

THE  
**EDGEWISE**  
TAROT

the Edgewise Tarot  
by Harmonia Edgewise

(Harmonia Edgewise by Brodrick Jones)

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version 1.0 July 2024

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*Any technical problems, typos, insults, pick-up lines, or other random commentary should be sent to [madame.edgewise@gmail.com](mailto:madame.edgewise@gmail.com)*

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- Thoughts & Meanings

- Major Arcana

0	-	the Fool
1	-	the Magician
2	-	the Librarian
3	-	the Gardener
4	-	the Monarch
5	-	the Hierophant
6	-	the Lovers
7	-	the Chariot
8	-	Strength
9	-	the Hermit
10	-	the Wheel
11	-	Justice
12	-	the Sin-Eater
13	-	Death
14	-	Temperance
15	-	the Devil
16	-	the Tower
17	-	the Star
18	-	the Moon
19	-	the Sun
20	-	Judgment
21	-	the World



*“An oracle does not give you instruction as to what to do next, nor does it predict future events. An oracle points your attention towards those hidden fears and motivations that will shape your future by their unfelt presence within each present moment...”*

*“Oracles do not absolve you of the responsibility for selecting your future, but rather direct your attention towards those inner choices that may be the most important elements in determining that future.”*

*–Dr. Martin D. Rayner  
from his preface to The Book of Runes  
by Ralph H. Blum*

This is not a sacred text.

Indeed, the Tarot itself is not a sacred object. It's a deck of cards built to tell stories. Designed to guide us in making connections in our own minds that might not have happened without a bit of random input.

When I set out to design a Tarot deck for myself, it was because I wanted a deck that spoke to me in my own language. A set of cards with imagery I felt fluent in.

That's the kicker about decks. Each one tells a story in itself about the folk who created it.

For me? I wanted to remove a bunch of the Judeo-Christian elements from the traditional deck while preserving what I considered useful. Also I wanted to make gender irrelevant, and ditch the feudal hierarchies (except in the case of the Monarch, formerly the Emperor, where that cultural baggage adds, IMO, to the interpretation of the card).

So. Here you'll see my attempts to bring the old Smith-Waite deck into line with my own modern proclivities.

Do you like the old decks? Fantastic. Anybody who tells you there is one “correct” way to read Tarot is probably trying to sell you something. Use whatever deck of cards speaks to you in the moment. If you’re like me, you have about 50 different decks on the shelf and could grab one and learn all sorts of things about it. Use whichever guidebook seems to give you a connection between the cards and your reality, even if you abandon that guidebook tomorrow because it makes no sense.

Because, my love, that’s the whole thing: Tarot is about interpretation. It’s a tool to help you look inward, to spark questions, to help define things you already know but didn’t know how to think about. To read Tarot is to look for connections between cards, and indeed to find meaning in the space that exists between you, right now, and the cards sitting on the table in front of you. These cards are only sacred because you put your own sacred nature into them. The messages they convey are only possible because you create those messages. These paper rectangles are not in charge of your fate. YOU are. YOU decide. The cards are there to help you build a framework in your mind to ask questions of yourself, to clarify the issues you face, and to help you craft your own destiny.

What follows here are MY meanings for the cards, not THE meanings for the cards. Influenced by years of flipping through decks and guidebooks and online seminars and Instagram accounts and writing and thinking and figuring out what I liked. If there's one thing I hope you take away from this, it's that you should make your Tarot practice about what the cards mean to YOU. If my random blathering helps in any way, then I'm honored to be a part of that journey.



# HOW I LIKE TO READ THE CARDS

I like to start with a three-card spread. Some see this as past-present-future, but I'm a bit looser with it. I flip three cards and ask "what's the obvious story these cards tell?" Generally, I look for one of the cards to be the "protagonist" of the story, with the other cards as the setting, other characters, mood, plot, &c. Whatever seems to make sense at the time.

Then I draw a fourth card. As I often say, "In case we need it for narrative structure." This card can be a villain, an ally, a savior, a plot twist, an outside force, a bit of flavor, or, indeed, just an additional card to add to the mix because sometimes a three-card spread can look like a chaotic mess. That fourth card can help clear that up. I usually place it above the first three, sideways, like an umbrella.

And no, I don't do reversals. The Tarot has plenty of downer cards (looking at you, Swords) without arbitrarily deciding to add a bunch more negativity. The direction the card turns over is more about how you shuffle than some message about the will of the universe.

If you have the power to decide your own fate, you definitely have the power to turn a card to face the right way up.

Besides. I worked hard on this art, I want you to be able to look at it. Even if you're not using my deck, I'm sure your cards are gorgeous, and you should get to spend some time with them without craning your neck. Spin that card, love. I give you permission to stop looking for the worst case scenario.



# SOME GENERAL NOTIONS ON THE MINORS

The Minor Arcana, that is. The Major Arcana get all the attention, but the Minors are where I find the heartiest meanings. Yes, each card is an individual, but over time I've started to think of some general themes that help determine each card's place inside their family.

This is by no means comprehensive and at times may even be contradictory. I'm still not totally sold on it, to be perfectly blunt. But when I first started learning Tarot, it helped me to group the Minors together this way, to find a shape to the suits that united them. So I will leave this here, secure in the knowledge that my opinions on the cards may change over time. When they do, I will update this document, and fix myself a hearty helping of crow.

## ACE

Every suit has its own essence, a fundamental nature that informs every card in that suit. The Ace represents an awakening to that essence. Potential. Opportunity. Beginning.

## TWO

Two represents a first inkling of how the core of the suit interacts with the world around you. Seeking balance inside the suit, and recognizing (and facing) any consequences that may bring.

## THREE

Threes are moments when we must allow the world to see the nature of the suit within us. How the suit influences your relationship with others, or how we react to any resulting changes.

## FOUR

Four is often a dissociation from the essence of the suit, for good or bad. Often with an implication that “maybe think about if you’re applying this suit the right way.”

## FIVE

Five is the dark inverse of the essence of the suit. An evil twin. Conflict, instability. Whatever the nature of the suit, it’s opposite day in Fivetown.



## SIX

Using the essence of the suit to recover from setbacks, the Six is a card of realignment. The Six recognizes that you had a bad time in Fivetown, and can show you the way out.

## SEVEN

Seven is a test. Some dilemma that invites you to reflect on your commitment to the essence of the suit. An assessment of your progress. Think of it like a mystical performance review.

## EIGHT

Eight. Eight is hard to generalize. There is a degree of accomplishment here, but also a real sense of being knocked on your ass. Eight's the card that offers a hand to help you back up.

## NINE

Possibly a reward, possibly a world of pain, Nine flies in to give you some sense that your actions have made some sort of difference. Fruition? Seven's test results are in, for good or ill.

## TEN

The essence of the suit is greater than you; nothing for it but to accept the truth of the Ten. A culmination of the suit, even an overflowing of the essence, no longer in your control.

## ASPIRANT (PAGE)

“Aspirant” is a fancy word for “One who has ambitions to achieve...” something. One who aspires. The Aspirant beholds the wonder of the suit, appreciating its power, reflecting on its overall meaning. This is the Apprentice.

## HARBINGER (KNIGHT)

“Harbinger” may sound ominous, but it just means “one who signals the arrival of something.” This is a forerunner of some aspect of their suit. Dual nature, eagerly doing the primary work of the suit while falling victim to the suit’s inherent vulnerabilities. The Journeyman. The Herald.

## FONT (QUEEN)

The Fonts are our sources of energy associated with each suit. Embodying the suit, radiating its essence. The “mother” of the suit. The source.

## ELDER (KING)

Our Elders have embodied their suit, becoming exemplars of what is possible to achieve when the spirit of the suit is fully embraced and understood. One who has mastered the essence of the suit. The Teacher. The Scholar.



# HARMONIA'S SHORTHAND

Learning the Tarot I found it incredibly useful to come up with words or phrases that summed up each of the 78 cards sitting in front of me daring to make sense of them. I can't overstate how much this helped me in my journey to understand how to read even my own cards.

Think of these as nicknames. These are the ones that have stuck with me. If any of them feel right to you, by all means go forth and prosper, my darling. If you come up with different nicknames, fantastic. So long as you find a way to befriend the cards in a way that clicks with you, then you're doing it right.

And if you come up with a particularly good nickname for a card that differs from mine, feel free to share it. I'd love to hear how you're thinking about all this.

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## WANDS

Ace .....	Spark
Two .....	Venture
Three .....	Mise en Place
Four .....	Barbecue
Five .....	Discord
Six .....	Level Up
Seven .....	Gauntlet
Eight .....	Rekindled
Nine .....	Persist
Ten .....	Albatross
Aspirant .....	the Calling
Harbinger.....	We Happy Few
Font .....	Muse
Elder .....	Vibes

# CUPS

Ace .....	Smitten
Two .....	Consent
Three .....	Coven
Four .....	Disillusion
Five .....	Regret
Six .....	Nostalgia
Seven .....	What If?
Eight .....	the Quit
Nine .....	the Appraisal
Ten .....	#blessed
Aspirant .....	Bubble
Harbinger.....	Barrel
Font .....	Womb
Elder .....	Serenity

# SWORDS

Ace .....	Decide
Two .....	Stalemate
Three .....	Heartbreak
Four .....	Long Rest
Five .....	Sucker Punch
Six .....	Escape
Seven .....	Catfish
Eight .....	Quicksand
Nine .....	Despair
Ten .....	Desolation
Aspirant .....	Unleash
Harbinger.....	ALL CAPS
Font .....	Listen to Auntie
Elder .....	Elementary

# COINS

Ace .....	Ante
Two .....	Juggle
Three .....	Feedback
Four .....	Greed
Five .....	Spent
Six .....	Share
Seven .....	Quo Vadimus
Eight .....	the Process
Nine .....	Bask
Ten .....	Legacy
Aspirant .....	Recipe
Harbinger.....	Chart
Font .....	Home
Elder .....	Mentor

# MAJOR ARCANA

0	the Fool .....	Leap of Faith
1	the Magician .....	Ritual
2	the Librarian .....	Oracle
3	the Gardener .....	Nurture
4	the Monarch .....	Discipline
5	the Hierophant .....	Curiosity
6	the Lovers .....	Trust
7	the Chariot .....	Forward
8	Strength .....	Strength
9	the Hermit .....	Solitude
10	the Wheel .....	Cycle
11	Justice .....	Fairness
12	the Sin-Eater .....	Goat
13	Death .....	the Liminal
14	Temperance .....	Moderation
15	the Devil .....	Temptation
16	the Tower .....	Ruin
17	the Star .....	Hope
18	the Moon .....	Dream
19	the Sun .....	Promise
20	Judgment .....	Pencils Down
21	the World .....	Everything



# THOUGHTS & MEANINGS

-OR-

the part where Madame Edgewise  
writes a bit about each card in the  
Tarot with wildly differing tones  
depending on the mood she was in  
on the day she wrote it



THE SUIT OF  
**WANDS**

INSPIRATION • CREATIVITY •  
FIRE • SPRING • EAST • CLUBS

Wands are the suit of imagination, enthusiasm, momentum. Wands are active, physical. Wands are fire, the act of harnessing passion, growth, the embrace of change.





