

DUNGEONS & DRAGONS®

Glantrian Tarots



Written by Emanuele Betti



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The rules in this handbook are based on D&D rules as described in the original handbooks in Basic, Expert, Companion, Master and Immortal sets, in the official Gazetteer expansions, in some non-official books published in Italy by Master : fantasy publishing company and on the work of Marco Dalmonite, with a special mention on his *Codex Immortalis*.

To play with this book iyou must have the original Basic, Expert, Companion and Master set rules for Dungeons & Dragons.

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INTRODUCTION

In the real world, tarots have been around for thousands of years. Their creation dates back to ancient Egypt, and since their origins, they have been used both to predict the future and to play cards. It is then quite surprising that in most of the role-games the tarots are often disregarded as something minor and relegated to the folklore of the gypsies. This approach is most probably due to the complexity of the art of tarot-reading and interpretation, and also the fact that some tarots would be bizarre in a fantasy world. The use of the same tarots we have would be bizarre as well, due to the magical nature of fantasy worlds, and the presence of monsters and creatures that don't exist in the real world.

For these reasons, I decided to develop some tarots, based on my limited knowledge of the real ones, and on the races and cultures of Mystara. In this book, there is the description, card by card, of the meaning of the cards for fortune-telling, but also of some card games that can be played using these special tarots.

This book is mainly aimed towards DMs who want to add tarot-reading in their games. However, if you are a player and you want your character to be a cartomancer, nothing prevents you, if the DM allows, from reading this book and use it in the games.

WHY NOT JUST TAROTS?

The first question you may raise is: why don't you just call them tarots, and instead you call them Glantrian tarots?

There are mainly two reasons for this choice. The first one is that, similarly to the real world, the countries in the world of Mystara may have different versions of the tarots, based on their cultures. For example, in Ylaruam the cards of "Princess" and "Prince" would be "Princess" and "Sultan". "Magic" would be substituted by "Faith", and "Grace" by "Redemption". In my idea of the world of Mystara, the Mornei gypsies, which are one of the greatest groups of

gypsies in the world, use the Glatrian version of the tarots, because they have a Glantrian background. This helped the Glantrian Tarots to become the most widely spread version of these cards around.

The second reason is in the magical nature of the tarots. Clerics may have their divinatory arts supported by the Immortals, but magic-users won't. That's why they need other ways to approach to fortune-telling. In Glantri, where the only religion are the Shrines of Rad, it makes more sense that the people put their faith in fortune-telling. Moreover, to develop these tarots I presumed that the elven clan of Belcadiz was the original inventor, therefore it is just normal that they developed to their modern version in Glantri.

TAROTS OF BELCADIZ

The invention of the tarots is supposed to come from the Belcadiz family of the Flamingo clan, back in the era of ancient Evergrun. A legend says that it was a fortune-teller of this family that alerted the followers of the path of the Forest when the rebel elves attacked the Tree that Ordana gave to the elves. It was also thanks to the fortune-tellers of Belcadiz, who used their tarots, that the Flamingo, Genallesh and Kumara clan were able to follow Ilsundal. Finally, it was a fortune-teller of the Belcadiz family who saw in the future prosperity and power if they kept pursuing the search of Ilsundal, thus breaking their ties with the Flamingo clan.

Initially, the tarots were only used for fortune-telling, but when the elves settled in the forests in the Valley of the Three Rivers, their use dropped, and the elves started developing games with them.

During the time of their imprisonment among the frost giants, the elves kept using the tarots to relieve their spirits, playing games, but the use for fortune-telling became more and more

important. During the long years of their exodus in the caves first, and on the land later on, the tarots guided and influenced the decisions of the clanmasters, until they managed to make their way back to the Valley of the Three Rivers. Here, during the forty-years war, their use spread among the Flaem and the Thyatians, and later on it became very popular among most of the other populations that moved to the lands of Glantri.

THE FORBIDDEN WEDDING

Fernando Moreno, a young elf of Belcadiz who had become the Lord of Skullhorn Pass, was very fond of the Tarots. He studied them for years and was a good fortune-teller.

When he decided to marry the Ethengarian woman that he loved, he saw in the tarots a long lineage of descendants for the two of them, and a happy and long life together, but also some shadows on their happiness. The Council was openly against the marriage, because they feared that the woman was a spy of Ethengar. Therefore, when Fernando kept his resolution to marry her, he lost his title and he and his wife were forced to leave Glantri.

They moved south, reaching the lands of Traldara, where they met some Traldaran gypsies who accepted them in their group. Fernando and his wife took the uses and the habits of the gypsies, and taught them their magic and the art of tarot-reading. Due to the many useful things that the gypsies learned from him, when Fernando died prematurely fighting a monster, the gypsies decided to take his name and became the *Moreni*, which was subsequently deformed in *Mornei*, which is the name with which they are known now.

The Mornei took the art of fortune-telling through the Glantrian tarots around the world, and it's just thanks to them that now these cards are spread around many nations.

OVERVIEW OF THE TAROTS

Glantrian Tarots are not the usual cards that we are used to, nor the usual Arcanes. Real world tarots are based on 4 suits (goblets, coins, swords, clubs) which are strictly connected to the four elements (water, air, fire and earth, respectively). The Arcanes draw a path of growth from ignorance and loneliness to completeness and knowledge.

The Glantrian tarots are not based on Elements, they are based on the essence of magic. Therefore, the suits of the cards are five (like the tips of a star) and each one is the representation of some kind of magic:

Books represent knowledge

Roses represent love

Fans represent beauty

Coins represent wealth

Swords represent death

Each suit has 9 cards, numbered from 1 to 9.

Likewise, there are five "ranks" of the Arcanes, numbered from 1 to 5. Each rank includes 7 Arcanes which make up a path of knowledge, like the real world ones.

FORTUNE TELLING

Fortune telling is something that the DMs usually don't know how to handle in the game, therefore it is commonly left out of the adventures. If the DM doesn't follow up to the predictions, the fortune-telling is actually pointless, but if he did, the players may be too well prepared for what's coming. Moreover, it is not easy to come out with a prediction which is cryptic enough not to reveal exactly what's going to happen in the future to the players.

However, there are ways to keep the prediction vague and give the players the feeling that a lot has been revealed, even if it has not, and keep everything always in the realm of the possibility, instead of giving out fortune-telling as an unavoidable outcome.

In the next pages, I'll present four different ways to read the Arcanes to the characters, from the easiest one to the most complex and complete. As a DM, you can pick the one you prefer, and you can also read the cards with this handbook at your side, so that you may always double-check what is the meaning of each Arcane.

Finally, when reading the arcanes try not to bend their meaning to what you want to tell them. When the players will have a new reading, they may get the same Arcanes out, and if you gave a different meaning for them, you may not remember that and the players may not like it. The description of each Arcane gives enough space to adjust to many situations. Moreover, as I already said, tarot reading must not give the exact picture of what the future is going to be like. It gives one possible picture of one possible future, but the actions of the characters may change that, and make it more or less likely.

PLAYING CARD GAMES

Sometimes in the game, you may want to break from the usual storytelling and fighting by adding some different situations. Card games may be put through in dungeons (if the characters find three kobolds who play cards but they need the fourth), in taverns and inns (the guy that invites you to play cards while he tells you about the city), in dangerous situations (the guy that bets his fortune against your life), and even in high society (tournaments, but also parties and casinos). They are not to be abused, though, because this may lead to the players getting tired of cards, and craving for some real action. However, every now and then they may be fun to play.

Finally, I put in this volume some different card games that may be played with the Glantrian Tarots. Some of them are inspired by real card games, while other ones have been completely invented. Most of them have very simple rules and may be taught to the players in a very short time.

DESCRIPTION OF THE

ARCANES

In the next pages, there is the description of the 35 Arcanes and of the five Aces that are used for fortune-telling. Their meanings and interpretations are going to be described in deep detail, with suggestions on how to put the meanings of the cards together. It is important that the tarot reader understands that the Arcanes design a path for the knowledge and the realization of one's objectives in life.

OVERVIEW OF THE TAROTS

FIRST RANK: LEARNING

The world is made up by the natural elements, forces that rule our lives. Only with knowledge and study one may improve his life and become a better person.

From the first breathe of life, the human being learns, with the help of the mother and the father, and starts growing. Passions and disappointments, together with the ones that touch their lives, make people become something new, so that one day they will be able to start their own path, and be able to learn without the help or the guidance of the parents.

The cards of the first rank, numbered I to VII, represent childhood, but also ignorance and desire to improve. The first rank is closed by the Ace of Books.



I - AIR

Air. The first thing we do when we are born is breathe. That is where it all begins. Air represents the beginning, the birth and the thought. It also represents the communication, which is the act of passing by one's thought, and that is symbolized in the bow and arrow.

POSSIBLE INTERPRETATIONS

Air may mean travel, great spaces, adventures to come.

It may also mean Birth, both of a new creature, of a baby, of a kingdom, an association, or of new ideals. In any case, it always means something new.

It may be warning about news to come. The wind tells stories that happened far away. There is no way to know whether the news will be good or bad. The wind is just a messenger.

Finally, the Air may mean that something - or someone - will soon be taken away. Something that is here now, and soon will be not, like the wind that blows and, suddenly, stops.



II - WATER

Water is the element we rely upon the most once we are born. Baby food is liquid, and the milk from the mom is, too. Water represents the mother and the essence of life, the lymph of the creation that pervades everyone, the stages of one's life, like tides, that come and go and repeat themselves.

POSSIBLE INTERPRETATIONS

Water may mean mother and maternity.

It may also mean innocence, will to improve and to learn, positivity towards the future, like a new born baby.

Water may also represent the fear that envelops and may drown a person and his or her dreams, and the need to find a way to stay afloat.

Another interpretation of the card is of purity, something that washes and brings things back to their original status. It is the return to innocence and to the womb of the mother.

Finally, water may represent changes and the passage of time, and the beginning of a new phase in someone's life.

OVERVIEW OF THE TAROTS



III - EARTH

Earth is the element of the ground, the one we experience when we start walking, the one that gives consistence to the solid things. It is the essence of masculinity, and represents the father and the protection. Its attributes are strength and resistance, and also constance and trust.

POSSIBLE INTERPRETATIONS

Earth may represent the father, or the paternity.

It may also represent protection, desire to avoid problems to someone else and to keep one's family safe.

However, the energy of the earth is hard to control, and it may also mean rage, anger, or fury, if associated with cards that represent enemies or trouble.

Earth clearly represents the natural strength of each individual, the innate resistance and resilience.

Finally, earth may represent something that doesn't change, that doesn't move and is always the same, like a safe place to go back when in trouble.



IV - FIRE

Fire is the element of desire, of passion and of rage. When finally a human being becomes conscious of his own needs, he or she also starts having wishes and desires. These energies may explode if uncontrolled, and need to be carefully kept to avoid hurting oneself or the persons around.

POSSIBLE INTERPRETATIONS

Fire may represent a burning desire, a passion that cannot be controlled anyhow. If related to love, it's an instinctive, almost animal love that craves for possession.

It may also represent lust and sex with a person which is the wrong one in that moment.

Fire, as already said, may also represent dangerous choices that may hurt the subject or the persons nearby, if they are made only about desire and without thinking them carefully.

Altogether, the card of fire invites the subject to be careful, think of the consequences and not to rush. Burning passions may be turned off quickly, and what will be left are only ashes.



V - FROST

As much as passions may burn, delusions may be cold. The ones that we lose, the friends that betray us, the dreams that we don't fulfill, they all become like ice that turns off our passions and drains our energies. However, like everyone in life, even ice and snow have their use and place.

POSSIBLE INTERPRETATIONS

Most of the fortune tellers read the Frost always as if some disappointment, loss or betrayal is coming in the future.

However, the Frost may mean a period of one's life when the loss of someone, or any other disappointment, may be overcome with the help of someone. It is the moment when the frost can be melted through the fire of passions and desires.

Frost may also mean that the subject needs to cool down, take a break and not to be prey of his passions too wildly.

