

The twelve missions

Use these scenes when each face card appears. They add meaning without extra rules. The face card's rank and suit still determine the numerical challenge.

Card	Mission	Your purpose
J♠	Find the Safe Footpath	Guide a traveler around a damaged road.
Q♠	Letters Across the Hills	Carry encouragement to a distant gathering.
K♠	Relief Beyond the Pass	Bring supplies to an isolated village.
J♣	Repair a Neighbor's Shelter	Help make a damaged home safe again.
Q♣	Prepare the Meeting Place	Make room for a community to gather.
K♣	Restore the Village Well	Organize help for a demanding shared task.
J♦	Carry the Shared Offering	Deliver provisions entrusted to your care.
Q♦	Supply the Long Road	Prepare a resting place for weary travelers.
K♦	Provision the Winter Store	Help a community prepare for lean days.
J♥	Bring Bread to a Household	Share a meal with a family in need.
Q♥	Accompany the Lonely Traveler	Help someone reach a welcoming home.
K♥	Welcome the Displaced	Prepare shelter for families far from home.

Complication prompts: ♠ difficult terrain; ♣ labor or repairs; ♦ supplies or transport; ♥ shelter or community needs. A matching suit means the same problem affects several parts of the task, so it adds another point of Difficulty.

Remember: K♣ always draws two Complications in the standard game. Mission titles and suit prompts never change card values or allow extra actions.

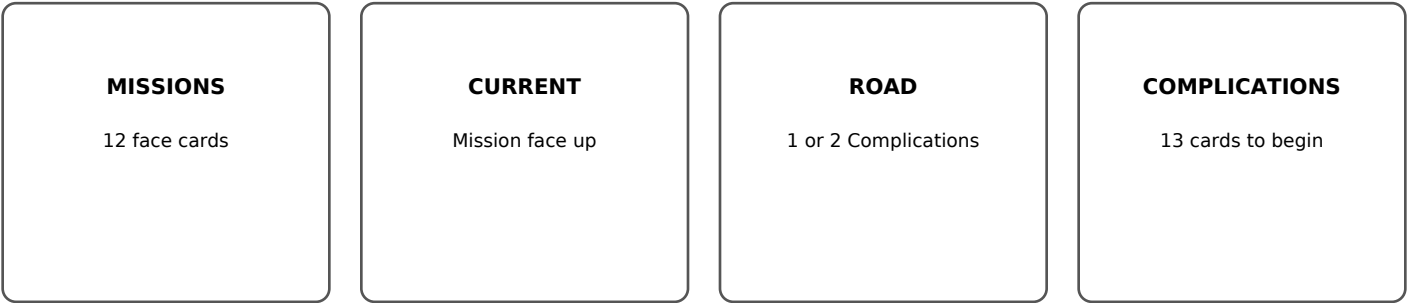
Quick reference

STEP	DO THIS
SET UP	Separate 12 face cards. Shuffle A-10; deal 13 Complications. Draw 6 Pack cards (7 with Pack Wisely). Shuffle both Jokers into remaining Supply. Ready active tokens.
REVEAL	One Mission + one Complication. K♣ gets two.
DIFFICULTY	J = 1, Q = 2, K = 3; +1 per Complication; +1 more per matching-suit Complication.
TARGET	J = 11, Q = 12, K = 13; add Complication values (Ace = 11).
RESOURCE VALUE	A = 1, numbers = printed value. Matching Mission suit contributes 0, but still counts as a card.
ATTEMPT	Use abilities at their stated time. Commit at least Difficulty cards and aim for exactly Target. Jokers cannot be committed.
SUCCESS	Discard committed Resources. Collect Mission in Completed. Put Complications on bottom of Supply.
MISS	Discard committed Resources, Mission, and Complications. Continue if you can.
REFILL	Fill empty slots from Supply. Jokers lock their slots. Do not refill locked slots. Never reshuffle Spent.
END	After all 12 Missions, or when you cannot meet Difficulty after chosen abilities. Count Completed, 0-12.
CAMPAIGN	Add Completed count to Experience bank once. Buy training between journeys. Reset all cards and tokens.
MISSION DAY	Score Completed count only. No training purchases or Experience between games.

