

note day cards automatically beat night cards, night cards automatically beat world cards, world cards automatically beat soul cards and soul card automatically beat day cards.

card/value	Use of resources	potency	convenience	danger	Repeatability/restrictions
death /13 night	Something permanent must be sacrificed/ project terminated	Thing is more deadly/project terminated	Puts you at risk being around it, costs you something to use it/project terminated	You will lose something personal/project terminated	Is a one off, or costs you something severe to repeat it or only one of it can be in existence at once/project terminates in failure
lovers/ 6 day	You will need to have some who you deeply trust involved in the project/ your knowledge is lacking and while researching have alerted others to what you are doing	It is deeply connected to you/ ineffective for hurting others	Familiar and close working/ exposes vulnerabilities	Your safety is strongly dependent on the trust of others/ you disturb people you care about or further sour relations	As long as trust or some kind of covenant is maintained/ you have destroyed another's opinion of you, or is the finished project is heavily connected to you
Tower 16/world	Prohibitively expensive, uses all of your material resources/ this plus the project fails and it manages to destroy your house	Powerful, Extremely destructive/ you are not safe when you use this, instable	One use if item, "risks it all", dangerous to you/ extremely unstable	As resources/ everything you own other than the clothes on your back is destroyed	As convenience
The fool /zero (trumps The World) day	Requires a range of mundane, slightly absurd items to complete instead of the more expensive stuff / something is foolishly	Seemingly useless, but with surprising potency/ you are believing it is way more powerful than it actually is	Random, unpredictable/ final result of project somehow goes missing	While project is underway you have a charmed life, seemingly immune from the worst of random circumstance / everything that can go wrong does go	You reckon you could easily do this again. What could go wrong? / It works. How and why you have utterly no idea. Unrepeatable (or always has a random magic surge at the same time)

	wasted			wrong	
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Cost:

Potency:

Convenience:

Danger:

Repeatability/

future limitations

The Magician / 1 soul	you have everything you need / this project will leave you in debt to powerful force or release things you can't control	results are strong and impressive, masterful / you have no hope of controlling what you create	as long as you are in control of it it does exactly what you want / you think you have more control than you do	your skills protect you/ you are in immediate danger from the forces you tamper with	if a spell it is worked true and maybe added to books. An item or creature breeding project can be repeated. / the project fails and you have an overwhelming compulsion to try again
The High Priestess /2 night	You will need guidance from eerie realms or dreams/ your hubris angers servants of the gods or spirits	It works, but not quite as you thought it would, or its true strength is disguised / you do not understand how to use it	it understands your true intentions and desires/ as previous but it seeks to thwart them	you initiation guides you true and keeps you safe / your sleep is plagued by dire visions and nightmares	It is never the same thing twice / it is not for you, something else will come to claim it
The Empress / 3 world	the project will need close attention and care, nurturing even, it will be like a child to you / it will drain your personal strength	a little limited, stronger if the effects are to with protecting loved ones / is somehow very limited in effect , only can be used in your home or with kindness	If you treat it well , it treats you well, if a spell can be cast near instantly if protective magic / as potency	You and those you care about are safe / you become paranoid about outside threats	project results are long lasting, s, item may bond to one person and one person only/ seeing another with the project or using the item will make you intensely jealous

The Emperor / 4 world	No 2 <sup>nd</sup> rate ingredients can be used for this project to continue/this project will need a labour force of atleast 50 people	Potent, especially in any way to do with commands, authority or might / if a creature it is slow , lumbering lacks any imagination or cunning. A spell or item is laborious and slow to cast or use	Requires firm and methodical handling / as potency	No special danger/ sudden severe loss of confidence, project fails unless drastic morale boosting happens	If a spell it is worked true, if an item or creature , the methods can be duplicated / upon using or commanding the finished project a second time, it will refuse ever more to work for you.
The Heirophant / 5 day	Elaborate rituals and ceremonies are needed/If you do not have an expert of a relevant field to consult throughout the project will fail at this stage	Adequate, but not exceptional/ requires elaborate painstaking rituals to use, control or cast	Will work /obey for anyone knowing the correct words / ..as above and you don't know them	Boring but safe / you researches have offended nearby clergy	Yes. If a spell it is worked true/yes but you will age 4 years each time you do so.
The Chariot / 7 day	The components for the project must include something that frightens you/ a trophy taken from your greatest enemy is needed to continue the project	Strong, if dangerous if not not controlled/ uncontrollable	It will not work for or obey anyone with a weaker will than you/ you have to make a will save to get it to do anything	You become dangerously over-sensitive to criticism ./ You have little to no impulse control for the duration of the project	If you have caused yourself calamity with the project you may not try again/ No, is unique or works only once
Strength / 8day	Great physical force is required to complete this project/ wild beasts are found , hostile in your sanctum	Strong but personal , lions creatures and items really strong	As expected/ will fail you if you turn down a challenge	Your physical health will be invigorated by working on this project/ you must a constitution check to be	If a spell is worked true, an item can be only be made again if it is to be made stronger than the previous ,

