



The Greater Trumps

THE CHAMELEON

A Chameleon crawls onto a rock. He basks in the Sun for just a moment and then becomes indistinguishable from the rock. His color and texture are identical to the rock's he is as rigid as stone, even the rock's own mother could not tell. The Chameleon represents the ultimate in adaptability.

When the current hierarchy of Personae was set up long ago by the Magus, you were among the Outsiders (those Personae who for one reason or another were not deemed worthy of being included in the order). You hate being numbered among the Outsiders. You so much want to belong, because within the Hierarchy there is constant interaction between the member entities, not at all like it is on the outside. You thrive on the rare interactions which occur outside of the hierarchy, and whenever you meet up with another persona, you strive to be just like him and agree with every thought he has. But now that Justice has called the Conclave together, all the Personae can, for a short time, meet here as equals, and what a treat that is!

As you entered the conclave you passed near the Sun and you felt yourself immediately grow strong and confident and you looked at the Moon and felt distaste for her hidden meanings and deceptions. However, moments later as you drifted near the Moon you began to see the great value of dreams and intuition and realized that some of the Personae can not be approached directly and thus need to be manipulated.

Well, now that you are here at this Conclave there must be some way to get yourself included as a part of the matrix of the hierarchy. Standing next to the Hanged Man you are aware that you could establish your worth as a member by showing that the pain you have suffered by being on the outside is a transforming force that elevates you to a higher plane.

One thing for sure- you will need to agree with anything that any of the other personae say to you. The Devil brushed past you and you suddenly understood that what most members of the hierarchy really need is to stop taking things so seriously. They should lighten up and indulge in some good strong carnal pleasures. Being here on the inside is going to be so much fun, and as the Star draws near you feel your heart all but bursting with an overwhelming feeling of hope for the future.

Change Skin Your cards (lesser arcana from packet) are whatever suit you say they are. All the time

Switch Sides You may change sides in a combat, if you act before it is resolved. Usable once per combat.

The Chameleon REVERSED

Knee-jerk contradiction

No, you're wrong! And so are you! And you, and you, and ... Because I say so! I'm not like any of you!



The Greater Trumps

THE CHARIOT

You are the archetype of the Chariot. The traditional pictorial interpretation of your persona shows a crowned man (a king, perhaps) driving a chariot pulled by horses (sometimes Sphinxes). This depiction illustrates someone in control of mind (driver), body (chariot) and spirit (sphinxes). The imagery serves to demonstrate that you represent earned success over obstacles.

Well balanced and in control at all levels, your path to your goals is through action. The Wheel spins and spins but goes nowhere and the Moon is tricky and deceptive, but you, perhaps second only to the Sun, close in directly towards whatever goal you may have set.

The current hierarchy was set up long ago by the Magus, but now Justice has called the Conclave together which means that the entire structure may be somehow in doubt. The existing matrix is fairly straightforward and it is pretty good as far as the form goes; however, it is unfortunate that you were not included as a member of the inner circle when the original hierarchy was formed.

You could have easily occupied the position that is now filled by Strength and in some ways would have been a better choice. Strength is likely to exhibit a static show of force (could lead to hesitation when action is called for) as opposed to your dynamic methods of operation. But in the current plan of the hierarchy you are assigned to a peripheral position with that indecisive Temperance serving as your immediate superior. The Lovers are too wrapped up in each other, and the Wheel and the Hermit are even worse-self-absorbed and inert. Some of the other Personae might be better suited to your inclinations. You should talk to them.

Well, the assembling of the Conclave means that the structure of the matrix is about to change, so here may be an opportunity for a Persona of action to be a part of it. There is a chance that in any coming new order you may play a more central role, and although the Magus is a strong enough leader, the Emperor or the Sun might well be better suited. Recently you have been seeing a vision of yourself leading the way for others, the path straight before you like a shaft of moonlight.

Also present at the Conclave are a number of the Outsiders (those Personae who for one reason or another were not included in the original order) and there may be some attempt to include these outsiders in any revised matrix. You can sympathize with them to some degree, as you know what it is like to be left out. Perhaps some of them would be of help in structuring an improved hierarchy.

Single-Minded Cannot be compelled if you are absorbed in your own activities. See GM for judgement. Usable twice.

Single Combat When ganged up on, you may force the issue to be resolved by a one-on-one. However, the other side gets to pick their champion. Usable twice.

Single-Minded Cannot be compelled if you are absorbed in your own activities. See GM for judgement. Usable twice.

Single Combat When ganged up on, you may force the issue to be resolved by a one-on-one. However, the other side gets to pick their champion. Usable twice.

The Chariot REVERSED -

Restlessness

Every one really annoys you, they are all pains in the ass. You are tired of sitting around. You want to do something now, but are not sure what to do, but you just have to take some sort of action, make some sort of statement.



The Greater Trumps

THE CITY

A shining city lies spread out foursquare, with roads, plazas, and buildings laid out in pleasant, meaningful order. The City represents the crossing of ways and the fostering of organized living.

Deep within your heart, you hold all the secrets to living. Where to rest and where to work, where to consume and where to create, where to manifest and where to dissipate- you hold all these secrets. You discovered none of them, but that matters not; it is enough to know that they pervade you, *are* you. You define a place, a sanctuary, a haven; you are both a destination and a way-station. You do not need to travel to attract others or to gain your nourishment; it comes to you and passes through you. You are the crossroads, the meeting of the ways. For the Ship and the Hero Twins, you are a point from which to venture out, and a home to return to. For those who choose a more sedentary path, such as the Scholar or the Library, you have other attractions. With your shelter and sustenance, all the joys and mysteries of the Universe can be explored.

Others of the Outsiders you are not so comfortable with. The Rains, with his decay, forces you to be ever rebuilding. Fortunately, he has been preoccupied recently. And you always seem to be finding the Prisoner locked up in you. It's very tiresome.

For as far back as your memory stretches, you have been in one place, laid out in foursquare harmony. Above you, behind you looms a wondrous construction called the Hierarchy, a matrix of Personae like you, but somehow more definite and solid. This creation has been like a firm foundation to you, providing you with an anchor and point of reference. As a matter of fact, the Hierarchy seems to have a great deal to do with the clarity you have gained over time. Perhaps it's only natural- like you, the Hierarchy is a place where the energies of living are concentrated for those fortunate enough to dwell within. As above, so below.

But now the Hierarchy is threatened. It was very recently that you noticed their alarm; something like a great clarion call rang out through the aether. You, the Scholar, the Library- you all halted your business and paid attention. The Rains was brought out of his gloomy self-absorption, and even the less-developed Personae seem to take interest. It was a powerful call, alluring and demanding. You wished you might follow it- and then you found you could. It led you to a great assembly of Personae.

It seems that one of the great Personae of the Hierarchy, the lady Justice, had discovered a grave danger to the Hierarchy. It was probably the storm that the Ship and the Hero Twins spoke of. At any rate, Justice called this assembly (the Conclave), in order to avoid disaster. Along with averting destruction, the Conclave also allows- demands, actually, that the Hierarchy be re-designed, re-formed, re-integrated.

You are delighted, of course. This is the sort of opportunity that you could not have dreamed of. You are sure that you can help- perhaps if you had been included in the beginning, this disaster might never have happened. Even discarding that speculation, you can add so much to the new Hierarchy- stability, order, harmony, a powerful and even flow and storage of energy. You don't need any high or exalted place in the new order; your position is support, and you know it well. You should probably approach the Magus with your offer of aid- he was the architect of the original Hierarchy. With you as a ground to work from, he can build a matrix that is truly eternal

City Walls

Allow all Personae on your side in a combat to take half damage. Usable X4

THE CITY - REVERSED

Crowding, dirt, disrepair

There's just no room anymore! There's no way you could help a new Hierarchy; it just wouldn't fit. No, absolutely not. Besides, it's not fit for anyone; all the paint is peeling and there's grime everywhere. Let's face it-you're just not fit for your *own* company, much less anyone else's.



The Greater Trumps

DEATH

A skeleton stands draped in a black robe wielding a scythe. He stands ready to harvest a black rose in full bloom. The robe hides the mystery of Death and the scythe is a symbol of harvest and rebirth.

You are Death. You mark the coming of change. Some confuse you with the change itself, when you merely signal the start of the change. Your presence can indicate the end of a period or the closing of an era. You come close to being the most stable of the Originals for you represent the unyielding ideal of change. An ideal which alters but slowly over the eons.

You remember the beginning, you were among the first of the focused ones. The ones who developed most strongly and quickly. The Magus approached the few who were focused enough to be aware, with a proposal. He had a plan which would help to further focus all of you by creating a fixed relation between each of you. He called this his hierarchy. He sought to balance the strengths and weaknesses of all by their placement within the hierarchy. He placed some limits on you and the Tower by placing you subordinate to Justice and balanced against the Wheel who lay opposite under Temperance.

Justice limited your efforts by always forcing you to rationalize why you wanted to do anything. She felt if your explanation was logical and your reasoning sound then you could do as you wished. Occasionally you helped her to change her mind about what was a reasonable justification. Maybe it wasn't nice but sometimes you had to have your way even though you couldn't explain why. If you thought you had problems you looked to the Tower. His violent actions seldom passed Justice unmodified.

You wondered how things would have been different if your place had been switched with the Wheel of Fortune. You would have had a lot more freedom of action under Temperance. You can easily vary the intensity of a change and still have essentially the same outcome. It would have been so much easier than constantly explaining your actions. And there is the Wheel herself. The changes she brings fall along established, or at least predictable, cycles. Part of her art is know when to turn. The fourth persona of change is the Last Judgment. Last Judgment represents total dissolution followed by rebirth. You quite agree that a total remake is sometimes necessary but the release of self concerns you. Who knows what might return in the place of the last incarnation? You would rather have them go through a number of intermediate changes and be conscious of them while keeping the same shell.

The Chaos storm is coming. You know the Wheel of Fortune must have sensed a turning and no doubt told Justice. Justice called the Conclave. All of the Originals were drawn back to this place. You would have been here regardless, for this is where it began. The harbinger has arrived to herald the coming of change. The others probably do not realize that without you or the Tower (though you are loathe to admit he could do the job) the storm would do nothing. But all is right now, the change will occur. And it can happen reasonably not in the manner preferred by the Tower.

He no doubt wants to shatter the hierarchy and let the pieces fall where they will. The Last Judgment will yearn for complete dissolution and rebirth as is always her way. The Wheel will look to cycle the old hierarchy into a new one. While you feel it is best to only alter one area at a time to allow everyone to adjust to each alteration in turn. Your first choice is to change the shape of the hierarchy while keeping the same pieces. If you cannot garner enough support for that then you hope to change the pieces but keep the board.

If it were up to you to choose who was to be dropped the Empress would top your list. She always looks so smug with herself and her position. Having influence over the Emperor can give her quite an edge on occasion. She would be followed by the Star. By the powers that be (yourself included) her constant cheerfulness is enough to drive one insane. You wanted to change her outlook more than once but could never convince Justice. And as much as the Star grates on your nerves it wasn't important enough to waste your time changing Justice's attitude first. Of course now that you don't have to answer to Justice directly perhaps something can be arranged.

Forced Discard

For up to two Personae in a combat, you may draw the discards randomly instead of letting them pick. Usable 4 times

DEATH - REVERSED

Stagnation, inertia.

Everything stays the same, no matter what you try to do to alter it. Why bother, it won't help. Besides, it really is so hard to work up the energy to try. It is much easier for you to just keep everything the same. No, this is just fine. Because I like it this way. Now stop trying to change it, just leave it alone.



The Greater Trumps

THE DEVIL

A squat satyr with bat wings dances atop a pillar. He has ram's horns, between which is an inverted pentagram. His right hand is raised, his left hand holds a torch, flame downwards. Chained to the pillar are two naked figures; one is male, one female; both have horns and tails. The Devil represents lust, greed, blind impulse, carnality and materialism.

You rant and you rave and you rut across the Universe; you strike sparks with your feet as you charge, your bellowing spreads panic as you trumpet your desire. There are always riches to plunder and fires to dance around. Desire, wild desire, is the endless constant and must be gratified in its every form so that in satiation it arises renewed, to be assaulted once again. The secret of existence is to grab each moment before it passes, to gratify each impulse before it becomes temptation. To hunt each aspect of sensuality down and break through the other side, that is your passion. If you stumble sometimes- well, even error has its pleasures.

The Hierarchy was that kind of mistake. It was new, the Magus held it up before you and you scarce had time to agree before you plunged snorting into it. And you have been chafing under its rule ever since. Most of the other Personae of the Hierarchy are so prudish and judgmental, and their attitudes bore down on you, forcing you to be darker, more sinister and grasping, more mean and petty and gross. How you hated it, but you saw no way out.

And now it is brought to an end. How you will laugh in all their faces! They tried too hard to hold back the wildness, and instead have brought ruin on themselves. And even stodgy Justice realizes that it is an occasion for a party! Not only are you free in this place, but the purpose of this celebration (as if it needs one!) is to remake the Hierarchy.

