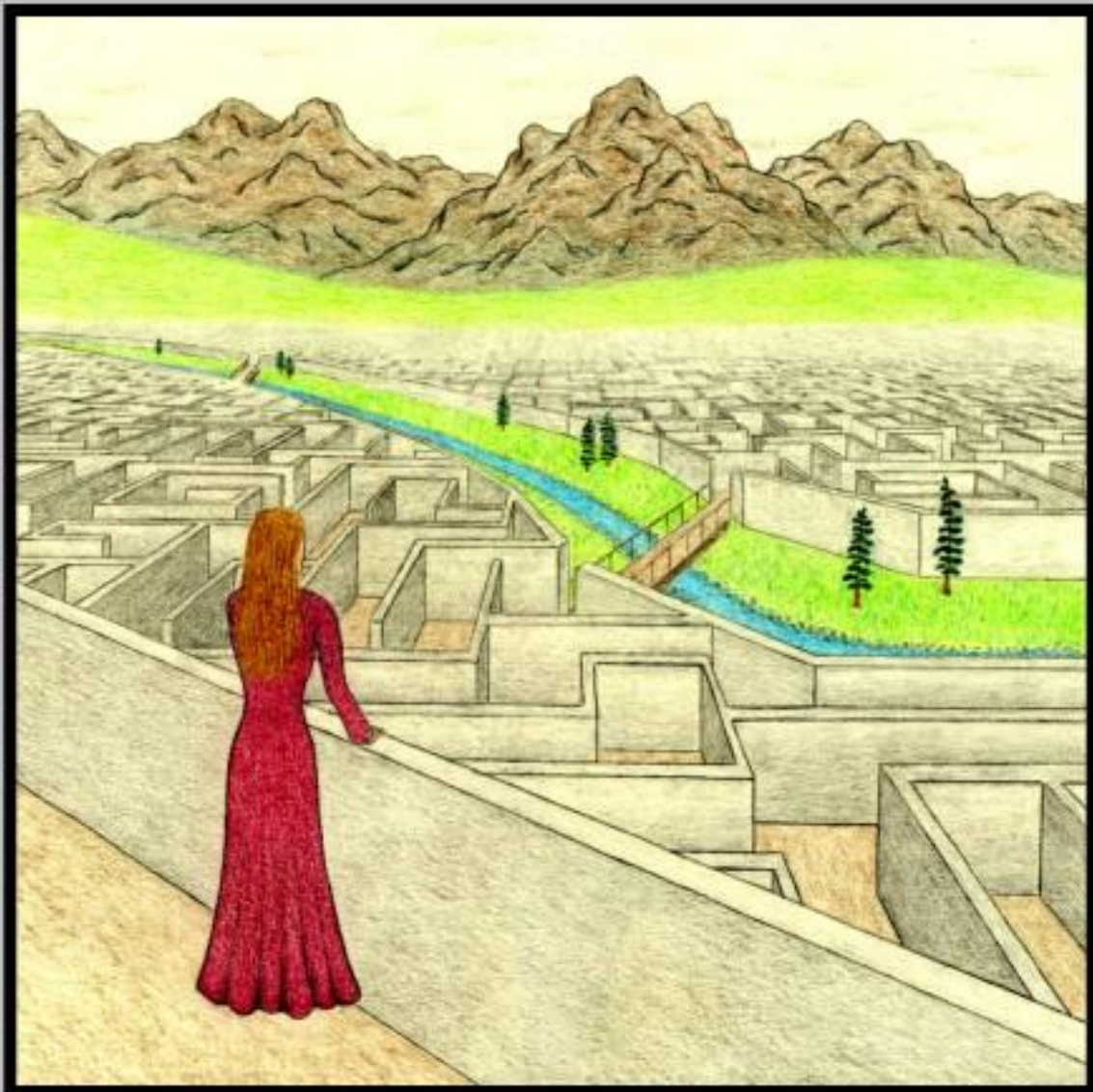


The
Labyrinth Oracle
Cards for the Spiritual Path



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Card art by Kathy Pullen

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1 2 3 4 5 6 7 8 9 10



INTRODUCTION

The Labyrinth Oracle: Cards for the Spiritual Path is a divination tool for spiritual growth. The cards are designed for use by those interested in self-development, with many of the cards dealing with spiritual concepts or things one encounters on the path, and more importantly each card has a lesson or message to give the seeker. Drawing upon the intricate symbology of Mazes and Labyrinths, they consist of 109 cards: 67 base cards, and 42 cards in three suits. In recent years the Labyrinth has become a popular tool for meditation and spiritual practice. The Labyrinth Oracle provides an interactive tool for one to experience the mystery of Mazes, Labyrinths, and one's own self.

