





Tarot is a pack of playing cards, used from the mid-15th century in Europe to play games.

In the late 18th century, some Tarot packs began to be used in parallel for divination in the form of tarotology and cartomancy and, later, specialist packs were developed for such occult purposes.

The 78-card tarot deck has two distinct parts:

Major Arcana (greater secrets), or trump cards, consists of 22 cards without suits:

Minor Arcana (lesser secrets) consists of 56 cards, divided into four suits of 14 cards each: ten numbered cards and four court cards (King, Queen, Knight and Page).



The **RIDER-WAITE TAROT DECK** (originally published 1910) is one of the most popular tarot decks in use for divination today, drawn by illustrator Pamela Colman Smith from the instructions of academic and mystic A. E. Waite, and published by the Rider Company.

While the images are simple, the details and backgrounds feature abundant symbolism. Some imagery remains similar to that found in earlier decks, but overall the Waite-Smith card designs represent a substantial departure from their predecessors.



League of Legends

is a multiplayer online battle arena video game developed and published by Riot Games.

In LoL, players assume the role of an unseen **SUMMONER** that controls a **CHAMPION** with unique abilities and battle against a team of other players or computer-controlled champions.



The goal is usually to destroy the opposing team's **NEXUS**, a structure that lies at the heart of a base protected by defensive structures, although other distinct game modes exist as well.

Each League of Legends match is discrete, with all champions starting off fairly weak but increases in strength by accumulating items and experience over the course of the game.



The champions and setting blend a variety of elements, including high fantasy, steampunk, and Lovecraftian horror.



Six of Cups

Upright: Revisiting the past, childhood memories, innocence, joy.

Reversed: Living in the past, forgiveness, lacking playfulness.

In the Six of Cups, young children represent childhood memories: a boy leans down and passes a cup filled with flowers to a girl. The girl looks up to the boy with love and respect as he offers the flowers to her.

In the background, an older man walks away in the distance, as if to say you no longer need to worry about adult issues; just enjoy the moment of being young, innocent and free again. The children also appear to be standing in the courtyard of a large home, symbolising comfort, safety and security.

In the foreground stand four more cups filled with flowers, and a fifth cup sits on a pedestal behind the boy.



ANNIE THE DARK CHILD

Annie is a child mage with immense pyromantic power. Even in the shadows of the mountains north of Noxus, she is a magical outlier. Her natural affinity for fire manifested early in life through unpredictable, emotional outbursts. Although she eventually learned to control these "playful tricks", her home and family, that had been destroyed by this emotional accident, would never come back.



Since "Six of Cups" is related to childhood memory, I combine it with Annie's story. As a gifted child, she used to live a happy life with her family, but everything turned into ashes when she lost control. To Annie, childhood is a memory with both joy and bitterness, and it constrains her everytime she recalls it, which is correspond to both upright and reverse meaning of the card.

Three of Cups

Upright: Celebration, friendship, creativity, collaborations.

Reversed: Independence, alone time, overindulgence, 'three's a crowd'.

In the Three of Cups, three young women are dancing with each other in a circle, raising their cups high in the air in a toast of joy and celebration. They look to one another with appreciation, honour and respect, and are bound by their emotional connection and friendship. There is a sense of lifting each other up and celebrating each woman's unique contribution to the group. The ground is layered with flowers, fruit and a pumpkin, symbolising the celebration of an abundant harvest and the goodness in life.



THE SISTERS OF FRELJORD

In a time long forgotten, while the borders between the mortal realm and the Void were hotly contested, Lissandra and her sisters, Serylda and Avarosa, were born in the land of Freljord. Each sought to harness the powers at war, and each paid a terrible price, and though, it was on the frozen fields of Lissandra's many battles that they were able to unite and prevail. Together, they were unstoppable... but even a bond of blood could only weather so much.

Unknown to her sisters, Lissandra struck a deal on their behalf with the Watchers in the Void: they would grant them near-immortality in exchange for the coming of the Void.

