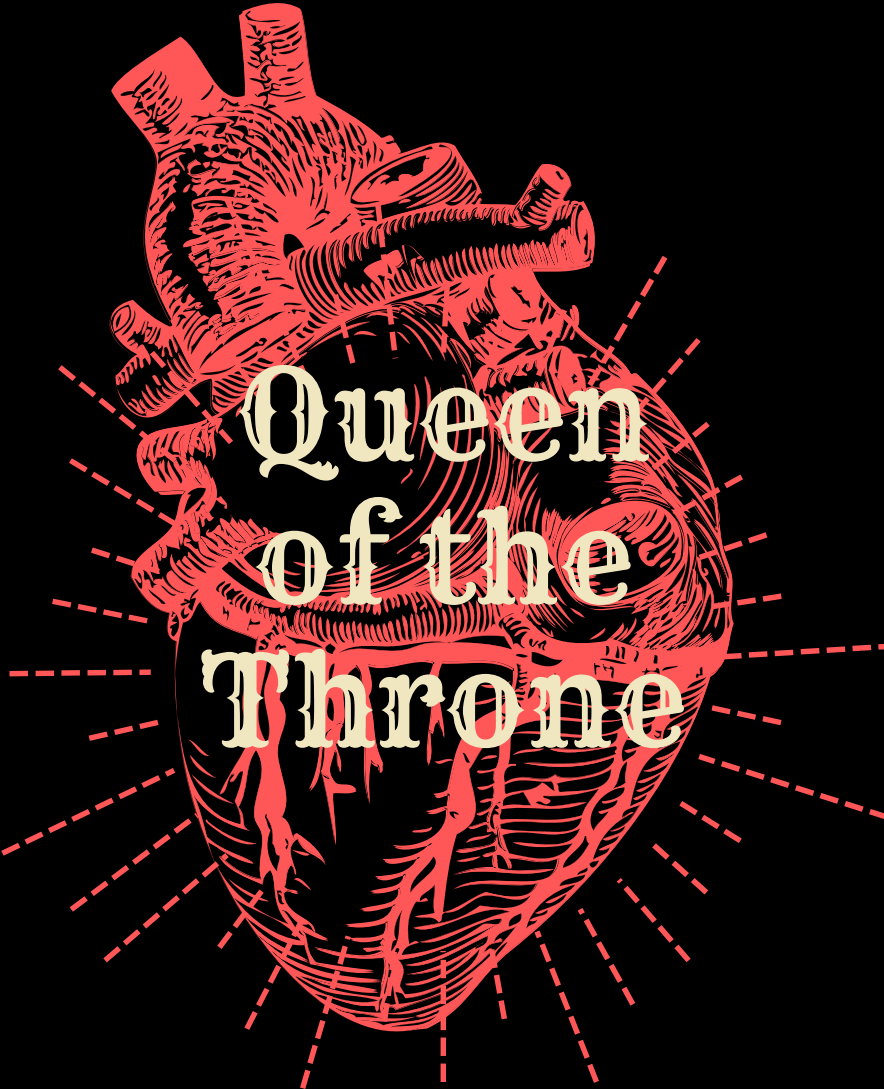


An anatomical illustration of a human heart, rendered in a detailed, etched style. The heart is shown from a slightly elevated, anterior perspective, with its major blood vessels (aorta, pulmonary artery, and pulmonary veins) clearly visible. The heart is surrounded by a series of radiating lines, suggesting a powerful or central position. The entire illustration is set against a solid black background.

Queen of the Throne

QUEEN OF THE THRONE

1

In this PVP focused scenario the players were all forged by different warring Empires. Long ago each palace fell and the players found their way into the hands of someone from the conquering kingdom. They must try and kill each other while being wielded by a hero of the empire that united the lands. All players are wielded by someone in the hegemony's court.
(but not the hegemon.)

CREATE A QUESTION THAT YOU WANT ANSWERED FROM THIS THEME

The question should be something you are all interested in exploring, and will be able to answer in the time allotted to play. You will answer this question by creating situations that you play through.

Situations are composed of scenes.

Scenes are composed of conflicts and role play.