Symbology of Mazes & Labyrinths

Mazes are an excellent metaphor for life. There is a goal to be reached, but the real experience is the journey. Mazes are also a symbol of the balance between fate and free will. The walls force you down certain paths, but you still have choices to make among the options available. Life deals us a hand, but it is up to us how we play it, or what attitude we have toward it.

Just as we often do not know where we are in a Maze, we often are not aware of where exactly we are in life, while we seek our elusive spiritual goals. Every person is on his or her own path, but there can be many valid ways to reach the finish. Occasionally one runs into a dead end and has to backtrack, although that is not necessarily bad. Mazes can be fun to explore even if you are not on the solution route.

Many cultures, both ancient and modern, make use of Maze symbology. The classical seven circuit Labyrinth design has been found in art from Scandinavian to Native American, from Ancient Greece to the Peruvian Andes. For example, Swedish fishermen used to walk stone Labyrinths before going out to sea, for luck and to leave bad spirits lost in its passages. To the Hopi, the Labyrinth represents Mother Earth, and the birth process from her womb. A Labyrinth or Maze plays a central role in several stories or legends, such as the Greek myth of Theseus and the Minotaur, and the Old English tragedy of Rosamond the Fair. These two stories in particular are represented on various cards in the Labyrinth Oracle deck, and are described in a later section.

A standard Maze with exactly one solution has passages and walls that resemble a branching tree, where a number of things in real life have a tree structure. In the body, our bloodstream and the respiratory passages within our lungs form a Mazelike tree structure. If you look at a Maze on paper, it is usually formed of black walls on a white background, with the entrance at the top and the exit at the bottom. Such a Maze strikingly resembles our spiritual nervous system. The white colored solution path through this Maze is like our spinal column, descending from the head (or in spiritual terms the Shushumna or "silver cord") with all the other passages leading off the route through forming the rest of our cerebral-spinal nervous system. The black colored walls are in a tree structure too, in two halves divided by the Maze's solution. This is like our sympathetic nervous system, or in spiritual terms the dual Ida and Pingala channels on either side of the spine.

The terms Labyrinth and Maze can be used interchangeably, at least according to the dictionary. Currently however, most people consider a puzzle with choices as a Maze, while a construct with a single unicursal path is a Labyrinth. A Maze can be considered more a left-brain

challenge, while a Labyrinth is more a right-brain spiritual tool. As the saying goes: “While you can lose yourself in a Maze, you can find yourself in a Labyrinth.”

The Labyrinth Oracle focuses on both Mazes and Labyrinths since life is a balance between intellect and feeling, or Yin and Yang, where we can grow in both areas and they both have something to teach us. Most of the card images picture the inside of a life-sized Maze with choices, however unicursal Labyrinth designs play a role too. The card back of each Labyrinth Oracle card is an image of a nine circuit Labyrinth.

The Base cards

The basis of the Labyrinth Oracle deck is 67 cards depicting core archetypes covering all states of being. The Labyrinth Oracle uses the image of an external path or Labyrinth to represent the inner spiritual path and the depths within. Each card depicts a Maze in some form. The cards have titles like Corner, Dead End, and so on. Many of them show a person inside a Maze, while others are from a first person viewpoint showing what you would see were you inside a life-sized Maze. Some base cards are also considered character cards, meaning they are named after a person or creature from mythology or history that has dealt with Mazes or Labyrinths. They picture the individual in question, and the card’s meaning is the single thing that individual most represents. For example Theseus, Ariadne, the Minotaur, and Daedalus the craftsman all have their own cards.

The Suit cards

In addition to the base cards, the Labyrinth Oracle has 42 additional cards divided into in three suits: Arches, Flags, and Obelisks. Unlike the base cards, none of the suit cards are named after Maze terms or have Labyrinth symbology on them. The suits represent actions and desires, and are designed to compliment or add color to the states covered in the base cards. If the base cards are like the Major Arcana in Tarot, then the suits are the Minor Arcana. If the base cards are a cake, then the suits are frosting.

