



The
HALLOWEEN
TAROT



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To Tom Bagley for his scary inspiration
To Rick for never *once* telling me to get a day job
and to all the black cats

—Kipling

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For a more complete guide to The Halloween Tarot and the origins and customs of Halloween, look for *The Halloween Tarot*, available from U.S. Games Systems, Inc.

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Table of Contents

<i>Welcome to Halloween!</i>	4
The Halloween Tarot	7
Reading the Cards	10
The Major Arcana	17
The Minor Arcana	22
The Suit of Pumpkins.	24
The Suit of Ghosts	27
The Suit of Bats	29
The Suit of Imps.	32
<i>About the Artist</i>	35

Welcome to Halloween!



One day I came home from seeing Tim Burton's *The Nightmare Before Christmas* (for the seventh time), and I said to my long-suffering husband, "I wanna live in Halloweentown, too." He glanced around at our living room, complete with two squalling black cats, real cobwebs, myriad gargoyles, the stuffed squirrel Frisky, a scary music record collection, a pickled bat, assorted Mexican devils, a turn-of-the-century magic poster, at least twenty creepy masks, toy skeletons, and piles of Halloween collectibles. He patted me gently on the head and said, "Honey, you already do."

Halloween was always my favorite holiday, despite the itchy costumes and practical jokes. The feeling of the season and the odd, disturbing colors like black and orange got me excited and edgy. I also had the feeling that I was getting away with something—for one night, anyway, I could be whatever I wanted and no one told me how weird I was. I know things have

changed, but I'm stuck in an old-fashioned Halloween where creeping sensations came from what was unseen and unsaid...when everything was colors and costumes and rushing about, and tricking my little brother into trading his chocolate bars for those icky licorice jelly beans.

Even longer ago, over 2,000 years, when the Celts in present-day Great Britain were celebrating the earliest of Halloweens, it was the last night of the old year on their calendar. This made sense to me as a kid growing up in New Hampshire. Often it was very cold, and sometimes there was even a bit of snow to trudge through. Halloween was the last night of remembering summer, the end of autumn, just before the dead-gray winter months kicked in. The Celts believed that this new year transition was the time when spirits, good and bad, came back to pay a visit from the dead.

Nowadays Halloween around here seems to be about trick-or-treating, costume parties, and the occasional haunted house, but fortune telling used to be a big part of the festivities. Halloween is a wonderful night for it. Just as the Celts believed, the veils between worlds, between past and future, life and death, are a little thinner that night. It's like the amber light between the red and the green, that brief

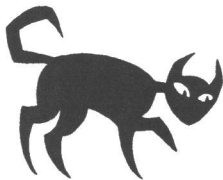
moment between two absolutes, the perfect time-between-times to engage in a slightly spooky peek into the future.

So you see, Halloween and the Tarot make a natural pair, and the ancient Tarot symbols of moons, cats, devils, bats, and magic are not so far removed from the spirit of the occasion. Tarot cards have always worked as a sort of psychic flashcard set for me. You look at the imagery to see how it makes you feel. How do the divinatory meanings relate to your life? What comes up? What are you trying *not* to see? This Halloween Tarot deck is just another way to look at yourself, filtered through childhood memories and odd colors.

And remember, the Halloween spirit is an all-year sort of thing. There is always a balance between dark and light. Just because it's July doesn't mean it's all safe and sunny. There are shadows there, and the seeds of Halloween. If you've ever tried to grow pumpkins in a small backyard, you know what I mean. Every day they creep an inch or two closer to the house, and it begins to get scary pretty fast!

So, whatever time of year it is, sit down, have a nice cup of spiced hot cider, and open your Tarot deck. Welcome to Halloween!

—*Kipling West*



The Halloween Tarot

The Halloween Tarot deck started with the traditional images of the “Rider deck,” designed by A. E. Waite in 1910, and then was twisted, turned, and tweaked to create a festive, if slightly freakish, old-time Halloween world. Since Halloween archetypes are fairly limited, the characters on the cards also emerged from old horror movies and circus images, and from the German-made Vegetable People that were popular Halloween toys and decorations in 1920s America.