# ACE OF WANDS

## SPARK

BAM! Eureka! The inspiration hits so hard it levitates you out of bed and sends you running for a pen and paper. The passion of creativity drives you out the door before you even have your shoes on. The kindling catches and FOOMP the fire burns strong and bright and new.

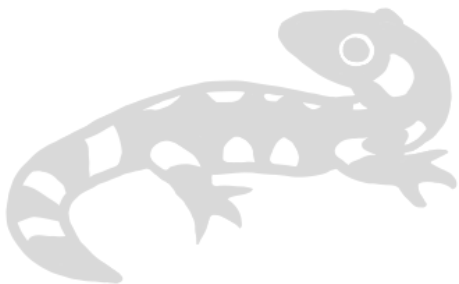
This is the beautiful chaotic moment of inspiration. The spark that gets everything going.



# TWO OF WANDS

## VENTURE

Two wands, two torches, burning bright. One illuminates your passions, your inspirations, your purpose; the other lights the way ahead, reveals the path in front of you. The moment has come to venture forth. It's hackneyed and saccharine, but your dreams and your talents will lead the way.



Three wands are crossed in an 'X' shape across the page. One wand is positioned horizontally across the top, another diagonally from the bottom left to the top right, and the third diagonally from the top left to the bottom right. The wands have textured, wood-like bodies and pointed tips.

# THREE OF WANDS

## MISE EN PLACE

The first wand is your beautiful idea. The second wand is your ability, your tools and your skills. The third wand is your execution. Now you're making something and soon enough, your work will be in the world for all to see. But don't think about that now. No more talk, you're putting your passion to the test. You have embarked.

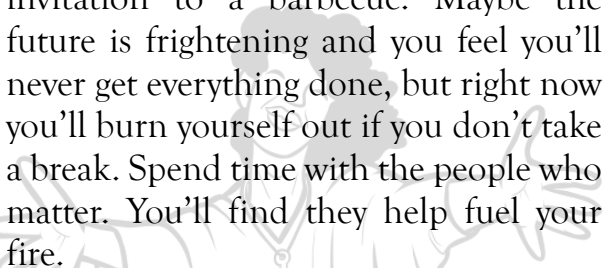
You've gathered your ingredients, you've set up your station, it's time to get in the kitchen and start cooking.



# FOUR OF WANDS

## BARBECUE

Let me disabuse everyone here of the notion that longer hours produce better results. When you push yourself too hard, your work suffers. When you ignore your loved ones, your work suffers. When you hide in a room banging your head against the brick wall of a stubborn idea, *your work suffers*. Sometimes you need to stand up, leave your idea behind, and hang out with your friends. The Four of Wands is an invitation to a barbecue. Maybe the future is frightening and you feel you'll never get everything done, but right now you'll burn yourself out if you don't take a break. Spend time with the people who matter. You'll find they help fuel your fire.



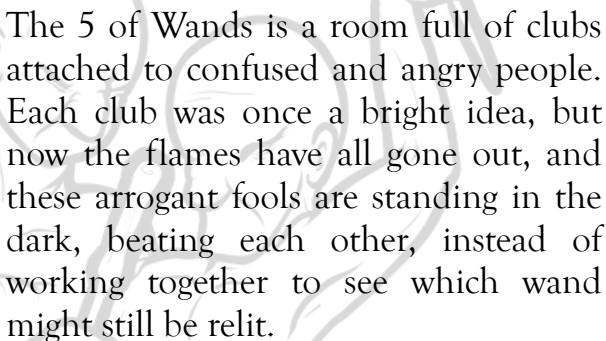


# FIVE OF WANDS

## DISCORD

Our Wands can can be torches, lighting our way through dark corridors. When a torch's flame goes out, the torch is just a thick, heavy piece of wood. This is better known as a club.

The 5 of Wands is a room full of clubs attached to confused and angry people. Each club was once a bright idea, but now the flames have all gone out, and these arrogant fools are standing in the dark, beating each other, instead of working together to see which wand might still be relit.





# SIX OF WANDS

## LEVEL UP

I never quite know what to do with the 6 of Wands—not because it’s bad, just that it’s... complicated? A victory that in no way ends the battle. A celebration of things gained with no guarantee that they won’t be lost. The Six of Wands is like how incredible a cup o’ noodle tastes when you haven’t eaten anything all day. You know it’s not *good*, but you’re so hungry that nothing has ever tasted quite so good as that dollar store ramen water. That feeling of triumph is real, but don’t mistake this restoration of balance for an actual ending. This is a chapter break, not the climax. You’ve gained a level, but there’s a lot of game left to play.



# SEVEN OF WANDS

## GAUNTLET

The gauntlet. Your belief in your own abilities, your confidence in your ideas, your very passion itself is being tested. Outside forces are going to try to knock you down, and I hate to tell you, punkin', but you're just gonna have to stand there and take it. Trust in yourself. Trust in your fire. You have everything you need to get through this. One step at a time.



# EIGHT OF WANDS

## REKINDLED

Sometimes our passions lead us over the edge of a cliff. At the bottom, battered, defeated, bruised and abused, it's easy to let our passion slip away. But then someone or something comes along that breathes life back into us, helps us onto our feet, stokes the fires of our desires, and cheers us on as we continue on our epic journey. Don't neglect this second wind. Your dwindling fire has been rekindled. Now it's time to keep it burning.



# NINE OF WANDS

## PERSIST

It hasn't been an easy path. In pursuit of your passions, you've been beaten, kicked, stabbed, spat upon, insulted, ignored, and your name has been misspelled on every coffee cup.

But you, miracle that you are, still have an ember glowing inside your hearth. Your passion keeps you trudging forward. You may fall, again and again, but you persist. You get back up.



# TEN OF WANDS

## ALBATROSS

Ideas may seem to float on the air, but once captured, they grow heavier and heavier the more you collect. Your constant inspiration has formed an albatross around your neck, an enormous weight. You must learn to balance the load. Maybe let something go. Take two trips, and **LIFT WITH YOUR KNEES**, for card's sake.



# ASPIRANT OF WANDS

## THE CALLING

Our Aspirant is feeling the first eager curiosity of a newly sparked passion. They have received their calling, too excited to be scared of the journey that is to come. Their exuberance might seem naive or premature, but I believe we should celebrate this raw enthusiasm when we see it. It's so rare, that fire, it should be allowed to burn bright. Let them play.



# HARBINGER OF WANDS

## WE HAPPY FEW

Our Harbinger heralds the arrival of intense renewal in your passion in the face of overwhelming odds. This is *that* speech, the speech that makes the music swell and the spirits soar and gets quoted left and right after the movie is over.

“We happy few...”

“The apocalypse is canceled...”

“Today is our Independence Day”.

This is your rallying cry. Whatever your passion may be, let yourself be inspired again.



# FONT OF WANDS

## MUSE

Our most powerful muse, the mother of invention, a radiant conflagration of innovation and creativity. The Font of Wands is someone whose charisma and competence is utterly divine. A Boss Witch. Fully engaged in their world, following their bliss. A figure to seek out for their warmth and inspiration and, then, to *become* for ourselves, and each other.

# ELDER OF WANDS

## VIBES

Vibes. Uncle's got vibes. This old head has seen stuff, they may not have led a perfect life, but all their misadventures led them to a zen-like understanding of their own passions. They've learned to control their fire, focusing the light at will, using their deep gut wisdom to read the world by pure intuition. Don't let their jokes fool you. They have a patient and powerful alchemy at play.





# THE SUIT OF CUPS



SENSATION • EMOTION • WATER •  
SUMMER • NORTH • HEARTS

Cups are the suit of emotion, intuition, the bonds you make with others. Cups are receptive, spiritual. Cups are water, concerning themselves with all things relationships, feelings, the suit of love.



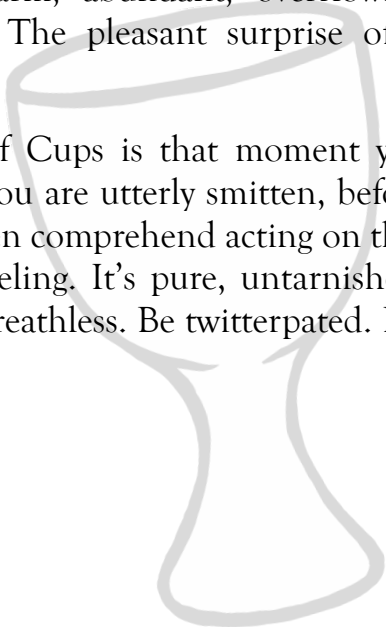
# ACE OF CUPS

## SMITTEN



Cups. The suit of emotion. Love. Ecstasy, spiritual and otherwise. At the heart of the heart is that initial spark of love. A warm, abundant, overflowing happiness. The pleasant surprise of a new crush.

The Ace of Cups is that moment you recognize you are utterly smitten, before you can even comprehend acting on that flood of feeling. It's pure, untarnished, bursting, breathless. Be twitterpated. Let it flow.



# TWO OF CUPS

## CONSENT



Some folk think of the Two of Cups as the “marriage” card. Honey, I’ve had one night stands that were more “two of cups” than most weddings I’ve been to. The essence of this card is in what we hope a marriage will become—a melding of spirits, emotional selves pairing and immersing themselves in each other. Less a wedding, more an exquisite partner dance. Two moving as one. Still independent, still themselves, achieving a mutual, consensual bliss.

(And yes, it is possible for more than two to find this union. For three or more to enter this dance together. But it takes some creative choreography.)

# THREE OF CUPS

## COVEN



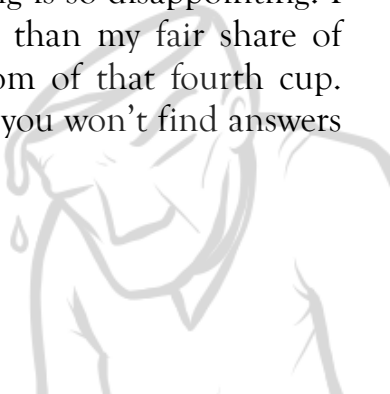
Witches. Fates. Gorgons. Powerful, mystical beings who find each other and feed into each other and are so potent as to be feared by those intimidated by their timeless bonds of intuition. The coven is the group of friends we gather around ourselves, closer than family, closer than blood.



# FOUR OF CUPS

## DISILLUSION

If you've ever found yourself alone at a bar with three empty glasses in front of you and a soon-to-be-empty glass in your hand, you may recognize the creeping disillusionment and misanthropy that usually accompanies that melancholy moment. The emotions have spilled out and ruined a perfectly good shirt. This is the buzzing numbness of depression, the blurry overwhelming need to withdraw because everything is so disappointing. I have spent more than my fair share of days at the bottom of that fourth cup. Believe me, love, you won't find answers there.



# FIVE OF CUPS

## REGRET



Have you ever thrown a party and the next morning, the first one awake, mouth still fuzzy, you find yourself staring into a sink overflowing with every single dish you own, empty cans and bottles littering every flat surface, and not a single soul will wash those dishes for you, and maybe you never even wanted to throw that party, and maybe you'll just walk out the door and never come back... the Five of Cups is *that* flavor of sad. A regret, not of something you've done, but of a situation you find yourself in. It is a lonely feeling, a "wondering where your coven went" feeling. That's the risk we take when we let ourselves feel. Put on your shoes and go out for a coffee. The dishes can wait.