It may also remind of the ones that are not here anymore and of their precious teachings. A dead one may be looking after you from the afterlife.

OVERVIEW OF THE TAROTS



VI - LIGHTNING

The lightning represents everything that brings a shock in someone's life. Something that appears quickly and disappears with the same speed, changing your life but not giving you the time to understand what happened. Lightning represents all of the persons that cross our lives for a very short time but change us deep inside.

POSSIBLE INTERPRETATIONS

Lightning may represent a friend that we don't see since a long time ago, who is due to come back in our life.

It may also represent a shock, a big change, striking news, or a sudden and unexpected love. However, it is not possible to know whether the sudden change will be for the best or if things will get worse.

Sometimes lightning may mean that the subject needs to take a decision quickly, because he or she has a chance that may never come back.

If associated with some negative card, it may predict the sudden and unexpected death of a dear one.



VII - STUDENT

Once the childhood is over, the young man or woman is ready to walk the paths of the world alone, starting the journey to learn his way into life. The student represents the young who becomes aware of himself and starts being independent, with his fears and his dreams, trying to find a balance.

POSSIBLE INTERPRETATIONS

The Student always represents the questioning person, who is the subject of the tarot reading.

If associated to a card that forecasts a choice, it means that the subject is insecure and not ready to make that choice.

This card also represents the ambitions and the dreams, but in an immature way: they are not based on experience, and there is not a solid base behind them.

The student also represents study itself: it may mean that the subject needs to study, research and improve before he is able to solve the problem he is currently into.



ACE OF BOOKS

Along the path for improvement that the student starts, the Ace of Books provides knowledge and guidance. The ones that put their trust in the knowledge of the past generations, and in their legacy, will always find what they look for. However, relying only on the knowledge of the past may prevent us from achieving our goals in life.

POSSIBLE INTERPRETATIONS

The Ace of Books represents knowledge gained through study and perseverance.

It may also represent a legacy or an important knowledge that comes from some ancestor or someone who is already dead.

The Ace of Books warns about the demons that hide in the ancient lore, if the knowledge is not based on solid morals.

This card may also invite the subject to seek guidance from the ones that know more, and to use the brain instead of relying on strength.

Finally, the Ace of Books may invite the subject to be open with others.

OVERVIEW OF THE TAROTS

SECOND RANK: STAGES OF GROWTH

Work, study, fight, patience, justice, travel and wisdom are the way to convey knowledge and to improve. But the path for knowledge is not only made up of these experiences.

To find his way into the world, the student must go through the stages of growth. In order to find his place, he needs to try different things, and make experience. Physical work, science, war, may all bring up to glory. But the patience and perseverance, and the spirit of justice are the tools that may guide the student better, whatever path he will take. Being open to the new and unexpected, the student will finally find his freedom through the experience that comes with the age.

The cards of the second rank, numbered VIII to XIV, represent teen years and the growth of a person in relation to the other ones, including the steps needed to finally reach independence. The second rank is closed by the Ace of Fans.



VIII - BLACKSMITH

The Blacksmith represents the physical worker, one who has low expectations, very concrete goals and works hard to achieve them. As a card, it represents the professional life of the questioning person, and the fixed spots of one's life, all of those things that have been achieved through hard work and fatigue.

POSSIBLE INTERPRETATIONS

The blacksmith builds things made to last long. It may mean that what the subject is building in his life will last for long.

It may also urge the subject not to aim at unfulfillable objectives, but to focus on realistic ones.

On a negative read, the card may mean that the subject needs to work hard, because he is not experienced enough to achieve his goals.

If connected with cards that announce news, it means a new job to start, or an improvement in work life.

If associated with cards that represent love, it may mean that a family may be built.



IX - SCHOLAR

This card always shows an elderly elf. It represents the knowledge in all of its forms, and therefore the card shows a weapon (the staff), magic, age, and also religious signs. The card also represents the teachers that the student will find in his life, and their different influences for his growth.

POSSIBLE INTERPRETATIONS

The Scholar may represent a person whose advice or teachings will be precious.

It may also mean that a subject is much more complex than it looks, and it must be studied under different points of view.

The card may also mean that the questioning person already has the answers to his own problems, but needs to find the right way to read them.

If associated to negative cards in the future of the subject, the card may also mean that he will need to pass down his knowledge to someone before it's too late, thus forecasting the subject's death.

OVERVIEW OF THE TAROTS



X - KNIGHT

Pride, courage and honor make the path of the knight. This card represents everything that it's worth to fight for, the motivations and the force of will. The knight wears an armor to protect himself, and the negative meaning of the card underlines the insecurities and the fears of someone who doesn't want to be hurt.

POSSIBLE INTERPRETATIONS

The knight may represent conflicts, fights and incoming battles.

It may also mean that the subject needs to remember what his motivations are, and what is worth to fight for. The subject needs to find his courage and be brave to overcome the obstacles.

However, if associated with negative cards, this may mean that the questioning person is blocked by fear, and built an armor to protect himself. The armor needs to disappear, for him to be free to thrive.

Finally, the knight may represent glory, strength and honor on the path of the subject.



XI - PRINCESS

The princess represents the quiet and the patience. Trapped in her tower, she waits for someone to save her. It also represents the loved one, if the questioning person is a man, and the rival if it is a woman.

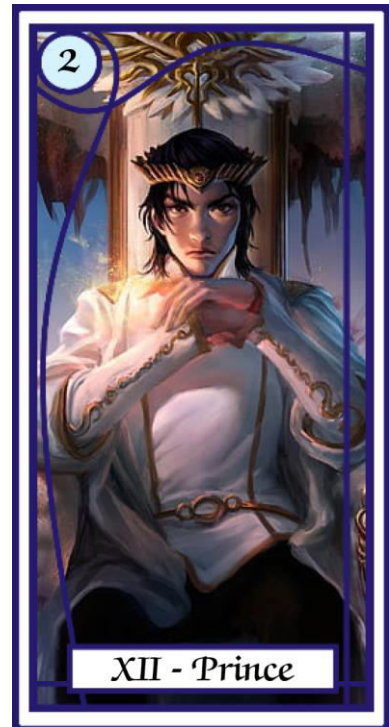
POSSIBLE INTERPRETATIONS

If the questioning person is a man, the card represents the loved one. It may mean that the subject will meet love soon.

If the questioning person is a woman, it represents the rival, and may mean that the subject is due to meet a rival soon.

It may also mean that the subject needs to wait patiently and not to rush. Good things come to the ones who can wait.

The Princess also means of a person that waits for other ones to fix her problems. It may represent the attitude of the subject, or a situation where the subject has no power to change what is going to happen, but someone else has.



XII - PRINCE

In his path for knowledge, the student needs to learn that the law must be followed, and the rules exist to bring prosperity to everyone. This card represents justice and good judgement, and the balance of the law. It also represents the society and the institutions.

POSSIBLE INTERPRETATIONS

If the questioning person is a woman, the card represents the loved one. It may mean that the subject will meet love soon.

If the questioning person is a man, it represents the rival, and may mean that the subject is due to meet a rival soon.

The Prince may also mean legal trouble, a trial, or an important person of the institutions, like a noble, a constable, a village chief, or a magistrate.

The subject may need to use his best judgement to fix his problems, and act through justice.

Finally, it may represent law and rules that need to be followed, or that stop someone from acting.

OVERVIEW OF THE TAROTS



XIII - FOREIGNER

A traveller that comes from another place, the foreigner represents travel, news, messengers. In general, it's a card that forecasts something for the future, and something unknown. It's also a card that talks of distant places and times. Through new experience and contacts with different realities, the student grows and obtains knowledge and self-confidence.

POSSIBLE INTERPRETATIONS

The most common interpretation of the foreigner is a future travel, adventure or visiting a distant place.

If the card is associated to one that represents love it may mean that the love is far in time or space, or that a rival is coming, or even that love is coming from an unexpected place.

Connected to other cards, this card means future unexpected events.

Also, this card may mean messages, news or discoveries coming from far away.



XIV - WITCH

At the end of the path of growth, the student is finally able to master the magic and is independent and free. The witch represents all of this, and the experience that comes with age. But the end of a path means that another one is now ahead. With independence and freedom, the man is now ready to start a journey through his feelings and for a full life.

POSSIBLE INTERPRETATIONS

The witch may be interpreted as a search for freedom and independence.

It may also represent the wisdom that comes from age, which may mean that the subject will understand a situation later on, that the path will be clear in the future, or that the subject needs to seek advice from an elderly person or a more experienced one.

The witch may also represent leaving the past behind and leave, make a swift change in one's life, get a clear cut from things that are gone.

If associated with *Magic* it represents a powerful enchantress or enchantment in the subject's life or path.



ACE OF FANS

Now independent and free, the man needs to be careful not to fall into temptations, and not to lose sight of his goals, his motivations and his own good. The Ace of Fans represents these temptations, their dangers and their beauty. It is a card that warns about the things that look too good to be true.

POSSIBLE INTERPRETATIONS

The fan has a very sexualized image, which leads to the most common interpretation of a dangerous or interested lover.

This card may more generally mean "temptations" and may warn the subject about an easy gain that he needs to be careful about, if he doesn't want to suffer deadly consequences.

However, sometimes this card just means "beauty" and may be interpreted as a beautiful person, a beautiful place, or a situation that we would never want to end.

Finally, this card may represent one's most hidden, wild and unconfessed dreams and aspirations.

OVERVIEW OF THE TAROTS

THIRD RANK: TRIALS OF LIFE

Life puts us all in front of problems every single day. To overcome them, we must be able to look into ourselves, put what we learned into practice, and not to follow temptations and wrong advice. That may lead to perdition.

Once the man started his path in life, after learning the qualities that make up a real man and becoming independent, he will have to overcome everyday problems and make important decisions for himself. Self-recognition, discipline and dreams may guide him on the right path, but bad advice, mistakes and sudden changes may lead him to perdition, and into trouble.

The cards of the third rank, numbered XV to XXI, represent maturity, but also the trials of life and the struggle to keep balance. The third rank is closed by the Ace of Swords.



XV - MIRROR

Life always keeps putting a man in front of a mirror, that shows him his strengths and weaknesses. If a man indulges in self-admiration and ignores the weaknesses, he will never improve. If he focuses too much on the weaknesses and doesn't consider his qualities, he will end up in self-pity and will be stuck in it as well.

POSSIBLE INTERPRETATIONS

The mirror is usually interpreted as the need for self-research, deeply understanding one's history, feelings or expectations, which may differ from the image we have of ourselves.

It may also mean that a person needs to stay true to himself.

The mirror may also be interpreted as imitation, especially if associated with cards representing other people.

It may also mean that the questioning person needs to focus on his good qualities to improve, or that he needs to understand his limits. In this case, it underlines a lack of balance between the image we have of ourselves and the real person we are.



XVI - MAGIC

The witch in the picture studies at night, practicing magic and still studying it on the book. The card of magic represents the discipline that is needed to achieve big goals and to obtain power. It means devotion to one's goals and not sparing one's energies for them. On a more superficial approach, it may also represent magic itself.

POSSIBLE INTERPRETATIONS

Magic may represent a magic person, item, event or place.

However, on a deeper approach, magic usually represents discipline. The subject needs to focus himself onto his goals and put all his energies into pursuing them.

It may also mean that the pursue of the goals of the subject moves him away from other important things in his life.

This card represents a search, too, and a hard one. However, with discipline and dedication, this search can surely be successful, even if we don't understand where it leads in the beginning.

OVERVIEW OF THE TAROTS



XVII - DREAMS

The sleeping man is caressed by his sweetest dreams: lust, wealth, power, and every other aspiration in his life. This card reminds that dreams can be wonderful, but also that they are not real. To spend too much time dreaming moves you away from reality, and makes you fall into dangerous obsessions.

POSSIBLE INTERPRETATIONS

The card may mean that the questioning person must remember his dreams and motivations.

The dreams may also be interpreted as impossible to realize, too good to be true, and in this reading they mean that the subject needs to abandon them.