This is your chance to be truly understood. No other Persona seems to fully grasp your nature, unless it is the Fool- now, there is one who know what laughter and dancing means! His wildness can frighten even you, sometimes. The others- pah! That prissy High Priestess and that sanctimonious Temperance both need a good dose of desire to lighten them up. Even the Lovers are a bit too innocent for you; they need to get it on more often, instead of staring romantically into each other's eyes! The Moon with her emotions, the Wheel of Fortune with her changing, the Sun with his shameless joy: they seem to recognize your necessity, even if they all have some difficulties with your wildness or darkness.

And there are some Personae you don't recognize, either! These Outsiders must have been left out of the Hierarchy, or maybe they have been born since its creation. Just think- they have danced places that you could not and done things that you were restrained from doing. What desires they must have explored! You must get them to tell you about their sensual adventures. If some of them are carnal enough, they need to be added to the new Hierarchy- you want allies, this time.

Anyway, you need to keep this party swinging. If anyone (like Temperance, for example, or Strength) tries to keep things orderly, you and whatever troublemakers you've found have got to ignore them and whoop it up.

What you really want, of course, is a Hierarchy that has a place for wild passion, and can appreciate and value you instead of demonizing you. If it looks like the new Hierarchy will be a stuffy variation on the old one, you're out. If you can't dance there freely, you don't want it.

Carnality

You can cause one Persona or a small group (discussion, combat, etc.) to fall prey to blinding lust for five minutes. The target(s) cannot perform any other game-related actions (including discussion) during that time. Usable three times

THE DEVIL - REVERSED

Male sensuality, endurance, dionysian energy

Now that you're out from under all that puritanism, you'll work like anything to stay out. It is wonderful to be able to cavort without obsession, to work with your sexuality without being controlled by it. You still wear the horns, you still dance- but you are no longer locked in darkness



The Greater Trumps

THE EMPEROR

You are the archetype of the Emperor. The traditional pictorial interpretation of your persona as an emperor seated on his throne shows that you represent authority, strong leadership, dominance and *discipline*.

Of course you're conservative in nature; for you, things need to be based on hard solid facts rather than fuzzy intuition. Your consort the Empress is unfortunately one of that ilk, but oh well, she is a woman after all. She talks about mercy- the quality of mercy is all well and good- when you can afford it.

Long ago, the Magus created the current Hierarchy which is logical and ordered in its structure. It is good that the order had a strong leader at the center and the Magus is certainly quite capable, but you would be an even better choice to serve as the focal point.

Now Justice has called the Conclave together, an action which is sure to bring into question even the very existence of the underlying matrix. Here and now all of the Personae can interact as equals, although ordinarily when acting within the hierarchy it is necessary that you coordinate your activities through the Strength persona. Strength would have been a good enough deputy to you; but to be placed in a subservient position to her is troublesome as she is entirely too static and gentle.

The others in your arm of the Hierarchy are a mixed lot. The Empress believes in order, but she is sometimes too soft- just like a woman, really. The High Priest also holds order in great respect, but tends to focus on irrelevant and impractical minutiae. And the High Priestess- well, you just try to tune her out most of the time. You will have to take this opportunity to meet with some of the others in the Hierarchy. The Chariot, for example- he has potential.

So, it appears that some changes will be coming, and in a way you would be sorry to see the old structure dissolved; however, this could be an opportunity to build an even stronger matrix. Possibly a new arrangement could arise, with a more clearly defined hierarchy and a powerful leader (hopefully yourself) at the center. Even if it can not be yourself, you would be willing to work with a strong leader. No matrix at all would be preferable to the establishment of some sort of a weak order.

Present at the Conclave there are a number of the Outsiders (those Personae who for one reason or another were not included in the establishment of the original hierarchy) and there may be some attempt to include them in any reestablished matrix. That would be all right, provided such candidates improve the orderly functioning and know their proper place in the hierarchy.

Recrutiment

At the beginning of a combat, you may force any one nearby Persona (whether on the opposite side or just a bystander) to fight on your side. Usable twice.

The Emperor REVERSED -

Hostility, ambition, hubris, rashness.

You worthless piece of garbage! How dare you stand in my way! Of course I'm right, you pathetic weakling!
Not even the Forms could prove me wrong!



The Greater Trumps

THE EMPRESS

A woman sits enthroned in a fertile garden. She is motherly, possibly pregnant. Her hair is bound by a wreath she is crowned with stars, and her gown is covered in flowers. At her feet is a heart-shaped shield, and she holds a scepter. She represents creativity, the ability to create a productive environment, protectiveness, and practicality.

The Universe can be such a wonderful place, with everything growing and creating, with all the new things springing up all over. It does make for *ever* so much to do, however: things must be tended so they'll produce in the best way, and new creations must be sheltered from the harshness of existence until they can bear up. There's always that fine balance to keep, though; if you're overprotective, that promotes weakness and dependence. And too much tending can wear a creation out rather than keeping it producing. Even the forces of decay have to be dealt with, somewhere. Not encouraged, just worked in. After all, the old has to give way to the new, or things would go from cozy to crowded, and there would be all kinds of spats.

Harmony really is necessary for the new things to grow strong and the established things to be creative. That's why you were so happy when the Magus enlisted you in his Plan, and you became part of his Hierarchy. It made things much easier for you; it focused your powers of creation and raised walls against the adversities of the Universe. You have given birth to so many ideas and things since it was established, and tended them with maternal love.

But now something is happening, something that the Hierarchy cannot provide shelter against. Justice has called the Conclave, which brings the whole arrangement into question. There's a great deal of uncertainty in the air; you don't feel comfortable bringing new things into the world now. To be sure, it is wonderful to see the whole family (as it were) in one place again; the World has made a very comfortable place to meet. But still, some action must be taken soon, or all the security and peace will come tumbling down.

It must be important, or Justice wouldn't have called the Conclave. She's terribly stern sometimes, but she really does have a good heart. Even the Magus (who, poor dear, looks quite like his world has collapsed around his ears) is taking her seriously. Some of the others aren't behaving quite as well. The Emperor (it's just so frustrating being his consort sometimes) is going on and on about "people being in their place" and "strict discipline", and Death and the Tower are looking smug. And the Devil- that beast! You prefer to be in the company of your friends. The High Priestess is one, and you have much in common with the World. And those dear Lovers- how sweet they are!

And there are some new faces here: the poor Outsiders, looking so forlorn. Some of them were left out when the Hierarchy was formed, and some of them were formed since then. They need to have a secure place found for them in the new Hierarchy, so they'll blossom. Perhaps they look a little ragged and fierce now, but some extra care and comfort will change that.

Whatever the new way of things is, it will have to be as good as the old one. It will have to be stable and nurturing, and well-protected. Maybe the old Hierarchy can be used as a core, and the Outsider Personae can be worked into just the right places here and there. You'll have to approach the Magus with this idea; maybe you should get Strength's input (she is, after all, your superior), and talk to the Sun and the Star, too, now that it's easier. You've got to find some way to make the new Hierarchy a happy and safe place, and make sure that there's no return to the bad old days of anarchy.

Shelter

You may intervene in a combat at any time before the final outcome, and remove one other Persona from the consequences of the combat. Usable 4 times.

THE EMPRESS - REVERSED

Unproductive, wasteful, unstable.

Whoops! There you go again! Ruined it, whatever you were working on. It doesn't matter, there's plenty where that came from. You just never seem to get anything done this way, and then it all seems to fall to pieces, and then *you* fall to pieces and... Oh, dear.



The Greater Trumps

THE FANATIC

The pictorial representation is of a hooded man with wild eyes. He holds a book symbolizing the creed that he follows unhesitatingly, and a dagger slung over his back that represents his willingness to commit violence to support his cause. You are the archetype of the Fanatic and represent extreme devotion to a cause or belief.

Long ago when the Magus called the hierarchy of Personae into existence, some of the Personae (who have come to be called the Outsiders) were excluded from membership. It was a serious error on the part of the Magus that you were not included among the 22 selected. He may have wanted to keep the total number small for the sake of simplicity but if so, he was doubly wrong.

Including you could have actually made the Matrix even simpler as you could have easily replaced both Justice and the Hanged Man. This is possible since not only do you intuitively know what is the right course of action but you are also capable of self sacrifice to achieve the correct end. The Magus's second mistake was in limiting the size of the Matrix. The simple underlying configuration is good, but all Personae who are willing to work for that which is right should have been included.

It appears that things may be about to change. Justice has called the Conclave together which means that the entire structure of the hierarchy may be somehow in doubt. The fact that a number of the Outsiders have been invited to the meeting would suggest that their will be an opportunity to restructure the Matrix into something more correct. You noticed that the Hero Twins are here, pretty good characters who try to "do the right thing" even if they lack your deep devotion to a cause. The usefulness of the hierarchy is compromised by the inclusion of characters like Temperance who always wants things to harmonize; your attitude is "right is right and to perdition with trying to arbitrate".

Aside from a poor choice of players, the basic structure of the current hierarchy is in principal not all that bad. There should be a strong leader at the center, but there needs to be a more clearly defined chain of command and as new persona prove themselves worthy their capabilities should be brought into the ranks as well. You would make an excellent leader for any new order, but coming in as an Outsider that is not likely to happen, so you are also willing to follow a strong leader who has the correct World View.

Whatever happens, you must find a faction, cause, or side to identify with, and help them come to victory- by whatever means necessary. This will ensure your place in the upcoming new order of things. Woe to any who oppose your chosen idea.

Wield Ability You may use the ability of one of your allies.

The Fanatic REVERSED

Pogrom

You have been betrayed. The cause you have been led to believe in is wrong and evil; your erstwhile allies are heretics. They are all against you. Bring them down. Stamp it all out.



The Greater Trumps

THE FOOL

A youth lightly steps or dances at the edge of a precipice. He/she is brightly clad, and holds a white flower in one hand. Over the other shoulder is a stick on which is tied a bag, carrying his/her few possessions. A small dog jumps and barks in warning at his/her feet, but he/she ignores it. The Fool represents the power of innocence, unformed creation, laughter, and new beginnings.

They are all so *funny* sometimes! If you didn't love them so much, it would be so easy to pull the greatest tricks on them, and work mischief that would truly put the fear into them. But that's not the way you work, now, is it? Certainly, they take themselves too seriously, but you really must be gentle... most of the time.

You are always dancing, have always been dancing, down every possible path in the Universe. Even before the Personae manifested, you danced, ever shifting to meet each new step; as each Persona came into being (but merely cloaking a Form), you stepped a measure with it to send it on its way. Some can see the dance, others can only see you standing still. Of course you are still within yourself; without the still point there could be no dance, and there is only the dance.

So when the Magus proposed a new measure, you swung right into it. He was puzzled and angered that you laughed at his shiny new plan; how could you tell him that thinking of you as one of the Personae was so deliciously funny? So he grimaced in annoyance, but gathered his chosen Personae together and lead them in his little ritual. And it was so amusing that you had to laugh, and the laughter began the dance that the Magus called the Hierarchy.

Now, it seems, the music for this dance has ended, and it's time to change partners, and maybe even the callers. Oh, how they scurry about, trying to look important! There are some fresh faces for the new measure, although of course you have danced with them already. It's going to be a lot of fun to watch them.

Maybe there are some ways you can help. The Magus looks so depressed that his pretty toy is broken, and the Emperor wants to go back to his march. The Devil- you sigh, sometimes, when you think of what he has let happen to him. But at least he hasn't stopped dancing, like Temperance. Temperance will, no doubt, try to keep things organized and boring. You'll have to nip that in the bud!

Mainly, though, you just want to have fun at this dance that they call the Conclave. You're sure they'll find something to present to you; most of them seem to think that some kind of ordered measure, some kind of new Hierarchy, is necessary. Well... it is nice to have an inside and an outside for contrast, but you're sure that a free-form arrangement would be just as lively. So you'll wait, and you'll watch, and perhaps you'll play a few pranks on those who need them. And when (or if) they lift up their new creation to you, you'll laugh for the sheer joy of seeing it work for a while. Either way, you'll lead them all in the dance, whether they know it or not.

Laughter

Cause any one Persona to dissolve into helpless laughter for one minute. PRIORITY. Use as much as you like- just don't overdo it.

THE FOOL - REVERSED

Lack of effort, folly, immaturity

Well, what to do next? Maybe nothing. Maybe you just need to wander off and smell the flowers. Why bother with a new Hierarchy? It's just not worthwhile, and it's no fun. Boring, boring, boring! These people are all boring. Maybe you need to make things more interesting- like by playing a really neat practical joke or three.



The Greater Trumps

THE HANGED MAN

A simply-clad man hangs by one foot from a cross-brace at the top of a leafy pole. His other leg is crossed behind the first, and his arms appear to be bound behind him. His expression is serene, and a halo surrounds his head. He represents sacrifice for a noble purpose, inner peace, prophecy, and reversal.

They pity you, sometimes, but you know that that pity is misplaced. Pain is only an instrument, suffering a method. If the pain and suffering is for the highest of purposes, it transforms instead of degrades. If you suffer for others, they will benefit, and some may be advanced enough to follow your example. And the awkwardness that goes with the pain- oh, what a fresh new viewpoint that reversal can bring! What insights come to you, what voices speak to you, when your sacrifice is pure!

For a while, the Hierarchy provided the necessary rigidity to test yourself against Others may have abused it, profaning its splendor for their own selfish purposes, but you remained true. It is a wonderful creation, the first of the Magus's great works, and in some ways the best, because it benefited others as well as himself. But it has long since outworn its usefulness. It was time for a renewal, a reversal; a situation that the Magus and others would find intolerable, of course. They would work against any such suggestion, and fail not only the Hierarchy, but themselves.

