

# Quareia Course

## Tarot Companion

Original Source: Josephine McCarthy's books

Compiled by Martien van Ee.

September 2020

Copyright: Josephine McCarthy

[www.quareia.com](http://www.quareia.com) and [www.quareiafriends.nl](http://www.quareiafriends.nl)

This document contains an overview of the various Tarot layouts that Josephine McCarthy uses and describes in her books.

As a Quareia Student, you do lots and lots of tarot work, and I found it a bit bothersome to continuously lookup the various layouts in the various books, and having to figure out what layout suited my questions/issues best. (it also damages my books...) So, I decided to compile a list of all the layouts used, together with a small description of the meaning of the cards position and what the layout can be used for.

In the future the document will also contain references to the pages of Josephine's books that contain more explanation.

This document is meant to be used by students of the Quareia material.

If you are not a Quareia student, then I would strongly suggest that you get the book 'Tarot skills for the 21<sup>st</sup> century' by Josephine McCarthy, and the 'LXXXI Quareia the Magician's deck' book, as without these books this document does not make any sense at all...

For health-related layouts, the book 'Magical healing' offers a lot of very useful information from a healing perspective.

It is best to print this landscape document double sided, with a ringbinder on the 'short' side of the paper.

This document is also available in Dutch.

I hope you find this document useful.

Martien van Ee ([www.quareiafriends.nl](http://www.quareiafriends.nl))

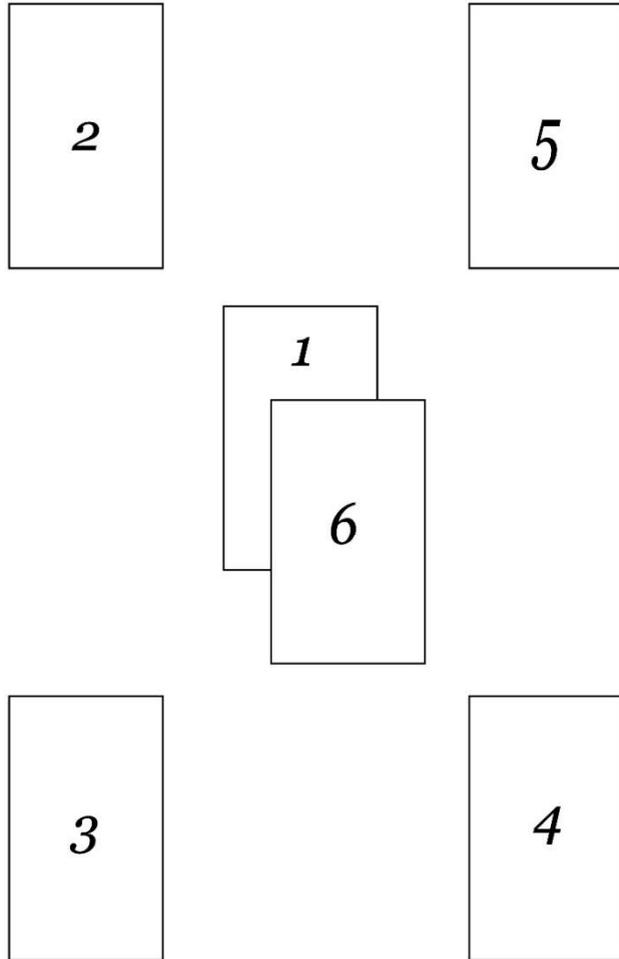
## Table of Contents

Chapter I. Mundane layouts .....	3
1. A simple yes / no Layout.....	4
2. Tree of life Layout.....	5
3. Overview Layout.....	6
4. Event Layout.....	7
5. Directional Layout. ....	8
6. Resources layout .....	9
7. Timing Layout.....	10
8. Manifestation/Causation layout .....	11
9. Solution Layout .....	12
10. Bonus. Celtic Cross layout.....	13
Chapter 2. Esoteric Layouts .....	14
1. Fate Pattern Layout .....	15
2. Landscape Layout .....	16
3. Map of the Self layout. ....	17
Chapter 3. Quareia LXXXI Layouts.....	18
1. Foundation/Mystical map Layout .....	19
2. Landscape Layout .....	20
3. Tree of Life Layout .....	21
4 Tree of Life, Simple Layout.....	22
5. Layout of the Four Directions .....	23
Chapter 4. Health Layouts. ....	24
1. Health layout.....	25

2. The Endocrine Layout.....	26
3. The Four-Directional Layout for Health.....	27
4. The Desert/Inner Landscape layout .....	28
5. Tree of Life Layout for Health .....	29
Chapter 5. The Rider-Waite tarot. ....	30
Major Arcana cards .....	31
Minor Arcana cards.....	32
Swords: Air, East.....	32
Wands: fire, south .....	33
Cups: water, west.....	34
Coins: earth, north .....	35
Chapter 6 LXXXI cards .....	36
The Divine Realm.....	36
The Inner Realm: Abyss and root powers.....	36
The Inner Realm: Other Powers and Contacts.....	37
The Physical Realm: Physical Structure and Natural Features.....	39
The Physical Realm: Beings and Powers.....	40
The Physical realm: Powers and Dynamics that flow Through Humanity..	41
The Physical Realm: The Elemental Magical Tools.....	43
The Physical Realm: The cards of Humanity .....	43
Male Powers and Qualities .....	44
Female Powers and Qualities.....	45
The Realm of Death and the Underworld.....	46

## Chapter I. Mundane layouts

This chapter contains all the mundane layouts that Josephine McCarthy uses in her books. They are useful for ordinary, everyday life events. You can use them to get an overview of your next twelve months, for a yes/no answer, to find a missing object, to pinpoint the timing of an event, to check your available resources, and so forth. Magicians can also use them to look at the specifics of an event.



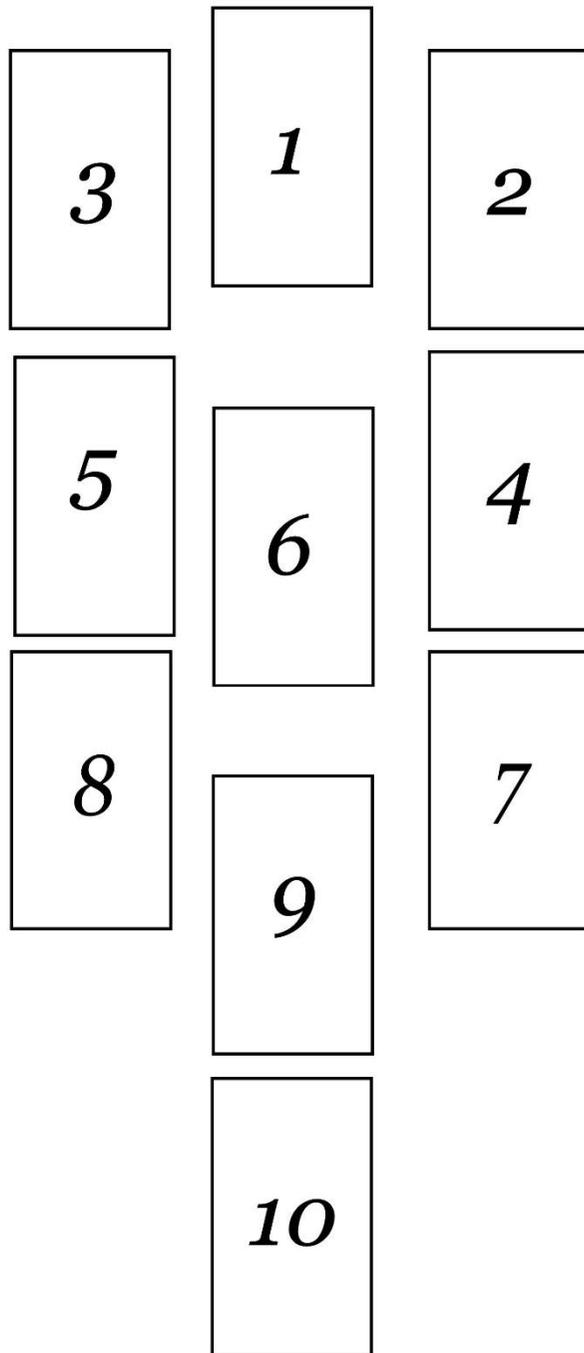
---

## 1. A simple yes / no Layout

---

This layout is good if you need a simple, straightforward answer. However, because it is a focused layout, your question needs to be equally focused, and not vague in any way.

1. What the question is about
2. The relevant past: what is in the past that led up to the event in question.
3. Difficulties to be overcome.
4. Help you are given.
5. The future outcome: what the answer will lead to.
6. The answer.



---

## 2. Tree of life Layout.

---

The Tree of Life layout is based on the dynamics of a Kabbalistic map of creation. It can be used esoterically, but it can also be used for mundane readings. It is a stable magical pattern with many layers, and for some who are learning magic, working with this map in a particularly mundane fashion can be useful. Because it is a map of creation, it can also be worked with for yes / no answers while giving details of how that answer comes about.

The following is a list of the meanings of its positions for a mundane reading. If you use the layout for a yes/no reading, your answer falls in position ten, and the rest of the reading tells you how that answer comes about.

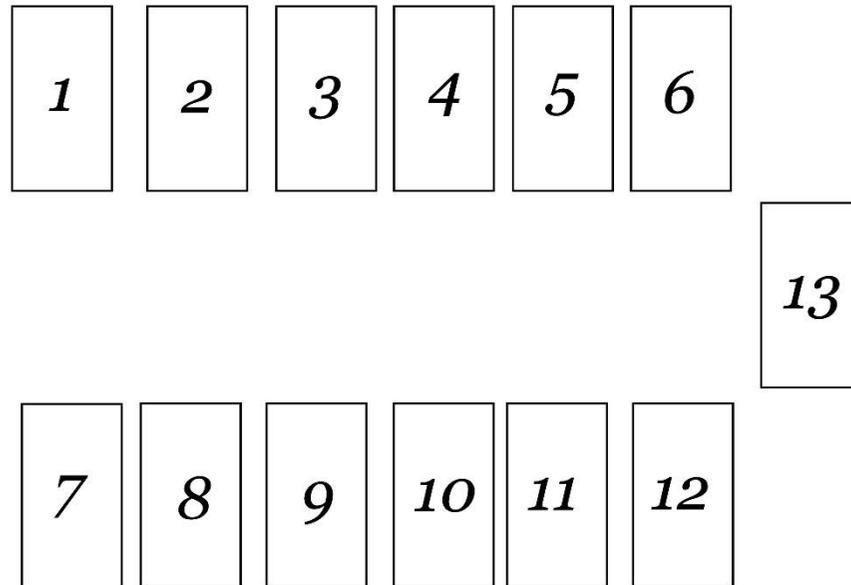
1. What the story is about.
2. What positive or giving aspect helps form the story.
3. What is hidden or past that has bearing on the story.
4. What is necessary for the story to develop.
5. What is withheld from the story, or is being taken away.
6. The pivotal aspect or key of the story.
7. What needs discipline or limiting for success. This position is also governed by the emotions.
8. What needs relaxing to flow. This position is also governed by the mind.
9. The reason or the dynamic behind the answer.
10. The answer.

---

### 3. Overview Layout

---

This layout is good if you want a general overview of a person's life over a set time, usually twelve months, but it can be used for any set time period. It uses a lot of cards and has thirteen positions so that you can extract as much information as possible. You do this layout twice. First with the major arcana cards, and then with the minor arcana cards. You then read both cards in the same position together. See 'Tarot Skills for the 21<sup>st</sup> century' for more details.

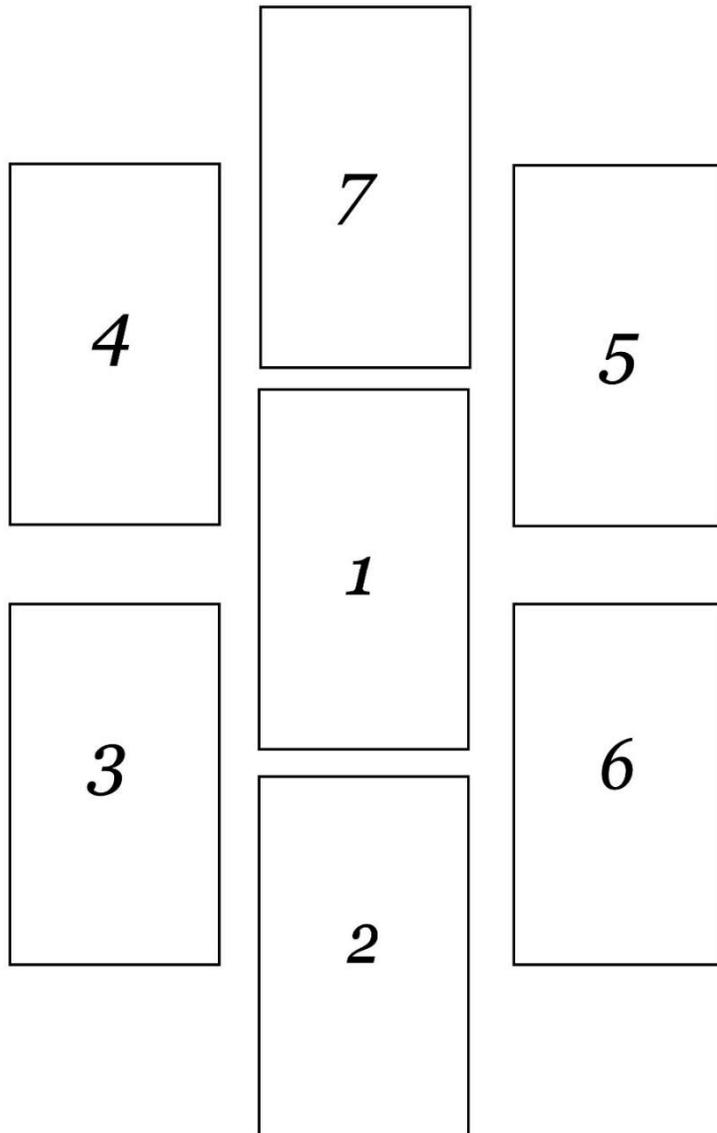


1. Home/family.
2. Relationships.
3. Creativity.
4. Current fate cycle.
5. Health.
6. Gifts.
7. Conflicts.
8. Hidden enemies.
9. Grinder.
10. Resources.
11. Unraveller.
12. Taker
13. The road ahead.

