

# Tarot Deck

Dungeons & Dragons is a fantasy role-playing game that takes place in the mind of its players. Tarot is an ancient form of divination that accesses the magical dimension of our world. Together they create an adventure of the imagination—a treasure hunt to help you unravel the mysteries of life and discover the secrets of yourself.

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## How to Read Tarot

Traditionally tarot is played by a reader and a seeker, but feel free to switch roles as the reading carries on. To read your own tarot, you take on both the roles of reader and seeker. Most tarot readings start with a question, and the quality of the question will determine the quality of the answer. For example, instead of asking *Why am I always sad?* try *How do I bring more joy to my life?*

Each card that is revealed adds to the unique tapestry of meaning, helping the seeker make inquiries into their own life and psyche to gain clarity about their current situation and conclude what might be possible for their future.

Although the root meaning of each card is explained in this booklet, the true meaning of each card can only be discovered within the context of the reading, as the cards begin to influence one another to create a story. And so it's best to allow the reading to unfold (five cards is a good number) without trying to define the answer.

**The Major Arcana**, denoted by the cards numbered from 0 to 21 represent the archetypal life lessons all human beings experience, such as love, loss, change, and consciousness. The Major Arcana are challenges we revisit throughout our lives, but in different places; our life experience is continually expanding with time, so our capacity for understanding gives us a deeper insight into these lessons.

**The Minor Arcana**, is made of 56 cards divided into four suits. These cards represent life's temporary highs and lows that pop up and fade away, unlike the enduring and evolving transformations of the Major Arcana.

In this tarot deck, we have mapped the traditional suits of the Minor Arcana—Wands, Swords, Cups, and Pentacles—to abilities within the game of D&D.

- **Strength** signifies your physical ability to move and change your environment. It is also your passion, creativity, inner resolve, and heart. These cards show seekers that they need to take action and focus on their inner strength to bring about change in the world.
- **Intelligence** represents how the power of the intellect can shape our world. These cards show seekers how they can use their thoughts to shape their attitude and their reality. Rarely do we see the world as it is without our mind creating a story around it.
- **Wisdom** represents not only your external perception but also your capacity to look into your internal world and see all the subtleties within yourself. These cards tell seekers to turn within and listen to the nonverbal language of the heart and the body in order to gain access to the wisdom of insight and intuition.
- **Charisma** denotes a person's confidence, eloquence, and their ability to influence the material world with their energy. These cards show seekers that a flowering of their inner beauty and

power is taking place or that they have an opportunity to grow their self-esteem and expand their capacity for fun and joy.

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## Upright and Reversed Meanings

Many tarot readers give upside-down (reversed) cards an opposite meaning of the upright version. In this booklet, there is no reversed meaning, but as the reader of tarot, feel free to follow your intuition. If you feel that the seeker needs a bit of a wake-up call, then a reversed interpretation can often do the trick.

## Card Spreads

There are many popular spreads for reading tarot cards. Here are some basic ones. Feel free to make up your own!

**One-Card Spread.** A one-card reading is good for a quick check-in. It can be used to obtain clarity on a choice that you need to make or to keep a message in the forefront of your mind for the day.

**Three-Card Spread.** Three-card readings are most usually used to explain the past, present, and future, but they can also mean "Problem, Obstacle, Solution" or "Thoughts, Feelings, Action."



**Five-Card Spread.** A five-card spread allows the reading to unfold fully and gives a deeper message with more complexity and nuance.

This is an example of a five-card spread (see opposite page) with some D&D flavor:

- This card represents the current situation, problem, and/or objective.
- This card shows what is working behind the scenes in the psyche. Rooted in the past, this influence must be brought to light to be utilized or released.
- This card represents things that you need to focus on as you resolve your quest.
- This card denotes something to develop or let go of so you can advance your quest.
- This card is the resolution of the answer or shows what is needed to resolve the problem fully.

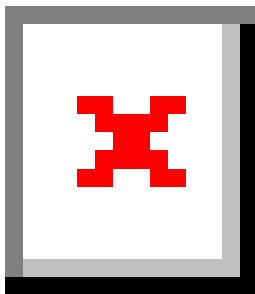
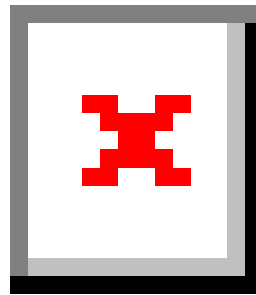
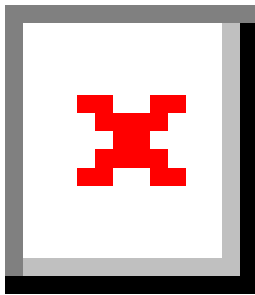


## D&D Encounters

In this booklet you will see a section with the ampersand symbol (*in italic text*). This section is a way for you to use the tarot deck in your D&D game. You can draw a card before an adventure to give you a plot device to work a story around or you can draw a card during an ongoing adventure to throw in a fun twist. Feel free to invent your own ways to use this deck for your game!