As you contemplated the dilemma, the flash of prophecy came in wracking spasms. The Hierarchy was to be tested. A great wave of destruction would come upon it, and if it was worthy and could withstand the pain, it would be exalted. You treasured this revelation, and told no-one. In order for the suffering to be meaningful, it would have to be abrupt and unexpected. You could lead the way, provide an inspirational example, and help pick up the pieces afterwards. But some other Persona must also have sensed the oncoming disastrous change, and told Justice, for she has called the Conclave. That done, the Hierarchy gains flexibility, and can survive the destructive storm.

This situation, at first a disappointment, now appears to be an opportunity. The Hierarchy's very form is called into question by the Conclave, by the very flexibility that allows destruction to be averted; it can be renewed and reborn in this time of strife. The Magus must be convinced to sacrifice his pale and outworn plan for a newer and greater Idea. You aren't deceiving yourself, however; he is too attached to his shining but unworthy old design, and probably will not agree to let it go. If he won't, he must be replaced. Perhaps you can work with the Tower and the Last Judgment to forge a new order. You will have to watch out for the conservative elements, such as the High Priest and the Emperor; the Empress is a problem as well- far too protective. Some others, even though annoying, must be retained- working with that bubblehead the Star is a true test of *anyone's* mettle. Justice disapproves of what she calls your excesses- you need to find a more congenial superior.

The Conclave has brought another benefit. The Outsiders, the Personae who were excluded from the Hierarchy (because they weren't ready to sacrifice their independence) or who came into being after it began, are also attending the Conclave. Some of them now may well be more fit and necessary than the established Personae. Such worthies must be worked into the new Hierarchy; as many of them as possible must be tested and granted the opportunity to give their all. In fact, the best plan might be a complete swap: some or all of the established Personae would sacrifice their positions to the Outsiders. At the very least, the power structure must change so that those in power may taste of humbleness, and the humble be exalted.

Take it on Yourself

You make take another's negative combat outcome, special ability effect, or Reversal upon yourself. You cannot use this ability to un-Reverse yourself, nor can you take another's Reversal on if you are reversed Usable at any time.

THE HANGED MAN - REVERSED

Punishment, defeat, failure, spiritual emptiness.

Oh, the pain. But you deserve it- you must have done something wrong, or submitted under overwhelming odds. When will it stop? You can't go on- you feel so alone and bereft.



The Greater Trumps

THE HERMIT

You are the archetype of the hermit. The traditional pictorial interpretation of your Persona shows a solitary man who appears to be searching with a lamp, he usually faces to the left which signifies the past. All of this imagery serves to illustrate that you represent caution and prudence, stepping back to reevaluate goals, silent council and an open (but cautious) mind to new concepts.

Although you are wise, you are not likely to volunteer information and others must seek you out to gain access. In some ways you are similar to and complement the archetype of the High Priest but his aspect of wisdom is more narrowly constricted to come only through tradition and authority.

In the current configuration of the hierarchy, your activities must be coordinated through the Persona of Temperance. This is to your liking, as the moderation enhances your solitude. Of your companions, only the Chariot can truly break your reserve: he is so annoying and brash that you can but hope that he will roar out of the Hierarchy altogether, leaving some blessed silence behind. The Lovers have their own form of isolation, and generally dance quietly. And if it were not for her infernal preoccupation with change, the Wheel would be a most agreeable companion.

Since you are reluctant to volunteer your help it has been somewhat difficult for other personae to tap into your knowledge but, here in the Conclave all may interact as equals. When the Magus created the current Hierarchy a certain degree of stability was introduced. There are those who think that stability once established will last for eternity, but you know better.

At the beginning, you looked at the pattern of the Hierarchy and saw that it was inevitable that a disrupting force would one day come along to destroy the Matrix. Change is to be expected and the matrix is an artificial construct so there must come a time when it is no longer a good reflection of reality. For some time now you been aware that a violent storm of Change was coming but you remained silent. It is better that those who have eyes should learn to see for themselves.

Since Justice has called the Conclave together, it is obvious that she must too have seen the coming of the storm. Some of the other Personae that were not included in the matrix are also here at the Conclave and Justice may have some idea of incorporating them into a new structure. Rather than trying to save the existing form or modifying it in a vain attempt to salvage some of it, the best solution would be to return to the preexisting state of Chaos. That is the natural order of things and then a new matrix will come and it too will live its life and die. That is just the way it is.

<i>Go Away!</i>	You may compel either 1 Persona or all within earshot to leave you completely alone for 10 minutes. Usable twice.
<i>Command Attention</i>	You speak so seldom that when you choose to address your fellows, they all listen. Works on the whole Conclave. Usable three

The Hermit REVERSED

Isolationism.

You must sequester yourself. Seclusion is your only hope. Being forced to sit in Conclave with these delusional entities is almost more than you can bear. Refuse to listen to any of the others, they are all fools and your mind is made up.



The Greater Trumps

THE HERO

A Hero stands, in the prime of life, covered in armor and glory. The Hero represents attainment of renewal and goals through noble effort, inner knowledge through outward striving, and the righting of wrongs.

Adventure is the soul of the Universe. But not mere adventure; adventure with a purpose. Battles are sustenance to you, but they must be for the right. The sacred seeking for renewal is the enlivening purpose of your existence. Such renewal comes about through the creation or restoration of a balance; the reconciliation of opposites. For this you steal fire from the heavens; for this you venture into the underworld. And for this you have manifested. Sometimes thinker, sometimes doer; warrior and sage. You can penetrate any mystery; face any danger, if you only remain true to yourself. For you, it is easier. You can harmonize the warring factions within yourself; you have explored all your darkest parts. Every step you have taken has allowed you to measure your strengths and weaknesses.

For as long as you have been in existence, the Hierarchy has gleamed, remote, unassailable. Some Personae, like your companion in travel the Ship, accepted its presence and even used it as a sort of point of reference. Others dashed themselves madly against it, to no avail. You had mixed feelings about it- you sensed a wrong about it, an imbalance to be righted, but you could also tell that the time was not right. But you resolved to make a quest out of it one day.

And it seems that day has come. Out on the rim of the Universe you were traveling, with the Ship as your companion, when you saw the storm. Other such tempests you had battled and gloried in, but this one was destruction incarnate, gleaming with all the dark colors of chaos. You sounded the warning, the Ship spread its sails and ran before the gale as it bore down on the Hierarchy. Now was the time: on the wings of the storm, perhaps you could assail the walls of the Hierarchy and right the wrongs.

It came as somewhat of an anticlimax, then, to find that there were no walls to assail. This also seems to be a disappointment to the Fanatic- he shows great commitment to causes, but is a little extreme for you. The Personae of the Hierarchy were gathered together in the solemn conference they called the Conclave, and the very fabric of their home was somehow insubstantial. You, the Ship, and several other of the non-Hierarchy Personae (you are called "Outsiders", it seems, by your more settled brethren) have all showed up. Even the Prisoner is here- you last found him as a stowaway on one of your voyages (he seemed eager to serve), but the he disappeared as he always does. It seems that the Outsiders are not only allowed to attend the Conclave, but welcomed.

Welcomed by some, at least. The Magus, near-legendary creator of the Hierarchy, seems dubious of your presence here. Others are more friendly: the Empress greeted you warmly, and the Hanged Man is quite eager to meet all of the Outsiders, although for what purpose you cannot guess. Also, you seem to have some sympathy with the Sun and the Moon.

It is apparent that one of the purposes of the Conclave is to determine the shape of the new Hierarchy. You have no firm ideas of your own, although you know you would like to be included, to act as a balancing force. Justice is another solid paladin, you respect her greatly. If the new arrangement has her approval, it will be a fit one to join.

Heroic Effort
Warrior

You may ignore the effects of combat if you lose. Usable Once
You get two hands to chose from in a combat.

THE HERO - Reversed

Cowardice, bullying

No, I won't go out there. It's scary! I might get unfocused for good. I think I'll just hang around here, and get some of you wimps to do the shit-work for me. And you'd better- if you know what's good for you.



The Greater Trumps

THE HERO TWINS

A pair of youths dance in a tree-lined field. They seem to merge with one another in a swirl of misty energy. The Hero Twins represent attainment of renewal through balance, the union of opposites, and the righting of wrongs.

Adventure is the soul of the Universe. But not mere adventure; adventure with a purpose. Battles are sustenance to you, but they must be for the right. The sacred seeking for renewal is the enlivening purpose of your existence. Such renewal comes about through the creation or restoration of a balance; the reconciliation of opposites. For this you steal fire from the heavens; for this you venture into the underworld. And for this you have manifested in a two-fold form, as twin siblings. One the thinker, one the doer; one the warrior and one the sage. Hand in hand you can penetrate any mystery; back to back you can face any danger.

The doer speaks out in favor of the bold course, and the thinker counsels caution. The thinker would remain among the books, but is impelled by the doer out into the wide world of adventure. The doer brings the dragon to battle, and the thinker finds the weak spot in its armor. The thinker receives a vision, and the doer proposes a quest to explore it. You are vital to one another.

For as long as you have been in existence, the Hierarchy has gleamed, remote, unassailable. Some Personae, like your companion in travel the Ship, accepted its presence and even used it as a sort of point of reference. Others dashed themselves madly against it, to no avail. You had mixed feelings about it- you sensed a wrong about it, an imbalance to be righted, but you could also tell that the time was not right. But you resolved to make a quest out of it one day.

And it seems that day has come. Out on the rim of the Universe you were traveling, with the Ship as your companion, when you saw the storm. Other such tempests you had battled and gloried in, but this one was destruction incarnate, gleaming with all the dark colors of chaos. You sounded the warning, the Ship spread its sails and ran before the gale as it bore down on the Hierarchy. Now was the time: on the wings of the storm, perhaps you could assail the walls of the Hierarchy and right the wrongs.

It came as somewhat of an anticlimax, then, to find that there were no walls to assail. This also seems to be a disappointment to the Fanatic- he shows great commitment to causes, but is a little extreme for you. The Personae of the Hierarchy were gathered together in the solemn conference they called the Conclave, and the very fabric of their home was somehow insubstantial. You, the Ship, and several other of the non-Hierarchy Personae (you are called "Outsiders", it seems, by your more settled brethren) have all showed up. Even the Prisoner is here- you last found him as a stowaway on one of your voyages (he seemed eager to serve), but the he disappeared as he always does. It seems that the Outsiders are not only allowed to attend the Conclave, but welcomed.

Welcomed by some, at least. The Magus, near-legendary creator of the Hierarchy, seems dubious of your presence here. Others are more friendly: the Empress greeted you warmly, and the Hanged Man is quite eager to meet all of the Outsiders, although for what purpose you cannot guess. Also, you seem to have some sympathy with the Sun and the Moon.

It is apparent that one of the purposes of the Conclave is to determine the shape of the new Hierarchy. You have no firm ideas of your own, although you know you would like to be included, to act as a balancing force. Justice is another solid paladin, you respect her greatly. If the new arrangement has her approval, it will be a fit one to join.



The Greater Trumps

THE LAST JUDGMENT

An Angel blows upon a trumpet and the dead rise from their graves. "And they were judged every man according to their works" (Rev. 21:13). This quaint pictorial representation of a final judgment is used to show that among the Personae, you represent release, regeneration and awakening and fulfillment

You in fact represent the final state of personal identity as it is about to blend into the universal consciousness. When the current hierarchy of Personae was set up long ago by the Magus, you were placed in a position subordinate to the World, and it has been necessary to coordinate your activities through him. The World is a pretty good superior and he does represent things reaching the end of a cycle which is a concept you can well relate to, not at all like the finality and destruction that the Tower represents. That sort of finality makes you just a bit nervous.

The others in your arm of the Hierarchy are a mixed lot. You and the Star have a common preoccupation with transformation, but the Moon is far too obscure for you. The Sun is more open, but has no real finality.

Justice has called the Conclave together all the Personae can meet here as equals. It is clear to you that Justice must have become aware of the coming of the end because the calling of a Conclave would only be to deal with a great emergency- which means that the entire structure may be somehow in doubt. The very structure conceived by the Magus has been Judged and found wanting and it is good that it must at last come to its conclusion. There are those of course who will try to avoid the end, they could well take a lesson from the Hanged Man who well knows the value of self-surrender.

The old Matrix was too rigidly controlled by the Magus and you are fortunate to be here to participate in its renewal from which a improved order can arise. This could come about either by changes in the basic structure, change in the participants or by both measures. There are indeed other Personae beyond the original 22. In fact present at the Conclave are a number of the Outsiders (those Personae who for one reason or another were not included in the original order). Justice must have invited them here and perhaps it is his intent to ask for their incorporation into the hierarchy.

There are definitely better choices for the leader than the Magus; you need a Persona who would be strong but still flexible. Let's see, the High Priest? All tradition and ritual, not what we need at all. Temperance? Much too restrained, would be forever trying to mediate everything and never accomplish anything. Maybe the Wheel, who certainly understands the coming and going of cycles.

Judge and Find Wanting

You may unfocus (make inactive) a Persona. Effect lasts for 10 minutes. Not usable twice on the same Persona.

