

# GAMES MASTERS TAROT



## The Basics!

The GM's tarot has been designed to give you, the GM, enough material and inspiration to create a quick, fun scene with very little work on your part.

The only rule; There are no rules! We suggest you use them any way you want. It's your game! However, for your convenience we have included a few of the ways we like to use the cards to create our quests, adventures and even an overarching theme for a complete long-term campaign.

We're hoping that you have probably had a shuffle through the deck a couple of things have leapt out at you.

There are three categories of cards:

Locations, Encounters and Hooks.



Each card features a Title. Hopefully this has planted the seed of an idea. It may also have elicited a "cool!" a "what?" or even an "ewwww!" from you.

The Location and Encounter card each have three pieces of flavour text, which, hopefully, will get your creative juices flowing if the title didn't quite hit the spot

Hooks have a number of suggestions on how you can put a twist into your scene.



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## **Basic use:**

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Before you use the deck, we recommend you separate the cards by type into three separate piles face down in front of you; one each for Locations, Encounters and Hooks.

Shuffle each individual deck and draw one card of each type and place them face up in front of you.

This will give you a location where your scene takes place, who or what your player characters will encounter and a hook that twists that scene into something memorable for both you and the players!

Put it all together and link it into your game.

## **The H Method:**

Alternatively, you could use a hook to modify either an encounter or location. Pair the hook with one card and try to implement some enhancement to the partner card by interpreting the hook's title, flavour text or suit-based meaning in a way that changes the encounter in a direct or physical way.







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## How to interpret the suites:

Each suite corresponds to a number of elements, emotions or situations we call a theme. These are an optional extra that you can use once you are confident in the basic application of the GM's Tarot.

Match 2 suites - That theme should influence the encounter or aspects of it and possibly include some of the deeper meanings associated with the suite.

Match 3 suites - That theme is dominant in the encounter and should definitely include a number of deeper meanings that add to the significance of the draw.

			
<b>SWORDS</b>	<b>WANDS</b>	<b>CUPS</b>	<b>COINS</b>
<p><b>Quick Theme:</b></p> <p>Conflict, intellect, conversation, truth and matters of the mind</p>	<p><b>Quick Theme:</b></p> <p>Magic, motivation, energy, inspiration and matters of the soul</p>	<p><b>Quick Theme:</b></p> <p>Deception, emotions, feelings, relationships and matters of the heart</p>	<p><b>Quick Theme:</b></p> <p>Crime, career, work, finances and practical matters</p>
<p><b>Deeper Meanings:</b></p> <p>Swords are associated with mental activity, rational thinking, decisions, and intellectual pursuit. Because much of the turmoil in our lives can be attributed to our thoughts, this suit often depicts conflict and struggle as well: Nightmares, craftiness, pain and restriction. Swords are associated with the element of air.</p> <p><b>Additional attributes:</b></p> <p><b>Direction:</b> West</p> <p><b>Season:</b> Autumn (Autumnal Equinox)</p> <p><b>Gender:</b> Masculine</p>	<p><b>Deeper Meanings:</b></p> <p>Wands are associated with energy, creativity, communication, action, passion, self-improvement, spirituality and enterprise. Wands are associated with the element of fire.</p> <p>Additional attributes include:</p> <p><b>Direction:</b> South</p> <p><b>Season:</b> Spring (Vernal Equinox)</p> <p><b>Gender:</b> Masculine</p>	<p><b>Deeper Meanings:</b></p> <p>Cups are associated with the emotions, the subconscious, relationships and intuitive or psychic abilities. Most decks try to convey emotions in this suit; happiness, love, boredom, disappointment and dejection are usually represented and easily identified. Cups are associated with the element of water</p> <p><b>Additional attributes:</b></p> <p><b>Direction:</b> East</p> <p><b>Season:</b> Summer (Summer Solstice)</p> <p><b>Gender:</b> Feminine</p>	<p><b>Deeper Meanings:</b></p> <p>Coins are the suit associated with work, money, crafts, the home, the physical body, business and the comfort of material objects and the discomfort of not having them. Coins are associated with the element earth.</p> <p><b>Additional attributes:</b></p> <p><b>Direction:</b> South</p> <p><b>Season:</b> Winter (Winter Solstice)</p> <p><b>Gender:</b> Feminine</p>



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## Wildcards:

Wild cards, as the name suggests, are there to add an extra element of danger or urgency to the scenario you have drawn. Wild cards are recognizable by the **Jester** Symbol in the corner of the card.

- 1 Wildcard - Wildcards can represent any suite; see suites above or the advanced meanings below.
- 2 Wildcards - Draw an additional encounter or draw an additional hook.
- 3 Wildcards - Draw both an additional encounter and hook.



## Precognition, divination, visions, fortune telling and scrying:

Some systems allow PC's to see the future by the use of spells, feats, powers or visions.

This can sometimes be difficult for the GM as the players constantly ask for clues at the start of every game session.

Imagine the look of horror on their faces as you tell them to draw cards with the full knowledge that something will certainly happen at some point!

With a suitably evil grin, ask the Player to shuffle every deck and draw a card from each pile without looking at them. Now have the player hand the cards to you face down.

We recommend that the player does not get to see the draw; it keeps them nervous that way. Interpret the draw using the guidelines below, twist it to fit the game and your sense of humour then relate the vision to the player in suitably dark metaphors.

Note the results for use later on and spring it on the player when they think they got away with it.

