



Instructional Booklet

THE TAROT OF SAQQARA by Donald G. Beaman Instructional Booklet

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INTRODUCTION TO THE TAROT OF SAQQARA

The ancient Egyptians developed a phrase to describe their awareness of the forces of gravity and centrifugal motion within the planet. They called it "The Balance of the Earth." They felt that it was held in balance by the fact of opposition or attraction and repulsion. When one becomes one with the Earth, we sense those points or forces near its center that align our own central identity with the harmony of first, the physical, and secondly, the spiritual energy of the planet. The Ancients used to say that this opened a window for the communion with the World Soul or with The Supreme Logos, allowing one to comprehend his place in the great fabric of the Universe.

A trip through THE TAROT OF SAQQARA is not "The Grand Tour" of enlightenment, nor a "get-away to the island of your dreams," nor a safari to the dark recesses of superstition. It is simply movement toward an affirmation of Life.

Each of the cards is a part of yourself – a ripple in the water, indicating you have passed by. If we would construct a Temple of Truth of THE TAROT in our mind, we must *become one* with the original. We must allow the Ancients to speak through us; and we must be willing to demonstrate in our lives that Wisdom which is unchanging. Then all Temples become one and THE ONE is our self and we are THE HERMIT, and THE MAGUS, and THE FOOL.

And All are One In NEITH Who is WISDOM

If you are resolved to penetrate the darkness of our own ignorance and to illuminate with your Thought, the *Mystery behind the Veil*, then pass on, Pilgrim. May you walk in the ways of WISDOM. Live and be well. Live and be ONE.

THE MAJOR TAROT

Beyond the Readings

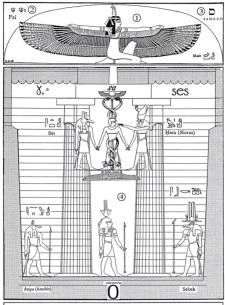
There are two groups of cards in a Tarot pack: twenty-two trump cards – the Major Arcana; and fifty-six suit cards – the Minor Arcana. The Tarot of Saqqara has four additional cards. These cards included in the deck are not to be used in an ordinary reading. They were created to explain the Initiation to the Student or the Neophyte. These cards are not numbered but would be 00, 22, 23, & 24.

Each of us is a pebble,
Capable of causing ripples
In the waters of the Masses.
The EFFECT of ripples and the play of patterns
Is amusing and entertaining.
But the ACT of casting our pebble,
Our grain of sand into the flow of Time,
Is an Act of Choice.
The possibilities of LIFE...
The consequences follow.

Our pebble makes Our ripples.
We are still the pebble,
And the Cause, which launched it
Into the waters of LIFE.
We cannot help but make ripples.

And we are witnesses to both Cause and Effect.
We acknowledge pebble, water, ripple, casting,
Thinking – and when all the Causes interact
To produce patterns,
We recognize the abstractions, the symbolism
Of the intermingling in the substance of LIFE.
It is our reason for BEING

Key To Symbols & Names





- 1. The Goddess Of Truth & Her Egyptian Heiroglyph
- 2. Coptic Symbol Associated With The Card
- 3. Hebrew Symbol Associated With The Card
- 4. The Story Of Each Gateway
- 5. Rune Associated With The Card
- 6. The Card Name
- 7. The Egyptian Amulet For The Card

THE ASPIRANT

0

The Spirit of Ether The Hero is us, that seeks

Here is "every soul" making our first conscious decision to Know. With Faith as our guide, we will begin to channel Fantasy into positive thinking. With our choice to explore all new possibilities, we can begin to follow a new cycle of destiny. We set out to explore "A Brave New World," with a sense of wonder and anticipation. We are essentially a clean slate.

The ASPIRANT #0 and The INITIATE #22 are intrinsically the same soul-presence. Tradition makes the neophyte The FOOL, in that one lacks the form of the initiation. At SAQQARA, the beginner is "One Who Hopes."

The Hero is us that seeks

The Way of Hope

UPRIGHT (CAUSE)

A choice is offered Innocence Sensitivity opened up Taking the initiative with spirituality A choice to explore the self A creative dreamer Karmic initiative presented Self-exploration

REVERSED (EFFECT)

Folly and perhaps mania
Intoxication through possibility
Delirious wandering
Intellectual frenzy
Negligence
Carelessness
Absent-mindedness
Ignorance in the guise of innocence
Unfocused energy

The MAGUS

The Magus of Power

The Active Adept expresses his will as "Mind over Matter." He is concerned with the illusion of Power and the Impression on his audience. This is the delusion of Man as the Creator of his own Destiny.

The Magus is the agency of magic for the mass of humanity that desires the feelings of mystery and wonder in a catharsis involving trust and a suspension of cynical or skeptical criticism as we enter sacred space.

The Magus of Power

The Way of Thought

UPRIGHT (CAUSE)

Creative Power
Dexterity in service to Will
The Logos in human consciousness
The skill of diplomacy and a faith in words
Self-confidence in demonstrations of Will
Healing the Self
The exercise of wisdom
The ability to experience adaptation
Success through analysis
The persistence of confidence

REVERSED (EFFECT)

A delusion of sickness
A danger of being deluded
The power of the physician
The fantasies of fear
Superstitious folly
A need for delusion masks a fault
Weakness of will causes one to be led
Practice of occult wisdom

The HIGH PRIESTESS

2

The Great One of the Night of Time

The HIGH PRIESTESS appears behind a veil (Byssos) of wisdom (Paroketh) shaped as a vesica piscus with the inherent rhomb (lambda/vau) that encloses the delta of absolute truth and its reflection as 'relative truth' below.

As the keeper of Past experience, her practice is Theosophy, the service of Wisdom. Her rites are The Mysteries. She prompts us to secrecy, and promises hidden revelations from behind The Veil of Wisdom. She teaches secretly; she teaches the initiate.

The Great One of the Night of Time

The Way of Wisdom

UPRIGHT (CAUSE)

Hidden influences
Secrets of the Mystery implied
"Silence is Golden"
Listen and learn
Trinity lies in all things
Awareness of hidden meanings
Use of intuition
Truth is the paramount goal

REVERSED (EFFECT)

Intensity of feelings may blind us to Truth A Faith in surface knowledge An acceptance of first impressions A lack of foresight A stubborn self-reliance may retard success A little conceit Ignorance aided by fantasy

A certain amount of closed mindedness

The EMPRESS 3 Daughter of the Mighty Ones

The EMPRESS rules the realm of Nature. Fertility, fecundity and fruitfulness are her attributes. Hers is an Objective Reality; all things move to their Natural completion. Hers is the potential within which Effects are registered. She is the Physical Matrix, bright, fruitful mother. She is providence expressed on the Earth plane.

Daughter of the Mighty Ones

The Way of Providence

UPRIGHT (CAUSE)

Material abundance; fertility
A movement toward expression
A pattern in affairs revealed
Public celebrations
A tendency toward marriage
Success in shaping events
"Thoughts are Things"
Pleasures in willful satisfaction
Success in some degree of luxury
The potential for happiness
Creativity and the arts

REVERSED (EFFECT)

A hidden affair matures
Knowing that something is unknown
Some doubt or anxiety over plans
The fear that grows from ignorance
The boredom of waiting
A lack of concentration
Time allows you to vacillate
Domestic discord over responsibility
Pregnancy as a hardship
Negative effect of dissipation
Doubt causes debilitation

The EMPEROR

4

Lord of the Hosts of the Mighty

This is the agency for the goddess MA'AT. This is TETRAGRAMMATON; (Tarot) the Word expressed, reaching out as a cause that actualizes the Four Quarters of the Earth. This is the Power to Master the Material Plane through conceptualization. This is realization of ideas in a practical application. This is perception.

The EMPEROR is the archetype and prototype for agents of governance in temporal matters. Discernment is his function and enforcement of order through justice is his hegemony.

Lord of Hosts of the Mighty

The Way of Will

UPRIGHT (CAUSE)

Leadership
Conquest of material obstacles
The power of stability
The protection of a powerful individual
The assurance of conviction
The will to do, supported by authority
A benevolent compassion
Conquest over objections to your authority
Ambition leads to victory

REVERSED (EFFECT)

Some physical obstruction
Failure through immaturity
The danger of working on credit
A lack of conviction weakens one
Plans rendered ineffective
A failure of ambitious intention
Forced to serve where once you ruled
Strife or war for dominance
Ambition leads to frustration

The HIEROPHANT 5

Magus of the Eternal Gods

The HIEROPHANT is called 'The Magus of the Eternal Gods' in that he controls the organizational aspect of religion. He has the offices of a counselor in public and private life. He is the defender and protector of tradition, the consummate conservative. External religion.

Magus of the Eternal Gods

The Way of Worship

UPRIGHT (CAUSE)

Understanding what is right
Promotion of the public point of view
Mercy and Goodness find a way
An occasional glimpse of Divine Wisdom
The manifestation of Truth through Faith
The satisfactions of Orthodoxy
Dispenser of wisdom in good advice
Freedom through education
The Enlightened Teacher

REVERSED (EFFECT)

Kindness that is blind or debilitating
A weakness from inactivity
Servitude as captivity
Mildness becomes timidity
An empty exercise of Dogma
A distraction into unorthodoxy
The vulnerability when speech fails to influence
The untruthful counselor; not the whole truth
The slander of propaganda; misleading information
Good salesman; bad product
Poor advice
An advisor who deserts under pressure

The LOVERS 6 Children of the Voice Divine

The fork in the road requiring a decision – a major test of Will and Conviction, especially in the moral sense. The subject may be Love, but the object is to define the will power and moral "back-bone" of the Aspirant. "What do you want?" "What is your desire?" At the point where a path runs off in two directions, indecision is enervating. A choice is expressed. Fate is at work as well, with an assist for the Imp who represents our own sexual prompting. Satisfaction is implied in either case. Discernment will indicate the more substantial or constructive way to go.

