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**Thank you to all the supporters who have helped us reach this milestone through the power of kind words, helping hands, and cunning playtesting!**

# INTRODUCTION



Sefirot is an ancient game from the lost land of Dioscoria: an island haven of intellectuals, misfits, heretics and free thinkers. The game is played with a deck of Tarot cards on one of two playing boards. As the game progresses, higher powers – channeled through the deck – determine the fate of each player, and speak their destiny.

## —⌘ PLAY MODES ⌘—

### **Solitaire Mode – Know Thyself**

*To reach higher knowledge, you must first know yourself.*

*As the player strives for knowledge, they explore their relationship to the divine realm.*

### **Cooperative Mode For Two Players – Lovers' Discourse**

*By seeking higher knowledge together, two partners gain a fuller insight into each other, and their relation to the divine.*

### **Competitive Mode For Two Players – Warring Planets**

*The prowess of the mind is the highest good.*

*What better way to train it than joyful competition: a contest for the stars?*

### **Solo Adventure Mode – Dream Odyssey**

*We glimpse our truest selves in mirrors: in games, in dreams, in stories.*

*Set out. What will you find? The path is the teacher.*

# GAME COMPONENTS

## 78 BRIDGE-SIZED TAROT CARDS

The 22 Major Arcana cards each bear a Roman numeral (0-XXI), and the card's name.



*Note: if your deck includes the limited edition cards "The Tree" and "The Abyss" from the first Sefrot Kickstarter, these should be removed.*

The **56 Minor Arcana** are divided into 4 suits:



Cups



Swords



Pentacles

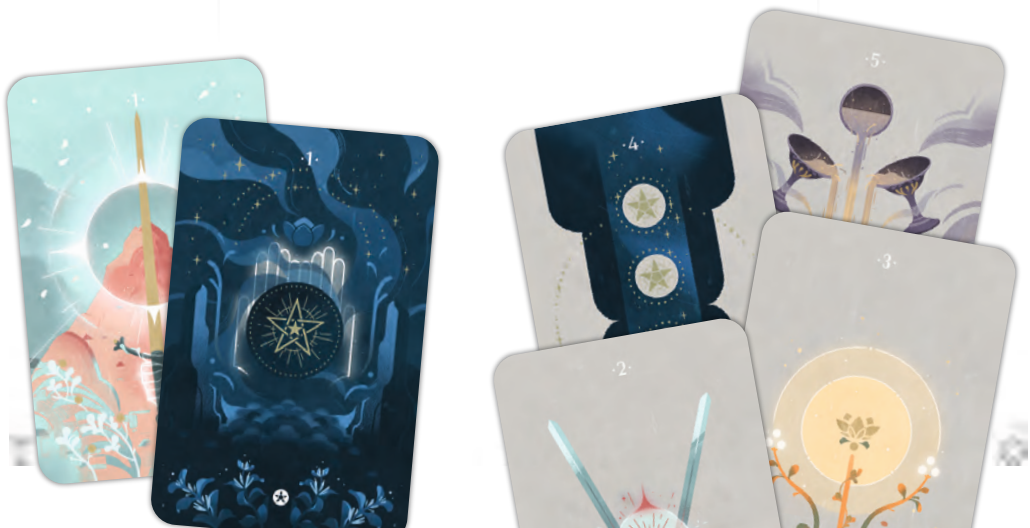


Wands

Each suit has **14 cards**:

- **10 numbered cards**  
Each numbered card is marked with 1-10 pips
- **4 court cards**

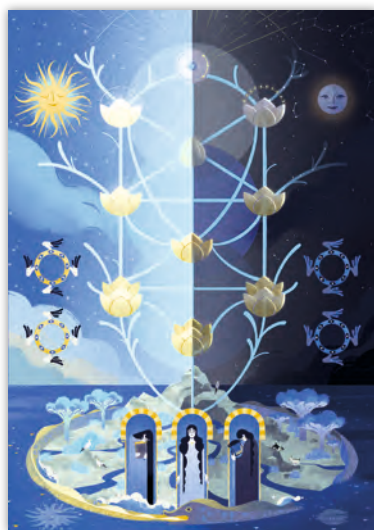
Each **pip card** is worth its numeric value. Aces are worth 1.



Each **court card** has an image of a **King, Queen, Knight, or Page**.  
Each of those cards has a **value of 10**.



## 1 DOUBLE-SIDED GAME BOARD



*The Tree of Life*



*The Starfield*

## 1 PLAYER MARKER

A Dioscorian coin. Used to mark the player's position in Adventure Mode.



# KNOW THYSELF

## ♣ SOLITARE GAME MODE

### OBJECTIVE

The player must fill every space on the Sefirot tree with Majors, and resolve them.

### SETUP

1. Place the game board with the Tree of Life side face up.
2. Shuffle the deck and place it nearby.
3. Draw 3 cards to your hand.

### THE PLAYING FIELD

Use the **Tree of Life** game board for this mode (*pictured opposite*).

The playing field is divided into **2 sections**.

1. **The upper part (The Heavens)**, contains **10 Sefira** spaces that make up the Tree of Life.
2. The **topmost Sefira** space is called the **Crown**.
3. The Sefira space beneath it is called **Knowledge**.
4. At the top-left and top-right are the **Sun** and **Moon** spaces. These are optional Sefira with special rules.
5. **Beside the tree** are **4 Grace Fields**, each represented by a **ring of angel wings**.
6. **The lower part (The Material Plane)** contains **3 columns**, depicted as **3 Seeresses** weaving the web of fate on the island of Dioscoria.

### ICONOGRAPHY



The **Sefira** are spiritual attributes, qualities and stages that serve as gateways between different planes of existence. They are lenses through which the infinite and sublime can be perceived.



The **Crown Sefira** is the highest of all Sefira. It represents the enlightenment necessary to access the infinite, and is the end-point of spiritual journeys.



The **Knowledge Sefira** is a transition into knowledge, an awakening to a state of self consciousness. The real "I" can exist now.

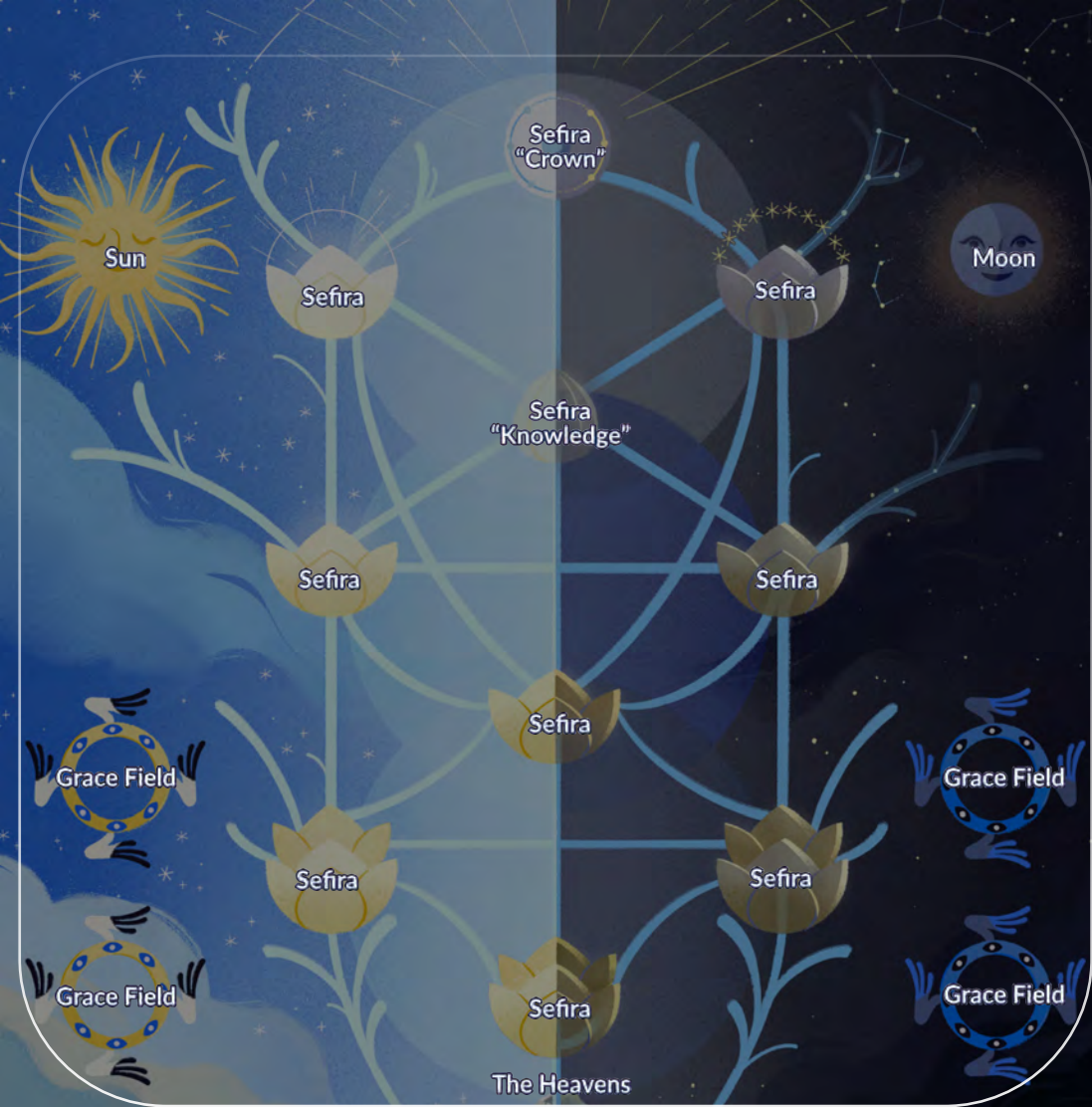


The **Grace Fields** represent the abundance of the heavens, and the world's capacity for second chances.



The **Seeresses** are forces of destiny that shape our lives. Under their gaze our life unravels from past via present into the future. It is through these encounters that we transform and grow.





## HOW TO PLAY

On each turn, take the following steps.

1. Draw a card from the deck.
2. Play a card from your hand onto the board, either:
  - a. Playing a Major to a Sefira.
  - b. Playing a Minor to the Material Plane.
3. If there is a match on the Material Plane, raise the matching cards to the Heavens.

### PLAYING MAJOR ARCANA

During your turn, you may play a **Major Arcana** to an empty Sefira. The Sefira must be connected to the bottom of the tree, or to an occupied space, via a tree branch.

Only **one Major Arcana is allowed per space**. If all ten Sefira are full, you may play a Major Arcana to an empty Grace Field instead.