Judgment REVERSED

Guilty and depressed behavior. Fear of Change and Death.

No, it's not my fault. Or is it? Oh, it probably is; I'm such a worthless bungler. It's all going to change into something *horrible* and we'll all *die!*



The Greater Trumps

JUSTICE

A figure wearing a crown is seated on a throne. In its right hand is a two edged sword which can cut through both sides of an issue revealing the truth. The left hand holds a balance tipped to the right symbolizing the over emphasis placed upon conscious thought.

You are Justice. Yours is the way of understanding the just and fair. You speak on behalf of the weak against the strong so they are not overwhelmed. And yet you also speak out for the strong against the weak so they are not pulled down out of fear. You may not champion any cause until each side has been considered.

You along with Strength, Temperance and the World were placed before your fellows as just recompense for extra duties which fell to you. Each of you had four other personae placed under you in your arm of the hierarchy. It was your place to regulate what they did and insure that their actions did not jeopardize the hierarchy. The four of you could converse freely with each other, the four in your branch and the Magus. You had some of the worst under you, the Hanged Man, Death, The Tower and The Devil. It was your place to prevent them from using their powers improperly. Now that was a job. You almost feel like not signing on when the new hierarchy is formed. Or maybe taking one of the outer positions. No one ever bothers the Hermit. He just goes his own way and causes no ripples. How nice that would be.

But right now you have work to do, duties to fulfill. And if you have given your word on something, you keep it. You were the best suited for the job so you took it when offered and you know given the same opportunity you would probably do the same again. With power comes responsibility, the burdens can be great but so can the rewards.

Yours was the power to call the Conclave when the time was needful. You had been weighing the needs of the Outsiders to be heard within the hierarchy when you heard of the coming storm. Having been told what would befall the hierarchy if the storm was left to its own devices and ignored, you called the conclave. This will also allow the Outsiders to be worked into the hierarchy. Being excluded they could not gain from the extra focus afforded by the hierarchy but they did not suffer its restrictions either.

The Wheel approached you with the news of the storm. The hierarchy would be shattered by the storm and all within reduced into chaos. It was time to call the Conclave and loose the bindings that held the hierarchy so tightly together. Now it is possible to undo the hierarchy if that is the chosen course of action.

You must speak the words of opening for the Conclave then you turn the running over to Temperance for the duration. You are then free to assist the others in planning a new hierarchy. Your help will be invaluable as you can judge the balance of a proposed hierarchy.

You are torn with thoughts on a new hierarchy. It would not be fair to completely dilute the new hierarchy by indiscriminately adding new personae. But it also would be unjust to prevent the Outsiders from entering. Possibly some type of rotation on and off the hierarchy could be worked out....

<i>Balance the Scale</i>	Force an equal redistribution of lesser arcana between the members of any group of Personae (not including yourself) Usable Once
<i>Equalize Combats</i>	May balance an unequal combat by changing the sides or causing one or more Personae to step aside, or by fighting himself. Must be declared before combat is resolved. PRIORITY Usable four times.

Justice - REVERSED

Unfair judgment, excessive severity, biased.

Guilty, off with his head! Do it now. What are you arguing with me? Do you wish to join him on the block?
Must I do everything myself? Give me that axe and stand aside...



The Greater Trumps

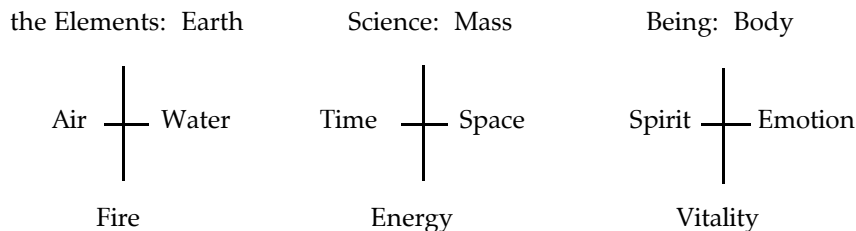
THE LIBRARY

New books with shining covers and dusty books with faded jackets, everywhere you look. Row after row and tier after tier the volumes, filled with knowledge disappear into the distance in all directions. You are the archetype of the Library and you represent the consolidation and gathering together of knowledge.

When the Magus called the hierarchy of Personae into existence a long time ago, for various reasons a number of you Outsiders were excluded from the ranks, perhaps for the sake of simplicity. Not that you feel slighted by your exclusion from the original matrix; at the time of its formation, you were too busy ordering and cataloging the sum total of all knowledge.

Now that Justice has invited a number of the Outsiders to attend a meeting of the Conclave, perhaps you and the others will be invited to participate in a new hierarchy. That would be a good idea, as there really should be no exclusions and your capabilities would be a great benefit to the matrix. You are able to provide access all of the knowledge of the years to anyone who is willing to search for it, but up till now only the Outsiders have been able to access the Library.

The Scholar of course has spent endless days researching information on many topics, while the Stranger lurks among the dimly lit back shelves (perhaps he is hiding). The Ship from time to time brings new discoveries for you to sort and catalog, and the City provides you with stability and foundation. It would be good for members of the hierarchy to be able to avail themselves of your information. The orderly nature seen in the current matrix is much to your liking and it fits perfectly with your main system for the systematic ordering of everything. The matrix is organized exactly along the beautiful fourfold classification scheme like everything else. You can classify the knowledge of:



....along these lines, and so much more.

This is a most wonderfully concise way to store access to information, but of course you have everything cross filed by a number of alternate ordering systems. There is the elegant twelvefold system which is actually an additional subdivision of the fourfold. The one that you least care for is the linear one where everything is arrayed and given an arbitrary numerical designation.

Anyhow you are ready to be of assistance to any and all. Eager, as a matter of fact; there is no reason for you to wait for other Personae to come to you. You need to find those who can best use you. "Excuse me, can I help you?"

Research Resource You may be consulted for information by another Persona. This takes 5 minutes, during which you and the consuler are inactive. See a GM for info gained.

The Library REVERSED:

Secrecy, censorship

The door to the Library has been replaced by a locked vault. Information must be kept away from those who would misuse it. "I'm sorry, but that is on the restricted shelf." "I'm sorry, but the Library is closed"



The Greater Trumps

THE LOVERS

A couple stand embracing, entwined in each others arms and lives. Over their heads, an angelic being bestows blessings and protection. You represent love and devotion, but also choice, and decisions freely made.

You are the Lovers. Two who move together in beauty and equality. The male giving strength and power, the female giving flexibility and grace. Perfection can be seen everywhere when viewed with love in your heart.

The Magus asked you to join in his hierarchy when you were still young. It seemed like a boring idea locked into a fixed position, only being able to interact with a few people directly. You needed to go through Temperance to contact anyone not in the same arm as yourselves. Then you saw the Fool who made it the most wonderful dance. Whirling and spinning in each other's arms would be a dream come true.

But when you stepped to the Magus's pattern and joined in the song, it tied you to all the others. Forever. You had not realized that the music never stops. Dancing together forever would be fulfilling if it had no bounds. You quickly learned that the steps in the Magus's dance were very limited. He said too much movement would unbalance the hierarchy and cause it to improperly focus the personae. You want to be free to improvise new steps instead it looked like you would be doing the fox-trot forever.

But it appears that forever has arrived. Justice has called a Conclave. Much like the gathering at the beginning where you could freely mingle with everyone. Though there are those you don't want to see up close. Like the Devil, the way he's been staring at you, brrr. No doubt what's on his mind. The Moon creates such a romantic setting, but the shadows hide frightening things near the Moon. You think of the things that might be hidden in the shadows and cling to each other for comfort. Then your worries disappear.

There are others you can spend time with more easily now. The Star, so bright and shining, always dancing about. Or the Empress. She is so sweet. She takes joy in your happiness. Even the Hanged Man is okay. He just dances upside-down. You don't like it much when you dance upside-down.

But better than that are the new faces. There were some who did not join the hierarchy or could not join, you don't know which. But they are here now. You need to talk with them. The Conclave has made it possible to form a new hierarchy and you want to get the best dance partners involved. If you help to design the pattern for the hierarchy, maybe you can fix it so everyone can join. And have a say in the decisions.

Not like now. Now you have to talk to Temperance in order to get anything done. And she doesn't seem to like you much. He thinks you spend too much time with each other. Hasn't he ever been in love? Well, knowing him, probably not much. "Moderation in all; doesn't he realize you cannot do love part way?

Choice You may choose not to be compelled or reversed. Or, you can allow another Persona not to be compelled or reversed. You must be together (not reversed) to use this ability. Usable once per half-hour.



The Greater Trumps

THE LOVERS

A couple stand embracing, entwined in each others arms and lives. Over their heads, an angelic being bestows blessings and protection. You represent love and devotion, but also choice, and decisions freely made.

You are the Lovers. Two who are one being, moving together in beauty and equality. The male part giving strength and power, the female part giving flexibility and grace. Perfection can be seen everywhere when viewed with love in your heart.

The Magus asked you to join in his hierarchy when you were still young. It seemed like a boring idea locked into a fixed position, only being able to interact with a few people directly. You needed to go through Temperance to contact anyone not in the same arm as yourselves. Then you saw the Fool who made it the most wonderful dance. Whirling and spinning in a forever dance would be a dream come true.

But when you stepped to the Magus's pattern and joined in the song, it tied you to all the others. Forever. You had not realized that the music never stops. Dancing together forever would be fulfilling if it had no

bounds. You quickly learned that the steps in the Magus's dance were very limited. He said too much movement would unbalance the hierarchy and cause it to improperly focus the personae. You want to be free to improvise new steps instead it looked like you would be doing the pavane forever.

But it appears that forever has arrived. Justice has called a Conclave. Much like the gathering at the beginning where you could freely mingle with everyone. Though there are those you don't want to see up close. Like the Devil, the way he's been staring at you, brrr. No doubt what's on his mind. The Moon creates such a romantic setting, but the shadows hide frightening things near the Moon. You think of the things that might be hidden in the shadows, and lose some measure of your joy.

There are others you can spend time with more easily now. The Star, so bright and shining, always winking and dancing about. Or the Empress. She is so sweet. She takes joy in your happiness. Even the Hanged Man is okay. He just dances upside-down. You don't like it much when you dance upside-down.

But better than that are the new faces. There were some who did not join the hierarchy or could not join, you don't know which. But they are here now. You need to talk with them. The Conclave has made it possible to form a new hierarchy and you want to get the best dance partners involved. If you help to design the pattern for the hierarchy, maybe you can fix it so everyone can join. And have a say in the decisions.

Not like now. Now you have to talk to Temperance in order to get anything done. And she doesn't seem to like you much. He thinks you spend too much involved in your dance. Hasn't he ever been in love? Well, knowing him, probably not very much. "Moderation in all things"; doesn't he realize you cannot do love part way?

Choice

You may choose not to be compelled or reversed. Or, you can allow another Persona not to be compelled or reversed. You must be together (not reversed) to use this ability. Usable once per half-hour.

Lovers

REVERSED

Self-contradiction, infidelity, childishness

What? I don't want to dance with you. I never liked you, I never said I did. I want to dance with someone else, someone new. You can't make me, you can't make me, you can't make me....



The Greater Trumps

THE MAGUS

A man in the prime of his life stands at a table. He wears flowing robes, and a belt shaped like a serpent is clasped around his waist. In his right hand he holds up a wand, and gestures downwards with the left. On the table lie the symbols of the Elements: the Sword, the Staff, the Chalice, and the Pentacle. Above his head is the lemniscate ("infinity symbol"), a token of eternal life. He represents the focused will, action upon the forces of nature, and disciplined knowledge.

There never is an end to discovery. This is as close to a perfect state of being as you can imagine. There are so many things to focus your intellect on. To *know*, to fully understand the inner and outer aspects of something, whether it be a being or a process, that is the key. For once you have done that, you know the Rules- the laws by which it operates. From this comes control, and from control and imagination come the many Great Works.

Some think your greatest work was the Hierarchy, that magnificent array of Personae like a lens that clarifies everything around it. Magnificent it truly is, but it was only a start. With its help, your imagination and intellect have roved vast spaces, and discovered so many things. You delved into the nature of the four great forces: Intellect, represented by the Sword; Inspiration, represented by the Staff; Emotion, represented by the Chalice; and Responsibility, represented by the Pentacle. You have achieved some measure of mastery over them, and you know you can gain more.

You assigned four Personae to watch over the four wings of the Hierarchy. These were some of the most well-defined and stable: Justice, Strength, Temperance, and the World. Each one directs and coordinates the communication and efforts of the four below it. Each was given a special power, to be used only in a situation of the gravest danger: Justice could call an emergency meeting of all Hierarchy Personae (the Conclave), the World could create a place to hold it, Temperance would keep it running smoothly, and Strength would keep order. It was a necessary delegation, but one that you trusted would never be invoked.

How wrong you were! But it cannot be denied. Something has happened to convince Justice that there is a grave danger coming, something that is a threat to the Hierarchy as a whole. And so she has called Conclave, which in itself threatens the grand design that you founded. Some of the Personae may want to tinker with your plan; worse, some of the Outsiders, the Personae excluded from the Hierarchy, have gathered, and will probably start to clamor for entrance. This is lamentable, but you will overcome.

