



SUMMONER'S FATE

A Cinematic Narrative Pen & Paper Roleplaying Game Focused on **Summoning Magic**, high stakes, wagers, and the magic of the **Tarot**

This game is designed by **Jamila R. Nedjadi**



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This game was inspired by **SPINDLEWHEEL** by Sasha Reneau, **ROYAL BLOOD** by Grant Howitt, and my many years of reading and enjoying the Tarot.

PREMISE

- You are **STUDENTS** at a Learning Institution that focuses on the esteemed and complex art of **ARCANE SUMMONING**. You have learned how to call upon beings to be an extension of your own will and power.
- A **CONFLICT** has arisen, an **ADVERSARY** reveals themselves. The stakes are high, things are dire!
- You few are the only thing standing in the way, **there's no one else**. You have to rise to the challenge and trust that you've got what it takes!

BEGIN

To play **SUMMONER'S FATE**, you will need:

- 3-5 players, including Lady/Lord Fate
- 3-5 hours of time
- Pencils/Writing Materials
- Tokens (coins, crystals, bottle caps, etc)
- A Tarot deck
- Alternatively: Tarot App + standard playing cards deck, please refer to Optional Rules.
- Alternatively the fantastic **SPINDLEWHEEL** deck is recommended, more at the Optional Rules.
- Print outs of the **STORY SHEET**, **SUMMONER SHEETS**, and **TAROT GUIDE**.
- Alternatively: index cards/paper.
- Optional: Music & Props to set the mood, have fun with it!

WEAVE YOUR FATE

- The Facilitator of the game (usually known as the Game Master) is called **FATE** for this game. They'll let you know if they prefer to be called Lady Fate, Lord Fate, or simply Fate.
- Take your Tarot Deck and separate the **Minor Arcana** from the **Major Arcana**.
 - Note: The Minor Arcana are usually made up of Pentacles, Cups, Swords, Wands (or something similar) and are 56 cards.
 - Major Arcana are usually numbered in roman numerals, and are 22 cards.
 - You don't HAVE to use the Rider-Waite Standard deck, any RWS clone is fine.
- Layout the sheets**: Story, Summoner (one for each player), and Tarot Guide. Make sure everyone has easy access.
- Discuss any safety tools you'll be using at the table. We recommend the **X-Card**, **Script Change**, **Lines & Veils**.
- Remember to always keep the Major and Minor Arcana separated**. You'll need the Major Arcana to create story, characters, and scenes. The Minor Arcana is for task resolution.
- Take breaks as needed**. **Summoner's Fate** asks for you to be creative and intuitive on the fly, it's a good idea to reset every so often and chill. **Summoner's Fate** was designed to be played out as a one-shot, but if you need to break it up into two or more sessions, do what's best for everyone.



OUR STORY

Take your Major Arcana cards, shuffle them gently, respect our narrative tools! Lay them face down (you may spread them out if you wish), then draw a card.

1. Draw **FIVE CARDS** to outline the **FIVE ASPECTS** of our story. You can draw one card at a time and answer one question at a time, OR draw all five cards and answer all questions simultaneously.
2. **Refer to your TAROT GUIDE**, and pick keywords/phrases that you like. Draw inspiration for the next step.
3. **Answer the STORY ASPECT questions as a group.** Provide brief supporting detail.
4. **Write notes and key points on this sheet** so everyone playing can keep track of important narrative points. **Shuffle the Major Arcana back into the deck.**

WE SUMMONERS

You may shuffle the cards (gently!) again if you wish. Lay them face down. We draw cards again.