---

## 4. Event Layout

---



This layout is good for a forward view of how a particular event will play out. If the subject has triggered, or is intending to trigger, an event – leaving a job, moving house, separating from a partner, etc.- then this layout will give insight into how it may play out, and how it will affect the person asking the question.

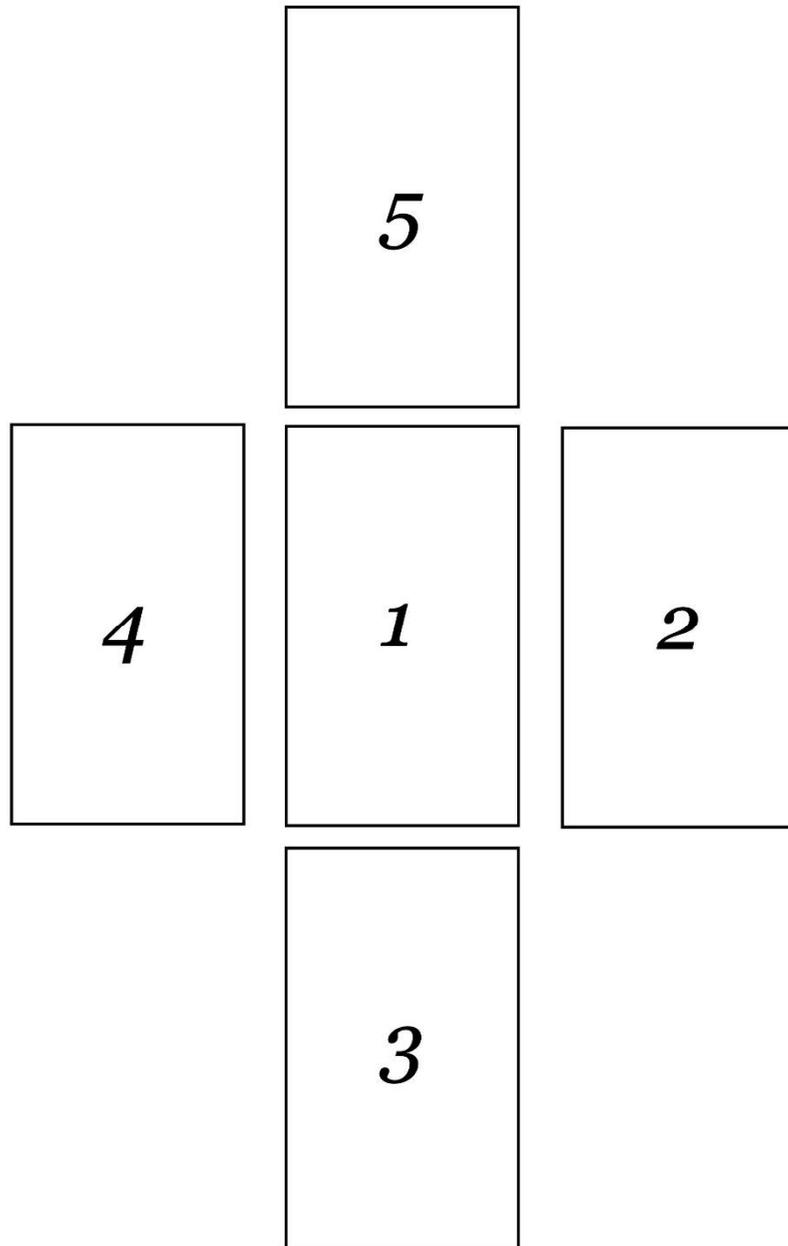
It can also be used to assess the likely outcome of a choice: how things will play out if some action is taken. This gives the person asking the question a chance to look at different potential choices, to see how each one could play out.

1. The current situation.
2. What is now in the past that contributed to the situation.
3. What triggered the current situation.
4. what the situation gives you.
5. What the situation takes from you.
6. How the situation will unfold.
7. The conclusion of the situation.

---

## 5. Directional Layout.

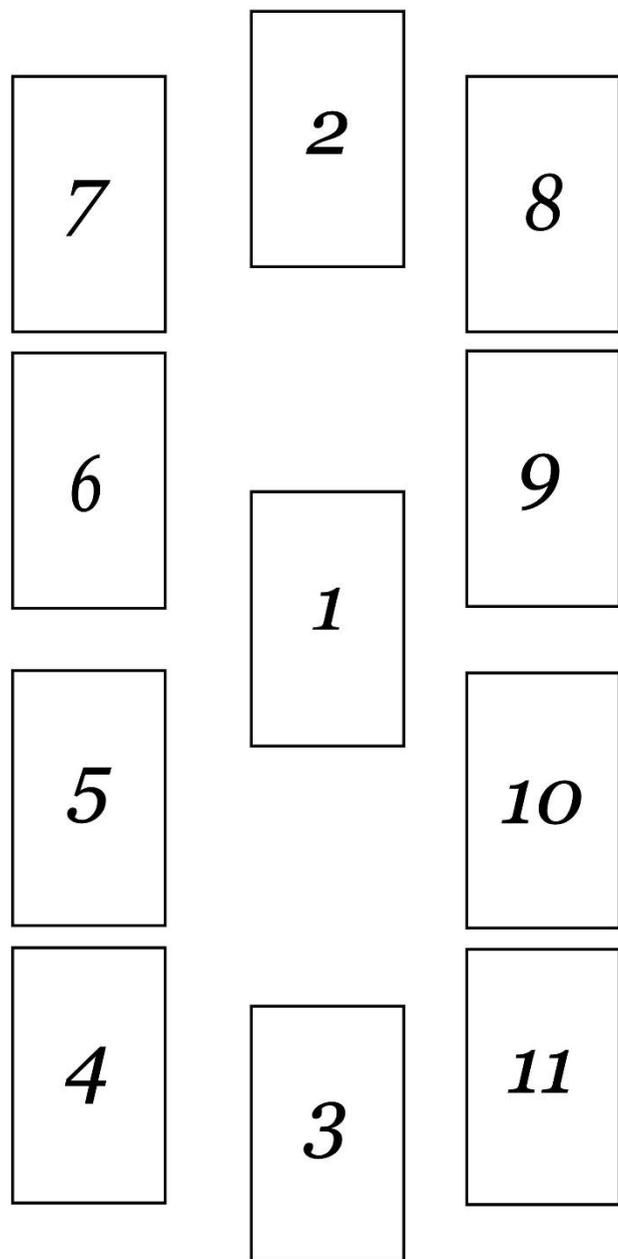
---



This layout is useful if you need to find something that has been lost. I have used it to locate lost children, pets, and keys, among other things. It is based around the compass directions, and can be used repeatedly to narrow down a search area. It can, however, be a laborious job to locate something in this way.

1. Centre
2. East
3. South
4. West
5. North.

See 'Tarot Skills for the 21<sup>st</sup> century for more details on how to use this layout.




---

## 6. Resources layout

---

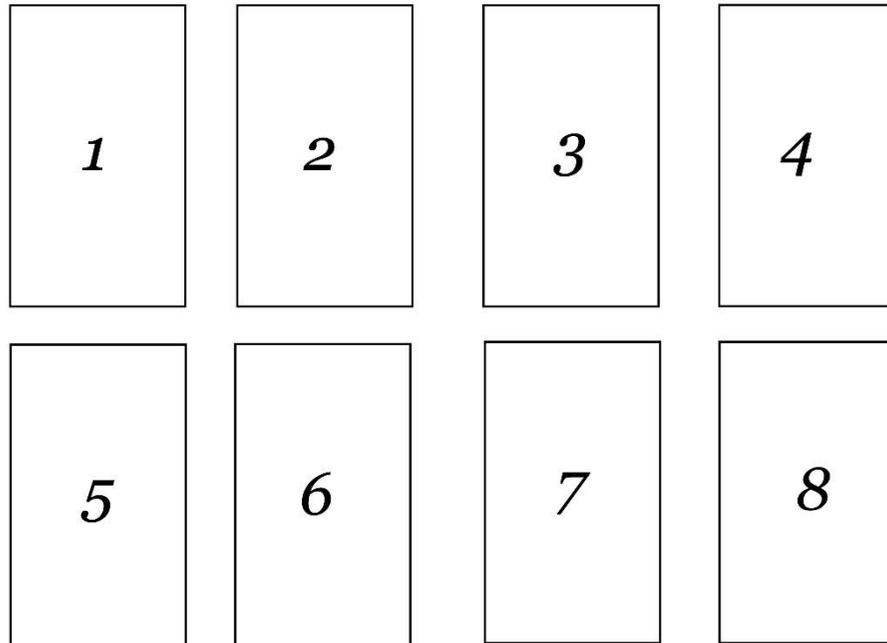
This layout looks at your outer and inner energetic resources. It is a useful tool when you are not sure where you should be focusing your energy, or if you feel that part of your life seems blocked or on hold. This can often come about if one aspect of your energetic resources is depleted or overstocked, or if one resource needs to be put on hold so that energy can support another resource currently in more critical need. See 'tarot skills for the 21<sup>st</sup> Century' for more details.

1. Self. How your energetic resources are doing overall.
2. Balance. How balanced you are currently in terms of managing your energy resources.
3. Vital Force. Your overarching life force: this ebbs and flows. It is your most important energetic resource.
4. Love and emotions. Emotional stability and love relationships.
5. Money, substance, and property. How your economic resources are doing.
6. Health. Your body's physical health.
7. Creativity. Your creative energy, which can include pregnancies.
8. Communication. Your energy to give and receive clear communications.
9. Intuition. Your energy to tap into your deeper intuition, dreams, and 'inner radar'.
10. Divination. Your energy for clear divination when seeing the future using a method like cards or runes.
11. Magic/mystical. Your energy for studying or doing magical things, or delving into the mystical side of life.

---

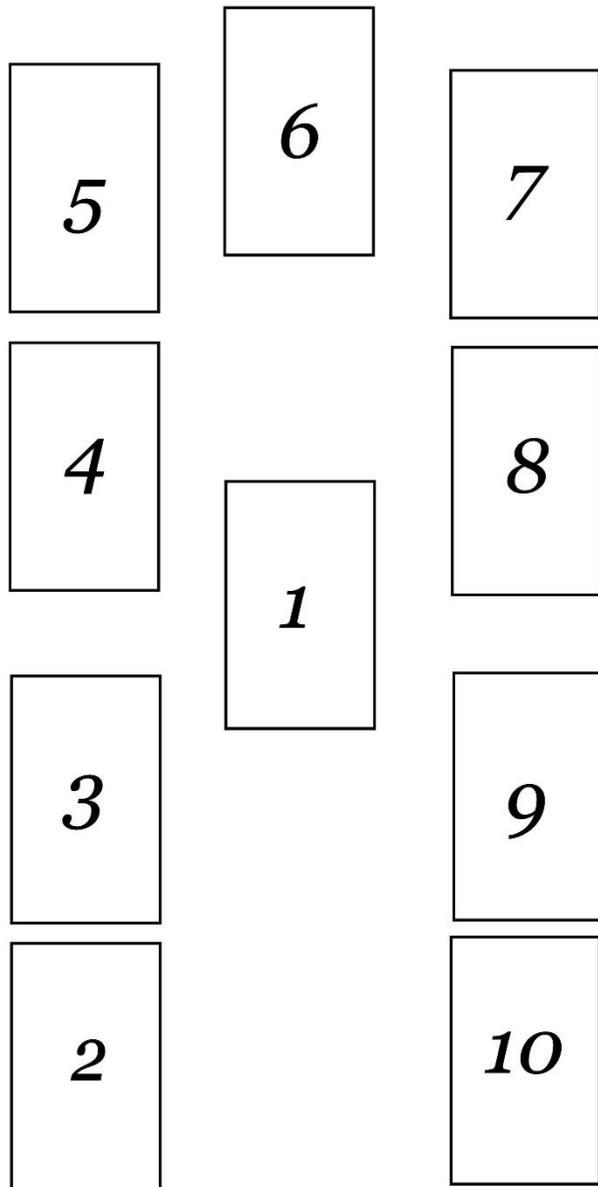
## 7. Timing Layout

---



This simple layout can identify an event's timing, or can look at the weeks or months when something may or may not be active. It could be stretched to look something years ahead, but the further away a potential event is, the less accurate it can be: fate can change. So when looking at weeks, it can be accurate, but when looking at years, it gets less accurate unless the fate event is already fixed. Some events are set in a fate pattern years ahead, while some only form a few weeks before an event. I have used weeks in the layout list, but you can substitute day/month/year as needed.