EXAMPLE QUESTION FOR ONE SHOT

CAN ONE OF US FIND OUR WAY TO THE THRONE?

**ONCE YOU ANSWER THIS QUESTION
THE STORY HAS ENDED.**

TITLE

2

UNIFYING THEME

QUEEN OF THE THRONE

THE QUESTION

HOW WERE YOU CREATED?

HOW ARE YOU DESTROYED?

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.

SITUATION CREATION

Write a question that is at the crux of that situation on an index card.

Once that question is answered your situation is over.
Place the card where everyone can see.

Remove cards 0-10 and deal one card from the **Major Arcana Deck** to each player, deal 2 extra cards to the center of the table. These are who wield the artifacts and 2 other important characters in the court. One of these two extra characters sit on the throne decide that now. Each Hero should have an index card to store info on.

Go clockwise around the table and have each player create a Hero out of each Tarot card, using that card as an inspiration. To create a Hero give them a name and have their name be the answer to one of these questions.

Who has ushered in a reign of peace | Who has been overlooked for their accomplishments | Who does violence favor | Who protects the people | Who still keeps the old ways | Who lusts to imprison the artifacts as trophies | Who pays the real price of peace

After you've given them a name and answered a question, shuffle that card back into the deck.

SITUATION SET UP

5

Once the Heroes are completed we'll start on a setting. Continue around the table creating a community and a location that are important to each Hero.

Record this information on the Hero index cards.

Have each person at the table give a Hero a position in the court. Then connect the Heroes together by giving them each an enemy and an ally among the other Heroes, or extra 2 cards. The position is what that Hero is in charge of. The enemy is in pursuit of something their position controls, their ally is the only person they can trust.

Have each player draw one card from their own deck.

That player writes a Meaning of that card in their booklet. These meanings are based on legends known by at least one NPC about that Artifact.

Meanings are a single word that encompass the essence of a power of that Artifact. Moments and Manifestations of those Meanings are the instances and events that have transpired because of those powers.

Afterwards take a 5 to 10 minute break.

After the break craft your first scene in the situation. Make sure it involves the situations and the Players artifacts.

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 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.

THE HEROES

7

Heroes provide a challenge for the players.

Use the **Heroes** as you craft scenes and explore what lengths the players will go through to accomplish their purpose.

Respect the heroes and follow their agenda despite the players machinations.

How cards work

Your cards are valued from 0 to 21. This is their raw power. This number is an abstraction of their will to influence the world. When **Heroes** conflict with one another use the number value of their cards to see who gets their way.

When Hero's team up, aided by twist cards or by their artifacts add the total value of the cards played for that side in the conflict.

Do not be afraid to end a Heroes part of the story or bring in new ones if that is what the fiction demands.

Use the meanings of these cards to understand who this hero is, what they want and do not be afraid to use their power against the players.

POWER: 0

MEANINGS

A Vessel No Goal

Jester - Theatre -
Mocking of the
Tyrant



TIME & MANIFESTATIONS

POWER: 1

MEANINGS

Influence Not trusted

Hidden Savant -
The Church -
Unlocking inner
potential



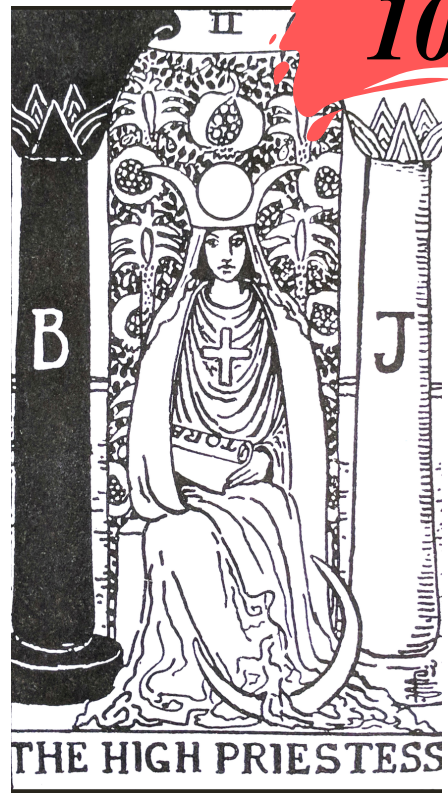
TIME & MANIFESTATIONS

POWER: 2

MEANINGS

Care for	Not
a heir	Respected

New Heir - Body
of water -
Guarding Secrets



TIME & MANIFESTATIONS

POWER: 3

MEANINGS

Easily	Order
Bullied	Society

Famous Artist -
New idea taking
hold - Death of
Royal



THE EMPRESS.