1. **Every would-be Summoner draws TWO cards from the Major Arcana.** Once you've drawn them, set them aside. No two players can draw the same tarot cards.
2. Refer to the **TAROT GUIDE** for inspiration, but also feel free to tap into your intuition.
3. Go over your **SUMMONER** sheet: **fill out your name and look.** (You can also leave these for last, if you like!) Talk it out with the other players.
4. Write down the Major Arcana cards you drew, assign one to your **POWER** and one to your **DAEMON**.
5. **FATE** can decide to briefly describe the **WAGERING** process (the main task resolution system for this game), but you can also skip it for now and leave it for when you start playing in earnest.
6. Refer to your card as you answer the questions related to you **POWER** and **COMPANION**. Discuss this as a group.
7. Leave the **DARK SECRET** section alone for now (oooooh mysterious!)
8. **FATE** gives each **SUMMONER** their **MARKS OF FATE**(represented by tokens).
9. **Shuffle the Major Arcana cards back into the deck.**

Have fun creating your **SUMMONERS**! Don't feel pressured to absolutely flesh everything out from the start. A lot of it will come up naturally in play. Leave interesting spaces in your character's narrative, inviting opportunities as they come up.

THE RULES OF PLAY

Or, Some general rules to keep in mind:

- Always keep the Major Arcana and Minor Arcana separate. The Major Arcana is used for inspiring character and story creation. The Minor Arcana is used for when a **SUMMONER** wishes to **WAGER** their **POWER** or **DAEMON** in order to overcome a significant obstacle or challenge.
- When a **SUMMONER** draws from the Minor Arcana deck, the card is interpreted according to the rules, and then discarded. **Minor Arcana cards are not shuffled back into the deck.** This creates heightened tension as time passes, and odds shift wildly.
- When interpreting cards, feel free to refer to the **TAROT GUIDE** as needed. But we also encourage you to tap into your intuition. We're all naturally intuitive, it's just a skill that needs to be developed. Some questions we can ask ourselves to get things flowing:

What colors, symbols, or emotions call out to me? What do I feel is going on in the image? What happened before this scene in the card? After? What's the first thing that rises up, and how can I follow it into cool ideas?

- **SUMMONERS** are encouraged to come up with creative ways to make use of their **POWER** and **DAEMON**. The fun is in finding inventive solutions to tricky challenges. **FATE** has final say on whether or not something makes sense in the fiction, but they're encouraged to work things out with everyone at the table.

THE FLOW OF FATE

Or, how the game progresses. After the **STORY SHEET** has been filled out (setting down the premise), and the **SUMMONERS** created (every player now has a character to play), the story can begin in earnest.

This game takes place across three SCENES and THE FINALE. Each scene flows as follows:

1. The Major Arcana deck is laid out. **FATE draws a card.** FATE may refer to the **TAROT GUIDE** and draw inspiration. They'll set up the scene in detail, establishing the challenge, obstacle, or aspect of the adversary that's present.
2. **FATE will answer the following questions:** *What is at Conflict? What are the Summoners asked to do?*
3. The **SUMMONERS** now describe their ties to fate and this moment. Each one takes a **MARKS OF FATE** and places it on the Major Arcana card. They answer either: *How is this irrevocably tied to me?* OR *How does this reveal a personal weakness?*
4. **Play out the SCENE.** FATE describes the scene, the other characters present, and interacts with the **SUMMONERS**. Eventually, things will come to a head. There is no way forward without putting everything on the line.
5. A **SUMMONER** will have to **WAGER THEIR POWER or their DAEMON**. To do so, they'll describe to FATE how they intend to meet the challenge, overcome the obstacle, or weaken the aspect of the adversary. **SUMMONERS** are encouraged to be intuitive and creative in their ideas. FATE will be fair and honest in describing what works and what doesn't.

6. When everyone agrees on the **WAGER**, the cards are laid out. The **SUMMONER** pushes against their destiny. **They draw one card from the Minor Arcana deck** (unless they use an earned **BLESSING OF FATE**, more on that in a bit).
7. **FATE** takes the card, and interprets it following the guidelines:

If it's a 2, 3, 4, or 5 – NO, and...

Expect the worse to happen. What you have wagered is now **SHATTERED**, never to be drawn from again. Your power is turned against you.

If it's a 6, 7, 8, or 9 – YES, but...

You succeed but you must make a hard choice or pay a high cost, FATE will tell you which. What you have wagered is now **CRACKED**, describe how. Fate will discard a mark of fate. *If it's the last one, the scene ends.*

If it's a 10, or a court card – YES, and...

