

Adept

Wizardry
Mage

Gnosis / Order



An initiate level Wizardry mage, emphasising book learning, amassing of knowledge and passive learning of magick through texts and past applications and techniques. The Adept is a passive form of Wizardry, consuming knowledge voraciously and without great intention of use, for the time being. If the Adept finds its way to your present, consider the impact of learning and holding a beginner's mind, think about the ways you are just starting on your journey and the value of humble questioning of your guides. The Adept also invites a period of beneficent laconic process: enjoy the moments of quiet and reflection, for you are learning thus.

Alchemist

Alchemy
Mage

Order / Nature

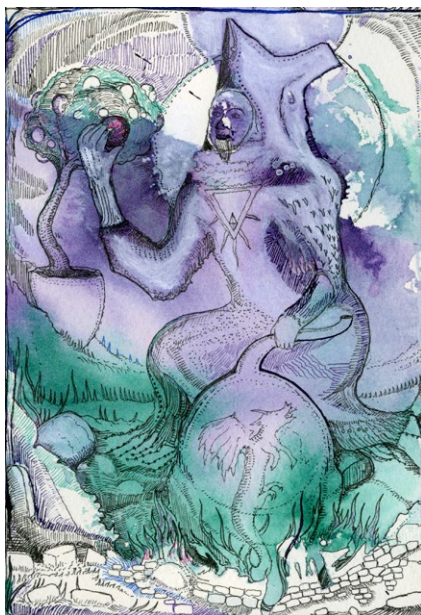


A middle level Alchemy Mage, the Alchemist requisitions the underlying qualities from natural phenomenon, working with material by identifying and interacting with formal correspondences, taking the lifeblood of the mysteries from the veins of form. If the Alchemist has been summoned to your hand, consider the way you can look deeper into the substrate of the notions you are confronting, seeing the ways they mirror and orbit around each other. The skill of the Alchemist is in her ability to identify contrasts and realize correspondence against the backdrop of the cosmological totality.

Chymist

Alchemy
Mage

Order / Nature

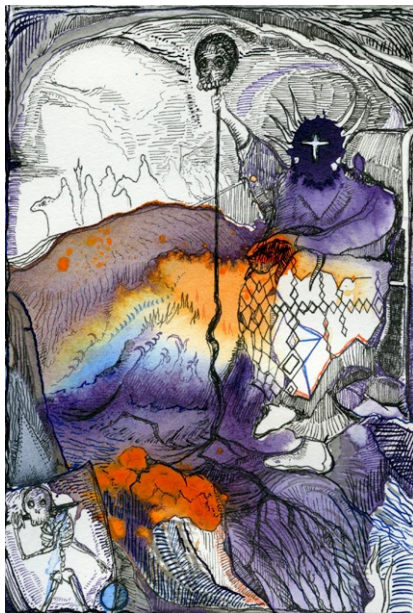


An initiate level Alchemy Mage, the Chymist works with material interaction as a base process and metaphoric perspective, approaching mater in its operatic potential and sensing all things as fitted in their empiric order. His is a technique that assumes natural knowledge as positivistic, and he kneels before their apparition as a framework for greater ambitions. If the Chymist comes to you, consider the value of analytical mechanisms, mathematics and a straightforward sense of causality and an ego based subjectivity, and peel back layers from there.

Demonist

Black Magic
Mage

Order / Chaos



A high level Black Magic Mage, the Demonist is an architect of ambition and will. It is sometimes difficult to accept its position in one's being or goals, but it's apparatus arises in all of us, and should not be estimated only negatively. Working with hierarchies, summoning agency, stiving and accepting strife as an outcome of desire are the modes of operation for the Demonist, whose power arises from interaction, commandment and fealty with entities of massive power. As a high level Black Magic card, this should be recognized as a synthesizer of the craft of dark arts, and the position of this Magely type is indeed highly potent. Its ascendance is toward the phalanx.

Dowser

Divination
Mage

Chaos / Gnosis



An initiate level Divination Mage, the Dowser applies her craft by watching the subtle movements of a branched twig, which locates streams of meaning by its own volition. The Dowser's technique transduces the etheric plane, seeking signatures that can activate a binary indication to a question proposed in advance -- summoning a response from the divine wind. If the Dowser arrives in your spread, consider the necessity of a decision, and the possibility of finding an answer through binary means. This card may indicate that a simple 'yes or no' answer is needed, or that a situation that has lingered in indecision should be resolved, by either magickal or quotidian mechanism.