## An Adventure in a Spread

With the D&D encounter prompts, you can create fun adventure hooks or add some spice to a game already in progress. With multiple cards, you can get creative and mash UP the D&D encounters to invent a unique scenario for your players! Here's a three-card spread and their D&D encounters:



- **Queen of Strength.** *The party is asked to escort a political figure across a hostile terrain.*
- **The Tower.** *The earth around you mysteriously begins to shake in a violent earthquake.*
- **Ten of Wisdom.** *The party comes across a magical portal within a ring of standing stones.*

## Creating the Story

Here are examples of how you can make adventures from any or all of the D&D encounter prompts on the opposing page:

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### Diplomatic Escort

The party is asked to escort an elf diplomat from the Seelie Court into the Forest of Dread. In the forest is a magic portal that will take her back to the Feywild. It is known that an evil archfey wants the diplomat captured. Deep within the forest, they finally find the circle of stones, but an ambush is triggered. The

earth erupts around them in a violent earthquake as a fey wizard conjures several earth elementals to stop the elf diplomat from entering.

## The Nether Portal

Caught in the middle of a devastating earthquake, the party finds themselves in a city on fire and in ruins. As they move for safety, they are approached by a priest. She is mortally wounded but with her dying act, she hands one of the party members a sealed scroll and begs them to keep it safe. If the party opens the scroll, they find an ancient map that highlights a mountain peak. If the party climbs the mountain, they find at its summit a ring of standing stones that encircle a glowing portal.

## Stranded!

While adventuring, the party comes across a circle of standing stones with a magic portal in the middle. If they choose to go through the portal, they emerge in a strange world. As they explore, a violent earthquake demolishes the portal!

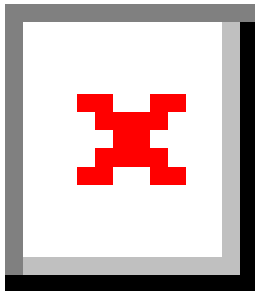
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## The Deck

*See the decks page; Tarot Deck.*

## The Major Arcana

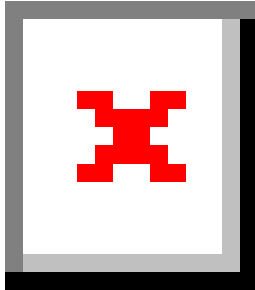
### The Fool



Following your heart with innocence and wonder.

*You encounter a gnome who says that if you follow him, he'll lead you to a wondrous treasure.*

## The Magician



Tapping into your genius to find new ways of looking at the world.

*You meet a sage who gives you a key that opens a magical lock.*

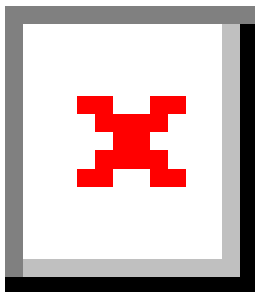
## The High Priestess



Accessing your intuition and tuning in to the source of feminine power.

*You encounter a holy woman who offers you each a gift.*

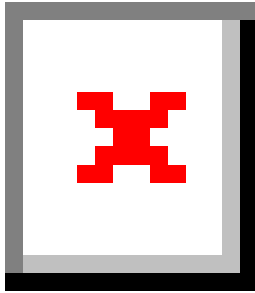
## The Empress



Realizing your capacity to express beauty and to nurture others from a place of power.

*You encounter the queen of a nation with an important mission for you.*

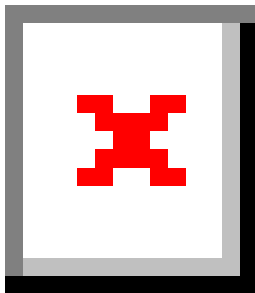
## The Emperor



Finding the source of your inner authority.

*You encounter a king of a far-off land who seeks your aid.*

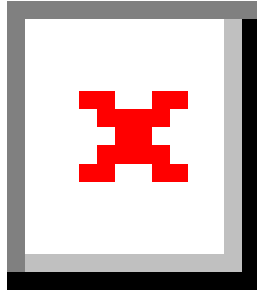
## The Hierophant



Using spiritual understanding and wisdom to perceive the world

*You find a holy book written by a wise sage that contains a cryptic secret hidden within it.*

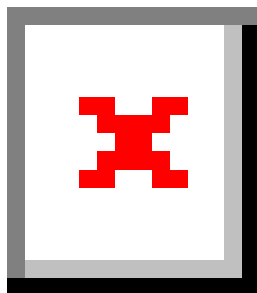
## The Lovers



Finding harmony in relating with yourself and others while honoring your values.

*A mysterious person presents you with a tempting offer.*

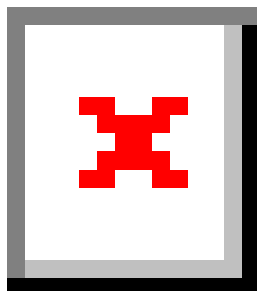
## The Chariot



Following through on your intentions and manifesting your desires.

*You find a trapped efreit who offers you his services for a year if you can find a way to free him.*

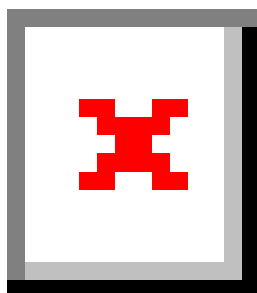
## Strength



Your ability to move through fear to find the unshakable power within yourself.