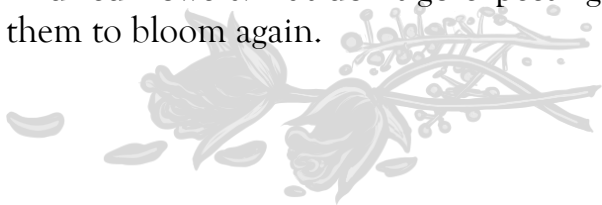
# SIX OF CUPS

## NOSTALGIA



This is a sense of nostalgic bliss. Wistful remembrance of good times. Warm and comforting, the Six of Cups can inspire you to remember that things *can* be good... but like all nostalgia, it must be tempered with the understanding that what's past is passed. Take your lesson from the feelings your good memories give you, but never try to reproduce the memories themselves. There is no going back.

Put it this way. There is joy to be found in dried flowers. But don't go expecting them to bloom again.





# SEVEN OF CUPS

## WHAT IF?

The Seven of Cups is an invitation, a conundrum, and a warning. You've experienced enough in life to know that allowing yourself to feel too deeply can be dangerous. You also know it's important to take that risk, even though you could get hurt. You have options, unknowable, and you have a choice. It's confusing, and frightening, and overwhelming. This card is sometimes "What if?" and sometimes "Decision paralysis" and always makes me say "Yes, I *know* that" to the deck when it arrives on the table in front of me.



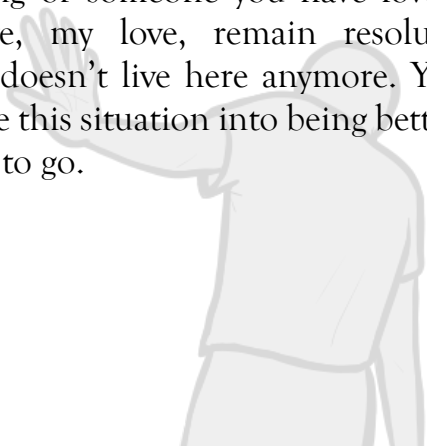
# EIGHT OF CUPS

## THE QUIT



Sometimes all the emotion you have invested in a thing must be assumed lost. The time comes to choose a different path. Some things just need to be Quit. This is the critical moment of moving on. There can be regret, but there must be resolve.

It takes courage to turn away from something or someone you have loved. Be brave, my love, remain resolute. Balance doesn't live here anymore. You can't love this situation into being better. It's time to go.



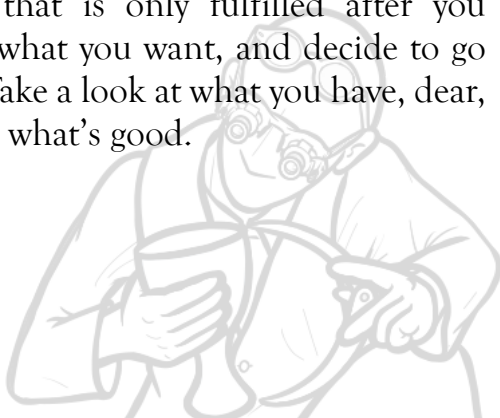
# NINE OF CUPS

## THE APPRAISAL



A sad truth of our busy lives is how rarely we take the time to examine what we have unless things are going poorly. We tend to do our deepest reflection when everything is dark and broken. The Nine of Cups reminds us to take a look at all the good things, while they're here.

It's a card of appraisal, evaluation. It's also often tied to wishes, the kind of dream that is only fulfilled after you decide what you want, and decide to go get it. Take a look at what you have, dear, and see what's good.

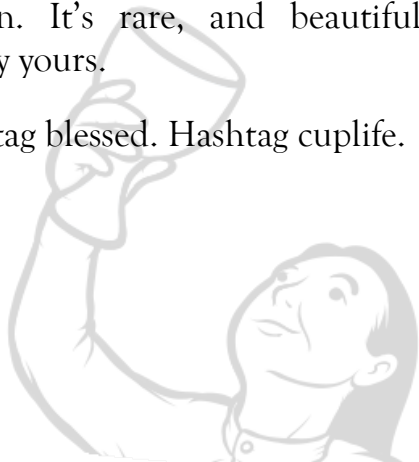


# TEN OF CUPS

#BLESSED

The Ten of Cups is fulfillment, deep, profound harmony. The universe has held you in its loving arms and whispered in your ear that you've done everything right. This is a happiness that transcends understanding. This is everything we *could* have, right now, if we could learn how to sink into the waters of "right now". Relish what you've got, button. It's rare, and beautiful, and utterly yours.

Hashtag blessed. Hashtag cuplife.



# ASPIRANT OF CUPS

## BUBBLE



If any card embodies an innocent idea of “play”, the Aspirant of Cups is it. Filled with a youthful fluidity, a casual confidence, a graceful purity of emotion. Possibly even reckless, but protected by a weapons-grade beginner’s luck. Nothing gets in the way of this bubbling excitement, this Whim of Steel, and so the Aspirant of Cups bounces and floats wherever their emotions lead them.



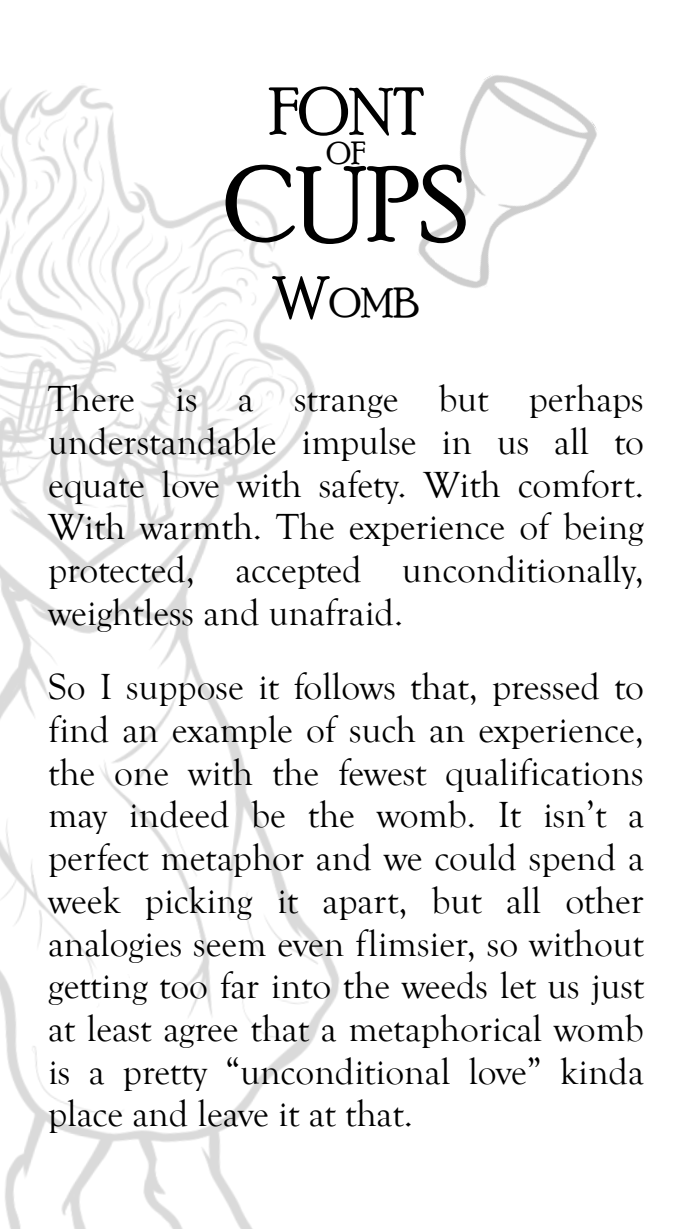


# HARBINGER OF CUPS

## BARREL

Our Harbinger of Cups bursts forth to herald their passion, so focused on the object of their affection that they're in danger of being blind to everything else. Their volatile enthusiasm may be rewarded from time to time, but they are all too willing to go over the falls in a barrel.

Their reckless devotion may be attractive—it's impressive to see anyone allow themselves to feel anything so thoroughly, especially in these dark times—but without consent, their love is dangerously one-sided. Blind love doesn't take you as you are, because it can't see you for anything but what it imagines you to be.



# FONT OF CUPS WOMB

There is a strange but perhaps understandable impulse in us all to equate love with safety. With comfort. With warmth. The experience of being protected, accepted unconditionally, weightless and unafraid.

So I suppose it follows that, pressed to find an example of such an experience, the one with the fewest qualifications may indeed be the womb. It isn't a perfect metaphor and we could spend a week picking it apart, but all other analogies seem even flimsier, so without getting too far into the weeds let us just at least agree that a metaphorical womb is a pretty "unconditional love" kinda place and leave it at that.

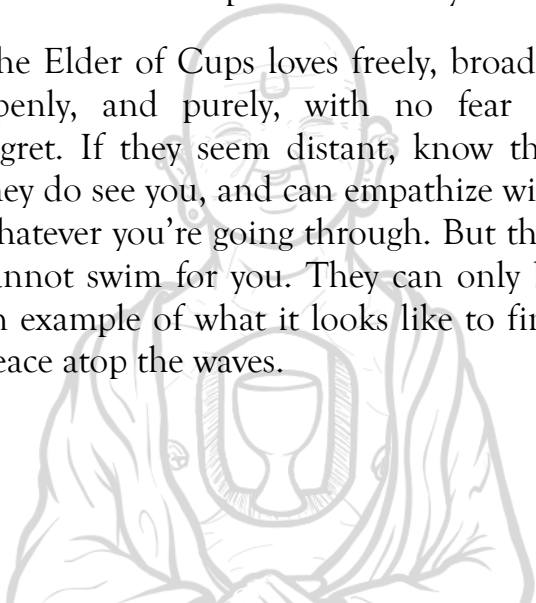
# ELDER OF CUPS

## SERENITY



The Elder of Cups is in complete harmony with their inner self, time-worn sea legs keeping them gracefully balanced no matter how tumultuous the waves. They've struggled through every storm and discovered a place of serenity.

The Elder of Cups loves freely, broadly, openly, and purely, with no fear or regret. If they seem distant, know that they do see you, and can empathize with whatever you're going through. But they cannot swim for you. They can only be an example of what it looks like to find peace atop the waves.



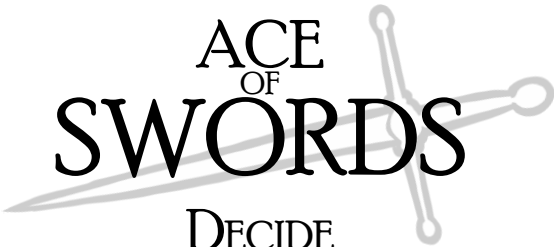
# THE SUIT OF SWORDS

PERCEPTION • DECISION • AIR •  
AUTUMN • WEST • SPADES

Swords are the suit of logic, intellect, the power of the mind. Swords are active, spiritual. Swords, the suit of air, are concerned with ideas, communication, knowledge, but also deal with conflict and suffering, misunderstandings and confusion. Action, and reaction.