If associated with very positive cards, it may mean that some dreams are going to become true, or that that some goals are going to be achieved.

If associated with *death* it means that some dreams will come to an abrupt end, and reality will storm in.

Finally, if associated with cards about love, it may represent the love of one's dreams, the perfect one.



XVIII - GOBLET

Unrealizable dreams lead to temptations, cravings and shortcuts. These are demons that seem to offer some sweet juice, but end up spilling your blood. The goblet is one of the most negative cards in the whole deck, and shows exactly that.

POSSIBLE INTERPRETATIONS

Blood that's spilling from the goblet may represent a danger in the future.

If associated with a love card, it may mean a dangerous seduction or affair.

If associated with *death* it may even forecast a deadly danger for the life of the subject.

This card may warn about someone who will force the subject into doing something against his interests or will. It may mean corruption of someone weak or induction into crime or perdition.

The card may also represent sex without love, just pure lust and, obviously, its dangers.

Finally, this card may represent the temptations that the subject has to resist to achieve his goals.



XIX - CROW

The crow is the messenger of the dead. It is the eyes of the dead in the world, and their voice to whoever may understand. But it also represents the wrong decisions, the friends that betray our trust, the cheating people in our lives. It's a card that warns of a danger, usually.

POSSIBLE INTERPRETATIONS

The crow may be interpreted as a warning of an unexpected death.

It may also represent the spirits of the dead that guide the living, and that the subject needs to get guidance from his ancestors in a hard moment.

However, the card represents liars, scammers and swindlers too. It may mean that the subject is endangered by someone like that.

Associated with more specific cards may be interpreted as a plain warning for whatever is to come. It may mean that a good situation may be endangered if the subject doesn't act to protect it.

Finally, it may mean that something is predestined and cannot be changed.

OVERVIEW OF THE TAROTS



XX - DEATH

Wrong decisions, scammers, temptations and lack of discipline may lead to hard times. The card of death doesn't always relate to death itself, but mostly means important moments in one's life when we need to take difficult decisions, which may change our lives completely. Like death is necessary for rebirth, something needs to be lost to start something new.

POSSIBLE INTERPRETATIONS

In some rare cases, death may actually represent death.

Chains around the death's waist represent the things that prevent one from improving. Leaving those things behind will let the subject free once again.

The lantern represents the fact that the subject may need guidance from someone to get out of a hard situation.

Overall, the card usually represents a crisis moment in the life, a breaking point which may involve some very hard choice to make. It also means that the subject needs to keep strong to overcome the problems.



XXI - LOST SOUL

It happens in our lives that sometimes we find ourselves lost, lonely and with no reference points. It may be because of wrong decisions, big losses or changes. When it happens, it's important not to stop searching for the light, find our strength in ourselves and in the ones who care for us.

POSSIBLE INTERPRETATIONS

The card may mean that the subject is at a loss, or will find himself in an apparently inextricable situation.

The chains represent regrets or things we don't want to let go that prevent us from improving. Leaving those things behind will let the subject find his way.

The light in the hands represents the strengths of the subject, who may guide him through this situation.

If associated with the *foreigner* it may mean that the help is going to come from an unexpected source.

If associated with the *lightning* it may mean that someone who we thought was lost will save us.



ACE OF SWORDS

Swords have a double meaning of strength and death. They are used to kill and to protect. The ace, that shows a young man taking a sword out of a rock, represents the man that takes the life in his hands and embraces his strength to overcome the problems that the life gives him.

POSSIBLE INTERPRETATIONS

The card is usually interpreted as a suggestion to use one's strongest qualities to overcome a bad situation. It's an urge to take the lead in one's life and not let others to guide it anymore.

It may also represent fights and hard times to come, but also that the subject has the weapons he needs to overcome the dangers. He just has to believe in himself.

If associated with bad cards, the ace of swords may represent sacrifices and even death along the path. It means pain and sorrow, as a cost for freedom and safety.

If associated with a card representing a person, it means conflicts, and possible split from the lover or family.

OVERVIEW OF THE TAROTS

FOURTH RANK: REBIRTH

When our life is at a loss, the light of the ones who guide us, of our dreams and of our qualities takes us out of trouble, and leads to a fulfilling life of love and satisfaction, where spiritual, material and personal goals may be achieved.

In our troubles, we can't see the light that guides us to freedom. It initially starts glowing faint, then it improves more and more, until it shines so bright that we cannot ignore it anymore. If we recognise and follow the light on our path, no matter how many times hard times will come, life will open up for us with gifts that will give it meaning and satisfaction.

The fourth rank of cards, made of the Arcanes from XXII to XXVIII, represents adulthood, and all the good things that come when we finally find a balance in our lives. The fourth rank is closed by the ace of roses.



XXII - STARS

Stars in the sky guide the sailors and the travellers. They give us warnings through astrology and show us the wonders of the universe. They also provide a light in the night, which is not enough to see everything clearly, but may enlighten a path for us, when we are in the darkest places of our lives. And even if we are not always able to see them, they are there all the time.

POSSIBLE INTERPRETATIONS

The stars may represent hope: the hope that must never fail even in the darkest times.

This card may also represent the help and guidance that comes from above, from someone else.

It may also represent the search for answers, especially if the solution exists, but it's not easy to find. In those cases, we usually need to raise our heads and search some guidance.

The card may also represent a huge number, especially if associated with cards that represent people or wealth. It normally means that in the future something will be countless.



XXIII - MOON

The moon is charming, mysterious and always changing, but is the mirror of our dreams. When we are lost, she enlightens our path clearly, reminding us of the important things in our lives and of our dreams and aspirations. Her influence can be passed unnoticed, but is always there for the ones who are able to see it.

POSSIBLE INTERPRETATIONS

The moon may represent the unexpected help that comes from someone who we don't know, or from a source that we don't notice.

The moon also urges to remember the dreams, the objectives and the achievements that we have, and use their light to move on.

The card may also mean that, like the moon phases, our life is in a dark phase now, but soon it will change, or even that we have to move onto the next phase of our lives.

Finally, this card may urge the subject to trust other people, because someone may influence him to the right path and decisions.

OVERVIEW OF THE TAROTS



XXIV - SUN

The light of the sun is shining so bright that it can't be ignored. It can't be covered even by clouds. It is represented by a man who has all of the qualities: strong, handsome, positive, wears rich clothes, raises a hand in victory, holds an instrument. The man that is fully aware of his qualities is guided from their light to a successful life, and becomes the guidance for other people as well.

POSSIBLE INTERPRETATIONS

The sun may mean that the subject has all of the qualities he needs to shine, and he only needs to trust himself and use them.

The card may also represent a charismatic leader, or the subject himself as a leader for other people.

This card also speaks of self awareness and self realization. It forecasts a bright future and successes.

The card may also mean success on the battlefield, in the arts or on the workplace.

Finally, it may represent the definitive end of a moment of struggle.



XXV - LOVERS

When a man is able to overcome the problems, and shines of the light of his successes and strengths, his life will disclose new prizes and achievements. Love is one of them, and is represented in this card. It does not only represent a lover's feeling, but a more general kind of love that binds friends, relatives, and humanity.

POSSIBLE INTERPRETATIONS

Obviously, this card may represent love. It may mean an encounter, a long-lasting love or a fast passion, but it always means deep heartfelt love, and not simply lust.

The lovers in the card are close to kissing, but they are not yet there. It may mean that this may be just a feeling, and may never materialize in a true relationship.

If connected with negative cards, or cards that represent loss or separation, it may forecast the loss of the loved ones.

In hard times, it may urge the subject to take shelter in the love of his close ones, before taking his decisions.



XXVI - FLOWERS

A fulfilling life will disclose prizes to the man, like flowers that bloom in a garden. They can be big or small, there can be plenty or only some, but they are always things that are worth to receive. Even if sometimes they won't last long, they represent successes and gratifications.

POSSIBLE INTERPRETATIONS

The easiest interpretation is that the current situation will soon give some results.

If associated with love cards, it may mean that a son or daughter is coming.

If associated with negative cards, the flowers may represent successes that don't last for long.

If associated with a card that means distance or message, this card represents a gift, or good news coming soon for the subject.

Finally, the flowers may represent, if associated with other positive cards, achievements, successes and realization of dreams in many different fields, and even recognitions from others.

OVERVIEW OF THE TAROTS



XXVII

The castle is made of stone, and resists the seasons and the years. Lives go by it, like birds flying in the sky, but it stays there, unchanged. The Castle represents stability, sturdiness, resistance, and in general all of those things that we build in time, and are meant to last for long.

POSSIBLE INTERPRETATIONS

The castle may represent one's home household, homeland or family.

The card may also represent something solid built with dedication, that will last long. It may refer to a love that will last forever, or to some relation that will never be broken.

If associated with negative cards, it may represent a situation that cannot be changed, no matter how many efforts we make.

It may also represent protection, defense. It is a card that urges the subject to build a strong group or a strong defence around himself, because the best protection is given by someone hard and resistant that's built by the merged efforts of many.



XXVIII - BEAUTY

Beauty has many ways to be represented in the world. It comes through the flowers and fruits of nature, from the beauty of a woman, from elegant dresses and from arts and music. It may also come from magic and other creatures. This card represents the search for perfection and the artistic feelings.

POSSIBLE INTERPRETATIONS

This card has an overall positive meaning, and may turn any other card that it is associated to towards its best meaning.

Beauty also represent arts, and if associated with persons, it may represent a beautiful person, but also and more likely an artist.

It may also mean that the subject needs to pursue arts, crafts, or any other artistic path.

Art is sharing. This card may also urge the questioning person to share his achievements and productions with others, which may also lead on him being enriched by others as well.



ACE OF ROSES

This is the card that represents true love in its purest and more complete form. It is about a love that spans into beauty, passion, lust, and is going to bloom into a family. However, there's no rose without thorns, and it may be also forecasting trouble, if someone is already in love when drawing it.

POSSIBLE INTERPRETATIONS

To a single person, it may forecast the arrival of true love, that very person that will fill your life completing you.

It may also forecast a wedding, or the birth of a baby in the family of the subject.

If associated with negative cards, it may mean that the loved one is in danger, or that the story may abruptly end. If associated with a person of the same sex of the questioning one, it may mean that a love rival is around.

If drawn together with cards about travel or distance, it may also mean that the real love is still far to come, or that it will come from an unexpected place. If associated with *lightning*, it represents a very short but fulfilling love.

OVERVIEW OF THE TAROTS

FIFTH RANK: EXPERIENCE

Falling and raising again and again, the men grow. There will be moments of loneliness, unhealthy seductions and enemies, problems and luck, but if looking back we are able to learn from our history, we will live a fulfilling life.

No matter how many achievements a man can go through in his life, moments of loneliness and unexpected encounters may always break our balance. The life is a never ending search for balance and perfection. Enemies and traps may always come through our path, but if we keep resisting, we don't need luck, magic and divine interventions to get a life that, looking back, will be as full as it may be.

The fifth and last rank of Arcanes, made of cards numbered XXIX to XXXV, represent old age and experience. It speaks of great challenges and the power to overcome them. It is closed by the ace of coins.



XXIX - UNICORN

The unicorn represents anything that is unique, every situation that cannot be repeated, every single thing that cannot be achieved more than once. It may also speak about loneliness, distance from the rest of the world, or something rare. Other elements of the card, like the blue moon or the white owl, show very rare events and unlikely situations.

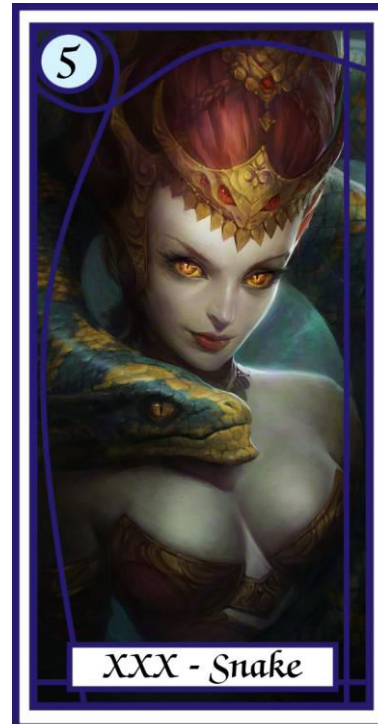
POSSIBLE INTERPRETATIONS

Unicorn may represent loneliness, nobody to help the subject, a situation when he has to count only on himself.