*A burly warrior bars the way and challenges anyone to hand-to-hand combat.*

## The Hermit



Being a light unto yourself and finding your own way through the darkness.

*You meet a monk who is looking for worthy adventurers to defeat a magical monster.*

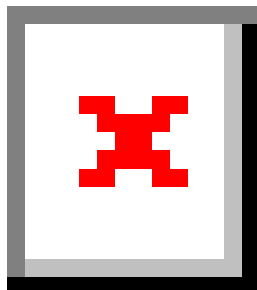
## The Wheel of Fortune



A turning point in your destiny and your ability to adapt to change.

*You meet a halfling wizard who—if you treat him kindly—gives you a "wink of good luck." You gain advantage on your next role.*

## Justice



Your capacity to create a new reality through shattering old, limiting beliefs.

*A poor villager comes to you seeking aid and offers you a rare magic item in compensation.*

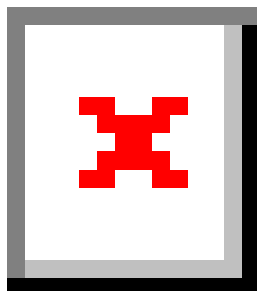
## The Hanged Man



The necessity to look at something from a different perspective.

*You have a strange dream of talking about life with an otyugh. When you wake up, you gain one permanent point of Wisdom.*

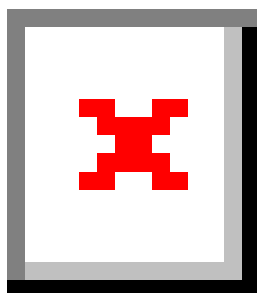
## Death



The transformation from one perceptual reality to another and the ending of habitual patterns

*A vampire Lord offers you the gift of eternal undeath in exchange for a single favor.*

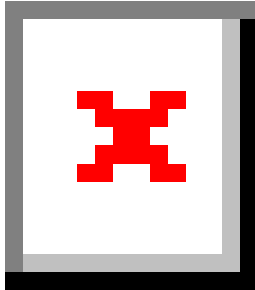
## Temperance



Our capacity to deal with something in a measured and patient way.

*You gain advantage on your next 1d6 Wisdom saving throws.*

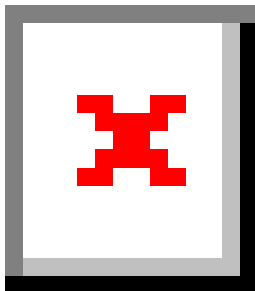
## The Devil



How we deal with our shadow self. This card calls us to cut through lies and see how honest we can be with ourselves.

*You encounter a devil who offers you a rare magic item in exchange for a favor.*

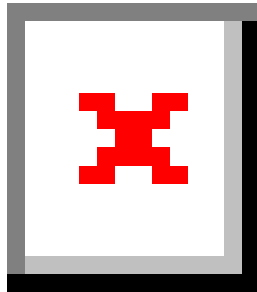
## The Tower



The collapse of beliefs or material structures that we hold dear. It is in the nonresistance where we can find peace and wisdom.

*The Earth around you mysteriously begins to shake in a violent earthquake.*

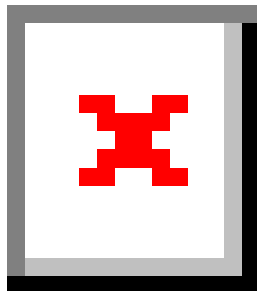
## The Star



Finding something to focus on that can guide us through life. Our internal guidance system. Our North Star.

*You find a mechanical toy puppet that always walks to the nearest tavern.*

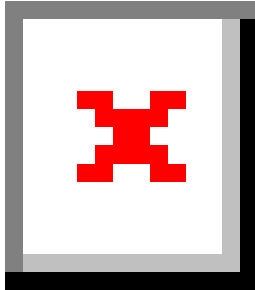
## The Moon



Facing and allowing deep-seated fears to dissolve in the light of your awareness. Remove words from the mind and breathe.

*You encounter a sorcerer who wants you to look into her crystal ball.*

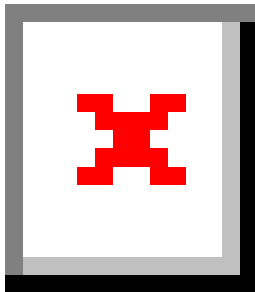
## The Sun



Returning to the innocence and vitality of childhood.

*Roll 1d6+6 that is now your age for the next seventy-two hours.*

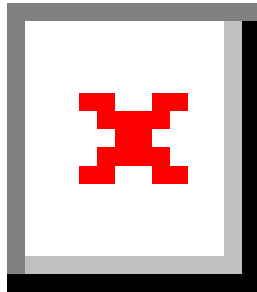
## Judgement



Our capability to discern what is truly important and to use it to weed the garden of our life.

*A hill giant is sleeping off a night of drinking. Inside a chain mail pouch on its belt, you can hear someone whispering for help.*

## The World



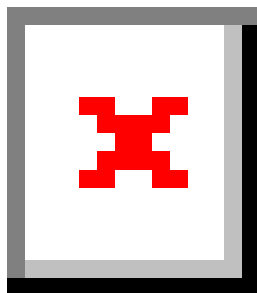
Endings. Coming to a place of completion and power internally and externally.