Hag

Witchcraft
Mage

Nature / Gnosis

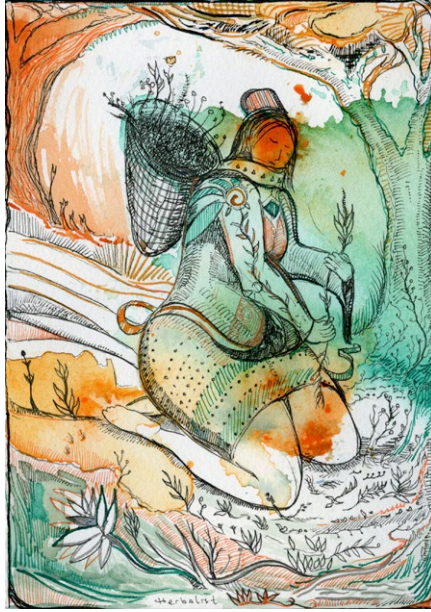


An initiate level Witchcraft Mage, recognizing power in the mirror of nature and feeling time as a flux by which magical qualities transit the body. The Hag is resolute in her interpretation of magical craft as an outgrowth of lived process, and for her much labour is akin to craft-work. If The Hag appears for you, consider the relationship you have with striving, time and mortality, and the ways that nature weaves meaning through passages of our lives. Consider also seasons and rhythms that will reoccur -- patterns, like the spider's web, are the lifeblood of the Hag's imago.

Herbalist

Folk Magic
Mage

Nature / Chaos



An initiate level Folk Magic Mage, The Herbalist accesses magick in nature by working with plants, both medicinally and as a way of activating intention. The herbalist has a catalog of knowledge, but also the ability to be sympathetic to the pathologies of flora and proto-pharmacological craft. This card may indicate attention to subtle and operatic natural essences is needed, or management of environment and healing of self and community. Notably, for the herbalist, the essence of nature is manipulable, a static system, so this card is more aligned with operatic than interpretive processes.

Hermeticist

Alchemy
Mage

Order / Nature



A high level Alchemy mage, the Hermeticist endeavors to concretize a quality of divine sentience out of the materials with which he engages, using dialectic to spill forth the transitory essence of life as a culminating work within his discipline. If the Hermeticist appears for you today, be aware of messages and answers to concrete problems arising in poetic forms, seek solutions that defy frameworks of hierarchy in favor of those which sing with life, for the quintessence of the Hermeticist's craft is not material or nous, but the prima materia that abounds in and as if life. Its ascendance is toward the avian.

Necromancer

Black Magic
Mage

Order / Chaos



A middle level Black Magic Mage, The Necromancer engages with death as an active and potent quality in life, animating the lifeless or establishing a relational stance toward sublime essences that can reveal meaning. To find the Necromancer in your spread is to question the implications of cessation, either in your own or external architectures, and well as the animation of dead qualities or aspects of self or of your project. His relationship to worldly things is one of ambivalence, for the Necromancer understands fully the entwining of time and life, and can cast one into the other.

Occultist

Black Magic
Mage

Order / Chaos



An initiate level Black Magic Mage, the Occultist is invested in collecting elements and talismans that angle toward hidden or obscured practices or histories. If the Occultist arrives in your spread, consider the way you are dealing with primary cultures -- the occultist bids negation and reinvention by constructing alternative schemas. The Occultist finds power from the the hidden, and reactivates prior engagements with the magical spheres. The Occultist allows purchase to delve deeply in a singular direction of magickal art.

Ranger

Folk Magic
Mage

Nature / Chaos



A middle level Folk Magic Mage, the Ranger travels and engages with fauna, stepping across lacunae by the blessings of the animal world. For the Ranger, the animal world speaks and is respected in both living and poetic capacities, and movement is like a wind upon which agency arises. For the Ranger, magical qualities are most developed in kinship with living systems, understanding the flux of earthly life as a communicative essence that can be tapped into for signs and assistance. While the Ranger highlights a relationship with nature, and can indicate attention to one's animal familiars, this card also espouses a generalized rhetoric of empathic transubstantiation, which can include humanity as well.

