Synopsis

After speaking with a deranged jester that he met in a bar, The Gambler is transported to an unfamiliar world with magical playing cards and talking vegetables. In this world he gambles, not with money, but his life.

The Major Arcana of the Tarot used to rule this land on Mt. Bhand, when judgement split the world in half during his fight with the devil, the table of the major arcana disbanded and went their separate ways. Some tried to hold on to the power they had before, others decided to retreat to the depths of hell. This caused the balance imparted by the major arcana to be dispersed much less evenly, and their influence quickly grew a world of uneven emotion. Each member of the Tarot influencing their local area to cause

* Much of the reward comes not from winning, but the possibility of winning -