1. The first week: seven days starting from the day you do the reading.
2. The second week.
3. The third week.
4. The fourth week.
5. The fifth week.
6. The sixth week.
7. The seventh week.
8. The eighth week.




---

## 8. Manifestation/Causation layout

---

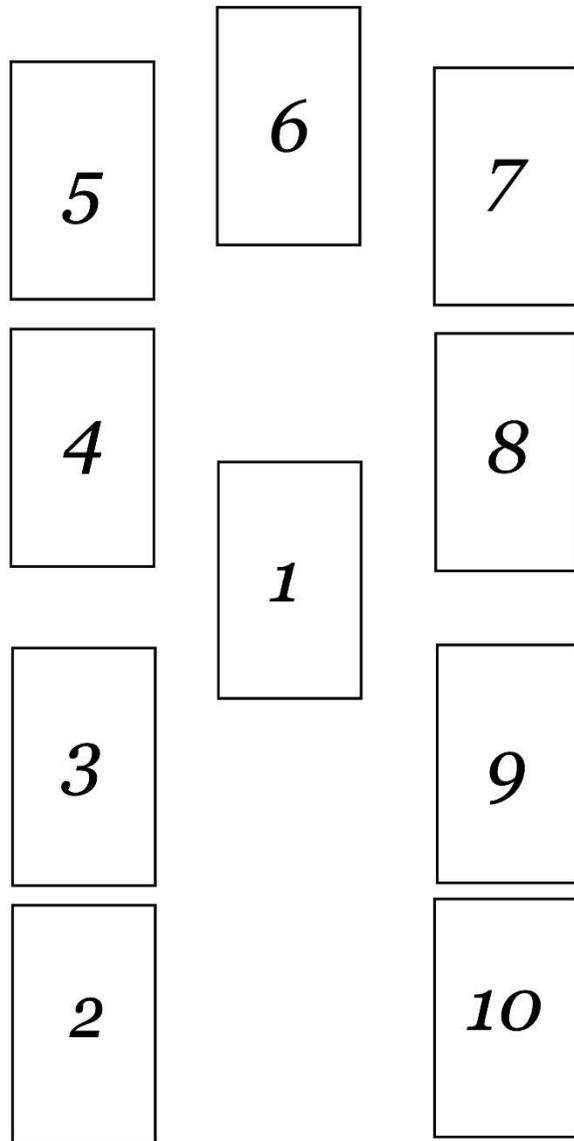
The manifestation/causation layout looks at how a disaster on the horizon will most likely manifest: is it an illness? An accident? The layout also includes positions to indicate if a disaster is self-inflicted. When using this layout you are looking for card(s) that mirror the card that represented the event in the general reading. See 'Tarot skills for the 21<sup>st</sup> century' for more details.

1. The event itself.
2. A natural event (e.g. weather, land slippage, earthquake).
3. An accident.
4. An economic issue (e.g. income, debt, savings, possessions).
5. Illness or injury.
6. A self-inflicted problem.
7. An emotional or mental problem.
8. A relationship issue.
9. An attack. This could be anything done with aggressive intent to harm you: physical or emotional abuse, theft, fraud, etc.
10. The Scales of Justice (e.g. going to court, legalities, or payback for something).

---

## 9. Solution Layout

---



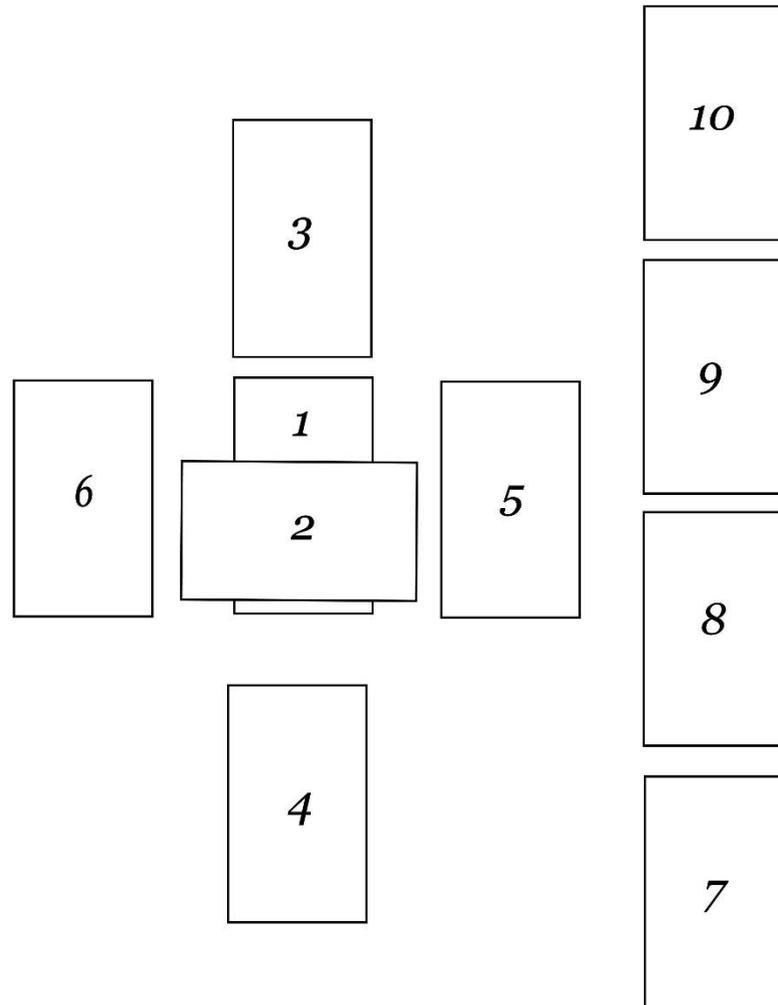
With this layout you are looking for success, stability, or healing cards. The positions in which these cards fall give possible solutions, and the strongest positive card represents the best solution.

1. The event.
2. Passive unfolding. Just let the situation work itself out: let fate and Time do their jobs.
3. Random action. An inspired or random unplanned act will trigger a solution.
4. Economic. Money or some substance is the solution.
5. Health. Focusing on improving health will bring about a solution.
6. Responsibility. Taking responsibility for an action you caused will bring about the solution.
7. A cool mind. Calm, fair, unemotional negotiation, action, and/or behaviour will trigger a solution.
8. Mercy. Kindness, understanding, and compassion will bring a solution to light.
9. Fight. Fight your corner, stand your ground, and do not give up: this will bring about the solution.
10. Pay your dues. Paying outstanding debt, passing forward your bounty, or returning what does not belong to you will trigger a solution.

---

## 10. Bonus. Celtic Cross layout

---



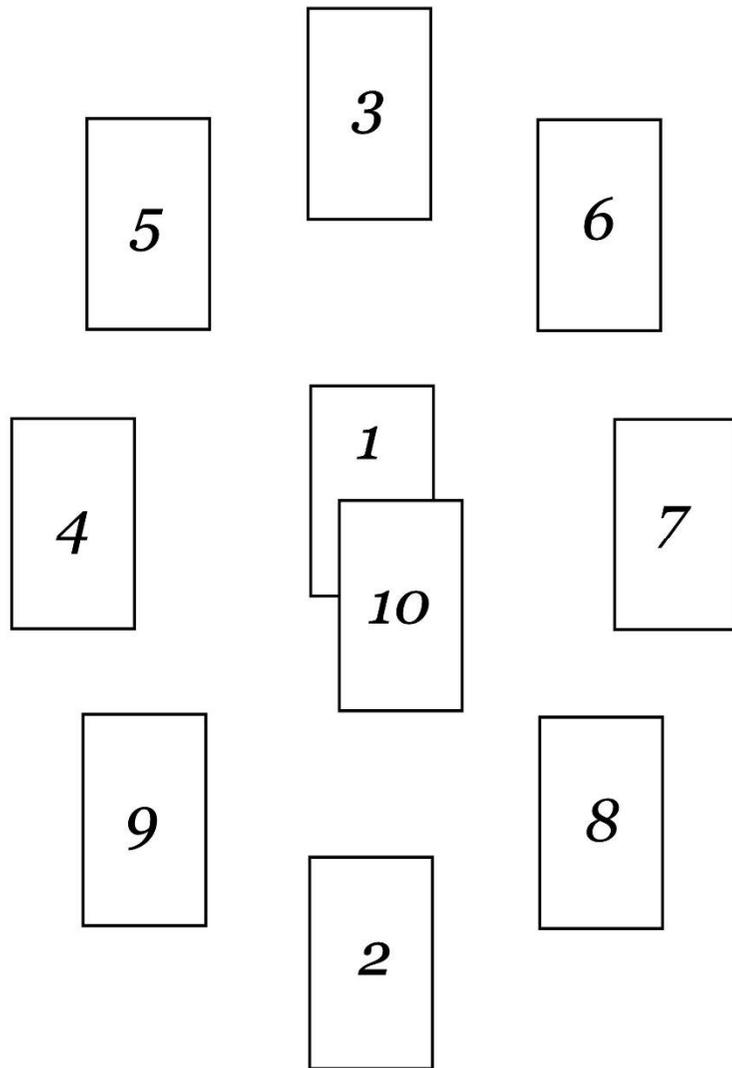
Josephine McCarthy does not directly use the Celtic Cross layout, but as it is a layout that most of us are familiar with, I 'decided' that it should be included in the/my list, just as reference...

1. The Significator: What covers you
2. What Crosses you
3. What Crowns you
4. What is Beneath you
5. What is behind you
6. What is before you
7. Yourself
8. Your House
9. Your Hopes or Fears
10. What Will Come

## Chapter 2. Esoteric Layouts

As opposed to the mundane levels listed above, the following layouts are meant to be used from an esoteric perspective.

See the various books by Josephine McCarthy for details about these layouts and their use.




---

## 1. Fate Pattern Layout

---

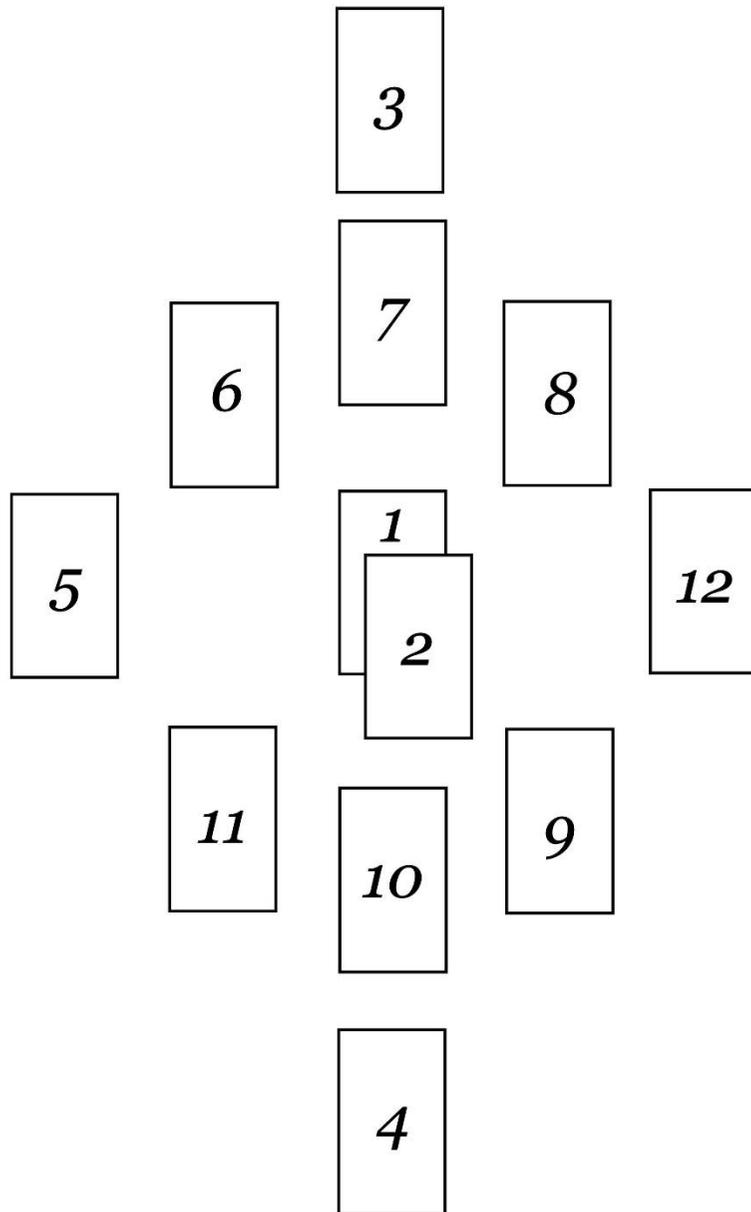
This looks at a current fate pattern and gives details about what underlying dynamics need to be worked with, what state that fate pattern is in, and what it's highest potential is.

