


☐

I'm not robot


reCAPTCHA

I am not robot!

Tarot cards jojo

Tarot (タロット, Tarotto) refers to a deck of cards that determine an individual's fate and suggests their Stand abilities, featured in the third part of the JoJo's Bizarre Adventure series, Stardust Crusaders.[1] Standard tarot decks consist of 78 cards. However, Stardust Crusaders only features Stands based on the Major Arcana set of tarot decks, consisting of 22 cards. Each card has a deep meaning that changes depending on whether the card is in the normal position or in the opposite position (upside down). Summary Design on the back of a card The tarot cards in Stardust Crusaders each have their own designs and symbolism that may relate to the Stand abilities. They were all designed by Hirohiko Araki, appearing similarly to real tarot cards but in Araki's own style. Muhammad Avdol first mentions the tarot cards to Jotaro Kujo so that he can determine Jotaro's destiny and name his Stand after Jotaro draws a card.[1] Throughout their journey to Egypt, the Joestar group is attacked by various tarot Stand users sent by Enya the Hag. The spin-off Crazy Diamond's Demonic Heartbreak indicates that it is Enya who assigned the Tarot Cards to the various assassins tasked with killing the Joestar Group.[2] With the exception of Vanilla Ice's Cream, Kenny G.'s Tenore Sax, and the Egypt 9 Glory Gods, all of the remaining Stands are based on the tarot cards. However, the Nine Gods of Egypt also have unique cards that are displayed when the Stand user is introduced, and N'Doul states that the gods are the origins of the tarot cards.[3] The tarot cards have been sold as merchandise in Adventure Battle Card. They were also included with DVDs for the Stardust Crusaders OVA and as a limited edition bonus in the Volume 2 Blu-Ray of Stardust Crusaders - Battle in Egypt. Stand Users A list of Stand users whose Stands are based on the Major Arcana set of tarot cards, in order of their Stand's appearance. List of Tarot Cards The World The four elements of the material world, water, fire, earth, and air, are arranged to look like a bull, lion, eagle, and angel. In other words, it is a card that shows the perfect thing, the completion of everything, and the entire universe.[4] This card is the only one that does not have "Lucky Land" written on it. Achievement and a pause in life before the next cycle Gallery The locations of where each Tarot Stand user was fought Weekly Shonen Jump version of the map Trivia While Stardust Crusaders was being published in Weekly Shonen Jump, the tarot cards were originally drawn with different designs closely resembling cards from real copyrighted tarot decks. In the tankobons, they were re-designed to appear unique for JoJo. The designs on the first tarot cards in the magazine version appear to be based on the Tarot of Marseilles deck set, but later chapters use designs from a different deck. In the magazine version of Chapter 127's cover, the cards were drawn with designs from the Deva Tarot deck set. The PlayStation version of JoJo's Venture gives Cream and Tenore Sax their own tarot cards, created specifically for the game's bonus Tarot Card Reading mode. Tenore Sax's card is referred to as "Labyrinth" and indicates a warning to sense the essence of things; Cream's card is referred to as "Different Dimension" and signals recognition from important people for one's hard work.[7] On the official anime's website, Cream's tarot card is represented by a blank gray card with a black orb in the middle; depicting Cream's void form.[8] Cream's tarot card in Heritage for the Future Tenore Sax's tarot card in Heritage for the Future Cream's tarot card on Part 3 anime's website Cream's tarot card on Part 3 anime's website See also Joestar Group Agents of DIO Egypt 9 Glory Gods References Image not available forColour: To view this video download Flash Player Image not available forColor: To view this video download Flash Player