





## The Symbols

The symbols in the GMA decks can be used in any number of ways, so consider this a quick primer to get you started, rather than a complete list of everything they can be used for! Even more examples can be found in the complete instructions document.

### Elemental Symbols











The four 'classical' elements. You can assign them specific meanings for important scenarios, or interpret them symbolically to add broad-stroke ideas to characters, scenes, encounters, enemies, etc. For example:

-  Fire brings aggression and energy.
-  Water brings nurturing calm and hidden depths.
-  Air brings movement and curiosity.
-  Earth brings endurance and stability.











### Tag Symbols

The Tag Symbols are a set of 10 individual icons that appear on each card in a unique set of three; you are meant to use all three on one card, because every possible combination occurs exactly once in the deck. Use them to add nuance to characters, scenes, encounters, enemies, etc. Read them symbolically or make a table; see the instruction document for more examples. The tables below could be used when looking at the Tag Symbols to provide ideas for an upcoming scene or encounter, and you could make a new table for almost anything: treasures, secrets, clues, the monsters patrolling in a dungeon...

### General Symbolic Meanings

-  Tower: Obstacle, fortress, location.
-  Crown: Royalty, intrigue, power.
-  Heart: Family, friendship, romance.
-  Skull: Loss, change, death.
-  Sun: Clarity, revelation, discovery.
-  Moon: Confusion, misunderstanding, subterfuge.
-  Sword: Conflict, disagreement, battle.
-  Shield: Protection, defense, safety.
-  Target: Goals, objectives, distance.
-  Wand: Magic, technology, strangeness.

### Sample Dungeon-Delve Encounter Table

-  Tower: A locked door or sealed passageway; possibly a trap locking the party in a room.
-  Crown: A significant treasure is available, but the difficulty of reaching it should be fair.
-  Heart: A chance or opportunity to heal and possibly rest. Potions, fountain of health, etc.
-  Skull: Poison or disease, possibly delivered by a monster or trap.
-  Sun: The party's stealth, illusions, tricks, etc will be more difficult here for some reason.
-  Moon: The danger is concealed; an ambush, an illusion, or a hidden trap.
-  Sword: Frontal assault!
-  Shield: A feature of the area offers protection or an advantage of some kind; possibly this is the high ground...
-  Target: Either a quest element is present, or perhaps there is a lead on a new quest.
-  Wand: The enemies are especially well equipped with unusual arcane (or simply unexpected) powers or skills.