TIME & MANIFESTATIONS

POWER: 4

MEANINGS

Hard	Order
headed	Military

King of Kings -
Unyielding Army -
Throne Room



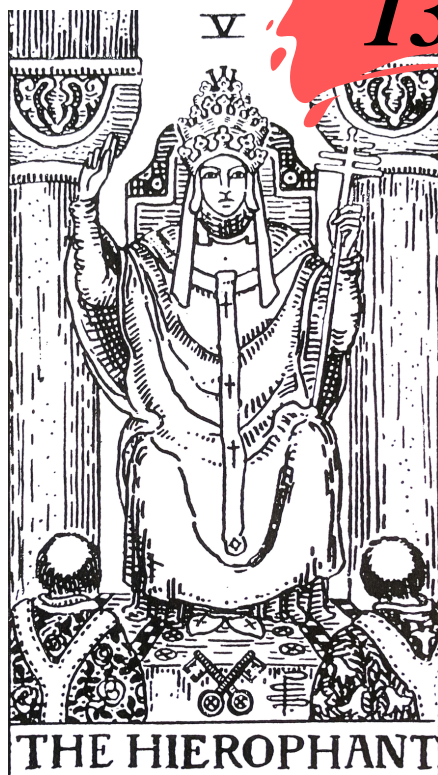
TIME & MANIFESTATIONS

POWER: 5

MEANINGS

Influence
Church Dogmatic

The Prophet -
Bridge between
heaven and earth -
The balance of Law



TIME & MANIFESTATIONS

POWER: 6

MEANINGS

Seduce Attain the
unobtainable

Love Triangle -
Consequential choice
- A Toll



TIME & MANIFESTATIONS

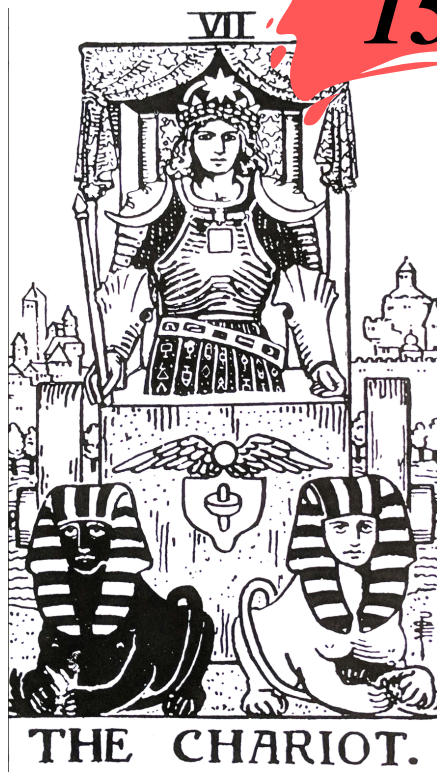
POWER: 7

MEANINGS

Glory

Mislead

Grand General -
Using new power
with care - A long
road



TIME & MANIFESTATIONS

POWER: 8

MEANINGS

Resilient Stubborn

Animal Tamer -
Society Foundations
crumble - Quarry or
Mine



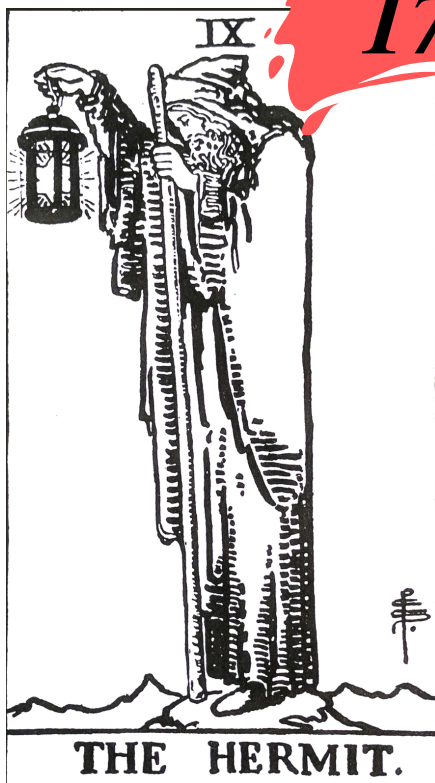
TIME & MANIFESTATIONS

POWER: 9

MEANINGS

Unseen Isolated

Truth teller - Narrow
Path - Something
hidden