The three suits are a trinity. They represent experiencing/doing/being, beginning/middle/end, birth/existence/death, maiden/mother/crone, or cardinal/fixed/mutable. The suits in Tarot cover the four elements: Wands for Fire, Pentacles for Earth, Swords for Air, and Cups for Water. Instead of states of being represented by elements, Labyrinth Oracle cards cover the actions and urges represented by the modes: Cardinal, Fixed, and Mutable. The twelve signs of the zodiac in astrology are formed by all possible combinations of each of the four elements with each of the three modes: Aries is Cardinal Fire, Taurus is Fixed Earth, Gemini is Mutable Air, and so on. The Labyrinth Oracle suits explore the mode axis instead of the element axis.

Arches are the first suit in Labyrinth Oracle cards, representing Cardinal energy. This is youthful and willful, filled with vitality. An arch, be it natural or man made, is awe inspiring, defying gravity, vaulting through space, open to being passed through or crossed over. Ultimately, this comes down to a desire for adventure, to have sensations. Arches are about experiencing. Spiritually, Arches mean you are in the Light. Do you have the urge to climb Mt. Everest, or break the high score in a video game? These are examples of Arches.

Flags are the second suit in Labyrinth Oracle cards, representing Fixed energy. This is mature and active, filled with creativity. A flag is about symbols, having a man made design on it and marking something, each flag being unique. Ultimately, this comes down to a desire for self-

expression, to create and manifest things, and ambition to distinguish yourself and leave your mark on the world. Flags are about doing. Spiritually, Flags mean the Light is in you. Do you have the urge to act in a movie, or make sand castles on the beach? These are examples of Flags.

Obelisks are the third suit in Labyrinth Oracle cards, representing Mutable energy. This is philosophical and serene, filled with wisdom. An obelisk is mysterious and full of power, connected with the timeless earth from which all came and to which all will return. Ultimately, this comes down to a desire for spiritual enlightenment, to transcend ordinary consciousness. Obelisks are about being. Spiritually, Obelisks mean you and the Light are one. Do you have the urge to meditate, or find out the secrets of ESP? These are examples of Obelisks.

Cards within the suits

Each suit consists of 14 cards. They are the Ace, the Two through Ten, and the court cards of the Page, Knight, Queen, and King. Each card number within a suit has its own general meaning. By combining the meaning of a card number with the meaning of the suit itself, one can roughly deduce what the corresponding Labyrinth Oracle card represents. The court cards can sometimes signify actual people in our lives of the appropriate gender, who represent the associated qualities. The following lists the general meanings of the cards within a suit:

Ace: The initial raw elemental force or desire that sets things into motion.

Two: The beginning or initial desire focused on something in particular.

Three: An initial completed stage or success.

Four: Dissatisfaction or restlessness.

Five: A loss or event requiring change and adjustment.

Six: Reflection or thinking about the given area.

Seven: A challenge or test.

Eight: A process being experienced or worked upon.

Nine: A culmination or real success.

Ten: A long term resolution.

Page: Preparation or a youthful or innocent expression.

Knight: Assertive or energetic expression.

Queen: Quiet or receptive expression.

King: Mature or outgoing expression.

Relation to the Tarot

The Labyrinth Oracle is not a Tarot deck, but it does have similarities to the Tarot. The base cards are similar to the Tarot's Major Arcana, while the suit cards are similar to the Tarot's Minor Arcana. Each Labyrinth Oracle card suit is exactly like a Tarot suit with an Ace through Ten and four court cards. One may use Labyrinth Oracle cards in standard Tarot spreads if they want, however the Labyrinth Oracle also comes with several of its own spreads specially designed for the deck. A standard Tarot deck has 78 cards, while there are 109 Labyrinth Oracle cards.

The Thirteen Groups

Labyrinth Oracle cards are divided into twelve groups of nine cards each. That makes 108, with the last card in a group by itself. The first seven groups are different categories of the base cards, while the others cover the three suits.

Group #1: The Core group (cards 1-9). These are the most generic cards, representing the most core archetypes of both Mazes and the human experience. They form a journey in sequence, starting with the Entrance, and ending with the Exit.