1. Current fate path. What is now left behind that has bearing on the present.
2. Lessons learned. What is now left behind that has bearing on the present.
3. The highest potential for the outcome of this fate pattern: if you get it right, this is what this fate pattern achieves.
4. Seeds to be nurtured. What is being planted for the future that needs tending.
5. Mountains to climb. Difficulties that must be overcome for success.
6. What needs releasing. What you need to let go of to achieve the fate potential.
7. Harvest. What you have achieved so far.
8. The Angel of severity. This position tells you what, if anything, in your actions, puts your fate pattern, and thus your evolution, at risk. Anything that shows up in this position is deeply connected to your actions, decisions, etc. it is not about anything outside you that you cannot control.
9. The Angel of Mercy. This position tells of help to be given to you as a result of your actions, decisions, and reflections so far.
10. Influence. This card crosses the first card and shows what is influencing you. Usually it is an inner contact, a being, or a physical teacher. If it is a bad card, then you need to rethink who you take advice from.

---

## 2. Landscape Layout

---



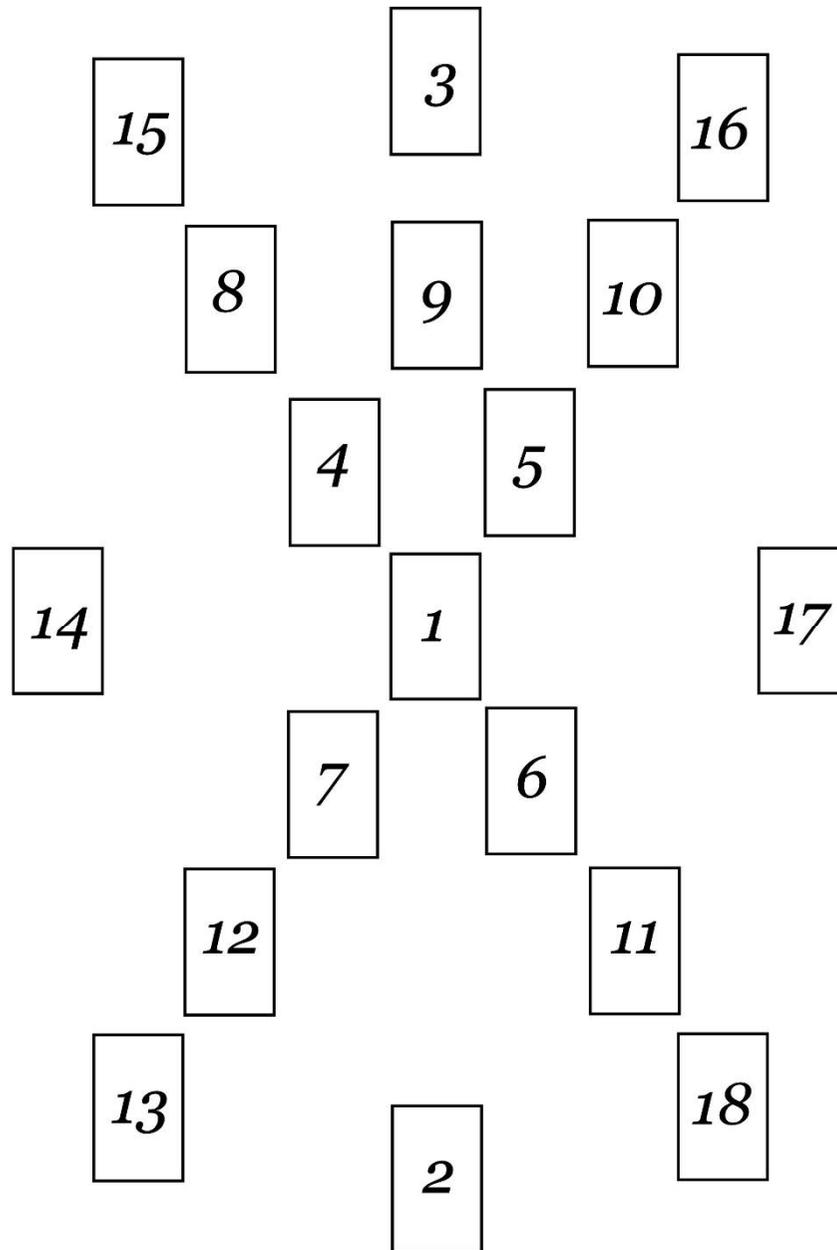
Josephine developed this layout in connection with the Quareia Magician's Deck. It shows what is influencing a situation, and what dynamics are at play relating to the past, present and future. It shows powers and patterns flowing from inner and magical worlds, and how they flow into the everyday life of the subject of the reading. As such, the layout can be used for mundane as well as esoteric readings. See the 'LXXXI Magicians Deck' for details.

1. Foundation.
2. Union.
3. Star Father.
4. Underworld.
5. Gate of the Past.
6. Wheel of fate.
7. Grindstone.
8. The Inner Temple.
9. Home and Hearth.
10. Unraveller.
11. Sleeper.
12. The Path Ahead.

---

### 3. Map of the Self layout.

---



This is an extensive layout that looks at the different layers of a magical person, structure, or system. Rather than looking at the practical details of the subject, this layout looks at the soul or spiritual expression manifesting in the physical world. It is mostly used to get an overview of the magical life of something, be this a person or a structure (like a temple). See the 'LXXXI magicians Deck' for more details.

1. Self.
2. Origin.
3. Destination.
4. Mundane Positive.
5. Short-term future.
6. Recent Past.
7. Mundane Negative.
8. Magical or spiritual Path.
9. Magical Contacts.
10. Magical Future.
11. Magical Adversary.
12. Foundation Stone.
13. Soul Steps.
14. Soul Path.
15. Soul fate Pattern.
16. Soul Harvest.
17. Scales.
18. Restraint.

# Chapter 3. Quareia LXXXI Layouts

Josephine McCarthy has developed a few layouts specifically for the Quareia LXXXI Magicians deck. The book about the LXXXI deck also contains instructions on how to use some regular layouts in combination with this deck. I have included these layouts and the meanings of their positions, as they are different from the regular tarot patterns. The reason for this is that the LXXXI deck is not a regular Tarot deck, but a divination deck, based on how the Magical Universe works.

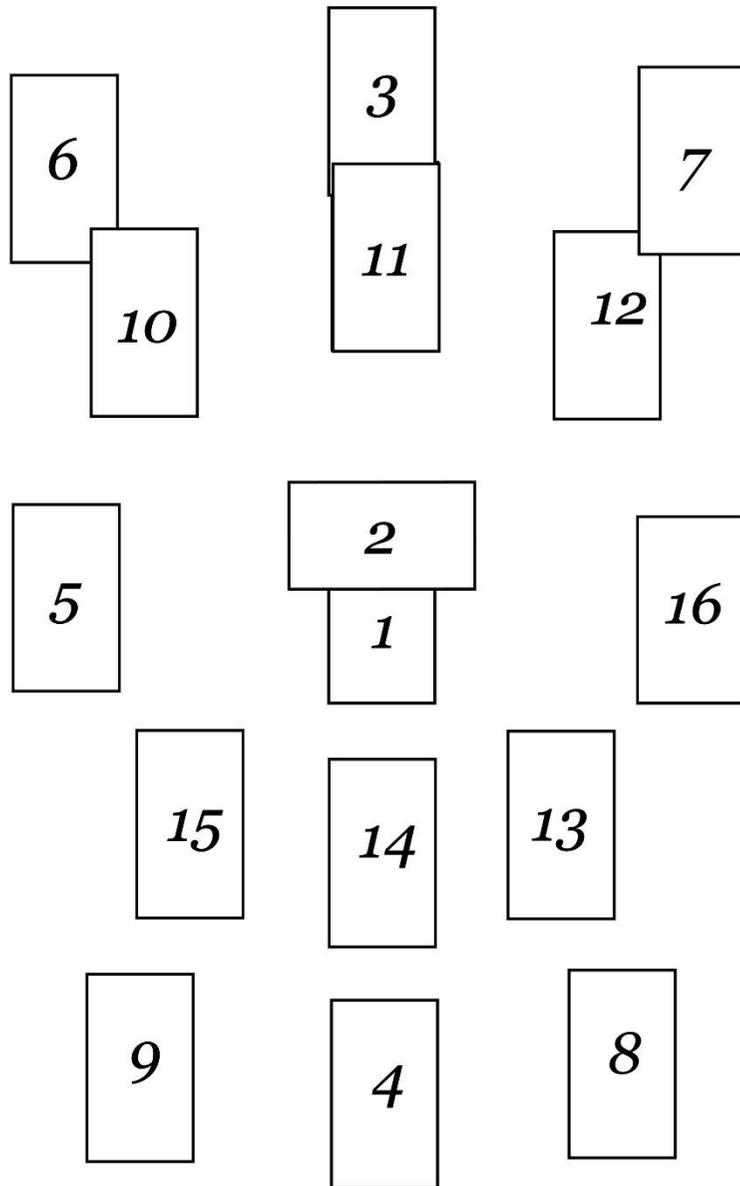
You can, however, use the LXXXI deck in combination with the other layouts shown above, but LXXXI will give you a different level of answers; a magical level...

Please read the book that accompanies the LXXXI deck before you use the deck and the layouts!  
It can be downloaded for free from the [www.quareia.com](http://www.quareia.com) website.

---

## 1. Foundation/Mystical map Layout

---



The Foundation/Mystical Map layout is exactly what the name suggests: it is an extensive layout that gives the reader insight into the deeper powers that run through the whole life and death of the magician. It shows the deep foundational powers, dynamics, fate, and deeper reasons why you chose to come into your current life.

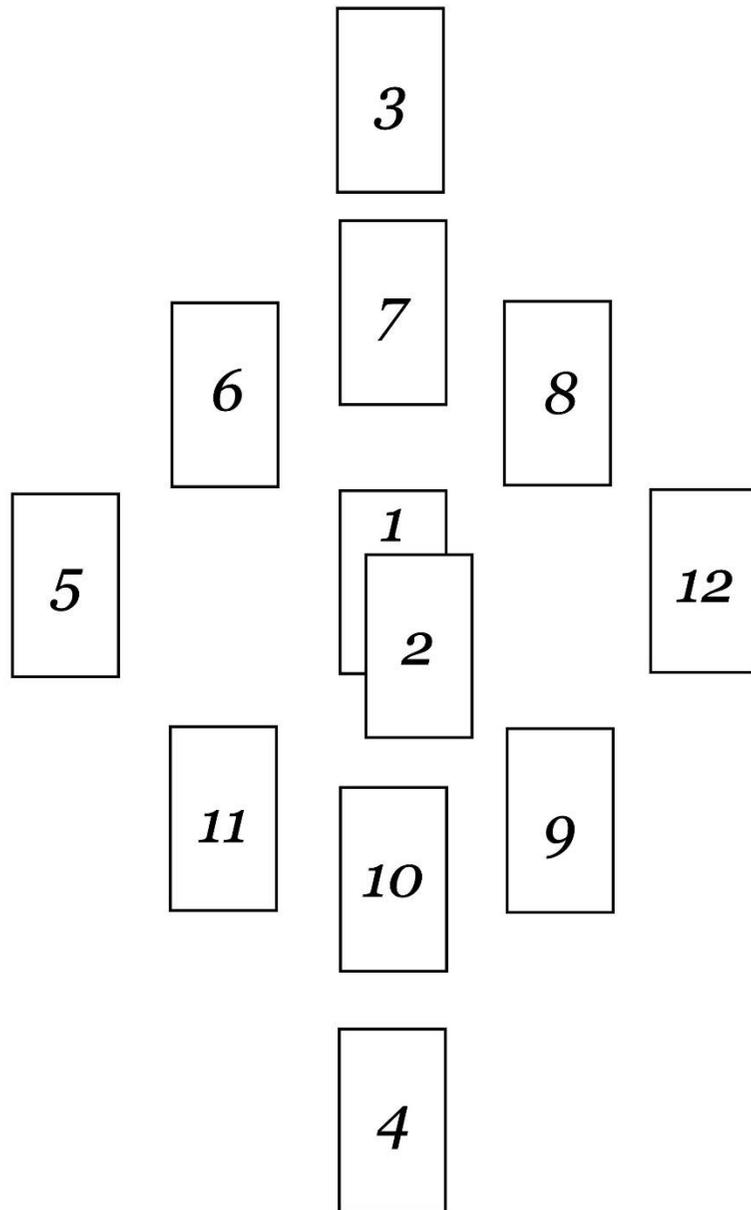
1. Mother Earth
2. Union
3. Star Father
4. Abyss
5. Gate of the past.
6. Temple of Ancestors
7. Inner Temple
8. Blood Ancestor
9. Foundation.
10. Weaver of Creation.
11. Grindstone.
12. Magical temple.
13. Home and Hearth
14. The Unraveller.
15. River of dreams.
16. The Path of Hercules.

---

## 2. Landscape Layout

---

This is the same pattern as the previous Landscape layout, but with different meanings for the positions. It is an abridged version of the Mystical map layout and can be used far more often, and in different ways.