When you assigned Justice her place in the Hierarchy, you never thought that she might have to use her power to call Conclave. But you knew what you were doing when you gave that power to her. She would never use it frivolously or irrationally, not in the way that the High Priestess would, for example (sometimes you regret that her intuition is so very necessary to the Hierarchy).

You know that some of the other Personae have been using the powers focused by the Hierarchy for their own ends. Some have probably even progressed so far as to come up with their own plans for a "new" Hierarchy. You have to put a stop to this- really, if any changes are called for, your original design is the best starting point. Nothing that you have since discovered has called it into question. However, if the situation is hopeless, you are willing to accept some amendments if the alternative is a return to the shifting anarchy of before. Above all, you must prevent any disgruntled Personae from banding together and trying to form a rival Hierarchy. The Forms alone know what kind of chaos that would cause!

You know that whatever arrangement comes about, you must play a major part, if not the prime one. You will, however, have to grit your teeth and treat with the Fool once again. It simply does not respect your intellect, and it is always laughing at you. Still, no Hierarchy can exist without the Fool. That was your first discovery, and the foundation of your knowledge; however distasteful that may be.

There will also be problems with the Outsiders. Some of them are new; that is, they evolved from their Forms after the creation of the Hierarchy. These may have interesting facets; you must speak with them. And then there are the Personae that you excluded from the Hierarchy. Some were not developed enough, some didn't fit, and some would have been actively disruptive.

A good example of the latter is the Scholar. He is like some dull and passionless mockery of you. You just know that he will be scheming against you. He was only half-formed before (and therefore easy to ignore), but now he has become disturbingly sharp. In fact, all of the Outsiders are more focused than they should be; perhaps not as much as those in the Hierarchy, but enough to make them forces to be reckoned with. You should look into this- it's possible that it could represent a future threat, and it is the kind of enigma that you love to explore.

Perhaps there needs to be some fine-tuning done to your design. If the flaw lies in the selection of Personae, there are the Outsiders to choose from. Ones who represent stability and respect for learning would be best. Of course, the current number of Personae is stable and well-balanced, so some of the originals would have to go. For example, the High Priestess, or the Devil, or the Moon... But you must retain some level of mastery, remain on top.

All in all, it's a challenging situation, and will test your powers severely. You will have to rely the help of stable Personae like the Emperor and the High Priest; perhaps some wisdom can be gained from the Hermit, as well. You will have to reason with the others, and hope that they will accept the authority of your knowledge. After all, you were the only Persona coherent enough to come up with the Hierarchy, and you have only advanced since then.

*Manipulate the
Elements*

You may change the suit on 1 or 2 lesser arcana. Usable four time

Force the Balance

Redistribute lesser arcana cards between any two Personae (not including yourself). PRIORITY Usable Once

Force the Balance

Redistribute lesser arcana cards between any two Personae (not including yourself). PRIORITY Usable Once

THE MAGUS - REVERSED

Unmotivated, trickery, deceit.

This situation is becoming a great weight on your shoulders. What shall you do? There is so much to take care of, you just don't know where to start. It's almost too much of a bother. And the other Personae, those ignorant boors - you know what they need: a good, quick (metaphysical) kick in the pants. What you need to do is trick them into agreeing with you; something really crafty will work wonders. If you only knew where to start...



The Greater Trumps

THE MOON

The full moon shines down upon a road which runs from a pond in the foreground into the hills in the distance. The road runs between a dog (domestication) and a wolf (natural state) who howl together under the moon. A crayfish pulls itself from the pool of the subconscious. Two towers guard the road which can be traveled to reach what ever one needs.

Yours is the world of dream and imagination (illusion). Your shadows add mystery to the simplest of things. Mystery which the Sun would burn away layer by layer, baring the stark truth for all to see. How droll. The bare truth bores you to tears. You long for shades of gray and illusions that baffle the senses.

You were among the last to drag yourself from the sensory riot which is chaos and still be included in the Hierarchy. The Magician chose you to round out a celestial grouping he placed within his hierarchy. You searched for a way to take advantage of the outside position you were given. No such luck. The seals placed on the hierarchy to keep it solid against the chaos storms afforded you no gap to work with.

In the current Hierarchy you occupy a position under the World. He's okay to be behind. You can use him as a shield when needed and peek out around him when you wish. He provides a fine surface for your shadows. So many interesting shapes to create them and open space necessary to view them. In fact, without his (unwitting) assistance you never could have touched the Personae in the other arms of the Hierarchy.

You have touched the Chariot, giving him visions of a smooth path to placing himself in a position of importance in a new hierarchy. The path was smooth where your light fell, letting him see the way. Many romantic evenings have you bestowed upon the Lovers. Gentle moonlight hiding the harsh reality but still giving hints of the fearsome things lurking in the darkness. A small terror to make the heart race and a lovers arms more inviting. And you've seen enough of the Devil to get his number. Driven by the pulse in his loins, there is no real harm in him. A little seductive lighting and some flattery and he should be eating out of the palm of your hand.

But you have been working on reaching through the seals to the outside. You are quite content being on the inside of the hierarchy but you want to manipulate things on the outside. Although you haven't been able to make any real contact outside the Hierarchy, you have managed to look outside a bit. There are a number of Outsiders in the vicinity of the Hierarchy. You have examined them as best you could through the veil of the Hierarchy.

The Hero Twins look dangerous to you. They are always digging for truth or working to right what they perceive as imbalances. On the surface this looks wonderful except they act like the Sun. Very one sided thinking, light is good, the dark is bad. They really do need to have a larger area for gray and shadow. The Stranger is an odd one. He hides his identity from even the softest of your light. It is almost as if he tries to hide from himself as much as from others. But he walks frequently in the shadows wrapping them around himself.

You enjoy shining into the Prisoner's cell. He is so forlorn and despondent, it is child's play to make him see horrors in the corners. Frequently, you come upon him while he is laboring at some great project. His chains prevent him from working efficiently but that seems to be part of his punishment. Sometimes, you almost feel as if you were partially to blame for his predicament. But you know that can't be, he didn't exist before the Hierarchy came into being.

And now you have the chance to deal with them directly. Justice has called the Conclave. A gathering of all the Originals to determine the fate of the Hierarchy. Something has caused her great worry. Now all act as equals. Outsiders and Originals. Arm Leaders and their followers. Unless you misunderstand the situation, a new hierarchy will need to be formed soon. You have enjoyed the benefits of the hierarchy and will do what you can to get a new one established. You want to insure that you can reach out when

the new hierarchy is formed. If you find some people to help you, you are certain a back door can be built into the hierarchy. And if everything works perfectly, no one will know it is there. Possibly the easiest way to accomplish this would be to work with the Magus. He will almost undoubtedly need all of the help he can get if his vision is to be renewed, for time is running short.

By playing on her lunar aspect, you may be able to get some cooperation from the High Priestess. However, care must be taken as she could no doubt detect the back door you hope to create. Justice would also be able to note such a thing. You will have to distract them or misdirect them if they look over the hierarchy you plant the back door in.

Deception Make another Persona believe a simple statement for 15 minutes. Usable three times

Fair Escape You may fade into shadow, achieving a fair escape.

The Moon - REVERSED

Bewilderment, madness, upset emotions

Damn. It's all blurring together. You lost track of the illusion. Or was it the truth you've lost? No matter, you've got to figure out which is which. Illusions left on their own are dangerous. You must find them immediately. If only you could remember how to tell them apart. Worse yet, what if you're on the wrong side of the looking glass?



The Greater Trumps

THE HIGH PRIEST

A man wearing religious robes is seated in front of twin pillars with one hand raised in an attitude of benediction. The image is representative of the wise men who enforce tradition and ritual which hold the keys to heaven and hell.

You are the High Priest. You hold the traditions so that others may learn the lessons of the past. The value of tradition is not a thing to be ignored. When everyone exists by a set of standards there are few problems or surprises. And with your knowledge of tradition, it becomes easier to predict how individuals will behave. It is sad how the lessons of the past appear as great revelation to those who have not study what has gone before.

The old story is of the Magus who created a hierarchy of the most solid Personae that pulled themselves from the Chaos. He showed them each to the place he had set for them. Then with the help of each he bound their fates one to another, thus sharing the power of each and making a sum greater than the parts. He set the arms of the hierarchy to balance each other. As the power flowed from one arm to another it passed through the Magus allowing him to tap its power, as was his due for arranging the hierarchy. Though 'tis hard to say if he stood at the balance point or acted as a fulcrum. The Magus had built well and all within prospered.

Against time of need, the first of each arm was given a duty. Justice could call a Conclave thereby releasing the binding which prevented the hierarchy from fragmenting. Temperance was to preside over the Conclave to insure all runs smoothly and give each the opportunity to speak their mind. Strength would maintain order so that decisions can be made. The World would open a place where all could meet.

All of this has come to pass. The Conclave is set to begin. The whole of the Trumps have gathered in the place of the World. A number of Outsiders have answered the call of the Conclave as is their right. The Outsiders hold no place in the hierarchy. They were not powerful enough to be included in the hierarchy. Now they will wish to participate for the benefits are many. But will they blend in? Each will have duties in the hierarchy which must be maintained. There is little place for those unwilling to make the effort to fit in.

You wonder how the Magus will stand up to the change. His was the pivotal role in establishing the hierarchy. His vision led to this place. You believe he never envisioned the necessity of actually calling a Conclave.

This may be your only opportunity to establish traditions to strengthen and cleanse the hierarchy when it reforms. For example, you would like to make arrangements to remove the Hanged Man from the public eye. He certainly serves a purpose but couldn't he suffer in silence and not make such a spectacle of himself? Shameful, the things he does to draw attention to his predicament. Make him work under Temperance, that would get him to straighten up. At least part of the time. And perhaps something should be done to put the brakes on the Chariot. He's too quick to act. Oh, no, he has no time to find out how a situation was dealt with in the past. No, just forge ahead and act. Maybe you will do the right thing. Who cares if a better way was known in the past? Hurmph.

Maybe if you worked with Justice none of this would have come to pass. Strength is fine to work with but hers is the strength of restraint. Now drawing on the depths of tradition to find the just and proper answers. That would be marvelous. Mayhap you can query the Hermit for a way to arrange such a realignment. He can be quite insightful from his position apart from the everyday bustle. You have long respected the wisdom and

perspective the Hermit's position affords him. Though you are amazed that Temperance has allowed his withdrawal for so long.

You need to find someone with a plan you can back. It is important to keep the troublemakers out of the limelight. But the worst of them is almost impossible to keep under wraps, the Fool. He is necessary for a hierarchy to exist but somehow he is totally oblivious to the past. Never learning from what has gone before. Why a grinning idiot, who lives solely in the present, is so important is beyond you. But tradition states the hierarchy must be blessed by the Fool in order to function. So be it. Though it would be nice if he was a little more subtle.

Sacred Tradition By asking a GM, you can find out what the sacred traditions have to say about a Persona. Can be used for specific questions such as: "Is this Persona reversed?"
Works better on Originals. Usable once per 15 minutes

The High Priest REVERSED

Carelessness, non-conformer, indecision

Yes, I'm certain that has happened before. It was back when...no, that's not it. It was...hmm I can't quite remember. Maybe we should just try it your way, that is if your sure it will work. I mean the traditions clearly state...somewhere, that under these circumstances we should, err, well maybe we should.....



The Greater Trumps

THE HIGH PRIESTESS

A woman sits enthroned between a black pillar and a white pillar. At her feet is the crescent moon, and a lunar diadem is on her brow. She wears an equal-armed cross, and has a scroll of holy wisdom on her lap. Behind her, stretched between the pillars, is a veil that conceals the Mysteries. She represents wisdom, creative knowledge, intuition, and the cyclic ("lunar") side of the Universe.

To *know*, fully and deeply, without the need of mere linear understanding, that is your gift. You have the attachment to the cyclic ebb and flow that underscores the Universe. The outer shells of things are but a part of their full nature. Even the presence of a thing is not necessary to define it. Everything is implicate in everything else; to one who recognizes that, nothing is hidden. Some call you guardian of the Mysteries, but on the other hand you reveal them constantly; all true secrets cannot be communicated- they must be learned by each individual, each in her or his own way. To create a thing is to simply unveil it; to destroy it, one just enshrouds it again.

The Hierarchy unveiled by the Magus dazzled you at first, but it also troubled you. You knew that its very permanence would one day be its downfall. But the Magus would not listen, and you decided to participate anyway, so that you could at least gain some benefits from his lovely but flawed creation. The Hierarchy helped develop your intuition, but it soon palled; it was too rigid. You knew the Magus would not wish to make it more flexible, so you merely waited and watched.

And your intuition served you well. The sense of upcoming upheaval was a true one, for why else would Justice call the Conclave? If she has a flaw, it lies in being perhaps too fair and responsible, and with too strict and unwavering a moral code. So it must be a serious situation. The Magus is fuming, of course: his little toy now stands open to change, and there are other Personae with ideas now. You could tell him that the change will be for the good, but he probably wouldn't appreciate it...

There are also some fresh faces around. The Outsiders (Personae who were left out of the old Hierarchy, or ones that came into being since its creation) have also joined the Conclave. Some, to be sure, are not worthy to join the new order, but there should be a few allowed in to make the change more thorough.