Mixed into the deck with spooky images from All Hallows’ Eve are remnants of traditional Tarot symbolism—a blend of ancient Greek, Egyptian, and Hindu mythology, Chaldean astrology, biblical references, images from the Far East and medieval Europe, and more.

No one knows exactly when and where Tarot originated, but some think that Tarot cards were brought to Italy and France by Gypsies as early as the twelfth century. Tarot was a popular game by the 1400s—*tarocchi* in Italian, *les tarots* in French—but was also used as a fortune telling tool from the time of the Middle Ages.

The structure of the Tarot deck hasn't changed much over time. A complete Tarot deck has 78 cards, divided into two sets: 22 pictorial cards called the Major Arcana and 56 cards divided into four suits called the Minor Arcana (the forerunner of modern playing cards). The word *arcana* comes from the Latin word *arcane*, which means secret, hidden in a chest, mysterious, obscure, knowable only to insiders. And it's true; the secrets of the Tarot are anchored in centuries of symbols and images, legends, myths, philosophies, and beliefs from cultures all over the world.

But don't be discouraged by the abundant images and the rich history of the Tarot. Symbols by definition are supposed to make complex ideas easier to understand. Successful Tarot readings are based on what you *do* see, and whatever flashes of insight into your own life the pictures may offer you. In fact, think of yourself as the black cat that appears in

every card of the Halloween deck. He is your touchstone, and travels through the deck with you as your companion. Sometimes he reflects the meaning of the card, but sometimes he's just a casual observer along for the ride.

In the next section you'll find some simple ways to get started with your Halloween Tarot deck. First, however, take out your cards and spend some time looking at them. The more familiar you become with each card and its possible meanings, the more fun and informative your readings will be.





Reading the Cards

You can use your Halloween Tarot cards however you like—by yourself or with a partner, at a table or on the floor, by randomly choosing a card or laying them out in a traditional Tarot spread. Just make sure you find a quiet, peaceful room where you can step outside the squalor of life with a hot cup of tea. There is no right or wrong way to use and interpret the cards. As long as you enjoy the process and learn something new about yourself, you're doing the right thing.

If you went to a Tarot reader, or a diviner, the routine might proceed as follows. You—the questioner or querent—would join the reader, who is seated at a table covered with a tablecloth. The reader removes the Tarot deck from its box, unwraps its silk or cotton cloth (keeping it unscathed by outside influences), and gives you the deck to shuffle so that your essence

will somehow rub off on the cards.

While you're shuffling, you think of a question that's been driving you crazy and reveal your question to the reader if you want to. The reader then takes the deck from you, and begins to lay down the cards, one by one, face up on the table in some sort of layout, and goes on to describe your cards and what they may reveal about your past, present, or future, as related to your question.

The interpretation of the Tarot cards is based on their various possible meanings (as described in this booklet), on the position of the card in the layout, and on the cards that surround it. You'll see how this works in the Celtic Cross spread. If the cards are upside-down from the viewpoint of the diviner, he or she will sometimes give them *reversed meanings*, which can mean the opposite of the card's regular meaning, the negative aspects of it, or simply the same meaning toned down considerably. Even if you never use reversed meanings, it's often helpful to keep them in mind as you read the cards.

A successful Tarot reading should be entertaining and insightful. It probably won't show you what will happen to you, but it may help you see where things are headed if you don't alter your course of action. The Tarot should get you thinking about yourself in

a way you might never have on your own. Beyond that, it's up to you!

SOME SAMPLE TAROT LAYOUTS

The simplest way to get started with your Halloween deck is the "pick a card, any card" approach. Some people like to pick a card at the beginning of each day, or just before they go to sleep, to give them something to think about. There are a number of ways to choose your card—just make sure you shuffle the deck first, while thinking of your question. After you've made your choice, examine the card for a while, then look up its suggested meanings and see how they might apply to your life.

Another way to pick a card randomly is the "Dead Cut," much more benign than it sounds, and perfect for Halloween. Shuffle the cards, then put the deck on the table. Think of a question, then cut the deck quickly and impulsively. The bottom card of the top stack is your card.

If you just want to use the Major Arcana, separate these 22 cards from the deck. Shuffle them, then think of a number between 1 and 22. Count down that number from the top of the deck to choose your card.

THREE-CARD SPREADS

Three-card spreads are easy, satisfying layouts that give you an inkling of how the meanings of Tarot cards are affected by their position in the layout and their surrounding cards. Shuffle the deck while thinking of your question, then pick the top card and place it face up in position 1 below, the second-to-the-top card in position 2, and the third in position 3.



One way of reading the three-card spread is as follows: **Card 1** represents past events or conditions that have led up to where you are now. **Card 2** suggests new directions that you might take. **Card 3** shows what could happen as a result of the new directions you see in Card 2.

Other possibilities for reading the three-card spread are:

Past, Present, Future
Dilemma, Choice 1, Choice 2
Hope, Fear, Opposition

Feel free to create your own layouts!

THE ANCIENT CELTIC METHOD

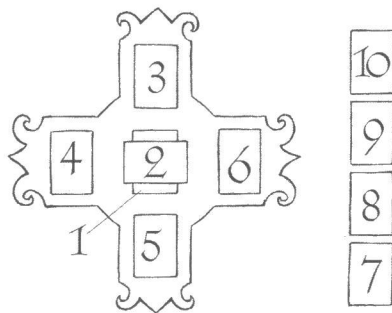
The Celtic Cross is one of the oldest and most popular Tarot spreads, its name stemming from the Celtic Druids who lived in what is present-day Great Britain. For this 11-card layout, you can use the whole deck, or just the 22 Major Arcana cards. First, carefully choose a court card from the Minor Arcana that you think best represents you (the Significator card), and place it in the center of the table. Shuffle the rest of the deck, thinking of or voicing a specific question. Then lay down the rest of the cards, face up, in the order indicated by the numbers in the diagram (first 1–6, then 7–10). Read the cards as you go, interpreting each card according to its meaning, position, and surrounding cards.

Card 1 **covers** the querent: What is happening in your life right now, or a look at the question at hand.

Card 2 **crosses** the querent: What is influencing you to ask the question, for better or for worse. (You can use two cards here for two influences if you like.)

Card 3 **crowns** the querent: Your hopes or goals.

Card 4 is **behind** the querent: Events that have just recently passed or those that are still influencing you.



Card 5 is **beneath** the querent: Past history, events, or people that contributed to your current situation—perhaps the crux of the matter.

Card 6 is **before** the querent: What may influence you in the near future.

After reading these six cards, place the next four cards face up, in order, and read them one at a time.

Card 7: Querent's attitude or perspective on the question.

Card 8: The opinions of those closest to you.

Card 9: Your inner emotions, specifically fears and hopes.

Card 10: Final results, in the context of the rest of the cards.

When all the cards are down, review the entire layout in light of the question at hand. Look for patterns, conflicts, and which types of cards appear most, and see if anything interesting turns up!



The Major Arcana

The Major Arcana are the 22 pictorial, allegorical cards of the 78-card Tarot deck, reflecting images, symbols, and stories that have appeared throughout human history. Why the *Major* Arcana? Because they are considered to be weightier, more spiritual cards than those of the Minor Arcana. When these 22 cards show up in a Tarot spread, it means powerful forces are at play in the querent's life. They can reveal issues relating to love and hate, good and evil, life and death, while disclosing the innermost qualities of a person that are the deepest roots of their motivations, actions, thoughts, ideas, joys, hopes, and fears.

The Major Arcana cards in the Halloween deck are labeled with their traditional names and numbered from 0–XXI. The Major Arcana can be seen as an adventure story in which the wide-eyed, babe-in-the-woods Fool (card zero) is the main character

who wanders through life via the Major Arcana. The 21 cards—the Magician, the Devil, the Tower, and so on—represent the characters and situations he encounters along his spiritual journey. If all goes well, by the end of the story the Fool learns from his experiences, and gains the wisdom and fulfillment manifested in card XXI, the World.

0/Fool (Clown): A clown juggles happily, oblivious to the precipice before him. Playful, childlike innocence. Pure potential. Freedom from preconception. Gaining wisdom through experience.

I/The Magician: A Faustian search for power through knowledge. Making things happen. Creative power, control, mastery, ambition. Seize opportunities, take action.

II/The High Priestess (Vampiress): Balancing between the seen and unseen. Intuition, the subconscious. Mystery, hidden influences. Duality.

III/The Empress (Bride of Frankenstein): A twist on the traditional earth mother. Abundance and fertility of the mind, body, and spirit. Motherhood, nurturing, passion.

IV/The Emperor (Frankenstein's Monster): This anguished monster creation reveals the dual nature of

control. Leadership, authority, domination. Taking responsibility for one's actions and facing the consequences.

V/The Hierophant (Mummy): Being bound by the outer trappings of religion and societal expectations. A strong need for the approval of others. Conformity.

VI/The Lovers: Can a vampiric visitor corrupt true love? Temptation. Tension. The struggle between love and infatuation. Making choices. Harmony between the subconscious and conscious.

VII/The Chariot (Hearse): Literally being in the driver's seat. Control, self-discipline, strength of character. Victory, success, greatness. Movement in life.

VIII/Strength: A lion tamer has to be stronger than the lion. The use of gentle persuasion over force. Inner strength. Quiet determination. Utilizing your best instincts.

IX/The Hermit (Mad Scientist): A solitary search for truth. Self-reflection, self-sufficiency. Philosophical understanding and perspective through isolation.

X/The Wheel of Fortune: A reference to life's roulette wheel. Flux, unexpected change in luck. New choices, new circumstances. Rolling with the punches, but not passively.

XI/Justice: Justice, fairness, equality. Achieve balance through elimination of excess baggage, ill-conceived ideas, and misdirected efforts.

XII/The Hanged Man (Scarecrow): Be patient with limbo, suspended judgment, and postponed plans. Turn yourself upside down to effect change. Follow your own beliefs.

XIII/Death (Skeleton): All endings make way for new beginnings. An abrupt, totally unexpected change. Destruction followed by new growth. Release from old patterns. New ideas and opportunities.

XIV/Temperance (Witch): A witch carefully mixes her ingredients. Self-control and moderation. A good combination of choices. Make safe decisions, but don't be afraid of trial-and-error methods. Working well with others.

XV/The Devil: Self-indulgence, temptation. Unethical behavior, abuse of power. Being a slave to your desires. Avoidance of responsibility. Discontent.

XVI/The Tower (Haunted House): Disaster or catastrophe that ends in enlightenment and liberation. A dramatic overthrow of some major aspect of your life. A shattering of false premises.

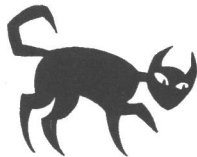
XVII/The Star (Gargoyle): As gargoyles channel water, this card offers new hope. Understanding, optimism, renewal, clarity, insight. The harmony of the sub-conscious and conscious. An outpouring of feeling.

XVIII/The Moon (Werewolf): Hidden dangers, deception, mystery. Things are not as they seem. Intuition, instinct, the subconscious, wildness. A struggle for sanity.

XIX/The Sun (Two-headed Monster): Exuberance, happiness, success. Simple pleasures. A purity of spirit and mind. A good partnership or marriage.

XX/Judgment: Spiritual awakening. Breaking out of a rut. Rethinking your situation. Facing the consequences of your actions. Karma. The power of forgiveness.

XXI/The World: A sense of oneness with others or in the world around you. Spiritual understanding. Completion, success, euphoria. Cycles, movement, travel.





The Minor Arcana

In Tarot reading, the Minor Arcana cards address the day-to-day experiences of life that are offshoots of the larger forces we see at work in the Major Arcana. The 56 cards of the Minor Arcana are the undisputed ancestors of modern playing cards. They are divided into four suits, with 10 numbered cards (Ace through 10) and four court cards per suit—a Page, Knight, Queen, and King. The most common traditional names for the four Tarot suits are Wands, Cups, Swords, and Pentacles. In Spain, these four suits remained, not only in Tarot decks, but in ordinary playing cards. In other countries, Wands became Clubs, Cups became Hearts, Swords became Spades, and Pentacles became Diamonds.

In the Minor Arcana of the Halloween deck, the suits have been gleefully taken over by Halloween

symbols that correspond with the ancient four elements: Earth, Water, Air, and Fire. (European culture since the time of ancient Greece has described all existence as a combination of these four basic elements.) Pentacles are the Pumpkins, symbols of Earth and material success; the Cups are the Ghosts, symbols of Water and emotions; the Swords are the Bats, symbols of Air, strife, and the intellect; and the Wands are the Imps, symbols of Fire, creativity, and enterprise. You'll always be able to identify the cards in the Minor Arcana by their pictures. For example, you'll find four pumpkins in the Four of Pumpkins, and nine ghosts in the Nine of Ghosts. Sometimes you may have to really look, but you'll find them all.

You can read the cards of the Minor Arcana using systems of numerology (Aces are beginnings, Fives mean conflict or loss, etc.), using the general meanings of the four elements as listed above, or using the descriptions of the suits and individual cards in this section. The 10 numbered cards usually represent activities, feelings, conditions, and other aspects of life, while the court cards (the Page, Knight, Queen, and King) may represent you or those around you.

The Suit of Pumpkins



Here the traditional Tarot suit of Pentacles has been usurped by Halloween Pumpkins. As the suit of the ancient element Earth, the Pumpkins describe all things that are physical and tangible, real and solid—things you can taste and smell, and, of course, count.

Older Tarot decks used Coins as emblems of the medieval merchant class and practical day-to-day life. Adding a magical element to the suit, Coins became Pentacles, metal disks inscribed with mystical five-pointed stars called pentagrams. Today's Pentacles, or better yet, Pumpkins, also stand for material success—property, possessions, wealth—the equivalent of a bountiful fall harvest.

If your Tarot reading is heavy with Pumpkins, your concerns may be largely those involving the material world. In Halloween Tarot, that might mean piles of candy!

Ace of Pumpkins: A fresh start. Good news. Abundance, wealth, accomplishment.

Two of Pumpkins: Weighing two choices, balancing two situations. Competition, duality, conflict of interest. A struggle for harmony. A bit of wealth on the way.

Three of Pumpkins: Hard work with the strength of passion behind it. Fine craftsmanship, skill, artistic achievement. Productivity, success. Reaping what you've sown.

Four of Pumpkins: Stability and prosperity, without complacency. For future harvests, it's planting time. Material success from hard work. Miserly tendencies.

Five of Pumpkins: A turning point. Distress, disappointment. Loss or unexpected difficulties. Solving problems brought on by material loss.

Six of Pumpkins: A well-deserved reward brings you a period of material prosperity. Kindness and generosity, working two ways.

Seven of Pumpkins: Material success, progress, gain. A change in luck, based on the quality of work you're putting into your projects.

Eight of Pumpkins: Pleasure in work. The beginning of a profitable undertaking or apprenticeship. Handiwork and the arts. Completion of a cycle.

Nine of Pumpkins: A simple appreciation of the good life. Feeling worthy. A calm, accepting, unattached view of what the material world has to offer. A quiet, solitary search for wisdom.

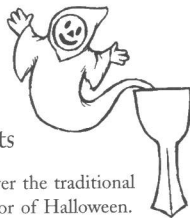
Ten of Pumpkins: A happy outcome. Completion and satisfaction. Rewards and riches for your efforts.

Page of Pumpkins: A youthful person who is curious about nature and the world. Reflection. Respect for new ideas. The harbinger of good news, perhaps relating to money.

Knight of Pumpkins: A man of integrity who accepts responsibility, however tedious. Endurance, patience. A slow but sure progression towards one's goals, using one's full potential to reach them. Dedication to a cause.

Queen of Pumpkins: A woman known for generosity, nurturing, and creativity. Deep connection with nature. Fertility. Putting practical talents to good use.

King of Pumpkins: An experienced and successful leader. Reliable, steadfast, resourceful. Giving up what is not appropriate for what is.



The Suit of Ghosts

The Ghosts have taken over the traditional Tarot suit of Cups in honor of Halloween. The Ghost cards are haunted by the ancient element of Water, the symbol of the fluidity of the subconscious mind, dreams, instincts, and emotions.

Ghosts, like water, are mysterious, changeable, sometimes murky obscure and sometimes transparent like vapor. Like water, and like our deepest feelings, they can slip right through barriers or appear out of nowhere.

In the context of the Halloween Tarot, think of them as friendly Ghosts, as the suit generally speaks of love, friendship, and happiness. This old-fashioned depiction of ghosts was based on a 1920s Halloween ghost candy container. A toast to Ghosts!

Ace of Ghosts: Great love and happiness, or the ability to experience them. Powerful emotions. Productivity, beauty, pleasure.

Two of Ghosts: A new friendship or love. Harmony, balance, reciprocity.

Three of Ghosts: Celebration of friendship. Good luck. The fruits of love. A positive outcome. Comfort, healing.

Four of Ghosts: Weariness, apathy. The inability to recognize kindness from others. Overblown sense of problems at hand. Old emotional baggage.

Five of Ghosts: Disappointment, disillusionment, sorrow. Loss of friendship or love. Valuing what remains after a loss. Vain regret.

Six of Ghosts: A sentimental walk down Memory Lane. A discovery about the past, or a meeting with a childhood acquaintance. A gift from an admirer, an inheritance.

Seven of Ghosts: An overactive imagination. Idle dreams. Building “castles in the air.” Imagined success. Self-deception.

Eight of Ghosts: Moving on. Tossing aside what has been gained. Letting go of status quo for something better. Disappointment in love.

Nine of Ghosts: Your wish will come true! Satisfaction and prosperity...the good life.

Ten of Ghosts: Lasting happiness. Bliss. A passion for life. Great friendship, great love.

Page of Ghosts: A student of life—expressive, artistic, and imaginative. A message is on the way.

Knight of Ghosts: A poetic, yet driven young man striking out on his own. A message, a proposition, or invitation.

Queen of Ghosts: A secretive, creative, intuitive woman who puts her visions into action. Honest, devoted, capable of deep love.

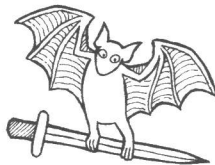
King of Ghosts: A powerful, responsible man, perhaps a professor, boss, or father. Generous, liberal. Art and science aficionado.

The Suit of Bats

Since the traditionally dark and frightening

Tarot suit of Swords belongs to the element of Air, the Halloween rendition of the suit logically takes the form of Bats, the only true flying mammals and exquisite creatures of the night sky.

The Bats comprise the “thinking suit,” reflecting a bat version of the intellect—the uncannily sensitive “radar” of these nocturnal creatures that helps them find food and avoid collisions even on the blackest of Halloween nights. As a bat expertly navigates the



darkness, these cards indicate the need for us to slice through confusion and deception with swift precision.

Still, there is a flip side to the Bat suit, the side of conflict, struggle, disaster, and pain—the mythical side of bats that has historically made us shudder—their pointed, sharp-toothed faces, the nocturnal swooping and *eek!* the tangling in our hair, the human bloodsuckers, the witch's familiar. Let's just say some of the cards aren't pretty. On a lighter note, the Bat cards reveal a brave willingness to confront battle head-on, even when it seems too dark to see clearly.

Ace of Bats: A new idea or insight. A personal victory. Facing conflict or pain honestly. Determination, initiative, courage.