You succeed brilliantly and FATE will give you the mark. **The mark becomes a BLESSING OF FATE and can be used to draw one extra card on a future WAGER.** Use it wisely. Narrate what happens next. *If it's the last token, the scene ends.*

If it's an ACE – YES, and then some...

You succeed brilliantly and gain a **BLESSING OF FATE**. On top of that, you gain the Major Arcana card. Fate describes how you gain a **boon, power, or incredible insight.**

8. If a **POWER** or **DAEMON** is **CRACKED**, the **SUMMONER** slashes or crosses out one of the crystals next to the "Crack" section of their Summoner sheet. If it is **SHATTERED** instead, the Summoner does the same under the "Shatter" section.
9. **FATE** and the **SUMMONERS** will continue to play out the scene. Once all tokens are

discarded or taken from the Major Arcana card, the scene ends.

10. **FATE** then pulls a new card from the Major Arcana, and begins a new scene. **FATE** and **SUMMONERS** are encouraged to sketch out roughly what happens between these scenes, establishing key points. You can go full in and describe a fancy montage! Pick a song, describe things through stunning moments and popping details. Have fun!
11. Do this for three scenes. And then it's time for...

THE FINALE

Or, the Final Confrontation.

1. **FATE** goes through the Major Arcana deck and takes **the card that represented the CONFLICT/ADVERSARY** during Story Creation. They place it in front of the **SUMMONERS**.
2. **FATE places two marks for every SUMMONER present** (If there are two **SUMMONERS**, that's four marks. Three **SUMMONERS**, six marks). **FATE** asks everyone to answer these two final questions: *How am I truly a Hero, despite my flaws? What grants me my unbreakable will to fight, despite all the odds?*
3. It's time. Everything comes together here, at this moment. **FATE delivers a climactic confrontation with the highest stakes.** Whether the **SUMMONERS** choose to outright battle or rise to the challenge in a different way is entirely up to them.
4. Wager everything. Meet with Destiny, again and again. **When the last MARK OF FATE is taken from the CONFLICT/ADVERSARY card, the SUMMONERS have won.**



THE DARK SECRET

Or, what happens when a SUMMONER loses both their **POWER** and **DAEMON**.

A SUMMONER'S **POWER** or **DAEMON** can only take **two CRACKS** (represented by the two crystals next to "Crack" in the SUMMONER sheet). If both crystals are marked, the **POWER** or **DAEMON** cracks through completely, **SHATTERING** it. A shattered **POWER** or **DAEMON** can never be called upon or tapped into again.

On the other hand, A SUMMONER'S **POWER** or **DAEMON** can only take one **SHATTER** (represented by the one crystal next to "Shatter" in the **Summoner sheet**). Even if this **POWER** or **DAEMON** hasn't been cracked before this, it's also destroyed.

WHEN BOTH POWER AND DAEMON ARE LOST TO A SUMMONER, FATE INTERVENES:

1. **FATE** lays out the Major Arcana cards, face down. The **SUMMONER** draws a card, revealing it to everyone.
2. The **SUMMONER** interprets the card, describing their **DARK SECRET**.
3. The Summoner answers the following questions: *How does it give you borrowed power? How are you on borrowed time?*
4. But the SUMMONER also has to choose: Will **FATE** answer the question first setting the foundation of the secret? Or will the **SUMMONER** speak first, and **FATE** sets the finishing flairs of it?

ONCE THE DARK SECRET IS REVEALED, they describe how they (or the circumstances!) reveal the secret to everyone else in the scene.

ONCE A DARK SECRET IS IN PLAY, it is all the **SUMMONER** has left to **WAGER** on. However:

- When wagering a **DARK SECRET**, the **SUMMONER** can always draw two cards, instead of just one normally.
- **The DARK SECRET can only take one CRACK.** Things are desperate.
- **If the DARK SECRET CRACKS, there is nothing left.** There is no fight left in the Summoner.

IF A SUMMONER IS WITHOUT POWER, COMPANION, OR DARK SECRET, the **SUMMONER** succumbs to their circumstances.