You, yourself, have no interest in a specific plan for the new Hierarchy, but you do have some areas which you want to influence. An arrangement that is more flexible would be good; perhaps such a one would handle change better. The Wheel of Fortune may have a good plan, and the Empress's mother-wisdom will have to be respected as well, if she can be separated from her Consort. You have always felt some sympathy for the Moon and her changing cycles, but sometimes you suspect her motivations. And if you can somehow contrive to eject the odious and perverted Devil, so much the better.

Your ability to sense and reveal balance will serve you well in whatever Hierarchy evolves. The other Persona respect this ability in you, and in return will take you very seriously. You know that you have a place in the new system. Perhaps you can use your influence to gain a better place, as well; it is only right, given your wisdom.

Intuition

Gain insight into another Persona by using your intuition. You may also use this ability to gain insight into a proposed Hierarchy. See a GM to use. Usable once/15 minutes

THE HIGH PRIESTESS - REVERSED

Egotism, vanity, goes full bore into a new project and drops the old.

Why isn't everyone hearkening to your great wisdom? All the others should know better. The new Hierarchy simply *must* revolve around you and your beauty and knowledge. What? A new design? We must use this! Forget that old one and the hours we put into it. This is the *latest* fashion



THE GREATER TRUMPS

The Prisoner

A man in livery, with a despondent and weary expression, stands bowed in the middle of nothingness. He is bound, hand and foot, with thick chains and mighty iron weights. The Prisoner represents bondage and unwilling servitude.

You are the Prisoner. You are trapped. Bound by circumstances and situations you cannot control. Forced to work at the whim of others, you don't understand why this has happened. You would willingly work for minimal reward if you were allowed to. But you are being punished for some action in which you had no conscious choice. When you came to your full senses, you were already bound here serving your unseen galore. Sometimes you think you can hear others suffering the same fate as you. But you can never communicate with them.

Your isolation is not total; others come and visit from time to time. But none stay. You know you serve as an example of what happens if you don't follow the rules that are set before you. The Moon peeks in on you from time to time. Her light filters through the window and reflects around your cell. Frequently, the light is a comfort, a sign of outside life. But other times the moonlight only heightens the shadows in the corners making rest nearly impossible.

There have been some good moments. Once in a while you find your chains removed and your door unlocked, a note with a task lies on the floor. You have a mission. But as soon as you stop to rest on your task, you wake up chained to the wheel. Around and around...

Recently, you woke up and were free. No chains. No note. Nothing. When you wandered out of the prison you found a gathering of personae. Something has caused a meeting to be called. The hierarchy has been unlocked. It may be like your door which is sometimes unlocked just to give you hope. Then the turning of the key in the lock is as loud as nails on slate to your ears when it closes again.

You vaguely recall having met the Hero Twins, though you can't place where or when, perhaps they will have an idea of what the meeting is about. Or maybe the Moon can help you, her light was welcome some of the time when it wasn't making the shadows dance. There must be someone you can appeal your sentence to. You know you could be a productive member of society if you were to be freed.

Escape If both you and another Persona go inactive for 5 minutes, you may "escape" into your reversed aspect. Usable twice.

Locked up again... You may choose to be unfocused for half the normal time instead of any other combat penalty. Usable at any time

Prisoner - REVERSED

Loyalty, willing servitude

Free again. You only hope you can stay free long enough to finish your task. If they would allow you to finish they would see how much more use you are when acting as their agent instead of chained to the wheel. Perhaps you just need to find someone who will champion you and let you serve them.



The Greater Trumps

THE RAINS

Water falling from the sky across a dim landscape. It is rain, a deluge beating down from the sky, and it seems ready to wash the whole scene away. You are the Rains. You are the relentless change wrought by outside influences. Much as a river creates a canyon, such is the power you wield.

In the beginning you drew yourself together to discover others had pulled themselves from the Chaos before you. The Magus was approaching the most distinct Personae and inviting them to participate in some plan he had to bring everyone into sharper focus. You patiently waited for him to approach you. You thought he was ordering his asking to some part of his scheme. When the time came for his plan to go into action, he had still not approached you.

You were furious. Why, with all his self-proclaimed intellect, did he not come to you? At first, you suspected some of the other of thwarting you, blocking your entrance on purpose. Later, it came to you. The Magus had failed to recognize your focus and strength of being. You stopped taking it personally. And stop planning what you would do when you found those who had betrayed you.

The hierarchy worked well focusing power to those within it. What a shame it had to go. There was no way to join after the forming and that was a problem. The extra power had to be coming from somewhere, they weren't draining anyone in the hierarchy. So, the power had to be coming from outside of the hierarchy. You were on the outside. Therefore, power that should have been yours to tap was being drawn inside. This had to be stopped.

So, you set about stopping it. You set your power to wearing away at the hierarchy. Little by little you were eating away at the mortar that bound the hierarchy together. You're not certain but you think it is possible that you wore away something which kept the hierarchy reasonably stable.

While you were about your business, you noticed several other Outsiders hanging around in the vicinity of the Hierarchy. The Scholar seems almost obsessed with the Hierarchy. He is forever poking around the edges of it, constantly performing experiments and taking measurements. He may have noted the effect your efforts have had.

Occasionally, he has had the Chameleon with him acting as his lab assistant, helping with the experiments and whatnot. It was rather amusing watching the first few times the Scholar sent the Chameleon off on errands. He never came back. The Scholar nearly blew a gasket. The Chameleon is almost incapable of completing an errand. It appears that he mimics the ideas and attitudes of the Persona closest to him. No real personality of his own.

The brewing Chaos storm has blown the Ship back into town. Normally you try to blow him back out to sea as soon as possible after his arrival. He seems to revel in coming and going. By sending winds to fill his sails you wear his rigging and prevent him from watching what you are doing. He just sails blithely on not thinking twice about the wind.

The City sits by complacently, not realizing how its potential is limited by the very existence of the hierarchy. From time to time you rage through his streets stripping away layer after layer; all he sees is the fresh clean aspect of himself never even noting the loss.

Anyway, something big is on its way. Thanks to your tinkering the hierarchy could not stand against it. This has caused a Conclave to be called. Now is your chance. You're sure a new hierarchy will be formed. Maybe more than one if that is possible.

You desperately want to be part of a hierarchy to take advantage of the increased power they offer. You are unsure about your approach. Should you hide your part in the downfall of the old hierarchy? Or should you play it up as a threat of what *might* happen if you are excluded again? No, you don't want the Others to think you are hostile and overly aggressive.

You must convince some of the Originals of your worth. The Tower should recognize the strength of the water that wears away stone. The High Priestess should see your value, maybe she can help you as well. Or you could try the Star and the Moon for it is hard for anyone to predict what they might do.

The Sun and the Chariot are likely to act against you. For one seeks openness and truth and the other is highly defensive of his own well being. If the Magus was strongly attached to his first hierarchy he will not want you near.

Force Discard You may force another Persona to discard two cards, either from a combat hand or from their lesser arcana stack. In combat, they may not draw to replace them. Lesser arcana from the packet are gone and may not be recovered. Give them to the Gms

The Rains - REVERSED

Confusion, destruction, rage.

The storm is here. The waters pour down, whipped into a blinding wall by the winds of destruction. You will bring the walls down and wash them down to the sea. Where your cleansing waters shall rend them to sand. It is impossible to know one direction from another; even down is hard to locate through sheet after sheet of rain. This is one storm they will never forget.



The Greater Trumps

THE SCHOLAR

A man is seated at a high, old-fashioned desk making notations in a tome. He wears long robes and a cap, and is bearded. A number of books are open to various pages and stacked upon each other. The scholar represents logic, reason, and the power of analysis.

You are what the Magus could have been if only he had his feet on the ground. You take what is here and now, then mold it into whatever is needed. You analyze people and situations using them in the most efficient manner.

You have held a grudge against the Magus for a long time. Almost forever; or so it seems. He blocked you out of his hierarchy to prevent the others from recognizing your abilities and displacing him from the center. Not only did he block you from entering but he also managed to distract the Fool and thus prevented him from blessing any hierarchy you could have made with the remaining personae.

You have analyzed his hierarchy, you had a lot of time, and researched similar structures in the Library. One of his mistakes was to balance the arms against each other instead of within themselves. Another was to balance the entire thing on himself. It was his ego and greed which caused him to attempt to balance everything on such a small fulcrum. If he wanted a single base he really should have chosen something like the World to base it on. You played around with many different hierarchies, none of which you felt were balanced enough to hold on to once the Conclave was called.

Now it appears that the Magus's grand experiment is about to come to a conclusion. The Conclave has been called. This means His hierarchy has become unbound. The hierarchy must be locked in place in order to gain the extra focus which is the function of a hierarchy. You don't know why the locks were opened but you will try to take advantage of this opportunity. Of course, the first thing that must be done is analyzing the data this experiment has generated. You should sit down with the Magus and discuss the outcome of the hierarchy. Maybe the two of you can civilly decide upon a new form for a hierarchy. But somehow you doubt the Magus would be willing.

You decided an entirely new hierarchy is needed. There are a few reasons you feel this way. First, you had no way of knowing which Outsiders would answer the call and you felt they should at least be considered as entrants. Secondly, you have a suspicion the Magus will try to cling to his old hierarchy and exclude them from this new opportunity. If he does, you want to be able to shape a hierarchy which would allow them to join. Thus insuring the support of the Outsiders and a few of the more liberal Originals.

You are familiar with some of the Outsiders. The Library is a source of almost any information you could need. Of course, there is some delay while reference materials are pulled from the stacks. There is the Stranger. An odd sort, you caught him spying on you in the Library on more than one occasion. Usually he just watches from behind the stacks until you leave then he comes over and starts pawing through the books you left behind. You were incensed by this behavior but rather than make a scene with that spy of the Magus, you started taking extra books off the shelf and putting the important ones back on the shelves. Let him take that information back to his master. Ha.

Then there is the Chameleon. You didn't realize his true nature when you first met him. He appeared to be the perfect research assistant. Bright, knowledgeable, interested in furthering the knowledge of the world.

Then you made a small miscalculation, you sent him into the City to fetch some materials needed for an experiment. The little shit never came back. Later you came across him again. He apologized profusely. You let him help for awhile and he was the same as before, the perfect helper. It was only after it happened again that you realized the problem. The Fanatic takes on the attitudes and mind-set of whatever persona he is closest to. So his lab assistant guise was nothing more than a reflection of your own interests. You can make use of him as long as you keep him isolated from other persona. Now, if you can keep him close to you and clear of the Magus until you have worked out a new stable hierarchy, he may be your ace in the hole.

You want to talk with the Magus and work with him. He has a brilliant mind when he keeps it focused here and now. You aren't counting upon his assistance but you are not above blending ideas with anyone who has a decent plan.

Expert Researcher You may consult the Library without making it unusable to others; or, you may consult the Library and have it take half the normal time. Usable three times

Scholar - REVERSED

Secretive, a failed experiment

You stay away from there. That's a very delicate piece of equipment. Not meant to be handled by the likes of you. There, now, I hope you're happy. You've just destroyed two weeks worth of effort. Sometimes I don't know why I bother to try and help you people. No, you can't help. You couldn't understand what I was trying to do. Don't look at my notes. You just clear out of here right now, you hear me?



The Greater Trumps

THE SHIP

A three-masted ship sails under a blue sky with few clouds. It flies colorful banners from the stern and all three mastheads, and has bright paint and fittings on the hull. All its sails are spread, and it is running hard before a following wind. It represents voyage as a team effort, discovery, and advancement through cooperation with outside forces.

You have been forever voyaging. Out of the silence, endlessly rocking, you have come, always further on your travel. Expeditions and journeys are your sustenance and very being. But this is not a lonely thing, no indeed; nor should it be. Cooperation is the essence of a successful expedition; companions on the road support one another and make the way lighter. But even without the blessing of fellow travelers, the exploration and the search are your ideal. Ever you go out, and ever you return, bringing with you discoveries, knowledge, ideas. It is sufficient that you find them, bring them home, and sally forth to find more. The stay-at-homes can figure out what to do with your gifts. You do not send others, nor do you stay at home and passively explore with your senses. A direct involvement is what you seek; you are the matter of great tales- listening, recording, and cataloguing should be left to those (like the Library and the Scholar) whose talents lie in that direction.

When that great fabric called the Hierarchy was unfurled against the Universe, you were far away, voyaging. Perhaps that is why you were not included, it matters not. Although the Hierarchy remained the one thing you cannot explore, it acted as a beacon to you, and a point of reference. It became a place to travel from, and to return to. The City spread itself below it, and became your home port.

But now it is threatened. Out on the rim of the Universe you were traveling, with the Hero Twins as your companions, when you saw the storm. Other such tempests you had weathered and survived, but this one was destruction incarnate, gleaming with all the dark colors of chaos. You spread your sails and ran before it as it bore down on the Hierarchy. Enclosed they were, but perhaps they would hear your alarm. Fortunately, they seem to have been warned already; the Hierarchy was ready to bend before the storm without breaking. All the Personae were gathering together in council.

This new flexibility comes with a wonderful advantage: the council (or Conclave as they call it) is open to all Personae, whether of the Hierarchy or not, so you and your fellow "Outsiders" (as the Hierarchy Personae call you) are allowed to attend. Even the Prisoner is here- you last found him as a stowaway on one of your voyages (he seemed eager to serve), but he disappeared as he always does.