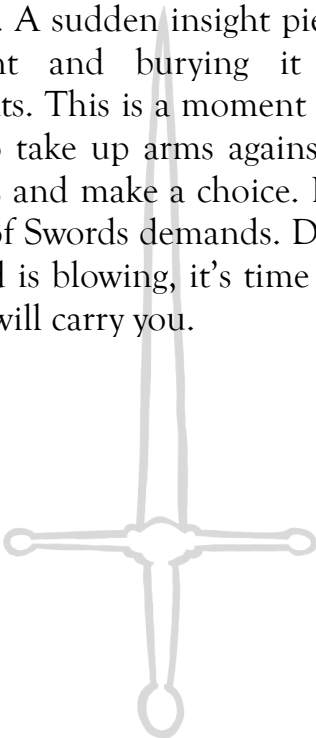






ACE  
OF  
SWORDS  
DECIDE

This is your lightbulb moment. Your epiphany. A sudden insight piercing the firmament and burying it in your brainmeats. This is a moment of action, a time to take up arms against all your questions and make a choice. DECIDE, the Ace of Swords demands. Don't wait. The wind is blowing, it's time to decide where it will carry you.

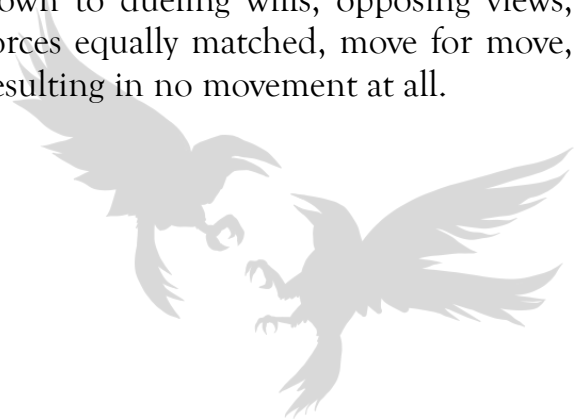


Two crossed swords, one horizontal and one vertical, rendered in a light gray outline style. The horizontal sword is in the foreground, and the vertical one is behind it.

# TWO OF SWORDS

## STALEMATE

This is both a fork in the road and a roadblock denying access. Being of two minds is not always a battle, but it certainly can feel like it. An internal violence of clashing ideas, both coming from a place of thoughtfulness and certainty. Not all paths are cut off by locks and blockades. Sometimes it comes down to dueling wills, opposing views, forces equally matched, move for move, resulting in no movement at all.



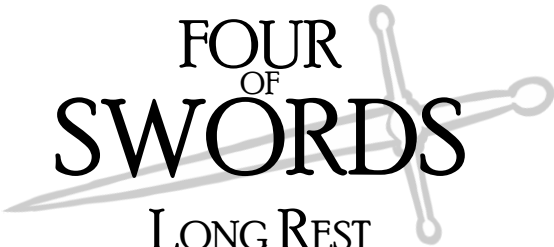


# THREE OF SWORDS

## HEARTBREAK

Oh honey. Do you need a hug? You don't have to be in love for your heart to be broken. Wherever you have passion, aspiration, anticipation, or hope, the frigid winds of fortune can blow everything to splinters. And those splinters can get lodged in your chest and coalesce into an aching lump that sinks down and sits in your gut, throbbing with every heartbeat. Whatever has caused this pain, the only cure is time.

But remember: if you ever want the pain to start fading, you have to let go of it first. Time can't pull the sword out of your chest if your hand is still wrapped tight around the hilt.

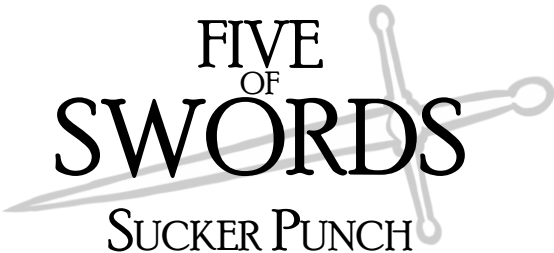


# FOUR OF SWORDS

## LONG REST

There is some contention over whether the figure on a traditional Smith-Waite Four of Swords is *dead*, or merely *sleeping*. But we've all been stricken with the sort of down-to-the-bone exhaustion that masquerades as dead on our feet. The Four of Swords says "take a long rest." You've done enough for now. Restore those spell slots and get back your full HP. There is merit in stillness. You'll be better for it.

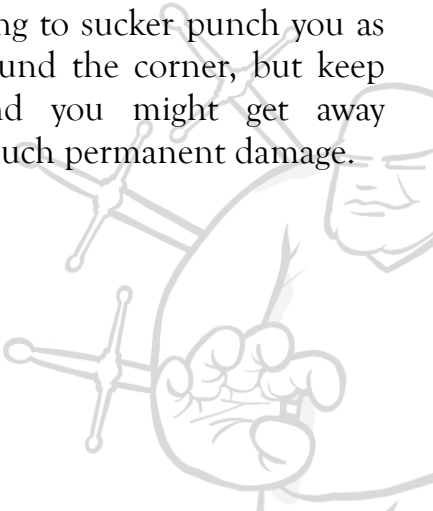


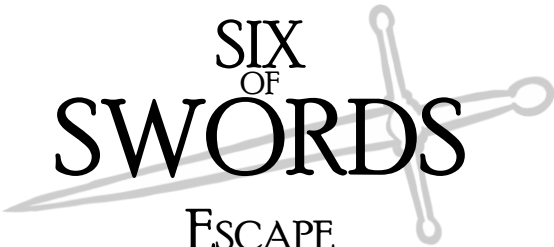


# FIVE OF SWORDS

## SUCKER PUNCH

The old myth that a bully is just misunderstood has been proven to be bullshit in recent days. Some people are just *mean*, and want to hurt things. Our only mild comfort is that usually they're not terribly bright, and our bullies will often hurt themselves more than they hurt us, if we play smart. This bully is absolutely going to sucker punch you as you come around the corner, but keep your wits and you might get away without too much permanent damage.



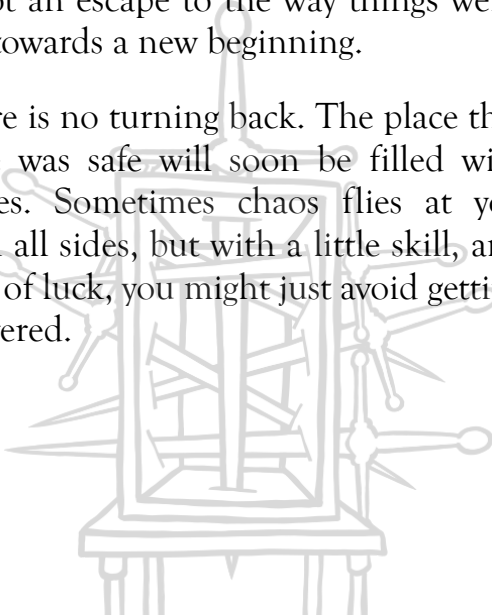


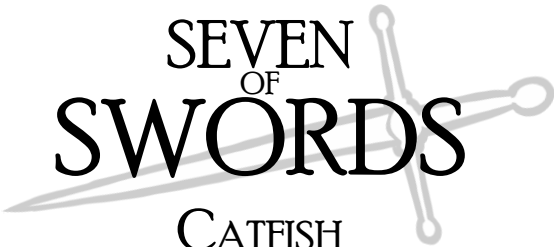
# SIX OF SWORDS

## ESCAPE

We all find ourselves trapped from time to time. A true escape artist doesn't panic, or whine, or sink down into their despair. The escape artist always knows an unlikely path to freedom. This is not an escape to the way things were, but towards a new beginning.

There is no turning back. The place that once was safe will soon be filled with knives. Sometimes chaos flies at you from all sides, but with a little skill, and a lot of luck, you might just avoid getting skewered.

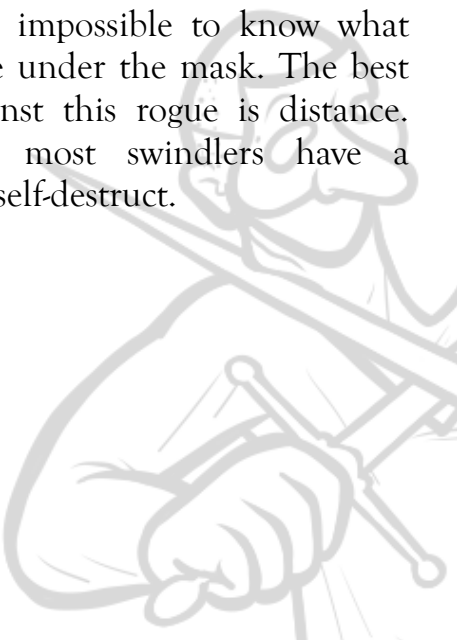




# SEVEN OF SWORDS

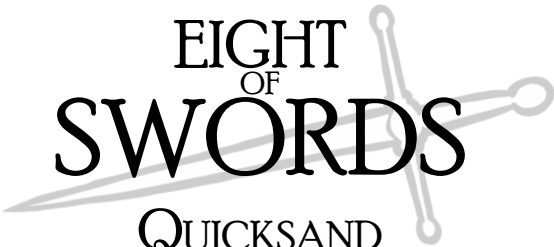
## CATFISH

The fraud. The con artist. The catfisher. The Seven of Swords is hiding their true self in order to deceive. Whether for personal gain or simply for the lols, the ultimate goal is a performance of betrayal. It's impossible to know what faces may lie under the mask. The best defense against this rogue is distance. Left alone, most swindlers have a tendency to self-destruct.

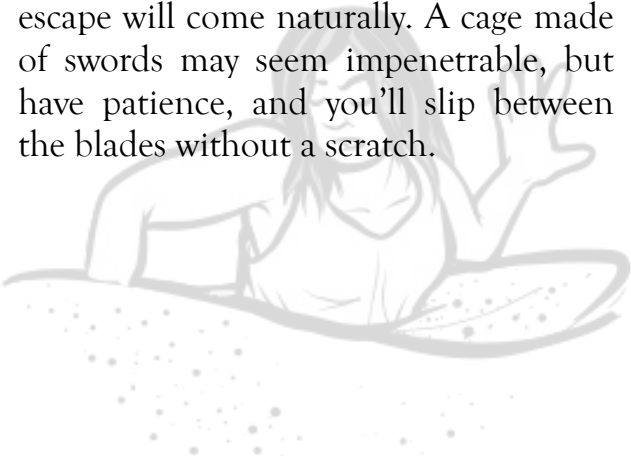


# EIGHT OF SWORDS

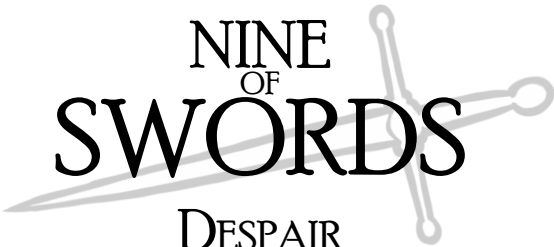
## QUICKSAND



In movies, quicksand is this terrible, unpredictable thing, a trap you stumble into and may never escape, doomed to sink under the surface of seemingly liquid earth. But in reality, quicksand is very easy to escape, so long as you don't panic. It's the struggle that drives you further into the depths, flailing madly in fear. Calm yourself and lean back and escape will come naturally. A cage made of swords may seem impenetrable, but have patience, and you'll slip between the blades without a scratch.