This could result in death, heartbreak, a broken will, a cowardly exit, subsumed by power, old debts come bearing down. ***Discuss briefly with FATE what happens to the SUMMONER.***

From this point on you'll assist **FATE**, providing detail and perhaps acting out secondary characters as you are asked to. ***Stay in the game, you are more than just your character in this story!***

THE DENOUEMENT

Or, wrapping up our game and honoring the narrative that surfaced.

SUMMONERS you may be, but students you are as well. If it hasn't already been addressed, **now is a good time for FATE to ask any of the following questions**, or make up some new ones as appropriate:

- Do things go back to normal? How does the school recover? In what ways are the students and faculty changed?
- Did we learn something significant about our power? Our Daemons? Each other? Ourselves? How does this knowledge change the future?
- In what ways did we defy or define our destinies?

Each SUMMONER goes through the Major Arcana cards (now face up) and chooses one card of significance. It may have been drawn earlier, or may be a new one entirely.

Drawing inspiration from the card, the SUMMONER briefly describes the epilogue of their character.

Finally, FATE draws a card from the Major Arcana as well, providing an epilogue that ties everything together.

The game has ended. Acknowledge each contribution to the story. This is a good time to reflect on the narrative and decompress. If you like, you could play **Summoner's Fate** again on a later date and continue this story. Or! create a new one entirely.



AN ILLUSTRATION

Or, a series of examples to illustrate how playing Summoner's Fate works!

Bea, Crispin, and Angela are our players. Crispin and Angela are SUMMONERS: Leilana and Nathan. Bea is LADY FATE. This is their second scene...

*Bea lays out the Major Arcana and draws a card: **The Devil**. She refers to the **TAROT GUIDE**, and the word bondage jumps at her. Inspired, she says:*

BEA: Okay, you're walking through the darkened halls of your school. Usually everything is brightly illuminated, warm, inviting. But the windows are shattered, the broken glass reflecting the sickly moonlight. At the end of the hall you see Eleanor, your class president. She's kneeling down on the broken glass, humming to herself, looking for something. She seems lost, like she's in a daze. The song echoes through the hall. You can't quite make out the words.

CRISPIN: This is creepy. Okay, I want to ask my **DAEMON**, since he's a shadow spirit, to scout ahead and bring back information. Do I need to **WAGER**?

BEA: No not yet, I haven't established what the Conflict is and what you're asked to do. We're still establishing the scene so it's fine. What do you do?

CRISPIN: I hold out my hands, whispering my **DAEMON**'s true name into my palm. As he coalesces I whisper the request, "See through the deepest shadow's eyes, bring me back something to confirm my surmise."

ANGELA: Wow that's a great rhyme! Are you going to do that all the time?

CRISPIN: Uhhhh...well, my character will, let's just pretend he does it when he asks for something from his **DAEMON**, because I can't think up that stuff on the spot all the time.

BEA: That's fair! Okay so your **DAEMON** disappears into the floor, and you see them hopping from one shadow to the next. But as they get closer to Eleanor you see her crumple down suddenly...like a puppet whose strings have suddenly been cut.

She gets up, quickly, way too quickly. You can see it now, the barely there silver lines wrapped around her limbs. Your **DAEMON** whispers to you, "She's been possessed! There's an Enslaver somewhere nearby! Caution! Heed my Warning!"

And at that moment, you feel your limbs being pulled in different directions, there are silver lines on you too!

*Bea places **The Devil** card for everyone to see, in the middle of the table. She taps at it and continues:*

BEA: **So the Conflict here** is that the **ADVERSARY** has sent out his Enslavers! You've heard of them before, they're tricky little devils that can dominate weakened Summoners. **The SUMMONERS are asked to** defeat the Enslavers or at least throw a wrench into their plans. If you don't stop them here, they'll Enslave everyone at school!

Okay, so everyone, your **MARKS OF FATE**? Answer either, "How is this irrevocably tied to me," or "How does this reveal a personal weakness?"

ANGELA: I'll go first if that's cool?

Angela waits for everyone to nod before she takes a token and places it on The Devil card. She says:

ANGELA: My character, Nathan, is absolutely terrified of Enslavers!

BEA: Hmmm, that's a tad generic, maybe we can do something more specific? I guess you're trying to answer the question about a weakness?

