

Reference Tables

The Journey:

- **Diamonds** ♦ – a faulty time machine, unpredictable dimensional rifts, a mysterious stowaway
- **Hearts** ♥ – ascending the underworld, pursuit through the desert, unnatural terrain
- **Clubs** ♣ – a fighting retreat, a damaged vessel, threading a warzone
- **Spades** ♠ – descending the summit, survived the wreckage, a quarantined vessel

Character Roles:

- **Diamonds** ♦ – scientist, wizard, sapper, engineer
- **Hearts** ♥ – doctor, cleric, medic, cultural liaison
- **Clubs** ♣ – sailor, fighter, soldier, security officer
- **Spades** ♠ – merchant, rogue, scout, captain

Assets:

- **2** – A physical trait that sets you apart; a blessing from birth
- **3** – A treasure gained on your quest; novel and exciting
- **4** – A trusted tool or weapon; heavily used but well-kept
- **5** – A talent you've always been able to rely on; easy and familiar
- **6** – A skill you've honed for many years; hard-won and reliable
- **7** – A memento which has nourished you in your journey; comforting and personal
- **8** – A secret you've discovered and kept; intriguing but dangerous
- **9** – A bond with a fellow traveller; a comrade you can call upon
- **10** – A conviction that guides you and others in difficult times; defining and influential

Challenges:

- **2** – Something breaks or is lost
- **3** – Food or crucial resources become spoiled or damaged
- **4** – Illness or fatigue overwhelms some or all of the group
- **5** – Resentment boils over into a fight within the group, a mutiny occurs
- **6** – Unexplained phenomena or supernatural forces impede you
- **7** – The natural world defies you
- **8** – Dangerous wildlife catches you unawares
- **9** – Enemies launch an attack or an old foe reappears
- **10** – Treachery from within, sabotage

Reflections:

- **Diamonds** ♦ – The future, stability to plan and build once you get home, things you're looking forward to doing at home, a goal you have
- **Hearts** ♥ – Loved ones, friends and family, people and pets waiting for you back home, bonds you've made
- **Clubs** ♣ – Something you've learned about yourself or your companions on this journey, how you're changing from the person you were when you left home, something you gained
- **Spades** ♠ – Your past, legacies, and traditions, what you learned and carried with you from home that you want to maintain or has kept you going, something you lost
- **If your newest card is Even** – Focus on a positive tone for your reflection (hopeful, excited, thankful)
- **If your newest card is Odd** – Focus on a negative tone for your reflection (dread, fear, anger)