

THE MAGIC ITEM ROLE PLAYING GAME

ARTIFACTS - OF THE - TAROT



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CREDITS

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is created by the
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Creative commons place holder

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is where you will find information on what this game is about, what you will need to play, and the recommend safety mechanic for this game.

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offers what roles the game has and how to choose between them.

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are where the GM will find the tools they can use to contribute to the game.

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have information on what Themes, Situations, and Scenes are.

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is where your will draw your Artifact.

WHAT IS THIS GAME ABOUT?

In the depths of an ancient burial chamber, a mysterious artifact catches the eye of an intrepid adventurer. Her curiosity draws her in, and the inscriptions on your frame draw her close. As you entice her with images of power and wealth you wonder if she can accomplish what those who came before her could not.

She collects you from the altar and resumes her expedition. With each new host comes a new opportunity. Your journey begins anew.

Artifacts of the Tarot is a game about smart swords, cursed cups, pernicious pentacles, and other artifacts with agency. You are Will made manifest, an Item of incredible power, and you will pursue your goals by any means at your disposal. You will need to be acquired, transported, and coveted by a Hero you will inspire to accomplish your goals.

MATERIALS

Artifacts of the Tarot is a game for 2 to 5 players.

Gather these Items

Tarot Cards

Friends

Booklets for each player and GM

Pencils for each person

Coloring utensils

Snacks and Beverages

Notecards

Time

To play a session of Artifacts of Tarot set aside 2 to 4 hours.

Playing through a **Theme** will take 3 to 6 sessions.

Take breaks.

SAFETY

Before playing Artifacts of the Tarot make sure everyone is on board with the narratives this game could create and the situations you may find yourselves in.

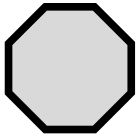
As an item in the hands of other people, you will be put into situations without your consent.

Before playing this game make sure you alright with those scenes.

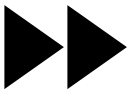
If something comes up in the game that you would like further clarification, something does not fit in your view of the game, or there is content that makes you feel unsafe use the following tool made by Brie Beau Sheldon.



Pause when you like the session to stop the current action and have a discussion on what is happening.



Stop when you would like the game to take a break.



Fast Forward if something in the game would you rather not have on screen.



Rewind when you think it will be important to go back into the narrative and revisit something.

ROLES

In Artifacts of the Tarot one player will be the **GM** and the rest will be the **Artifacts**.

The GM

The role of the GM is to present the fictional world of the game with authenticity. Doing this they will ask questions, provide obstacles, and play the non-Player characters including the Heroes. The GM should be attentive and curious. They'll steer the session toward answering questions their group would like to see answered.

The Artifacts

The **Artifacts** role is to embody the Artifact they have chosen. To do this they will, overcome obstacles, initiate conflict, and use the Heroes and setting to their advantage. The **Artifacts** should be engaged and curious, driving the session to answer questions their group has been interested in answering.

CHOOSING ROLES

- Leading the group through different procedures of the game.
- Playing a wide range of different characters.
- Being a fan of your friends characters.
- Curiously creating scenes to see what happens when interesting characters are thrown in a dramatic scene together.
- If you like to make sure that the spotlight is shared among everyone in the group.
- Listening, respecting, and following through in regards to the fiction, rules, and people in the session.

If these different things sound fun to you consider being the GM.

CHOOSING ROLES

- Engaging with the world that you and your friends have created.
- Have a interesting idea for a magical item.
- Being a fan of your friends characters.
- Chasing after the things your character wants.
- Playing to win and playing to lose.
- Listening, respecting, and following through in regards to the fiction, rules, and people in the session.

If these different things sound fun to you consider being an Artifact.

GM TOOLS

Your tools for creating an interesting narrative with the **Artifacts** are the **Heroes**, the **Major Arcana Deck**, and the **Hand of Fate**.

Using the Heroes

Heroes are lead by their ambition. Use that ambition to put an Artifact further from its goal or test to see what they would be willing to do do to their heroes to achieve its goals.

Use a hero's Meanings as inspiration for their history and how to roleplay them. Create places connected to them with the examples provided in the booklet.

Using the Major Arcana Deck

The Major Arcana deck is a tool to generate new Heroes, something powerful and dangerous to the Artifacts, a setting for the next scene or, for regular old-fashioned inspiration. Use the meaning of Major Arcana deck to inspire you.