Scryer

Divination
Mage

Chaos / Gnosis

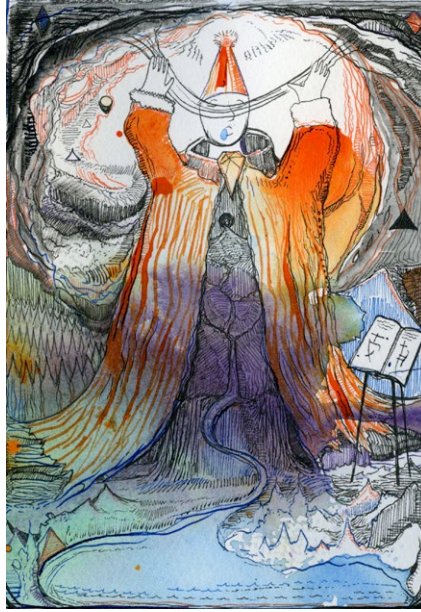


A middle level Divination Mage, the Scryer's way of seeing is to use the abstractive qualities of substance to open a portal to blessed truths. Peering into a shew-stone, vessle of water or black mirror allows the Scryer to use extra-sensory knowledge to locate meaning, thus he is perched above the river of causal agents and engages instead with all that is around him, the whole of the cosmos, and his own voice. If the Scryer appears in your spread, take a step back and look not with your eyes but with feeling, sense the running waters around you and seek clarity in the obfuscative, by reading your own mind. The Scryer, after-all, does not need indications from the outside world, but merely to know that he is always in conversation with that which is outside of himself, and echoes serve to form the world.

Seer

Divination
Mage

Chaos / Gnosis



A high level Divination Mage, the Seer can sense the strings which tie together monads of deep metaphysical and cosmological essences, as if they are sonically vibrating the air. The Seer thus, knowing the spheres' music, takes the river of time into himself as a passage through which the universal transverses, and leaves beside himself an indication of the great concern by which they weave through the sky. If the Seer appears to you, you may be entering a period in which you can sense the greater shape of things, and this should be carefully tended too and articulated if possible, or at least enjoyed. Moments of epiphanic clarity, when the supersensory ley lines come close enough to each other that they entrain you and allow you to see their harmonies are rare, but for the Seer, they can be present and remembered. The ascendance of the seer is toward the clouds.

Shaman

Folk Magic
Mage

Nature / Chaos

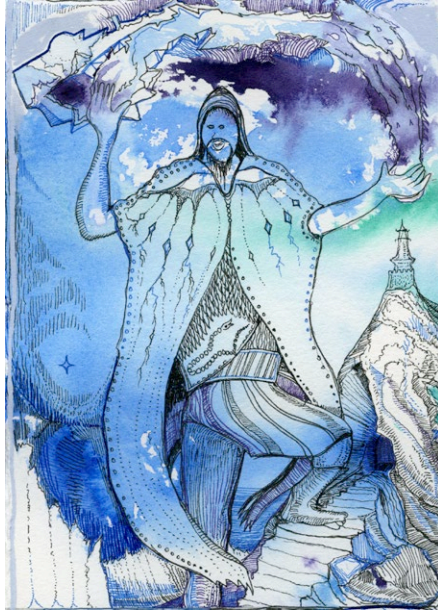


A high level Folk Magic Mage, the Shaman dives into a supersensible world, articulating the ineffable as a way of guiding a community. By engaging in rituals, psychonautical ventur and extrasensory conversation, the Shaman alertly sees energy as unfolding visual data along the axis mundi, and reads this through story to assist those that he can. The Shaman, notably, endeavors to comprehend the incomprehensible, and if this card appears to you it may be indicating great leaps of knowledge growth and an engagement with ulterior essences that remain hidden in most normative cases. The Shaman's ascendance is toward the serpent.

Sorcerer

Wizardry
Mage

Gnosis / Order

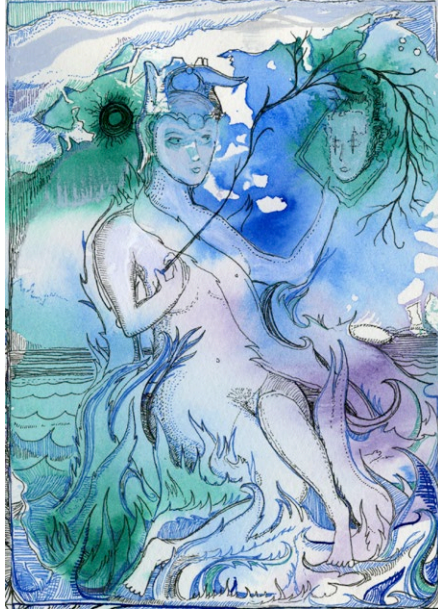


A high level Wizardry mage, ascending and emanating power through embodied qualities of knowing. If the Sorcerer arrives for you, consider the apogee of magical abilities you may be reaching in a field, and the potency that the knowledge you have amassed can hold if wielded with confidence and stridency. The Sorcerer moves toward an economy of technique which seems magical, even for the magician, emanating energies and pure forms seemingly without effort. This is a grand but sometimes treacherous position, and the balance of the Sorcerer should be carefully tended to, high upon the peak. The Sorcerer ascends toward the tower.