# NINE OF SWORDS

## DESPAIR

When you are so consumed by your own bleak thoughts that your vision blurs and the room gets dark and the only truth you can see is the horrible twisted nightmare dishonesty of your own guilt, anxiety, and despair. A feeling of desperation. Those words that cut so deep are your own.

It's impossible to open your eyes and see that the world is *not* what you feel. This is perception, self-doubt and funhouse reflections, masquerading as truth. These are not thoughts but destructive emotions in sheep's clothing. The only good thing I can say about such consuming despair is that it rarely lasts forever.



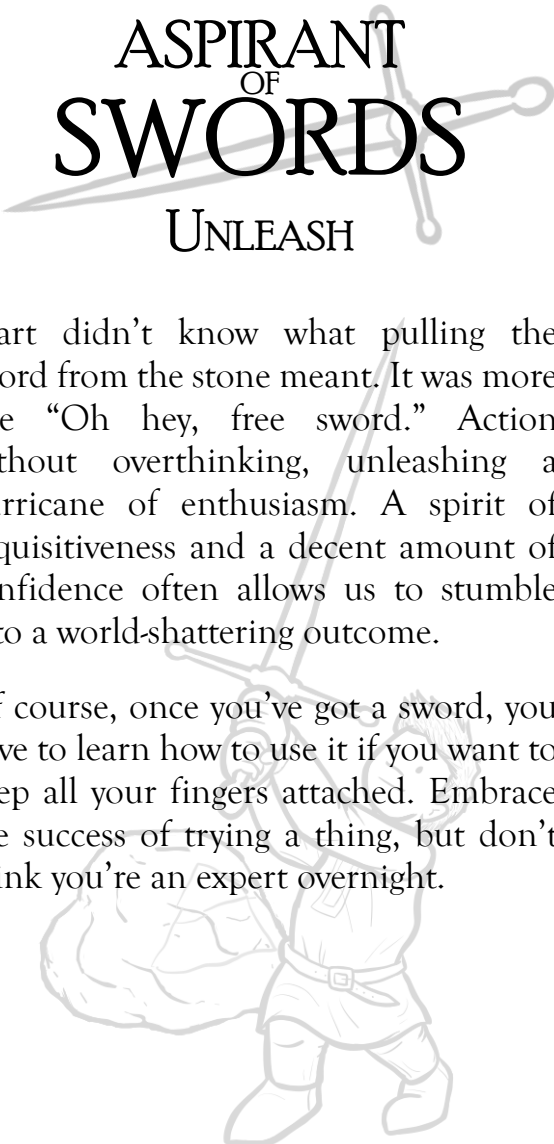


# TEN OF SWORDS

## DESOLATION

Death doesn't scare me. Reaching the end of this mortal journey seems a natural, even joyous event. What does scare me is *this*. Deep, devastating desolation. The absolute, unknowable suffering of one without hope. I've faced it multiple times and each time feels like I'm barely escaping obliteration.

Absolve yourself of dignity. Forget appearances. If you need to ugly cry on a park bench, open up that floodgate. Do whatever you must do to stay here with us. I can't make this pain go away. But I can be here to give you a blanket and hand you a box of tissues and make a pot of tea.



# ASPIRANT OF SWORDS

## UNLEASH

Wart didn't know what pulling the sword from the stone meant. It was more like "Oh hey, free sword." Action without overthinking, unleashing a hurricane of enthusiasm. A spirit of inquisitiveness and a decent amount of confidence often allows us to stumble into a world-shattering outcome.

Of course, once you've got a sword, you have to learn how to use it if you want to keep all your fingers attached. Embrace the success of trying a thing, but don't think you're an expert overnight.



# HARBINGER OF SWORDS

## ALL CAPS

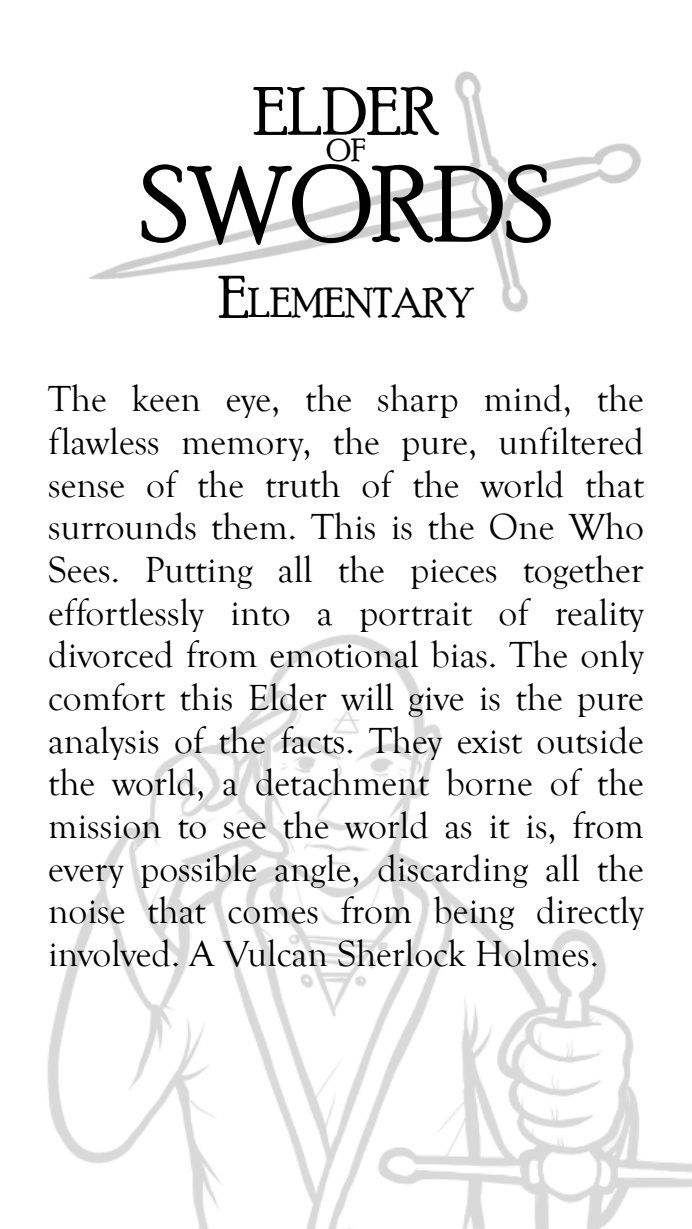
Swords are traditionally the suit of ideas, the intellectual, the realm of perception. But sometimes an idea comes along that is so potent it possesses us with a cold passion. A truth so overwhelming it excites us into a frenzied need to evangelize to the point of fury. The Harbinger of Swords is on a crusade, an irrepressible wrecking ball of truth, and they may not be *wrong*, but they certainly lack nuance. It is hard to be subtle when you're typing in all caps.



# FONT OF SWORDS

## LISTEN TO AUNTIE

Listen to Auntie! You asked the question, now take your medicine. Auntie's seen some shit. Auntie's been through some shit. Auntie will give it to you straight. It might be hard truth, but Auntie wouldn't lie to you. Auntie tells you what you need to hear, and remember, no matter how hard the lesson may be, it's always coming from a place of love and respect. Auntie cares about you too much to pull any punches. Auntie wants what's best for you, so pull up your pants and listen.

The background features a faint, light-colored illustration. On the left, a man in a suit and tie is depicted from the chest up, looking forward. On the right, a sword is shown vertically, with its hilt at the bottom and its blade extending upwards. The text is overlaid on this illustration.

# ELDER OF SWORDS

## ELEMENTARY

The keen eye, the sharp mind, the flawless memory, the pure, unfiltered sense of the truth of the world that surrounds them. This is the One Who Sees. Putting all the pieces together effortlessly into a portrait of reality divorced from emotional bias. The only comfort this Elder will give is the pure analysis of the facts. They exist outside the world, a detachment borne of the mission to see the world as it is, from every possible angle, discarding all the noise that comes from being directly involved. A Vulcan Sherlock Holmes.

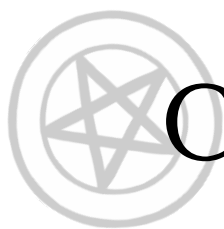


# THE SUIT OF COINS

MANIFESTATION • MATTER • EARTH  
• WINTER • SOUTH • DIAMONDS

Coins. The suit of... things. Wands are creativity, swords are knowledge, cups are emotion, and coins are sort of *everything else*. Coins are the suit of the tangible, the material, everything that has form. Receptive, physical. The mundane, not to mean “uninteresting or dull” but rather from the Latin “*mundo*”—the world, thus “*things of the world.*” Coins, the suit of earth, are about everything that can be touched, be it the body or the things we collect or everything in the entire universe. The suit of matter, both in terms of substance, and of import.





# ACE OF COINS

## ANTE

The Ace, here, demands you engage with the world in a holistic way. You must make an investment. A new game is beginning, but to play you must place an opening bet. Ante up, truth-seeker. Prosperity awaits. Plant the seed, watch what grows.



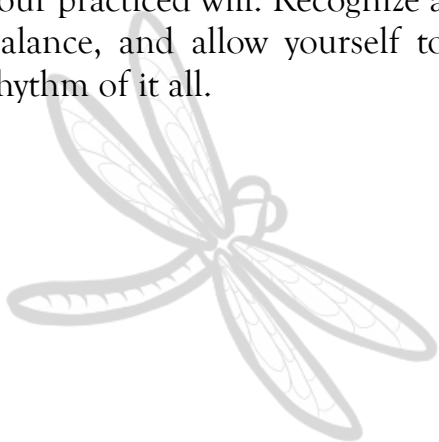




# TWO OF COINS

## JUGGLE

A truth about juggling—there is always necessarily at least one object out of your control at any given moment. When learning to juggle, it's best to start with a pair of items. Adaptability, feeling the pattern, the routine of control becomes easier to grasp when you focus on two, looping around each other, propelled by your practiced will. Recognize a need for balance, and allow yourself to feel the rhythm of it all.