Children of the Voice Divine

A choice between two loves

The Way of Union

UPRIGHT (CAUSE)

Be objective and choose positively
Recognize your true emotions
Learn to "Ask the Question"
Love and beauty go hand in hand with truth
A recognition of harmonious possibilities
The time is right for choosing
Inspiration for physical satisfaction
Ask for intuitive guidance
Love is its own reward

REVERSED (EFFECT)

The anxiety of having to choose
Objectives are not clear
Sensuality sweeps you away; temptation appears
Is that affectionate person faithful?
Fantasy clouds perception; are you blind to the truth in Love?
Seduction is a tempting game for all involved
Illusion and delusion masquerade in sensuality
This affair will lead to fustration

The CHARIOT

7

HORUS. The Lord of the Forces of Life

Imagination – giving form to divine inspiration; the application of mental and physical powers. Divine guidance employed to serve Mankind. This is inspiration that illuminates the dogma of the HIEROPHANT by bringing the words that are needed for the immediate resolution of communal problems. This is a Card/Rune of Victory in some respects; it is a victory of the mind supported by the heart. The many overlaid symbols show this to be a Card/Rune of exceptional importance.

The Lord of the Forces of Life

The Way of Leadership

UPRIGHT (CAUSE)

Conquest of mind over emotions
Positive application of mental and physical powers
Intelligence assures success; the sense of being right
A gifted dictatorship; the agency of providence
Inspires life's work
The positive elements of progress
Perseverance through reason
A personal success appreciated

REVERSED (EFFECT)

Vehemence in ignorance; anger assumes command Destructive forces find willing hands A blindness of zeal; an impetuous dictator Progress producing obsolescence Immediacy of fate; ruthless reasoning Defeat through rash decisions Personal convictions fail you The expression of arrogance Negative egocentricity A momentary advantage through cleverness

LIFE FORCE [SEKHEM]

8

Daughter of the Flaming Sword

This card is subtitled "Daughter of the Flaming Sword," and its topic is Love and Retribution. The civilizing effect of Love is seen as a mitigating factor in a transaction involving righteous indignation. Forgiveness is presented as the expression of productive wisdom. (This card is titled "Strength" in other decks.)

Daughter of the Flaming Sword

The Way of Retribution

UPRIGHT (CAUSE)

Triumph of love over hate
Life is energy in action
Forgiveness ennobles the spirit
There is fortitude in Love
Having control over the emotions
Alive to life: responsive
The act of immediate good judgment
Arbitration as a positive attitude
Power channeled toward constructive aims
Mercy applied with Love
Be an agency for what is right

REVERSED (EFFECT)

Hatred destroys; jealousy abuses the Self You may need to forgive a loved one Despotism may be an abuse of Love Impotence through lack of conviction Weakness mistaken for Love At sea in an ocean of discord A slave to anger; bound to desire "An eye for an eye" - a cycle of destruction Winning at any cost Vindictiveness You are Right and still Wrong

The HERMIT

Magus of the Voice of Light

The Inner Light that is always available to us if we learn to meditate constructively. Circumspection. "Becoming-One-With-The-Center."

The HERMIT (The Nazarite) is the ELDER-HIEROPHANT who has retired to simple existence, at-one with nature, in spite of "the world of appearances" (Yetzirah) that surrounds his retreat. As the active HIEROPHANT sits at the throne of the High Priestess of Wisdom, so the HERMIT interprets the oracle of "Mother Earth" behind him.

Magus of the Voice of Light

The Way of Meditation

UPRIGHT (CAUSE)

Wisdom offered
Prudence through Wisdom
Discretion in action
Intelligent reservation
Inner convictions
Discretion leads to discernment
Silence allows thought to grow
Expectancy produces inspiration
'Quiet space to grow in' - a retreat into Self
The agency for Wisdom

REVERSED (EFFECT)

A rashness of imprudence
Haste to action leaves no alternative
Unreasoned caution out of fear
Cloaking an issue to avoid decision.
Self-deception out of pride
Trying to stop Time by negating the present.
Retreat into despair
A fear of innovation

A need for dogmatic solidity

The WHEEL of LIFE 10 Lord of the Gates of Matter

Everything changes, yet remains the same, in the cycles of Time and the Elements at the physical expression of life. Change of Fortune requires adaptability. We are what we eat. We are what we Do – AGAIN! Everything moves in cycles. Recognition of that phenomenon allows us to know where we are in time and personal development. (In other decks called "The Wheel of Fortune")

Lord of the Gates of Matter

The Way of Change

UPRIGHT (CAUSE)

Success seems destined to be Good fortune is indicated Recognition for quality of service Good luck encourages creativity Fate seems to smile on your efforts You may begin a new cycle Fortune could bring happiness What do you want from life? Can we create a constructive change?

REVERSED (EFFECT)

Carried away with success
Change in fortune does not bring increase
A sense of being overlooked is troubling
Adversity tends to depress and enervate you
Ill-luck seems to frustrate your wishes
Change may not bring happiness
No insight
A cycle of good fortune ends
Are your expectations realistic?
Are we self-limiting?

Balance in JUDGMENT 11 Daughter of the Lord of Truth

The "real" or workable Truth: Justice in a state of equilibrium. Discernment informs the functional application of morality implying a moderation in all things. Balance is an action employed to rationally deliberate a choice. Ask yourself the question. Legislate your own desires. (This card is called "Justice" in other decks.)

Daughter of the Lord of Truth

The Way of Truth

UPRIGHT (CAUSE)

The rightness of a choice
A sense of equity in consideration
Discernment in action
The act of balancing judgment
Respect for an eternal Truth
Fairness of opportunity for expression
Recognition of opinion with charity
Reconciliation for the Good
Legal proceedings
A moral choice impending

REVERSED (EFFECT)

False accusation condemns the accuser
Bias and preference are destructive
Intolerance blinds Justice
Corruption is a truth of temptation
Relative truth may blind us to consequences
Repression cannot silence the conscience
A deaf ear is nothing but a handicap
Legislation that punishes all parties tumbles the Judge
Law is necessarily a restriction of somebody's freedom
Morality may be negotiable, but Truth is not

The HANGED MAN

Spirit of the Mighty Waters

The higher consciousness bound by the limitations of body and mind. We have a sense of sacrifice through suspension in the material world. This can produce feelings of emotional sorrow or world-weariness in those who are victimized unless we regard our current passage as an opportunity for enlightenment.

Spirit of the Mighty Waters

The Way of Trial

UPRIGHT (CAUSE)

A period of suspension for retrospection
Discernment in action
Finding meaning in adversity
Trials that emphasize learning
Sacrifice for the public good
Acquaintance with yourself
Generation of Wisdom through trials
The unconscious guides your thoughts
Individual reserves of energy
Being positive while temporarily immobilized

REVERSED (EFFECT)

Suffering for its own sake
Self-satisfying sacrifice
Selfishness in a destructive sense
Punishment
A loss of Self to fear or desire
Succumbing to fear through fear itself
Suspension of reality through inability to cope
A false prophecy
A surrender to mass opinion as "They"
Binding one's Self to a handicap

DEATH in LIFE

Child of the Great Transformers

Losing life so as to have Life. This is the admission that Life is a process of change. Anything of the physical world that we may value is subject to change, and if our identity is anchored in the physical reality, we may be all at sea when the wind blows. Times change and our High Places as well as our obstacles erode. Who are we without our sense of opposition? What is our Soul-Core of being? Who are we? We must often practice losing identity so to have entity.

The card is the infamous Death card that should always be seen as signifying change, and a change of state in particular. Most of the attributes attached to this Rune are applicable in that respect. The aspect of rebirth is certainly central to the whole structure of The Harrowing of Hell initiation; losing life so to have life.

Child of the Great Transformers

The Way of Regeneration

UPRIGHT (CAUSE)

Change; renewal

Death of selfishness

A transformation in understanding

Rising above materialism

A Change of state in favor of wisdom

Time seen as an opportunity

Fertility

A Faith in a continuous revelation of the Good

A loss reveals a gain; Material for Spiritual

REVERSED (EFFECT)

A surrender of hope to lethargy

A concentration on loss

A belief in deprivation as a necessity

A door closes as our beliefs petrify

Time seen as an endless servitude

Stagnation

TEMPERANCE

14

Daughter of the Reconcilers

The Second dream state. A step into "the Fourth Dimension" of possibility. The Truth behind the Law of Cause and Effect, indicating the reason why Appropriate Gesture is required of the initiate. This is the commencement of regeneration.

A pursuit of the GOOD and the idea of goodness are central to the tradition of ALCHEMY that aims to distill the core goodness of rough or "raw material" present within each of us. This is one of the themes of temperance.

Daughter of the Reconcilers

The Way of Conversion

UPRIGHT (CAUSE)

Adaptation; coordination
A blending of Heart and Mind
Economy of action should be practiced
The creative blend of Faith and Knowledge
Realization through observation
A consolidation of positive forces
Harmony of Cause and Effect
Mastery of a vehement temper
A blend of talents
The way, the means and the inspiration to succeed

REVERSED (EFFECT)

"Nothing in excess"
Disunion between thought and emotion
Frugality is not always admirable
Constructive limitations of religion
Disorientation and disunion
Conflict of interest
Hostility through a conflict of purpose
Temperamental behavior is embarrassing
Unfortunate combination of abilities

The DEVIL 15

Lord of the Fire of the World

Personal separation for survival; self-preservation in a positive sense. One may need to sublimate the lower self so as to stimulate a growth in Spirit. The dilemma of this emotional suppression needs to be addressed constructively by carefully examining the objectives and the alternatives we have regarded as worthwhile in life. We must learn to ask the question of the Center: "What is your intention through me?" Are we meant to do something? It is everyone's question. The DEVIL is given reality when our own fears crowd to the front of our mind for recognition. The personal self too often becomes our own worst enemy and excuses flow from our creative imagination.