Sybil

Witchcraft
Mage

Nature / Gnosis



A high level Witchcraft mage, the Sibyl is fully integrated in the active agency of natural phenomenon, existing in the sea, and unencumbered by the cloth. The Sibyl's vast power is in being able shapeshift, as if through a magic mirror, her body essentialized as a flux within systems and her vision applied externally. If the Sibyl appears to you, you are entering a state of totalized Witchcraft power in the ability to wield internal, elemental states of being effusively, emanate these qualities to present apparitional control of the mundane world. The Sibyl's ascendance is toward the mask.

Witch

Witchcraft
Mage

Nature / Gnosis



A middle level Witchcraft Mage, assuming the power of the body as a phenomenological aspect of nature and carrying the wisdom and bravery of one who is willing to subsume the self in primordial essences, intrinsic magickal knowledge and will. If the Witch appears to you, you may be confident in your ability to transduce the material by emphasizing your connections to nature, and embodying willfully your innate divinity through feeling the great power that arrives in embodying one's self as an incarnate being.

Wizard

Wizardry
Mage

Gnosis / Order



A middle level Wizardry mage, encountering magical knowledge by trial and forming meaning by a synthesis of understanding, authorship and allowing oneself to make mistakes. The Wizard has moved beyond rote learning to be able to conjure his own path, but not without trials and errant actions, too. If the Wizard comes to you, the value of confidence in experimentation may be important, and you should realized your position is strongest when it self-reliantly ambulates between the knowing and trying, being learned in techniques which are true, but adjusting that which you have learned to best suit your bearing.

Gryphon Spell

Spell



“As we remain of loss and a spear to heaven, the avian wold gives its arm to us.”

Titan Spell

Spell



“And so the ash that settles like a brine shrimp on the tree of you who was there before time before meaning and I take back the will to be naked a pure one who dances on stars not yet born and sings.”

Hill Spell

Spell



“And as the root is taken up and our memory is folded into a wire box, we ask for the favor of the hill. Ask why do you wait for memory to run, lambs from foxes, wild with the wet iron ash.”

Lioness Spell

Spell



“And so the ash that settles like a brine shrimp on the tree of you who was there before time before meaning and I take back the will to be naked a pure one who dances on stars not yet born and sings.”

Octopus Spell

Spell



“Gaunt world, You cannot sustain the vessle, and you can’t
absorb the sky. So take in me your wild tarnished maze,
and let me drink the tear in loss that becomes the thou-
sand arms of sex and tears and titans.”

Volcano God

God(dess)



Sea-Ice God

God(dess)



Ocean Goddess

God(dess)



Verdant God

God(dess)



God of Consciousness

God(dess)



Wind God

God(dess)



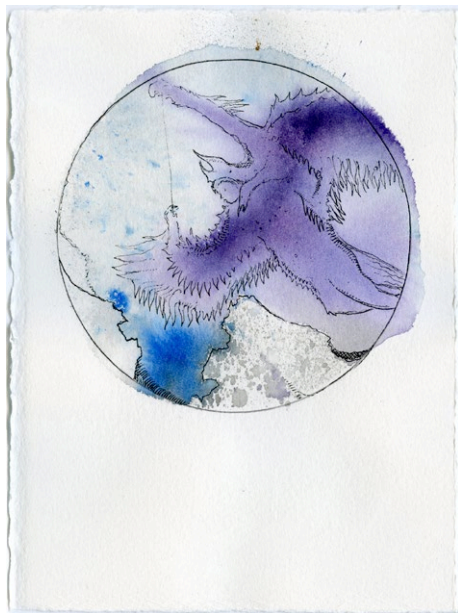
Sea Demigod

Demigod(dess)



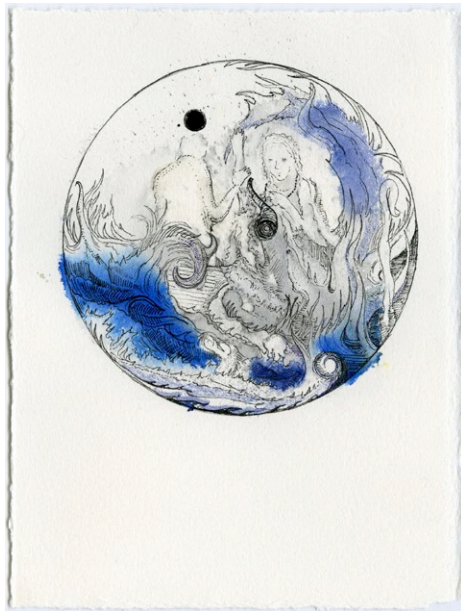
Pinacle Demigoddess

Demigod(dess)



