SHOP LEDGER

Mustard Seed Mercantile · one row per week · Created by Marcus Draper



Shopkeeper: _____ Age: _____ Married: Y / N Start D: _____

Wk	Season	Cust roll	Income	Sabb C/O	Tithe Y/N	Upkeep	Card	F	R	Denarii	Notes
1											
2											
3											
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24											

MISSED upkeep weeks: mark upkeep box with an X - 3 in a row = RUIN - goodwill: every 3 tokens = +1 Rep

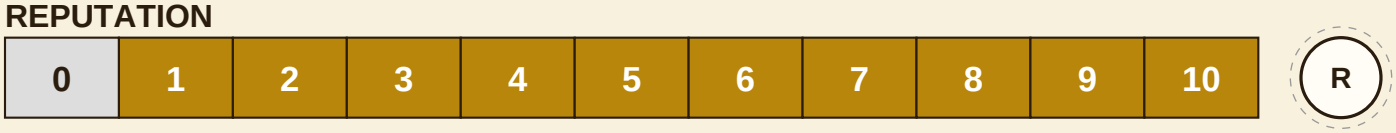
FAITH & REPUTATION TRACKER

Cut out the two strips and two tokens. Move a token along each strip. Max 10.

FAITH



REPUTATION



QUICK REFERENCE

Customers: roll 2d6 + Rep + age mod (+1 Young / –1 Old) → ≤6: 1 · 7–8: 2 · 9–10: 3 · 11–12: 4 · 13+: 5

Each customer: 1d6 + season → 1–2: no sale · 3–4: small toy 3D · 5–6: fine toy 6D · natural 6: +goodwill

Seasons: W1–3 Spring · W4 Passover (+1) · W5–6 Summer · W7–9 Harvest (+1) · W10–12 Winter (–1), then repeat

Sabbath: CLOSE: –2 income, +1 Faith · OPEN: +3 income, –1 Faith

Tithe: give 10% of income (round down) → +1 Faith

Upkeep: 7D single / 8D married · **Despair:** at Faith 0, +2 upkeep · can't pay = MISSED week · 3 MISSED in a row = RUIN

Card draw: Week 7: THE DECISION · Faith 7+ → Blessing · Faith ≤2 → Trial (≤3 if you chose TRUST MYSELF) · else Story

Shady: a SHADY option draws a Trial next week · once shady, Trial denarii losses are doubled

Endings: TRUST THE LORD + Faith 7+ & Rep 10 & Far Kingdoms arc → Citizen of the Kingdom · TRUST MYSELF + arc, or 100D+ & (Faith ≤3 or TRUST MYSELF) → Rich but Empty