The card may also mean that an exceptional situation is coming, or that something extremely rare is about to start. It is an urge not to waste this opportunity, because it won't come back.

It may also represent isolation, reclusion or jail, meant as distance from the loved ones.

It may finally mean that there is only one way out of a hard challenge, and the subject needs to search very hard to find it and succeed.



XXX - SNAKE

The snake is a dual card. It has a seductive, attractive and tempting one, and another one which is dangerous, lethal and frightening. The two go together and cannot be divided, and represent the frauds, deceivings and lies that a man can find along the way. It is important that a man learns how to see the truth behind the lies.

POSSIBLE INTERPRETATIONS

The snake may mean that some lies prevent the subject to see the truth.

If associated with cards representing people, this card may mean that someone is deceiving the questioning person, and that his or her influence will damage the subject, if nothing is done.

The card may also represent a lover, an illegal or illicit affair, or plain lust.

The hypnotic stare of the snake may also mean that someone is behind a given situation, or is moving the strings of someone else. It may tell the subject of a hidden plot or of the secret influence of someone powerful on important matters.

OVERVIEW OF THE TAROTS



XXXI - DRAGON

The Dragon represents the foes, the enemies and the diseases: everything that may harm, or even kill, the man through his path. It is a mighty opposer, and looks like it's an obstacle that's too hard to overcome. It may also represent a threat that comes back again and again.

POSSIBLE INTERPRETATIONS

The dragon may mean big battles and hard times to come. It may also mean an adventure in the future that may cost someone's life.

The card may also represent an enemy, especially one that has never been defeated and that comes back into the life of the subject.

Associated with cards that represent good things or the family of the questioning person, it may represent the death of a loved one, or a big threat to the actual situation. It may also forecast a disease with a possibly very bad outcome.

Finally, the dragon may represent evil, and every kind of negative feelings, like envy or anger.



XXXII - STORM

The storm represents the biggest challenges in the life of everyone. Like a ship in the sea, hit by the waves, the rain and the lightnings, it is important to keep afloat and never to lose sight of our goals and motivations to keep going.

POSSIBLE INTERPRETATIONS

The card generally forecasts big trouble, problems and fights. However, it also means that the subject has what it takes to overcome the challenge.

It may also forecast bad news and unexpected losses, even the death of someone.

Like a ship that throws away the heavy stuff to keep afloat in the storm, the card may mean that the subject needs to let behind everything that is not essential to take over this challenge.

On a more positive interpretation, the storm may forecast big changes, something that is going to change our lives forever. It can be a big worldwide event or not, but it will turn the subject's world upside down.



XXXIII - WHEEL

The wheel of fate turns, and good luck and bad luck balance themselves, only guided by the blind hand of Fortune. It is not for men to hope in good luck to come out of their trouble: they should step in and guide the hand of Fortune to shape their own future. The wheel also represents time.

POSSIBLE INTERPRETATIONS

The most common interpretation of this card is that the subject needs to stop relying on luck and must act to change his own fate, before it's too late.

If associated with negative cards, it's usually interpreted as forecasting bad luck. On the other hand, if associated with good cards, it usually forecasts good luck.

Sometimes the card may mean that persevering in a direction, the questioning person will need to rely only on luck.

With the meaning of time, the wheel may mean that time needs to pass for something to happen, or that the answer that the subject is looking for is found in a different time or place.

OVERVIEW OF THE TAROTS



XXXIV - LIFE

An old and huge treeman looks at the sprout into his hand, and the life that shines from it. At the end of the life, we look at the young ones, seeing their whole potential and mirroring our lives in them. Through them, we look back at our lives, and appreciate what we achieved, and remember what we lost.

POSSIBLE INTERPRETATIONS

This card represents the circle of life. It is the one that means death and rebirth, contact between past and future, and also renewal of the energy.

The Life can be inviting the person who drew it to look back at his life and remember a time when he had dreams and goals to achieve.

It may also mean that the energy of the youth, or something new, must guide our path. In this meaning, it may also represent something new to start soon, or news coming in.

Finally, this card may represent the contact of the opposite ones, and may mean an urge for compromise or for talks with different people, so that different points of view can be shared.



XXXV - GRACE

The man that goes through the path of his life learning, overcoming challenges, finding his strengths and accepting his weaknesses, that doesn't fall into temptations and stays true to himself, when turning is proud of his path. That is a state of grace, that is the secret of happiness and may only take him towards good things.

POSSIBLE INTERPRETATIONS

In its most common interpretation, this card represents the will of the Immortals. Therefore, who picks it is thought to have the blessing of the Immortals for his decisions. It is a very positive foreboding.

It may also mean that a big success or achievement is ahead. It may also bring glory, fame or other prizes along.

If connected with negative cards, this one means that no matter how hard the things become, the subject will surely find a way out in the best possible way.

This card may also forecast a honorable death or destiny, if connected with *death*. But it may even represent the Immortals in general.



ACE OF COINS

Like the Grace is the sum of all of the moral and spiritual achievements in the life of a person, the Ace of Coins is the sum of all of the material achievements in the life: youth, beauty, wealth, strength, are represented in the image. The head of Medusa on the golden shield represents the duality of the material things, and the fact that they may hold you back from obtaining full grace in the end.

POSSIBLE INTERPRETATIONS

The ace of coins very clearly may mean wealth, money and treasures. With negative cards, it may mean loss of money.

It may also mean that the subject will be able to gain power, money, strength and influence above others. However, the search may be dangerous.

This card also warns about the danger of greed, that may turn your heart to stone.

If associated with positive cards, this may mean generosity and good will.

FORTUNE TELLING

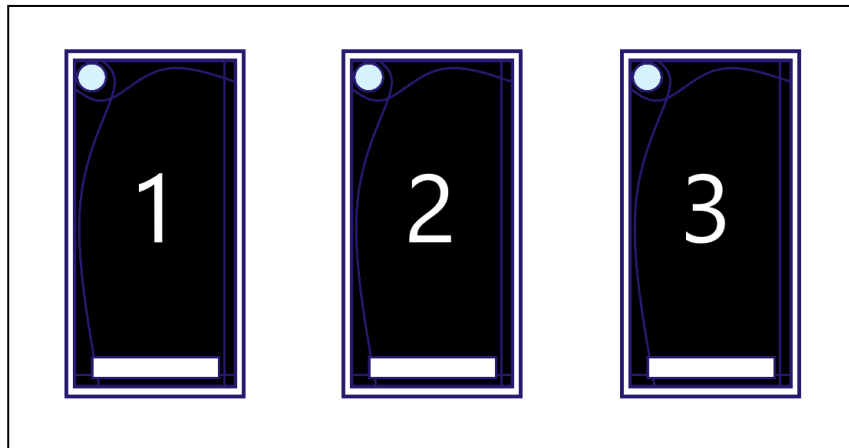
Fortune telling with tarots is not just drawing cards and plainly read their meanings. When reading the tarots, the fortune teller acts somehow like a psychologist, who asks questions to the questioning person to fill in the gaps of the prediction. For example: if the princess comes out for a male subject, the fortune teller may ask if there is a special woman in his life. If the answer is not, it may mean that some girl is coming for him. If the answer is yes, it means that the prediction may have something to do with her.

Tarot reading becomes then a very dynamic process made of questions and answers, more than just plain descriptions. Explain this to the players before you go on with it in your games, and encourage them to invent situations and persons to fill in the answers, if they feel like, so that it may become a new chance to develop their character's background.

If you want to use the tarots for fortune-telling, please remember to only use the Arcanes and the five Aces, taking out of the deck all of the other cards of the five suits.

Finally, please don't take this tarot-reading volume as something too serious or realistic. There are much better books and resources if you really want to learn how to read the tarots in the real world. This is just a game supplement, and it must be treated likewise. None of the suggestions in the pages of this book are to be used in the real world.

Now that the bases have been covered, let's focus on the different techniques that you can use to read the tarots to others.



THREE MILESTONES

The first method is the easiest one. If you want to have a very quick prediction without digging too deep in details and background fuss, you can just use this method, and have the questioning person to draw three cards. He then needs to put them on the table in a line, facing him in the order they came out of the deck. Follow the diagram above for guidance.

1 - THE PAST

The first card that was drawn represents the past of the person. It may explain something that influences the current situation, or that took the questioning person into trouble. It may represent someone who influenced him, or even an event in the past that marked an important milestone in his development.

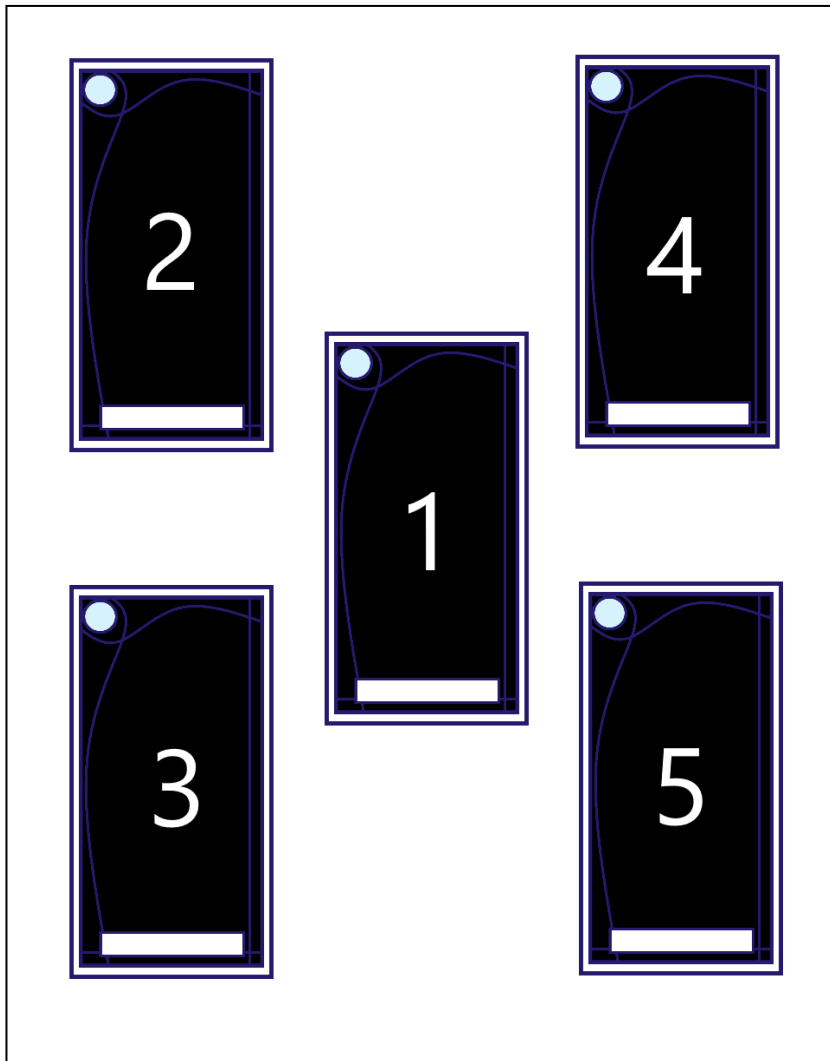
2 - THE PRESENT

The second card represents the present, the feelings of the questioning person and his or her goals, objectives and aspirations. It may also reveal insecurities, weaknesses and things that hold him or her back from achieving those goals. Somehow, it may be connected with both the past and the future, and become the key to read both of the other cards.

3 - THE FUTURE

This card reveals something of the future. It must be read in relation to the present, and may not represent an event or a person, but an aspiration or a goal as well. It may also contain advice on how to get to one's goals or warnings about some situations to come that may be dangerous or hard to handle. It is very unlikely that the prediction will be clear and straightforward, though.