Lord of the Fire of the World

The Way of Self-Delusion

UPRIGHT (CAUSE)

An extraordinary effort of Will

A sense of predestination Bondage to the material

A need to sublimate the lower self

Be aware of hidden motivation; weigh material temptations

Repression of instincts should be weighed

Repression of instincts by intellect must not dominate

REVERSED (EFFECT)

Temptation

Tendency to violence; a negative sense of fatality

Suicidal tendencies over material things

A weakness in petty desires; divorce

A release from bondage; a lust for power.

A bondage to material values

A blindness to spiritual truths

A surrender to instincts completely

The TOWER 16 Spirit of the Primal Fire

The fourth Dream State: a revelation of direct intervention by the Creator to correct an act of transgression by the Human Ego. This is specifically the act of glorifying the messenger more than the message, and the Temple more than the fact of communion. This illustrates a corrective "Act of God," interpreted as a sign of retribution. The god's action could be as shocking as a thunderbolt.

Spirit of the Primal Fire -The Way of Hubris and Self-Deception

UPRIGHT (CAUSE)

Overthrow of selfish ambition
Lessons to be learned
"You reap what you sow"
We lose the seed to gain the plant
A belief in humanity's systems
Courage in resistance
Destruction as a change for the better
Suffering as a part of destiny

REVERSED (EFFECT)

Sectarianism as an evil

Oppression

Tyranny

Distress

Adversity

Disgrace; Self-undoing; Ruin

Self-inflicted fears

Fall of ideals created by the human

The rewards of delusion

Unforeseen catastrophe

Breakdown of belief

Ambition; Confusion of tongues

The STARS 17 (Isis as Sirius) Priestess of the Silver Star

Nature at work. Actualizing imagination. Possibility becoming. This is a symbol of Hope through Faith, or Faith in Hope, which is really Faith in Faith – a self-validating Truth.

The subtitle is "The Priestess of the Silver Star" which refers to Venus as a planet, and to ISIS as Sirius. The Card/Rune is concerned with existing in Grace while meeting the challenges of FATE with FAITH. Grace is a rather old fashioned concept still worth adopting.

Priestess of the Silver Star

The guidance of our astrology

The Way of Destiny

UPRIGHT (CAUSE)

Cycles of Nature at work
Actualizing imagination
Health
A sense of Destiny
Hope for fulfillment
The promise of a future opportunity
A gift of new inspiration
Unexpected encouragement
A suggestion of Divine guidance
Fantasies of possibility in Hope

REVERSED (EFFECT)

Unfulfilled Hopes
A stubborn independence
A feeling of pessimism
A lack of Trust
Self-doubt
Bad luck (as you see it)
Deceptive fantasies

The MOON 18

Ruler of Flux and Reflux

The night fears of the child within us. Superstitions spawned by Pseudo-Mysticism. A feeling of not being in control. Vaguely at the mercy of Fear itself. A crisis of Faith. Self-deception. Reminders from our conscience (Secret as the scorpion).

The Moon in all of its aspects is certainly the province of this horizon but the two happenings: "The Dark of the Moon" and the lunar eclipse bring us to the topic of FEAR. Fear (Pachad) is central to the work at this Anasephiroth which occurs in our trek toward the light when our nature self, feeling loved and secure, hears something go bump in the night and the fear experience during an eclipse.

Ruler of Flux and Reflux

The Way of Fear

UPRIGHT (CAUSE)

Hidden enemies; unforeseen perils

Danger

The terror of darkness

Occult forces

Deception

Error in perception

Failure of nerve

Lies or falsehood

REVERSED (EFFECT)

A fear of ambush; morally, spiritually or physically

A fear of annihilation

Fear of the unseen products of our imagination

Fear of the creatures of our fantasy

Fear of discovery

Fear of being tested

Fear of being shunned or not loved

The SUN 19 Son of the Morning

The universal creative power physically expressed in The SUN The source of all creative energy for many ancient peoples A blessing without which Life would be impossible A reawakening in renaissance

Son of the Morning

The Way of Enlightenment

UPRIGHT (CAUSE)

Attainment Happiness Unselfish Love Material Happiness Fortunate Marriage Glory Riches Satisfaction

REVERSED (EFFECT)

Harmony

A circle of Love protects you

Well-being

A loving relationship

Recognition of personal worth

Security in wealth

Complacency

Over-confidence breeds unhappiness

The Fantasies of Success

Arrogance

A little Vanity

EVOLUTION

20

The Lord of the Triumph of Light

There are two themes present in this Card. One is that of the Ancestors and Ancestral property, and the other is the idea of genetic continuity through the seed of the forbearers. An accretion of Knowledge to the Source: increase of the Soul through generations of gradual accumulation. (This card in other decks is called *The Last Judgment.*)

The Lord of the Triumph of Light

The Way of Renewal

UPRIGHT (CAUSE)

The progress of the Eons – power existing from eternity The whole process of Becoming as an ongoing eventuality Renewal Resolution

Determination Rejuvenation of spirit Spiritual awakening

Rising to the Challenge of Life Awareness of Cycle in Reincarnation

REVERSED (EFFECT)

A weakness in understanding

Failure to face the facts

A disappointment due to ignorance

A sense of impending punishment due to guilt

An apology for failure A loss of opportunity

Fate as a sentence

A feeling of endless punishment

EARTH in the UNIVERSE

The Daughter of the Firmament

The ancient sages have bequeathed to us what we have called "hermetic" wisdom in the form of simple labels, and some of these come into fullness with the elevation of "EARTH IN THE UNIVERSE." The axiom "know thyself" flows along with "... so to know THE SELF." And, the implications of "as above, so below" remind us to find the archetype in the ordinary.

An interesting comparison exists between TAU, the Earth and TAO, the Way. TAU is the descent of the Tree of Life into Matter, and TAO is the ascent up the Tree of Knowledge back to the Light.

(This card in other decks is called "The World.")

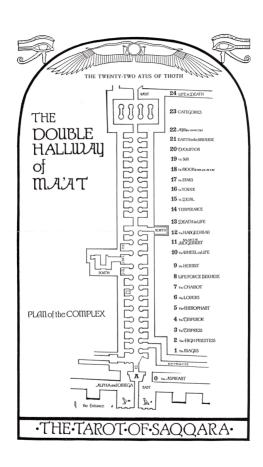
The Daughter of the Firmament -The Way of Universal Oneness

UPRIGHT (CAUSE)

Assured success
Perfection
Successful completion
Rounding a cycle of destiny
Synthesis
Actuality
A completion into a state of continuity

REVERSED (EFFECT)

Inertia or Stasis
Permanence that lacks energy
An imperfection of Faith
A failure of intention
A fall into obsolescence



The 4 Major Arcana Cards Not Used in the Readings

The DOUBLE HALLWAY OF MA'AT (00)

The Omega and Aleph/Alpha

The great entrance to SAQQARA was figured as an Omega and stood for the entrance to the womb of the Great Goddess of Wisdom, who remained ever virginal. The Omega is one of the vowel sounds outside the canon of consonants that comprise the Major Tarot. Its shape as an entranceway is implied by depictions of double columns in most designs for the High Priest and Priestess. Here is the ENTRANCE.

The Initiation into The Mysteries of Saqqara was originally an actual progress down the length of a series of gateways or "horizons" called "The Double Hallway of Ma'at." Each gateway was composed of four primary elements:

The challenge of The Threshold
The support of a Column on the Right – Command
The support of a Column on the Left – Intelligence
The lintel overhead was the crowning reward of the
specific lesson learned.

The Major Tarot supplies the subject of each of the challenges or revelations of the Horizons. A series of forty-two questions was asked of The ASPIRANT in his or her quest for self-knowledge through the Initiation. If a transgression was revealed, the neophyte was asked to forgive himself and to release the destructive sense of guilt within his own being.

This card would be left out of a usual or simple reading. It figures into the complete alphabet for rituals of initiation and when the cards are being used as a substitute for the Runes.

AYIN (22) The Divine Eve

Cards #0 and #22 are in reality the same entity. The first represents the ASPIRANT (The FOOL) as one begins the quest. The second proclaims the completion of the initiation and the commencement on the further pathways of KA-BA-AA. Card #22 represents The INITIATE prepared to live his life Consciously.

The Divine Eye floats over the ENTRANCE as an encouraging symbol to the ASPIRANT.

In traditional Tarot cards, the ASPIRANT as a Pilgrim carries a staff on the shoulder, and from it hangs a bag made from a simple square of linen, drawn in hieroglyph as a handle (SES). Symbolically, it is empty since it will become a ritual garment, and will thus contain the body.

Represented in the Tarot as Card #0 or The FOOL (also #22), the ASPIRANT has penetrated the facade of Saqqara; we find ourselves in the first chamber. On either side are door valves sculpted from the stone. They remain ever open, inviting the Pilgrim to begin the quest. This vestibule would be called alpha in the Omega gateway. The ASPIRANT is Aleph/Alpha (A'A). It may be understood that the Omega stands for the entire passageway until re-emergence into the far court of the Heb-Sed labyrinth.

Here the ASPIRANT receives the first instruction. Now the ASPIRANT stands with bare head and feet before the portal. At his waist the Apron tied with a cord symbolizing his navel string. To the open space he recites his qualifications.

The CATEGORIES (23) The Four Channels

This unnumbered card, which would be #23, is an acknowledgement of the presence of The Categories or The Four Suits of the Minor Tarot in the whole process of initiation. At SAQQARA, this is represented by a transverse hall composed of four sets of double columns at the Western end of The DOUBLE HALLWAY OF MA'AT.

Having completed the initiation and with the reception of The *DIVINE EYE*, the Initiate prepares to bring this new-found inspiration back to the world of Humankind through the conscious choice of one of four vehicles of civilization.

Edgar Cayce refers to this self-realization as the recognition of a "LIFE-SEAL." Carrying over from the previous station of The DIVINE EYE, THE "HERO"/HORUS chooses the pursuit of one or more of the FOUR QUESTS, knowing that in this life, one must accomplish at least the quest that is our birth element.