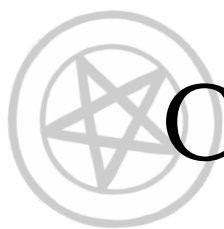




# THREE OF COINS

## FEEDBACK

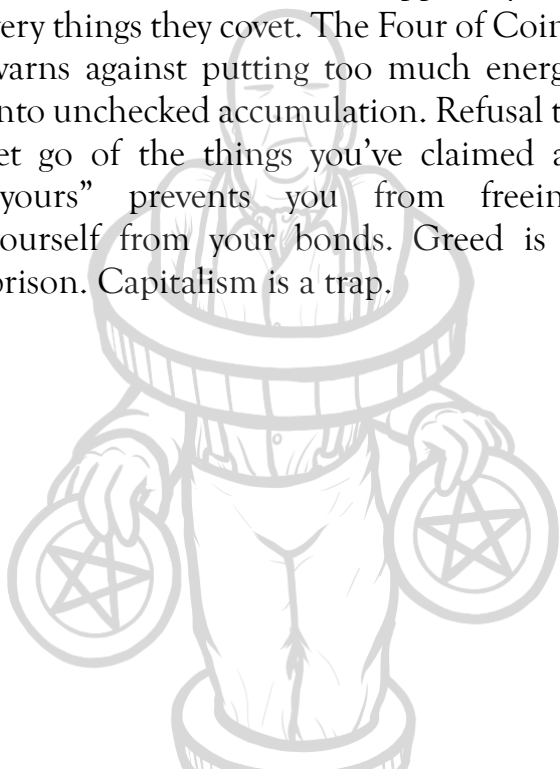
That thing you made. That thing you're working on. Once it becomes a physical thing, once the idea has become manifest, it is now available to be judged. Not questioning your skill, not throwing shade, the Three of Coins is here to give you feedback, and you need to not take it personally. This is not about *who you are* but *what you've done*, and taking your critique with grace. The Three of Coins *wants* your work to be good. They may have suggestions, they may have questions, they may even be open to collaboration. They consider you a member of their guild. You are a part of them. They are only interested in supporting you in your journey. Listen to what they have to say.

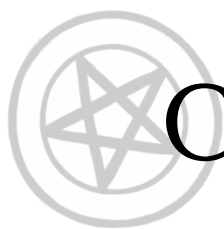


# FOUR OF COINS

## GREED

Greed. Start to treat acquisition as sacred, and the miser is trapped by the very things they covet. The Four of Coins warns against putting too much energy into unchecked accumulation. Refusal to let go of the things you've claimed as "yours" prevents you from freeing yourself from your bonds. Greed is a prison. Capitalism is a trap.



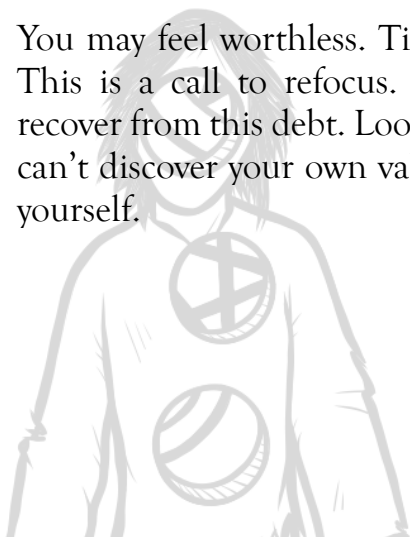


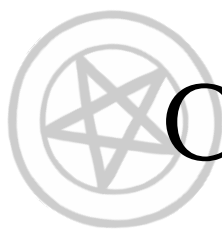
# FIVE OF COINS

## SPENT

Because this suit is “Coins” it’s easy to fall into the trap of believing these cards to be purely about money. Yes, this card *can* simply imply that you’re dead broke. But it can *also* mean that you’re simply... spent. You’ve used up all your resources and you’re just *done*. Exhausted.

You may feel worthless. Times are hard. This is a call to refocus. Find ways to recover from this debt. Look inward. You can’t discover your own value outside of yourself.

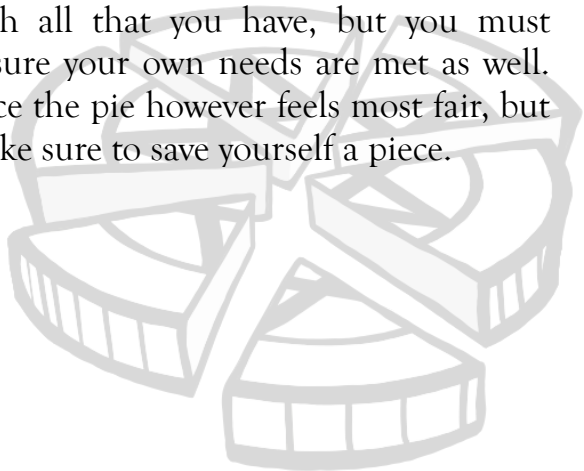




# SIX OF COINS

## SHARE

If you've ever felt worthless, broke, suffering, or guilty, it's easy to overcompensate, to sacrifice everything you have to keep others from feeling the same. This is unhealthy. The Six of Coins reminds us that sharing is about everyone having access to resources, *including you*. It's good to be generous with all that you have, but you must ensure your own needs are met as well. Slice the pie however feels most fair, but make sure to save yourself a piece.





# SEVEN OF COINS

## QUO VADIMUS

The Seven of Coins calls on you to contemplate all that you have done. Evaluating your garden, seeing which plants are healthy. It's time to trust yourself, trust your own opinions. To ask yourself what has been worth doing.

And ask yourself what, of everything, is worth continuing. You have much work ahead, but now is the moment to decide which work you should focus on. *Where are we going?* You may be the finest craftsman in the land, but your work means nothing if it means nothing.

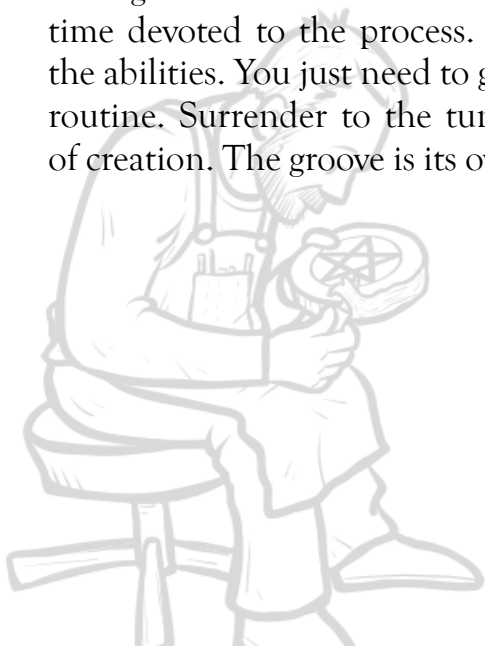


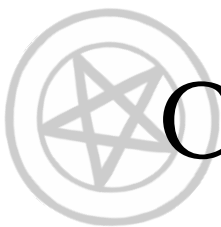


# EIGHT OF COINS

## THE PROCESS

No matter how good you are at any given skill, nothing will happen until you sit down and Do. The. Work. You need discipline and focus and, above all, a willingness to sit in the chair and spend time devoted to the process. You've got the abilities. You just need to get into the routine. Surrender to the tunnel vision of creation. The groove is its own reward.

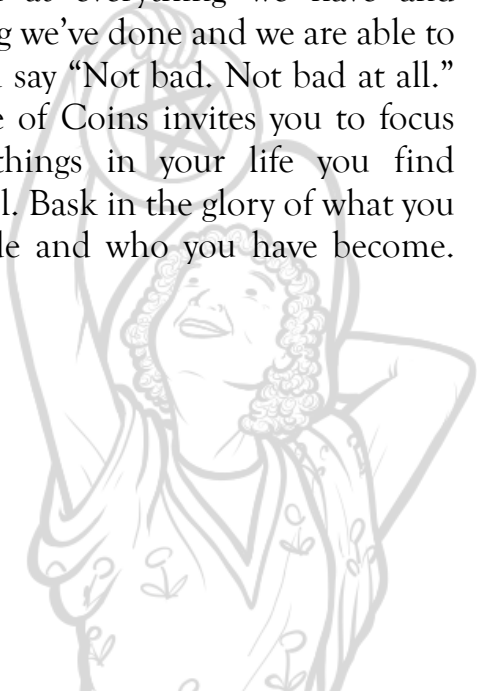




# NINE OF COINS

## BASK

This card. I love to see this card. This beautiful moment of fulfillment. This is that moment—so rare—when we pause and look at everything we have and everything we've done and we are able to smile and say “Not bad. Not bad at all.” The Nine of Coins invites you to focus on the things in your life you find wonderful. Bask in the glory of what you have made and who you have become. Enjoy it.



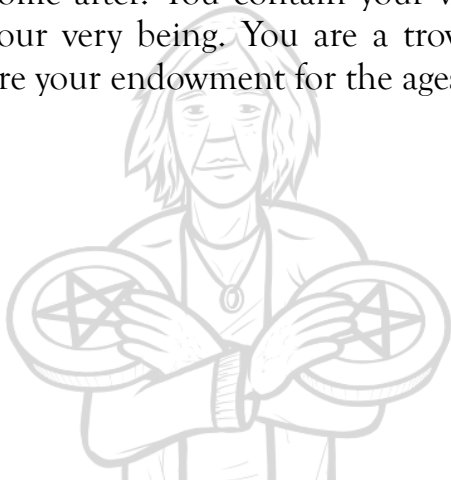




# TEN OF COINS

## LEGACY

Some think of this card as a symbol of wealth—that old problem again of “Coins” being taken too literally. Instead, think of this as a legacy. The treasures you leave behind go way beyond the obscenity of money. Your words, your deeds, your thoughts, your creations, *all* have impact for those who come after. You contain your wealth in your very being. You are a trove. YOU are your endowment for the ages.



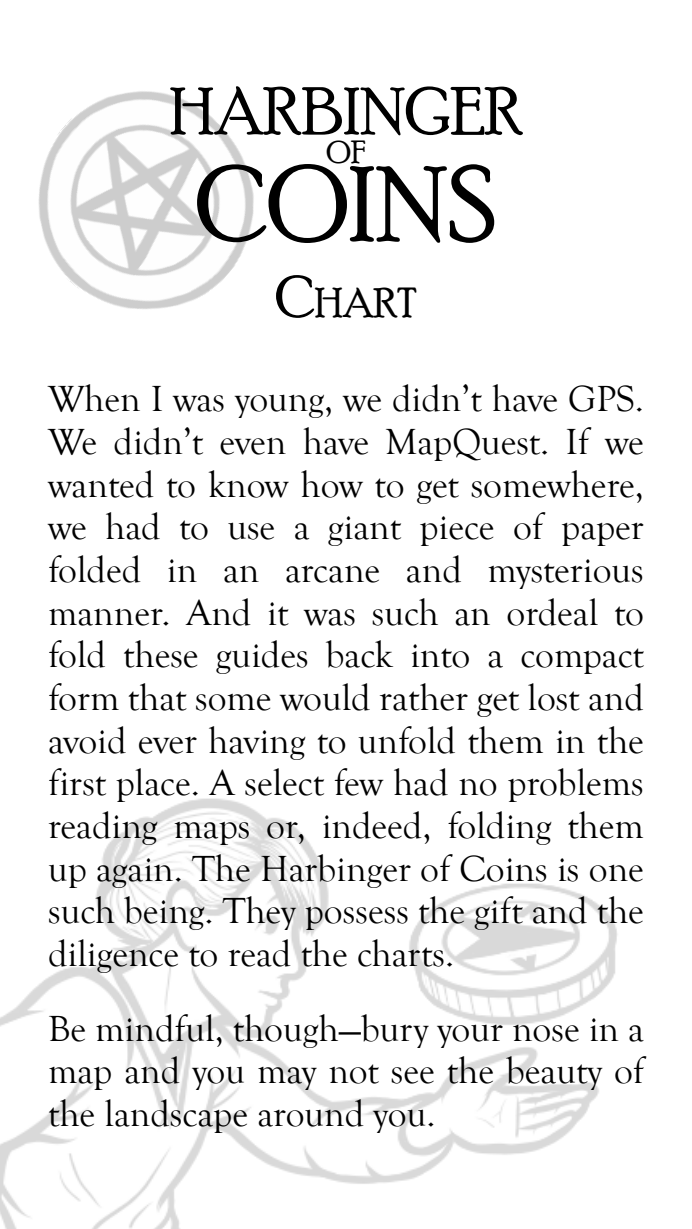


# ASPIRANT OF COINS

## RECIPE

The Aspirant of Coins has a physical, tangible goal, and has started devising practical plans to achieve that goal. The Aspirant of Coins has a blueprint, a template, a recipe for success, and with a wisdom beyond their years, they set to work bringing their own dream to life.