ANGELA: Sure! Hmm, I'll say that Nathan is especially terrified because...he's sort of suspected there's a darkness in him, like tendencies he's suppressed. Is it okay if I say that his mother is a Werewolf, which he's never told anyone? So he's worried that if he gets Enslaved, that maybe something awful will come out and he'll lose control?

BEA: Wow that's really in line with **The Devil** card themes, which is a nice bonus, but it's also just a great idea. Let's go with it! Werewolves are officially a thing now.

CRISPIN: That's so cool! Okay, here's my **MARK OF FATE**. I'll answer the question "How is this irrevocably tied to me," by saying...As Leilana looks

at what's happening to Eleanor, she really starts freaking out.

Crispin turns to Angela and places a hand on her shoulder and whispers,

CRISPIN: Oh no! This is my fault! I found that book in the Library's Restricted Section, and looked up how to summon Enslavers...I was so mad at Eleanor, always being so prissy! I just wanted to embarrass her in front of the school, I had no idea Enslavers were so scary...

ANGELA: Holy cow! My character turns to you and starts freaking out. He'd say something like "Are you CRAZY? What were you THINKING?"

BEA: Haha, I love this so much. Okay, Eleanor turns to you and whispers in a strange voice that isn't her own, "I feel so free! Thank you, thank you for doing this, taking away my inconvenient free will...how about I return the favor?"

The SCENE continues to play out, with everyone at the table taking equal turns to role play their characters, collect information, figure out their next move. Angela then says:

ANGELA: Okay, this is it. **WAGERING** time! I want to use my **SUMMONING POWER** and call upon my elemental spirits. I think specifically ice and cold, I want to try breaking all the controlling string things so we can all catch our breath for a second.

BEA: Yeah, that sounds cool. So you're **WAGERING** your **POWER** specifically. I'll lay out the cards for you. You have a **BLESSING OF FATE** from our last scene, do you want to use it in drawing cards?

ANGELA: Hmm...do I have to declare that now?

BEA: No, you can draw a card first and then decide if you're going to use the blessing and draw another one.

ANGELA: Okay, I'll do that then. Lemme describe what happens. Nathan closes his eyes, allowing his intention to form burning hot inside him...then he freezes it, and he feels the cold seep through him. He says, "I Summon thee, Elementals of Cold and Frost and Bite! Heed me, break all that bind us!"

Here we go, I got a...oooh, it's an 8 of Cups. That's a YES, but..., right? Hmmm, I want to save my **BLESSING OF FATE** for **THE FINALE**, maybe, so I won't use it now. Okay, and I mark a **CRACK** for my **POWER**. Yikes, one more crack and I lose it.

*Angela crosses out one of the crystals under the **SUMMONING POWER** of her **SUMMONER** sheet.*

BEA: That's right! Okay, let's see. Yeah, so what happens is that you feel a cold wind rise behind you, and your skin starts frosting and your eyes are a blazing blue-white. The lines of domination start shattering, like glass, all around you. Except that you see Eleanor gasp and she clutches her heart: she's been too weakened by Leilana's manipulations. But as you realize this, you feel the beast within you start to stir. Your spell is so strong, that your own bonds of control are breaking! You see images in your mind of your mother, running as a wolf, across a frozen tundra. Her fur is covered in snow and her eyes are a fierce red. You hear, "Free me!" in your mind.

So here's your choice: you only have enough control over the ice elementals to do one thing. Will you save Eleanor and keep her from getting badly hurt, ensuring you start turning into the monster you're afraid of? Or will you allow Eleanor to fall, and focus your energy on taming the beast within?

ANGELA: Dang! Okay okay, um, lemme think, aaaaaaah...okay okay. Crispin, you gotta promise me your character's going to intervene and do something. I can't let Eleanor get hurt from what you did to her.

CRISPIN: Ouch! Okay, I accept my responsibility in this matter. Focus on saving her!

BEA: Excellent! What do you do Nathan?

ANGELA: I strain and hold the spell in my hands. I think he'd be sweating bullets by now, trying to hold everything together...do I save Eleanor?