*Remember: once the card is in the Heavens, it may not be moved!*



### PLAYING MINOR ARCANA

During your turn, you may **play a Minor Arcana** to the Material Plane. Do this by placing a Minor on one of the three Seeresses.

If a Seeress already has a card, simply place the new card on top, creating a new row. You may do this even if the current row is not yet full.



If two or more Minor Arcana **in either a row or column** of the Material Plane **share the same suit**, you must immediately **raise them to the Heavens** (see “Raising to the Heavens”). This is true even if the cards are not directly next to each other: what matters is that they occupy the same row or column.

If the Minor you place matches cards in both a row **and** column, **all matching cards must be raised to the heavens**.



If two **Court cards** match, instead of raising them to the Heavens, you **may negate them**. (See “Negating Court Cards”)

## RAISING TO THE HEAVENS

Minor Arcana which are raised to the Heavens are **removed** from the Material Plane, and must be **placed on one or more Sefira**.

After removing the matching Minors, slide any remaining cards in the Material Plane up, to close any gaps. **This may trigger additional matches!**

A Sefira can hold any number of Minor Arcana, as long as:

- It **already hosts a Major Arcana**, and
- **The total** of all Minors placed on it is **equal to or less than the Major’s face value**.

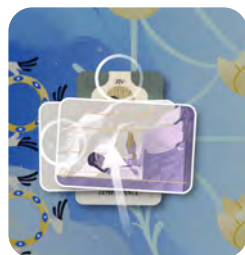
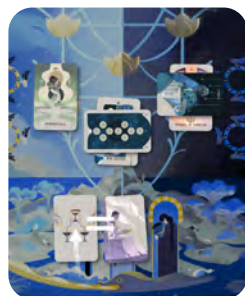
*Remember: once a Minor Arcana is in the Heavens, it may not be moved!*

**Example:** The 9 and Queen of Pentacles can be placed on the Hermit (value 9) and Wheel of Fortune (value 10). These cards are now resolved. (See “Resolving Major Arcana”)

The 3 of Cups moves up, to take the place vacated by the Queen of Pentacles. This triggers a match with the Queen of Cups!

These Minors can be placed on Temperance (value 14), because they add up to 13, which is less than the Major’s value.

If there were **nowhere** to place these Minor Arcana, (i.e. placing a card would exceed the value of any available Major Arcana), those Minors would be played to **Grace Fields**.



If you **raise a card to the Heavens** but have no space for it, you may place it on a **Grace Field** instead.

Each Grace Field **may hold one card**. If you need to use a Grace Field but none are available, the game is over. (See “Defeat”)

## NEGATING COURT CARDS

When **two Court cards** match on the Material Plane, they need not be raised to the Heavens. Instead, they may **negate each other**. This removes them from the game, and you may discard as many cards from your hand as you wish. Then, **draw back up to 4 cards**.

*Note: as a result, your hand size increases when you first negate Court cards.*

## RESOLVING MAJOR ARCANA

When the value of a Major Arcana is **equal to the sum** of the Minor Arcana placed on it, the Major Arcana is **resolved**. Show this by flipping its Minors face down.

Once you resolve a Major Arcana, **no more cards may be played to it**.

*The Hermit can hold up to 9 points, and the 9 of Pentacles matches its value, resolving this Major Arcana.*



## UNIQUE SEFIRA AND CARDS

There are three unique Sefira spaces: Knowledge, the Sun, and the Moon.

### KNOWLEDGE

If **The Fool (0)** is played onto **Knowledge**, the Fool's card value **increases to 40**. When any other Major is played here, **its value doubles**.

### THE FOOL

If **The Fool** is played to a Sefira other than Knowledge, it is resolved when a single Minor Arcana of any value is placed on it.

### THE SUN AND MOON

If **The Sun** or **The Moon** is played to the Sun or Moon space respectively, that space becomes a full Sefira.

If a Sun or Moon space is empty, it does not count as a regular Sefira and does not need to be resolved. However, once a Sun or Moon

card is played to one of these spaces, it becomes a regular Sefira and must be resolved to win.

Each Sun and Moon space is linked to two other Sefira nodes: the node to its immediate left or right, and the node directly below that.

## VICTORY

As soon as all Sefira are full, and all Major Arcana in the Heavens have been resolved, you achieve victory!

**Remember:** any leftover Minor cards which were raised to the Heavens do not need to be placed once you achieve victory. The moment the final Sefira is resolved, victory is achieved.

To calculate your score, add up the total of all resolved Major Arcana.

## DEFEAT

If at any point there are no more available moves, you lose.

For example:

- You must place a raised Minor on a Sefira, but no Sefira has space, and all Grace Fields are occupied.
- You only have Majors in your hand, but all Sefira on the Tree of Life are occupied.

## VARIATIONS

### MEDITATIVE MODE

Each Major Arcana absorbs twice its printed value.

### FATED MODE

When playing Minor Arcana to the Material Plane, you cannot create a new row until the current row is completely filled.

### NUMEROLOGY MODE

Before the game begins, draw cards until you find one with a value between 6 and 10. This is the **sacred number**. Shuffle all cards back into the deck and begin the game as normal.

During play, Minor Arcana are not matched and raised to the heavens based on suit. Instead, two or more cards **match when their values total the sacred number**, or a **multiple** of the sacred number.

In Numerology Mode, **Court cards of the same suit always negate each other**, even if their total does not equal the sacred number. Court cards of different suits **cannot negate each other**.

## SEFIROT AS DIVINATION

While Sefirot can be played as a purely mechanical game, it also offers seekers spiritual divination. In the course of play cards are manipulated based on rules and strategies, but they also express an esoteric truth.

Sefirot's Tarot cards are the core of this spiritual layer: each deck contains and can express a world. We unfold this potential via play.



## THE MEANING OF THE SEFIROT TREE

According to ancient tradition, each Sefira holds a different meaning. The Tree itself symbolizes our efforts to achieve enlightenment, and the steps we take along this path. Each Sefira stands for a different step on the path.

If you are experienced with the Tree of Life, feel free to expand your divination to include more Sefira. For most purposes, however, only the central Sefira are needed for an enlightening divination. They are **The Crown, Knowledge, Spirit and The Foundation**.

### DURING PLAY

As you place Majors on each of these Sefira, reflect on these questions.

- **The Foundation:** What supports me? What resources do I have?
- **Spirit:** What is within me? What is helping or hindering inner harmony?
- **Knowledge:** What have I learned? What knowledge will help me?
- **The Crown:** What have I mastered? What enlightens me?

### AFTER PLAY

After the game is over, look at the board. If you lost, keep the card which triggered that loss. Clear the board except the cards on the Crown, Spirit, Knowledge and Foundation spaces.

If any of these four Sefira have no Major, fill them from bottom to top with Majors from your hand, and then with Majors drawn from the deck. Continue until **all four** are filled.

- **The Foundation** signifies the things you are rooted in, such as sturdy supports or bad habits. It answers the question, "What is below my feet?"
- **Spirit** signifies your inner being: your true, perhaps hidden, nature – or an aspect of yourself which needs attention, or struggles to be heard. It answers the question, "What is within me?"
- **Knowledge** signifies the ways we learn about, and apply knowledge to, ourselves and the world. It answers the question, "Where should I turn my focus?"
- **The Crown** signifies the things which connect you to the heavens, ennobling or enlightening you. It answers the question, "What crowns me?"
- If you **lost**, the card which triggered this forms part of the reading. It represents an **obstacle or blind spot**. It answers the question, "What is holding me back?"
- If a Sefira hosts many Minors, don't interpret each one individually. Instead, focus on the overall distribution of suits and Court cards.

**Example:** the Foundation Sefira holds the Emperor, which was resolved with the Ace of Cups and Three of Swords. The Emperor stands for rules and order, the Ace stands for emotional intensity, and the Three stands for rapid progress based in rationality. This suggests that you are supported by your sense of order and organisation, and that this is driven not only by your sense of logic, but also by an emotional core or instinct.

*For guidance in interpreting these Majors and Minors, turn to the Tarot guidebook packaged with your deck.*

## SEALING THE GAME

Each divination card is represented by a symbol. You can find the symbols of Major cards in this table. The symbol of a Minor card is the card's numeral overlaid on the symbol of the card's suit. If you prefer to use a different symbol, invent one yourself or use an existing symbol that resonates with the card.

After each game, you may create a seal to memorialize this divination. On a blank piece of paper, draw the symbols of all cards that formed part of the reading, then draw a circle around them. Then, think of one word for each card that captures its meaning. Write these words around the edge of the circle, and enclose it in a second, larger circle.



*Seal example*

You now have a seal charged with the wisdom of your divination. Burn to activate.

Card	Meaning	Symbol	Card	Meaning	Symbol
The Fool	Air	⚊⚊⚊	Justice	Libra	⚖
The Magician	Mercury	♂	The Hanged Man	Water	▽
The High Priestess	Moon	☾	Death	Scorpio	♏
The Empress	Venus	♀	Temperance	Sagittarius	♐
The Emperor	Aries	♈	The Devil	Capricorn	♑
The Hierophant	Taurus	♉	The Tower	Mars	♂
The Lovers	Gemini	♊	The Star	Aquarius	♒
The Chariot	Cancer	♋	The Moon	Pisces	♓
Strength	Leo	♌	The Sun	Sol	☉
The Hermit	Virgo	♍	The Gate	Fire	△
Wheel of Fortune	Jupiter	♃	The World	Earth	⚡



# LOVERS' DISCOURSE

## COOPERATIVE MODE FOR 2 PLAYERS



### OBJECTIVE

Each player begins at one end of the Starfield and must play Major Arcana onto the board to reach each other. Their goal is to fill every space on the Starfield with Majors, and resolve them.

### SETUP

1. Place the game board with the **Starfield** side face up.
2. Shuffle the deck and place it nearby.
3. Sit at opposite ends of the Starfield: one player near the moon image, the other near the sun, with the Starfield's columns aligned so they connect the two of you.
4. Each player draws 3 cards to their hand.

*Remember: do not show your hand, or discuss your cards, with your partner.*

### THE PLAYING FIELD

Use the **Starfield** game board for this mode (*pictured opposite*).

The Starfield is divided into three columns. The central column contains 5 spaces, including a central space. The left and right columns each have 4 spaces. Each space is **adjacent** to the **neighbouring spaces** directly above and below it. Each space on the Starfield is a **Sefira**.

Some spaces are connected to others by the Ouroboros design that sweeps over the Starfield. These are also considered **adjacent** spaces.