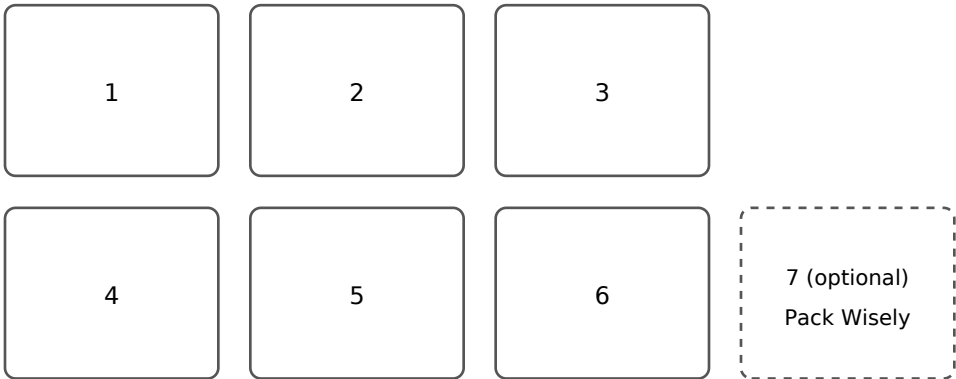
Two checks, every time: enough cards? Exact total?
Too few cards ends the journey. A wrong total misses that Mission.

Arrange your table

Place the real cards on your table in this arrangement. This diagram is a compact reference, **not a full-size playmat**. Leave extra room for K♣'s second Complication and overlapping piles.



YOUR PACK / six slots, face up



Optional seventh slot: use only with Pack Wisely. A Joker stays face down in its Pack slot; do not cover it with a new Resource.

SUPPLY	SPENT	COMPLETED
Resources + Jokers. Draw to refill the Pack.	Committed Resources and missed Missions/Complications. Face down; no reshuffle.	Successful Missions only. Face up; count at the end.

Beside the layout: your Messenger Record or Mission Day Log, the ability reference pages, and tokens for ready active abilities. Move used tokens away from the ability to avoid using it twice.

Messenger record

Messenger name: _____

Campaign started: _____ Circuit completed on journey: _____

Experience: start with 5. Track earnings and purchases in the Journey Log. Current unspent bank: _____

Owned	ID / Training	Cost	Kind / ready token
☐	01 Read the Road	2	PASSIVE
☐	02 Watch the Weather	2	PASSIVE
☐	03 Know Your Supplies	2	PASSIVE
☐	04 Pack Wisely	4	PASSIVE
☐	05 Flexible Provision	3	PASSIVE
☐	06 Familiar Errands	4	PASSIVE
☐	07 Repack	3	ACTIVE ○
☐	08 Find Another Route	3	ACTIVE ○
☐	09 Accept Assistance	4	ACTIVE ○
☐	10 Measure Carefully	3	ACTIVE ○
☐	11 An Extra Pair of Hands	4	ACTIVE ○
☐	12 Open Passage	5	ACTIVE ○

Check an Owned box only after paying the full cost. Mark an active circle when used and erase it next journey, or track ready abilities with labeled tokens beside this sheet. Refer to pages 9-10 for effects.

Optional milestones - no mechanical reward

- ☐ Complete your first Mission. ☐ Complete 6 in one journey.
- ☐ Complete a journey with a Joker still in your Pack.
- ☐ Complete all twelve Missions in one journey.

Journey log

Messenger: _____ Starting bank on this sheet: _____

Record initial purchases as journey 0 with 0 earned. Carry the final bank forward when starting a new sheet.

Journey / date	Completed = XP earned	Training IDs bought	XP spent	Bank after

Bank after = bank before + earned - spent.

Count each completed face card once. Do not add missed Missions. Never spend more than your bank. Starting 5 Experience is awarded once per campaign.

Mode used: ☐ Standard ☐ Rough Roads | Notes / reflection:

Mission Day log

Player: _____ Date: _____

Mode: ☐ Standard ☐ Rough Roads

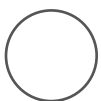
Prepare your ability set

Chosen ability IDs: _____

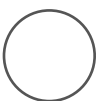
Total cost (maximum 10): _____ Set name: _____

Ready tokens: write an active ability ID above each circle you need.

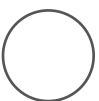
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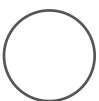
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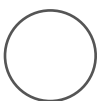
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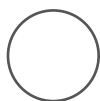
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Record your journeys

Journey	Completed (0-12)	One choice to remember
1	_____	_____
2	_____	_____
3	_____	_____

Optional three-journey total (0-36): _____

Use the same ability set for all three; refresh tokens each time.

Reflect, if you wish

Where did preparation help? What would you try differently?

No campaign Experience is earned here. To try a different ability set, start a fresh Mission Day sheet. Ordinary single games need only the first row.