

Epiphany

You are on a very special journey. At least once a lifetime, a person is expected to go on a quest to discover a great truth about the universe. You may meet interesting strangers, discover places of beauty, stumble into danger, or help people along your way, but your ultimate goal is to have a great epiphany before you can return home.

You or one of your companions has been wounded and requires quick healing. Choose whether you are the healer, the wounded, or both. Alternatively, you may be a witness to the healing. Every game must have a healer and a wounded, which may be the same person. A game can have a maximum of one healer and one wounded.

Shuffle a deck of playing cards or tarot cards and place them in the center of the table. Play each step in order, painting a picture about where you came from, where you are now, what blossoms in your heart as the healing occurs, and where you will go from here.

Step One: How did you get here?

Starting with any player, one person draws a card and places it face-up in front of them on the table for everyone to see. They then answer the first unanswered question from the list below, using their card as inspiration. If you are playing this game alone, skip the first question. The player answering may invite the other players to offer ideas, but they get to choose the final answer to their question. Repeat until all the questions have been answered.

Questions:

- How did you first come together as traveling companions?
- What obstacle did you overcome together?
- Who did you help and how did you help them?
- What did you discover?
- Who did you meet that became a dear friend?

Step Two: What is happening now?

Starting with any player, one person draws a card and places it face-up in front of them on the table for everyone to see. They then answer the first unanswered question from the list below, using their card as inspiration. The player answering may invite the other players to offer ideas, but they get to choose the final answer to their question. Repeat until all the questions have been answered.

Questions:

- Where are we?
- What or who are we trying to find, help, or protect?
- How did the wounded get hurt?
- Are we in danger?
- Who is watching over us?

Step Three: Cure Light Wounds

No cards are drawn during this step. Instead, the healer the wounded (which may include the healer), and the witnesses answer separate lists of questions.

Healer Questions:

- Where do you touch the wounded?
- What do you say?
- From where or what does your power flow?
- What sacrifice have you made for your abilities?
- What does it feel like to heal?

Wounded Questions:

- How does it feel to be healed?
- What do the words mean to you?

Witness Questions:

- How does it feel to see a miracle?

Step Four: What do you discover?

Starting with any player, one person draws a card and places it face-up in front of them on the table for everyone to see. They then choose a question from the list below and answer it, using their card as inspiration. A question can be chosen by more than one person. Repeat until all players have answered a question.

Questions:

- What do you learn about yourself?
- What do you learn about the world?
- What do you learn about magic?
- What do you learn about belief?
- What do you learn about pain?
- What do you learn about relief?
- What do you learn about friendship?
- What do you learn about intimacy?
- What do you learn about trust?
- What do you learn about hope?

Step Five: Where are you going?

One player draws a single card and places it face-up in the center of the table.

Answer together: *What does it mean?*

Answer separately: *Is it time to go home?*

Game created by Thor and Litza of
<https://patreon.com/BabySquallingDragons>
for Cure Light Wounds Jam, inspired by Ryuutama.

The Deck

A♥	<i>Ace of Fire</i>	Creation, willpower, inspiration, desire
K♥	<i>King of Fire</i>	Leader, overcoming challenges, exploration
Q♥	<i>Queen of Fire</i>	Courage, determination, joy, excitement
J♥	<i>Jack of Fire</i>	Action, adventure, fearlessness, freedom
10♥	<i>Ten of Fire</i>	Accomplishment, responsibility, burden
9♥	<i>Nine of Fire</i>	Resilience, grit, last stand
8♥	<i>Eight of Fire</i>	Rapid action, movement, quick decisions
7♥	<i>Seven of Fire</i>	Perseverance, defensive, maintaining control
6♥	<i>Six of Fire</i>	Victory, success, public reward
5♥	<i>Five of Fire</i>	Competition, rivalry, conflict
4♥	<i>Four of Fire</i>	Community, home, celebration
3♥	<i>Three of Fire</i>	Looking ahead, expansion, rapid growth
2♥	<i>Two of Fire</i>	Planning, making decisions, leaving home

A♦	<i>Ace of Earth</i>	Opportunity, investment, new ventures
K♦	<i>King of Earth</i>	Abundance, prosperity, security
Q♦	<i>Queen of Earth</i>	Practicality, comfort, diligence
J♦	<i>Jack of Earth</i>	Efficiency, hard work, responsibility
10♦	<i>Ten of Earth</i>	Legacy, culmination, inheritance
9♦	<i>Nine of Earth</i>	Fruits of labor, rewards, success
8♦	<i>Eight of Earth</i>	Apprenticeship, passion, high standards
7♦	<i>Seven of Earth</i>	Hard work, perseverance, ambition
6♦	<i>Six of Earth</i>	Charity, generosity, sharing
5♦	<i>Five of Earth</i>	Recovery, improvement, growth
4♦	<i>Four of Earth</i>	Conservation, frugality, security
3♦	<i>Three of Earth</i>	Teamwork, collaboration, building
2♦	<i>Two of Earth</i>	Balancing decisions, priorities, adapting to change

A♠	<i>Ace of Air</i>	Breakthrough, clarity, sharpness of mind
K♠	<i>King of Air</i>	Reason, discipline, truth
Q♠	<i>Queen of Air</i>	Complexity, perceptiveness, clear-mindedness
J♠	<i>Jack of Air</i>	Action, impulsiveness, defending beliefs
10♠	<i>Ten of Air</i>	Curiosity, restlessness, mental energy
9♠	<i>Nine of Air</i>	Hope, reaching out, upward movement
8♠	<i>Eight of Air</i>	Self acceptance, new perspective, freedom
7♠	<i>Seven of Air</i>	Coming clean, rethinking approach, tactics and strategy
6♠	<i>Six of Air</i>	Transition, leaving behind, moving on
5♠	<i>Five of Air</i>	Ambition, desire, cunning
4♠	<i>Four of Air</i>	Recovery, forgiveness, moving on
3♠	<i>Three of Air</i>	Rest, restoration, contemplation
2♠	<i>Two of Air</i>	Difficult choices, indecision, confusion

A♣	<i>Ace of Water</i>	New feelings, spirituality, intuition
K♣	<i>King of Water</i>	Compassion, control, balance
Q♣	<i>Queen of Water</i>	Calm, comfort, dreams
J♣	<i>Jack of Water</i>	Following the heart, idealism, romance, sensitivity
10♣	<i>Ten of Water</i>	Inner happiness, fulfillment, dreams coming true
9♣	<i>Nine of Water</i>	Satisfaction, emotional stability, luxury
8♣	<i>Eight of Water</i>	Walking away, disillusionment, leaving something behind
7♣	<i>Seven of Water</i>	Searching for purpose, choices, daydreaming
6♣	<i>Six of Water</i>	Familiarity, happy memories, healing
5♣	<i>Five of Water</i>	Acceptance, moving on, finding peace
4♣	<i>Four of Water</i>	Awareness, choosing happiness, acceptance
3♣	<i>Three of Water</i>	Friendship, community, happiness
2♣	<i>Two of Water</i>	Unity, partnership, connection