Wave Demigoddess

Demigod(dess)



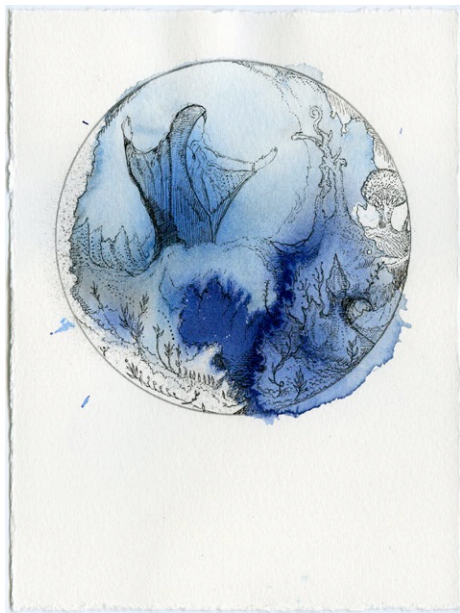
Illuminating Demigoddess

Demigod(dess)



Midnight Demigoddess

Demigod(dess)



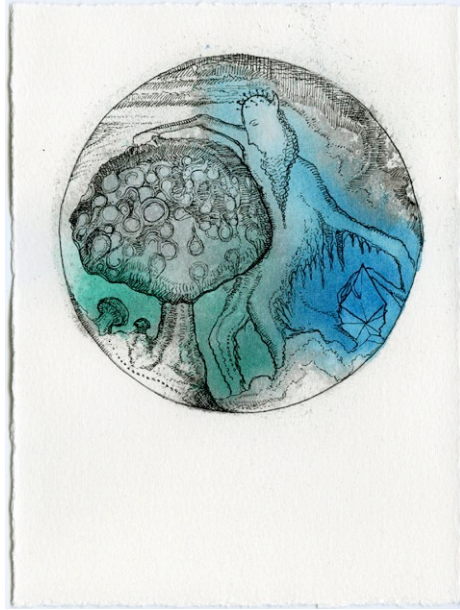
Demigoddess of Crossings

Demigod(dess)



Mycol Demigod

Demigod(dess)



Flight Demigoddess

Demigod(dess)



Insect Demigod

Demigod(dess)



Lunar Demigoddess

Demigod(dess)