BEA: Yes, since you chose her safety over your own control. You feel the spell sigh and sing under your hands, and the ice elementals gently hold Eleanor close. They breathe against her cheeks, and you can see color coming back to them. The line of domination coming from her heart shatters gently, and she falls unconscious. And! She's completely free of the Enslavers.

But as you see this, you feel your body starting to contort, and you fall down on your knees. Let's not go into too much detail, I remember you said you want to be vague about body horror right?

ANGELA: Ah, yes please.

FATE: That's cool! Let's Veil this, you know your body is starting to transform. You hear another voice in your head whisper, "Ah, what do we have here? Such a lovely and unexpected gift. I've always wanted a Werewolf as a pet!"

*Bea turns to Crispin, thinking this is a good time to set up an opportunity for him to **WAGER** something, though it's also fine if Angela decides to **WAGER** again. She describes briefly what happens and asks the players what they they do next...*



OPTIONAL RULES

Or, a few tweaks here and there as available options.

If you don't have access to a Tarot deck (or would like to try something else!) here are a few suggestions:

- Sasha Reneau has created the beautiful **Spindlewheel** deck. It's inspired by the tarot, and the keywords are written right on the cards! You can download and print and play. Here's a link: <https://www.teacabbage.com/spindlewheel>
- An oracle deck or game deck will work just fine! You won't be able to use the Tarot Guide provided, but you can just go with your intuition and gut feel, allowing the imagery to inspire you. **Dixit** and **Mysterium** are great board games with beautiful cards.

- A Tarot app (there are some free ones online). You normally can't separate the Major and Minor Arcana, so you may have to just pick a card a few times until you pull one Major Arcana.

Note: You can use a standard playing card deck to replace the Minor Arcana. Just remove the Jokers and play as normal.

CREDITS

Or, thank you, thank you, thank you!

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Inspired by: Seeing **Spindlewheel** (by Sasha Reneau) really sparked my desire to create a game featuring my beloved Tarot cards! **Royal Blood** (by Grant Howitt) is a favorite of mine, and features the Tarot as a task resolution mechanic. I created a very lean version of his excellent set of rules. I highly recommend both games!

Created for: The March of the Wizards 2k19 game jam! <https://itch.io/jam/march-of-the-wizards-2k19>

Special Thanks to: **Matthew Arcilla**, who kept talking about how great Summoning magic is when I was working on my first attempt at a Wizard game. It stuck with me, and so here we are. Also for all his support in general in everything I do.

My regular gaming groups: **Gaming is a Habit** and **RPG B.E.T.A.**, for always for playing in my highly emotional and intense games. And now, helping me test out the games I design! And of course, thanks to

Gamers & GMs Philippines, for providing and encouraging the safe and awesome spaces for our local gaming community.

Safety Tools: Safe spaces are important and foster better and more fun gameplay for everyone! For more information, here is a handy link: <https://breakoutcon.com/extras/safety-tools/>

I do plan on tweaking and updating **SUMMONER'S FATE** as I playtest and receive feedback! **To keep track of upcoming games and updates, please follow me at:**

<https://temporalhiccup.itch.io/>

and/or my Twitter @temporalhiccup

Want to donate/support me? My games are PWYW (Pay What You Want) on ITCHIO ♥

If you run or play **Summoner's Fate** I'd love to hear from you!



TAROT GUIDE

A Narrative Guide to the Major Arcana, for use with the game **SUMMONER'S FATE**, or any game you'd like to create that uses the Major Arcana.

When Interpreting the cards, remember to also check in with your Intuition! Ask yourself:

*What colors, symbols, or emotions call out to me?
What do I feel is going on in the image? What happened before this scene in the card? After?
What's the first thing that rises up, and how can I follow it into cool ideas?*

THE FOOL

Spontaneity, Openness, Trust, Vulnerability, the beginning of a Great Adventure, on the precipice of something New and Exciting.

But also: Naivete, a sucker in the making, foolishness, not thinking things through, missing the obvious and dangerous.

THE MAGICIAN

Raw Power, Intention made real, Resourceful, Innovative, Forceful, the Power of Manifestation, using every tool available.