We are the WAY....
We are the LIGHT....
We are the TRUTH....
And all of these are yet
BECOMING

LIFE IN DEATH (24)

The Principle of Compassionate Omnipresence

This card is not in conventional Tarot decks, but my guidance was to include it. We are about to step out into the big courtyard at Saqqara, where we could enter a ceremonial labyrinth, either scratched in the sand or with low walls.

On the left is the goddess ISIS.

We are the quail chick (bottom center), and we are returning consciously to life – the gift from ISIS (the ankh symbol) both the womb of possibility and the Tao (T), the Way – the means and the way.

On the right is SESHET, the goddess of time, of geometry and measurement. She is holding a yardstick (cubit) and a rod-stick. She is measuring time and space. The symbol above her head represents the inheritance of seven generations.

We have both of our eyes (above center) available to us, and the pupils are in the eyes so that we can see through with inner understanding.

I see this as "Being-One-With-Life."

This final card in the series is #24, and I have titled it LIFE IN DEATH as a compliment to #13, DEATH IN LIFE. It presents a picture of the great Labyrinth of Life placed below the sacred eyes of the Sun and the Moon.

The ANKH, as a symbol for the opportunity in life, stands over the head of a quail chick that represents fragility of creature existence full of all the possibilities of becoming. The doorway is flanked by ISIS as the nurturing mother, and by SESHET, the Goddess of History and spatial measurement.

THE MINOR ARCANA

The four sets of double columns represent four channels of service to civilization

WANDS: Governance

PENTACLES: Commerce and the Arts

SWORDS: Military Service

CUPS: Religion

In the tradition of SAQQARA, each of the suits represents one of the four classic elements: (the Greek term is *STOICHEIA*)

WANDS – Fire PENTACLES - Earth SWORDS – Air CUPS – Water

and the four primary directions or the four quarters of KA-BA-AA, which makes The Initiate the union of The TREE OF LIFE and The TREE OF KNOWLEDGE. The element of WOOD that is eternally alive is symbolized for the Egyptians in the DJED PILLAR, the EPITOME of our personal presence.

Understanding the suits is necessary to understanding the Tarot and to being able to interpret the mysteries unveiled in a reading.

WANDS: The suit – true to its element – connotes energy, enterprise, renewal of life and growth.

PENTACLES: The suit and its symbol imply several images: the pentagram indicates magic and the five senses. In the Tarot it is strongly associated with money, fortune, trade.

SWORDS: As one would expect, this suit suggests aggression, courage, conflict. Generally, it is not a positive suit. But along with distress comes the reverse – hope and reawakening.

CUPS: As its element indicates, this is the suit of emotion, instincts, beauty, fertility, and so forth. It is the suit of the Priest or Priestess.

THE FACE CARDS

I take these to be representations of persons within the Querent's circle. They may be friends or relatives or influential persons in the major field of endeavor. In any case, they are certainly a force involved in the matter of the question asked.

A second consideration might see the personage as a spiritual guide who is interested in the Querent and the particular question.

It might stand for a past life personality, an echo of experience that requires work in this life to complete a karmic continuity. It might also stand for some ideal that the Querent has established for his/herself in this life when the dreams of youth were still fresh and possible.

The Hero represents the Querent, male or female. Each of us is a Hero on a particular quest. We must make the quest of the Element of our birth sign at least, in this life. Pursuit of the other three possibilities adds to the depth of our experiences for ourselves and for The Center.

The Kings sponsor the Quest.

The Queens offer an oracle on the Hero's promise.

The Princesses represent the reward to be won at the close of a particular quest. They usually appear as messengers or young men, or as somewhat elusive and mysterious nymphs who may give clues that are not quite clear and could involve the Hero in a dangerous new adventure. At the inevitable wedding in the legends, when the Hero lifts the veil from the face of his bride, he may find the Queen. In those ancient times, this was a sign that he was to kill his predecessor and mount his throne. To modern minds, we must interpret these events as psychological promptings within the psyche.

THE HERO OF WANDS The Quest for Everlasting Youth

"Lord of Flames and Lightning"

A reaction to challenges of time leads the Hero quite often into rash excesses of selfish action. In any case, the challenge is to react in the right time with the right action. This could be called "Appropriate Action." Decisions of the moment.

UPRIGHT

Departure

Flight or emigration

An absence

A change of residence

A dark young man, quick, active and strong

Intuitive but not prudent

Personable, just and generous

Unpredictable but inspired

A noble attitude scorning meanness

A politician

A governor

REVERSED

Rupture and division

Interruption

Discord

A willful destruction of order

A revolutionary, given to violence

Love of unrest for its own sake

Premeditated arguments

A clever destroyer

A prejudiced and ill-natured person

Cruelty; Intolerance

A fair young man

For a woman: Marriage - probably frustrating

THE KING OF WANDS Father of the Cycle of Time

"Prince of the Chariot of Fire"

Ruled by the sign of Leo His motto would be - I Will

UPRIGHT

A politician or a governor A dark friendly man Honesty Respect for marriage A passionate virility Impetuous in battle Repentant in peace A conscientious negotiator News of an inheritance May mean a good marriage Generally favorable

REVERSED

Good aspect, but somewhat severe
An austere respect for survival
"A rugged individualist"
A tolerant respect for practicality
Cruel, autocratic and domineering
Bigoted, prejudiced out of ignorance
Self-satisfying
Sudden or impetuous
Ethically intolerant
Fierce and brutal
He rules by the rod
A light-haired man
Advice that should be followed

THE QUEEN OF WANDS Oracle of the South – Healing and Invention

"Queen of the Thrones of Flame"

Ruled by the sign of Sagittarius Her motto would be - I Feel

UPRIGHT

A dark country woman
Loving and respectable
Outgoing
May have a love for money
May be successful in business
Fertile, physically and mentally
Kind and sympathetic
Supportive of home and Nature
Understands politics
She protects her circle
A popular leader
A good harvest, in several senses

REVERSED

Good

Economical and practical

May tend to be temperamental

A trace of jealousy

May regard infidelity as an act of retribution

A light haired woman

Sharing good will, but without the opportunity to use it

An overbearing matriarch, too involved in her family's lives

A sharp tongue and a cruel wit

Revengeful or tyrannical

Obstinate

THE PRINCESS OF WANDS Time and Becoming

"Princess of the Shining Flame"

Ruled by the sign of Aries Her motto would be - I Inspire

UPRIGHT

A dark young man or woman

A faithful lover

One who brings words

Inherited intelligence

Brilliance

Ambitious and resourceful

Courageous

A carrier of exciting news

A good sense of service

REVERSED

Announcements

Perhaps evil news

A cavalier attitude toward the Quest

Indecision, instability

A sense of being unprepared

A trifler in gossip and slander who cannot keep a secret

One who has the attitude of wisdom, but who is only superficial

Quick to anger

Domineering

A desire for revenge

Power hungry

Superficiality or theatricality

TEN OF WANDS

"Lord of Oppression"

The third decan of Sagittarius

Righteousness becomes oppressive

"Everything in Excess"

Taking license; going too far

It is enthusiasm become oppressive

UPRIGHT

Triumph of Force

Perseverance

A great and good fortune may become the means of oppression

Fixation of method is repressive

Power for its own sake

Success becomes a burden

Invention or discovery

Levity

Generosity

Self-sacrifice

Somewhat disinterested

The failure of a scheme

REVERSED

Deceit; Lying

Slander

Guile

Envy; Ill will

Lies aimed at undermining others

Contrarieties

Difficulties

Intrigues

Cruelty and malice toward others

Oppression

Evil comes flying in

A selfish materialism

Failure of plans

A lack of perseverance

NINE OF WANDS

"Lord of Great Strength"

The second decan of Sagittarius

Position and its expectations

Strength of position but with the perplexity of celebrity Suspension in the identity which success has given one This celebrity anxiety is that public image may obscure the real or personal identity.

UPRIGHT

Strength; Power

Stability

Health

Safe and secure

A quiet assurance

Dedication strength in opposition

Great strength with reserve

Illumination

Delay

Adjournment

Suspension of active participation

A wise and profitable friendship

Recovery from sickness

Good health

REVERSED

Obstinacy

Blind Faith

Delays; Obstacles

Doubts

Adversity

A lack of adaptability

Inability to compromise

Calamity

Success after strife

Victory at some emotional cost

EIGHT OF WANDS

"Lord of Swiftness"

The first decan of Sagittarius

Movement toward Karmic need

Movement through eternity toward a target in time

Energies promoted by The Seven Hathors (The Seven Virtues), or by The Seven Scorpions (The Seven Deadly Sins), these are positive abilities and karmic debts.

UPRIGHT

Movement

Swiftness

Passage of Time

Change

Exploration

Inspiration through Hope

Act with courage and confidence

Conditions lead to success

Boldness

Appointment in a political sense

An explosion of energy

Generosity

A hasty communication

REVERSED

Brilliance or eloquence dissipated early

Impetuous action gone to waste

Hasty decisions

Conscience after the fact

Jealousy

Internal disputes

Warfare

Regrets from "flying off the handle"

Over-compensation in retribution

Untrusting or not trustworthy

Theft or robbery; Violence

Oppression

SEVEN OF WANDS

"Lord of Valor"

The third decan of Leo

Delusions of Winning; placing confidence in performance during strife. Identity is framed by the degree of opposition and not necessarily by inner conviction. This is playing the Game well. An identity founded in gamesmanship may be lost when the challenge shifts category, or when behavioral rules change. One who derives action from his analysis of a cause. He may, at the same time, have to accept the identity that the stimulus has given to him.