*You see someone weeping at the side of the road. They are being forced to marry someone they don't want to.*

## The Minor Arcana

### Strength

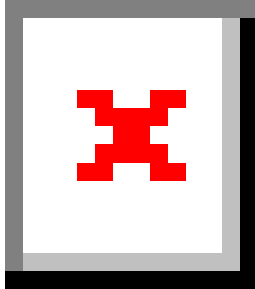
#### Ace of Strength



The source of all creative energy is within you. You have the power to imagine, begin and complete any project you set your mind to.

*A nobleman's children have run away to join the Lord Montague's Monstrous Circus. He begs that you find and return them.*

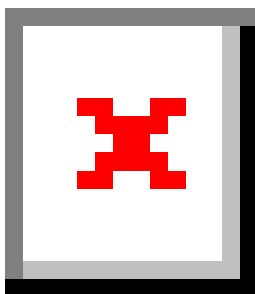
## Two of Strength



Growing and making progress toward a future goal. Enjoy discovering what you love to do.

*A drunken beggar in an alley swears to you he saw the king's son turn into a werewolf. There have been grisly killings in the city.*

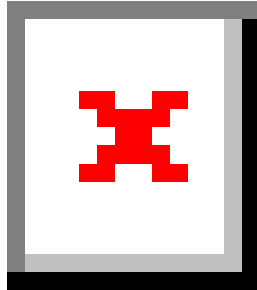
## Three of Strength



Expanding your circle of influence and communicating your ideas. Making progress

*A young paladin-in-training says that his order has stolen an object sacred to hobgoblins. He feels guilty and wants to steal it and give it back to them.*

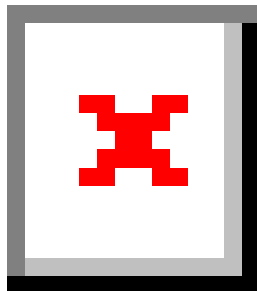
## Four of Strength



The whole is greater than the sum of its parts. Seek out others to collaborate with.

*The mayor of a small town has declared tieflings a "threat to moral decency" and wants them rounded up and detained.*

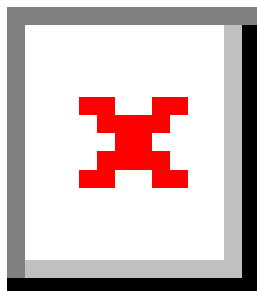
## Five of Strength



Being focused totally on being in the moment to work together effectively. Letting go of competition.

*A travelling circus's giant spider has died, leaving its owner distraught. Can you get some giant spider eggs for him to hatch?*

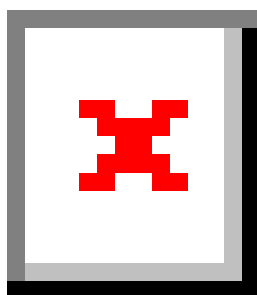
## Six of Strength



Enjoy the success, but don't get attached to it. What's your definition of success? Riding the highs and lows.

*The party is asked to have a young person accompany the group on their next adventure as a coming-of-age ceremony.*

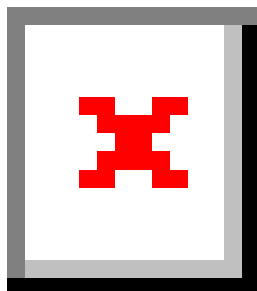
## Seven of Strength



Dealing with the overwhelming. Letting go of what causes stress—perfectionism, desire, fear, future-tripping.

*You find a magical sword. Roll a d6. 1–3: It's a +1 sword. 4–6: It's a +1 sword that when unsheathed sings loudly.*

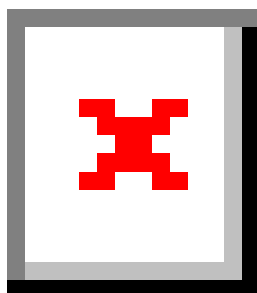
## Eight of Strength



Going with the flow and adapting to change. Hold the goal loosely and enjoy the journey.

*During a lightning storm, the adventurers see an entrance to a cavern. It is home to a coven of hags.*

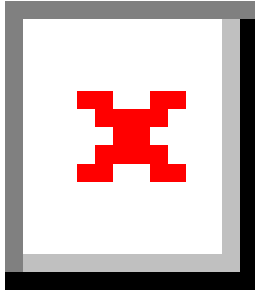
## Nine of Strength



Finding the wellspring of resolve to push through hardship. A test of faith.

*Evil from a haunted house has begun to blight the village farms in the valley below. Farmers have taken a collection to pay you to clear out the evil.*

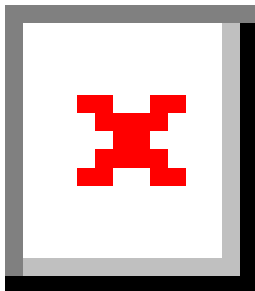
## Ten of Strength



Making sure to speak up. Don't try to do it all. Delegate responsibility where you can. Express yourself.

*A benevolent order of druids wants their sacred stone back. It's in the crown of a pompous but powerful king.*

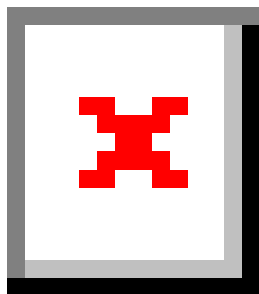
## Page of Strength



It takes energy to do something awesome. Go for it! Engage your free spirit and follow your passion.