FORTUNE TELLING



FOUR HOUSES

This method is a bit more complex, and gives to the questioning person a more complete view of his situation. It is not a method to foresee the future, however, but a method to seek answers and to clarify one's current situation. The cards must be drawn and put on the table in the order they are drawn, following the diagram above.

1 - THE QUESTIONING PERSON

This card reveals something about the questioning person. It may be the trouble he or she is going through, it may be something that bothers him or her, or even something that affects the present but happened in the past. It may also show strengths or weaknesses, or warn about problems.

2 - HOUSE OF THE HEART

The card that falls in this position is the one connected to the feelings, and in particular to love. It may tell the reader about the love situation of the questioning subject and underline problems in the emotive sphere. This card is also connected with all of the persons that someone cares for.

3 - HOUSE OF THE MIND

This card represents the logic, the study and the research. It shows what the questioning person is towards practical matters and their solution, how much his or her mind can keep the feelings under control, and may reveal traumas, worries and very practical issues around the daily life or around very urgent matters.

4 - HOUSE OF THE EXPECTATIONS

The fourth card shows what are the expectations of other people about the questioning subject. What they think and what they want from him or her, and the reasons why they approach. It may reveal doubts about the trustworthiness of others, fears of lies and scams, greed, lust. But it may also show respect and good feelings, and the fact that the questioning person is self-aware and it shows into other people's feelings as well.

5 - HOUSE OF THE GOALS

This last card shows the goals, expectations and wishes of the questioning subject. They may be well known, or hidden ones. It may give a clear view of the priorities of the subject and help find a way towards the most important goals in his or her life.

PRIVATE ROAD (2-1-5)

Cards in positions 2, 1 and 5 are connected, or associated, in their meanings, thus making up the "private road". Their collective meaning shows the interior struggles and wishes of the questioning person. They are the mirror of his or her intimate feelings and desires, but also of his or her attitude towards self.

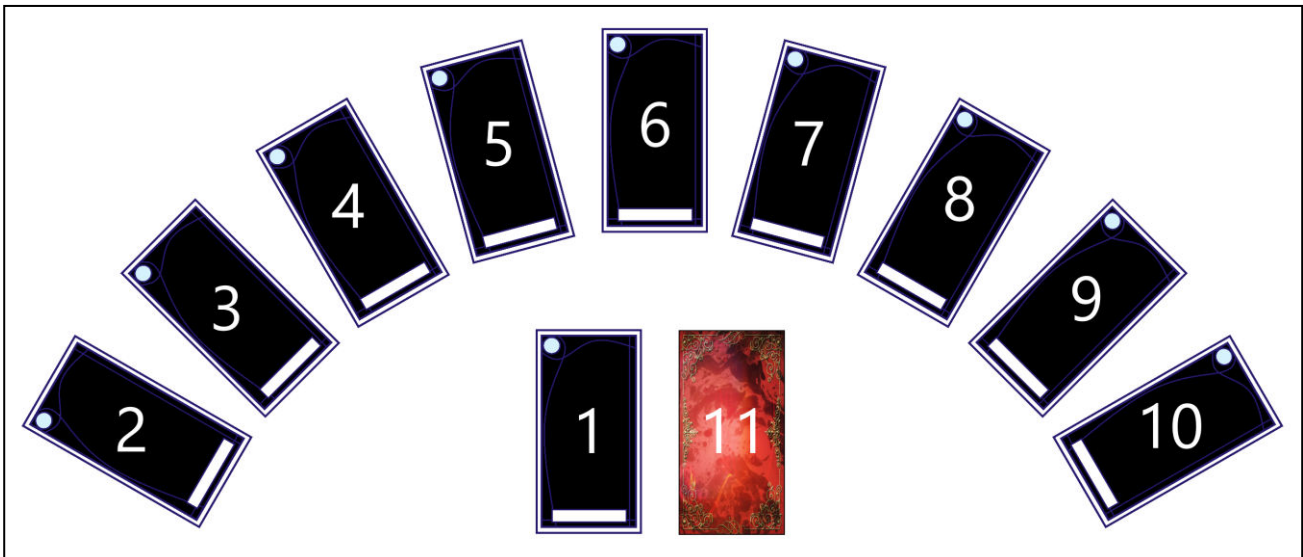
PUBLIC ROAD (3-1-4)

Cards in positions 3, 1 and 4 are equally connected and make up the "public road", which represents the attitude of the questioning person towards the other people, and his or her strongest ties with them.

SPIRITUAL GROUND (2-3)

The spiritual (or higher) ground represents the attitude of the questioning person towards everything that is not practical. It relates to religion, love, feelings, wishes and dreams, and to fantasy in general. The two cards make up the meaning together.

FORTUNE TELLING



PRACTICAL GROUND (4-5)

Exactly like the spiritual one, the practical (or lower) ground represents the attitude of the questioning person towards everyday issues, practical issues and material things. Once again, the two cards reveal their meaning together.

ARCH OF LIFE

This card reading method is meant to give very precise readings of the future, both close and far, in relation to one aspect of the subject's life that must be specified in the beginning. Among the methods to read the cards, it is the most complex and the one that uses the biggest number of cards.

The questioning person draws the cards, putting them all upwards, except card n.11. Card n.11 is not to be revealed until the end of the reading. Follow the diagram in this page for the disposition of the cards.

Within the arch of life, most cards are connected to give a more clear reading.

1 - SELF

The first card that is drawn represents the questioning person and his or her general attitude towards the question that was made. The reading of this card will give the general frame into which the remaining ones must be read as well. If this card is generally

positive, the other ones will lean towards a more positive reading, while if it is quite negative, all of the other ones will tend to be in the same negative mood.

2 - BIRTH

This card represents the origins, the beginning, and relates to the distant past of the questioning person. It may reveal problems or desires that come from a very distant past, that the person may not even be aware of.

3 - CHILDHOOD

This card is about the recent life of the questioning person. This position is for the problems, persons, situations and issues that contributed to make up the current situation, and that the subject should already know. It is the card of the person that embraces self-consciousness for the first time.

4 - DESIRE

This card shows what the questioning person wants in relation to the issue. It may be something secret, or unknown to him or her as well, but it is usually something that cannot be kept hidden for long.

5 - REALITY

This card shows the current issues, the reality that the subject is living right now and the fears and issues, but also

the good things, that come along with that.

6 - DESTINY

This card is in the middle of the arch for a very valid reason: it is the one that has the deepest meaning, and that gives the direction for the future of the questioning person. It may be good or bad, may be very clear or foggy, but it is the key to read the following cards as well, and the card that is going to be influenced the most by the last one.

7 - TOMORROW

The card of the tomorrow is the card of the closest events that may influence the future developments of the situation. If some person appears here, for example, it means that someone will step in the situation to change it.

8 - EVENING

The card of the evening shows the feelings of the questioning person towards the issue in the short period, and suggest how to deal with them.

9 - YEARS

The card of the years is the card of the events that are still far to come, but that may change the situation in a far away future.

FORTUNE TELLING

10 - END

The card of the end reveals the final results of the whole arch and the consequences in a long time span. This may lead to prediction for a very far away future, including suggestions and warnings.

SECOND READING

After reading the cards one by one, and keeping the eleventh card still closed, it is now necessary to go through a second reading, pairing the cards in pairs.

THE PAST (2-3)

The correlation between these two cards explains more clearly what happened in the past that took the questioning person to the present situation.

THE PRESENT (4-5)

The association of these two cards reveals the deepest thoughts and feelings of the subject for the question that was asked. They may also reveal the reason why the question was asked, and why it is so important in the first place.

THE NEAR FUTURE (7-8)

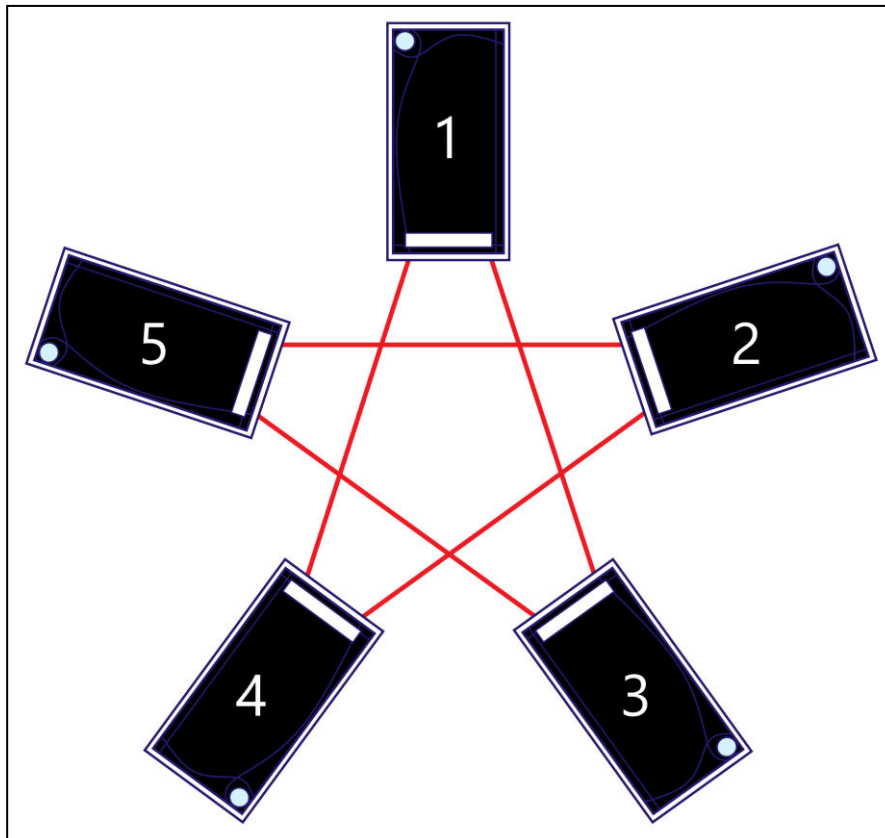
The cards in the positions 7 and 8 show the possible outcome of the situation in a short time lapse, and what the subject may, or should do to reach his goals or to change the destiny.

THE DISTANT FUTURE (9-10)

These two cards together show the challenges to come in a long time, and the possible final outcome of the situation. Obviously, this prediction cannot be very clear and may be very wrong, if it is about a very distant time.

11 - THE CHALLENGE

Finally, card n.11 is revealed, and it shows a card that is going to interfere with the goals of the questioning person, or to waste his or her efforts possibly disrupting the final outcome. Knowing



the threat may not be enough to prevent the damage, but may be useful to limit it and to change the overall destiny of the questioning person.

FORTUNE STAR

The fortune star is a quite complete method that allows the questioning person to have a general overview of his or her future, but without any specific question asked. However, the prediction will show some events connected with five main fields of the life of that person. The questioning person needs to cut the deck, then throw away the first card and pick five cards to place on the table, in the order and the positions showed on the diagram in this page. Then, the fortune teller starts reading the cards, beginning with the one that was thrown away.

THE DISCARDED FUTURE

This card represents something that the questioning person has thrown away or will be throwing away to reach his or her goals. It may also represent

something that needs to be thrown away to finally achieve success. This card may be related to any one of the five on the table, to all of them or just to some of them.

1 - WORK

The card in this position reveals the future about work and personal success in the world.

2 - HEALTH

This card is related to the general health of the questioning person, and reveals the future issues about his or her health. It may even be the one that forecasts a premature death or a long life.

3 - ENEMIES

This card is related to the ones that will step in the way of our plans, the ones that may disrupt the efforts of the questioning person and steal his success.

FORTUNE TELLING

4 - TRAVEL

The card in this position reveals things related to distant places or times, but may also announce news and changes.

5 - LOVE

The card in this position is about love, and it may tell something about the future of a relationship or the beginning of a new affair.

CONNECTIONS

The red lines that connect the cards sitting on the tips of the star link them two by two and may reveal new details about some even more specific situations.