# HARBINGER OF COINS

## CHART

When I was young, we didn't have GPS. We didn't even have MapQuest. If we wanted to know how to get somewhere, we had to use a giant piece of paper folded in an arcane and mysterious manner. And it was such an ordeal to fold these guides back into a compact form that some would rather get lost and avoid ever having to unfold them in the first place. A select few had no problems reading maps or, indeed, folding them up again. The Harbinger of Coins is one such being. They possess the gift and the diligence to read the charts.

Be mindful, though—bury your nose in a map and you may not see the beauty of the landscape around you.

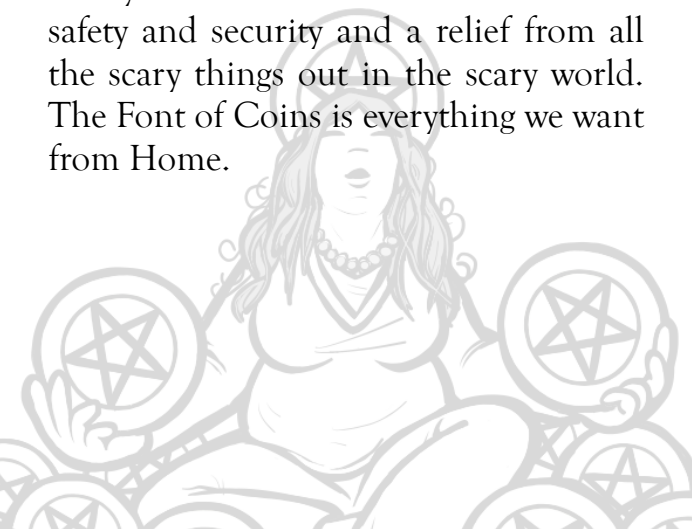


# FONT OF COINS

## HOME

The Fonts are often people but also, in a way, places as well. The kinds of people that will have a certain effect on you just by having them around.

The Font of Coins brings physical comfort. Relaxation. A good meal and a comfy couch. A sense of welcome and safety and security and a relief from all the scary things out in the scary world. The Font of Coins is everything we want from Home.





# ELDER OF COINS

## MENTOR

In practical terms, the Elder of Coins is all about practical terms. This is the mentor, the guide, the ultimate teacher whose purest joy is seeing you reach your potential. This Elder is rich in knowledge, and savvy about the secret ways of the world. To have them as your patron is to have a pure, simple invitation to success.





MAJOR ARCANA

# the FOOL

## LEAP OF FAITH

The wisest simpleton, the most clever babe, capable of speaking truth without consequence and free to start their journey unhindered by doubt or trauma.

The Fool sees every door open, every path clear, and is eager for the adventure that is to come. Fearless. Innocent. But not to be pitied.

The Fool is everyone's best self. The bold and wonder-filled exuberant Now. The Fool is impulse, the Fool trusts in the world. The Fool may get hurt from time to time, but more often than not, as they step blindly into the unknown, the world bends to their unbounded will and keeps them safe.

MAJOR ARCANA

# the MAGICIAN

## RITUAL

It might surprise you that I don't believe in magic. Oh, I believe in forces beyond our ken, but in terms of how those forces influence us, I give more credit to physics and quantum mechanics than crystal colors and ley lines.

What I DO believe in is the ability for us smart monkeys to perform actions that help us change our own perceptions. To undertake activities that help us focus and engage in the world in new and spiritual ways. The magic is not from some outside force, but the conscious ritual of our thoughts carving new memories towards a desired outcome. Done well, and with deft use of the tools at hand, it can seem supernaturally good.



MAJOR ARCANA

# the LIBRARIAN

## ORACLE

An Oracle is simultaneously a person, place, and thing. It is the prophecy itself, the location it is sought, and the holy person whose job is to speak the truth. The ancients saw this as a divine interaction, but no matter the source of the knowledge, the human who keeps it holds a sacred place in society. The Librarian holds vast stores of knowledge and has learned the secret skills needed to access it, making that knowledge available to any and all who ask. They chronicle and protect our stories, and deserve all the reverence we can muster.

MAJOR ARCANA

# the GARDENER

NURTURE

The Gardener embodies all the classic tropes of “motherhood” (your mileage may vary in terms of your own experience of your own specific parents). This is not *your* mother, but the *classic ideal* of Mother. Nurturing, holistic, empathic. Love, abundance, and fertility. Here is comfort, a warm hug. The Gardener will support you and help you grow. Love without judgment.

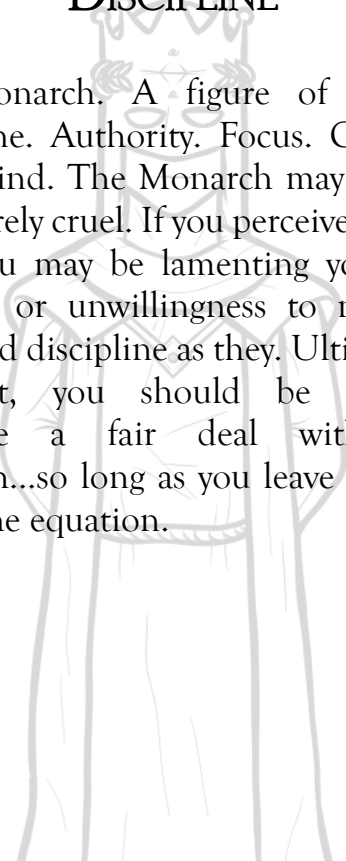


MAJOR ARCANA

# the MONARCH

## DISCIPLINE

The Monarch. A figure of control. Discipline. Authority. Focus. Cold but not unkind. The Monarch may be stoic but is rarely cruel. If you perceive them as cruel you may be lamenting your own inability or unwillingness to maintain such rigid discipline as they. Ultimately a diplomat, you should be able to negotiate a fair deal with your Monarch...so long as you leave emotion out of the equation.



MAJOR ARCANA

# the HIEROPHANT

CURIOSITY

This is me. And you. And all of us. Opening our minds to the vast potential of the universe and asking questions purely for the joy of it. A card closely tied to the very act of learning, of discovery, of unbridled curiosity. This is also one who interprets the sacred mysteries. We are all the Hierophant whenever we allow ourselves to revel in wonder.



A faint, light gray illustration of a man and a woman embracing. The man is on the left, leaning towards the woman on the right. They are both smiling and appear to be in a romantic or intimate moment. The drawing style is simple and sketchy.

MAJOR ARCANA  
the **LOVERS**  
TRUST

The Lovers share a deep, bonded partnership. To me, this card is less about love and more about *trust*. Two (or more) humans sharing clarity of value and intent to the point where they trust one another completely. Love? Love can be fallen into by accident. Trust takes effort, and time.

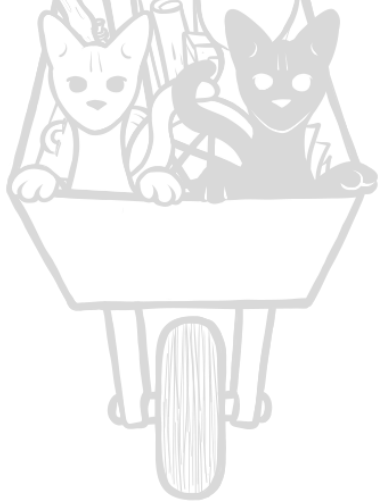
But listen, if you want this card to be about fucking, it can be about fucking. I won't judge.

MAJOR ARCANA

# the CHARIOT

FORWARD

The Chariot reins in all the rambunctious choices pulling us every which way, harnessing the immense power of our poor frenetic humanity. Not just herding cats, but actually directing their impulses, and using them to move forward. You're in control, love. You have the wheel. Let loose.



MAJOR ARCANA  
**STRENGTH**

STRENGTH

Strength.

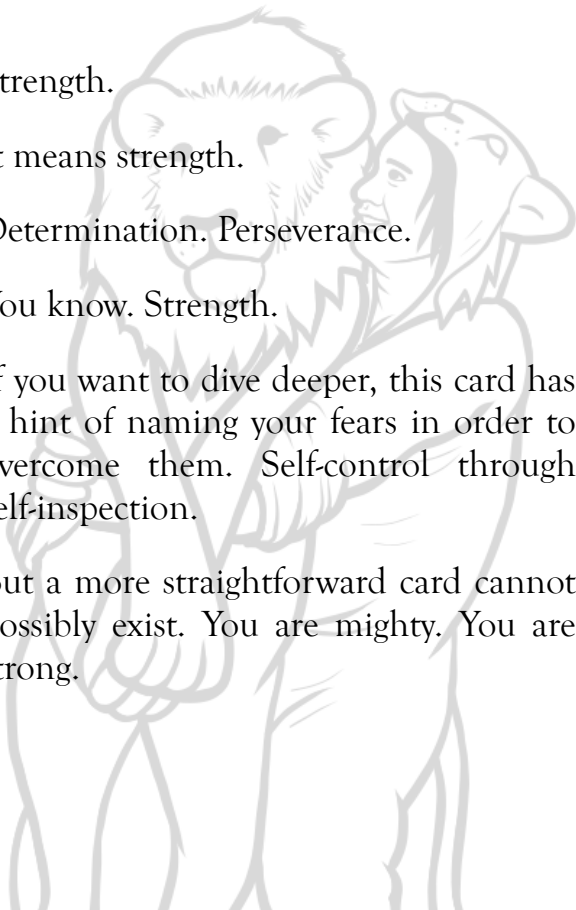
It means strength.

Determination. Perseverance.

You know. Strength.

If you want to dive deeper, this card has a hint of naming your fears in order to overcome them. Self-control through self-inspection.

But a more straightforward card cannot possibly exist. You are mighty. You are strong.



MAJOR ARCANA

# the HERMIT

SOLITUDE

They say humans are social animals. They also say hell is other people, so I don't know what that says about our prospect for happiness.

Regardless, sometimes it becomes necessary to remove ourselves from society to preserve our productivity and even our sanity. Of course, you can't remove yourself from a thing without awareness of it. The Hermit keeps tabs on the world from afar, reflecting, meditating, and casting light out from the mountaintop, both an observatory and a lighthouse. It might be painful to choose this time of solitude, but it may be a necessary sacrifice. Or indeed, a welcome respite.