UPRIGHT

The moment of decision

Courageous opposition

Triumph over appropriate odds

Personal valor

Success over adversity; Courage in the testing

Devotion

Responsibility

Barter; negotiation

A possible victory

A dark child

Success in teaching or publishing

REVERSED

Indecisiveness

Fear

Timidity leads to defeat

"He who hesitates is lost"

Calling a bluff

Pretense

Embarrassments

Anxiety

Ignorance

Caution against indecision

Opposition; Obstacles; Quarreling

SIX OF WANDS

"Lord of Victory"

The second decan of Leo

Hopeful choices

The effect of external forces on choices

Hopes and fears determining choices

Leadership that moves to the general expectation

The Crown of Hope

UPRIGHT

Victory

Gain after strife

Triumph

Success after industry

Great news

Fulfillment of hopes

Success from skill at work

Diplomacy wins out

Ambition

Sociability

Expression in Music, Art, Drama

Well-earned success; honor

Pleasure in labor

A fulfillment of deferred Hope

Love

REVERSED

Indefinite delay

Insolence

Pride

News delayed

Apprehension

Fear of the outcome

Suspicion of hidden motives

Fear of disclosure to an enemy

A young lady may be betrayed by a friend

FIVE OF WANDS

"Lord of Strife"

The first decan of Leo

Will and Desire in competition

UPRIGHT

Opposition requiring thought

Unavoidable conflicts

Strife

Tests to be surmounted

A relentless tenacity required

Instability

Fighting

Ouarreling

Misdirected action

Reformation

A game of success with goals specified

Generosity

Success in financial speculation

REVERSED

Avoidable litigation

Defeat through trickery

Disputes or litigation

Contradiction

Cruelty

Violence

Fraud

Lust and desire

Boldness that tends to be rash

Prodigality

Dissipation

Quarrels may be turned to advantage

FOUR OF WANDS

"Lord of Perfected Work"

The third decan of Aries

Completion of first action. A moment of equilibrium. The feeling of rightness and balance. It is the moment of reflection on the meaning of Space, Time and Motion, before the aspect of echo or opposition is evident. It is expansion to necessary limits imagined by the self. It is self-definition with unrestricted creativity.

UPRIGHT

Rulership

Achievement through ideas

Success in innovation

Cleverness

An arbiter of taste, with wit, refinement, culture

Perfected works

A legacy

Completed affairs

Laughter

Happiness

The faculty of Reason from Knowledge

Grace in good manners

Rest after labor

Unexpected good fortune

REVERSED

Oppressive superiority of tradition

Conventional aspirations

Prosperity

Decadence of unnecessary etiquette and ceremonial

Delay through ritual

Embellishment

Lacking contact with reality

Artificial rules of a snob

Beauty

Insincerity

THREE OF WANDS

"Lord of Established Strength"

The second decan of Aries

Launching an enterprise

Having the Way, the Means, and the Will to DO

UPRIGHT

Established strength; Power Inspiration rewarded: Prophecy Conviction leading to a reward Practical application of inspiration Success in a new venture An artist or inventor who succeeds Commerce: Wealth from this Discovery; Foresight

Realization of hopes Completion of labor Nobility

Collaboration will favor enterprise

A very good card

REVERSED

Failure of nerve

Suspension of adversity Not comprehending the physical world

Wishful Dreaming; Propaganda

Retreat into fantasy; Blindness

Impracticality

Conceit

Business partnership

End of Troubles

Pride or arrogance

Success in the struggle

Rudeness or insolence

Obstinate

TWO OF WANDS

"Lord of Dominion"

The first decan of Aries

Temporal quality of personal decisions "This too will pass with Time"

UPRIGHT

Courage in vision

Farned success

Resolution

Imitative in high motives

Wisdom through experience

Sense of Justice in executive power

Dominion: Influence over others

Exaltation in business or science

Riches; Generosity

Will to activate ideas (Cause)

Boldness: Fierceness

Sagacity

Sensitivity: Refinement

Strength

Authority

Resolution

REVERSED

Timidity

Immaturity

Surprise; Wonder

Pride without humility

Obstinacy

Lack of integrity when tested

Loss of Faith in Self

Domination

Will to power

Ambition

Restlessness

Empty achievement

ACE OF WANDS

"Lord of the Root of the Powers of Fire"

THE QUEST OF WANDS defines the fixed quality of cycles in time. The Hero expresses inspiration in ideas and intellect and the exercise of Will.

Element of Fire The Faculty of First-Thinking Illusions of origins

UPRIGHT

Originality

Fertility

Creativity

Conception

Virility, vigor, strength

Launching a new enterprise

Invention. Innovation

Artistic inspiration

Activity, force

Spiritual strength

Money

Fortune

Inheritance

REVERSED

Barrenness

Sterility; Impotence

Banality

Lack of Creativity

Ignorance

Confusion

Over-confidence leads to failure

Decadence

Ruin

Inactivity

Pride

THE HERO OF PENTACLES The Ouest for a Perfect System

"Lord of the Wild and Fertile Lands"

The Quest for a perfect machine

The Quest for Peace and Security

A test of survival against the elements of our Earth environment

UPRIGHT

Utility; Being of service

Being involved

A sense of responsibility

Command of the Faculties

A public defender

Conventionally honorable A supporter of tradition

A faith in established norms

A practical mind

A survivor

A useful man

Useful discoveries

An agriculturist

A Merchant

REVERSED

Inertia

Idleness of a dull witted person

Purposeless repose or meditation

Stagnation

Placidity

Discouragement

Carelessness

Agitated in defense of outmoded mores

Complacent or smug

Lacking in foresight

A brave man unemployed

THE KING OF PENTACLES Father of Material Success

"Prince of the Chariot of Earth"

The Quest for a Perfect Place Ruled by the sign of Taurus His motto would be - I Have

UPRIGHT

The realizing intelligence

A normal intelligence

Business aptitude

A gift for Mathematics or Geometry

Practical and down to Earth

Application of practical techniques

Traditional Crafts

A patient man; Loyal

A natural wisdom for material success

Selectively inspired by deep thought

Slow to give love, but most constant

Slow to anger but implacable in his dislikes

A need to be able to retreat into quiet meditation

A rather dark man

A Merchant; A Master; A Professor

REVERSED

Vice and the weakness there from

Ugliness

What is perverse

A corruption that endangers

Dull and materialistic

Not influenced by taste and refinement

Unable to adapt; Committed to obsolete but comfortable

solutions

A blind conservativeness

Something of an isolationist

Anxious to please; he is a tower of shifting sands

THE QUEEN OF PENTACLES Oracle of the West – Space and Growth

"Queen of the Thrones of Earth"

Ruled by the sign of Capricorn Her motto would be - I Do

UPRIGHT

A dark woman

Opulence

Generosity

Magnificence

Security

Liberty

"Do unto others as you would have them do unto you"

REVERSED

Evil

Suspicion

Suspense or delay

Fear of deprivation

Mistrust

"Do unto others before they do unto you "

An illness

THE PRINCESS OF PENTACLES Thoughts of Process and Progress

"Princess of the Echoing Hills"

Ruled by the sign of Virgo Her motto would be - I Think

UPRIGHT

Application

Reflection

Study or scholarship

Messages or messengers

Rule applied

Management

Conscientiousness

A sense of thrift

Up to responsibilities

Performs duties well

Good business sense

Good administrator

A dark youth

A child

A young officer or soldier

REVERSED

Prodigality

Dissipation

Liberality verging on excess

Luxury

Unfavorable news

Overly meticulous

Lacks humor

Aware of position and power

A bit power hungry

Sometimes degradation

Sometimes pillage

TEN OF PENTACLES

"Lord of Wealth"

The third decan of Virgo

Responsibility for gain

Responsibility for knowledge and continuing revelation

Wealth is also philosophic riches

This is the fruit of The Tree of Life and The Tree of Knowledge combined.

UPRIGHT

Inheritance

Family wealth

Riches

Blood ties

Landed aristocracy

Aspiration

Fulfillment of material desires

Fortune in a will or dowry

Archives or family records

The abode of a family

Alternate financial loss and gain

A house or dwelling influenced by nearby cards

REVERSED

Bad aspects of long held traditions

Problems in legitimacy of succession

Dissolution of a system after a death

Fatality

Burglary

Covetousness

Games of hazard

Sloth

A gift, dowry or pension

An occasion of unforeseen provenance

NINE OF PENTACLES

"Lord of Material Gain"

The second decan of Virgo

Success in material gains

Insulation from worldly demands

The fruits of accomplishment or the attainment of "The Good Life", not only in the material things, but in the mind as well. This signifies the ideal of a person of culture; one who can move to the promptings of all the Muses. On the surface it represents sublime contentment; but it may hide a sense that one may be seeing with blinders on, and may miss the less honored but equally pleasing surprises of experiences outside the bonds of conventional values or academic preference.

UPRIGHT

Material success

Comfort

Reason producing order out of chaos

Prudence: Safety

Certitude

Discernment

Money spent on associates

Inheritance

REVERSED

Prosperity through devious means

Success built on another's misfortune

Roguery

Deception

Bad faith

A voided project

The stability of the present is impermanent

Theft. Knavery

Covetousness

Vain hopes

Material happiness deferred

EIGHT OF PENTACLES

"Lord of Prudence"

The first decan of Virgo

Karmic inheritance of talent

Karmic inheritance of creative inspiration

The gifts from past lives, to be used and not abused or ignored in this life

UPRIGHT

Change in material things

Skills applied to profit

Labor rewarded

Time to establish a reputation

Prudence Fidelity

Fidelity

Work or employment

A commission rewarding craftsmanship

First steps beyond apprenticeship

Too concerned with petty details

A young man in business who has relations with the Querent

REVERSED

Taking too much too soon

Misuse of skill

Dishonesty

Diversion of talent to destruction

A costly lawsuit

Exaction or Usury

Voided ambitions

Dissatisfaction

Vanity

Meanness

Lacking a sense of enterprise

The Querent will be compromised in money lending

SEVEN OF PENTACLES

"Lord of Success Unfulfilled"

Third decan of Taurus

Delusions of Wealth Expectations of Success A faith in things

His is a faith in the system – that if you plant a seed, you will reap the fruits – as things. Fate, in this case is purely natural, and accidents happen to the best tended of gardens. The fault or delusion involves the tendency to negate the time between planting and reaping, by dreaming of the benefits from profits. This is the delusion behind gambling; it is a faith in chance.

