

The Wizard's Potion

Game: This game is a 3+ player RPG where all the players, but one takes the role of a wizard whose mission is to create a potion using the powers of the Arcana Tarot Cards. The remaining player takes the role of a merchant who wants to buy a Wizard potion.

Initial Phase: Each player draws 3 cards from a Tarot Card deck where each Arcana represents effects that wizards can imbue onto their own potions and returns the cards to the deck. The Wizards must choose one arcana to add effects to the potion. Moreover, another Arcana must be chosen to act as a saboteur Arcana. Each Wizard's arcana is secret to one another until the sabotage phase.

Sabotage Phase: Each player will imbue one of their own effects to one of the other player's potions in order to make their potion less appealing. The effect can be a reverse Arcana or a normal one.

How to win: Each player once they have decided on the effects of their potion must present his product to the merchant trying to convince the merchant why the presenter's potion is the best and the potion who the merchant buys decide the winner. (e.g A player with The Lovers arcana card can create a potion where the one who drinks it becomes the ideal person of the merchant, but another player can imbue the effect that the drinker will also only appear once a month given that the saboteur has The Hermit arcana card)

Additions: Additions can be included in the game. With the implementation of a dice, a

player can be forced to use a selection of six arcana to add an effect to another player's potion. On the other hand, a player can also choose one of the three arcana of the assigned saboteur to add to his potion.

Arcana

The Fool: Beginnings, innocence, a free spirit. Reverse: Holding Back, recklessness, risk taking

The Magician: Manifestation, power, inspired action, resourcefulness. Reverse: Manipulation, poor planning, untapped talents.

The High Priestess: Intuition, sacred knowledge, divine feminine, subconscious mind. Reverse: Secrets, disconnected from intuition, withdrawal, silence.

The Empress: Femininity, beauty, nature, nurturing, abundance. Reverse: Creative block, dependence on others.

The Emperor: Authority, establishment, structure, a father figure. Reverse: Domination, lack of discipline, inflexibility.

The Hierophant: Spiritual wisdom, religious beliefs, conformity, tradition. Reverse: Personal beliefs, freedom, challenging the status quo.

The Lovers: Love, Harmony, relationships, values alignment, choices. Reverse: Self-love, disharmony, imbalance.

The Chariot: Control, willpower, success, action, determination. Reverse: Self-discipline, opposition, lack of direction.

Strength: Strength, courage, persuasion, influence, compassion. Reverse: Inner

Strength, self-doubt, low energy, raw emotion.

The Hermit: Soul-searching, introspection, being alone, inner guidance. Reverse: Isolation, loneliness, withdrawal.

The Wheel of Fortune: Good luck, karma, life cycles, destiny, a turning point. Reverse: Bad luck, resistance to change, breaking cycles.

Justice: Justice, fairness, truth, cause and effect, law. Reverse: Unfairness, lack of accountability, dishonesty.

The Hanged Man: Pause, Surrender, letting go, new perspectives. Reverse: Delays, resistance, stalling, indecision.

Death: Endings, change, transformation, transition. Reverse: Resistance to change, personal transformation, inner purging.

Temperance: Balance, moderation, patience, purpose. Reverse: Imbalance, excess, self-healing, re-alignment.

The Devil: Shadow Self, attachment, addiction, restriction, sexuality. Reverse: Releasing limiting beliefs, exploring dark thoughts, detachment.

The Tower: Sudden change, upheaval, chaos, revelation, awakening. Reverse: Personal transformation, fear of change, averting disaster.

The Star: Hope, faith, purpose, renewal, spirituality. Reverse: Lack of faith, despair, self-trust, disconnection.

The Moon: Illusion, fear, anxiety, subconscious, intuition. Reverse: Release of fear, repressed emotion, intuition.

The Sun: Positivity, fun, warmth, success, vitality. Reverse: Inner child, feeling down, overly optimistic

Judgement: Judgement, rebirth, inner calling, absolution. Reverse: Self-doubt, inner critic, ignoring the call

The World: Completion, integration, accomplishment, travel. Reverse: Seeking personal closure, short-cuts, delays.