But also: Irresponsible use of Power, Arrogance and Pride, lack of Insight and Reflection, Aggression.

THE HIGH PRIESTESS

Receptivity, Intuition, Dreams and Mystery, Subtle powers and Secret Knowledge. Ancient Wisdom beyond Human Ken and Experience.

But also: Passivity, Silenced, Inaction, not knowing how to go after what you want.

THE EMPRESS

Unparalleled Abundance, Fertility, Nature in all its Wild Glory, Mothering and Nurturing, the Richness and Purity of Life and Birth.

But also: Smothering, vain attempts to tame Nature, unnecessary Opulence or Materialism.

THE EMPEROR

Structure and Authority, The Comfort of Law and Order, Importance of Family and Society, the Strength of Leadership and Command.

But also: Control, taking advantage of those who are weaker, Forcing Views on others, Inflexibility and Dependence on tradition.

THE HIEROPHANT

Sacred Knowledge available to all, the Guidance of Group Wisdom, Supportive Belief Systems that inform Societal Values and Principles.

But also: Disregarding and Devaluing the Individual, Mob Mentality, Hierarchies and all their flaws.

THE LOVERS

Destined Love and the Glory of Romance, Perfect Union and Solidarity, Grand Gestures and Heightened Drama and Emotions.

But also: Reckless Choices, Co-Dependence, Drama over True Connection and Learning.

THE CHARIOT

Bringing two opposites into alignment, Control and Precision, Victory and Recognition, Assertion of Identity and Self-Made Actualization.

But also: Forcing the Wrong Way Forward, Valuing Pride over Humility, Picking the Wrong Battle.



Quiet and True Strength, Compassion, Patience, Tempering Force with Benevolence, the Strength of True Love and Openness.

But also: Misplacing Trust, Taking the Teeth out of something, Weakening Others, Too Forgiving Too Quickly.



Sword Sharp Understanding of Cause and Effect, Held to something Greater and Higher, Warrior of Karma and Resolution.

But also: Unbending an Unyielding, Cold and Inhuman, Calculating and Cruel.



Balance and Equilibrium, Health and Healing, Harmony and Rising Energy, the guidance of Angels and Beings of Light.

But also: Unable to Exert Will and Force, Time and Rest are nonnegotiable, Falling into Disharmony.



Sagely Advice, Knowledge born of Extensive Experience, Searching for the Truth, Reflective, Mentors and Teachers.

But also: Cutting off from Society, Obsession with the Truth, Black and White Realities.



Strange and Unique Perspectives, Great Sacrifice that Yields Great Rewards, Reversals and Suspensions, Up in the Air, Release.

But also: Needless Sacrifice, Inviting Death and Difficulty, Martyrdom, Unrecognized.



Experiencing Bondage or Suffocation in Spirit, Mind, or Body. Ignorant, Materialistic, Overindulgence, Surrendering the Will, Hopelessness, a Focus on Negativity.

But also: Denying your true self, demonizing what's good within you or someone else, avoiding responsibility and growth.



Fortune Favors the Bold, Movement and Vision, Lady Luck, Probabilities, Sudden Turning of Fortunes, Miracles and the Unexpected.

But also: Beholden to a Higher Power, lack of Control, Sudden Changes.



Endings and Letting Go, Shadows that Speak Truth, our Fear of the Unknown, Releasing what's Holding us Back, Acceptance, Forgiveness.

But also: Limbo and the Pains of Growth and Change, Fate and Death are inescapable.



Explosions and Sudden Loss, Unexpected Turmoil and Pain, Crisis and Upheaval, Everything Crashes Down, Painful Revelations.

But also: Breaking down Ego, Realizing the Truth (Better Late than Never), Cleansing Storms of Change.



Guidance in the Darkest Nights, Hope and Promise, Gentle Lessons, Divine Inspiration, Holding Nothing Back, Serenity. Genteel and Polished.

But also: Unwarranted Hope, False Promises, Unrealized Potential, Foolish Dreams.



The Darkness of Fear, Creating or Succumbing to Illusions, Mind Control, Giving into Darker Impulses, Ignoring the Light and Good.