				able to complete the physical demands of the project	a creature will always seek to overcome all others of its kind/ Futher attempts will drain you 2 points of strength and consition
The Hermit / 9 soul	If anyone sees the project before it finishes it fails / you cannot eat until the project is finsihed or it fails.	Any abilitys or effects to do with divination or wisdom but any physical attributes are weak	Difficult to use, requiring the solving of riddles or enigmas / only works when people don't look at it	Agoraphobia, you must Will save or be unable to leave your lair/ You are forced to face horrible truths. Keep rolling will saves until you make one. Everytime you fail lose 1 point of a random stat.	Requires a years seclusion before attempting again/ Once you use it , you and everyone who sees it will forget it ever existed.
Wheel Of Fortune /10 world	Randomly draw and apply another cards results	Randomly draw and apply another cards results	Randomly draw and apply another cards results	Randomly draw and apply another cards results	Randomly draw and apply another cards results
Justice /11 soul	Any duties must not be shirked while on this project and any outstanding debts must be paid will /your mind must be separate from your body. Like in a jar commanding it with mental	Strong but emotionally unavailable / You must make a will save or become an unfeeling law robot for like 104 hours or if a creature it	Strict conditions must be followed to the letter to ensure its compliance / you cannot use or command it to break local laws	Any outstanding debts or duties will find you / An entity of Law geas you with a task	You must apply to some kind of cosmic bureaucracy to try again / you broke a number of really important cosmic laws and there are things looking

	waves. Go do that.	is an unfeeling law robot			for you
Hanged Man / 12 night	Self sacrifices, fasting, maybe some light flagellation, the hanging upside down from a tree for 12 days and nights, that kind of thing/ as above plus you cannot rise above 1 hitpoint the duration of the project	Weak. Will be stronger for every limb or sense you lose to the project/ As above and only works on you. If creature it is suicidally loyal and over eager to please	You can't use it if you are not on less than half health. If a creature it will only obey you when you need it the most/as potency	Every day a new thing goes wrong/ you lose a random limb or sense. If you replace it the spell fades from existence or if item or creature it immediately is destroyed	At the cost of 4 points from your choice of attributes. If spell it does hitpoint damage = level each time it is cast/ If the spell is cast , the item used or the creature dies, you heart stops
Temperance 14/ soul	You must make peace with an enemy to commence the project / you must make peace with all your enemy	Average as, expected/ only can be used if it will be a leveler or a balancing force	As potency	None / your reflection tries to kill you	As expected /If you want do this again you must unto what you just did
The Devil/ 15 /night	you own personally vices must to be indulged to excess for this project to continue / you will be ruinously in debt after this projects completion, both to others and your own addictions	insidious / addictive and or somehow corrupting	very convenient , almost too convenient/ the use of it drastically weakens your other resources	spirits, extra planar beings will constantly be offering their help, it will take diplomacy to turn them down without offense / your very soul is now inexorably linked to the project. If an item or a creature: destroying it kills you as well	if a spell each time you use it will require the favour of extraplanar being, if an item or creature trying to make another will cost twice as much next time / This project will fail unless you promise to make another one for an entity. If a spell it erodes

					your soul with every use
The Star /17/night	Requires much medicinal herbs and minor gems / you must re-open an old wound	Less effective unless to do with divination or healing, then more effective / project mysteriously terminates but the next next major (or a current) inflection passes quickly	As expected / can't be used to harm others	Nothing out of the usual / for the duration of the project and a month afterward you are unable to take violent action against another	As expected / only if to help another
The Moon / 18/ night	Requires silver, quick silver and werewolf parts/ you be slightly insane at the end of the project	Power waxes and wanes with the moon / will make you crazy after repeated use	Unpredictable and moody/ completely batshit	Minor visions and sleep walking , more of an inconvenience / develop an random wereanimalism	If a spell is worked true, creature or item will subtly different / no
The Sun/ 19/ day	You need to use some the focused rays of the sun some how / you are blinded for a month after commencement of the project	Stronger than expected/ will not work at night	As expected / will not work at night	No particular danger / a fire breaks out at some point	As expected but in addition if item or creature is charged by the sun/ can be repeated only after an ecilipse
Judgment / 20/ soul	You may not have anothers help on this / your reputation will be made or broken depending on the success of	As expected / will effect you as well as much as your enemies	Only works/obeys if your intentions are clear / as potency	You will be aware of any plots against you/ any deceptions you have running will be exposed	As expected/one use only

	this project				
The World /21/ world	the project will need a comprehensive range of materials to continue / a component that is to be found very far way is needed before anything can continue	as expected/ unexception al , decidedly average , mundane	as expected/ very easily used by others	nothing out of usual/old enemies learn your location	if not shared or set free , it will find its own way out of your hands, others will find as much use from it as you / you are destined to soon lose it

day> night > world >soul