*A "holy" order of priests (actually evil) want you to retrieve a sacred object stolen from them. It's a unicorn's horn that was stolen by a real holy person.*

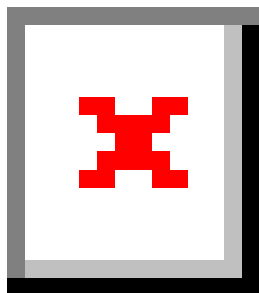
## Knight of Strength



Going full out and not looking back. Following your gut. Doing what it takes to make it happen.

*The adventurers find a sending stone. On the other end is someone who is in deep trouble and is pleading for help.*

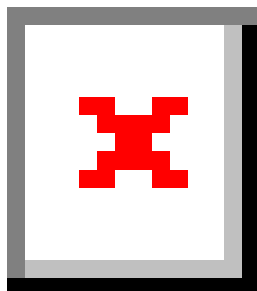
## Queen of Strength



Spreading the love and letting your light shine. Having courage to take it to the next level.

*The party is asked to escort a political figure across a hostile terrain.*

## King of Strength

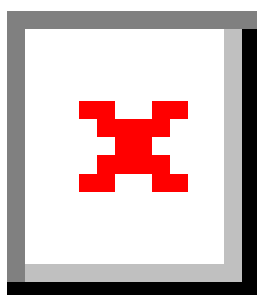


Fully expressing your powers of leadership and realising your vision. Teaching others.

*While travelling, the party comes across a nest of yuan-ti that are planning on enslaving a nearby village.*

## Intelligence

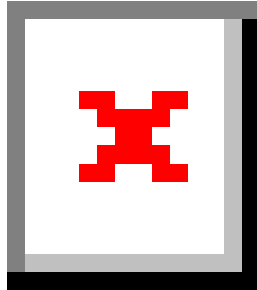
### Ace of Intelligence



Finding your inner wizard and using your genius to discover new ideas and have breakthroughs.

*The party meets a powerful Wizard whom they may ask one question and get a truthful answer from.*

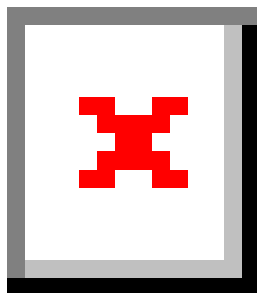
## Two of Intelligence



How our inner monologue causes confusion, and how we must find a way to listen to our heart.

*You see a lever that is inscribed with magical symbols. Do you pull it?*

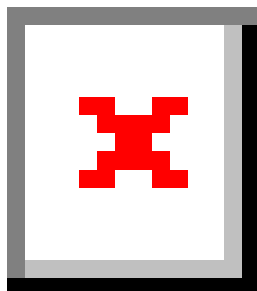
## Three of Intelligence



Finding a way to heal and learn from anxiety and emotional pain.

*A weeping dryad asks you to save her forest from destruction at the hands of orcs.*

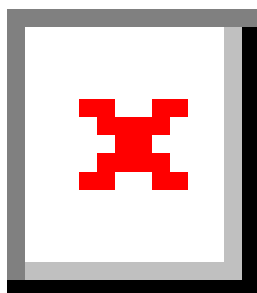
## Four of Intelligence



Taking time to meditate before moving forward while making sure you are not avoiding action.

*The next short rest you take acts as a long rest instead.*

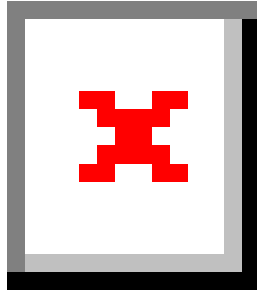
## Five of Intelligence



The ways in which competition breeds conflict and divides us to create suffering.

*The adventurers encounter two nobles fighting over a magical (but cursed) item.*

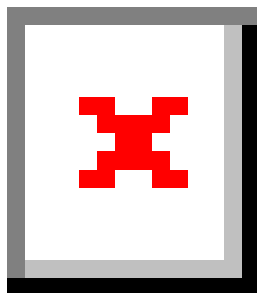
## Six of Intelligence



Freeing yourself from burdens and old ways of thinking.

*A ghost approaches a member of the party claiming to be a long-dead relative. It seeks vengeance.*

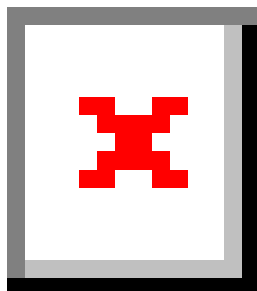
## Seven of Intelligence



How we play games, hide our real selves, and mask our intentions out of fear or hurt.

*A doppelgänger has infiltrated the king's court and the king seeks someone who can root him out.*

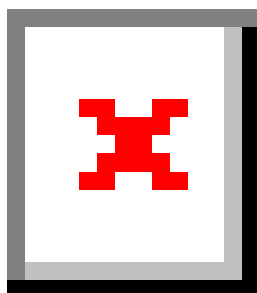
## Eight of Intelligence



Entangling ourselves from guilty thoughts and self-punishment.