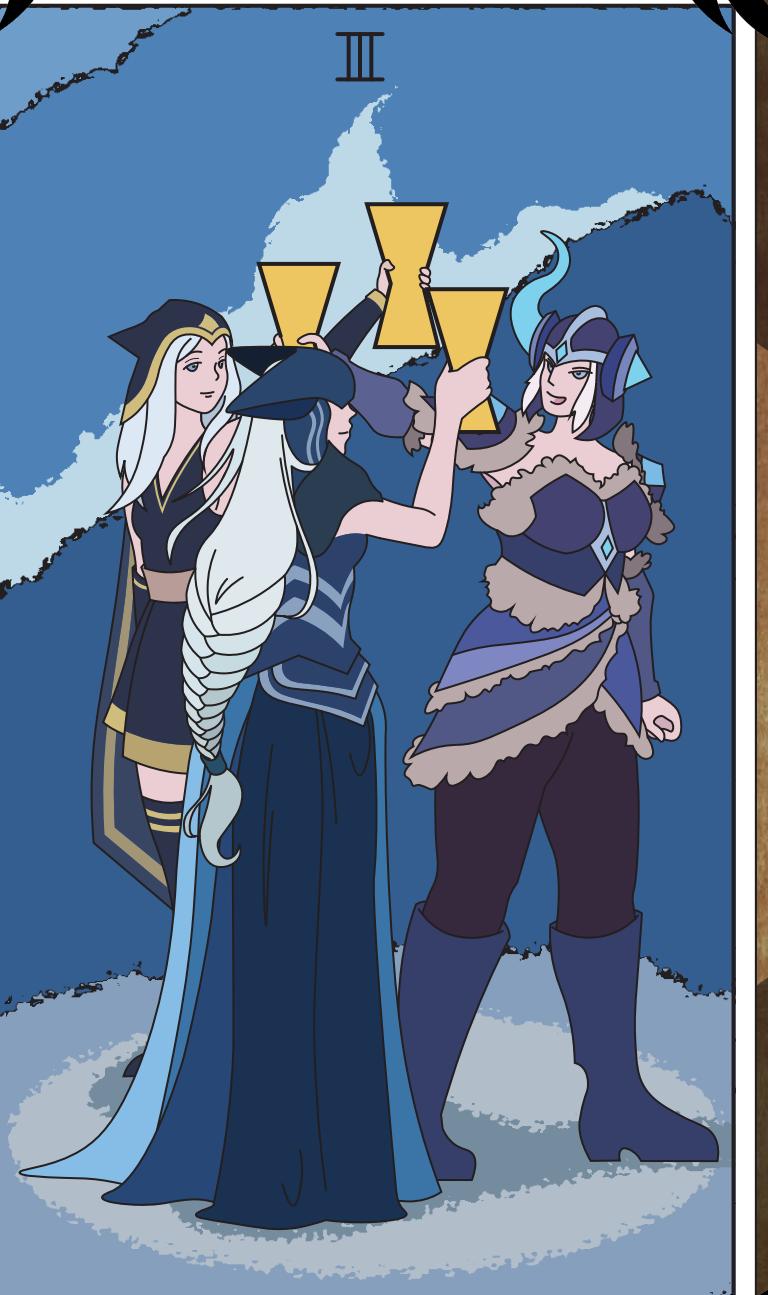
The power made them Iceborn, however. Lissandra's sisters grew displeased. Avarosa argued that the only thing worse than death was servitude. Even Serylda bristled against what would become of the world they had fought so hard for.

The Void erupted into the mortal world in the far north, and in that moment, Lissandra's only choices were to let all the world be consumed, or to give up what she cared for most—she sacrificed her sisters and the allies they had gathered, entombing the Watchers beneath a glacial barrier of magical ice that could never be melted.

After that, Lissandra and the first among her Frostguard did everything in their power to rewrite history, and yet, rumors and prophecies persisted in myth and song. It was whispered that Avarosa and Serylda would one day return to unite the disparate tribes, and so Lissandra had any who were hailed as their reincarnations quietly killed.

Whether from guilt or arrogance, her failure to eradicate their legacy has manifested once more in two powerful Iceborn—one an idealist, Ashe, Warmother of the Avarosan tribe, and the other a conqueror—Sejuani, Warmother of the Winter's Claw, and now, between them, they lead many tribes within the Freljord.