RIVAL (1-3)

The card sitting in these positions taken together may give the description of the main rival in the professional or public life of the questioning person, the one that he or she needs to be guarding his back from.

NEWS (2-4)

The connection between travel and health gives the forecast about news and changes that will come in the life of the subject, and may be forecasting the end of something or a new beginning as well.

HEARTBREAK (3-5)

The two cards picked together may show the main threat to the loved ones and to the relationship of the questioning person. It may be a love rival or anything else that may interfere.

WEALTH (4-1)

The association of these two cards may give a forecast about the general wealth of the questioning person, his household or his lands.

FAMILY (5-2)

The two cards taken together may show the future not only for the questioning person, but also for his or

her loved ones, friends, neighbors and members of his or her family.

OTHER METHODS

The four methods I described here should always be enough for in-game predictions. However, if you want to have some predictions that are more specific for the situation that you set up, you should be able to add new ones, inventing them from scratch.

If you don't want to waste time in these practices, you may even just decide to have the questioning person draw a single card and make up a prediction based exclusively on that one. It is completely up to you.

FOLLOWING UP

As a DM, you may want to follow up your prediction by turning some of them into events in the game. Try to be smart and not to realize every single detail that was seen in the card-reading, otherwise the players may rely too much on predictions and keep going for them. Moreover, not knowing which predictions will be realized and which ones will not may add some colour to your games.

If you fear that you won't be able to follow up with these details, maybe just write down the most interesting ideas and only focus on those ones, or simply ignore the predictions. Most likely, some event will come to realize some of them anyway.

ADAPTING PREDICTIONS

Sometimes, the cards have just a very specific meaning, and their meaning may not fit the current situation, especially if it is not a very common one. For example: if the questioning person is a gay man, the card of the *princess* would not represent the loved one, but the *prince* would instead. Always try to adapt the card reading to the situation, when it feels right, but without forcing

predictions too far or making them too explicit or unrealistic.

CARD GAMES

The following card games have been invented by me and may contain parts of other common card games, adapted to the very particular deck of the Glantrian Arcanes. Each game has its own rules explained and some suggestions to play it. Please note that these games may not be balanced or easy to play. If you prefer, you can adapt other games or play your own games with the same tarots.

Card games can be played for money, and when it happens in-game, they can be played for any amount. In the games I described here, I use the generic term "coin" to mean the basic bet. In very rural and poor places, people would use copper pieces to bet on card games, but more wealthy people may bet with more valuable coins, which may be silver, electrum, gold or even platinum.

Please note that these games are not meant to be played for real money. Betting money over card games may lead to a lot of trouble, and I don't want to promote in any way any kind of gambling and betting through this volume.

TOWER OF STARS

This game can be played by any number of players, spanning from 2 to 6. It is a very popular game in parties and casinos, and is always played for money. Usually, at the center of the table is placed a plate, a bowl or a similar container to collect the bets of the players.

The game's name is made of the two names of the winning combinations.

GOAL

The goal of the players is to be the first to call a *tower* or a *star*, to take home the biggest possible share of the bets on the plate. A star is a group of five common cards (not arcanes) with the same score, belonging to the five different suits or a group of five arcanes belonging to the same rank. A tower is a group of five cards belonging to the same suit in an uninterrupted sequence, or a group of five arcanes with subsequent numbers (the roman ones) even if of different ranks. Some examples are drawn in the next page.

Some combinations of arcanes may result in both a star and a tower at the same time, but that doesn't influence the game.

When a tower is declared, if all of the cards in the hand of the player are in a sequence, the lowest one is excluded from the point.

INITIAL BET

If there are two players, the initial bet is of 3 coins each. If the players are three or more, the initial bet is of 2 coins each. Before dealing the cards at every round, every player puts his or her bet on the table, in the plate.

DEALING CARDS

The dealer shuffles the full deck of 80 cards. The person sitting at his right cuts the deck. Then, the dealer starts giving six cards per player, starting from the person sitting at his left and proceeding clockwise. At the end, he deals six cards for himself, discards the

first card from the deck, turning it on the table and places the deck at its side.

GAME TURN

At his turn, each player may decide to draw a card from the deck or from the discard pile. Then, he discards a card that he doesn't want at the end of the turn.

ACES

Aces are very important in the game, because they grant to the player that has them a special action. A player may decide to play an ace at every time during his turn, between drawing a card and discarding another one.

A player may not use more than one ace per turn.

When an ace is played, it sits on the table in front of the player who used it, for everyone to see it. As a first result for playing an ace, the player who dropped it immediately takes a coin from the plate for himself.

Then, the same player declares whether he wants to draw from the deck or from the discard pile. Whatever choice is made, the player can look every card in one that was picked and take the one he or she prefers, to add to the hand. After that, deck and discard pile are reshuffled together.

Using an ace may be very helpful for a player to finish a tower or a star, especially if the player saw the needed card in the discard pile. Many players would keep the aces in their hands until the end of the game, to try and close the game.

Aces can also be used as part of a tower or to make a star, but in that case they cannot be used to draw a card.

END OF THE GAME

When one player manages to get a star or a tower during his turn, he must declare it aloud, and show his cards. The player who played a valid star or tower takes all of the coins in the plate.

If for a mistake the player declares a star when the point is a tower, or the other way round, the game still ends

CARD GAMES

but the player only takes one coin from the plate, and the remaining ones are left in the plate for the next game.

THE SIXTH CARD

When a valid star or tower is played, the other players show their cards as well. The sixth card of the winner is showed, and each player takes from his ones the card with the highest score that belongs to the same suit of that one. If that card is an arcane, the other players take the arcane in their hand that has the highest roman number on it. The player with the highest overall card must put a double bet on the plate on the next round. If the other players have no cards of that suit, or if the highest card of that suit (or arcane) is the one that the winner showed, it is the winner who has to bet double on the next round.

Sometimes, it is a good strategy to delay the declaration of the winning point to take a chance and discard the sixth card, if it has a very high score.

EXAMPLES OF STARS



EXAMPLES OF TOWERS



EXAMPLE OF BOTH STAR AND TOWER



CARD GAMES

HARVEST SEASON

This game can be played by up to 8 players, and is very popular at parties, but it's not always played for money. It is actually one of the first games that kids learn, when they learn maths and additions.

GOAL

The goal is to collect the highest possible number of cards from the table, and the highest possible amount of Arcanes and Aces.

DEALING CARDS

The dealer shuffles the full deck of 80 cards. The person sitting at his right cuts the deck. Then, the dealer starts giving four cards per player, starting from the person sitting at his left and proceeding clockwise. At the end, he deals four cards for himself, discards the first card from the deck, turning it on the table and places the deck at its side.

GAME TURN

At their turn, players draw a card from the top of the deck. Then, they can use one of their cards to take cards from the discard line, or just end their turn.

When the turn ends, the player adds a card from the hand to the discard line: in this line the cards are kept visible on the table, and overlapped just enough to still be able to see the card below.

When taking cards from the discard pile, a player must show a card that matches the score of the last one, or the sum of the scores of the last ones added to the line. For example, in the discard line that is shown in this page, a player may decide to draw the following cards:

Only with an Ace:
the first card (score 1)

With a 3 or III:
First and second card (score 1+2)

With a 7:
First, second and third (score 1+2+4)



(not with VII because it's in the line)

With XVI:
Four cards (score 1+2+4+9)

With XXIII:
Five cards (score 1+2+4+9+7)

With XXVII:
Six cards (score 1+2+4+9+7+4)

However, to be able to harvest cards from the table, the cards must match the score of the card that is played exactly, except for one case.

ACES

Aces once again represent an exception in the game: when playing an ace, a player may harvest the last card added on the discard line, whatever its score is. This allows to harvest very high score Arcanes even without other Arcanes.

END OF THE GAME

When the last card is drawn from the deck, the players keep on playing until they all run out of cards in their hands. Some cards may be left on the discard line, which is normal.

POINTS

When the game ends, the players count their points.

The player with the biggest number of cards in his or her harvest gets 1 point. If two or more players have the highest number of cards, this point is not given to anyone.

Each player gets one point for each Ace in his harvest.

Each player gets one point for each 5 total ranks of arcanes that he or she has in the harvest. Extra rank points are not taken into account, if the total is not a multiple of 5. Only the rank score is counted, not the number of the card.

The points are added up game after game until a player reaches the score of 21, and wins. If more than a player reaches that score in the same game, the one with the highest overall score is the winner. If they all have exactly the same score, it's a draw and an extra game is needed to sort it out and decide the winner.

VARIANT 1 - BETTING

Each player puts a fixed bet in the plate before starting. When the winner is determined, he or she takes the whole plate. In case of a draw, the plate may be split, or the game may go on until one clear winner is determined.

VARIANT 2 - COUPLES

The players are divided in couples, who sit facing each other, so that they alternate among all the couples at the table. The couples put their harvest together and the points are counted per couple at the end of the game.

CARD GAMES

TREASURE HUNT

This game is very easy and may be played by a minimum of 3 players, but up to a maximum of 13. It is a party game which is also very popular among children, and it is usually played for money, or for some other kind of bet.

This is a deduction and memory game, therefore it is forbidden to use paper and pens to write down the questions and the guesses that were wrong.

GOAL

The players try to guess the card that the dealer has drawn for himself or herself.

INITIAL SETUP

Each player takes out of the wallet 7 coins and puts them on the table, in front of himself, for everyone to see. A plate for the bets is put in the middle of the table. The dealer puts his or her 7 coins straight away into the plate.

DEALING CARDS

The dealer shuffles the deck, made only of the cards used for fortune-telling: the Arcanes plus the four aces. The other cards are not used in this game.

The person sitting at his right cuts the deck. Then, the dealer picks the card at the top of the deck, looks at it and doesn't show to anyone else. That card needs not to be disclosed to anyone, and sometimes it is put into an envelop, to avoid any problem.

Then, the dealer picks a second card, that he must not look at, and puts it upside-down on the table in front of himself.

The deck is then placed in the center of the table for everyone to reach.

GAME TURN

The game starts with the first player to the left of the dealer, and proceeds clockwise.

During his or her turn, each player places one coin in the plate, and asks a question to the dealer. The question

must have an answer that may only be Yes or No, and must be related to the card that the dealer has drawn for himself.

Then, the player may decide to place another coin in the plate to reveal one random card in front of the dealer or another player. The card is chosen by the one that placed the coin in the plate, random. This action may also be skipped if the player doesn't want to reveal any card.

By putting another coin in the plate, each player may also have a chance to guess the card of the dealer. If the guess is right, the dealer reveals the card and the player wins the game, taking the whole plate.

If the guess was wrong, or at the end of his turn, the player draws a card from the deck, looks at it and puts it on the table upside-down so that nobody else may see it.

Once the card has been drawn, the turn of a player ends, and he or she may not do anything else until the next turn comes.

DEALER'S TURN

When the turn of the dealer comes, the dealer only draws a card from the deck and, without looking at it, places it in front of himself on the table, upside down.

END OF THE GAME

The game ends when a player guesses the right card from the dealer, or when everyone went through three turns without guessing the right card.

If someone guessed the right card, that player takes the money. If nobody guessed the right card, the dealer takes the money.

FAIR PLAY AND FORBIDDEN QUESTIONS

Sometimes there is an issue with this game about fair play: it is left to the dealer's discretion to decide whether an answer is going to be yes or no, and it may fall into the field of interpretation, sometimes. For example, if the card drawn is *XXXI - Dragon*, at the question

whether there is an animal on the card or not, the dealer may consider the dragon an animal or a monster, and may answer either way. However, the dealer must not lie and, if he is found guilty of deceiving the players by saying a lie, he must pay twice the total bet on the plate and leave the game. He may be allowed to come back only after his money was won by someone else.

Within the game, some questions are commonly considered illicit, or expressly forbidden. Here are some examples of forbidden questions.

Questions that don't have a Yes / No answer

Questions that hide a guess by asking something that is related to only one card in the whole deck (for example: "is there a dragon on the card?")