*A nearby village has been invaded by the drow and seeks aid.*

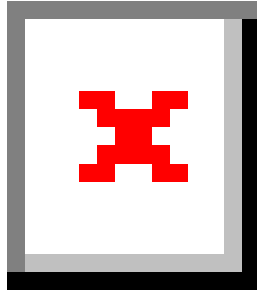
## Nine of Intelligence



Looking at how thoughts can create turmoil and finding a way to observe them from a dispassionate space of stillness.

*A mind flayer has used an intellect devourer to take over the prison warden. It uses him to prey on the prisoners.*

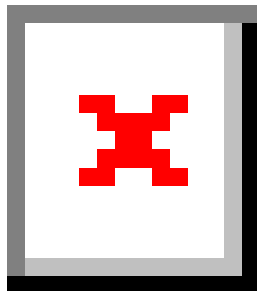
## Ten of Intelligence



How we deal with what shows up in our lives. Do we avoid and deny? Do we react in anger? Do we remain conscious and aware?

*The mayor of the town is missing. She has been charmed by a vampire.*

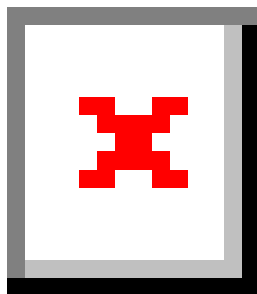
## Page of Intelligence



Discovering new ways of communicating your ideas and putting them into action.

*A wizard wants you to find her some rare spell components.*

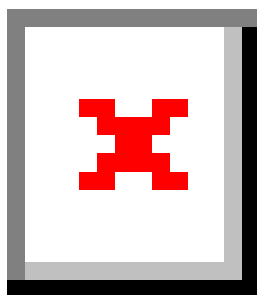
## Knight of Intelligence



Channelling raw ambition into a constructive thoughtful and focused plan.

*A holy order needs your aid to sanctify a place defiled by demons.*

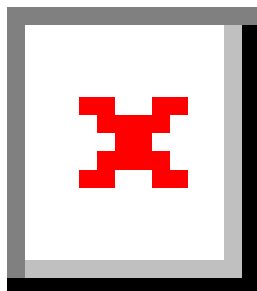
## Queen of Intelligence



The necessity to clearly communicate what you desire from a space of loving-kindness.

*Someone comes to you with a murder mystery that they want you to solve.*

## King of Intelligence

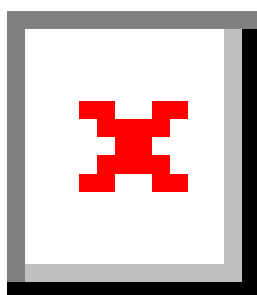


Using the panels of your intellect clearly without letting it override your heart.

*A queen has fallen under a witch's curse. You have been asked to help break the spell.*

## Wisdom

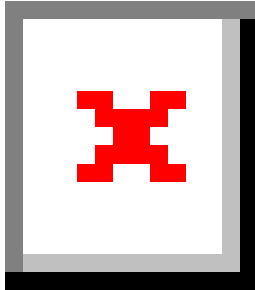
### Ace of Wisdom



Our ability to access the power of insight to heal emotions and love ourselves.

*A group of elves asks if the party would aid them in recovering a sacred artifact.*

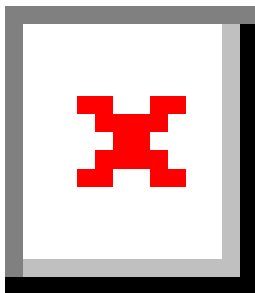
## Two of Wisdom



Being able to be with someone—whether a friend or lover—and still retain your own sense of individuality.

*You are approached by the captain of the city guard to see if you will track down and capture a dangerous criminal.*

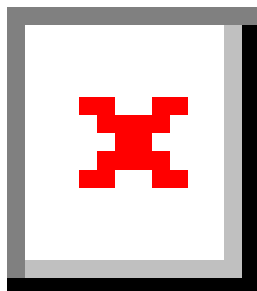
## Three of Wisdom



Taking time to celebrate the simple joy of aliveness with your friends.

*You were invited by the mayor of a nearby town to take part in their "Festival of Monsters".*

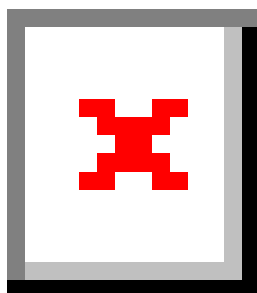
## Four of Wisdom



Taking time to meditate and let go of all the noisy thoughts that are in your head.

*You discover a treasure map within an ornate box in the hollow of an old tree.*

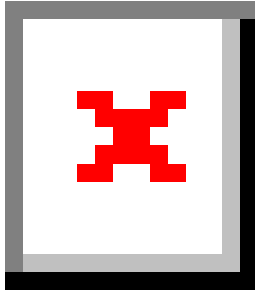
## Five of Wisdom



Keeping a bright outlook and not letting past pain affect your interpretation of the present moment.

*A revenant tells you its story and asks for aid in completing its act of vengeance.*

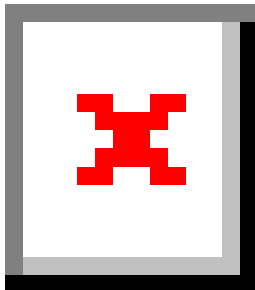
## Six of Wisdom



Our ability to become a child and play in the world. A return to innocence.