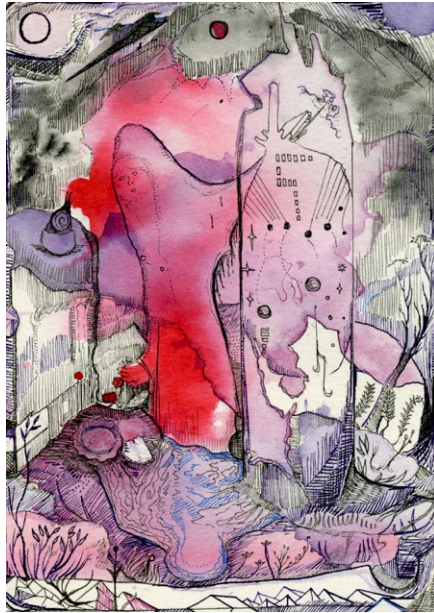
Umenon

Calcolare
Being



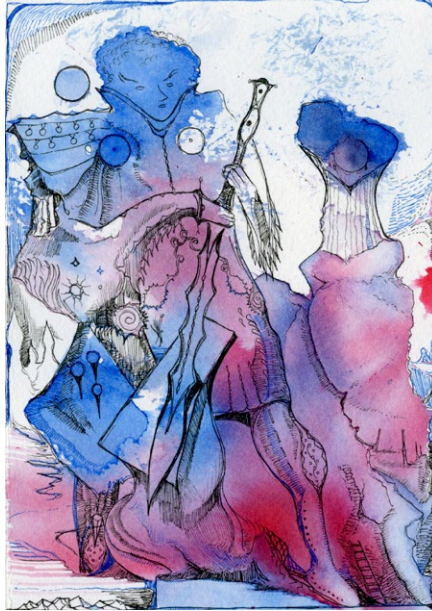
Calendar Stone

Calcular
Being



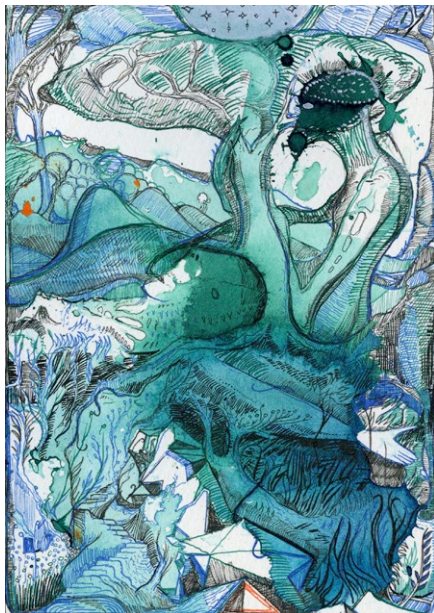
Dökkálfar

Dwarven
Being



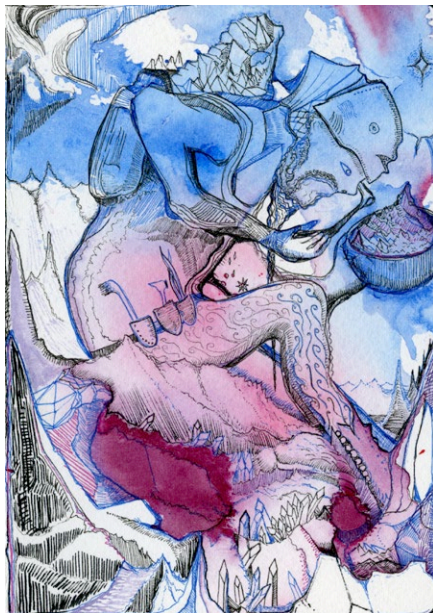
Dryad

Faerie
Being



Dwarve

Dwarven
Being



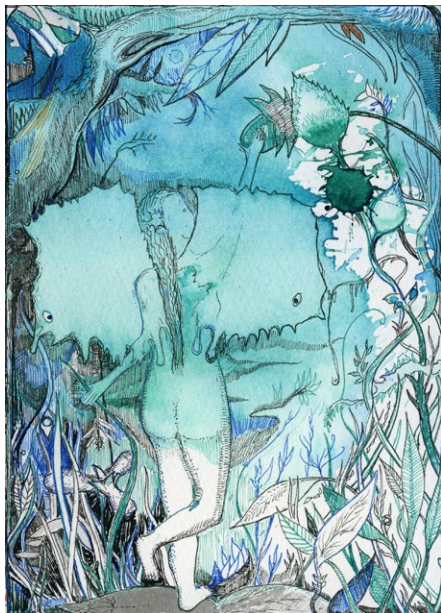
Elve

Faerie
Being



Pixie

Faerie
Being



Orb

Ectoplasm
Being



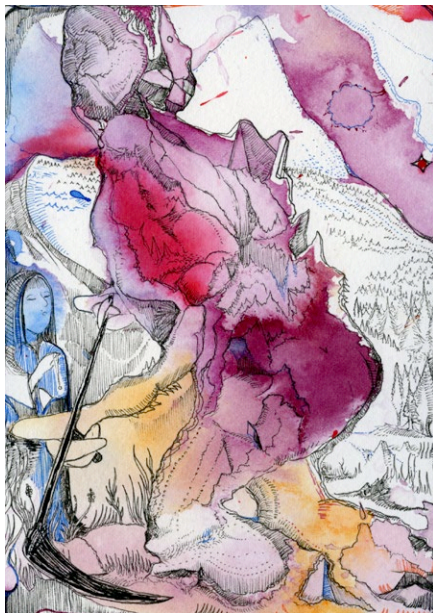
Gnome

Dwarven
Being



Golem

Automata
Being



Homunculus

Automata
Being