Talking about women and friendship in LoL, the first comes to my mind is the sister of Freljord. It is quite a complex story involves kinship and betrayal, and the relationship between Lissandra and her sisters gets more complicated when it comes to the latest generation, Ashe and Sejuani. As leaders of their own tribes, they once united to fight their enemies, but it is also true that one of them betrayed the others, which conveys both upright and reverse meanings of "Three of Cups".



ASHE THE FROST ARCHER



SEJUANI THE WINTER'S WRATH



LISSANDRA THE ICE WITCH



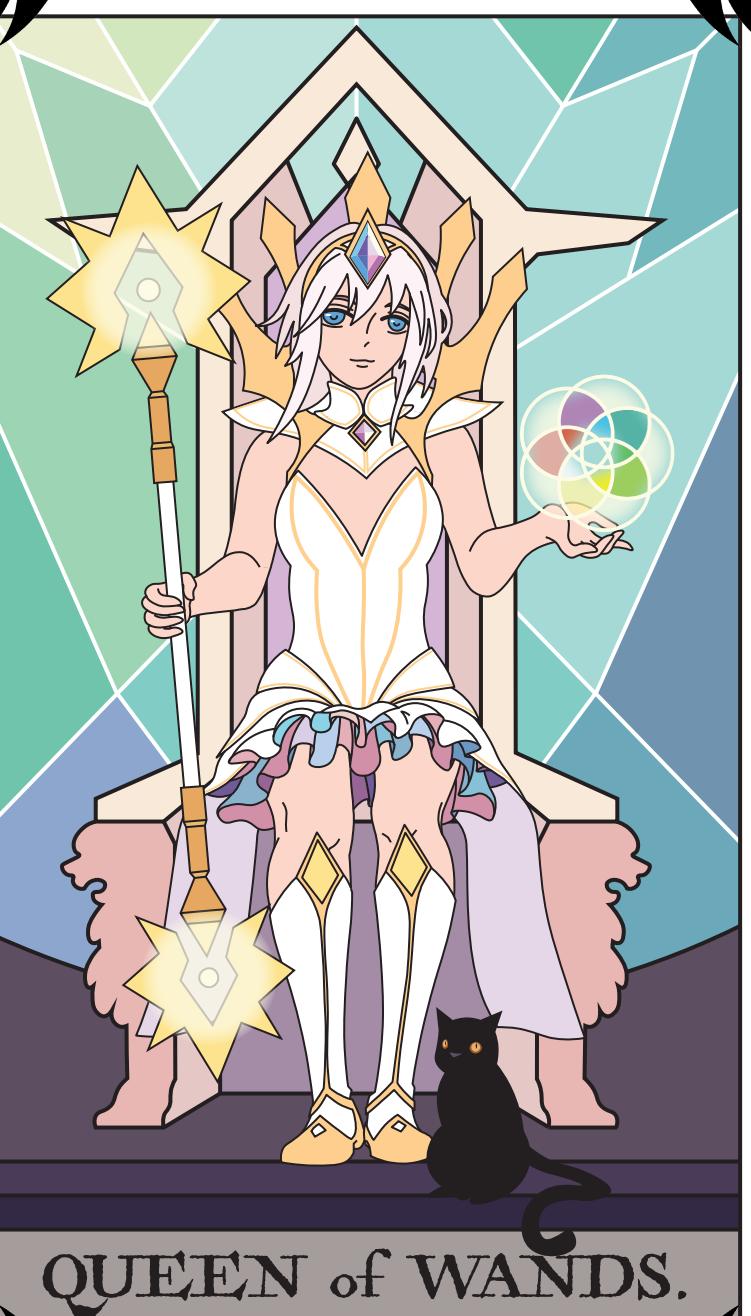
Queen of Wands



Upright: Courage, confidence, independence, social butterfly, determination.

Reversed: Self-respect, self-confidence, introverted, re-establish sense of self.