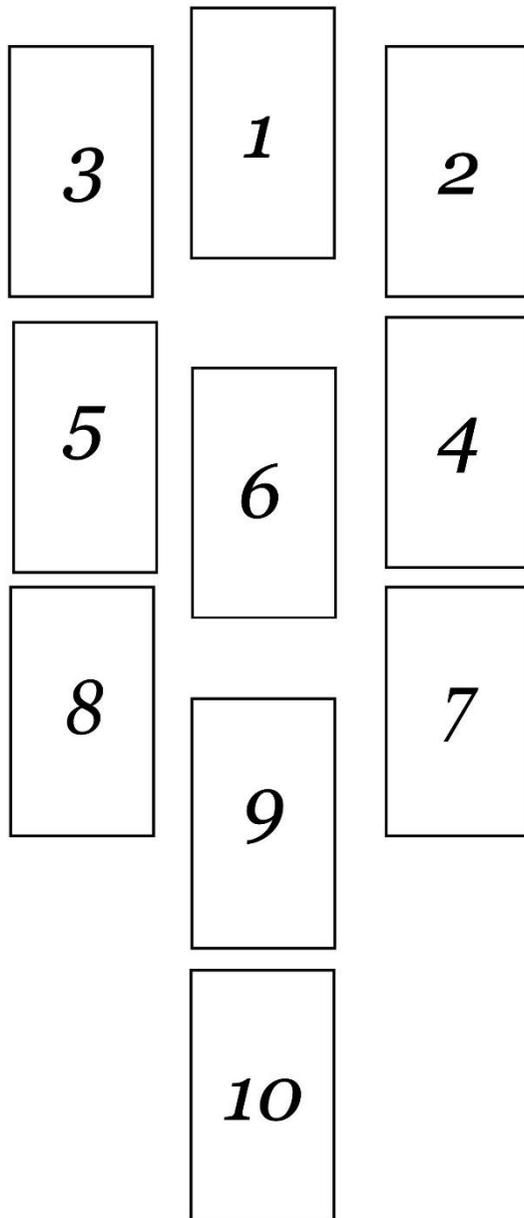


1. Mother Earth
2. Union
3. Star Father.
4. Abyss.
5. Gate of the Past
6. Wheel of fate.
7. Grindstone.
8. Inner Temple.
9. Home and Hearth.
10. Unraveller.
11. River of dreams.
12. Path of Hercules

---

### 3. Tree of Life Layout

---



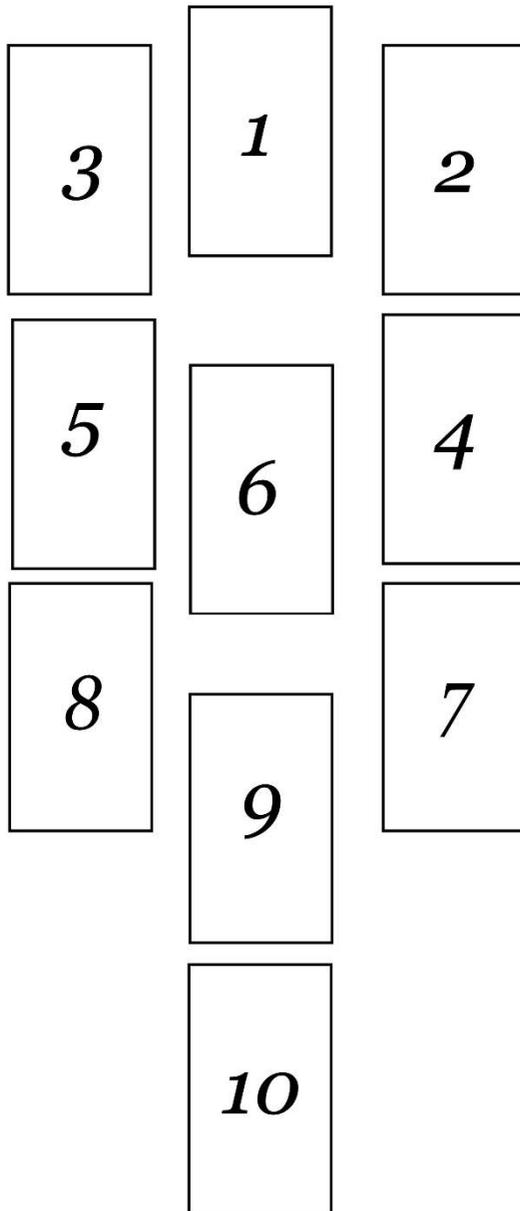
This is the same layout as previously mentioned, but with the positions for the LXXXI deck. The Tree of Life layout can be used in various ways, and it is an incredibly flexible layout to work with. This version relies on the deeper aspects of the layout, and works with the positions in the same way as the Mystical Map and the Landscape layout, where each position has its own 'home' card.

1. Star Father I.
2. Creator of Time II.
3. Holder of Light III.
4. Light Bearer IV.
5. Imprisoner V.
6. Pure Balance VI.
7. Grindstone VII.
8. Unraveller VIII.
9. Threshold Guardian IX.
10. Mother Earth X.

---

## 4 Tree of Life, Simple Layout

---



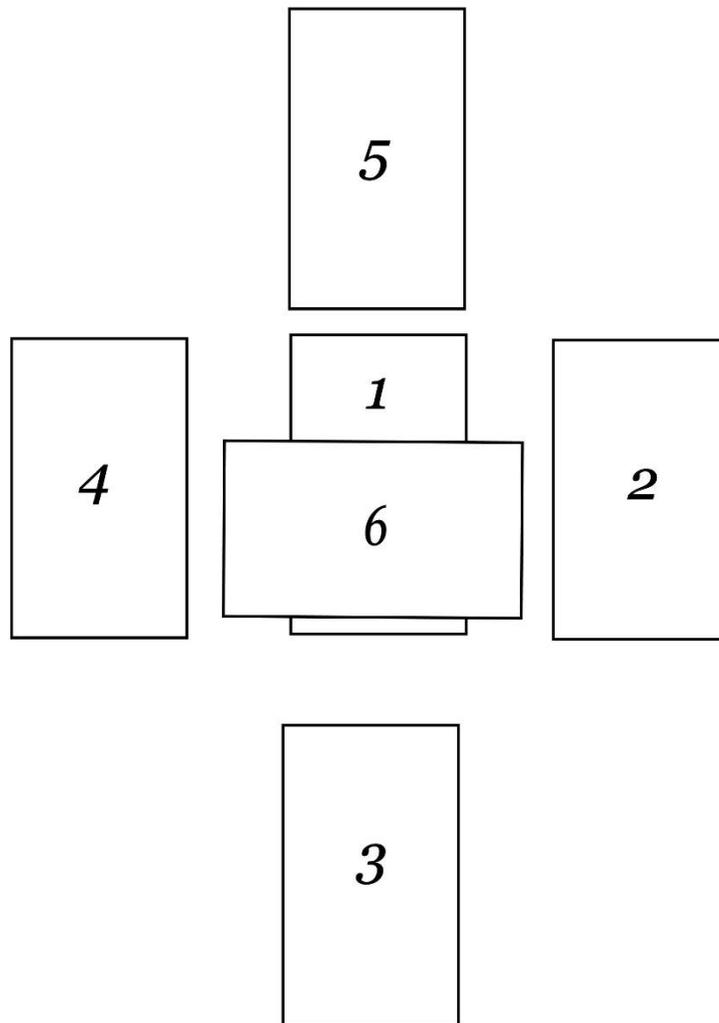
This method of interpretation is simpler, self-explanatory, and much better for mundane readings and simple yes-or-no questions. The final position, position ten, is the answer to the question. This version is for use with the LXXI deck, though.

1. The story is about.
2. The story is about (present aspect).
3. The story, withheld aspect.
4. Necessary, fate gives you.
5. What is withheld.
6. Centre of the situation.
7. Emotions, also needful burden.
8. Mind, magic / unravelling.
9. Tribe, home, ancestors.
10. Outcome.

---

## 5. Layout of the Four Directions

---



This six-card layout looks at the subject, what influences flow from each direction, and finally, what is interacting with the subject. It is a very versatile layout and can be used to look at a person, situation, or place, depending on the question and how you use the keywords. It is meant for the LXXXI deck.

1. Centre: the body, a place, the land, a person, an object. This position tells you about the subject of the reading.
2. East: coming into being, potential, air, utterance, spring, incoming, learning.
3. South: the path ahead, the future, fire, summer, work.
4. West: family, home, ageing, water, autumn, falling away, legacy.
5. North: ancestors, death, the past, winter, earth.
6. Union: the biggest influence on the subject, relationships, input.

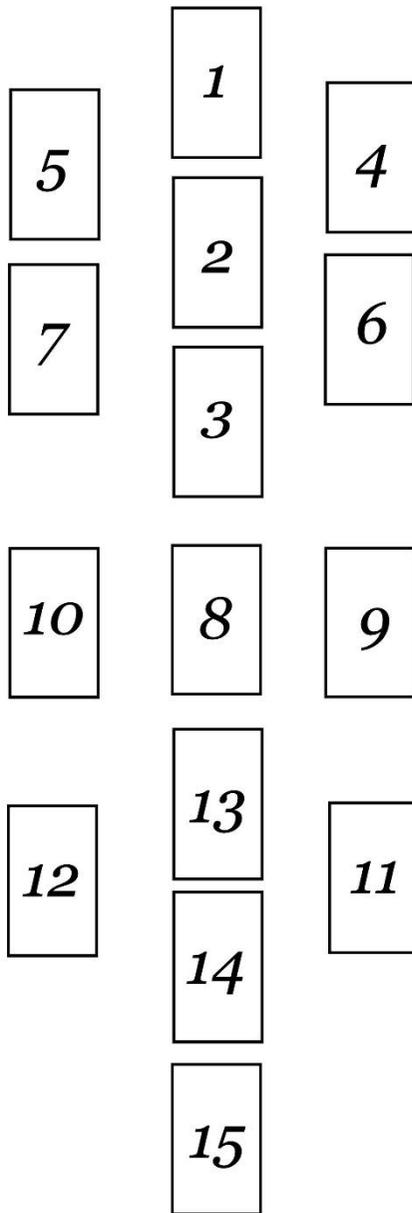
## Chapter 4. Health Layouts.

The following layouts are taken from the book 'Magical healing' by Josephine McCarthy. They are layouts specifically meant for health readings.

Please, please read that book before you attempt using these layouts and interpretations!

You only have one body, and the health of that body is too precious to be frolicked about with...

And remember: always consult a doctor.




---

## 1. Health layout

---

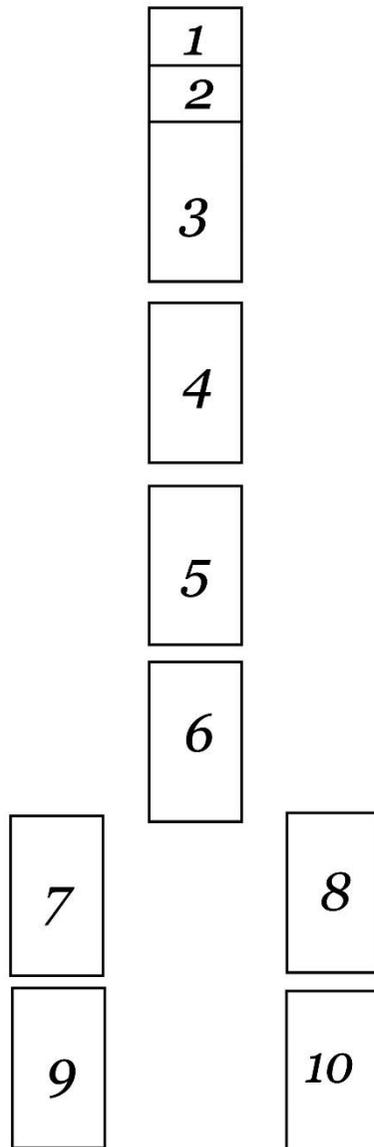
This layout is only useful for healers and people who know how the body works. Please refer to the books for details, and read the details before you use this layout!

1. What is coming into the health picture from a fate/future perspective.
2. What has formed in terms of fate/future, but has not yet manifested.
3. What is physically going on regarding the health of the head.
4. The solid energy going on in the body. Anything you consume.
5. Emotions, how the person feels and what their mental state is.
6. What the short-term or primary immune system is doing.
7. The deeper immune system.
8. The central core of the body, which houses the vital organs.
9. Male sexual organs, testosterone, and the male bladder.
10. Female sexual organs and the bladder.
11. The digestive system.
12. what is happening to us in our sleep and dreams.
13. The 'structure and movement' system of the body: bone, muscle and nerve.
14. The skin
15. The immediate future of the body's health

---

## 2. The Endocrine Layout

---



1. Hypothalamus, which sits directly over the brainstem and is the Hierophant of the body: it is the bridge between the nervous system and the endocrine system.

2. Pineal gland (also located in the brain) which is a gland that governs our seasonal and circadian rhythms and connects us to the deeper tides of power that flow between the inner and outer worlds.

3. Pituitary gland (in the brain), which secretes the nine vital hormones that regulate homeostasis.

4. Thyroid gland, a good-sized butterfly gland which sits in the neck/throat area. It governs the processing and distribution of energy and sets the hormone-sensitivity dials in other endocrine glands.

5. The Thymus, which sits above the heart in the centre of the upper chest behind the breastbone. The Thymus is the wise old man of the immune system, which teaches immune cells how to fight and who to fight.

6. Pancreas that produces insulin and sits under the stomach beneath the kidneys,

7 and 8 Adrenals. Fight or flight system of the body.

8 and 10 Ovaries and Testes. Parasitical energies and entities, children waiting to be conceived, etc.