To be sure, not all of the Originals are welcoming towards you, but that is to be expected. The Chariot should welcome you as a fellow explorer, but he seems to be somewhat selfish and overprotective. The Hermit also is jealous of his knowledge, and the Emperor- well, he is too fond of rules to have much time for a traveler like you. On the other hand, the Empress offers solace to all, and the Sun is always a friend to voyagers.

There is great opportunity here, too: the Conclave must decide on a new shape for the Hierarchy. You would very much like to be a part of any such new arrangement. The Moon has appeared to you in dreams, telling you of opportunities to be had- she wants to work with you, it seems. Maybe you can influence the shape of the Hierarchy to come, to make it more inclusive, less static. There needs to be more openness to it, more chance for departures and arrivals. If it could be an open port instead of a closed one, how wonderful that would be!

<i>Sail Away....</i>	You may gather a crew (of those around you or on your side in a combat), and sail away, thus achieving a fair escape. Usable four times
<i>New Treasures</i>	If you and another Persona go on a “voyage” (inactive) for five minutes, you may “discover” new lesser arcana cards. Once

THE SHIP - REVERSED

Rudderless, subject to outside forces, fear of unknown

Oh, no! You have lost all direction; you don't know which way to go. Your only hope is to agree with the consensus and "go with the flow". You can't strike off on your own-original opinions are dangerous. You have to stay in sight of what you know. If you can- you really have no control right now.



The Greater Trumps

THE STAR

A nude young blonde woman kneels by a clear pool. In each hand is a pitcher of water; she pours from one onto the land, from the other into the pool. Above her in the night sky is a blazing, glorious star; six lesser ones surround it. She represents hope, insight, and widening of spiritual horizons.

You can see it all so clearly. There's a Light that pervades everything, and you can see it; it brings such joyful clarity with it. Sometimes it comes in the dazzling, actinic flash of inspiration, sometimes it's a shaft of brilliance that emanates from you, allowing you the deepest insight into everything that it touches. There's so much out there to be learned, so many ways to advance into the Higher Knowledge and realization. And you have a duty to those who are on a lower level than you. You have to provide them with a shining example of what a truly developed consciousness can accomplish. It's a hard duty sometimes, but such responsibility is just one of the onerous duties of someone following the path of the Light.

The Hierarchy was one of those gifts of the Light, to be sure; it allowed clarity and focus, and kept negative influences at bay. Of course, you were advanced enough not to need to rely on it, but it did help those less-enlightened Personae to realize their true potential.

And now there's a new opportunity for growth and learning! Justice has called Conclave, which relaxes the restrictions of the Hierarchy so it can advance to a new stage of consciousness. Of course, this opportunity presents itself as a terrible danger, but isn't it always so? You've found the best way to cope is to think of it as a challenge. It's just another learning experience.

But it definitely is time for the change to happen. The Magus isn't the right Persona for this new aeon; he has great knowledge and understanding, but he must always be doing something. He's too fixated on powers *per se*, and ignores personal transformation and transcendence. Many Personae lack the right balance: the Wheel has this superstitious fixation on change, and the Hermit is so remote and unwilling to share his knowledge. And those lower types like the Devil and the Chariot... well, they have been just disappointing.

What you need to do is gather some like-minded Personae, some of the more advanced seekers. The High Priestess, with her deep understanding of feminine wisdom, the High Priest with his teaching ability (although you must counsel him about his conformity fixation), the Lovers with their devotion to one another, and the Hanged Man with his noble and self-sacrificing nature. Perhaps Strength, who knows the true meaning of gentle power, can contribute. You will need to find an Idea that the Fool can endorse. The Fool, for all his apparent frivolity, is the true ascended master, you are sure. With any luck, you will continue to work under the World. She does a wonderful job of balancing the higher and the lower energies.

The new Hierarchy will have to incorporate the Outsiders, those poor Personae who were left out of the original arrangement, or who came into being after it was ordained. They have benefited by its mere presence, of course, but now is the time for the knowledge to be shared. The best thing, of course, would be to find some arrangement that allows new Personae to enter after the creation of the new Hierarchy, when they have progressed far enough on their path. All seekers must be admitted to the Temple. You are sure that some of them will put some of the smug, established personae to shame with their thirst for enlightenment.

Un-Reverse

You may un-Reverse a Persona Usable three times.

THE STAR - REVERSED

Closed mind, pessimism, dreaminess

It'll never work. This whole idea of the Magus was wrong from the beginning, and nothing anyone says can convince you otherwise. Best just to forget about the whole thing. It would be better to just sit here, gazing up at the sky, and snarling at anyone who bothers you.



The Greater Trumps

THE STRANGER

A man stands, swirled in thick and complex black robes. His expression is enigmatic. Interpretations tend toward an unknown influence about to enter one's life for better or worse. This influence may be in the form of information coming unexpectedly or a person's arrival. The revealing of the answer to a mystery. It sometimes happens that the Stranger was actually a known influence who's identity was shielded from the querent. Or an aspect of the querent's life which they keep hidden.

You are the Stranger. You are one of the Outsiders: those personae who were either not conceived or just not focused enough to be included in the Magus's hierarchy. When you drew yourself out of the Chaos the hierarchy had already been formed. This does not surprise you as you tend to be on the outside of things. You've tried to learn about the Insiders and the other Outsiders. But frequently you are turned aside. Such things happen when you try to be direct. Others seem leery of allowing you to reveal your true face. You have learned to be unobtrusive and observant. You mostly lurk around and gather tidbits of information. These you piece together and trade for bits. You try to trade good information. Most people are cautious around you and tend not to believe everything a stranger tells them.

The Library is packed full of useful information. Not only that contained in the books but perhaps more interesting is who looks up what information. It has also been a fine place to lose yourself and relax. In the hushed, shadowy stacks of the Library many are strangers.

One frequent visitor is the Scholar. Ever since he saw looking at the books he left behind one day, when he sees you in the Library he always puts his books back on the shelves and leaves. For some reason you make him nervous and irritable. Mostly he reads about the hierarchy and those within it. This piqued your interest since you can't pass within the bounds of the hierarchy.

From reading in the books the Scholar left behind and what observations you could make through the veil of the hierarchy, you believe you will get along well with the Moon. Her light creates the most wonderful shadows to play in, though you make sure to keep your face hidden. Even the Originals should not gaze too closely into the unknown. It is your belief the High Priestess already knows who you are. She might be sympathetic toward you if she really does understand the mysteries.

But the Sun will object to you remaining obscured. He likes to have everything out in the open. What a shame to never shiver in anticipation of learning the identity of the stranger. He can probably burn away your aura of mystery but as soon as his light is turned from you, you will change once more. And then he will be forced to do the same thing over again. Sometimes you may be the same as before but others will find a new face under the hood.

You want to keep an eye on the Fanatic. When he turns against something it can get real ugly, real fast. You would like to join the hierarchy. Its focus may allow others to view you more clearly. Though you fear you will have to displace one of the Insiders in order to maintain the strength of the hierarchy. Diluting it by adding more figures will reduce the available power and make everything fuzzier. And reducing the focus defeats the purpose of the hierarchy.

Lurk You may become invisible for five minutes. Usable three times.

Look at Another Hand You may use your powers of stealth to sneak a look at an opponent's hand. Usable twice.

The Stranger - REVERSED

Bad surprises, rot from within.

You are the person mothers warn their children about. A dealer in the things of the dark side of the soul. You revel in revealing hurtful truths, telling that which people don't want to know. A whisperer in dark alleys. A pusher of bad information, distorting the truth brings a smile to your lips.



The Greater Trumps

STRENGTH

You are the archetype of strength. The traditional pictorial interpretation of your persona shows a woman overcoming a lion, she appears to be in effortless control. The imagery serves to illustrate that you

represent spiritual courage and the absolute confidence in ones own power that allows for gentleness. You also represent the ability to cultivate latent potential to higher more developed state where spiritual forces are in control of the physical (this can be considered to be a form of magical power).

The current hierarchy was set up long ago by the Magus, who had a grand design that you approved of: the focusing of power from latency to manifestation. You participated enthusiastically and you were rewarded- sort of.

You were entrusted with one of the central positions overseeing the activities of the Emperor, Empress, High Priest, and Priestess. Your subordinates are easy enough to manage and in a way there is not much of a challenge to your abilities. The Emperor and Empress bicker occasionally, and the High Priest and Priestess squabble about tradition versus intuition, but it's really all very low-key and homey. You feel yourself getting rusty, and that bothers you.

Now Justice has called the Conclave together which means that the entire structure may be somehow in doubt. Also present are a number of the Outsiders (those Personae who for one reason or another were not included in the original order). Justice must have invited them here and perhaps it is her intent to ask for their incorporation into the hierarchy. In the current configuration of the Matrix you occupy one of the positions near the center, and for the meeting of the Conclave, you have been thus called on to serve as Sergeant at Arms and enforce the peace of the gathering.

Since there is not a lot of challenge from your subordinates, you wouldn't mind changing places with someone like Justice who has some of the more troublesome trouble-makers to deal with every day. Well, if the meeting of the Conclave signals changes in the hierarchy, whatever the outcome of such considerations, you are confident that you will be able to work within any altered system and the incorporation of new archetypes should not in any way weaken your position.

Halt Conflict You may completely halt any one combat. Participants will not be able to assault one another for 20 minutes. **PRIORITY** Usable 6 times.

Develop Potential You can spend this ability to resolve any one imbalance in lesser arcana arrangement. Such resolution can affect four cards at most. Usable

Strength REVERSED

Indecisiveness.

It's really hard to make up your mind, decisions are so complex, I'm just not sure. The Unknown. It's out there and it's going to *get* you if you make any firm plans.



The Greater Trumps

THE SUN

You are the archetype of the sun. You represent success, attainment and material happiness, innovation, warmth, positive energy. You are open, frank and straightforward. The traditional pictorial

interpretation depicts a child on the back of a horse riding in the sunlight or two children dancing in the sun.

Free energy for everybody! Joy and warmth are the property of all. Fun and frolic are good things, as long as there is no shame or deviousness involved. But you cannot really bring yourself to wish ill on any endeavor, as long as it strives for a positive result.

The light of the sun can expose things in the shadows; there is nothing hidden in your nature and you even have a grudging admiration for that open wildness expressed by the Devil (although he really does need to learn self-control). The Moon who occupies a place near you in the Matrix shows a pale sometimes distorted representation of your light of truth and it is somewhat of a disappointment that others like the High Priestess, Death and the Tower seem to be more at home in that dim light and have turned away from your brilliance. You can better appreciate the Star's light, and passion for hope, although she seems too removed from the physical sometimes. And the Last Judgment has noble aims, but is just too final for you.

Your position in the existing Hierarchy is such that your activities must be coordinated through the Persona of the World even though you are the source of all light to the World. The current hierarchy was set up long ago by the Magus in a way that he thought provided the best balance of energies, but now Justice has called the Conclave together which means that the entire structure may be somehow in doubt.

The existing matrix is fairly straight forward and you would really like to see its inherent simplicity maintained. However, if some changes are introduced a new order could be structured so as to avoid all complexity. A circle with one force at the center is a very simple and logical arrangement.

Also present at the Conclave are a number of the Outsiders (those Personae who for one reason or another were not included in the original order). There may be some attempt to include these outsiders in any revised matrix. Why not? You relate positively to the concept of expansion and so room could always be made for newcomers. A circle can expand infinitely.

Add to Power

Add another use to another Persona's power. You must be present at the use for this to take effect. Usable four times

The Sun REVERSED

Shamelessness, fuzziness

Why don't we do it in the road?. Who's "we"? Who are "you"? Who am I? Your thoughts are not very clear, like every thing is in a fog.



The Greater Trumps

TEMPERANCE

An archangel stands with one foot on the ground (the physical world) and the other in the pool of the soul (the psyche). The angel pours the waters of life between two cups, attempting to even level between the two vessels, representing a balancing of factors in one's life.

You are Temperance. Moderation is the only way to survive. By not indulging in too much of any one thing, no matter how pleasurable or painful, each may gain the greatest range of experience. The sheer number of possible experiences is such that even by sampling as many as can be attempted, at a reasonable pace, one will never try them all.

You dragged yourself from the Chaos, escaping the onslaught of input. The chaos is a dangerous thing, one you do not wish to fall back into. Perhaps the Magus sensed your dislike of the chaos or perhaps it was just your fate, either way when the Magus approached you about joining his hierarchy you agreed.

You, along with Strength, Justice and the World were placed before your fellows to balance the extra duties which fell to you. Each of you had four other personae placed under you in your arm of the hierarchy. It was your place to regulate what they did and insure that their actions did not

jeopardize the hierarchy. The four of you could converse freely with each other, the four in your branch and the Magus. You had some of the best under you, The Chariot, The Lovers, The Wheel of Fortune and The Hermit. Never a bit of trouble from any of them. Sure if left to their own devices they will sink into their own little worlds. But they don't cause problems.