The sun and moon in opposite corners are **Gift Fields**, for passing cards between players.

GIFT FIELD

PLAYER 2 POSITION

ARROWS SHOW ADJACENCY

CENTRAL SPACE

ARROWS SHOW ADJACENCY

PLAYER 1 POSITION

GIFT FIELD



## HOW TO PLAY

On each turn, each player takes the following steps.

1. Draw a card from the deck, or from the Gift Field nearest you.
2. Play a card from your hand onto the board, either:
  - a. Playing a Major to a Sefira.
  - b. Playing a Minor to the Material Plane.
  - c. Playing a card to a Gift Field.
3. If there is a match on the Material Plane, raise the matching cards to the Heavens.

### PLAYING MAJOR ARCANA

During your turn, you may **play a Major Arcana** to one of the 13 Starfield Sefira. You may only play Major Arcana on the Sefira closest to your side of the board, or to a Sefira connected to your side of the board by one or more Major Arcana.

Place Major Arcana such that they are **right-side-up from your point of view**. This helps you remember who played each card.

Only one **Major Arcana is allowed per Sefira**. If all 13 Sefira are full, no more Major Arcana can be played to the Starfield.

***Remember:** once a card is played to a Sefira, it may not be moved!*

### PLAYING MINOR ARCANA

During your turn, you may **play a Minor Arcana** to the Material Plane. To do this, place the card in front of you in one of three columns.

If a column already has a card, simply place the new card on top, creating a new row. You may do this even if the current row is not yet full.

If two or more Minor Arcana in **either a row or column** share the **same suit**, you must immediately **raise them to the Heavens** (see *opposite*). This is true even if the cards are not directly next to each



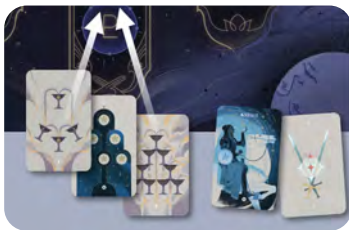


other: what matters is that they occupy the same row or column.

**Remember:** if the card you place matches cards in both a row and column, all these cards trigger simultaneously.

If two **Court cards** match, instead of raising them to the Heavens, you may **negate them**. (See “Negating Court Cards”)

**Example:** the 9 and 4 of cups match, and are raised to the Starfield. This causes the 6 of Pentacles to move upward to fill the empty space, causing it to match with the Knight of Pentacles.



## PLAYING A CARD TO A GIFT FIELD

During your turn, you may play any card from your hand **to the Gift Field at the opposite end of the board**. Place it face up. Your partner will be able to take this card on their turn.

## RAISING TO THE HEAVENS

Minor Arcana which are raised to the Heavens are **removed** from the Material Plane, and must be **placed on one or more Sefira**.

After removing the matching Minors, slide any remaining cards in the Material Plane up, to close any gaps. **This may trigger additional matches!**

A Sefira can hold any number of Minor Arcana, as long as:

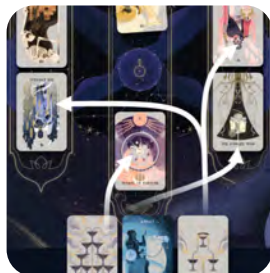
- It **already hosts a Major Arcana**, and
- The **total** of all Minors placed on it is **equal to or less than the Major's face value**.

**Remember:** once a Minor Arcana is on the Starfield, it may not be moved.

You may play cards to your partner's Major Arcana **only if the Major is adjacent to one of your own Major Arcana**, or if it occupies one of the three Sefira at your edge of the Starfield.

**Example:** the 9 and 3 of Cups match, and are raised to the Starfield. The 9 can be placed on the Wheel of Fortune, because this Major can absorb 10 points, or on the Hanged Man, which can absorb 12. The 3 of Cups can be placed on the partner's Emperor, because it can absorb 4 points and is adjacent to a Major placed by the current player – or it could be placed on the Empress, which occupies one of the three Sefira at this edge of the Starfield.

It is not possible to place anything on the Chariot, or Death, as these cards are not adjacent to this player's Major Arcana.



Majors which lie on **either side of a resolved Sefira** are considered **adjacent**. This means that once one of your partner's Sefira is resolved, you **may access cards on the far side** of the resolved Sefira.

**Adjacency:** Here, the current player could play cards to *The Tower* or *The Lovers* (their own cards), *Death* or *The Emperor* (through adjacency), *The Hanged Man* (adjacent across a resolved Sefira), but not to *The Empress* (no adjacency).



If there is no valid space for a raised Minor, you may play one card to any unoccupied Gift Field. **This locks the Gift Field**, making it unusable for the remainder of the game. Flip the card face-down to signify this.

If you must play a card but have nowhere to place it, and there are no open Gift Fields, the game ends. (See "Defeat")

## NEGATING COURT CARDS

When **two Court cards** match on the Material Plane, they need not be raised to the Heavens. Instead, they can **negate each other**. This removes them from the game, and you may discard as many cards from your hand as you wish. Then, **draw back up to 4 cards**.

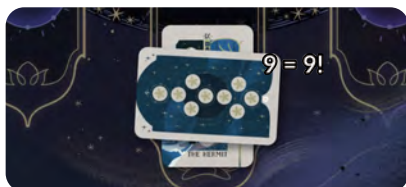
**Note:** as a result, your hand size increases when you first negate court cards.

## RESOLVING MAJOR ARCANA

When the value of a Major Arcana is **equal to the sum** of the Minor Arcana placed onto it, the Major Arcana is **resolved**. Show this by flipping its Minors face down.

Once you resolve a Major Arcana, **no more cards may be played to it**.

*The Hermit (IX) can hold up to 9 points, and the 9 of Pentacles matches its value, resolving the Major Arcana.*



## SPECIAL CARDS

### THE FOOL

The Fool can absorb a single card of any value, and is resolved as soon as it absorbs it.

### THE SUN AND MOON

The Sun and Moon may **occupy the central Sefira together**. To do this, play the Sun



or the Moon to the central Sefira, even if this Sefira is already occupied by the Sun or Moon.

Once the Sun and Moon both occupy this central Sefira, an additional 13 is added to their combined value, **making their total value now 50.**

## VICTORY

As soon as all spaces are occupied, and all Major Arcana on the Starfield have been resolved, both players achieve victory!

***Remember:** any leftover Minor cards which were raised to the Heavens do not need to be placed once you achieve victory. The moment the final Sefira is resolved, victory is achieved.*

## DEFEAT

If at any point there are no more available moves, and all Gift Fields are full, both players lose.

A victory indicates good tidings for the players and their relationship. A lost game warns the players of possible obstacles or conflicts.

## VARIATIONS

“Lovers’ Discourse” supports the same variations as the game’s “Solitaire” Mode.

## SEFIROT AS DIVINATION (LOVERS’ DISCOURSE)

As with the single player variation, Sefirot’s two-player game allows for interpretation and divination. In the course of play cards are manipulated based on rules and strategies, but they also express an esoteric truth. Through play, the two players can discover the nature of the space between them, and the quality of their potential connection.

There are multiple ways to read the board after a game. Select whichever divination method speaks to you, or try combining multiple methods and reflect on the results.

## THE THREE CARD SPREAD METHOD

This method is a quick and straightforward divination system. It generates a three-card Tarot spread from your game.

## DURING PLAY

While playing, take note of the following events:

- The first Major Arcana played that **connects the territory** of both players.
- The first Major Arcana resolved by the **player who did not originally place it**. If this does not occur by the end of the game, this role is played by the Major Arcana in the game’s central Sefira.
- The **final Major Arcana resolved** (if the game was won), or the card which **caused the game to be lost**.

These moments have particular significance, and will make up your divination.

## AFTER PLAY

After the game is over, reflect on the following questions.

- The **first Major Arcana that linked both players** represents your **first contact**. This answers the question, “What should we remember about our past?”, or “What is the foundation of our relationship?”
- The **first Major resolved by the opposite player** represents **cooperation**. It answers the question, “How do we work together?”, or “What is the current state of our relationship?”
- The **final resolved Major** represents your **mutual strengths and compatibility**. It answers the question, “What is our greatest strength as a team?”
- The **card which triggered a loss** represents **conflict and obstacles**. It answers the question, “What difficulties will our relationship face?”

The meaning of each Sefira is also modified by any Minors placed on it.

**Example:** the first Major to link both players was The Lovers, representing cooperation and compatibility. It was resolved with the 2 of Wands, representing budding passions, and the 4 of Pentacles, representing temporary material stability. The players discuss, and conclude that when they first met they bonded over shared passions, but were held apart by difficult financial circumstances.

*For guidance in interpreting these Majors and Minors, turn to the Tarot guidebook packaged with your deck.*

## THE SACRED COLUMNS METHOD

This divination is more complicated, but can yield richer insights. In this system, each column represents a different aspect of your selves.

- The **central** column reveals your **spiritual** connection.
- The column closest to the **moon** reveals your **emotional** connection.
- The column closest to the **sun** reveals your **intellectual** connection.
- Sefira **closer to you** signify **your own inner dynamics**, or what energy you bring to the relationship.
- The **central Sefira** signifies the **current form your relationship takes**.

Feel free to also reflect on which Minor Arcana resolve which Major Arcana, and what this tells you about your relationship to these forces.

**Example:** a Sefira close to you holds Death, which was resolved by the Knight of Cups and the 3 of Wands. This suggests that you recently underwent a significant change, or should be on the lookout for such a change in future. The change is related to emotional openness or immaturity (the Knight) or to budding passions (the 3 of Wands). Consider how this change might affect your relationship.

## THE OUROBOROS METHOD

You can also read the significance of any cards touched by the board's Ouroboros rings. Each ring describes a cycle.

1. Choose an Ouroboros ring.
2. Starting from the tip closest to you and moving upwards, note each Major Arcana one by one. They tell the story of a cycle.
3. Decide whether the cycle runs clockwise or anticlockwise, and meditate on whether this is a cycle you experienced in the past, a cycle you are currently experiencing, or a cycle which could come to pass in the future.
4. Your partner should do the same for their cycle.
5. Consider whether either of you could switch cycles by using the power of the Major Arcana on the two points where the Ouroboros rings meet.

## SEALING THE GAME

Together, select two to five cards which played a key role in your divinations.

Each card is represented by a symbol. You can find the symbols of Major cards in this table. The symbol of a Minor card is the card's numeral overlaid on the symbol of the card's suit.

If you prefer to use a different symbol, invent one yourself or use a existing symbol that resonates with the card.