Two of Bats: Dualities, opposites, tension in relationships. Indecision. A difficult search for compromise or balance.

Three of Bats: Emotional agony. Grief, pain, strife, disappointment. A disturbing outside influence. Betrayal.

Four of Bats: The need for a restful retreat, a calming escape. A welcome release from stress. A change for the better.

Five of Bats: Loss, defeat. Unfairness, cruelty. Humiliation. The inability to defend yourself.

Six of Bats: Better times lie ahead. A literal or figurative journey. Taking strong action to overcome difficulties.

Seven of Bats: A plan that may not work. A setback, or bout of bad luck. Partial success that does not justify the risks.

Eight of Bats: Crisis, imprisonment, with eventual freedom. Frozen in indecision. Fear of fleeing a bad situation. Restrictive surroundings.

Nine of Bats: Grief, despair, misery, loneliness. Unexpected disappointment in someone. Danger.

Ten of Bats: Mental agony, despair. Ruin. Escape from pain. Emotional detachment.

Page of Bats: An eager, graceful, intuitive young person on a fact-finding mission. A flair for spydom.

Knight of Bats: A capable, bold, righteous person. A fearless defender of justice.

Queen of Bats: A smart, intuitive, intense woman who lives alone. Confrontational, but not aggressively so. Emotionally detached, but not inhuman.

King of Bats: A strong, powerful authority figure with a penchant for law and justice. A firm enemy and a firm friend.



The Suit of Imps

Since the traditional Tarot suit of Wands is linked with the ancient element Fire, the devilish scarlet Imps make a delightful Halloween suit equivalent. Fire sparks the creativity that burns inside us—not just artistic ability, but the passion, vision, and labor needed to create or invent anything. In medieval times, Wands represented the peasant class, and the cards are still associated with the sweat of the brow.

The Imps are a suit of energy, spirit, growth, and enterprise, reminiscent of the Magician who pulls rabbits out of hats in the Major Arcana. If your Tarot reading reveals a handful of Imps, you may be pulling a few rabbits out of hats yourself!

Ace of Imps: The promising new beginning of a project, idea, or adventure. A moment of illumination, an impulse to do something new. Energy, vitality, enthusiasm.

Two of Imps: A bold leader. Resolving conflicts to facilitate a new enterprise. A new partnership. Success.

Three of Imps: A successful endeavor and creative pay-off. Business savvy. The possibility of barriers between people.

Four of Imps: A well-deserved celebration of accomplishments. Prosperity, peace. Joy, exuberance. Possible romance.

Five of Imps: Generating excitement or conflict. Rebellion, struggle. Competition.

Six of Imps: Success. The pleasure of recognition gained through creative hard work. Stability in action. Optimism, triumph, advancement.

Seven of Imps: Uncertainty. Risking something new. Odds surmounted. Success through courage.

Eight of Imps: Great haste and overeagerness that thwart advancement. Sudden action or progress. Messages or letters of love, Cupid-style.

Nine of Imps: Taking action. The ability to inspire others. Courage in nonconformity. Liberation. Expectation of difficulties or hidden enemies.

Ten of Imps: Being overburdened. Trying to take on too much. Excess in all things. Using power for self-ish ends.

Page of Imps: A creative, energetic woman, eager to contribute to the world around her. Impulsive, enthusiastic. A message.

Knight of Imps: An energetic idealist who defines himself by his actions. Well-intentioned, though sometimes unreliable.

Queen of Imps: A kind, generous, curious woman who revels in the world's wonders. Success in all endeavors—family, home, career, growing things.

King of Imps: A confident, creative entrepreneur with an eye for the arts. Honest, friendly, helpful, compassionate. Hasty, impulsive.

Happy Halloween!

About the Artist

Kipling West has illustrated a Tarot for cats and a children's Tarot, designs toys and toy packages, collects odd facts and dates, and is kind to gargoyles. She lives in a damp, rainy place with one husband, four cats, and a young French bulldog.