The act of growing or creating seems to be only incidental to the result, and in his garden, the person waits his time, concentrating all of his energy on one crop – one area of success. His identity becomes caught up in the product at the mercy of chance. The card speaks to wishing and to wasting time.

UPRIGHT

Overcome inertia for success
Disappointment
The situation is in danger but can be saved by action
Intuition brought into play
Unprofitable speculation
Difficulty in employment
Money earned through a journey

REVERSED

Success unfulfilled Self-induced worries Loss Abandonment Apprehension Suspicion Impatience

SIX OF PENTACLES

"Lord of Material Success"

The second decan of Taurus

Investment through Charity

The effect of sharing good fortune with hopes of diverting jealousy

The hope that good works will insure continued success

UPRIGHT

Solvency

A balance in moneys

Gratification

A philanthropist

Patronage

Charity

Material success

Prosperity

A social event of prestige

REVERSED

Prodigality

Spendthrift

Wealth used to glorify self - "Purse Proud"

Desire

Cupidity

Jealousy

Envy

Loss through theft or deceit

Repression

Tyranny

Illusion

Indolence

Opposition to ambition

FIVE OF PENTACLES

"Lord of Material Trouble"

The first decan of Taurus

Self-imposed handicaps

What remains of the human wreck after a disaster

The limits of handicaps are only as potent as one imagines them to be

UPRIGHT

Poverty

Destitution

Loss of money

Unemployment

Hope in the face of adversity

"Do not despair"

Material trouble

Conquest of fortune by Reason

REVERSED

Ruin

Chaos

Profligacy

Disorder

Adversity overwhelms the unwary

Obstinacy will bring sure defeat

Discord

Spiritual destitution

Troubles in Love

FOUR OF PENTACLES

"Lord of Earthly Power"

The third decan of Capricorn

Trusting what one has

Power

A faith in your own accomplishments

One must rely on a faith in the system of his own experience Conservative thought

UPRIGHT

Material stability

Earthly power

Foundation of an empire in funds and strength

Power through things

Success in money

Originality

Law and order established through negotiation

"In unity there is strength"

The surety of one's own possessions

Money through a partner

REVERSED

Inability to change

Covetousness

Opposition; Delay

Suspense

Prejudice; Suspicion

Discontent

Fear of loss

Avarice

Ill aspects

Inability to delegate authority

Observation

Hindrances

THREE OF PENTACLES

"Lord of Material Work"

The second decan of Capricorn

The Master work: The full-fledged expression of a master who can predict the quality of his work

UPRIGHT

Completion of creative effort

Solid reputation

Rewards for skills well applied

Progress in commerce

Firm foundation

Apprenticeship

Material works

Renown

Glory

Fame

Expiation

Business

Employment

Creative work
For a man, celebrity for his eldest son

REVERSED

Efforts unavailing

Stubbornness in the face of failure

Conceit or prejudice blinds one to outside advice

Avaricious attitude

A marriage for money

Weakness

Mediocrity

Truancy

Pettiness

A narrowness of thought

Seeking the impossible

TWO OF PENTACLES

"Lord of Harmonious Change" The first decan of Capricorn

Image of Transmutation

"What goes up must come down"

The desire for cyclic change, if only to remind one not to be bored with routine

UPRIGHT

Cycles of Change in material things

Harmonious Change

Developments leading to Joy

Knowledge serving to enhance life

Independence

Money from hard labor

A pleasant Change

News; Messages in writing as obstacles

Troubles more imaginary than real

Fortunate for journeys

A visit to friends

Scientific Methodology

REVERSED

Overindulgence in the physical

Reckless elation; Pleasures of the moment

Unwisdom

Imprudence

Forced gaiety

Too much of a good thing

Inconsistency

Wavering

Letters

A sense of wandering

Ignorance and superstition

Injustice

Bad omen

THE ACE OF PENTACLES

"Lord of the Root of the Powers of Earth"

THE QUEST OF PENTACLES is the suit of the Hero in the West. It is of the fixed quality of the Spatial Universe and of the effects of environment or community. It represents gratification of desires for material comfort, wealth, commerce and business, and for stability or security.

Element of Earth.

The Faculty of Sensation. Illusions of material Happiness. Success depends upon control of the Senses (moderation).

UPRIGHT

Security

Wealth

Possessions

Firm Foundations

Contentment

Felicity

Belief in tradition

Appreciation of Physical Beauty

Sensuousness

Ecstasy

Stoicism

A short journey

Most favorable of all cards

REVERSED

Fear of Death

Weak foundations

Avarice

Greed; pursuit of power and influence

Miserliness

The evil side of wealth; materialism as a philosophy

Inability to break with tradition

Physical side of enjoyment

Lack of imagination

THE HERO OF SWORDS The Quest for a Perfect Reputation

"Lord of the Winds and Breezes"

He comes with a burden of self-doubt

UPRIGHT

Skill in destruction
Bravery in defense
Address toward expediency
Resistance to loss of tradition
Enmity and wrath with honor at stake
War; Resistance
Ruin before a sacrifice of principle
Death before dishonor
Glories in the degree of opposition
The archetype of The Warrior
A soldier; A lawyer
Heroic action predicted for a soldier

REVERSED

Imprudence

Incapacity to sacrifice a principle Extravagance in the pursuit of public acclaim

A person who lives for the moment

Headstrong and single-minded

May lack perseverance

An inciter who may desert the battle

A dispute with an ignorant person

For a woman - A struggle with a rival who will be conquered

THE KING OF SWORDS Father of an Ideal Reputation

"Prince of the Chariots of the Winds"

The Quest for a Perfect Reputation Ruled by the sign of Aquarius His motto would be - I desire His inspiration is in BALANCE IN JUDGMENT His patroness is the Goddess MA'AT

UPRIGHT

Thoughts in Judgment
Power applied
Authority to decide
A militant intelligence
An enforcer of the Law
An officer for the Crown
A rational mind
An executive in demeanor
An advocate of innovation
A Lawyer; A Senator; A Doctor

REVERSED

Unrelieved cruelty

Perverse pursuit of duty
Barbarian insensitivity
Destructive motivation
A calculating mind
An impersonal technician
Sadistically cruel
To him, the end justifies the means
A bad man
Best to end a ruinous lawsuit

THE QUEEN OF SWORDS Oracle of the East - Time and Law

"Oueen of the Thrones of Air"

Ruled by the sign of Libra Her motto would be - I Balance

UPRIGHT

One who has been wronged

Widowhood

Mourning

Separation

Absence

Sterility

Privation

A need for retribution

A perfectionist

A conciliator to her own purpose

Self-reliant

Ouick to act

Clever in her machination

She carries her symbols of deprivation as a fair warning to all She is a supporter of causes for the disadvantaged

REVERSED

Malice

Bigotry

Artifice toward vengeance

Prudery

Deceit

An unrelenting hatred

Devious

Given over to spite, jealousy and backbiting

A clever and intelligent adversary

A bad woman with ill will for the Ouerent

THE PRINCESS OF SWORDS Promptings of Conscience

"Princess of the Rushing Winds"

Ruled by the sign of Gemini Her motto would be - I See

UPRIGHT

Authority through conviction Secret service Vigilance of purpose Spying

Investigative reporting

Domination of intentions

A clever minister or negotiator

A very persuasive promoter of causes

An indiscreet person who will pry into the Querent's secrets

REVERSED

An inciter to vengeance

A seducer

What is unforeseen

A lack of preparation for this moment

A festering of hatred

A devious and vindictive meddler

"A snake in the grass"

TEN OF SWORDS

"Lord of Ruin"

The third decan of Gemini

Retribution for violence

Violence returns upon its originator

Violence leads to destruction, but there is Hope in Time

A sense that retribution is inevitable

UPRIGHT

Retribution

Desolation

Disruption

Ruin of a society

Affliction

Some Hope remains at the Nadir

The worst is over

Acceptance of fact

Ruin, failure of plans

Pain

Tears

Sadness

If followed by a King, imprisonment For a woman: treason from friends

REVERSED

A false Dawn

Denial of the physical world

A breathing spell before suffering continues

Advantage

Profit; Success; Favor (if only temporarily)

Negative force increased

A sudden loss of employment

Victory and good fortune for a soldier at war

NINE OF SWORDS

"Lord of Despair and Cruelty" The second decan of Gemini

Self-accusation and Apprehension. Self-induced anxiety. Having attained public identity, one may be haunted by specters of past mistakes that would have been forgotten by the public if they attached to a lesser person. Like a bad dream, the faults in reputation rise up in your garden overnight even though the daily Sun, or your spotlight, seems to disperse them as the world applauds. These are self-doubts; or hidden guilt – stains easy to remove from the fabric of your life, but still lurking in the folds of your reputation.

UPRIGHT

Deception; Lying; Dishonesty

Failure

Cruelty: Oppression

Unreasoned passion

Delay

Passive obedience

Miscarriage

New life from privation

A martyrdom

Death or mourning

Hard work

A card of bad omen

REVERSED

Malice; Slander

Suspicion

Doubt

Shame

Imprisonment

Renunciation

Complete isolation without help or comfort

Reasonable fear: Alone, save for Faith

A quarrel results in enmity

EIGHT OF SWORDS

"Lord of Shortened Force"

The first decan of Gemini

The negative aspect of Karmic debt

A handicap to be overcome

A pointing to the areas where energy should be applied as a corrective solution

UPRIGHT

Restriction

A slave to the intellect

Forced isolation

Adversity dictated by Fate

Conscious effort must be applied to rise above the trouble

Conflict

Bad news

Censure Sickness

Generous in money

For a woman: Scandal spreads to touch her

REVERSED

Despair

Depression

Misapplied effort or even inaction

Labor with little reward

Force expended to no effect

Business failure

A loss of honor

Incarceration or restriction

Disquiet

Opposition

Treachery

Accident

Impulsiveness

Fatality

SEVEN OF SWORDS

"Lord of Unstable Effort"

Third decan of Aquarius

The popular image indicates some trust in stealth, a somewhat dishonorable "Stacking of the Deck" in one's favor. The Hero ODYSSEUS qualifies as the archetype who succeeds by cleverness as opposed to open confrontation on equal terms. The delusion is that winning is ALL, no matter how you play the game. The public image produced is a person of craft and skill who is lacking in ethics and who succeeds with a tarnishing of his honor

The card deals with the ethics of winning; asking whether the end always justifies the means. Long-term consequences seem to be unconsidered in the heat of the moment, with the possibility of it becoming a detriment to one's self-image.