Now create a seal to memorialize this divination. On a blank piece of paper draw the cards' symbols close together. Draw a circle around them. **Work together** to think of one word for each card that captures its meaning. Write these words around the edge of the circle, and enclose it in a second, larger circle.



Seal example

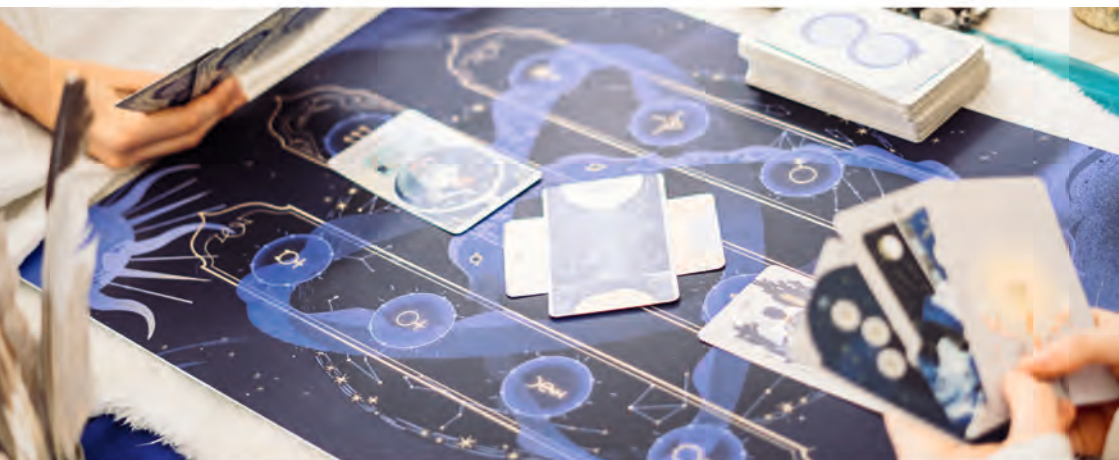
You now have a seal charged with the wisdom of your divination. Burn to activate.

Card	Meaning	Symbol
The Fool	Air	⚊
The Magician	Mercury	♂
The High Priestess	Moon	☾
The Empress	Venus	♀
The Emperor	Aries	♈
The Hierophant	Taurus	♉
The Lovers	Gemini	♊
The Chariot	Cancer	♋
Strength	Leo	♌
The Hermit	Virgo	♍
Wheel of Fortune	Jupiter	♐

Card	Meaning	Symbol
Justice	Libra	♎
The Hanged Man	Water	♊
Death	Scorpio	♏
Temperance	Sagittarius	♐
The Devil	Capricorn	♑
The Tower	Mars	♈
The Star	Aquarius	♒
The Moon	Pisces	♓
The Sun	Sol	☉
The Gate	Fire	♌
The World	Earth	♋

# WARRING PLANETS

## ♂ COMPETITIVE MODE FOR TWO PLAYERS



### THE OBJECTIVE

The two players compete to fill all spaces on the Starfield, earning points for each resolved Major Arcana. The player with the most points at the end of the game wins.

### THE SETUP

1. Place the game board with the Starfield side face up.
2. Shuffle the deck and place it nearby.
3. Sit at opposite ends of the Starfield: one player near the moon image, the other near the sun, with the Starfield's columns aligned so they connect the two of you.
4. Each player draws 3 cards to their hand.

*Remember: do not show your hand, or discuss your cards, with your partner.*

### THE PLAYING FIELD

Use the **Starfield** game board for this mode. (*Pictured opposite*)

The Starfield is divided into three columns. The central column contains 5 spaces, including a central space. The left and right columns each have 4 spaces. Each space is **adjacent** to the **neighbouring spaces** directly above and below it. Each space on the Starfield is a **Sefira**.

Some spaces are connected to others by the ouroboros design that sweeps over the Starfield. These are also considered **adjacent** spaces.

The **Gift Fields** from the "Lovers' Discourse" mode are **not used**.



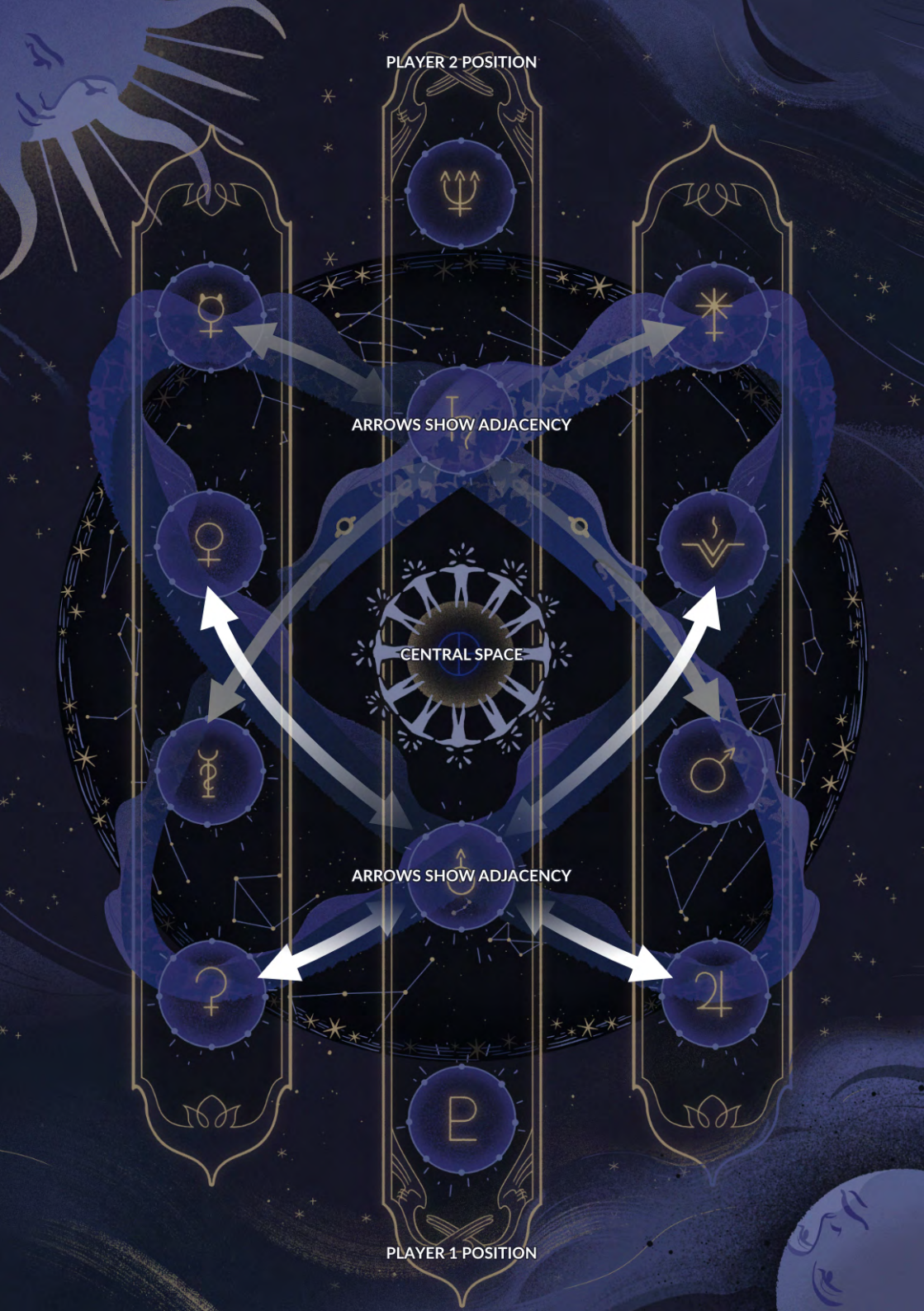
PLAYER 2 POSITION

ARROWS SHOW ADJACENCY

CENTRAL SPACE

ARROWS SHOW ADJACENCY

PLAYER 1 POSITION





## HOW TO PLAY

On each turn, each player takes the following steps.

1. Draw a card from the deck.
2. Play 1 card from your hand onto the board, either:
  - a. Playing a Major to a Sefira.
  - b. Playing a Minor to the Material Plane.
3. If there is a match on the Material Plane, raise the matching cards to the Heavens.

### PLAYING MAJOR ARCANA

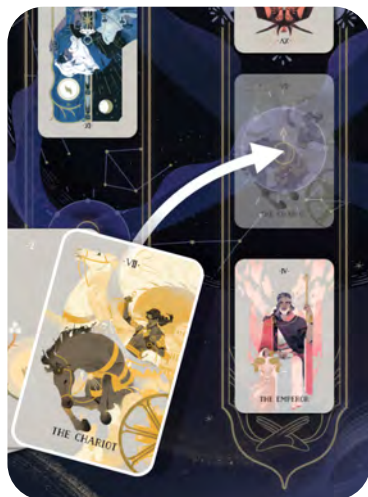
During your turn, you may **play a Major Arcana** to one of the 13 Starfield Sefira. You may only play Major Arcana to:

- The three Sefira closest to your side of the board, or
- a Sefira adjacent to a Major Arcana or Guard which is facing you.

Place Major Arcana such that they are **right-side-up from your point of view**. This helps you remember who played each card.

Only one **Major Arcana is allowed per Sefira**. If all 13 Sefira are full, no more Major Arcana can be played to the board.

**Remember:** once a card is played to a Sefira, it may not be moved!



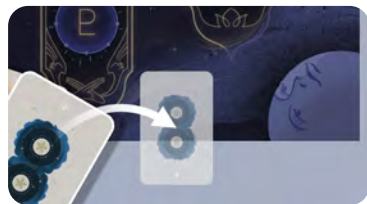
### PLAYING MINOR ARCANA

During your turn, you may **play a Minor Arcana** to the Material Plane. To do this, place the card in front of you in one of three columns.

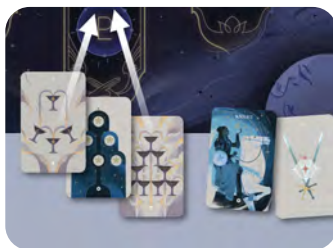
If a column already has a card, simply place the new card on top, creating a new row. You may do this even if the current row is not yet full.

If two or more Minor Arcana **in either a row or column** share the **same suit**, you must immediately **raise them to the Heavens** (see *opposite*). This is true even if the cards are not directly next to each other: what matters is that they occupy the same row or column.

**Remember:** if the card you place matches cards in both a row and column, all these cards trigger simultaneously.



**Example:** the 9 and 4 of cups match, and are raised to the Heavens. This causes the 6 of Pentacles to move upward to fill the empty space, causing it to match with the Knight of Pentacles.



