



# Cartomantic Interpretation Of The Decktet

J.P. Alfke (after P.D. Magnus) — Mar. 2009

## SUITS

Moons		Wisdom, especially divine wisdom ... Mysteries, things hidden, and the inescapable truth that the world outstrips our knowledge.
Suns		Power, perhaps divine power ... Decisive action and clarity of purpose.
Waves		The hand of the earth, which presses on all things ... Nature as an active force ... Wather, natural cycles, and the passage of time.
Wood		The gift of the earth, from which things begin and in which things end ... Nature as matter ... Raw materials and food products.
Wyrms		Unnatural & at home underground, brings violence and feeds on dreams ... The most negative of the suits ... inappropriate / disruptive.
Knots		Craft, skill, and refinement ... Worked goods, commerce, and money.

## PEOPLE

Author	2	An artisan, like Painter & Bard. As a Moon card, the Author faces mysteries — a character of investigation, enquiry, partial answers.
Bard		The Bard speaks and people listen. Whereas the Painter can paint the world as it is, things become the way the Bard says they ought to be.
Consul		Wise & cunning, useful source of advice, a conduit for knowledge & power ... but may keep the better part of both for himself.
Diplomat	8	The Diplomat mediates between opposites: darkness and light, patience and action, the one and the many.
Huntress		A seeker, even if unsure what she is seeking, and on a quest even in her idle moments. As direct as a tree in the forest, or an animal.
Light Keeper		Averts danger. Unlike the reactive Watchman, the Light Keeper prepares for the worst, to overcome danger even before it arises.
Lunatic	6	Sees things that no one else sees. Perhaps these are deeper truths, perhaps they are delusions. Watch the great tumult around her.
Merchant	9	For the Merchant, wealth is its own end. The Merchant amasses riches, but worries all the while about losing them.
Painter	3	The Painter is a figure of revelation. The Painter sees through posturing and portrays things as they need to be portrayed.
Penitent	6	A higher calling hides a darker past. Redemption is never entirely complete for the Penitent.
Sailor	4	On the wall of the sailor's house: He is not at home at home. The Sailor is a traveller by nature, uneasy when not underway.
Savage	3	Even if the Savage presents a pleasant face, the wild lurks in his heart.
Soldier	5	Like words to the Author or money to the Merchant, war and conflict are craft to the Soldier, wrought in stillness and motion.
Watchman		Waits for danger to arise and responds, but he may be too late if the he is not perceptive or lucky enough.

## LOCATIONS

Borderland		The edge of things. A place of chance and uncertainty, harbouring threats and resources in equal measure.
Castle	7	The Castle is a community. It is a place of civility or power, but only rarely of both.
Cave	7	It is home to grim things and a place of challenges. Things that fall below the surface may be found in the Cave, even if they were long thought lost or destroyed. To enter and return from it once should be enough.
Darkness	9	Can settle on familiar places and hides all manner of things. Whether hiding or seeking there, it is best not to tarry too long. Better to illuminate & dispel than flee.
Desert	2	Barren and without life, the Desert offers a certain grim clarity. Yet clarity might itself be a mirage.
End		As a location, the End is a terminus at the border of known lands with nothing on the other side.
Forest	5	The Forest is usually a literal card representing a forest or wooded place. In a crowded city, however, sometimes even a single tree can be a forest.
Island		Whether you go to the island by accident or by choice, you go there alone. Combines the unexpectedness of the Discovery with the dark isolation of the Cave.
Market	6	As a location, the Market is a place of trade.
Mill	8	The Mill is a place of craft and production. The tuneless song of the miller is lost in the roar of the water and the ceaseless turning of the wheel.
Mountain	4	A quest leads to the peak. Especially if the Mountain appears in a spread with the Journey, to the peak may be more important than at the peak.
Origin	2	Morning light shines through clear water. As a location, the Origin is a living spring.
Sea		The Sea is often literally some large body of water. As a symbol, it is the source of storms.
Window		The Window allows you to see out, and allows the world to see in, but it is also a barrier separating the two.

## EVENTS

Battle	4	Struggle with forces that are half in shadow. It is not always obvious what those forces are until they have done their worst.
Betrayal	8	Even a soft hand can wield a sharp knife. This is a time to be wary.
Calamity		Death so sudden that there is no time to bury the dead. Although it can be mitigated by other cards in the spread, the Calamity is always a bad thing.
Chance Mtg.	7	Two stories half-written find themselves writing one another. The Chance Meeting is a card of possibilities.
Discovery	5	Something buried or lost is found. The Discovery may be the end of a quest or as surprising as a sudden storm.
End		As an event, the End is the conclusion of the cycle before the beginnings of the next moment are even buds on the branches.
Harvest		Things come together. What was sown may be reaped. Patience is rewarded. Unlike the Windfall, the Harvest requires preparation and demands labour.
Journey	3	The Journey is in between. It is its own story, written between departure and arrival.
Market	6	As an event, the Market is commerce. Unlike the Pact, it does not suggest a great confluence; an exchange, and the matter is resolved.
Origin	2	As an event, the Origin is morning light shining through clear water.
Pact	9	When the two kings agree, the stones themselves agree. Even a Pact between just two parties has ramifications for the community and the broader world.
Rite		The Rite records the passage of time and the consequences of its passage: sacrifice and accomplishment, ascension and decline.
Windfall		One might have guessed for it, if one had known, but it comes unannounced. The Windfall on its own is always a positive card. If there is any cost or caveat, it must come from somewhere else.