The Queen of Wands sits upon a throne decorated with lions facing opposing directions, a symbol of fire and strength. In her left hand, on her crown and behind her are sunflowers, symbolising life, fertility, joy and satisfaction, and her right hand holds a wand with one small sprout springing to life. A black cat sits at her feet, a sign that while this Queen is bold and outgoing she is also in touch with her shadow self - the darker, lesser-known side of her being.



LUX THE LADY OF LUMI- NOSITY



Lux is a powerful mage in LoL. With her wand and light-twisting ability, she deals massive damage to her enemies. You can always feel her confidence and optimism through her voice while gaming, but ironically, such a mage like her was born in a magic-forbidden country, where she must hide her talent and keep it as a secret for her noble family-just like the black cat sitting beneath the queen.

Luxanna Crownguard hails from Demacia, an insular realm where magical abilities are viewed with fear and suspicion. Able to bend light to her will, she grew up dreading discovery and exile, and was forced to keep her power secret in order to preserve her family's noble status. Nonetheless, Lux's optimism and resilience have led her to embrace her unique talents, and she now seeks to bring greater tolerance and understanding to her homeland.



Two of Pentacles



Upright: Multiple priorities, time management, prioritisation, adaptability.

Reversed: Over-committed, disorganisation, reprioritisation.

In the Two of Pentacles, a young man dances while juggling two coins in his hands. The infinity symbol links the coins, suggesting that this man can handle unlimited problems so long as he *manages his time, energy and resources well*.

In the background, two ships sail the high seas, bobbing up and down on the huge waves – another sign that the ups and downs of life are manageable with focus and attention.