*Note: There is no Court card negation in “Warring Planets” mode. Instead, it is possible to place Guards (see overleaf).*

## RAISING TO THE HEAVENS

Minor Arcana which are raised to the Heavens are **removed** from the Material Plane. These cards must be **placed on one or more occupied Sefira**, or played to empty Sefira as **Guards**. (See “Placing Guards”, overleaf)

(If the removal of these Minors triggers additional matches in the Material Plane, the matching cards are also **raised to the Heavens**.)

A Sefira can hold any number of Minor Arcana, as long as:

- It **already hosts a Major Arcana**, and
- The **total** of all Minors placed on it is **equal to or less than the Major’s face value**.

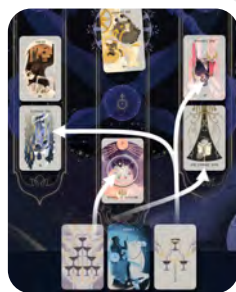
*Remember: once a Minor Arcana is placed on a Major, it may not be moved.*

You may play Minors to a Major which is either:

- Facing you, or
- Adjacent to a Major or Guard which is facing you, or
- Occupying one of the three Sefira at your edge of the Starfield.

**Example:** the 9 and 3 of Cups match, and are raised to the Starfield. The 9 can be placed on the Wheel of Fortune, because this Major can absorb 10 points, or on the Hanged Man, which can absorb 12. The 3 of Cups can be placed on the partner’s Emperor, because it can absorb 4 points and is adjacent to a Major placed by the current player – or it could be placed on the Empress, which occupies one of the three Sefira at this edge of the Starfield.

*It is not possible to place anything on the Chariot, or Death, as these cards are not adjacent to this player’s Major Arcana.*



If you must play a card but have nowhere to place it, the game ends. (See “Game End”). Bear in mind that, unlike in other play modes, it may be possible to play a Minor to an empty Sefira as a Guard!

## PLACING GUARDS

When raising Minors to the Heavens, **you may play a Minor Arcana to a Sefira**. The Sefira must be:

- Empty, ie. not occupied by a Guard or Major Arcana, and
- Adjacent to a Major or Guard which is facing you, or one of the three Sefira at your edge of the Starfield.

The Minor Arcana becomes a **Guard**.

**As long as your Guard occupies this Sefira, your opponent may not play cards to it.**

**Example:** the Page of Pentacles and the Knight of Pentacles match and are raised to the Heavens. Player 1 chooses to place them as Guards.

As long as your Guard is in place, you may play Major Arcana or Guard cards to empty Sefira **adjacent to the Guard**.

You can also slip a Major Arcana **under your own Guard**, if it has the same value or lower. If their values are identical, this immediately resolves the Major.

## ATTACKING GUARDS

When you raise **Minors to the Heavens**, you may use these Minors to **attack one of your opponent's guards**. An attack is possible if:

- The value of the attacking card is greater than or equal to the value of the Guard, and
- The Guard is adjacent to a Guard or Major Arcana which is facing the attacker, or occupies one of the three Sefira at their end of the Starfield.

**Both** the attacking card and the Guard are **discarded** as a result of the attack.

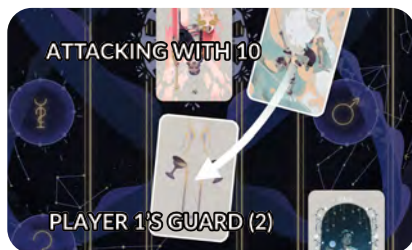
**Note:** Court cards have a value of 10, and can therefore be attacked by any Court card, or a pip card with a value of 10.



*Player 1 draws The Devil and decides to place it adjacent to the Page of Pentacles.*



*Player 1 draws The Devil and decides to place it beneath the Page of Pentacles.*



## RESOLVING MAJOR ARCANA

When the value of a Major Arcana is **equal to the sum** of the Minor Arcana placed onto it, the Major Arcana is **resolved**. Show this by flipping its Minors face down.

*The Hermit (IX) can hold up to 9 points, and the 9 of Pentacles matches its value, resolving the Major Arcana.*

Once you resolve a Major Arcana, **no more cards may be played to it**.

If you resolve a Major Arcana which was **placed by your opponent**, turn it to face you. This shows that **you** resolved it, and expands your territory.



## SPECIAL CARDS

### THE FOOL

The Fool can absorb a single card of any value, and is resolved as soon as it absorbs it.

### THE SUN AND MOON

The Sun and Moon may **occupy the central Sefira together**. To do this, play the Sun or the Moon to the central Sefira, even if this Sefira is already occupied by the Sun or Moon.

Once the Sun and Moon both occupy this central Sefira, an additional 13 is added to their combined value, **making their total value now 50**.

*Note: This is possible even if the central Sefira is already resolved. This unresolves the Sefira: flip the Minors so they are once again face up.*

## GAME END

The game ends when any one of these occur:

- **All Sefira are occupied, and all Major Arcana have been resolved.**
- A player must play a **Minor Arcana** to the Starfield but cannot: there are no unresolved Majors which can absorb the Minor, and there are no opportunities to place or attack a guard.
- A player **must play a Major Arcana** to the Starfield – because it is their turn and they have no Minors in their hand – but has **no access** to a free Sefira.
- One player **forfeits the game**.

When the game ends, each player calculates their score. To do this, **add together the values of each resolved Major Arcana facing you**. Players do not receive points for partially resolving a Sefira – only for Sefira where they played the final, resolving card.

## VARIATIONS

### NOBLE MODE

A Court card Guard can only be defeated by another Court card. This makes defeating opposing Guards slightly harder.

### OUTNUMBER MODE

When raising Minors to the Heavens, you may combine multiple Minors into one attack on a Guard. The attack is possible as long as the total of all attacking Minors is greater than or equal to the Guard's value. All attacking cards, and the Guard, are discarded after the attack as normal. This makes it easier to remove opposing Guards.

### SEFIROT AS DIVINATION

This competitive Sefirot variant can be used as a generative narrative system, telling the story of a conflict between two forces.

#### DURING PLAY

While playing, take note of the following events:

- The **first Major Arcana played** by each player.
- The **first Major Arcana or Guard** played to the Starfield that **connects the territory** of both players.
- The first Major Arcana **resolved by the player who did not originally place it**. (If this does not occur, ignore this card.)
- The **final Major Arcana resolved**.
- If the game was ended by one player being forced to play an **unplayable card**, note the card.

These moments have particular significance, and will make up your divination.

#### AFTER PLAY

After the game is over, reflect on the following questions.

- The **first Major Arcana played** by each player corresponds to the **inner nature or values** of each side of the conflict. They answer the question, "Who are the combatants?"
- The first Major Arcana that **linked** both players represents what **triggers the conflict**. It answers the question, "What was the spark of this conflict?"
- The first Major **resolved by the opposite player** represents **intense conflict or disloyalty**. It answers the question, "What was lost or sacrificed?"
- The final, **unplayable card** (if applicable) corresponds to a **critical mistake** made



by one side. It answers the question, “What fateful blunder was made?”

- The **final resolved Major** represents the **decisive blow** which ends the conflict. It answers the question, “How was the struggle won?”

The meaning of each Sefira is also modified by any Minors placed on it.

**Example:** one player played The Star first, which was resolved with the Knight of Cups and the 7 of Cups. This player decides their side is motivated by hope, centred in a deep, contented acceptance of their place in the universe. The other played The Emperor, resolved by the 4 of Pentacles, and decides their side is motivated by order and discipline, even if the society this encourages is brittle. The first Major which connects them was the Devil, resolved by the 6 of Wands and the 9 of Swords. The players decide that the conflict was triggered by a deal between the two nations, which was broken. This breach of contract was worsened by one side's obsession with their own accomplishments (the 6 of Wands, “Accomplishment”), which were put in jeopardy when the deal fell through, and the other side's overemphasis on the letter, not spirit of the law (the 9 of Swords, since Swords is the suit of logic and information).

*For guidance in interpreting these Majors and Minors, turn to the Tarot guidebook packaged with your deck.*

While playing, take note of the following events:

### RELATIONSHIP DIVINATIONS

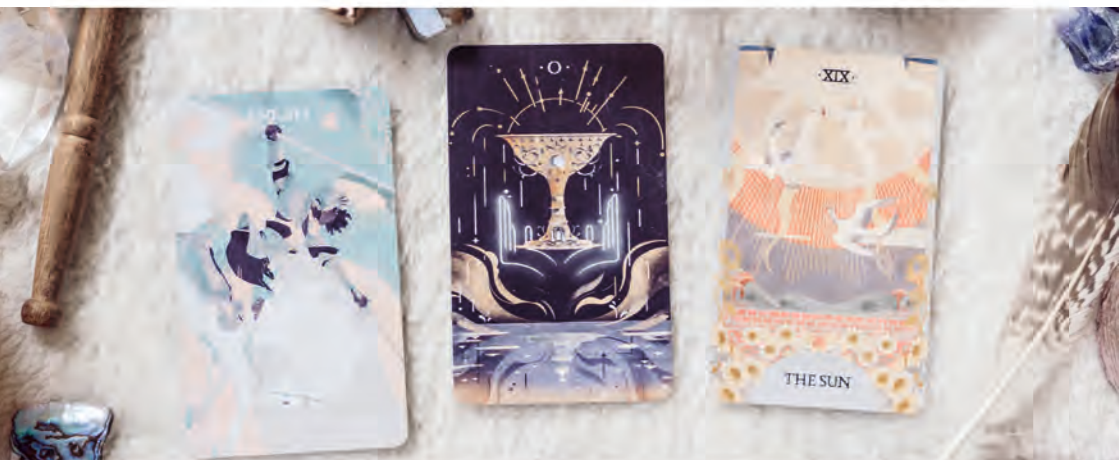
The “Warring Planets” variant can also be used to generate divinations regarding the players' relationship. To do this, use the same divination techniques described for “Lovers' Discourse”.

### SEALING THE GAME

Seal the game using the rules described for “Lovers' Discourse”.

# DREAM ODYSSEY

## ♣ ADVENTURE MODE FOR ONE PLAYER



### THE OBJECTIVE

In adventure mode, one player goes on a journey to seek the wisdom of a God or Spirit, located at the top of the Tree of Life. The player must travel the world of Gods and dreams, reach the top of the Tree, and defeat the Encounter on the “Crown” Sefira to attain enlightenment.

### THE PLAYING FIELD

Use the **Tree of Life** game board for this mode.