Questions that are not related to the card

Questions that come out gross or offensive for anyone at the table

Whenever one of these forbidden questions is asked, the player is admonished and must place one coin in the plate without any other advantage. Moreover, his or her turn immediately ends, without drawing a card.

It is also forbidden to ask the fellow players whether a question can be admitted or not during the game. If they want, the players may talk about that between games, and write down a list of criteria for allowed and forbidden questions.

CARD GAMES

TAROT SONG

This game is very commonly played in high society parties, especially by women, who are often not playing for money. However, there can be a way to put in bets in this game as well.

More than a competition, this game is a challenge to the fellow players to compose poetry, and share it. It may be played by literally any number of players, from as few as 4 up to 80. The game is played with the whole deck of 80 cards.

SETUP

The game is set up by a master of ceremonies and a music player. The players decide an order of execution, or sit in a circle around the music player and including in the circle the master of ceremonies.

The music player plays a music to the audience, while the master of ceremonies picks a theme for the composition and announces it to everybody. He shuffles the deck and gives it to the first player, then he composes four verses of a poem, making rhymes so that everyone may hear him.

One by one, in the order that has been decided, each of the players takes turns composing part of the poem.

GAME TURN

The players must be good at improvising poetry, in this game. When the player immediately before starts speaking his lines, the next player draws a card from the deck. The lines that he needs to come up with must be related to the card that the player drew, and also with the general theme of the composition. The reference to the card may be straightforward or hidden, big or small, in a detail or very generic.

The player must speak his verses aloud to the audience, and the first verse must rhyme with the last one of the person just before.

The deck passes by and one by one the players add their verses, and

usually their very personal touch, to the poem. It is not uncommon that some of the best composers draw applause for their verses. Some nobles invite poets and writers to their parties specifically to play this game and challenge these masters.

ASKING FOR HELP

If a player cannot come up with nice verses, another player may come and help completing the rhymes. It is common that fiancées, married couples, teachers and students help each other in this game. Asking for help is not seen as a bad thing in this game, as the game is usually played just for fun and not as a competition.

END OF THE GAME

The game usually ends after one or more turns of each player, or when the deck of the tarots ends. The last player is usually asked to play a double round, the first normally, and the second one, without the lead of any card, to give a proper and epic final to the composition.

RECORDS

Sometimes, there are writers ready to record the poem that is being composed, so that it can be kept in the records or, if it is very good, shared with other nobles and artists. This game is considered very stylish by most of the nobles.

PRIZE

It is not unusual that after the end of the poem, the Master of ceremonies, or the householder, declares a winner in the person that composed the best verses, the most imaginative ones, the most poetic, or whatever other criteria he would choose. The winner is normally given a prize which is more a symbolic recognition of his skill with poetry, rather than something precious.

Among the young nobles, this is considered a very convenient way to meet girls of their same age and send messages hidden in the verses without other people around to notice.

BUILD THE BRIDGE

The deck for this game is made with the arcana numbers I to IX and all of the cards of the five suits, from 1 to 9 each, for 54 cards in total.

It is also very popular in some game houses, where rich people lose huge amounts of money very fast playing this game.

The game may be played by any number of players between 2 and 6.

GOAL

The player that builds a bridge of 11 or more cards first, wins the game.

DEALING CARDS

The dealer shuffles the deck and the player sitting immediately at his right cuts it. The nine arcana for this game are considered as a sixth suit. First, the dealer puts six cards upwards on the table, so that everyone may see them.

The dealer then gives one card each to every player at the table, starting from the one that is immediately at his left and proceeding clockwise.

Finally, the deck is put in the center of the table.

From the player on the left of the dealer, each takes his or her turn proceeding clockwise.

GAME TURN

At their turn, each player may choose among four different actions.

Drop: The player that chooses this action drops a card on the table, upwards, so that everyone may see it, and keeps it in front of himself.

Crush: The player takes the last card added to any one line and adds it to his or her hand. If there is no card added to the first one of a line, the player may pick the first card of the line, but in that case he must pick another one from his hand (or draw the first one from the deck, if he has none) to replace it.

Swap: This action is only possible if the player has at least one dropped

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card in front of himself. The player picks another player who has at least one card in the hand. That picked player takes any card from the ones on the table, while the player that is in his or her turn picks one of the cards that are in the other player's hand. The two cards are swapped, therefore the one that was in the hand is dropped on the table, and the other one ends up in the hand. It is not possible to swap two cards of the same player.

Draw: The player draws a card from the deck and the turn ends.

If the player went for drop, crush or swap, the turn doesn't end, and it is possible to build.

Build: If a player has among his dropped cards one that matches the number or the suit of the last card that was added to one of the lines, the player may add it to that line. The player may then take cards from his dropped ones or from the ones that any other player dropped and attach them making a chain, always following the same criteria. A player may build up to three cards in one turn.

CLOSE THE BRIDGE

The goal of the game is to close a bridge, connecting two lines of cards using more cards, through the build action. Only lines of the bridge that are at least 5 cards long may be connected to each other. If before the build phase starts, one of the lines is 4 cards long or less, it may not be connected to any other one.

The card connecting two lines, closing the bridge, must be matching both ends through the criteria that were said above.

If, after a build or crush phase two lines of cards match, they cannot be connected without the use of at least one extra card. It may happen when one line is too short to be connected to the other ones before the build phase, or when a crushed card reveals another one that matches another line. In both

cases, there needs to be another build phase to connect the lines.

END OF THE GAME

The game ends when a player is able to finish a bridge by successfully connecting 2 lines of cards. The player that closes the bridge is the winner, and every other player pays him one coin, plus one more coin for each card that they had in their hand at the end of the game. Therefore, it is always advisable not to hold too many cards in the hand in case you lose.

TRUE LOVE

The origin of the name is unknown, but someone thinks that the name, made of 8 letters, of which one is repeated, was picked to show the goal of the game itself: make combinations sharing one element.

The deck to play True Love is made of 54 cards: the 45 cards of the 5 suits, plus the arcana n. I to IX, which represent suit-neutral cards.

The game can be played by 2, 3 or 4 players, and is commonly played by bored couples.

GOAL

The goal of the game is to use up all of the cards in the hand to make combinations that share one card with each other.

DEALING CARDS

The dealer shuffles the deck and the player sitting immediately at his right cuts it. Then, the dealer gives to each player 7 cards, one by one, starting from the player immediately at his or her left and proceeding clockwise.

Finally, he or she discards the first card of the deck and puts it upwards on the table, for everyone to see, and puts the deck next to it.

GAME TURN

Starting from the player immediately left to the dealer and proceeding clockwise, the players take their turns to play. Each player starts the turn by drawing the first card either of the deck or of the discard pile and ends it by discarding one card on the discard pile.

COMBINATIONS AND VICTORY

The goal of the game is to make combinations of not less than 3 and not more than 5 cards. The cards may be combined in 3, 4 or 5 of a kind, where all of the cards share the same number, or into 3, 4 or 5 cards long flushes of cards that share the same suit and whose scores are subsequent to each other. Winning combinations must be made with 7 of the cards in the player's

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hand, plus one card that will be discarded in the end to "close" the game. All of the combinations must be connected to each other somehow. In this page and the next one there are examples of winning combinations.

When a player plays a winning combination, he or she must reveal it to the other players declaring "True love!", and wins the game. The other players take a number of points equal to the sum of all of the scores of the cards in their hand, with the exception of the Arcanes.

When a player gets over 50 points, he or she must leave the game and the other ones keep on playing until only one player is left.

ARCANES

In this game, Arcanes are suit-neutral. It means that they may be used within any flush of any suit to fill in the gaps, and that they may connect flushes of different suits together as well. Flushes of arcanes may also be made, if the player has enough cards.

VARIATION 1: BETS

Instead of using points, the players may put one coin each in the plate before the game. The one that calls the true love first wins them all.

VARIATION 2: MASS MURDER

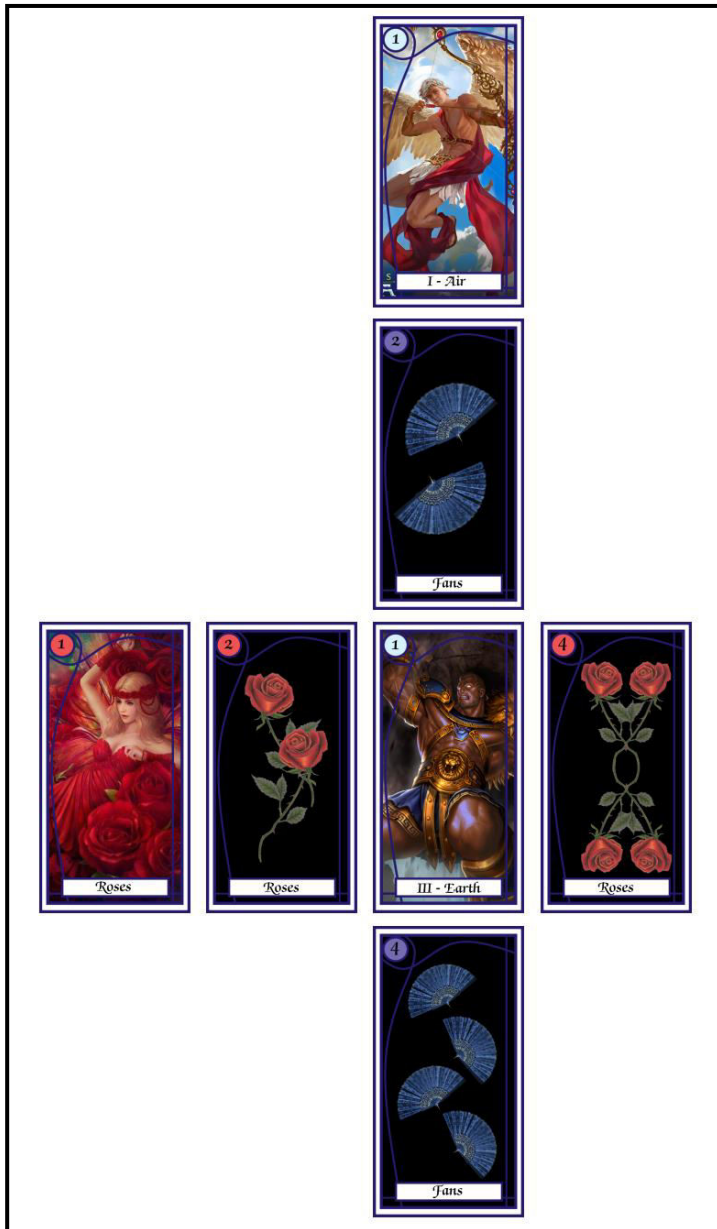
The only difference between the two games is the name. This is the name with which this game is known among the semi-humans, like goblins, kobolds and orcs, who didn't want to play a game with such a feminine name. They picked a name that sounded the exact contrary of the original one, even if it made completely no sense.

VARIATION 3: REVERSE LOVE

This interesting variation inverts the deck with the discard pile. The deck is placed on the table upwards, so that everyone at the table may always see the first card on it, while the cards are discarded upside-down and kept hidden. If a player is able to keep in mind the cards, it helps a lot.

EXAMPLES OF WINNING COMBINATIONS





ARCANA SPIRE

In this game, the cards are split into two different decks. The first one includes only Arcanes with high numbers, while the second one includes the Arcanes with the lower numbers and all the cards of the five suits. This game can be played by any number of players between 2 and 5, and is quite a weird game for the rules.

GOAL

Collect Arcanes to make up combinations.

ARCANES DECK

If there are only 2 players, the arcanes deck includes the arcanes numbered VIII to XXXV, for a total of 28 Arcanes.

If there are 3 players, Arcanes n. VI and VII are also included in the deck, for a total of 30.

If the players are 4, Arcanes n. IV and V are included as well, for a total of 32.

If 5 players are in the game, all of the Arcanes are used in this deck, and none in the other one.

DEALING CARDS

The dealer shuffles the Arcanes deck and the other deck separately. He gives one each to the players at his sides to cut them. Then, from the Arcanes deck he gives three cards to each player, in the order he prefers and places the two decks on the table. Once everyone has three cards, each player bets one coin into the plate.