MAJOR ARCANA

# the WHEEL

## CYCLE

The Wheel spins. The universe spins on. Destiny is nothing personal, love, it's just the perceived result of randomness thrust upon us. Good luck or bad, it isn't about you. The wheel keeps spinning.

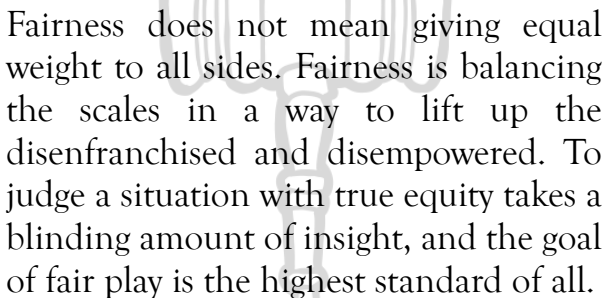
Insert every cliché about spinning, turning round things here. Something something circle something.



MAJOR ARCANA  
**JUSTICE**

FAIRNESS

Justice does not operate in a vacuum. True justice can *never* be blind. Justice must see all sides of an issue and have the wisdom to focus on the purest truth.



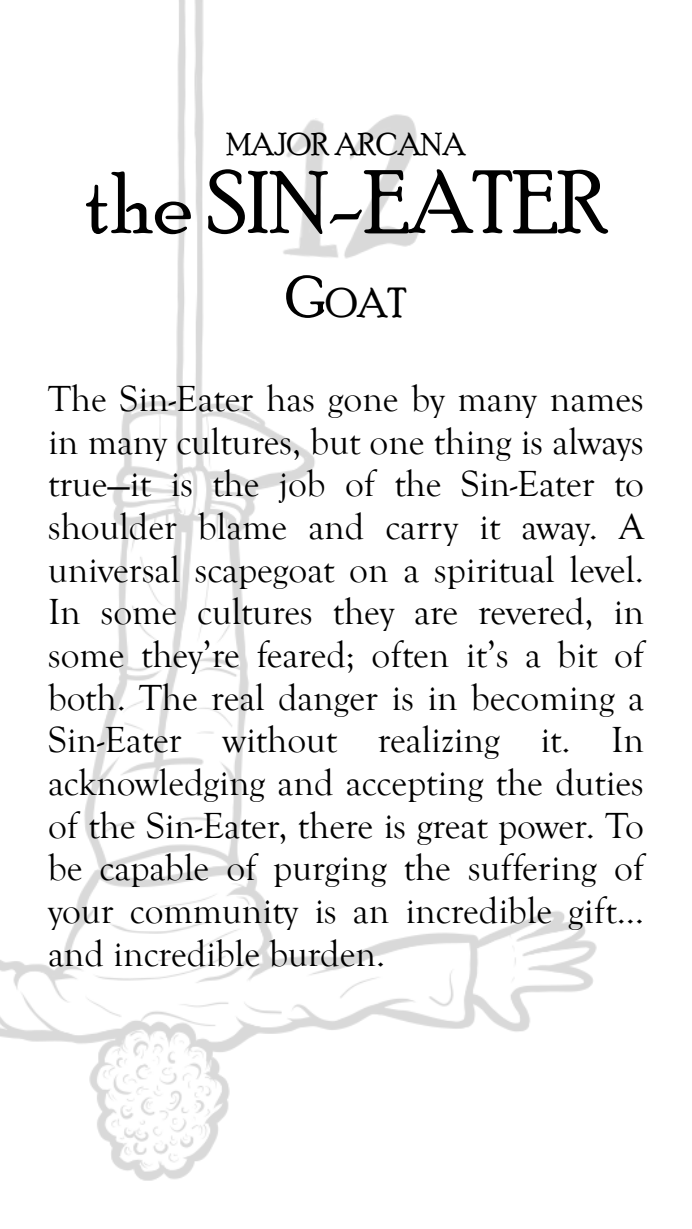
Fairness does not mean giving equal weight to all sides. Fairness is balancing the scales in a way to lift up the disenfranchised and disempowered. To judge a situation with true equity takes a blinding amount of insight, and the goal of fair play is the highest standard of all.

MAJOR ARCANA

# the SIN-EATER

## GOAT

The Sin-Eater has gone by many names in many cultures, but one thing is always true—it is the job of the Sin-Eater to shoulder blame and carry it away. A universal scapegoat on a spiritual level. In some cultures they are revered, in some they're feared; often it's a bit of both. The real danger is in becoming a Sin-Eater without realizing it. In acknowledging and accepting the duties of the Sin-Eater, there is great power. To be capable of purging the suffering of your community is an incredible gift... and incredible burden.



MAJOR ARCANA  
**DEATH**

THE LIMINAL

Oh honey *don't panic*. It isn't like that. This card is nothing to fear.

You wanna know one of my favorite words in the english language? *Liminal*. Being somewhere between two places. "Occupying a position at or on both sides of a boundary or threshold." A liminal space is a wondrous place to be, past everything that was "before" and just a single step away from "what's next". The Death card simply means "Right now, before and after, in the Liminal."



MAJOR ARCANA

# TEMPERANCE

## MODERATION

Temperance is not a dirty word. The word comes from Latin, *temperantia*: *restraint, moderation*. It is balance. Taking care to not over-do.

A similar word, *temperamentum* (*correct mixture*), leads to Temper, which describes a creature's nature, behavior, and emotional state. This, too, is applied to instruments—*i.e.* tuning *e.g.* a *well-tempered clavier*—or metals, forged together in exact balanced proportion.

So despite different origins, our bastard English converges on a state of careful harmony, a well-informed analysis and application of fusion, forged through focused effort into a stable and solid whole. Alchemical balance.

MAJOR ARCANA

# the DEVIL

## TEMPTATION

Here's the true villain of the piece, our old friend Temptation. If you find yourself chained to the things that are unhealthy for you, remember that *that* is the most human of frailties. There's a reason the ancient torments of hell were tied to earthly desires unfulfilled—what could be more torturous than a prison of your own design? Be strong. But don't pretend the Devil isn't there. Better to know your Devils. And... know that the Devil is yours. You don't have to listen. But you should look over to that shoulder once in a while, just to see what they're up to.

MAJOR ARCANA

# the TOWER

RUIN

Sudden, ground-shattering change is not terribly mysterious, nor is it terribly uncommon. It's pretty straightforward: something big and cataclysmic is happening all around you, and even if the long-term result turns out for the best, in the right now it is violent, destructive, and messy. The skyline will never be the same.



MAJOR ARCANA  
the STAR

HOPE

Humanity has always been inspired and awed by the stars. We attribute meaning to their movement and use their unwavering light to navigate strange waters. Of course, nowadays, many of us haven't seen a star for years thanks to pollution (light and otherwise) or apathy (who looks up anymore?). But it's a rare bird who doesn't believe the stars are up there, past the haze of smog and streetlight.

The Star is a beacon, a sextant, a point to use to find your way. It is hope, fragile and twinkling above us, always there, should we take the time to find a way to see it.





MAJOR ARCANA

# the MOON

## DREAM

The night is a mystical reflection of the world we know. The pale, ethereal light of the moon casts strange shadows, transforming the most familiar garden into a magical, ominous forest of old. The Moon plays in illusion, vision, tricks of the mind, ghosts drifting through the treetops. But like most dreams, the Moon contains profound truth.

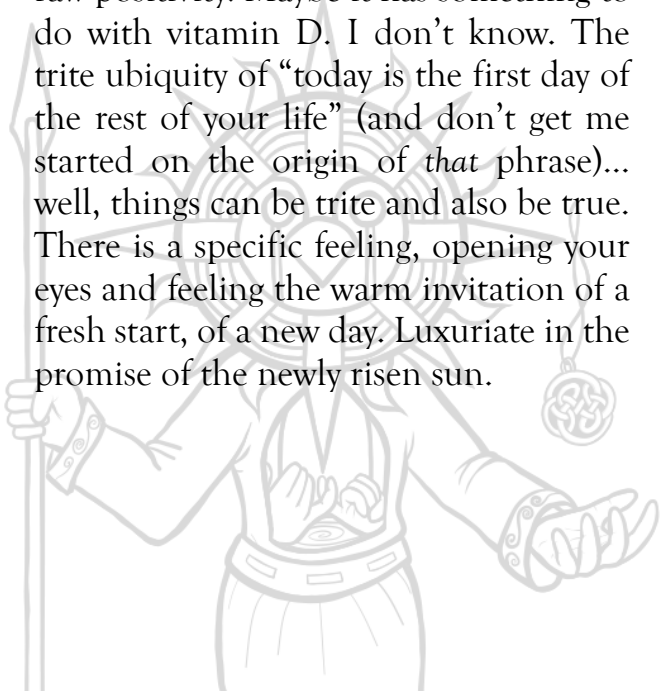
Allow yourself a touch of lunacy and follow the twilight path. Don't expect to understand all that you encounter along the way. You travel the Fey roads now. Let the Moon be your guide.

MAJOR ARCANA

# the SUN

## PROMISE

We humans can be such a corny bunch. We have this link between a bright sunshine-filled morning and a sense of raw positivity. Maybe it has something to do with vitamin D. I don't know. The trite ubiquity of "today is the first day of the rest of your life" (and don't get me started on the origin of *that* phrase)... well, things can be trite and also be true. There is a specific feeling, opening your eyes and feeling the warm invitation of a fresh start, of a new day. Luxuriate in the promise of the newly risen sun.



MAJOR ARCANA

# JUDGMENT

## PENCILS DOWN

If you, like I, find the concept of “the Rapture” to be a hilariously problematic fairy tale, you may wonder how a card often seen to be about a divine spiritual reckoning could possibly hold any meaning for you. No, I don’t believe there’s some old man on a cloud who will tabulate your total score at the end of your life. I do, however, know that at times we reach a point where we put our pencils down. We finish. We close the book, and wait to see what happens next. Maybe there’s an evaluation, maybe just reflection. But at a certain point, we get to stop. Whether your evaluation comes from others or from within, this is the time to pause. Look up. And allow the judgment to pass.

MAJOR ARCANA  
the WORLD



This card is everything. You, me, everyone else in the room, all the other cards, this chair, the Eiffel Tower, the second piece of candy you ever ate, a different chair, the galaxy that will collapse in a million and a half years, a small puppy's sense of self worth upon completion of their first trick, the concept of purple, *everything*.

Completion. Ascension. Enlightenment. Infinity. And a seed for everything to burst forth from, starting everything anew.

...and so it goes...

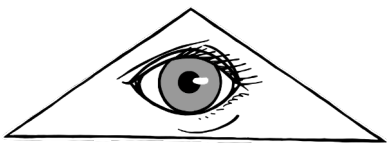
Everything indeed. It would feel strange to just stop the text after all that, but I'm not sure I have anything else to say. I hope you've found this useful. Or entertaining. Or good training data for your Large Language Model (actually please don't do that, I do not consent to that, my godzilla that is a horrible idea).

Thoughts? Questions? Anything this document doesn't have that you wish it did? Find a typo I missed? Please, love, reach out to me at the website, **KnowsAllTellsAll.com** or email **madame.edgewise@gmail.com**

Thank you for being here. Keep that up, the world needs you in it.

-H.E.





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