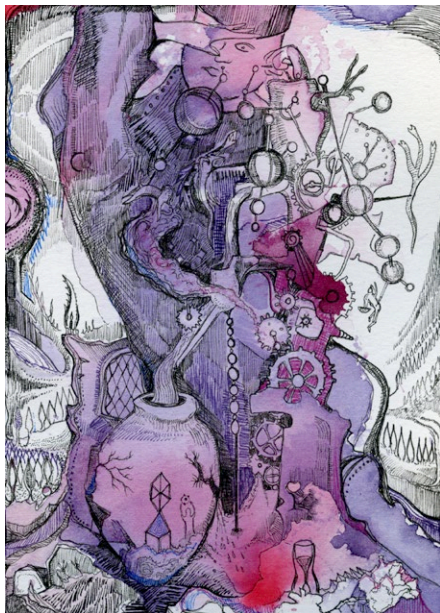
Nixie

Merfolk
Being



Orrery

Calcular
Being



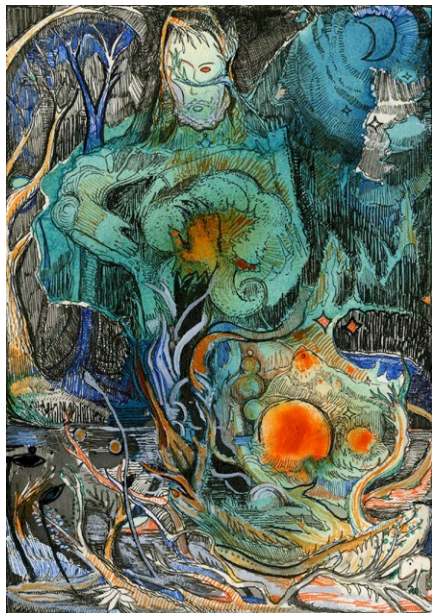
Ectoplasm

Ectoplasm
Being



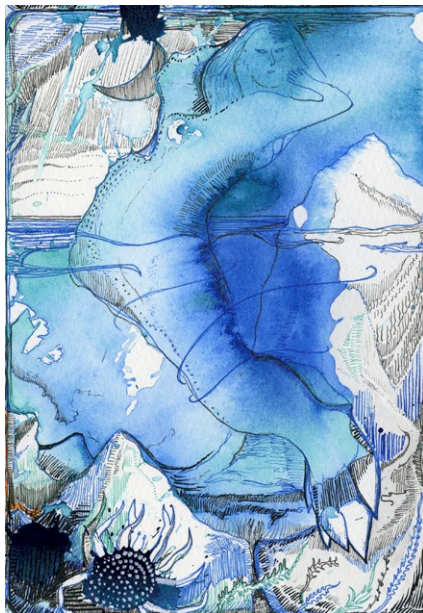
Will-O'-The-Wisp

Ectoplasm
Being



Selkie

Merfolk
Being



Talos

Automata
Being



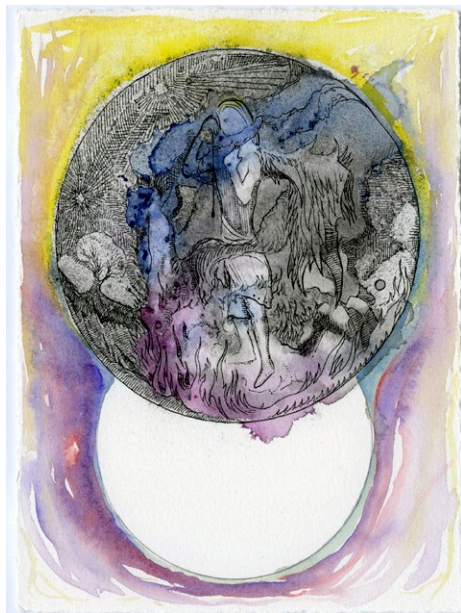
Triton

Merfolk
Being



Dowsing Angel

Aspect



Head of Medusa

Aspect



Merfolk Transport

Aspect



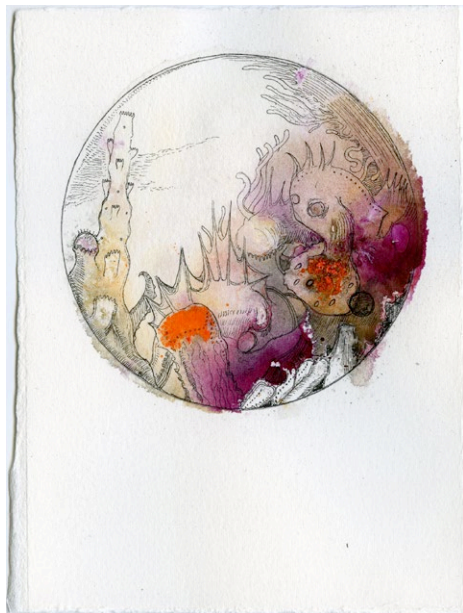
Place of Absurdity

Aspect