- The Tree contains **12 Sefira spaces** that make up the Tree of Life, including the Sun and Moon Sefira. Each Sefira represents an obstacle you must overcome on your journey. The branches between them represent the paths that connect these places.
- The area occupied by the Seeresses (**The Encounter Area**) is where you will face these obstacles, matching your energy against theirs. This is where the Fates swirl the strongest.
- Beside the Tree are **4 Wound Fields**, each represented by a ring of angel wings.
- Designate an area near the board as your **Party roster**. This contains **Major and Court cards** which are committed to your cause, and will help you during your journey.
- **Your hand contains pip cards** you use to overcome obstacles. You may never draw a Court card to your hand: **send it to your Party** instead.
- You will use a **player marker** to keep track of your location. We recommend using the Dioscorian coin included with *Sefirot: Silver Seals*.

Each Dioscorian coin (known as a “Scuri”) symbolises the philosophy and political structure of the city. The sun and moon motifs on each face symbolise the dance of light and dark, creation and destruction, conscious and unconscious, which drive our lives and which tumble one after the other in the coin-flip of life.

The coin’s nine sides stand for the city’s nine councillors: five from the priests, and one from each of the four city Guild-Leagues.

The text around the coin’s edge repeats the city’s motto and foundational principle: “All is permitted if no harm is done.” This is written in the Speech of Eden, permitting any to read its message.

## SETUP

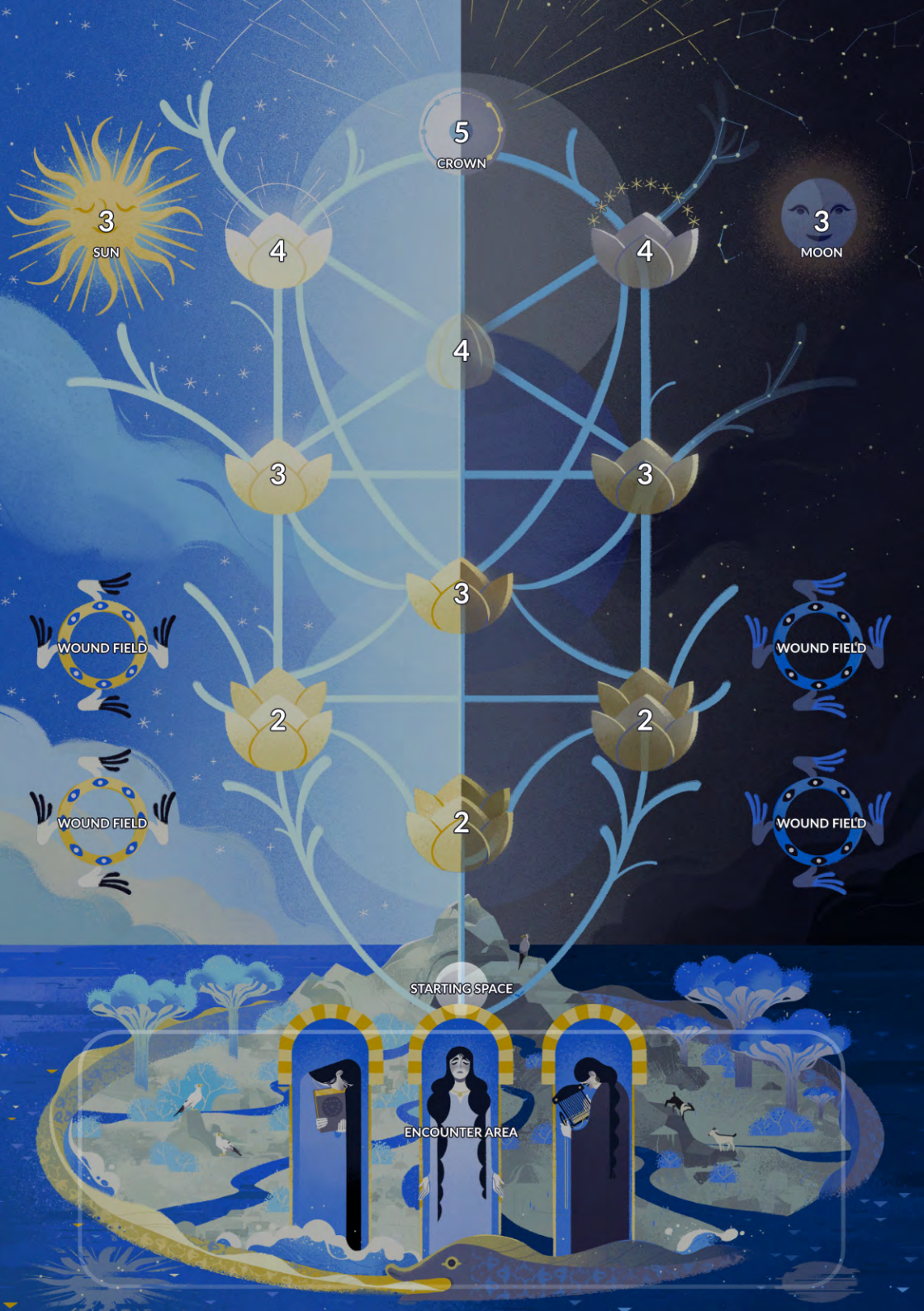
1. Place the game board with the Tree of Life side face up.
2. Split the Tarot deck into two smaller decks: the **Majors deck**, containing all the Major Arcana cards, and the **Minors deck**, containing the Minors (ie. the pip and Court cards). Each deck has its own separate discard pile.
3. Place **one face-down Major Arcana on each Sefira**, including the sun and moon spaces. Reveal the card on the Crown space: this is your goal. It determines this game’s landscape (see “*The Unfolding Tale*”).
4. Place **face-down stacks of Minor Arcana on each Sefira**, drawn from the Minors deck. The number of cards in each stack is determined by its Sefira (see the *diagram overleaf*). Place each stack horizontally, to differentiate it from the Major it sits on.
5. **Draw 3 Minor Arcana** to your hand. If any are court cards, shuffle them back into the deck and redraw until you have 3 pip cards.
6. **Draw 1 Major**, and add it to your Party.
7. Place the **player marker** on the point where the lowest branches of the tree begin. This is the **starting space**.
8. The bottom three Sefira are **attainable** to you. **Flip over** their Minor Arcana stacks and their hosted Major Arcana to show this attainability.



Unattainable Sefira



Attainable Sefira





## HOW TO PLAY

On each turn, take the following steps:

1. Choose a Sefira to **travel** towards. It must be **attainable** (hosting face-up cards) or **empty**, and must be linked to your current position by a branch.
2. If the destination Sefira is **empty**, you arrive immediately. Skip steps 3-5, and start a new turn.
3. Otherwise, place the **player marker on the branch** linking your original position to your chosen destination.
4. You experience an encounter while traveling: **draw 1 Minor**.
  - a. If it's a pip card, you are inspired by something during the journey: **add the card to your hand**.
  - b. If it's a Court card, this is a mistrustful stranger you meet on the way. To earn their trust, you must overcome a **travel encounter**.
    - i. **Draw 1 Minor** and place it in the Encounter Area: this card makes up the one-card encounter.
    - ii. Conclude the encounter.
5. You reach your destination: place your player marker on this Sefira, and begin a **Sefira encounter**.
  - a. The encounter is made up of the **Minor** cards **hosted on the Sefira**; place them in the Encounter Area.
  - b. Conclude the encounter.
6. Start a new turn.

If the Minors deck runs out of cards, shuffle the discard pile to create a new deck.

If your hand ever holds zero cards outside of an encounter, immediately draw 1 from the Minors deck.

**Remember:** if you are told to draw a Minor, and the rules do not specify whether to draw from the top or bottom of the deck, assume you must draw from the top.

**Remember:** you may discard cards in any order!

## ENCOUNTERS

An encounter is a challenge you must overcome: perhaps a battle of wits, a physical altercation, or a test of willpower. An encounter consists of a number of **encounter cards**, laid out in a row.

Each encounter card stands for your adversary's power, approach or state of mind. For example, one adversary might be a master of their inner intuition (Queen of Cups), have a rough grasp of rational thought (2 of swords) and harbor a deep passion (8 of wands).

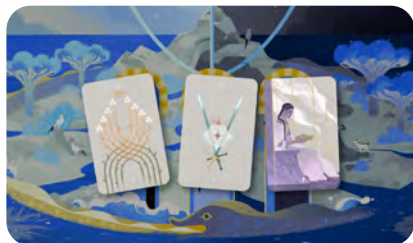
**Remember:** encountered Court cards have a value of 10. Aces have a value of 1.

To overcome each encounter card, play one card from your hand. As long as you have cards in your hand, you **must play** a card against each encounter card.



Any cards you play with a value **equal to or greater than the encounter card** succeed: **discard** the card you played, and the **defeated** encounter card.

Any cards you play with a value **less than the encounter card** fail. Place the losing card on a **Wound Field**. (See "Wound Fields")



*An example of a three-card encounter*



*The player plays the 5 of pentacles, 4 of cups and 10 of pentacles. 2 encounter cards are defeated, but one remains.*

## RESOLVING ENCOUNTERS

If you have fewer cards in your hand than there are encounter cards, any encounter cards you are unable to face simply remain unbeaten.

If you defeat all encountered cards, you win the encounter. If you fail to defeat them all, the encounter is lost.

### If you won:

The card which triggered this encounter is persuaded to aid you!

- If this was a **travel encounter**, send the **Court card** which triggered this encounter **to your Party**.
- If this was a **Sefira encounter**, the Major Arcana from that Sefira joins you, or you benefit from its power. **Place the Major in your Party**. Any Sefira connected to this one become **attainable**: flip their Major card and Minor stack face-up. Travel to these Sefira is now possible.

**Remember:** you should only be able to see the first card of each Minor Arcana stack! While flipping, make sure you don't catch a glimpse of any other cards in the stack.

### If you lost:

- If this was a **travel encounter**, discard the Court card which triggered this encounter. Discard any undefeated Minor Arcana from the encounter.
- If this was a **Sefira encounter**, put the undefeated Minor Arcana back on the Major it came from; you can try to defeat it again later.
- You seek introspection: **peek** at the bottom 3 cards of the Minors deck. **Discard 1**, and **replace** the other 2 on the bottom of the deck in any order.

Finally, whether you won or lost, **draw 1 Minor after every encounter**.

## THE PARTY

The Party consists of allies who join you on your journey. They can be Court cards or Major Arcana.

