



# HOW IT WORKS



The GM's tarot is here for you in your hour of need, whether you need a short notice game session idea or you want to take your campaign in a strange and unexpected direction.

There are three types of card:



Locations are exactly what they sound like, the location for the scenario to take place. E.g. "Mausoleum"



Encounters are people, monsters or situations, they can be social or combative, or a grey area between. E.g. "Couple caught in the act"



Hooks are plot devices or atmospheres that changes the situation. E.g. "We've been expecting you".

Split the three card types up, draw one of each, and that is it, simple as that.

These cards are designed to get the creative juices flowing to boost your game ideas and help create original and exciting campaigns.

The titles alone should at least get the inspiration started, but if that's not enough we have flavour texts and suites with deeper meanings which sometimes take the cards in unexpected directions, with over 100,000 combinations in the first deck alone.

We will explore these more in a later update.

