**Notes Section**

This area is pretty fun, but unless you know Tarot or have researched it, it can be a bit difficult. I’ll try to help out as much as I can.

**Major Arcana Cards (First Drawing)**

There are 22 Major Arcana cards, and these cards also have a reverse. I’ll list the non-reversed cards below with their corresponding room name, but essentially, these make up the first “floor” of the area. The Fool is the only card not played in this goal.

**Major Arcana Card Room locations**

Some of the mob names are guesses; listen to the mob if you have drawn the card. If it doesn’t fire, it’s the wrong mob, so try other mobs in the room. Please update this list as necessary.

**Magician (38562)**

**High Priestess (38563)**

**Empress (38564)**

**Emperor (38565)**

**Pope (38566) // Also known as the Hierophant**

**Spiritual being (38567) // Lovers card**

**Charioteer (38568) // Chariot card**

**Young Maiden (38569) // Strength card**

**Hermit (38570)**

**Thoughtful Angel (38571) // Wheel of Fortune card**

**Judge (38572) // Justice card**

**Upside down man (38573) // Hanged Man card**

**Skeleton (38574) // Death card**

**Red-winged Angel (38575) // Temperance card**

**Devil (38576)**

**Tower (38577)**

**Star (38578)**

**Moon (38579)**

**Sun (38580)**

**Angel (38581) // Judgement card**

**Dancing woman (38582) // World card**

**Minor Arcana Cards (Second Drawing)**

These cards are like your regular playing cards. There are 13 in each suit (Ace, 2, 3, 4, 5, 6, 7, 8, 9, 10, Page, Knight, Queen, King), and there are 4 suits (Pentacles, Cups, Swords, Wands). The map layout for all four season/suits are the same, but can be flipped. Essentially, what you’re looking at is this:

King (up from Queen)  
Queen (up from Knight)  
Knight (up from Page)  
Page (up from 10)  
10

8 9

5 6 7

A 2 3 4

This will come into play on your second drawing.

**Four Seasons/Suits Start Room Locations**

Winter / Pentacles (38597)

Spring / Wands (38625)

Summer / Swords (38611)

Autumn / Cups (38583)

**Reverse Major Arcana (Third drawing)**

This map follows the non-reversed cards, but it’s flipped. So in this case, instead of the Magician being in the northwestern most corner, the reverse is in the northeastern most corner. Follow the path from east to west down the hierarchy based on the Major Arcana card locations.

Contortionist = The World(reversed)

**Walkthrough**

1. Mapper goto 38561s
2. Listen durkin
3. Say yes
4. Mapper goto 38562
5. Ask for guidance
6. Mapper goto 38616
7. Get all
8. Mapper goto 38626
9. Get all
10. Mapper goto 38585
11. Kill bouquets until task completes
12. Mapper goto 38605
13. Kill vines until task completes
14. Mapper goto 38562
15. Say done
16. See notes for how to complete the first drawing
17. Mapper goto 38562
18. Say released the spirits
19. Nod
20. Say yes
21. See notes for how to complete the second drawing
22. Mapper goto 38562
23. Say droll nikrud
24. Say ready
25. Say boogie
26. See notes for how to complete the third drawing. All mobs here are aggro, and can hit pretty hard. Don’t do this if you don’t have sufficient hp
27. Mapper goto 38561
28. Goal completed

**Rewards**

**|0[/THE FOOL\]0| [1899776301] [lv200] [hold] [400pts] [13int 14wis] [26dr] [100hp -200mv] [11all magic 8all physical]**

At Lord Durkin, **say reverse** to go to a pupping area that’s perfect for avengers.

At Droll Nikrud, **say return** to leave the reverse area.