GM TOOLS

Hand of Fate

The Hand of Fate is generated from the Scenes in the Situation. It allows the GM to twist the narrative and make things more complicated or provide obstacles to the Artifacts pursuing their Purpose.

These twists are how fickle fate is against objects. To twist a player you need to play a card from your hand that matches their arcana suit and it should relate to the previous actions of the Artifact.

Artifacts may conflict against these by playing cards against the cards you play from your hand.

Ideas for Twists

- *Bring in an enemy of the artifact*
- *Place an Artifact in a comprising situation*
- *Split the Artifact and the Hero*
- *A new threat or challenge*
- *Have their Hero pursue their Artifacts' intentions*

THEME

A theme unifies each of the Artifacts under a common origin, goal, and environment. A theme provides the tools of setting up situations, special rules, and informs the group of what type of game **Artifacts of the Tarot** is.

Themes are composed of the following:

- A title
- A question the group looks to answer through play relating to the themes origin
- Who wields the Artifacts
- An origin for the Artifacts
- How the Artifacts can be destroyed

In each theme will have different ways to set up situations through providing different questions to set up the non player characters in your game. They will also have advice on names, what type of locations you might find, and future questions for future situations.

SITUATIONS

Each session you play of **Artifacts of the Tarot** you will create and play out a **Situation**.

These **Situations** are played in pursuit of answering the **Theme's** question. To aid in that pursuit you will ask a question about the **Situation** that the group will all work towards in **Scenes** to answer that question. Once you answer that question your **Situation** is over. In **Scenes** we role play, ask questions, and resolve **Conflicts** in the fiction.

Play out scenes in till you resolve the situation question.

Once the question has been answered move on to divination to connect this situation the larger theme.

After a situation is over collect all the scene index cards, hero cards and keep them together with the situation index card. This way you have a history of play as you make your way through your theme.

Collaboration

Each session of play starts with the group collaborating on what sort of situation they would like to explore tonight. This can be a situation that continues from a previous one or one that goes in a new direction the only requirements are

1. Everyone is excited about answering questions relating to that situation.
2. It relates to answer your unifying theme question.

CRAFTING SCENES

The GM should collaborate with the players to figure out what would be an interesting scene. Scenes should be always in pursuit of the situation question.

Scenes could be vignette of smaller scenes that all have to do with one another or a large a climatic moment .

Set scenes in pursuit of the hero's goal. Each Player can set one scene per session based on their Temptation

Make the players work to accomplish their agenda within those scenes.

To create a scene do the following

1. *Name the scene.*
2. *Define what type of scene this is.*
3. *What is at stake, how does this relate to the situation.*
4. *Who is in the scene.*

Example type of Scenes

Survival of the Fittest: Hero's lives are at stake. At war threatens the things.

Whispers on the Wind: conspiring against or with the hero's, maybe to inspire allies or generate infamy.

Creation: Someone is making something or working on something that affects the world at large.

Social: Meeting and forming of relationships, maybe its bartering. This forming of a relationship should be important to the setting.

CYCLE OF PLAY

Collaboration

Each session of play starts with the group collaborating on what sort of situation they would like to explore tonight. This can be a situation that continues from a previous one or one that goes in a new direction the only requirements are

1. Everyone is excited about answering questions relating to that situation.
2. It relates to answer your unifying theme question.

Resolve the Situation

The GM sets the first scene to kick the situation off with a bang. The group should work together to resolve the first scene and subsequent ones until the situation feels answered by everyone in the session.

Divination

Once the situation is resolved.

We zoom out and do the following.

1. Past: Advancement
2. Present: How the situation relates to the Unifying Theme.
3. Future: What is portent of things to come. What does the group want to see in the next session.

Divination

Past: This phase the players claim if they hit either of their advancement triggers. If they do follow those steps. Collect the cards from the table as you talk about hitting your claim.

Present: The Players discuss how this situation relates to their Theme's question. How does the situation bring you closer to answering the theme question.

Future: The group discuss what they're excited to do next or, if they have answered the Theme's question then they will all move on to the epilogue. The epilogue is the last scene painted with no conflicts as an overview of the how ever many sessions took place in this theme and how it ended and what might happen in the future. Each should contribute on where their Artifact has ended up in relation of this final scene.