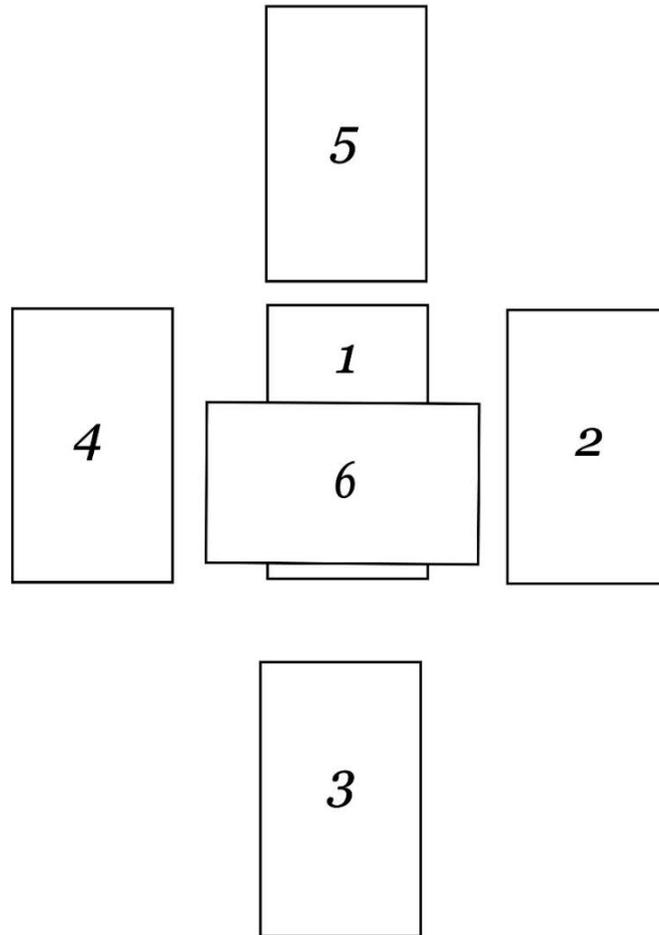
---

### 3. The Four-Directional Layout for Health.

---

This layout is used to look at what is being aimed directly at you from the inner worlds, be it tides, attacks, contacts or something else.

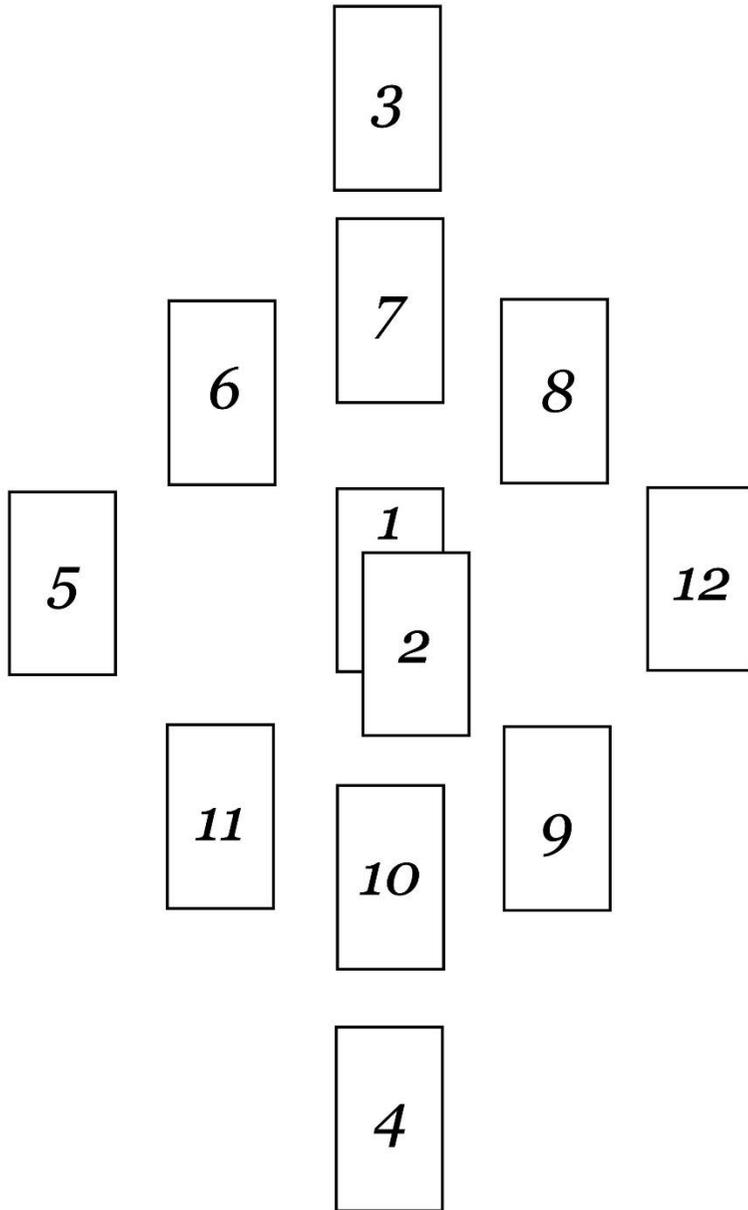
1. The body, general situation.
2. Energies or magic coming in from the East. Forms of ritual magic that use utterance, air or swords.
3. Magical use of Fire, fire temple magic aimed at making a person ill. Magical attack.
4. Emotive magic or magic that is water based.
5. Tribal, witchcraft or earth-based magic, or magic aimed at the bones or the body's structure.
6. Relationships, actual or the powers and people interacted with.



---

## 4. The Desert/Inner Landscape layout

---

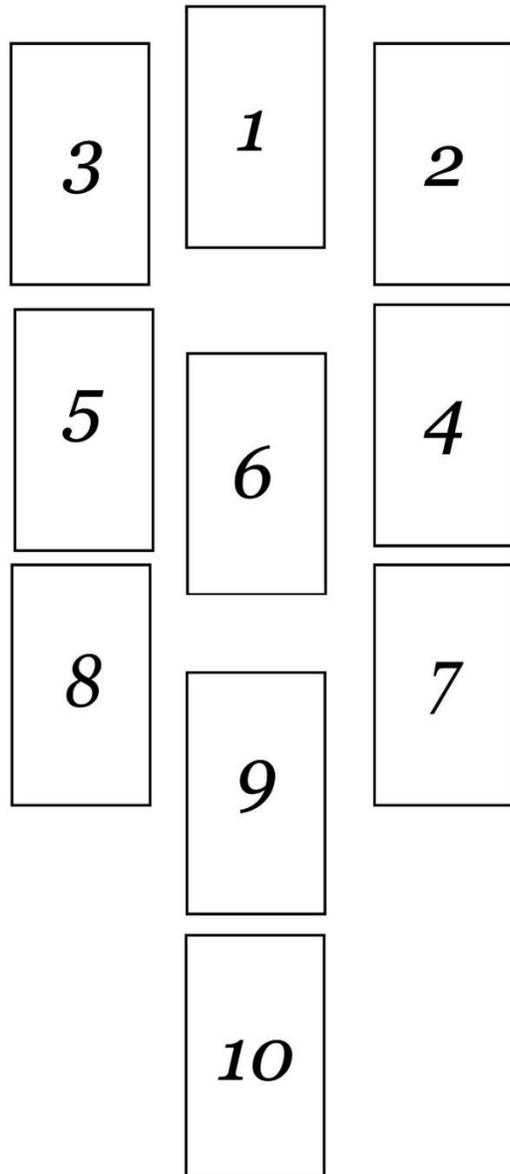


1. The state of the body with regards to health and vitality.
2. The power dynamics that we are currently dealing with.
3. What is coming in the long-term future.
4. That what has already passed away into the depths.
5. The gate to the past, what is now in the immediate past.
6. Pattern of fate or action that is currently being played out.
7. Hardships or difficulties that must be overcome.
8. What is directly coming into your landscape from the inner worlds.
9. Inner landscape's potential influence on home, family and surroundings, and vice versa.
10. What is falling away or starts to go into decline.
11. Dreams and sleep.
12. The way ahead.

---

## 5. Tree of Life Layout for Health

---



This should be read with health in focus.

1, 2 and 3 together show us what the story is about.

4. What is happening to the body that is active.

5. What is withheld, what is being held back from the body.

6. The centre of the situation.

7. Heart and emotions.

8. Mind and brain.

9. The reproductive system and dreams.

10. The answer or outcome.

## Chapter 5. The Rider-Waite tarot.

This chapter contains a very concise description of the basic meanings of the Rider-Waite tarot cards. You should see it as the little booklet that you get when you buy a Rider-Waite deck. The difference is that these are Josephine McCarthy's descriptions.

---

## Major Arcana cards

---

0. Fool. Zero, no, empty, foolish behaviour, idiot, innocent, reckless, inexperienced.

1. Magician. Control, taking measured action, skills, intention, resourceful, organized, clear thinking, intelligence.

2. High Priestess. Wisdom, truth, honour, deep intuition, maturity, power, spirituality, mystical or spiritual depth, energetic empathy, wise logic.

3. Empress. Female creative power, fertility, harvest, mother, creativity, stability, birth, loving, nature, goddess, understanding, compassion, bounty, intuition, sexuality, beauty, generosity.

4. Emperor. Stability, order, leadership, responsibility, rank, wealth, authority, war lord, conqueror, the greater good.

5. Hierophant. Religion, religious organisation, religious or spiritual leader or authority, dogma, wisdom, obedience, belief, spiritual discipline, asceticism, structured education, university.

6. Lovers. Contract, agreement, partnership, union, relationship, love, alchemy, resonance, balance of powers, sustaining.

7. Chariot. Forward momentum, movement, the way ahead, ascent, journey, car/vehicle, Divine action, mystical gnosis, action.

8. Strength. Fortitude, endurance, power, strength, stability, protector, triumph over adversity, mastery.

9. Hermit. Wisdom in solitude, isolation, trust in oneself, hindsight, introspection, self-examination, careful and bitter experience, the sole path, maturity through adversity.

10. Wheel of Fortune. Change, change of fate. Moving towards true path, change of Fortune for good or bad.

11. Justice. Balance, justice, conclusion, cause and effect of deeds, scales, sentence, payment of debt, legal matters, policing.

12. Hanged Man. Self-sacrifice, trials, energetic empathy, service, virtue, self-denial, moral obligation, arrogant martyrdom.

13. Death. The ending of a cycle, death, change of circumstance, transition.

14. Temperance. Necessity, measure, a middle way, the balance of all things, forward momentum, life and vitality, careful success, protection.

15. Devil. Temptation, weakness, desire, ignoring self-truth, self-sabotage, unravelling, dishonesty.

16. Tower. Disaster, unexpected calamity, retribution, disgrace, collapse, clearing the ground, downfall.

17. Star. The dawn after the disaster, hope, self-reliance, seed, Divine guidance, navigation, first step, conception.

18. Moon. Fantasy, hidden, creative, tides, delusions, madness, hormones, stealth.

19. Sun. Success, achievement, favour, expansion, earned status, successful completion.

20. Judgement. Decision, culmination, resolution, knowing yourself, self-responsibility, literal judgement, rebalance.

21. World. Completion, self, fulfilment, opportunity, security, stability, acclaim.

---

## Minor Arcana cards

---

### Swords: Air, East.

Ace of Swords. Law, enemy, conflict, difficult change, heavy responsibilities, loss.

Two of Swords. Peace offering, friendship that develops with former enemy, contentious but productive debate, intellectual discussion, writing.

Three of Swords. Divorce, separation, the breaking up of something, enemy, disillusion, conflict, loss.

Four of Swords. Illness, exhaustion, withdrawal, seclusion, need for silence and rest, waiting.

Five of Swords. Setback, temporary failure, gathering oneself after battle, arguments, loss of face, test of determination, not giving in when faced with defeat.

Six of Swords. Journey, an unexpected traveller, moving away from difficulty, leaving the past behind, travel over water, putting knowledge in a safe place for the future.

Seven of Swords. Evading disaster, Divine intervention, spirit help, successful strategy, legal help, a need to enhance home security.

Eight of Swords. Trapped, enemy, the fear to act, indecision making a situation worse, imprisonment, lung illness, injustice, bullying, slander, struggle against adversity, taking action that relieves the situation.

Nine of Swords. Hatred, attack, enemy, suspicions, grief, suffering, pain.

Ten of Swords. Defeat, collapse, the darkness before the dawn, rock bottom, complete loss, intense suffering.

Page of Swords. New Moon, difficult child, secret enemy, underhand communications, hidden hostility.

Knight of Swords. A young person who cannot be trusted. Emotionless but projects normality, has harmful intent, untruthful and manipulative, can be violent and ruthless.

Queen of Swords. Strong minded woman, territorial and combative, sharp legal mind, unemotional and highly intelligent, selfish, focussed and can be a devastating enemy when crossed.

King of Swords. Male lawyer or figure of authority in law, military, higher education or digital technology. Can be either a helper or enemy, depending on the situation. As a helper this person will consider it their duty to protect or help you. As an enemy, they will not stop until they have destroyed you or have been destroyed themselves.

## Wands: fire, south

Ace of Wands. Creative beginning, inspiration, success, immune response, guidance, warmth, overcoming difficulties, the single flame, a doorway.

Two of Wands. Creative or business difficulties, discussions and collaboration, emotional arguing that is ultimately productive, equal balance of power.

Three of Wands. Good luck, moving a project from concept to practical building, a good foundation, creative resources.

Four of Wands. Social interactions, happiness, friendship, all that is creatively needed comes together.

Five of Wands. Overcoming creative or business differences, obstacles that can easily be overcome with thought and creative thinking.

