

# Tarot

## Puzzle design using Tarot

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## Introduction

[https://en.wikipedia.org/wiki/Major\\_Arcana](https://en.wikipedia.org/wiki/Major_Arcana)

Number	Card
0	The Fool
1	The Magician
2	The High Priestess
3	The Empress
4	The Emperor
5	The Hierophant
6	The Lovers
7	The Chariot
8	Strength
9	The Hermit
10	Wheel of Fortune
11	Justice
12	The Hanged Man
13	Death
14	Temperance
15	The Devil
16	The Tower
17	The Star
18	The Moon
19	The Sun
20	Judgement
21	The World

# Gist

## v1

The priest (or hierophant) was unsatisfied with his simple life of interpreting texts, and wanted wealth. He visited the hermit - known for showing others the way, who lived atop the mountain. The hermit urged him to spin the wheel of fortune. As the wheel spun, the hermit revealed himself to be the devil. What a Fool you are, priest! Laughed the devil. The wheel slowed down, then finally settled on an inscription of a noose. "Oh, the irony!" laughed the devil. Humiliated, the priest walked back to the town square with a heavy heart. "I have failed you, townsfolk!" he cried, "for I have done business with the devil". The town passed judgement, and later that evening, the priest died.

## V2

The priest (or hierophant) was unsatisfied with his simple life of interpreting texts, and wanted wealth. He visited the hermit - known for showing others the way, who lived atop the mountain. The hermit urged him to spin the wheel of fortune. As the wheel spun, the hermit revealed himself to be the devil. The devil laughs and calls the priest a fool, and makes it known that the wheel of fortune is a hoax, and that one makes their own fortune, upon which the wheel will stop to confirm said fortune. Humiliated, the priest walked back to the town square with a heavy heart. "I have failed you, townsfolk!" he cried, "for I have done business with the devil". The town passed judgement, and later that evening, the priest died.

# The Puzzle

## Tarots used

Hierophant (a person, especially a priest, who interprets sacred mysteries or esoteric principles.)

Hermit

The World

Wheel of Fortune

Devil

Fool

Judgement

Death

## Notes

The **Priest** gave out a long sigh. The long years of interpreting religious texts and blessing others have left him wondering *When will I be blessed?* His sparse and spartan surroundings made him crave the wealth of his masters.

The Priest was suddenly reminded of the **Hermit**, who was known for dispersing with life's more **worldly** wisdoms. The Priest trekked up to the Hermit's mountain-top hut, and as night fell, the Priest was met by a lantern-carrying Hermit, who said "Good evening, Priest - I've been expecting you."

They entered the dimly-lit hut, and made themselves comfortable by the fire. The Priest was about to speak, but the Hermit put up his hand and interjected. "No need to speak, Priest, as you all come up here for the same reasons."

The Hermit looked to his side, grabbed the corner of a hanging sheet, and pulled on it, revealing a large **Wheel Of Fortune**. Along its perimeter, hundreds of tiny engravings of the different things a common man's fate might entail.

Without thinking twice, the Priest shuffled over, took the side of the wheel in both hands, and heaved the wheel into a hefty spin. As it spun, the Priest looked over to the Hermit, the shadows cast by the fire dancing over his face.

The Priest blinked. *Am I tired?* he thought. *Are those shadows?* Like dark on dark, the Priest could make out bat's wings and goat's horns on the smirking Hermit. And at once, he understood. The Hermit was the **Devil**.

"What a **Fool** you are, Priest!" laughed the Hermit. "Did you not know that the wheel only stops when you've made your own fortune?" Humiliated, the Priest left the hut, and walked the route back to town; a route which felt more up-hill as the one from a few hours before.

The Priest reached the town square in the morning, and was met with a bustle of activity. Silence fell as the townsfolk saw their Priest standing there, looking tired and bedraggled. With a heavy heart, the Priest exclaimed "I have failed you!"

The townsfolk looked confused, and murmured amongst themselves. Again, the Priest uttered "I have failed you! For I have done business with the Devil!" At once, the townsfolk passed **Judgement** on the Priest.

As light drained out of day, so did the life from the Priest on the Gallows. The townsfolk watched on in hushed tones. Somewhere atop the mountain, in a tiny hut, next to a crackling fire, the wheel of fortune slowly came to a stop, settling on the engraving depicting a noose. And finally, as night came, so did **Death**.

## Other Ending

"What a **Fool** you are, Priest!" laughed the Hermit. The wheel spun ever slowly, then stopped, settling on an engraving of a **Noose**. "Oh, the irony!" roared the Hermit. Humiliated, the Priest left the hut, and walked the route back to town; a route which felt more up-hill as the one the night before.

The Priest reached the town square in the morning, and was met with a bustle of activity. Silence fell as the townsfolk saw their Priest standing there, looking tired and bedraggled. With a heavy heart, the Priest exclaimed "I have failed you!" The townsfolk looked confused,

and murmured amongst themselves. Again, the Priest uttered "I have failed you! For I have done business with the Devil!"

## Design

The notes will be date-stamped, so the player knows which order to put them in. The bolded words are the Tarots the player needs to complete the puzzle.

The Tarots can be inserted into a special gadget, in order, upon which a key will be revealed.

The notes will be made to look like entries in a diary, or perhaps scattered pages of a short story in progress.