Not like those troublemakers under Strength, the poor dear. The Emperor and Empress are forever bickering over some small domestic problem. And the High Priestess and Priest, goodness, gracious those two can argue. "Who's running the ceremony?" "Do we circle deosil or widdershins?", "Hold the candle in the left hand", "No, the right hand", and on and on. Never a moment's rest. It's a wonder Strength can even stand, let alone keep the peace during the Conclave. If only you could trade places, you would show those four there needs to be peace to go with the war.

Now, you are a little hurt that the Wheel went to Justice first, and not you. Justice just seems to inspire that kind of trust- why can't you? You want to take this up with the Wheel, but you're not sure how.

It is your duty to insure the Conclave runs smoothly. The Conclave is a meeting of all the original personae who took part in the hierarchy plus some personae who were left out. Some had not focused enough to be included, others hadn't formed at all until after the hierarchy was sealed. Justice sent out the call. Now that all are assembled, Justice will speak the words of opening and the Conclave will be turned over to you.

The purpose of the Conclave is to create a hierarchy and prevent the personae from being dissolved into chaos. You really don't want to return to the Chaos. But as the moderator you cannot participate in the discussion. You have determined the best way to keep the Conclave running smoothly is to mix how the available time is used. You need to have some organized discussion of the problem. Maybe make up a speaker's list of interested people. Limiting them to a minute or two each should keep things rolling.

Then break into small group discussion or maybe just recess the Conclave for an hour or two. Right, but you should really have the Outsiders introduce themselves or something so people know who they are.

<i>Arbitrate</i>	You may step into a combat that you witness and decide the outcome, including the apportionment of damage. PRIORITY Usable four times
<i>Balance the Elements</i>	For any one other Persona, even out the distribution of their lesser arcana card suits. Usable Once

Temperance - REVERSED

Mood swings, emotional unbalance

I do respect your ideas but we are going to do it my way because I am in charge now. I won't tolerate any of that kind of talk. Go to your seat. Sit down and shut up! Oh, I'm sorry, what were you trying to say? Oh that is very interesting. Did every one hear what she said. Shut up and listen to her. Am I going to have to close this Conclave right now? Really, if you would all pay attention to what is being discussed this will all go much faster and then we can get back to what ever you were doing. Though it couldn't possibly be more important than this.



The Greater Trumps

THE TOWER

You are the archetype of the tower. The traditional pictorial interpretation of your persona shows a tower struck by lightning with flames issuing forth and people falling to their destruction. All of this quaint imagery serves to illustrate that you represent traumatic change, growing beyond the confines of ones environment, overthrow of existing modes of life and sudden inspiration and realization.

The fire from the sky that brings things down is a purifying force. Clearing away of the old is a necessary part of existence and just as the surgeon cuts away the malignant growth, concepts and ideas that have outlived their usefulness, must be destroyed. The current matrix places you in the wing with Death who represents eternal cycle and change where the new grows out of the old, but your concept of change is to wipe the slate clean and start again after breaking the connection to the past.

In the current configuration of the hierarchy you are required to coordinate all of your activities through the Persona of Justice. Justice is a bit difficult to work with because of a tendency to restrain you too much when something needs to be destroyed. Well, the Hierarchy was established to balance the forces and if Justice hadn't been assigned as your control, it probably would have been Temperance, which would have been just as bad.

Those in your arm of the Hierarchy aren't bad to be with, either. You and Death differ in method, form and ultimate purpose, but have a certain sympathy nonetheless. The Devil is perhaps a bit too wild, but he has been driven to it. And the Hanged Man- now, there's one who knows the worth of throwing it all away!

The Magus created the current Hierarchy and brought about stability which is to say "stagnation". Now Justice has called the Conclave together and so now is the time that the very nature of the Matrix itself may well be altered. It is definitely time for a change and the more complete the better. The Magus will, of course, want to reestablish the Matrix in its old form; but no Phoenix rising from its ashes for you, scatter the ashes and start anew.

Judgment and the Hanged Man could be possible allies for constructing a matrix with cleansing destruction built into the very fiber. And what about the others who were not included in the old Hierarchy but are present at the Conclave? Should these new Personae be incorporated into the matrix? Perhaps that would be one way to ensure that the new order is truly new, but the form is more important than the content and the same structure with different players will not really be new. From within or without the current matrix, you will need to ally yourself with those Personae who will be open to and even aligned with the concept of radical change.

Reversal Target Persona becomes Reversed. Will not un-Reverse a Persona. Usable twice.

Fold Cause one combat opponent to fold and lose. Usable twice.

The Tower REVERSED

Wanton destruction.

Nothing is worthy to survive. It's all worthless! Everything must be brought down, destruction should be so complete that there is no new matrix.



The Greater Trumps

THE TREE OF LIFE

A tree is shown, in a stylized and hieroglyphic fashion. In its branches is a deific bird, and the gods of the four directions are placed around it. The Tree of Life represents the center point, the connection between the celestial, physical, and chthonic realms, and the life-energy of the Universe.

You are born, new-formed yet ancient, at the center of everything. You were not born a blank slate, however; you are informed with purpose and being. You know you are a Persona that gives focus to a vital Form: that of the connecting center. You reach from the highest to the lowest, and pass through everything in between. You are an axis, a channel of communication, and a conduit for energy.

Your memory stretches back only a little way. Your first vague impression is that of a wave of great and violent power passing over you and through you, bathing you from head to foot, almost as if it was defining you in the process. The wave left you, and headed on across the Universe, bearing down on a glittering spark that was almost too far away to be seen. The wave dimmed the spark slightly, but did not quench it.

You were curious, and curiously lonely. You wished to go there, and since you are the center and the center can be anywhere, it was but a moment before you found yourself at a meeting place for other Personae like you.

They seem to be very intent on something that they call a Hierarchy. As far as you can tell, it was something that one of the Personae called the Magus built long ago, and it lasted until the wave came, and then it had to be taken down or destroyed. Some of the Personae at this meeting were in the Hierarchy, and are called Originals; the rest are called Outsiders. That makes you an Outsider- it feels good to have a place to fit into!

This meeting, which is called a Conclave, is all about what to do about a new Hierarchy. Some Personae want the old one back, some want a new one, some want no Hierarchy at all, and some don't seem to want anything in particular. It's all very confusing.

You're not quite sure what the Hierarchy is, or what it's good for. Maybe you should talk to the Magus; he built the first one, and he seems trustworthy, if a bit aloof. If a Hierarchy is a good thing to be a part of, then you want to join one; you'd like to be a part of something, and you think your gifts could help it. Whatever it is.

Redirect Damage

Because you are connected to anything, you can redirect combat damage to any other Persona. Usable twice.

Bear Fruit

Tell a GM. One hour later, you will "bear" several lesser arcana cards. Of course, if you get reversed or unfocused before the hour is up, it may affect the yield... Usable Once

THE TREE OF LIFE - REVERSED

Decay, disconnection, disaster

Something gnaws at your roots and something tears at your branches. At least you think so, you can't really feel them, although you feel the pain. You're falling apart. Soon you will fall over, and you'll probably take everything with you. Look out below!



The Greater Trumps

WHEEL OF FORTUNE

A Wheel turns against a cloudy sky. Some people are riding happily upwards on it, others are dismayed as they are borne downwards. A sphinx guards the Wheel, and four winged beings (a bird, a lion, a bull and a man), bearing open books, surround it. It represents fate, chance, destiny, and change that perpetuates an ongoing pattern.

All is change, all is in flux. This is the way of the universe- an endless cycle from joy to sorrow and back again. Endless creation and destruction succeeding one another, to the end of Time (if there will be one, which you doubt). The events at hand may *seem* chaotic, but if one has the patience to observe, one sees the patterns. And the patterns, taken together, form the Cycle. You have the honor of embodying that principle, of giving a heart and mind to the principle of the everchangingness of things.

Oh, that all sounds so grand and solemn, but you have mostly managed to avoid that trap. Seriousness and solemnity are all very well, but only in due measure. Laughter and frivolity are equally necessary. The important thing is appropriate action, picking the right things for the right times. The laws of chance may seem rigid and arbitrary on the surface, but just the right pressure here or there can produce the most amazing results.

And now the Cycle shifts once again, bringing yet another new thing to the top. You have always had your reservations about the Magus's pretty toy, but in many ways it made things easier for you. You knew that the Magus wanted it in some way to freeze things forever; you could have told him how futile that was, but his ego would have gotten in the way. So, somehow, you have always known the Hierarchy was temporary, but you never knew how it would end.

Your knowledge of the patterns allows you to see what others might call Destiny or Fate, but what is actually a situation of almost inevitable probability. And what you have seen is a storm, a storm of terrifying change sweeping across the universe. It brings disruption, chaos, and violence. Square in its path stands the Hierarchy. Unless something is done, the storm will shatter the Hierarchy, and destroy it thoroughly.

Cyclic change, whether good or bad, is necessary and inevitable. But this sort of destructive upheaval could ruin everything, could even uproot the Cycle itself. Temperance was just too moderate, would have taken too long to act. So, hard as it was, you went around. You went to the one Persona you knew would listen, and the one who had the power to act. Justice listened to you, her face growing graver as you spoke. And when you finished, she thanked you, raised her sword, and called the Conclave.

Now you are gathered all together, all the established Personae of the Hierarchy. Some of these are more welcome than others, of course. You and Death have a sort of understanding, although his version of change can sometimes be too uncompromising for you; you also have much in common with the Moon and the High Priestess. But then there others, such as the Emperor and the Chariot, who are just too rigid and linear. And it is nice not to have to work through Temperance for a change- her way of balance is too static for you. The Hermit is far too apocalyptic, but the Lovers realize that existence moves in a cyclic dance.

Here, also, is a surprise of sorts- the Outsiders, all those Personae not included in the Hierarchy, and all those who have come into being since it was formed. You never felt right about their exclusion, but what goes around, comes around: and they have returned, inevitable as the Cycle itself. A place needs to be made for them this time.

You will have to speak in front of the Conclave, and tell them of the storm. And then, the process of reforming the Hierarchy will begin. You will have to be careful, and work hard, or the Magus will try to re-impose his old vision on the universe, and it will eventually fall again, just like this time. Or, the Emperor and his sort will force something even more rigid and fragile. Something much more egalitarian is needed; something circular, with cyclic change built in. Maybe more than one Hierarchy is the answer. Maybe then the next change storm could be weathered. There's at least a chance- and chance is something you know how to deal with.

Call the Game You may call the type of Poker game that is used in a combat you are in or observing. May be as simple as naming a wild card, or something complex like Lowball. Must be declared at the start of a combat. Once per combat

Turn the Wheel If the target Persona has any lesser arcana, it loses them all. If the target has none, it gains 1-3 (see a GM).

WHEEL OF FORTUNE - REVERSED

Bad luck, cycle about to change

Sometimes you just can't seem to do anything right. And you act like a drag on everybody else's fortunes, too. You sense a change coming, and you're pretty sure it's not for the best, either.



The Greater Trumps

THE WORLD

The spirit of the World dances at the Center; she is flanked on four sides by the representatives of the four elements. The World is the final stage in the descent of spiritual essence into matter and so you represent completion and the deserved reward for successful completion of a cycle.

Well, it looks like the ending of a cycle is the order of the day. The current hierarchy was set up long ago by actions of the Magus and you were chosen to occupy one of the central positions and some of the other

Personae must coordinate their activities through you. It might be nice to have a little more responsibility; and since the Empress is an aspect of Mother Earth she could well fit into your dominion.

But in any event, you really do like your current position and enjoy working with all of your subordinates. The light of both the Sun and the Moon is enjoyable and the eternal optimism of the Star is only annoying some of the time. The Last Judgment's view of culmination is a bit more final than yours, but at least she has a good understanding of the ending of cycles. Your fellow arm leaders are in general good to work with, although Justice worries too much and Temperance has trouble coming to decisions.

But now Justice has called the Conclave together because she has foreseen that its entire structure is due for a change. Since you have mastery of the bringing forth of material form, you were called upon to create this space for the Personae to come together in physical manifestation.

The dance is ending- well, that is the way it should be. Then it will start up again, perhaps to a different tune, but it is always really the same dance; so if there are some constructive changes (variations on the theme) incorporated into a new matrix, all well and good. The Magus has done a very good job with the current hierarchy and it would make good sense for him to continue in his central role, but it is time for him to realize that it is finished and time to start anew.

Changing the cast of Personae would be a different story. Among those present here at the Conclave are a number of the Outsiders (those Personae who for one reason or another were not included in the original order). It looks like there may be some attempt to include these outsiders in any revised matrix. This is not a very good idea. For one thing, even after all this time, not all of the current players have yet learned the simple basics of the dance.

Another danger is inherent in the nebulous nature of Personae- there are not always clearly defined boundaries between their functions. One reason for the existence of the Matrix is to allow the Personae to more clearly focus their powers. The more Personae that are allowed to participate in a Matrix the more dilute their individualizations will be; this could negate the very reason for the existence of the hierarchy.

Stabilize Can be used to negate the unfocusing of other Personae, or keep you from being unfocused. PRIORITY. Usable once per 20 minutes.

Create Cards You may call one or two cards into being. Either two random cards or one specific card. Usable three times

The World REVERSED -

Conservatism, fear of change

This place that you have created for the conclave is nice and secure and you don't want it to ever end. It is frightening to think of no ground to stand on. Change is scary, so lets try to keep everything just like it is.