But also: Prophetic Dreams and Visions, The Logic of Lunacy, Individuality and Loneliness.



The Inescapable Truth, Rewards Well Deserved, Pure Vitality and Energy, Explosive Confidence and Charm, Welcome Breakthroughs.

But also: Too Much and All At Once, Ego and Pride, False Positivity, Ignoring Intuition.



Absolution, Reckoning, Clarion Call, Renewal and Resurrection, Rising to the Challenge, Rebirth and Transformation.

But also: The Responsibility of Power, Hard Choices, Unable to Avoid your Destiny.



Brilliant Endings and Lavish Beginnings, Integration and Synthesis, Earned Power and Growth, Attracting Blessings and Granted Wishes.

But also: With Every Ending comes a Beginning, the Cycle Begins Anew, Doing the Work Necessary.

OUR STORY

Refer to your tarot cards to answer the questions. You can take a look at the **Tarot Guide**, but feel free to tap into your Intuition. As a group, create brief supporting detail.

OUR SCHOOL

Major Arcana Card:

What's the setting of our story? *Example:*
Present day, Medieval Fantasy, Sci-Fantasy,
Alternative History, Steampunk, etc.

What's our School's Reputation?

OUR CLASS

Major Arcana Card:

What makes us Special?

How did we get separated from the rest of our classmates and the faculty?

WHAT WE NEED TO DO

Major Arcana Card:

Why hasn't it been done before?

Why does it have to be us?

WHAT'S IN OUR WAY

Major Arcana Card:

What's in our way, externally?

What's in our way, internally?

YOUR SUMMONER

Summoner Name:

Look:

1st Major Arcana Card, **Your Summoning Power:**

2nd Major Arcana Card, **Your Daemon:**

WHEN YOU WAGER YOUR POWER

When you **WAGER YOUR POWER** against an obstacle, foe, challenge, or the adversary themselves, declare if you are wagering your **POWER** or your **COMPANION**.

Describe your or their action. **FATE** will offer the cards for you to draw from:

If it's a 2, 3, 4, or 5 – NO, and...

Expect the worse to happen. What you have wagered is now **SHATTERED**, never to be drawn from again. Your power is turned against you.

If it's a 6, 7, 8, or 9 – YES, but...

You succeed but you must make a hard choice or pay a high cost, **FATE** will tell you which. What you have wagered is now **CRACKED**, describe how. Fate will discard a token. *If it's the last one, the scene ends.*

If it's a 10, or a court card – YES, and...

You succeed brilliantly and **FATE** will give you the mark. **The mark becomes a BLESSING OF FATE and can be used to draw one extra card on a future WAGER.** Use it wisely. Narrate what happens next. *If it's the last token, the scene ends.*

If it's an ACE – YES, and then some...

You succeed brilliantly and gain a **BLESSING OF FATE**. You also gain the Major Arcana card. Fate describes how you gain a **boon, power, or incredible insight.**

YOUR SUMMONING POWER

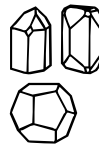
You tap into immense arcane powers to create a binding contract with those who could serve you. **Describe what you summon.**

What manner of being do you usually call upon?

How do they serve or assist you?

CRACK

SHATTER



YOUR DAEMON

Summoning is a dangerous and risky practice. From the start of your schooling, you connected to a companion, a being made of pure magic. Their power becomes your own. **Describe your Daemon.**

What manner of being are they? Why are they loyal to you?

How do they protect you from Summoning backlash? How do they complement your Power?

CRACK

SHATTER



If you have lost **BOTH** your **POWER** and **DAEMON**, it is time to reveal:

YOUR DARK SECRET

You hoped against hope that it wouldn't come to this.

How does this Secret grant you borrowed power?

How does this Secret grant you borrowed time?

CRACK



When answering these questions related to your Dark Secret, let FATE know: Will you ask them to set the foundation of the secret first? Or will you speak first, and they set the finishing flairs of it?

When you've established what your **DARK SECRET** is, describe how your Summoner (or the circumstances!) reveals it to everyone else in the scene. There's no going back now!

NOTES

Keep track of anything important here: