

The Tarot Card Cheat-Sheet

Minor Arcana

WANDS - Creative/Spiritual

CUPS - Emotions

SWORDS - The Power of the mind/psychological

PENTACLES - Material world

ACE - Beginnings: an Upsurge of Energy

TWO - Balance or the Need for Balance

THREE - Growth and Expansion

FOUR - Stability or Stagnation

FIVE - Conflict and Struggle

SIX - Harmony

SEVEN - Inner Work

EIGHT - Regeneration and New Ways Forward

NINE - Completion

TEN - Starting Over at a Higher Cycle

PAGE - Risk Taking (looking for excitement)

KNIGHT - Focusing on the task at hand

QUEEN - Nurturance and empathy

KING - Outer directed mastery

Major Arcana

- 0 The Fool - Trust/Mistrust
- 1 The Magician - Focus/Lack of Focus
- 2 The High Priestess - Intuition/Superficiality
- 3 The Empress - Mothering/Smothering - "Great Mother: Card
- 4 The Emperor - Stability/Rigidity
- 5 The Hierophant - Inner Conscience/Fanaticism - Group ID, Conformity
- 6 The Lovers 0 Responsible Choices/Disharmony
- 7 The Chariot - Inner Control/Inner Conflict
- 8 Strength - Compassion/Rage
- 9 The Hermit - Self awareness/Fear of the dark - Crone Card, Crone Knowledge
- 10 Wheel of Fortune - Accepting Change/Blame
- 11 Justice - Balance/Imbalance
- 12 The Hanged Man - Humility/Pride
- 13 Death - Transformation/Stagnation
- 14 Temperance - Easy Does it/Overindulgence
- 15 The Devil - Connectedness/Fear of Separation
- 16 The Tower - Liberation/Destruction
- 17 The Star - Hope/Despair
- 18 The Moon - Mystery/Confusion - Crone Card
- 19 The Sun - Golden Understanding/Burnout
- 20 Judgment - Rebirth/Paying the Piper
- 21 The World - Soaring to a Higher Overview/Chasing a Rainbow