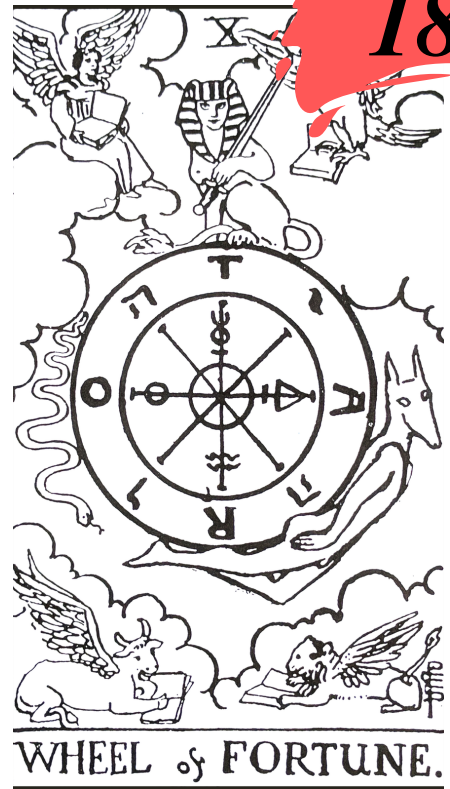
TIME & MANIFESTATIONS

POWER: 10

MEANINGS

Natural Order Countinue

Circle of life -
Medicine Man -
Place of Healing



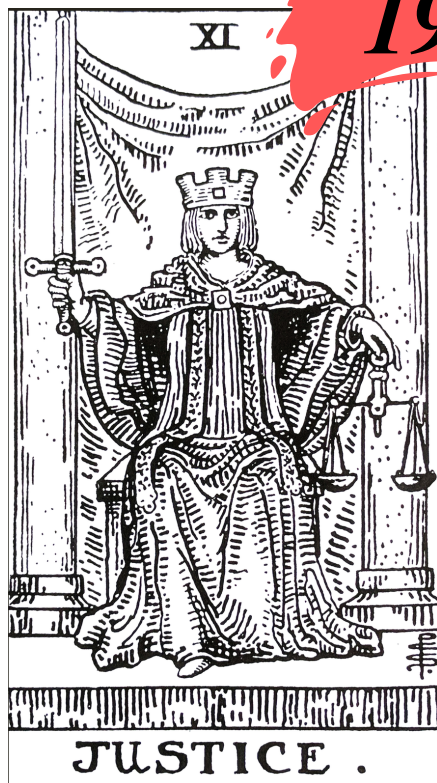
TIME & MANIFESTATIONS

POWER: 11

MEANINGS

Status	Seize
Quo	criminal

Marshall - Court or
Jail - Making
something right



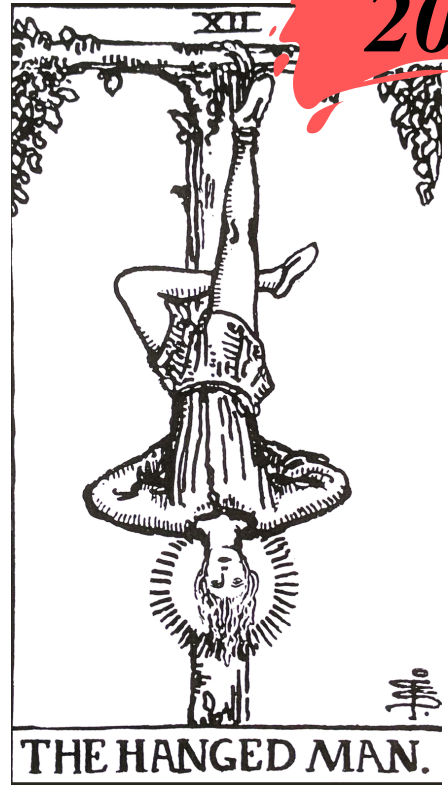
TIME & MANIFESTATIONS

POWER: 12

MEANINGS

Wanted Liberated

Traitor -
Hardening to life -
Gallows



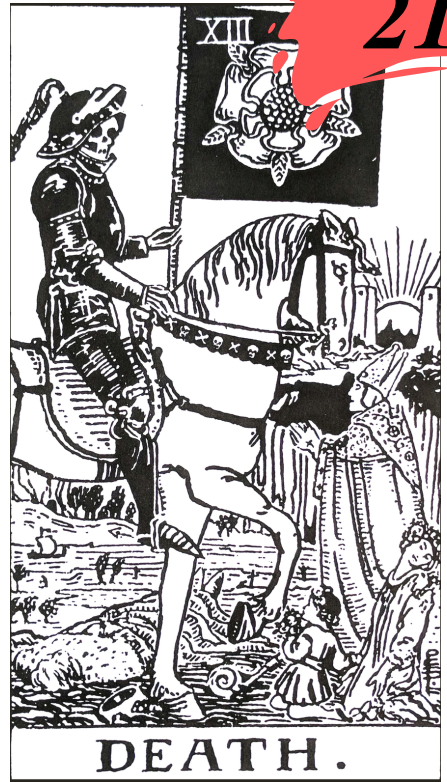
TIME & MANIFESTATIONS

POWER: 13

MEANINGS

Cold Vengeance
Blooded

Revolution/Rebirth -
Rider on a white horse
- A Plague



TIME & MANIFESTATIONS

POWER: 14

MEANINGS

Calm Prohibit
Indulgence

a Gambler - A fortress
- Withstanding
opposition



TIME & MANIFESTATIONS

POWER: 15

MEANINGS

Disrupt Treasonous

Seducer - Harem -
Reality based on lies



THE DEVIL .