At any time **except during an encounter**, you may **discard one Major or two Court cards** from the Party to do one of the following:

- Seek **assistance**: draw a Minor from the **top** of the Minors deck. Your party members head off to find help, and send allies or assistance.
- Seek **inspiration**: draw a Minor from the **bottom** of the Minors deck. Your party members confide in you, teaching you the lesson they believe will help you most.

## USING COURT CARDS

During an encounter, you may use Court cards to improve your chances of success.

Once you have played a pip card against an encounter card, you may **augment it using a Court card** Party member. Place the Court card below the pip card it is augmenting. This **increases its value** by:

Page	+2
Knight	+3
Queen	+4
King	Doubles card value

You may play multiple Court cards on a single pip card, increasing its value multiple times.

You may also play a **Court card from your Party directly onto an encountered Court card** to defeat it, as long as both cards **share** the same suit or rank.

After an encounter, any Court cards played during the encounter are discarded.

## USING MAJOR ARCANA

Each Major has a unique power (*see overleaf*). Some powers can be used during an encounter. If the power does not specify, the power can only be used outside of encounters.

If a Major Power requires a certain number of cards to be present in the deck, but the deck does not have that many, then the card cannot be used for now.

Once a Major Power has been used, discard the Major.

## THE POWERS

The Fool	<b>The power of the small:</b> Play during encounter. Any Aces you play have a value of 11, and will return to your hand after being played.
The Magician	<b>Trickster:</b> Discard a stack of Minors hosted on a Sefira. Replace them with the same number of Minors, drawn from the top of the discard pile.
The High Priestess	<b>Access the unconscious:</b> Take 3 cards from the bottom of the Minors deck, or the bottom of the discard pile. Keep 2; replace 1.
The Empress	<b>Planting seeds:</b> Draw 3 cards from the bottom of the Minors deck. Keep 1; place the others face down on top of the deck, in any order.
The Emperor	<b>Sanctity of law:</b> Play during encounter. Select an encounter card which is also a Court card. Immediately place it in your Party.
The Hierophant	<b>Preserving knowledge:</b> Play during encounter. Play this to prevent discarding up to two pip cards which you played in this encounter.
The Lovers	<b>Recognition:</b> Play during encounter. Play one hand card to an encounter card of the same suit. Discard the hand card, and take the encounter card.
The Chariot	<b>Flight:</b> Play during encounter. If you deem an encounter too difficult, you may leave it without playing any cards. Draw another card after the encounter as normal.
Strength	<b>Resilience:</b> Take 1 card from a Wound Field into your hand.
The Hermit	<b>Inner knowledge:</b> Draw 2 Minors, from the top or bottom of the Minors deck.
Wheel of Fortune	<b>Chance:</b> Discard your hand. Draw the same number of Minors. If you have less than 3 cards in your hand, continue drawing until you have 3 hand cards.
Justice	<b>Guardian angel:</b> Play any time. Play this to prevent discarding a Court card, or to prevent taking a Wound.
The Hanged Man	<b>Sacrifice:</b> Discard 1 hand card. Draw and keep 3 Minors, from the top and bottom of the deck.
Death	<b>Resurrection:</b> Discard 1 card from a Wound Field. Draw the top 4 cards of the discard pile; keep 1, replace the rest.
Temperance	<b>Diplomacy:</b> Play during encounter. Discard 1 encountered card.
The Devil	<b>Devil's bargain:</b> Draw 3 Minors. Take 2; the other becomes a wound.
The Tower	<b>Trail of destruction:</b> Play during encounter. Discard one card from your Party. Defeat up to 2 encounter cards.
The Star	<b>Hope:</b> Play immediately after an encounter. Take an encounter card you just defeated into your hand or Party.
The Moon	<b>Mirror world:</b> Draw 4 cards from the bottom of the deck. Take 1; replace the rest in any order.
The Sun	<b>Fond memory:</b> Draw 4 cards from the top of the discard pile. Take 1; put the rest on the bottom of the Minors deck in any order.
The Gate	<b>Self reflection:</b> Discard the card on the bottom of the Minors deck. Then choose any card from the discard pile, and take it.
The World	<b>Perspective:</b> Draw the top 4 cards from the deck. Take 1, then replace the rest in any order.

## WOUND FIELDS

There are 4 Wound Fields, each represented by a ring of angel wings on the left and right sides of the board. These keep track of your injuries.

When a card you play is unable to defeat an encounter card, you **take a wound**. Move the card you played onto an empty Wound Field. This setback also inspires you to overcome new obstacles: **draw a Minor Arcana**, from the top or bottom of the deck.

When all four Wound Fields are full, you lose the game. (See “Game End”)

## SUN AND MOON SPACES

These Tree of Life spaces reward you with extra energy or advantages when defeated. If you defeat the Sun or Moon Sefira, draw 1 Major.

## THE UNFOLDING TALE

Dream Odyssey is designed to be more than a tactical game of card draws: it is intended to generate a dreamlike story where players explore a strange landscape, pass through surreal locations, interact with unusual characters, and triumph over adversity to attain wisdom.

## LANDSCAPES

When you reveal the Crown card, consult this table to determine what kind of world you find yourself in. Each world has a general world type, as well as a specific landscape. Note it down.

Card	Landscape	Type
The Fool	Desert of mirages.	Waste
The Magician	City of tricksters.	City
The High Priestess	Midnight forest.	Forest
The Empress	Flooded cornfields.	Wetlands
The Emperor	Red wastes.	Waste
The Hierophant	City of scholars.	City
The Lovers	Blooming forest.	Forest
The Chariot	Burning desert.	Waste
Strength	Ruthless woods.	Forest
The Hermit	Craggy bog.	Wetlands
Wheel of Fortune	Sunlit jungle.	Forest
Justice	Austere city.	City
The Hanged Man	Dark forest.	Forest
Death	Plague town.	City
Temperance	Verdant fens.	Wetlands
The Devil	Screaming underworld.	Waste
The Tower	Besieged city.	City
The Star	Starlit desert.	Waste
The Moon	Shadowed city.	City
The Sun	Blooming plains.	Waste
The Gate	Endless, still water.	Wetlands
The World	Riverlands.	Wetlands

## ENCOUNTERS

When you enter a **Sefira encounter**, consult this table, bearing in mind this game's world **type**. This tells you what kind of person or place you encounter.

As the encounter begins, imagine arriving at this place within the wider landscape.

Card	Type: Forest	Type: Wetlands	Type: City	Type: Waste
The Fool	Lost adventurer's camp	Explorer's camp	Explorer's guild	Explorer's camp
The Magician	Sorcerer's tower	Sorcerer's tower	Sorcerer's tower	Sorcerer's tower
The High Priestess	Sacred grove	Sunken shrine	Seer's temple	Seer's shrine
The Empress	Empress's falconry lodge	Empress's lakeside palace	Empress's palace	Empress's fortress
The Emperor	Emperor's hunting lodge	Emperor's lakeside palace	Emperor's palace	Emperor's fortress
The Hierophant	Forest worshippers	Sunken library	Great library	Scholar's hut
The Lovers	Lovers' pleasure palace	Lovers' island	Pleasure garden	Couple's homestead
The Chariot	Horseback messenger	Cavalry battle	Hippodrome	Hippodrome city
Strength	Wild animal tamer	Wild animal tamer	Circus	Wild animal tamer
The Hermit	Hermit's grotto	Hermit's grotto	Monastery	Monastery
Wheel of Fortune	Mysterious card-player	Mysterious card-player	Gambling house	Arena
Justice	Forest chapel	Ruined courthouse	Courthouse	Angelic shrine
The Hanged Man	Sacrificial altar	Sacrificial altar	Plaza of gibbets	Sacrificial altar
Death	Overgrown cemetery	Flooded cemetery	Churchyard crypt	Clifftop cemetery
Temperance	Sacred pool	Sacred pool	Fountain of water-bearers	Sacred pool
The Devil	Cave of demons	Creature of grasping vines	Torture dungeon	Demonic palace
The Tower	Crumbling tower	Crumbling tower	Crumbling tower	Crumbling tower
The Star	Stone circle	Stone circle	Observatory	Mountaintop observatory
The Moon	Cave of illusions	Illusory waterfall	Fountain of illusions	Cave of illusions
The Sun	Walled garden	Island garden	Walled, private park	Flowering oasis
The Gate	Wall with looming gate	Wall with looming gate	Locked city gate	Narrow ravine
The World	Dancing giantess	Dancing giantess	Panoramic tower	Dancing giantess



Think about how each **encountered Minor** tells you something about these people, and the energy they bring to the encounter.

**Example:** you are travelling through a starlit desert (type: waste) and encounter The Sun: a walled garden. The encountered Minors you must defeat are the 3 of Wands ("Explosion of Growth"), the Queen of Pentacles ("Content with Wealth", a master of the material) and the 8 of Cups ("Being in Union"). You decide this walled garden is administered by a loyal gardener who is the master of this place and content with slowly working her magic there; her attentions have caused the garden to explode with snaking vines which are willing to bind you, and that she and the garden have an almost symbiotic relationship where the plants of the garden are synchronised with her wishes. To defeat the garden and win its magic to your cause, you must meet it head on, with stronger energies.

## COURT CARDS

When you encounter a Court card on your travels, or one joins your party, who is this person? Consult this table to find out, or decide based on the context in which you meet them.

When you oppose a Court card during an **encounter**, or add a Court card to your **party**, imagine interacting with this person. If they oppose you with Minor Arcana, **think about what those Minors tell you** about their personality.

Card	Type: Forest	Type: Wetlands	Type: City	Type: Waste
Page of Swords	Journeying apprentice	Journeying apprentice	Student	Journeying apprentice
Knight of Swords	Swordmaster	Swordmaster	Debater	Swordmaster
Queen of Swords	Alchemist	Traveling scholar	Alchemist	Traveling scholar
King of Swords	Traveling philosopher	Traveling philosopher	Orator	Traveling philosopher
Page of Wands	Shepherd	Adventurer	Novice magician	Shepherd
Knight of Wands	Heroic knight	Heroic knight	Champion	Heroic knight
Queen of Wands	Freedom fighter	Freedom fighter	Playwright	Freedom fighter
King of Wands	Rebel leader	Rebel leader	Charismatic actor	Rebel leader
Page of Cups	Fisher	Fisher	Novice scryer	Apprentice healer
Knight of Cups	Forest reveler	Traveling dancer	Dancer	Traveling dancer
Queen of Cups	Scryer	Scryer	Confessor	Healer
King of Cups	Lord of the dance	Lord of the dance	Partying host	Lord of the dance
Page of Pentacles	Forager	Forager	Street urchin	Journeying merchant
Knight of Pentacles	Farmer	Farmer	Businessperson	Farmer
Queen of Pentacles	Traveling merchant	Traveling merchant	Banker	Traveling merchant
King of Pentacles	Merchant king	Royal treasurer	Royal treasurer	Merchant king

**Example:** you are travelling through the City of Scholars, and meet the Knight of Swords on your way to a Sefira. Consulting the table, you see you have met a champion. They face you with the 2 of Cups. Since Cups is the suit of internal emotions, and 2 is a weak value, you decide this Champion is downcast and doubts their choices in life. You play the 3 of Wands, the card of explosive growth, convincing them that their life still has meaning, and the passion they once had is still within their grasp. Inspired, the champion decides to join your quest, seeing it as a worthy endeavour.