NEEKO THE CURIOUS CHAMELEON

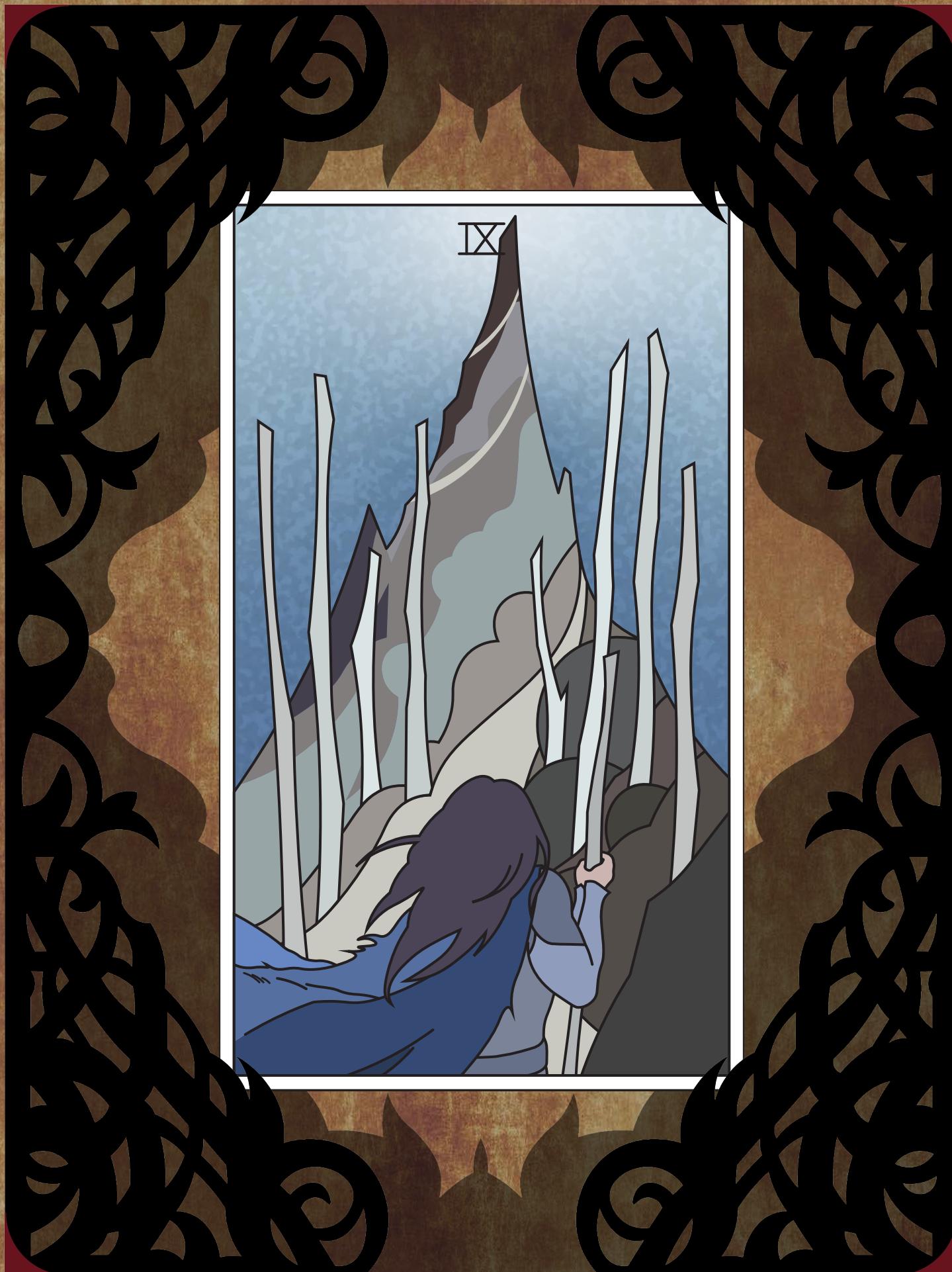


Hailing from a long lost tribe of vastaya, Neeko can blend into any crowd by borrowing the appearances of others, even absorbing something of their emotional state to tell friend from foe in an instant. No one is ever sure where-or who-Neeko might be, but those who intend to do her harm will soon witness her true colors revealed, and feel the full power of her primordial spirit magic unleashed upon them.



The "Two of Pentacles" is about managing time and balancing between multiple priorities, roles and responsibilities, and this is what Neeko has to consider, as a wandering shapeshifter whose homeland was lost in an unexpected fire. In game, timing is also important if you want to play Neeko well. With her CC (crowd control) ability, a good timing of engage can set the end of a team fight.

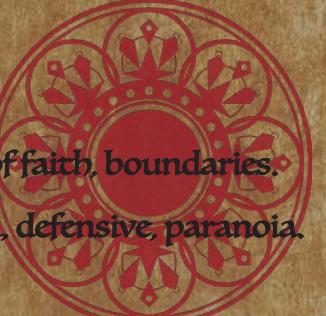




Nine of Wands

Upright: Resilience, courage, persistence, test of faith, boundaries.

Reversed: Inner resources, struggle, overwhelm, defensive, paranoia.



The Nine of Wands shows an injured man, clutching a wand. He looks over his shoulder towards the eight wands that loom over him. He seems weary and worn, as though he has already been through a battle and now must face additional challenges with the presence of these eight wands. As a Nine, though, this is his **final challenge** before reaching his goal; he must endure this last test of his strength and character before reaching the finish line.

TARIC THE SHIELD OF VALORAN

is the Aspect of the Protector, wielding incredible power as Runeterra's guardian of life, love, and beauty.

Expected to serve as a stalwart guardian of Demacia, Taric's life was meant to be the model of focused, selfless dedication to the ideals of king and country, but he chose to dedicate himself to understanding the simple truths of love, beauty, and life, so he could become their champion and protect them.

His casual nature, disregard for orders, and disinterest in his patriotic calling finally put him at odds with nearly everyone in authority; he found himself commanding a small squad in the borderland wilds after demotions. Nevertheless, his careless negligence caused his troops being butchered by Void's monsters.

Shamed by the dereliction of duty and exiled from his homeland Demacia, Taric ascended Mount Targon to find redemption. It nearly claimed him, body and soul, numerous times, but Taric pushed past the pain, past the memories of his mistake, the ghosts of his dead men, and other tests inflicted upon him by the mountain, and finally accepted by the Aspect of the Protector at the pinnacle of the mountain.



I chose Taric's ascent story as the illustrated object for "Nine of Wands" because they have lots of consistency. The ascent is difficult, but Taric is resilient, persistent, and ready to do whatever it takes to climb to the top and find his redemption, just like the meaning of the card.

"I failed my promise once, but I will never do that again, never stop trying."

-Taric