The dealer then turns the lower cards deck upside down, and puts the first two of them on the table, leaving a total of three cards - two on the table, one on the deck - visible for everyone.

GAME TURN

At the beginning of each turn, each player must bet 1 coin into the plate. Then, every player at the table takes one of the arcanes in his hand and puts it, covered, on the table. When

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everyone is ready, everyone turns the Arcane upwards for the other players to see.

The player who has the Arcane with the highest number is the first to play.

At his round, the player may pick one out of three possible actions.

Harvest: The player draws a card from the lower cards deck and puts it on the table, upwards. Then, if the Arcane that he put on the table matches the score of one of the cards on the table, or of the sum of two or more of them, he can harvest the cards with the Arcane and put them in his harvest pile. If he is not able to harvest any cards, he takes the Arcane back to his hand and his round ends.

Draw: The player draws a card from the Arcanes deck and his turn ends.

Raise: The player raises his bet, adding another coin into the plate, and drops another Arcane. He may use the new Arcane to harvest, instead of the first one, and takes the first one back in his hand.

Once everyone had one round and there are no more upwards arcanes in front of the players, the turn ends.

END OF HARVEST PHASE

The first half of the game is called Harvest phase, and the players keep playing until there are cards in the Arcanes deck and in the lower cards deck. The harvest phase ends in two cases:

When there are no more lower cards on the table to be harvested. In this case, the players that still need to play their round may only draw or, if the Arcanes deck is empty as well, take back the Arcane they dropped into their hand.

When a player runs out of Arcanes in his hand, and there are no more cards left in the Arcanes deck. The other players may still end their round, if they still have to play and there are still

cards to harvest. Otherwise, they just take back the Arcane they dropped into their hand.

When the last turn of the harvest phase is over for every player, the Combination phase begins.

COMBINATION PHASE

The cards that are left on the table upwards and whatever is left of the two decks is split into Arcanes and other cards. The Arcanes, if there is any, are shuffled and put, upside down, at the center of the table.

The players go through the cards that they harvested and discard all of the cards with a suit, only keeping the Arcanes, and put them together with any Arcanes they were left with, at the end of the Harvest phase.

The player who played last in the Harvest Phase plays first now, and the game proceeds clockwise.

At his turn, each player may do one of the three possible actions once again.

Harvest: If the player has any combination of 3 or more Arcanes of the same rank, or of 3 or more Arcanes that make up a flush, he may drop it on the table and end his or her turn. A player may also decide to add up to three cards to a combination that was already dropped on the table, instead of dropping a new one. This still counts as a harvest. A player may add cards only to his own combinations.

Draw: If the player has no combinations to play, he may draw a card from the deck, if there is any. After the draw, the player may put a combination on the table, if he has. If he has none, he must drop one card on the table, in the discard spire. The discarded Arcanes are put in the shape of a spiral around the deck, so that they may always be seen by everyone, and must not overlap each other.

If there are cards in the discard spire, instead of drawing from the deck the player may pick any cards from the

spire, for a maximum of three, and make combinations with them. The cards taken from the discard spire must be used to make combinations immediately, and cannot be taken in a player's hand.

Cards from the discard pile may be just added to combinations that are already in front of the player, but in that case the player may not add to the same combination any cards taken from his hand in the same turn.

Raise: If the player cannot draw or harvest, he must raise the bet by adding one coin to the plate and discard a card, ending the turn.

END OF COMBINATION PHASE

When a player is left with no cards in his hand, he drops out of the game and counts the points. Each Arcane is worth a number of points equal to its number (in roman numbers).

When there is only one player left in the game, he or she may play one last turn and then the combination phase ends.

Every player counts his or her points, and the one who has the highest score wins the plate and takes all the money. If two or more players have the same score, the plate is split, and if it's not possible to split it evenly, what's left is added to the plate for the next game.

TAROTS AND MAGIC

As you could see, tarots are mainly a picturesque addition to the game, but in terms of game mechanics they don't really influence it that much. Predictions don't always become true, and card games may be a nice diversion, but won't really get a central spot in any game. However, if you want to get players more involved into tarots and predictions in the game, there are some things that can be done.

DIVINE INFLUENCE

If you want, Tarots may be a way to give messages to the players in a cryptic way. If one of the characters in the game has a deck of cards, maybe inherited by an ancestor who was known for being a fortune teller, some cards may fall from it, or be blown by the wind, and those cards may represent a message, which is usually a warning. Likewise, a character may dream some tarots, or a fortune teller in the game may receive the message for the characters.

And again, some rich and powerful character may have his fortune told, and may call upon the characters for some adventure, due to the reading.

There are plenty of ideas to put the fortune-telling in the game as a real message from the Immortals. Whenever the DM decides to do so, he should not pick random cards, but always plan the cards to show to the characters exactly. Moreover, in the case that the tarots are a message from the Immortals, whenever the characters go for a reading the same cards will come out, no matter what.

This kind of divine influence on the cards, however, is quite rare, and the DM should not make it the rule. It is cool if it happens once, but if it happens all the time, the players will start thinking that the tarots never lie, and rely too much on the predictions.

MAGICAL TAROTS

Magical tarots are a very rare magical item. There are only a handful of decks of magical tarots in the known world, and the DM should be very careful in handing such an item to the characters.

Here there is an example of magical deck that you may want to use, but be aware that it is very powerful and may really unbalance the game if used unwisely.

Also note that, being magic items, the magical decks are considered as single items, even if they are made of many cards. The cards are bound together with magic and cannot be split. If they become more than 3 m distant, or if someone tries to take them away with teleportation or through other dimensions, the cards simply disappear and reappear in the deck.

Magical decks cannot be used for everyday fortune-telling. There are common tarots for that. You can invent more magical decks and give them the powers you prefer, especially if they are related to fortune telling. The one given below is only an example. You can take inspiration from the spells in the next pages, if you want.

COMBAT DECK

This magical deck may only be used by characters whose *Fortune Telling* general skill is 15 or higher. When drawing a card from the deck, the character needs to check this skill, with a -5 penalty. If the skill check fails, the use of the magic item fails as well, and nothing happens. If the skill check gives a success, a magic card, drawn random from the deck, produces some magic power in the game. This magical deck is made up of all of the 80 cards.

Each card in the deck has a different power, and once that power is used, the same card disappears from the deck until the end of the day. At dawn on the next day, the deck is replenished and every card is back in place. Cards that belong to the same suit have the

same power at different levels, as you will see by reading the description of the five suits. Arcanes have one different power each, that matches some common spell, and when the power is used, if the level of the caster needs to be determined, it is always considered to be 9th level. The rank of the tarot gives the level of the spell that is summoned when the card is drawn.

Suit of Coins

A shiny armor of gold coins covers one ally for each coin on the card. This armor is magical and grants a bonus of -2 points on the AC to whoever is protected by it. The character that drew the card may decide which of his allies is protected by the armor, and may pick himself as well. The creatures must all be within sight of the character that is using the deck. The protection granted by the armor of coins lasts for 1d6+6 rounds. A creature may not be affected by more than one armor of coins at the same time, and if there are no more available targets when a card of coins is drawn, the card must be discarded and the player must draw a new one.

Suit of Swords

The cards of Swords strengthen the weapons of the allies. One ally for each sword on the card is granted a +2 bonus on the damage with one weapon. The character that drew the card may decide which of his allies is granted the bonus, and may pick himself as well. Each creature may be picked only once, even if the creature has more than one weapon. The creatures must all be within sight of the character that is using the deck. The bonus granted by the card of swords lasts for 1d6+6 rounds. If there are no more available targets when a card of swords is drawn, the card must be discarded and the player must draw a new one.

Suit of Books

One spellcaster within sight of the character that uses the deck, or the

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character himself, may immediately memorize a number of spell levels equal to the number on this card. The spells memorized this way must still be spells that the character may cast and that are written in his or her spellbook, if the character is an Arcane spellcaster, or are known by him, if he is a cleric. The character may use these spells throughout the day, as if they were normally memorized in the morning, but once the character falls asleep (for any reason, even due to magic) these spells are immediately forgotten. Each spellcaster may only be targeted by a card of books once per day. If there are no available targets when the card is drawn, the character must draw a new one and discard this one.

Suit of Fans

Any ally of the character who drew the card, or the character himself, is immediately healed 1d4 hit points for each fan that appears on the card. This effect works exactly like a common healing spell, but the target must be within sight of the character that uses the deck. If, when a card of fans is drawn, there are no characters that are missing HP on the side of the user, this card must be discarded and another one must be drawn.

Suit of Roses

Rose vines grow around a target within sight of the user. The target must save vs. spells with a penalty equal to the score of the card. If the save fails, the creature is entangled in the roses and is considered paralyzed for 1d6+6 rounds. If the creature is bigger than a human, a bonus is applied to resist this spell: for each time the creature is the size of a human, the bonus to the saving throw increases by +1. For example, a creature that is up to twice a man has a +1 bonus, a creature that is about six times has a +6. It is not possible to use this effect against a creature that is more than 10 times a human. If there is no available target for

this card, it must be discarded and another one must be drawn.

Arcanes

In the table in this page, you can find the correspondence between each arcane and the spells they activate.

ARCANES AND POWERS	
ARCANE	SPELL
I - Air	I - Magic missile
II - Water	I - Charm person
III - Earth	I - Protection from evil
IV - Fire	I - Light
V - Frost	I - Sleep
VI - Lightning	I - Shield
VII - Student	I - Darkness
VIII - Blacksmith	II - Continual light
IX - Scholar	II - Detect invisible
X - Knight	II - Web
XI - Princess	II - Invisibility
XII - Prince	II - Mirror image
XIII - Foreigner	II - Phantasmal force
XIV - Witch	II - Levitate
XV - Mirror	III - Dispel magic
XVI - Magic	III - Fireball
XVII - Dreams	III - Hold person
XVIII - Goblet	III - Haste
XIX - Crow	III - Fly
XX - Death	III - Lightning bolt
XXI - Lost Soul	III - Protection from normal missiles
XXII - Stars	IV - Ice storm
XXIII - Moon	IV - Confusion
XXIV - Sun	IV - Wall of fire
XXV - Lovers	IV - Polymorph other
XXVI - Flowers	IV - Growth of plants
XXVII - Castle	IV - Wall of ice
XXVIII - Beauty	IV - Charm monster
XXIX - Unicorn	V - Teleport
XXX - Snake	V - Feeblemind
XXXI - Dragon	V - Hold monster
XXXII - Storm	V - Cloudkill
XXXIII - Wheel	V - Wall of stone
XXXIV - Life	V - Conjure elemental
XXXV - Grace	V - Pass wall

TAROT SPELLS

The following spells are two examples of new spells that you may introduce in the game in relation to the tarots and fortune-telling.

IDENTIFY THE THREAT (2ND LEVEL)

R: special

D: 1 turn

E: tarots reveal an enemy

This spell must be cast on the deck of tarots before starting a prediction. Then, the fortune-teller takes three cards out of the deck. Those three cards represent in some way the enemy that the questioning person is meant to fight. Reading the three cards wisely, the fortune-teller and the questioning person may identify an unknown enemy or focus on his biggest threats, find his weaknesses and his strengths, so that they can get ready to fight him. It is a very specific spell that doesn't work in any other context. The DM must pick the three cards carefully when the spell is cast: they should show something, but not reveal too much.

FATE CHAIN (4TH LEVEL)

R: special

D: 2 weeks

E: a prediction becomes true

Before making a prediction with tarots, any spellcaster may cast this spell to make sure that whatever is said - as long as it's realistic and makes sense with the cards of the prediction - will become true within 2 weeks. It must not be the reader to cast the spell, anyone may do that. The prediction, however, may not become true in the way that the caster thought. It is always the DM to decide how these things happen. This spell binds the fate of the questioning person to the tarots and forces the fate onto that person. However, because the spell is cast before the reading happens, there's no way to know in advance what will happen.

Glantrian Tarots

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