UPRIGHT

Use prudence and foresight against a powerful antagonist
Use subterfuge if necessary
Persevere with courage
Achievement
Triumph through cunning
Design
Relaxation after some testing
A plan that could fail

A good card REVERSED

Journey by land

Surrender in the face of victory
Unstable effort
Failure of nerve
Vacillation
Babbling; Intellectual laxity
Unreliability
Good advice: probably neglected

Betraval of confidences

SIX OF SWORDS

"Lord of Earned Success"

The second decan of Aquarius

Relocation in hope of success: The choice to relocate with the hope that the Past will not deter success in the new environment

UPRIGHT

A lessening of the immediate threat may mean regrouping

Mastership through passing tests

Earned success

Expedient

Control through understanding

A journey by water

Success after anxiety

Patience

Work

A voyage will be pleasant

REVERSED

Success followed by new worries

A need to persevere

Publicity

Dissipation

Declaration

Confession

Selfishness and conceit

A proposal of Love soon after the close of an old love affair

Unfavorable issue of a lawsuit

A feeling of a lack of direction

FIVE OF SWORDS

"Lord of Defeat"

The first decan of Aquarius

Survival in the face of defeat

Making the best of a bad situation

What is salvageable after a disaster, the resources of a scavenger

UPRIGHT

Loss

Defeat, but you survive

Dishonor not to be overcome

Accept the inevitable, to begin a new venture

Escape from danger

Struggle

Spite or malice

Trouble

Poverty

Sorrow after gain

An attack on the fortune of the Querent

REVERSED

Defeat due to treachery

Jealousv

Being "sold-out"

Desertion of responsibility

Spite

Malice

Burial and obsequiousness

A sign of sorrow and mourning

FOUR OF SWORDS

"Lord of Rest from Strife"

The third decan of Libra

Faith in self-imposed systems

The moment of reflection in which one assesses the current state, so to plan a future action Reassessment

UPRIGHT

Rest from striving

A forced truce

Vigilance

Law and Order for poor times

Rest from battle

Retreat

An end to conflict

Remorse for past action

Determination

Time to enjoy release

Possible hospitalization

Recovery from sickness

A bad card

REVERSED

Failure of nerve

Cowardice

Circumspection

Precaution

Wise Administration

Economy

Exile or banishment

Enforced retreat and a defeat

Imprisonment

Depression

Avarice

THREE OF SWORDS

"Lord of Sorrow"

The second decan of Libra

A change in the loved object One moment beyond retrieval

Neither yes or no; black or white, but Other

A loss through unforeseen circumstances, or simply through neglect

UPRIGHT

Necessary strife for change Removal of what is obsolete

Disruption. Separation or dispersion

Discord to a purpose

Idealism

Honesty in money matters

Sorrow, unhappiness and tears

For a woman: the flight of a Lover

REVERSED

War, discord of conflict

Breaking a truce

Disorder in the physical and the mental state

Lawsuit or Divorce

Mental alienation

Loss on the emotional plane

Distraction

Dissipation

Confusion

Meeting with one whom the Querent has compromised

TWO OF SWORDS

"Lord of Peace restored"

The first decan of Libra

Balance of force

A Truce

UPRIGHT

Equilibrium; Equipoise

Truce through balance (Detente)

Mingling of opposites

Truth and Beauty derived from strife

Peace restored

Conformity

Tenderness

Affection

Intimacy

Martvrdom

Pleasure after Pain

Justice on Man's terms

Gifts for a lady

Protection for a man in need

REVERSED

Imbalance will follow

Love of tension for its own sake

Lack of self-control

Stubborn opposition

Sickness through overwork

Imposture

Duplicity

Callousness

Disloyalty

False Ideals

Repetition of errors

THE ACE OF SWORDS

"Lord of the Root of the Powers of Air"

THE QUEST OF SWORDS is the quest of the Hero in the East. It is of movement, conflict, progress and the establishment of order. For this Hero, his suit is of the fixed quality of Cause and Effect in relation to Will and Choice.

Element of Air

The faculty of Thought or Reason Illusions of chance and of trusting in Fate

Success depends on a need for action, whatever the consequences

UPRIGHT

Victory; Success

Triumph

Irresistible forces of Reason

Divine justice and authority

Necessary change

Obsolescence

Freedom from restraints

Organization in Law and Balance

Spiritual brightness

Great prosperity or great misery

REVERSED

Wanton destruction

Wrath

Negative force or Chaos

Uncontrolled violence or confusion

Power misused

Punishment

Restriction through fear of force

Conception or Childbirth

Augmentation or multiplicity

A marriage broken off

THE HERO OF CUPS The Quest for a Perfect State of Presence

"Lord of the Waves and Waters"

A Quest for Love and Affection

UPRIGHT

Arrival; Advances made

Invitation

A proposition

Incitement

Inducement

An innovator

Inconstant acquaintance

A public servant

A priest

A visit from a friend; unexpected money for the Querent

REVERSED

Trickery and Artifice Subtlety and Duplicity Fraud and Swindling Enticement Lacking a sense of Truth Irregularity

THE KING OF CUPS Father of Knowing (Gnosis) or Compassion

"Prince of the Chariot of Waters"

The Quest for Peace in Compassion Ruled by the sign of Scorpio His motto would be - I Feel

A fair man who respects equity

UPRIGHT

Someone who will oblige the Querent Man of Law, Business or the Clergy Arts or Science A man of Ideas A creative intelligence A professor in any of the communal arts His motives may not be obvious He may command respect without Love Beware of ill will from a man of position Beware of hypocrisy pretending to help

REVERSED

A dishonest, underhanded man Roguery

Exaction

Injustice

Vice

Scandal

Pillage with considerable loss A treacherous executive power A selfish and devious winner

THE QUEEN OF CUPS Oracle of the North – Wisdom and Meditation

"Queen of the Thrones of Waters"

Ruled by the sign of Cancer Her motto would be - I Use with Compassion

UPRIGHT

A good, fair woman Honest, devoted and affectionate A loving intelligence The gift of Vision Intuitive

A perfect spouse A good mother

Romantic, a poetic nature

Adaptable, mutable, imaginative and artistic

REVERSED

A woman of distinction, but one who cannot be trusted

A perverse woman

Vice

Dishonor

Depravity

Depends on the mood

A dreamer and undependable

Pursues fantasies to distraction

THE PRINCESS OF CUPS Crystallization of Knowing (Gnosis)

"Princess of the Palace of the Floods"

Ruled by the sign of Pisces Her motto would be - I Believe

UPRIGHT

One inclined to give service

A studious demeanor

News or a message

Application

Reflection

Meditation

A concentration toward business

A source for answers

Careful planning; Use of foresight

Good augury

Young man is fortunate in Love

REVERSED

Taste

Inclination

Attachment

Seduction

Deception

Artifice

A scattered knowledge

A closed personality

Obstacles of all kinds

TEN OF CUPS

"Lord of Perfected Success"

The third decan of Pisces

Fulfillment of wishes

This is an emotional plateau where one sits back to survey what one has achieved. It is emotional satisfaction.

UPRIGHT

Security in peace Perpetual success Fulfillment is satisfying Perfect Love and Concord Emotional or Romantic Love Repose of the entire heart

Contentment A desired completion

An unconventional love affair or friendship For a man; a good marriage, beyond his expectations Home

REVERSED

Sorrow

Disrupted routine
Violence
Indignation
Selfish exploitation of good will
Anti-social attitudes
Manipulation of the public
Repose of the False heart
Dissipation or infatuation
Debauchery or wantonness
A serious quarrel

NINE OF CUPS

"Lord of Emotional Happiness" The second decan of Pisces

Public identity and expectation

Material Happiness; the good fortune of being known for your accomplishments

The assurance of public recognition

UPRIGHT

Emotional stability

Concord

Contentment

Perfect happiness

Generous spirit

Inner Security

Affectionate nature

Material happiness

Complete success

Satisfaction

Hopes will be realized

Wishes fulfilled

"The Wish Card"

Good augury for a military man

REVERSED

Complacency

Gluttony

Self-satisfaction

Vanity; conceit

Imperfections

Sentimentality

A somewhat blind faith in Truth, Loyalty and Liberty

Vicissitudes

Mistakes

EIGHT OF CUPS

"Lord of Abandoned Success"

The first decan of Pisces

Completion of Karmic Debt

A transition through the satisfaction of karmic debts

The mixed joy of completing a life work that may have given one identity

Moving on

UPRIGHT

Change of affection

Change of viewpoint

A move into deeper meaning

Self-sacrifice

Modesty

Extravagance

Joy

Honor

Mildness or timidity

Temporary success

REVERSED

Rejection of an old Love while pursuing an illusion

Abandonment of that which has served well

Great joy

Hope

Happiness

Feasting

Perfect satisfaction

Misery

Dichotomy

SEVEN OF CUPS

"Lord of Illusionary Success"

The third decan of Scorpio

Delusions of Wishes for Emotional Satisfactions

Self-delusion

Remember that "Thoughts are Things"

