

CARDS OF FATE

A TAROT READING MINI GAME

Setup

- *Cards Of Fate, A Tarot Reading Mini Game* is a free one-page TTRPG mechanic from Ghostlore Studios. It can be plugged into any TTRPG. You'll only need a D20 to play.
- These rules can be modified to fit your campaign's setting, character's abilities, etc.

Tarot Reading Steps

1. **Locate A Fortune Teller.** Find a fortune teller in your campaign and negotiate a price for their services. Once the bill is settled, they will have a player turn two "tarot cards" by rolling dice.
2. **Determine The Significator.** The player rolls a D20 and consults the *Major Arcana - The Significator* table. All players then interpret and debate the significator together, based on the result. The significator is the person who's fate will be determined by the next card. This can be a player character or an NPC.
3. **Determine Fate.** Once the significator is determined, the player rolls another D20 and consults the *Minor Arcana - Fate* table. For the next 24 hours, the significator is now affected by the result of the roll. This will either be a boon of good fortune or a temporary curse!

Major Arcana - The Significator

#	CARD	TARGET
1	The Magician	Someone who is resourceful or powerful.
2	The High Priestess	Someone who is intuitive or secretive.
3	The Empress	Someone who is feminine or motherly.
4	The Emperor	Someone who is masculine or fatherly.
5	The Hierophant	Someone who is spiritual or traditional.
6	The Lovers	Two people intertwined by love.
7	The Chariot	Someone who is determined or successful.
8	Strength	Someone who is strong or influential.
9	The Hermit	Someone who is introspective or lonely.
10	Wheel of Fortune	Someone who is usually lucky or always changing.
11	Justice	Someone who is fair or honest.
12	The Hanged Man	Someone who is stuck or restricted.
13	Death	Someone who has reinvented themselves.
14	Temperance	Someone who is balanced or patient.
15	The Devil	Someone who is dark or manipulative.
16	The Tower	Someone who is violent or unpredictable.
17	The Star	Someone who is hopeful or faithful.
18	The Moon	Someone who is mysterious or chaotic.
19	The Sun	Someone who is positive or fun.
20	Judgement	Someone who is decisive or absolute.

Minor Arcana - Fate

#	CARD	FATE
1	Ace of Wands	The significator is unable to use spells or abilities.
2	Ace of Cups	The significator is unable to heal or be cured.
3	Ace of Swords	The significator is unable to do physical harm to others.
4	Ace of Coins	The significator cannot earn or acquire any money or riches.
5	Page of Wands	The significator must roll a D20 when using a spell or ability. On a 10 or lower the spell or ability fails.
6	Page of Cups	The significator suffers the effects of poisoning or an illness that cannot be cured for the duration of the 24 hours.
7	Page of Swords	The significator must roll a D20 when attempting to attack physically. On a 10 or lower the attack fails.
8	Page of Coins	The significator loses 25% of their current money over the 24 hour duration.
9	Knight of Wands	The significator may reroll any spell or ability roll once over the 24 hour duration. They must take the new roll.
10	Knight of Cups	The significator may double the amount they heal once over the 24 hour duration.
11	Knight of Swords	The significator may reroll any physical attack roll once over the 24 hour duration. They must take the new roll.
12	Knight of Coins	The significator may reroll any attempt at haggling once over the 24 hour duration. They must take the new roll.
13	Queen of Wands	The significator may negate 1 successful spell or ability once over the 24 hour duration.
14	Queen of Cups	The significator may negate 1 successful attempt at healing, curing, or restoration over the 24 hour duration.
15	Queen of Swords	The significator may negate 1 successful physical attack once over the 24 hour duration.
16	Queen of Coins	The significator may negate someone gaining money once over the 24 hour duration. The significator then gains 25% of the sum that the target was supposed to gain, rounded up.
17	King of Wands	The significator cannot be harmed or affected by unwanted spells or abilities.
18	King of Cups	The significator cannot be afflicted by poisons, ailments, conditions, or illnesses.
19	King of Swords	The significator may attack twice when they attack physically.
20	King of Coins	The significator doubles the amount of money they earn or receive.