TIME & MANIFESTATIONS

POWER: 16

MEANINGS

Truth Selflessness

The Enlightened one -
A Tower - A Crisis or
Disaster



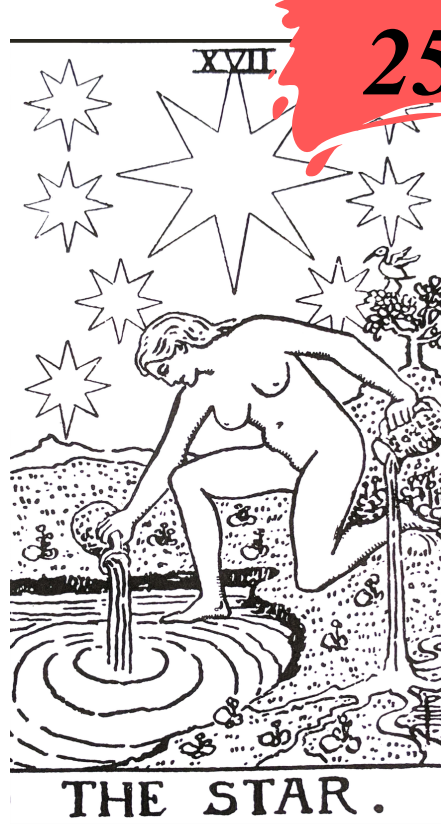
TIME & MANIFESTATIONS

POWER: 17

MEANINGS

Resist Expand
Corruption Reach

A Monk - A
Monastery - Mass
Dreams



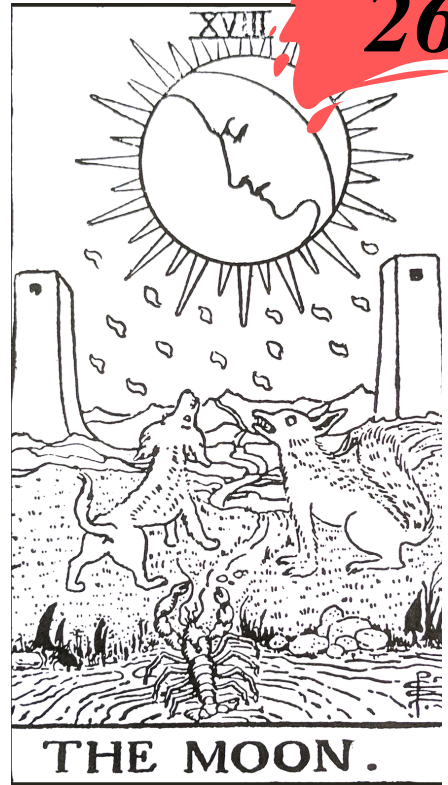
TIME & MANIFESTATIONS

POWER: 18

MEANINGS

Transformation
Lose Control

Someone from the past
- Old ruins -
Evolution



TIME & MANIFESTATIONS

POWER: 19

MEANINGS

Commander
Code of Conduct

Shut in
-Contentment-
Desert



THE SUN .

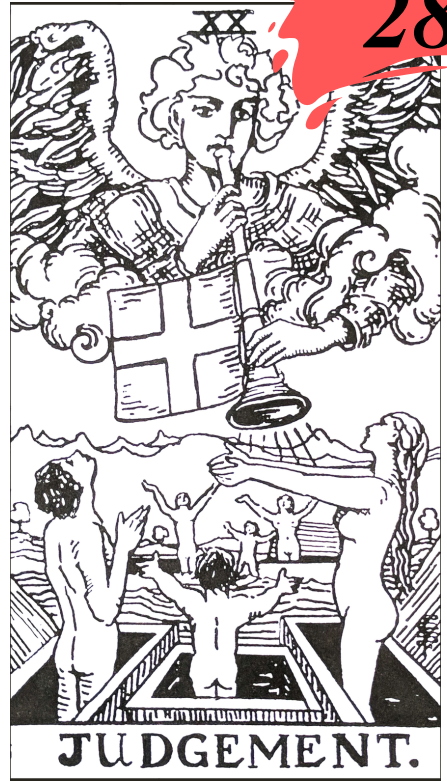
TIME & MANIFESTATIONS

POWER: 20

MEANINGS

Arbiter
Arcane Knowledge

A Glutton - A
prophecy comes to
pass - A Tavern or
place of intoxication



TIME & MANIFESTATIONS

POWER: 21

MEANINGS

Nature/God
Maintain Power

An outside Nation -
Foreign Monarch -
Healing



TIME & MANIFESTATIONS

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

A red decorative graphic in the top right corner, featuring a stylized, abstract shape that resembles a splash or a flame, with the number 31 written in white inside it.

31