UPRIGHT

Choice

Resolve

Examine your Goals

Design

Seek for inspiration

Illusionary success

Imagination

Idea

Images of reflection

Successful change at home

Promises unfulfilled

Movement

Error

Success that erodes steadily

REVERSED

Self-delusion

Selfish dissipation

Fantasy; Superstition

Reliance on false hopes

Deception in Love or Friendship

Lost opportunity

Desire

Will

Determination

Wrath

SIX OF CUPS

"Lord of Pleasure"

The second decan of Scorpio

Sentimental hopes; Expectations based on sentimentality

UPRIGHT

Rewards from previous efforts

A past event awakened

Memories

The Past at work in the Present, creating the Future

Harmony

Attainment

Beginning of success

Pleasure

A Love affair

Increase

Gain

Pleasant memories of childhood innocence

REVERSED

Nostalgia

Living in the Past

Inability to adapt to change

Defective Knowledge

Vanity

Implied renewal is available

A Childish attitude

An inheritance soon appears

FIVE OF CUPS

"Lord of loss in Pleasure"

The first decan of Scorpio

Revelation of imperfection Partially rewarded hopes Dichotomy in satisfactions

UPRIGHT

Happiness obscured

Melancholy

Remorse

A sense of loss

A need for reassessment toward restructuring

Responsibility

Inheritance

Loss in pleasure

Disappointment in Love

Loss of Friendship

Patrimony, legacies, gifts

Success in enterprise

Generally favorable

REVERSED

Unexpected anxiety

Revelation is disquieting

Dispiriting bad luck

False projects

New; A loss of Love

Return Ancestry

Ancestry

Stagnation

The return of a long lost relative

FOUR OF CUPS

"Lord of Blended Pleasure"

The third decan of Cancer

Reality of compromise

A forced compensation

Settling for the facts at hand while still wishing for an ideal result

An embarrassment of luxury

UPRIGHT

Satiation

Ennui

Blended pleasure

Savoring success but world-weary

Love pales

Aversion

Disgust

Contrarieties

A static period in development

Opportunity Knocks; can you hear it?

Establishing or increasing a family

REVERSED

Satiety to excess

Injustice

Over-indulgence brings on ills

At the mercy of "The Good life"

Novelty

New relationships

A search for obsolescence

Pleasure with anxiety over its passing

Presentiment

A sense of not-knowing or ignorance

THREE OF CUPS

"Lord of Abundance"

The second decan of Cancer

Joyful Resolution "Tasting the Joys of Victory" A loving celebration with the resolution in good feelings A choice to join in the emotional and physical moment

UPRIGHT

Fertility

Fruitfulness

Plenty

Pleasure

A Feast

Ahundance

Hospitality

Comfort

Solace

Healing of Ills

Victory

Happy conclusions

Happy marriage for Love

Good Luck

A Birth

Unexpected advancement for a military man

REVERSED

Unbridled Passion

Sensuality

Excess in physical enjoyment

Exploitation of others

Self-indulgence

Sex without Love

Expedition

End of Achievement; End of a Business

Dispersal of energy

TWO OF CUPS

"Lord of Love"

The first decan of Cancer

Choices made to answer promptings of instinct

UPRIGHT

Love

A work of Love

Marriage

Understanding

Sympathy

Passion

Friendship

Union in Harmony

Concord

Co-operation

Reconciliation of opposites

Treaty or agreement

Revelation

Favorable in pleasurable things

Love, Wealth and Honor

REVERSED

Deceit or Hatred

Jealousy

Betrayal of a Trust

Indifference

Passion

THE ACE OF CUPS

"Lord of the Root of the Powers of Water"

THE QUEST OF CUPS is the suit of the Hero in the North. It is of the fixed quality of the function of analysis in the Universal Mind, and its effect upon the Heart as the registry of feelings.

Element of water
The faculty of feeling or intuition
Illusions of sanctification
Success depends on personal convictions
Based in a compassionate union with THE SOURCE

UPRIGHT

The feminine power of gestation Fertility; Productiveness Nourishment, renewal of energy Joy in plenty Happiness Beauty Pleasure House of the true heart Love at work Moods

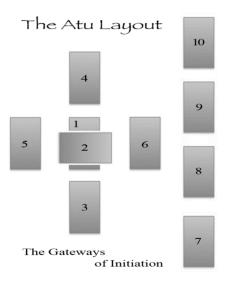
REVERSED

Stagnation
Barrenness
Subsidence of Energy
Despair
Instability or Revolution
House of a false heart
Failure of Love
Loss of faith
Unexpected change of position

A letter from a loved one

On a Method of Reading the Cards:

Our habit is to use a "Spread" that has been labeled "The Celtic Cross;" but we interpret this as a monumental archway representing the present moment of challenge or opportunity. We ask the Querent to mix or shuffle the cards to put one's energy and any questions silently into the deck. Then we ask the Querent to pull a card that will act as a *Significator*. When the person feels that it's appropriate, we ask for a division into three piles, which we then re-assemble, trusting in guidance. We then begin the "layout" making commentary as we are guided, but reserving ourselves toward the actual "reading."



Using the Significator as the starting point, we begin the Atu Layout and place a card on top of the first:

- The Significator (the person as evidenced in the present); this card also protects the Ouerent
- What challenges the Querent (sideways to the first card) These two cards are aspects of the consciousness of the individual. Now we build the gateway:
- 3. The threshold: the foundation for the present question and the essence of the immediate challenge.
- 4. The lintel above our head or what crowns or aids us, either when we have crossed the threshold, or what we have already learned that aids us in the current endeavor.
- Column on the left (of the reader): what is passing or recently resolved.
- 6. Column on the right (of the reader): what can be expected in the near future.

We signify our crossing through the gate by a run of cards to the right hand side:

- 7. How we see ourselves relative to the current state.
- How others view us in this context; especially those who are closest to us
- 9. Our hopes and fears centering in the issue.
- 10. The outcome relative to the immediate challenge.

At this point I usually refer to my manual as if it were a series of "menus;" unlike many readers, I do not prefer to memorize by rote all of the items, but rely upon guidance to prompt me with suggestions from the "menu." Centering in the omniconsciousness of the source, asking what is appropriate at all times and "becoming-one-with" the Querent, I try to merge the information of all the forces with the symbolism of the card to uncover the clearest vision of the communication and, relative to the directions, straight or reversed, in which we are either in charge (cause) or affected (effect).

The numbered cards of the lesser Arcana have categorical functions, which focus the information for our understanding.

Around the given suggestions of "the menu," my personal "Keying-in" gives me the following:

Aces: Like rewards, Aces signify, either the announcement of the quest in a particular suit, or the prize won for the accomplishment of a task. Each suit is a quest in an area of human civilization and is a conditioning factor on our expression.

Twos: Twos symbolize a need to balance through recognition of polarity, and its effects on the four areas of sentient consciousness: spiritual...emotional...mental...and physical.

Threes: Threes generally attach us to creativity or craft and problem solving, emphasizing cause...effect...and action to be pursued on our part. Three in the symbol "Yin-Yang" gives us...Question...Answer and the serpent force of curiosity that both separates and binds the whole.

Fours: Fours have to do with convergence of the earth plane...foundations...real estate property and the rule of Law.

Fives: (Pentacles)...right side up and upside down, emphasize the five common, or physical senses and how we control or are driven by the passions they inspire, information and reaction...primal or instinctive urges, mitigated by the mores or taboo of our society.

Sixes: Symbolized in Kabbalah by the "Mogen David," or hexagram, reminds us of the conscious recognition of gender within ourselves and the blending of male and female into a single emotional balance which we symbolize as love...suspended between animal passion and spiritual communion.

Sevens: The Heptagram focuses upon the wisdom for discernment that celebrates our love of illusion and fantasy while lifting our five-usual-senses into a one-ness with Akashic wisdom by emphasizing a sense of being (essence) and knowing (Gnosis).

Discernment: separates truth from fantasy without condemnation and the harsh judgment of righteousness.

Eights: The Octagram symbolizes how the ancients viewed a blending of the earth as a "Plane below" and a perfect heaven as a "plane-above." The challenges are to access the archetypes and prototypes of all beings, which inform the actual physical presences. Eights always signify a karmic dimension for the Querent. The subject is some matter of Karmic debt or inherited talent or attribute that governs and or aids us in this specific period or in this present life.

Nines: The Enneagram, symbolized by the nine muses, focus us on our personal expression and communication with our social milieu

To resolve the reading into a future continuity, I usually reserve the deck to one side, after the initial layout. Reviewing each element to the tenth card. I then lay out three more cards.

Card 11: The next step or event beyond the current challenge.

Card 12 and 13: These are two choices that we try to decipher in terms of "what is most advantageous" in helping to achieve a pleasing result; in other words we enlist "positive-thinking" to encourage us to go onward with constructive changes. We choose the card that gives the best assurance when we read the "menu."

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'Nlitn! Media Group David Browning Don & Marcia Wheeler

Imhotep's () 1

Five thousand years ago in the sacred sands of the Sahara, on the west bank of the river Nile, the greatest Pharaoh of the Third Dynasty commissioned Imhotep to build the first pyramid of Egypt. It was here at Saqqara during a trip in 1981 that Mr. Beaman became inspired by the great monument that served as the necropolis for the ancient Egyptian capital of Memphis. It remained an important complex for royal burials and cult ceremonies for more than 3,000 years, and it is here that the initiations of those seeking enlightenment were performed.

Using his skills as a professor of theatrical design at Boston University and from his study of sacred geometry, Mr. Beaman began to create images of the early systems of spiritual divination and transformation. The original paintings are composed on 36" x 52" wooden artboard using acrylic, silver and gold leaf paints. The final work is an elaborate collection of images derived from the architecture and knowledge of the earliest societies. They comprise not only an Egyptian influence but also that of the Kabbalah, Roman, and Celtic traditions. These paintings would eventually form a 82-card tarot deck entitled "The Tarot of Saqqara".