Six of Wands. Victory, success after struggle, reaching a happy compromise. Be careful of complacency.

Seven of Wands. Holding your ground, not giving in when faced with uneven odds, determination brings victory eventually, minor sickness.

Eight of Wands. Communication, speed, inspiration, rapid learning, burst of energy, mild fever.

Nine of Wands. Battle weary, struggle, adversity, a warning of dishonesty, injury, treachery.

Ten of Wands. Burden, withdrawal, retreat, leaving conflict, struggle, difficult fever, energetic burden that must be carried, load-sharing.

Page of Wands. Financial or creative good news or communications, favourable communication, a creative student with

potential, beginning of a writing project, first quarter moon, faery being, the rising of the sun.

Knight of Wands. Young person, creative personality, open and honest, can be unstable at times, a good solid friend, youth and inexperience, a fickle lover, fiery temper when pushed, competitive personality.

Queen of Wands. Female, teacher, influential thinker, creative female artist, maturity and wisdom from experience, truthful, volatile temper, dangerous if crossed.

King of Wands. Family man, businessman, reliable and helpful but can be dangerous when angry, a person within their own power who can be learned from, a person of experience who will advise, teacher.

## Cups: water, west

Ace of Cups. Happiness, love, healing, a good outcome.

Two of Cups. Friendship, love affair, happiness, best friend, joyful communication,

Three of Cups. Fulfilment, happiness from completion of something, creative success, and recognition.

Four of Cups. Emotional stability in living situation, can indicate emotional complacency, can be a warning to not take loved ones for granted.

Five of Cups. Emotional insecurity or immaturity, emotional weakness, unfounded pessimism, emotional disappointments, not seeing with clarity. Love is there, but unseen.

Six of Cups. Gentleness, innocence, idealism, happy memories, past events, naïveté.

Seven of Cups. Glamour, not seeing the true treasure before you, psychic ability, the beginning of a quest, magical awakening.

Eight of Cups. Emotional overload, walking away from comfort, the beginning of the lone quest, dissatisfaction of life or relationships, seeking the unknown.

Nine of Cups. Emotional security, good omens, a time of contentment, peace.

Ten of Cups. Happiness, fulfilment, success after diversity, peace, abiding love, celebration.

Page of Cups. Full Moon, love or support letter, gentle child, new project that needs protecting, creative ideas.

Knight of Cups. A young person of high emotions, can get easily depressed, creates much drama, romantic but unrealistic, artistic and musical, tendency to gaslight, emotionally clingy.

Queen of Cups. A soft and gentle woman, easily moved to tears, loving and passive, loves beautiful things, can be narrow minded, unthinking, and spiteful when crossed.

King of Cups. A kind-hearted man, often single, artistic, can be religious or a religious figure like a priest, can be overemotional at times, but is a generous and kind-hearted soul.

## Coins: earth, north

Ace of Coins. Material success, a financial gain, solidity, foundation, a block in the path that protects you, substance, ancestors, shield, physical strength.

Two of Coins. Balance of money in and money out, monetary necessity but no excess, keeping balance, help when needed, passing things forward, simple satisfaction, action/reaction, balance of powers, maintaining physical integrity, giving and receiving.

Three of Coins. Work, a job, productivity that brings monetary gain, creating something physical (such as sculpture, art, furniture, or books), physical work that produces something, a work or business proposal.

Four of Coins. Financial security, can indicate overcautiousness or hoarding, a family dinner or party, stability.

Five of Coins. Loss, financial difficulty but not disaster, loss of physical energy, hardship that can be overcome, struggle.

Six of Coins. Getting your due, payment for work done, paying your debts, the balancing of scales, a loan that must be paid, financial disputes.

Seven of Coins. Satisfaction, completion of a job or project, the fruits of hard work, improvement in financial matters, a gift or unexpected windfall.

Eight of Coins. Craftmanship, artistry, mastery of craft brings prosperity, a well-paid job, fruits of one's labour, practical self-development

Nine of Coins. Happiness, fulfilment, resources, fruitfulness, pregnancy, a good harvest, material gain from past effort, security, a gift.

Ten of Coins. Overgrowth, wealth, a large gift, coagulation, property, long-term resources, burden of resources.

Page of Coins. Last quarter moon, financial letter, strong child, new growth, a garden, a token gift.

Knight of Coins. A hardworking young person, slow to anger, not creative, enjoys physical pleasures, can be passive-aggressive and abusive when crossed.

Queen of Coins. Earth mother, woman of substance, prefers family and gardening over socialising and career, can be passive-aggressive and abusive when crossed.

King of Coins. Man of substance and wealth, a man who works with finance or agriculture, dependable and hardworking, mature and not without wisdom, does not expect to be disobeyed but protects his own.

## Chapter 6 LXXXI cards

Josephine McCarthy has created a divination deck for magicians and Quareia students. The following is a concise description of the meaning of the cards. Please refer to the full book, 'LXXXI the magician's deck' for details on the cards and how to use them.

### The Divine Realm

The Star Father I. When the Star Father appears, it tells us that a new and as yet unformed potential of power is beginning to express itself.

The Creator of Time II. The Creator of time is the Divine Power that flows from the Star Father as it begins its journey into manifestation.

The Holder of Light III. This power is the polar opposite to the Creator of Time. The Holder of Light is the pattern to which light returns after the darkness of life and the density of manifestation.

The Archon and the Aion. The Archon and the Aion are the threshold keepers of Divinity. The two powers are opposing beings, a bit like the positive and negative poles of a magnet.

## The Inner Realm: Abyss and root powers

The Abyss. The Abyss is a highway of power and time that flows from 'above' to 'below'. New life falls down from the heights and meets the utterance/expression of the Divine as it crosses the level of the Abyss, which presents in the Inner Realm.

The Keeper of the Abyss. The Keeper of the Abyss is an archangelic being sometimes described as Metatron. Although this power is angelic, it also has aspects of humanity within it. This being operates as a bridge across and within the Abyss, and ensures that everything is in its place.

The Light Bearer IV. The Light Bearer is an archangelic being who helps forge the path of the Divine Spark on its journey into life expression.

The Imprisoner V. This angelic power works in opposition to the Light Bearer. Whereas the Light Bearer forges a path to completion, the Imprisoner closes paths, withholds the light, and traps everything that needs trapping in its power.

Pure Balance VI. The Angel of Pure Balance is a deep reflection of the scales of balance. It is the fulcrum that runs through everything, the fulcrum of the scales of Ma'at, and the fulcrum between the Light Bearer and the Imprisoner.

The Grindstone VII. The Grindstone is a lower octave of the Light Bearer and works closely with those humans willing to engage with its power. The Grindstone is an angelic being who creates boundaries and limitations which push a person to achieve.

The Unraveller VIII. We get to see this angelic power in action all around us in everyday life. It is the power that unravels us, tests us, and that can ultimately destroy us if we do not learn its lessons and maintain our awareness of its influence in our lives and in nature.

Threshold Guardian IX. The Threshold Guardian is a vast angelic being poised on the threshold of creation. It is the bridge between the inner worlds and the physical realm. This angel bridges life and consciousness back and forth between the Desert and the manifest world, allowing races, species, and individuals to flow into life.

## The Inner Realm: Other Powers and Contacts

The Protector of Souls. When souls have released from their bodies after death and begun their journey back through death, the Underworld, and the inner realms, one of the places they can end up is with the Protector of Souls. This female goddess power holds souls who need to sleep rather than be in life. She protects those who rest in the Underworld or the stars as they wait for the next stage of their development.

The Weaver of Creation. The Weaver of Creation also sits close to the Abyss, opposite the Protector of Souls. The former creates patterns through which life/the soul can manifest, while the latter is the cloak that protects that which is exhausted, spent, and needs to rest.

Hidden Knowledge. Hidden Knowledge is a vast, complex angelic structure that has been created by the Weaver of Creation and which acts as a filter for Divine consciousness to flow through.

The Inner Temple. The Inner Temple is the first card which depicts a place in the inner realm with a human connection. The Inner Temple represents all inner temples, which are themselves inner reflections of all consecrated sacred temples that have ever existed in the physical realm. It also can represent 'The' Inner Temple that groups of adepts construct and work within as part of their stream of magic. It is the deepest, most balanced expression of Divine mystical magic that bridges between Divinity and Humanity.

The Inner Librarian. The Inner Librarian is a major inner contact for many different types of magicians who resides exclusively in the Inner Library. The Inner Library is a more accessible aspect of the Inner Temple, and is usually the first place that apprentice and Initiate magicians work as they develop their inner skills.

The Inner Companion. The Companion is an inner contact who works with mystics, visionaries, priests, and magicians who have been granted access to the inner realm of the Desert by the Desert Guardians. Most of the time, the Inner Companion is an angelic being, but on rare occasions it is a Justified Adept who is not living, who exists in the inner realms to guide and protect those who seek out the Mysteries.

Guardians of the Inner Desert. This inner being guards the Mysteries. It blocks passage to the deeper inner worlds, and keeps the seeker from accessing inner powers that they are not able or ready to understand and respect. If the seeker tries to push past this guardian, then they will be catapulted out of the inner worlds or diverted down a blind alley. The guardian is there both to protect the integrity of the Inner Mysteries and to protect you from your own stupidity.

The Utterer. The Utterer is the mediator of the power of utterance. It is also the angelic being who whispers the words of God into the ears of humanity. When the Divine Breath is to be spoken upon earth, the Utterer whispers in the ears of those who can hear.

Keeper of Justice. The Keeper of Justice is probably one of the best-known images in the Western world. The Keeper of Justice is an angel blindfolded. This shows us that its power is indiscriminate: it cannot be swayed by emotion, as it cannot see. It holds the sacred sword ready for action, and the scales—and as you can see, the angel is the scales, unlike the deity of Justice, who holds the scales.

Chariot. The Chariot card has various connotations from the magically mundane to the deeply mystical. On a mundane level, this card indicates travel, inner or outer. But the Chariot is also much more than this.

Wheel of fate. As the Wheel of Fate turns, it burns up old, outmoded patterns and illumines the new path ahead. This power sits close to humanity and manifestation, and is involved with the

changing tides of fate of all living things. (It is often mistaken for the Seraphim, which is a deeper, more powerful angelic being.)

Fate Giver. The Fate Giver is one of the three goddesses who oversee and govern the fate of every living thing. The Fate Giver fixes the exact time and place of one's conception and birth, weaving into being all the gifts, potential developments, and fateful events of a life. She is the opener, the goddess who sets in motion the path of a new life.

Fate Holder. The Fate Holder is also known as the Measurer: She Who Measures That Which Must Be Contained. She takes the Power of Restriction and applies it practically to every living thing. This goddess sets a person's lifespan. Though there are many possible 'death hotspots' in a person's life—potential deaths that can be averted—no one can live beyond the measure of the Measure

Fate Taker. The Fate Taker is the goddess power of completion: she cuts the thread of fate. She is the ending of something: a life, a way of life, a cycle of fate, and so forth. Once the end of the measure comes, the Fate Taker triggers the deeper inner powers that dismantle and compost something, or someone, with no future in the manifest world.

## The Physical Realm: Physical Structure and Natural Features

**Mother Earth X.** Mother Earth is the land, the externalized expression of Divinity in substance and the true vessel of creation. The land is the container of the Divine Spark, just as our bodies are containers of the Divine Spark: everything manifest is Divinity exteriorized. The Mother Earth card tells us of the land, either the country where we live or the land or area where we live.

**Sol.** The sun is the source of our life. Without it we cannot survive, and nothing grows. The elemental power that flows to us from the sun is powerful and raw, and it can be worked with magically in a variety of ways. The sun's magical consciousness is vast, and a primal deity power flows from it with no human filters or dressings: it is just pure power.

**Luna.** The magical power of the moon lives up to its magical persona: a power difficult to grasp, whose hidden depths threaten to drown those who delve too deeply into its mysteries. The moon's magical power governs psychic inner sight, the tides of the sea, the pull of fertility, and the rhythms of nature. More superficially, the moon is a power of night, shades, shadows, fertility, and the pull of reproduction.

**Place of Healing.** This is the water that soothes and heals, the water that refreshes and regenerates. It is the natural cold spring that rises from the land and nourishes everything in its path. It is the domain of healing spirits, of compassionate goddesses, and the vital force of life that flows through the water.

**Inspiration.** The Waterfall is the dynamic flow of inspiration, creative expression, and inner voices into the manifest world. Water is a powerful substance not only for the obvious, mundane reasons,

but also for its ability to carry energetic information and spread it across the land.

**Temple of Ancestors.** A circle of sharp, upright stones forms an ancestral alignment which is dwarfed by the vast body of water that tumbles past it. In the same way, we are small and insignificant in the face of the forces of nature. The river of ancestors falls powerfully past the stones, just as the consciousnesses of our ancestors and the bloodlines of our lands flow constantly around us.

**Magical temple.** When the Magical Temple card appears, it tells us about magical structure. The Magical Temple card represents the outer court structure of magic: training, practice, or a magical community.

**River of Dreams.** There are many types and qualities of sleep, but for a magician the realm of dreams can be very important. Sometimes dreams are just, well, dreams. Other times, the dream state becomes an in-between place where we work, interact, or are given glimpses into what is around us and what is to come.