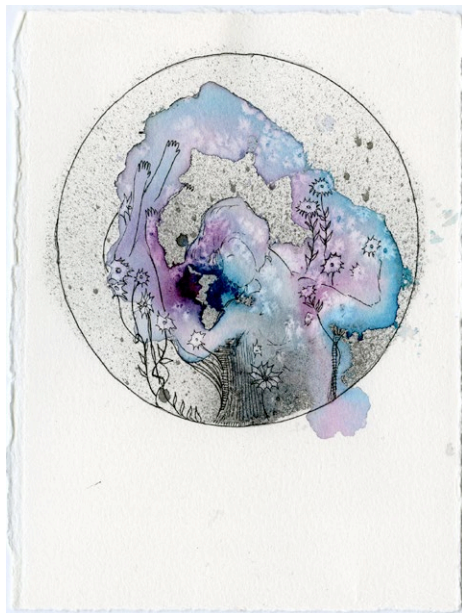
Eldritch Sump

Aspect



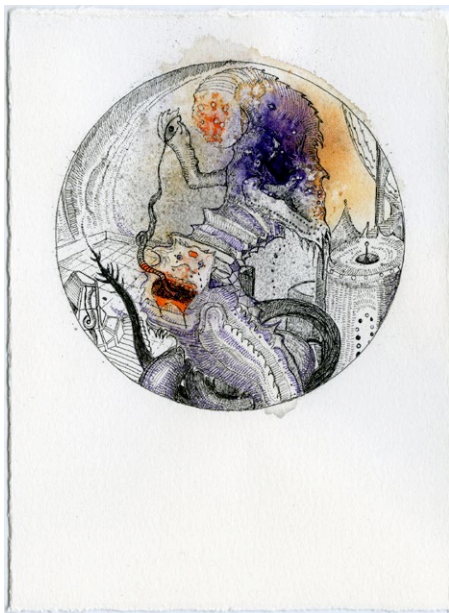
Fae Laurels

Aspect



Chaos Demiurge

Aspect



Orphic Imp

Aspect



Hypogeum Menagerie

Aspect



Polytheic Beacons

Aspect



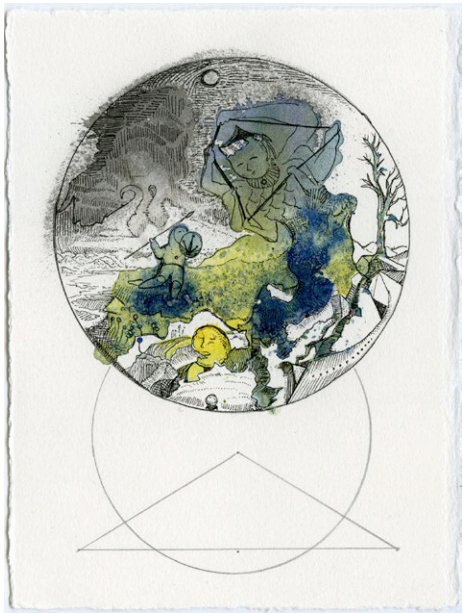
Starlight Laboratory

Aspect



Hero's Ground

Aspect



Arcane Insect

Aspect



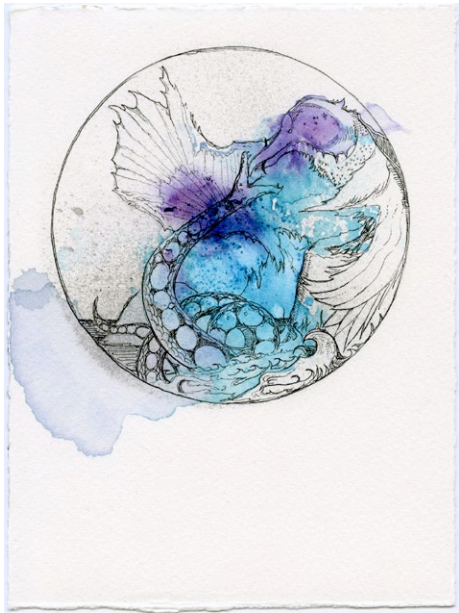
Carnal Glade

Aspect



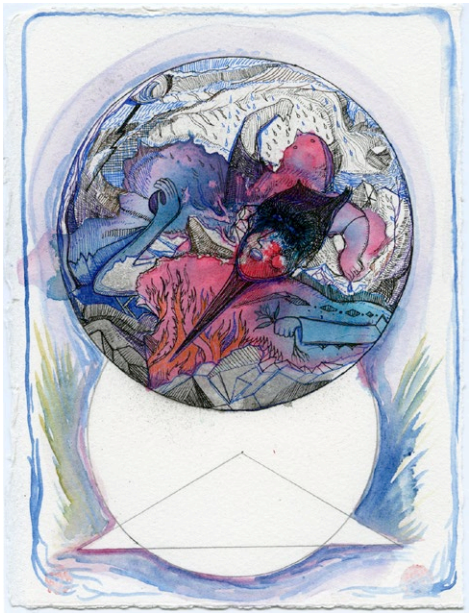
Epochal Transfer

Aspect



Grove of Latency

Aspect



Sedimentary Troll

Aspect

