about him — SHADY: (-1 Faith)



TRIAL

The Dry Season

Drought. The glue will not set, the wood cracks, and no one is buying.

Effect: -4D



TRIAL

The Moneylender

An old debt from your journey here is called in, with interest. His ledger, though, is sloppy — one forged line and the debt vanishes.

Pay the seven: (-7D)

Forge the ledger — SHADY: (-2 Faith)



TRIAL

The Broken Cart

Your delivery cart loses a wheel on the rocky road. The toys arrive late and dusty.

Effect: -4D



TRIAL

The Skeptic's Sneer

“Praying over wooden donkeys?” sneers a neighbor. “God helps those who help themselves, fool.” His words stick like burrs.

Effect: -1 Faith



TRIAL

Winter's Teeth

Bitter cold settles over Galilee. No one leaves home, and your fingers can barely hold the knife.

Lose 3D and take –1 to customer rolls next week.



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