**Gate of the Past.** This card signifies the past that we have left behind. If it appears in a reading, then it shows that something is either now in the past, or that something from the past is affecting the present or future. This card is a doorway rather than a being or person, and tells us of things left behind.

**Home and Hearth.** This card is probably one of the simplest in the deck. It represents the home, family, and domesticity. This card tells us of our domestic responsibilities, our home life, our family, and our 'tribe.' It can also warn us about becoming too comfortable, about relaxing and not forging ever forward in the quest of learning and service.

**Path of Hercules.** The Path of Hercules is the path that leads to the short-term future: it is the way ahead. It is called the Path of Hercules as it is also a magical path, the path that forges the

magician as he or she strides into the future: it is a Herculean task to walk such a path with all its trials and challenges.

**Challenge of the Gods.** This is a bit of a 'wild card,' and tells of a fate path being manipulated directly by the deities and beings who operate within the human patterns of fate. It turns up in readings when something much bigger is going on, something which will often remain unseen by those involved in the fate pattern.

**Inner Sanctum.** The Inner Sanctum is the vessel which holds the pure spark of Divinity. It is a place that is sacred—truly sacred—and which mediates the power of Divinity to humanity and the world at large. For us, this usually manifests as a temple, a church, and so forth. It tells of a place where the presence of the Divine is strong, where we can bathe in the light and power of Divinity regardless of the specific religion or beliefs connected with the place. It can also indicate the Divine place 'within' – turning inwards to stillness and silence.

**Resources.** This card reflects the magical dynamics of personal inner and outer resources. Our health, vital force, wealth, inner sight, fertility, and so forth are all limited resources within our fate pattern. Everyone has their own individual measures according to what they need to achieve in their lifetime.

## The Physical Realm: Beings and Powers

**Spirit Guide.** This card tells us about a powerful and ancient inner contact or 'spirit being' who works with visionaries, shamans, magicians, and mystics. It is a companion that appears as a white horse that flows out of the land, and which accompanies, guides, and protects humans as they begin to explore the inner worlds, the faerie realm, and the land's inner landscape.

**Goblin Queen.** The power of the Goblin Queen was in the world before humans existed, and it will be still be here after humankind has gone. Her image represents tribal faerie beings or established lines of land beings rather than a literal contact. Her power is about the consolidation of territory, generations of control, and total confidence in the stability of her power.

**Faerie King.** The Faerie King is the counterpart of the Goblin Queen, but whereas she is a powerful defender of territory, the Faerie King is more of a trickster. This is the male aspect of faerie consciousness, and this card represents the type of being who will play havoc with a human settlement or individual not due to any territorial dispute, but purely for their own entertainment.

**Blood Ancestor.** Blood Ancestor is the primal ancestor and the shoulders upon which we stand as human beings. This card connects us to the root of all we have come from, a root with which we can still connect

**Ghost.** The Ghost tells us about people who have died but whose spirits continue to wander in and out of our world. They are not lying asleep in the earth as an ancestor, and nor have they walked through death and towards rebirth. These are the people who get stuck or wait around for a variety of reasons, and who continuously try to connect with the living.

Parasite. A parasite is a being that feeds off the energy and emotions of others. This order of beings is often problematic for magicians, as parasites can dress up and pretend to be something they are not to get a human to connect with them.

## The Physical realm: Powers and Dynamics that flow Through Humanity

Premonition. This card depicts an old Celtic magical figure called the Bean-sídhe (faerie woman), also known as the Washer By The Ford. In Irish mythology, the Bean-sídhe appears the morning of a battle and washes the clothes of men who are about to die. She gives to whomever she appears a warning about impending doom.

Glamour. Being sucked in by Glamour is a major issue for magicians. This can take many forms; the common denominator is being seduced by something that is not real, that has no power content. The basic meaning of this card is "not all is as it seems." For magicians, this trap can manifest in various ways: the quest for grades, the wish for fashionable magical toys, the lure of self-importance, or the feeling that ritual costumes, status, and an altar cluttered with purchased magical objects is what makes a magician.

Temptation. Magic holds a mirror up to our true selves, making us aware of our weaknesses so that we can address them. We all have weaknesses, and part of the process in magic is to become aware of them, analyse why they have such a hold on us, then act on that information to strengthen ourselves. Temptation has as many faces as humanity itself.

Scapegoat. The Scapegoat appears when someone or something is trying to shift the consequences of an action onto another person. Magically this can be used in a very nasty and powerful way, and should this card turn up in a reading it would indicate the dodging of consequences, or the transplanting of a destructive fate onto another person.

Disease. This is a natural, conscious, destructive power that flows through the physical realm and literally brings disease. Disease appears when there is some imbalance that can trigger degeneration

and destruction. We all get sick, and usually we get better with time and help. But the Disease card can also warn of deeper imbalances, say in a genetic line, a person, or a lifestyle.

**Magical Attack.** This card can indicate a magical attack aimed at a person, place, thing, or group. It can also indicate hostility from nature spirits, deities, or hostile energies.

**Giver of Gifts.** This is a minor card that indicates giving and receiving gifts. The gifts can come from fellow humans, beings, or deities around the magician. The card may indicate that the best course of action would be to give a gift, or that the magician should tend to a being, deity, or person by ensuring that they have what they need.

**Bailiff.** This card is the polar opposite of the Giver of Gifts: the Bailiff takes what is due, what needs taking. When this card appears in a reading it can signify loss, having to pay dues, or having something stolen. Usually it indicates some loss that restores balance, however expensive or painful this loss may be.

**Wise Teacher.** This card indicates that someone is coming into the magician's life who will be a wise and honourable teacher, helper, and friend. Often wise teachers appear in our lives in unusual forms and when we least expect them. They are not obvious teachers; most often they appear as a nice person willing to help you. But through their help they teach you a great deal about yourself.

**Fellowship.** This card indicates fellowship, and can relate to some group the magician is involved with. It represents a collaborative group of like-minded people. Sometimes we are not aware of the fellowship around us; sometimes it is a group scattered across the globe but kept connected through the stream of magic.

**Communication.** This card indicates writing, the transcription of knowledge, and the keeping of records. When this card appears in a reading it indicates the need to write, to study, and to work with

written communication. This could be magical writing, or it could indicate the importance of writing down one's knowledge and experience to ensure its future survival.

**Seclusion.** Seclusion is a straightforward card with a simple but important message: you need to withdraw. Whatever the reading's subject, this card tells us that someone or something needs to withdraw, wait, take time out, and rest. It shows the need to wait and be still. It can indicate a period of withdrawal needed to heal and recover from something, or a need to stay away from the bustle of everyday life.

## The Physical Realm: The Elemental Magical Tools

**Limiters:** air, East. The appearance of the sword, the Limiter, in a magical reading can be good or bad. It has no inherent moral or emotive quality: it is simply an expression of a pure magical element. It is a blade; it is also a breath and an utterance. It is the magical power of air.

**Staff of the Gods:** Fire, south. The magical staff or wand is a passive tool that is upheld by the magician to connect with the power of fire, potential, the south, and the future. It is called the Staff of the Gods because its power should never be wielded actively by the magician: its power is for the gods alone.

**Regenerator:** water, West. The Regenerator is the magical vessel that carries regeneration—its natural power—and dispenses it where it is needed. The appearance of this card indicates renewal, growth, regeneration, and rebirth. It can also indicate the element of water and the magical act of dispensing; or it can indicate the need to work magically with water or with the magical vessel, either for the body or for the land. Its magical direction is west, and its power is ultimately one of completion.

**Foundation:** Earth, North. Foundation is the earth power that we stand upon, the power that roots us to life and the land. As a foundation it upholds us, gives us strength, and allows us to draw on ancient knowledge and wisdom. The roots of Foundation are deep within the Underworld and the past. It is that foundation that propels us forward into the future.

## The Physical Realm: The cards of Humanity

**Hierophant.** The Hierophant is the bridge in humanity between the outer and inner worlds. Hierophants can be male or female and are not necessarily religious, but they are always mystical and magical.

**Union.** This archetypal tarot card shows the union between two people. This can be a union of bodies, minds, souls, or all the above. This card tells us of relationships and how we relate to those around us. It can indicate a relationship or a magical partnership. Where this card falls tells us how this union will affect the life or situation of the subject.

**Child.** The Child is a simple card that often indicates a literal child. Like all children, it is full of potential but has not yet formed a full personality. When this card appears in a magical reading, it shows a child coming into the magician's orbit. Where the card falls tells us the role the child will play in the context of the reading. It can also indicate an adult who is as yet lacking in life or magical experience: someone who is as a child.

**Elder.** This card indicates that an old person, or someone with the wisdom and understanding of an older person—some souls are old souls—is influencing the situation. As with all the people cards, it must be read in relation to where it falls in the layout and the cards that surround it.

**Idiot.** This card represents total stupidity and emptiness. The moon shines down on an apprentice magician who is supported only by their books, and who is ignoring the warning of the cat that is desperately trying to save them. A fire burns around them, unnoticed and ignored.

## Male Powers and Qualities

**Occultist.** The Occultist indicates a male or female magician whose work has to do with control and manipulation, and who is often lacking in ethics and mature reasoning. This card may be good or bad in a reading, depending on how this person is applying this dynamic. This stage of a magician's life tells us of the giddy sense of power that working with a controlling dynamic can give a magician. But it can be a false power if not approached properly, and it can severely limit the magical horizon of anyone walking such a path.

**The Leader.** As the magician learns to move forward and surrender their need for control, a different, more mature power comes to them. The Leader is a man with a solid grounding in magic who has learned to wield that magic for the benefit of the land and the people. The Leader rides the White Horse, the spirit that carries humans between the worlds, and he has the Limiter strapped to his hip.

**The Man of Nature.** The Man of Nature is a magical stage, a bit like the Occultist, that many magicians pass through and learn from. The Man of Nature is close to all that is wild and rejects the structures of civilization, instead focusing their magic on the upkeep of the land, the animals, and the land spirits.

**The Mystic.** The Mystic is a magician who has gone through the Occultist stage and usually aspects of the Man of Nature, and has stood on a threshold to make an informed choice. Instead of taking up the mantle of Leader, the Mystic adept instead chooses to pour all their energetic resources into lone mystical exploration.

**Male warrior.** The image of the Male Warrior shows the bloodlust that can happen in battle. From a magician's perspective, it indicates that this male destructive power has completely taken over someone, who could themselves be male or female, and who will not stop their reign of destruction until they have accomplished everything they set

out to do. This power has no reason behind it, so it cannot be reasoned with: it is a raw, killer instinct that will destroy everything in its path.

## Female Powers and Qualities

**The Oracle.** The Oracle is a female occultist who is a magician, often with good psychic ability. Many women find their way to magic via their own natural psychic ability, usually through experimenting with tarot or other forms of divination. It can also represent a man with strong female intuitive qualities, who can draw on their deep psychic abilities.

**Priestess Magician.** The Priestess Magician is a female occultist who is adept at her skills but expresses them through a mostly male-orientated magical system. Female adepts often get caught up in the 'masculine' control mentality that is so prevalent in Western magic, or else become shoehorned into a 'Scarlet Woman' role rather than simply being themselves as female magicians. Both are classic mistakes.

**Female Warrior.** The Female Warrior is a complex power that can sometimes be difficult to understand depending on one's cultural programming. We often think of darkness and destruction as bad, but they are necessary for life to exist and are part of the balance of nature. The Female Warrior is the light that shines out of intense darkness: she is the power of regenerative destruction as well as the warrior power that confronts degeneration, and the priestess who guards the Underworld.

**Healer.** The Healer is a female natural magician and healer who brings the depths of the sea, an ancient power, into her surroundings. Her natural element is water, and regardless of the magic in which she is involved, her true skills lie in healing and regeneration.

**Shamaness.** The Shamaness is a female nature magician, the witch who tends the land, the woman who listens to the trees and the birds,

who weaves her magic through instinct. Her skills lie in the winds, the rivers, the creatures, and the vast array of land and faery beings.

## The Realm of Death and the Underworld

Underworld Forest. The vast Underworld comprises the inner remnants of our prehistoric landscape. It is also the realm that links the ancestral and faery realms to the Inner Desert, and to the Realm of Death. This card represents that aspect of the Underworld that is a junction point between the past, the dead, the dream worlds, and the place where the ancient powers of nature and ancestors meet.

Beyond the Underworld Forest and its rivers lies the deeper Underworld, known to the Ancient Egyptians as the Duat, where the living magician undertakes the trials of the Hours and Gates: the trials of passing through the Underworld and emerging with the dawn sun.

Bridge of Death. This card tells of a place and power in the inner Realm of Death. The Bridge of Death itself is an angelic being that we perceive in vision as a structure. It helps us cross the threshold from one world to another, be that into the Realm of Death/Rebirth, the inner worlds, or to the depths of Divinity.

Death. This card indicates the final end of something. It can be the death of a person, a life cycle, or an era; or the end of something that will not be revisited. Besides the literal expression of this card as the death of someone, it can also indicate surrendering something that no longer has a place in the physical world.

Destruction. This card represents the powers and beings that flow through, and with, destruction. In a Tarot deck, the Tower represents destruction. In this deck, we look at the beings and powers behind the destruction, as well as the destruction itself.





© Josephine McCarthy 1993-2020

All rights reserved. No part of this publication may be reproduced, distributed, or transmitted in any form or by any means, including photocopying, recording, or other electronic or mechanical methods, without the prior written permission of the publisher.

QUAREIA