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 session relates to their Theme's question.

Future: The players discuss what they're excited to do next or, if they have completed the unifier quest or are ending the session the GM sets the epilogue. The epilogue is the last scene painted with no conflicts as an overview of the campaign and how it ended and what might happen in the future. Each should contribute on where their Artifact has ended up in realation of this final scene.

Hero Names

Bunhil, David, Muhammad, Hayk, Ce
 Acatl Topiltzin, Śakra, Gwydion, Ptah-
 hotep, Beowulf, Tyrrhenus, Ilmarinen,
 Prometheus, Hunor and Magor,
 Viracocha, Karna, Red Horn, Apanuugak,
 Kintarō, Iktomi, Kukulkan, Enkidu,
 Bödvar Bjarki, Changing Woman, Kaknu,
 Nanabozho, Kaveh the Blacksmith, Māui,
 Aeneas, Dažbog, Yanauluha

Example Meanings

Chaos, War, Peace, Order, Law, Unrest,
 Love, Sex, Infatuation, Jousting,
 Invention, Alchemy, Science, Debate,
 Thievery, Double Cross, Business,
 Gambling, Grace, Spying, Silver tongue,
 Craftsmanship, Scouting, Dragon Slaying,
 Carelessness, Zealotry, Conviction,
 Commanding, Sailing, New lines of
 thought, Saving your work.