*You find a gem. When you turn toward a distant mountain, the gem pulsates and glows.*

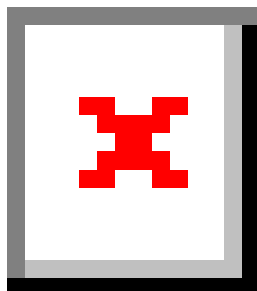
## Seven of Wisdom



Our capacity to be discerning in our decisions and to choose from a place of clarity and wisdom.

*A librarian has discovered a hidden stone door covered with magical glyphs in the library's basement.*

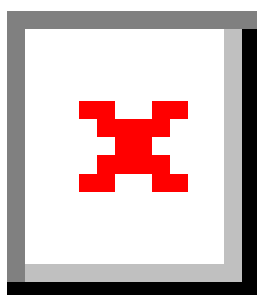
## Eight of Wisdom



Finding a way out of past pain by having faith that something better is waiting for you.

*Graves of a cemetery appear to be robbed, but some say it was the dead that dug their way out.*

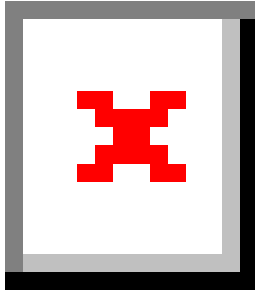
## Nine of Wisdom



Finding the balance between enjoying our accomplishments and not slipping into complacency.

*A horde of marauders is rumoured to be en route to a village. The townsfolk ask the party for help.*

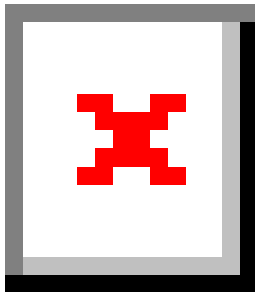
## Ten of Wisdom



Uniting the head and the heart. Relating to others and your environment in emotional balance.

*The party comes across a magical portal with a ring of standing stones.*

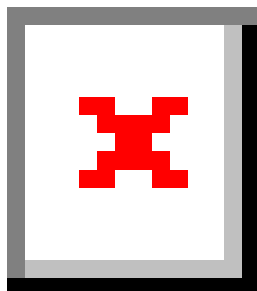
## Page of Wisdom



Embarking on a new path sparked by your curiosity and creativity.

*A man staggers toward you and hands you a silver key. He gasps, "find the fish," before falling over dead. He smells of brine.*

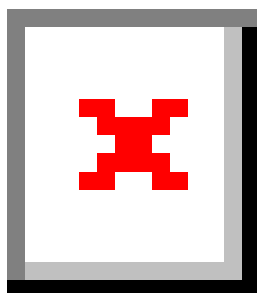
## Knight of Wisdom



Trusting your passion, allowing yourself to dream big, and imagining the best happening for you.

*There were whispers that the mayor of the town was seen signing a pact with an imp.*

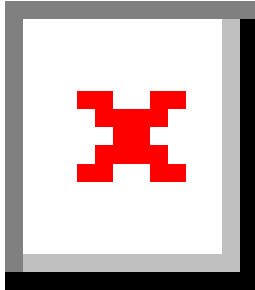
## Queen of Wisdom



Going into the depth of compassion and quieting the critical mind to create emotional stability.

*A duck waddles up and says that he has witnessed a murder and wants you to catch the culprit.*

## King of Wisdom

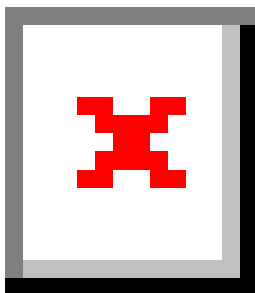


Fully accepting this moment. Allowing complaints to dissolve. Being kind to yourself.

*A noble approaches you and says that an assassin has been sent to kill him and he needs your help.*

## Charisma

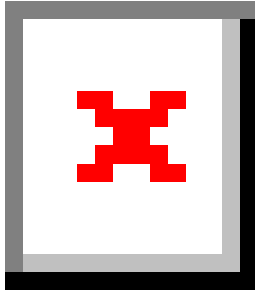
### Ace of Charisma



A new opportunity and a time of manifestation and abundance.

*A mysterious order of assassins begins to hunt down a member of the party.*

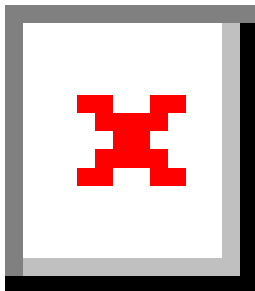
## Two of Charisma



Our ability to manage our time with grace and ease by getting clear on our priorities.

*A group of Viking Warriors are in a longboat. They claim to found a way to the river Styx, and they're going to fight devils.*

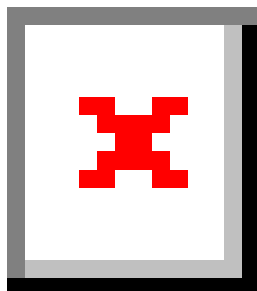
## Three of Charisma



Using the power of a team and learning how to collaborate.