**Example:** in the same city, you meet a Knight of Swords: a debater. They wield the 7 of Wands and the Ace of Swords against you. You realise they are a debater bubbling with passion, wielding a razor-sharp wit.

## GAME END

If you defeat the encounter on **the Crown**, you achieve victory! You meet, and gain the blessing or wisdom, of the figure on the Major occupying the Crown Sefira.

If all four **Wound Fields** are filled, you suffer defeat, and wander hopelessly in the dream world. Your spirit broken and overcome, you abandon the search for wisdom and return to the waking world.

## SEALING THE GAME

Seal the game with the method described for “Solitaire” mode. When choosing the seal’s symbols, select two to five symbols from the following:

- The Crown Major.
- Party cards which took part in encounters with the Crown Sefira.
- Major Arcana that stand out in your mind as significant steps on your journey.

## INTEGRATING DREAM ODYSSEY WITH THE HIDDEN ISLE

The Agents of the *Hidden Isle* TTRPG may draw on Dioscorian wisdom during downtime. “Dream Odyssey” allows Dioscorians to learn about their inner selves, traverse their own mental landscape, and seek the wisdom of the Gods.

An Agent may play a game of “Dream Odyssey” during downtime. This costs **2 downtime actions**. Only one Dream Odyssey is permitted per downtime. Your character seeks a blessing in an altered state: through lucid dreams, meditation, or an induced trance in an incense-filled temple.

## CHANGES TO SETUP

If you wish, you may use your **burden or ideal** card as the **Crown Major**. Otherwise, draw a random Major as normal.

You must use a card from your vices, virtues, burden or ideal as your **starting party member** – but you may only begin with a single party card, so choose wisely!

## GAME END

If you win the game, do **one** of the following:

- If the Crown is your burden or ideal card, gain or lose 2 points to that burden or ideal's track.
- Gain 4 xp.

If you fail, you learn from your mistakes: take 2 xp.

**Whether you succeed or fail**, you wake, and feel rejuvenated and inspired. Take the Crown Major as an extra vision card for the next scenario. In addition, do **one** of the following:

- Lose 3 spiritual or physical harm.
- Gain 2 xp.

## VISITING CONTACTS

If you wish, you may pursue a Dream Odyssey with a contact by your side. This functions much like the "Visit contact" downtime action.

Follow the steps for "Visit contact" on p. 70 of the *Hidden Isle* rulebook.

*Note: this costs 2 downtime actions, not 1, as the visit is strenuous and involved.*

When you reach step 3 ("Decide how you spend time with this contact"), you spend time by pursuing a Dream Odyssey together. The contact reaches out to you in the world of dreams, meditates facing you, lies beside you while you both enter a trance, or participates in your dream journey in some other way.

When you reach step 7, play a game of Dream Odyssey.

### **Party bonus (requires 3 affection):**

This contact's bond with you is strong enough that they can accompany you on your journey. Before setup, you may add the card associated with this contact to your Party. You may still gain an additional Party card derived from a burden, ideal, vice or virtue as normal.

### **Insight bonus (requires 5 affection):**

This contact's support helps you understand yourself better at the end of the journey. If you win the game, gain or lose 1 burden or ideal point.

# THE CARDS

## MAJOR ARCANA



**0. The Fool**  
*Humanity Unbound*



**I. The Magician**  
*Shrewdness of the Trickster*



**II. The High Priestess**  
*Uniting the Mind*



**III. The Empress**  
*Strength through Passion*



**IV. The Emperor**  
*The Power of Stability reigns Supreme*



**V. The Hierophant**  
*To Bridge the Worlds*



**VI. The Lovers (1)**  
*Entering a Union*



**VI. The Lovers (2)**  
*Entering a Union*



**VI. The Lovers (3)**  
*Entering a Union*



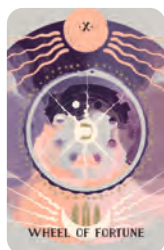
**VII. The Chariot**  
*A Force Moving Forward*



**VIII. Strength**  
*Actualisation of Inner Power*



**IX. The Hermit**  
*The Journey Within*



**X. Wheel of Fortune**  
*Everything Moves and Repeats*



**XI. Justice**  
*To Judge Ourselves*



**XII. The Hanged Man**  
*Sacrifice for Betterment*



**XIII. Death**  
*Radical Change*



**XIV. Temperance**  
*Benefit of Restraint*



**XV. The Devil**  
*A Trial of Temptations*



**XVI. The Tower**  
*The Joy Of The Cataclysm*



**XVII. The Star**  
*Flow of Knowledge*



**XVIII. Moon**  
*Revelation of True Nature*



**XIX. Sun**  
*Radiant Brilliance of Life*



**XX. The Gate**  
*A Passage of Transformation*



**XXI. The World**  
*Total Realisation*



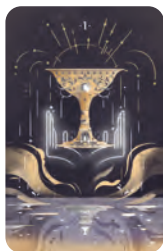
**The Tree**  
*The Stubbornness of Life*



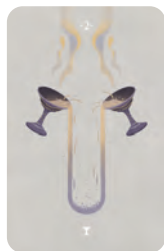
**The Abyss**  
*The Call of the Void*



## MINOR ARCANA - CUPS



**Ace of Cups**  
*Limitless Potential  
of Love*



**Two of Cups**  
*A Promising  
Encounter*



**Three of Cups**  
*The Formation of  
Love*



**Four of Cups**  
*Stability and  
Stagnation*



**Five of Cups**  
*Following the Call*



**Six of Cups**  
*The Beauty of Love*



**Seven of Cups**  
*A Core of Kindness*



**Eight of Cups**  
*Being in Union*



**Nine of Cups**  
*Moving On*



**Ten of Cups**  
*Entering A  
New Existence*



**Page of Cups**  
*Powerful Emotions*



**Knight of Cups**  
*Perpetual State  
of Flow*



**Queen of Cups**  
*Pure of Heart*



**King of Cups**  
*Wisdom of  
Kindness*

## MINOR ARCANA - SWORDS



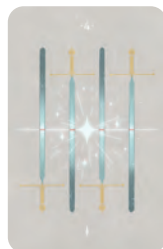
**Ace of Swords**  
*The Power of  
the Intellect*



**Two of Swords**  
*Cutting the Ties*



**Three of Swords**  
*Cutting the Ties*



**Four of Swords**  
*The Practical Spirit*



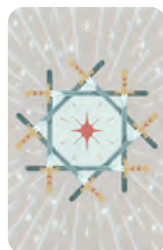
**Five of Swords**  
*A Leap of the Mind*



**Six of Swords**  
*Approaching the  
Inner Light*



**Seven of Swords**  
*Cutting into the  
Inner Silence*



**Eight of Swords**  
*Enter the Void*



**Nine of Swords**  
*A New Beginning*



**Ten of Swords**  
*It Takes Two*



**Page of Swords**  
*Contemplating  
The Journey*



**Knight of Swords**  
*Lightning Fast  
Thinking*



**Queen of Swords**  
*Attempting  
Transcendence*

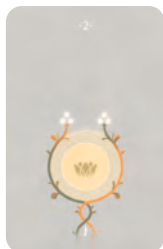


**King of Swords**  
*Wielding Intellectual  
Power*

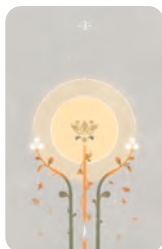
## MINOR ARCANA - WANDS



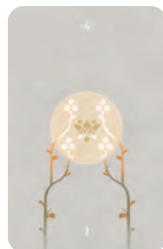
**Ace of Wands**  
*Creative Potential*



**Two of Wands**  
*Decision at the Crossroads*



**Three of Wands**  
*Explosive Growth*



**Four of Wands**  
*Stability & Balance*



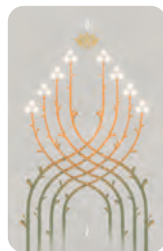
**Five of Wands**  
*Disharmony & Conflict*



**Six of Wands**  
*Accomplishment*



**Seven of Wands**  
*Defiance*



**Eight of Wands**  
*Haste*



**Nine of Wands**  
*Resilience*



**Ten of Wands**  
*Burden of Completion*



**Page of Wands**  
*The Potential of Energy*



**Knight of Wands**  
*Balanced Actions*



**Queen of Wands**  
*Mastered Intuition*



**King of Wands**  
*To Act Without Inhibition*

## MINOR ARCANA - PENTACLES



**Ace of Pentacles**  
*The Opportunities of the  
Material World*



**Two of Pentacles**  
*The Union of Material  
Forces*



**Three of Pentacles**  
*Explosive Growth*



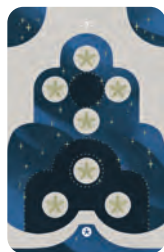
**Four of Pentacles**  
*The Paradox of  
Material Wealth*



**Five of Pentacles**  
*Aspirations that  
Break Stagnation*



**Six of Pentacles**  
*The Realisation of  
Beauty*



**Seven of Pentacles**  
*Transcending the  
Material World*



**Eight of Pentacles**  
*The Perfection of  
Dual Planes*



**Nine of Pentacles**  
*Surrounded by  
Abundance*



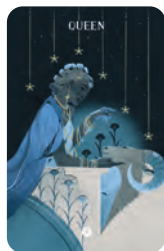
**Ten of Pentacles**  
*The Spirit of Matter*



**Page of Pentacles**  
*A Promising  
Opportunity*



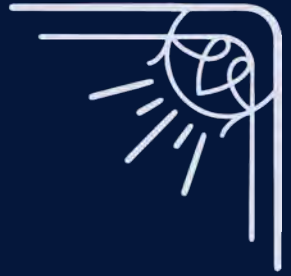
**Knight of Pentacles**  
*The Fruits of Hard  
Labour*



**Queen of Pentacles**  
*Content with  
Wealth*



**King of Pentacles**  
*The Fulfilment of  
Material Wealth*



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