Group #2: The Adventure group (cards 10-18). These cards represent the process of going through and facing the challenges and difficulties we often meet in life. They form a journey in sequence, starting with Stairs, and ending with the Center.

Group #3: The Hidden group (cards 19-27). These cards cover inner or psychological concepts and processes. They too form a rough journey in sequence, starting with the Door, and ending with the Bridge.

Group #4: The Meta group (cards 28-36). The first three groups are from the point of view of you inside the Maze trying to solve it. The cards here have you more detached, as a creator of Mazes or whatever in life a Maze is representing. These cards either describe elements or materials Mazes are made of, or describe the process of building a Maze.

Group #5: The Action group (cards 37-45). This group has you back inside the Maze, where the cards here cover process or attitudes toward solving Mazes or approaching life in general.

Group #6: The Emotion group (cards 46-54). This group covers emotions or inner states of being. Most of the cards here are character cards, named after mythological or historical individuals.

Group #7: The Ending group (cards 55-63). This last group of base cards is about endings or ways of transitioning from one state to the next. The cards show both positive and negative ways of solving or otherwise no longer being inside a Maze.

Group #8: The Arches group (cards 64-72). These are the numbered cards from the suit of Arches.

Group #9: The Flags group (cards 73-81). These are the numbered cards from the suit of Flags.

Group #10: The Obelisks group (cards 82-90). These are the numbered cards from the suit of Obelisks.

Group #11: The Court group (cards 91-99). These are the main court cards from the three suits.

Group #12: The Final group (cards 100-108). These are the remaining cards that have not been placed in any of the other groups. Included are the Aces and Pages from the three suits. Also included are three more base cards that are so archetypal they do not belong with any others: The three cards representing Yin, Yang, and Unity.

Group #13: The Joker group (card 109). The final card of the Maze, representing the unknowable, is in a class by itself, and is related to Labyrinth Oracle cards in a similar way a joker is related to standard playing cards.

The Glyphs

Each Labyrinth Oracle card has a unique glyph associated with it. The glyph is a symbol or rune for the card, just as in astrology the signs of the zodiac and the planets have glyphs that represent them. Each Labyrinth Oracle card glyph is formed of seven squares connected together in some configuration. Each glyph is the one that visually or energetically best represents the card. For example, the glyph for the card Straightaway has all seven squares in a straight line. Related to arrangements of squares, if you are familiar with the old video game Tetris, the pieces you play with are formed of the five total possible ways of connecting four squares together. You may also be familiar with puzzles involving the twelve pentominoes, formed of all ways of connecting five squares together. For the Labyrinth Oracle, the total number of possible ways of connecting seven squares together, or the total number of heptominoes, is 108. That gives one to each Labyrinth Oracle card, except the last card representing the unknowable, which does not have a glyph.

Numerology of The Labyrinth Oracle

The number 109, the total number of Labyrinth Oracle cards, is numerologically significant with respect to Labyrinths and the deck. If you let A=1, B=2, C=3, and so on until Z=26, then the letters in the word “Labyrinth” sum to 109. The number 109 is a prime number, and can represent the process of spiritual evolution. You start with the digit “1”, which as a straight line represents the physical, intellectual state of being. You then discover spirit or intuition, represented by the circle or digit “0”. Finally you blend the two aspects of life together, with spirit on top, represented by the “0” over the “1”, or the digit “9”. The birth date and birth time of the designer of the Labyrinth Oracle (11/19 at 11:01am) is composed entirely of 1’s, 0’s, and 9’s.

The number 109 has additional spiritual significance. 109 starts with first digit “1,” ends with the last digit “9,” and has the empty digit “0” in the middle. This sequence represents the spiritual Path from beginning to end that each soul fills in with their own unique journey. 109 can also be considered the number of love because it’s similar in shape to a heart. The digit “9” looks like the right half of a heart, while the digits “1” and “0” if pushed together can make a backwards “9” or the other half of a heart. A mala is a beaded string commonly used by Buddhists and Hindus when repeating mantras. It has 109 beads total when including the head bead.

Understanding The Labyrinth Oracle

Each Labyrinth Oracle card consists of five sections. Across the top is the title, or name of the card. Across the bottom in smaller type is the keyword, or single word or phrase that best describes what the card means. In the bottom right corner is the number, which is the ordering of the card, a value between 1 and 109. In the bottom left corner is the glyph, or the card’s unique symbol. Finally in the center is the picture, or a drawing of what the title and keyword describe, which should give further insight into the card’s meaning. The backs of Labyrinth Oracle cards are solid black, upon which is depicted the classical seven circuit unicursal Labyrinth that has been found in artwork in so many places around the world.

Each Labyrinth Oracle card is related to the cards that are most similar to it in meaning. After the interpretation of each card is given a list of other cards that the current card is related to. This

list may range from one to four other cards. Studying the related cards may give further insight into some specific card. Those related cards in turn have other cards also related to them, and so on in an intricate web of relationships. Just as each person is connected to everybody else and the world around them, so is every Labyrinth Oracle card ultimately related to every other card. From any one card it is possible to reach any other card by hopping through the Maze formed by the related card links. For a challenge, start with card #1, and try to find your way to card #109.

SPREADS

The Labyrinth Oracle comes with several spreads specially designed for the deck. One may also lay out Labyrinth Oracle cards in standard Tarot spreads if they wish. Give the deck a good shuffling between each reading, and then either take the top cards to go into the spread, or else pick each card separately from whatever position in the middle of the deck feels most appropriate. You can also smooth all the cards face down in a line and intuitively pick the ones you feel most drawn to. When doing a reading for another person, if possible they should be the one who picks the cards.

Note there is no concept of reversed cards when doing Labyrinth Oracle readings, i.e. an alternate meaning if the card comes up upside down in a spread. Each card has both harmonious and disharmonious potentials within it, and these potentials are present regardless of a card's configuration. No card is better or more positive or negative than another, although some cards are more related to challenges than others.

One Card Overview Spread

The Overview spread is the simplest Labyrinth spread because it involves just a single card. It is designed to answer or give an overview to any quick question or issue. Its timeframe of influence is usually a few hours to a day. Another use is as a daily thought: Pick one card at random in the morning, and it gives you a theme or something to think about for that day.

Card 1: Overview



Three Card Process Spread

The Process spread is another simple spread one step up from the Overview. It has three cards which again give an overview to a quick question, but it also considers the progression through time or the past and future aspects of the issue. Its timeframe of influence is usually from a day to a week. The cards are laid out from left to right.

Card 1: Past

Card 2: Present

Card 3: Future



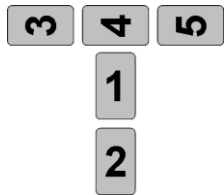
Five Card Decision Spread

The Decision spread is designed for the common situation where one has a difficult decision or choice to make, and seeks guidance concerning how to proceed. This does not give a definite

yes/no answer, but it does give two separate likely outcomes that can come about depending on which way you choose. It is left up to you to decide which choice goes with which outcome, however even just seeing the possibilities is often enough to make you aware of the best way to proceed. This spread's timeframe of influence is usually from a week to a month.

The layout of the cards in this spread makes an image of a T-junction in a Maze, which you are approaching from the base, with the last two cards forming the passages on either side that you have to choose between. Card #1 is your current situation with respect to the decision. Card #2 is past influences that led you to your current situation. Card #3 is the crux of the issue, and represents your hopes or fears (perhaps both at the same time). Cards #4 and #5 are two possibilities that can happen based on what you choose.

Card 1: Situation
Card 2: Lead In
Card 3: Hopes and Fears
Card 4: Possibility #1
Card 5: Possibility #2



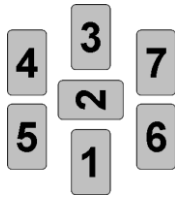
Seven Card Situation Spread

The Situation spread can be considered the standard spread to use with the Labyrinth Oracle. It is designed for an analysis of a situation, be it a particular part of your life you seek guidance on, or about your life in general at that time. This is the Labyrinth Oracle spread most similar to the standard Celtic Cross in Tarot. This spread's timeframe of influence is usually from a month to several months.