*A shy ogre asks the party to rescue his pet goat from an evil cyclops.*

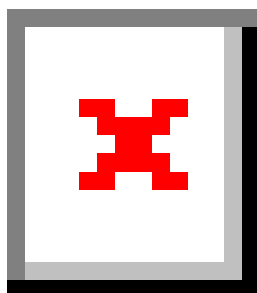
## Four of Charisma



Being careful with finances while not falling into fear or greed.

*A dwarf claims to have discovered a vein of mithral in his mine, but now monsters have moved in, and he needs help reclaiming it.*

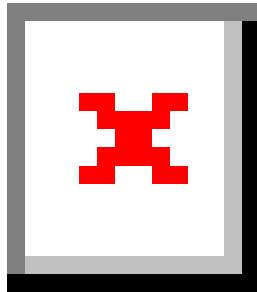
## Five of Charisma



Finding out how to move out of lack mentality and to enjoy the abundance, in whatever form, showing up in our lives.

*A kobold asks if the party wishes to join him on an adventure to the Dragon's Teeth mountains to find the fabled Eye of Tiamat.*

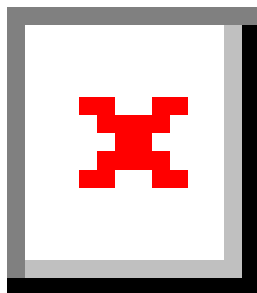
## Six of Charisma



Giving and receiving fully while not sacrificing your values or exhausting your energy.

*An old Mariner tells you the precise location of a legendary shipwreck off the coast.*

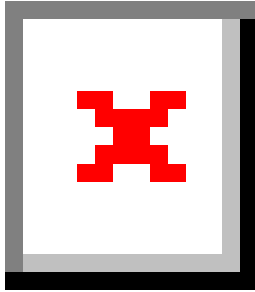
## Seven of Charisma



The power of allowing your plans to develop and unfold without urgency or restlessness.

*The town mayor is rumoured to be possessed by an evil spirit. The mayor is secretly preparing to sacrifice the entire town.*

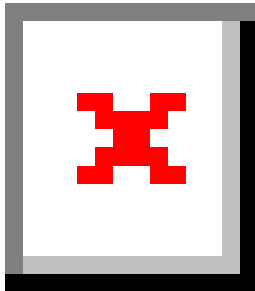
## Eight of Charisma



Paying attention to doing the simple things well. Slow and steady wins the race.

*A dwarven forgemaster has had her magical hammer stolen and is asking for your help. In return, she'll forge you a weapon.*

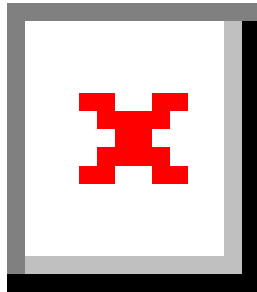
## Nine of Charisma



The capability to come out of "survival mode" and enjoy the abundance and self-sufficiency that we do have. Appreciate the good.

*Something is digging tunnels under the city and your party has been asked to investigate.*

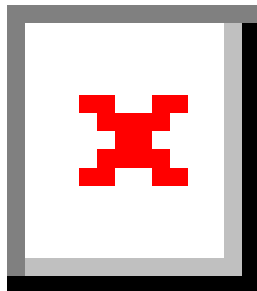
## Ten of Charisma



The security that comes with having a network of people who support you and your dreams. Long-term success.

*A Paladin requests aid to recover the body of his fallen companion.*

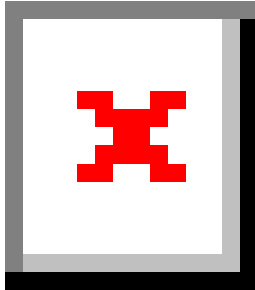
## Page of Charisma



Getting into action and rekindling a sense of adventure with even the small things. Realize what isn't working.

*Something has torn down the rope bridge that spans the chasm. The villagers need help rebuilding it.*

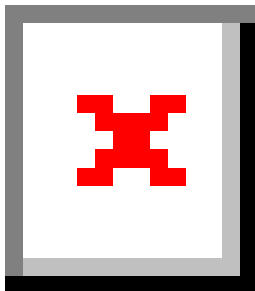
## Knight of Charisma



Finding a way to enjoy routine, take responsibility for our own success, and let go of expectations. Good work speaks for itself.

*The local mad wizard wants basilisk or cockatrice eggs and is willing to pay handsomely.*

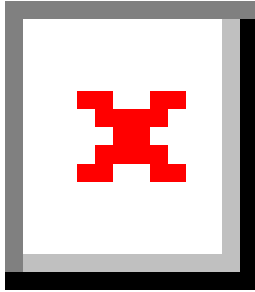
## Queen of Charisma



Creating a nurturing space for yourself and others to achieve greatness. Maintaining work/life balance.

*A farmer claims that his goose that lays golden eggs has been stolen by a cyclops and is asking for your help in getting it back.*

## King of Charisma



Reaping the fruits of your endeavours. Enjoying abundance while not getting lost in acquiring.

*Is there a bard in the party? The king is having a ball and the entertainment has not shown up.*

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ISBN 978-1-9848-2466-0

Printed in China

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10 9 8 7 6

First Edition