The layout of the cards forms a passageway in a Maze, with four of the cards forming the walls to either side, and the first three cards being the passage down the middle. The center card is like a doorway or wall that one must pass through to reach a destination. Card #1 is the general atmosphere of where you are now. Card #2 is a challenge, i.e. something that must be passed through, or what is between you and your destination. Card #3 is the goal, be it something you hope for or fear (perhaps both at the same time). Cards #4 and #5 deal with awareness. Card #4 is your environment or something about the matter that is most likely obvious. Card #5 is what is hidden, or something about the matter most likely unobvious to you, like a hidden motivation at the core of the matter. Cards #6 and #7 deal with time. Card #6 is about the past, about something that is leaving your life (whether you like it or not). Card #7 is about the future, about something that is entering your life (like it or not).

Card 1: Where You Are
Card 2: Challenge
Card 3: Goal

Card 4: What's Obvious
Card 5: What's Hidden
Card 6: What's Leaving
Card 7: What's Coming

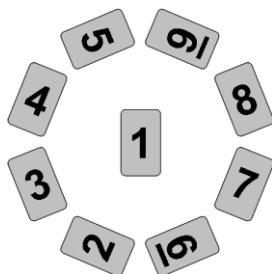


Nine Card Elemental Spread

The Elemental spread is designed to delve into deeper personal questions like who one is inside, or what their place is in the world. It explores two dimensions of being, namely the density axis of body/mind/spirit, and the time axis of past/present/future. Its timeframe of influence is usually from several months to a year.

Eight cards are arranged in a circle, symbol of infinity, with one more card in the center. Card #1, the center card, is about you and your personality or consciousness, around which everything else revolves. Card #2 is about your body or physical life, and your relationship with the world. Card #3 is about your feelings or emotional life, and your motivations and desires. Card #4 is about your thoughts or mental life, and how you perceive the world. Card #5 is about your evolution or spiritual life, and your inner purpose. Card #6 is about your past, or things affecting you from it. Card #7 is about your present, or things happening in your life now. Card #8 is about the immediate future, or things that will be affecting you soon. Card #9 concerns an outcome or a more distant future, or something that is ultimately learned.

Card 1: Personality
Card 2: Physical Aspect
Card 3: Emotional Aspect
Card 4: Mental Aspect
Card 5: Spiritual Aspect
Card 6: Past
Card 7: Present
Card 8: Future
Card 9: Outcome

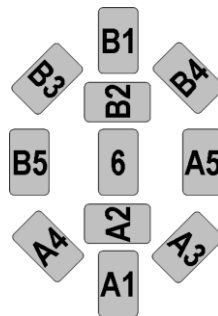


Eleven Card Relationship Spread (for two people)

The Relationship spread is unique because it is for and requires two people at once. It is designed to explore relationships, especially romantic relationships, between the two people in question. The two should face each other, and they both should pick five cards individually. Finally, they both have to pick one more card together. Often you can learn a lot about your relationship just through the process of trying to pick that one card as a team! The two may interpret the cards themselves, or a third person can act as a reader, in the same way that a reader can interpret the cards for another in the single person spreads. The order of interpretation should be the couple's first cards, then their second cards, and so on until their shared card at the end. This spread's timeframe of influence is from a year to several years.

The layout of the cards looks like a double terminated crystal, with one end pointed at each person. Each person gets the four cards on the end closest to them, as well as the card in position #5 on their right. Card #1 is about who you are as an individual, outside of the relationship. Card #2 is about your expectations, i.e. where you are coming from, and what you want in the relationship. Card #3 is about how you see the other person (which may or may not be accurate). Card #4 is how the other person affects you, and what you are receiving from them (be it positive or negative). Card #5 is where you as an individual are headed in the future (with or without the other person). Finally card #6 is about the two of you together, or energy describing the relationship as a whole.

Card 1: Who You Are
Card 2: Expectations
Card 3: How You See Other
Card 4: How Other Affects You
Card 5: Where You're Going
Card 6: Two of You Together



LABYRINTH MYTHS

Two stories that feature Mazes and Labyrinths are featured in the Labyrinth Oracle. They are Theseus and the Minotaur from Greek mythology, and the tragedy of Rosamond the Fair from twelfth century England. Even though the two stories were written thousands of years apart and by different cultures, they have interesting similarities. Both have a king trying to hide an individual at the center of a Maze, and in both stories a rival royal figure uses a clew of thread to reach the center and kill the individual being kept there.

Theseus and the Minotaur

King Minos, king of the island of Crete, wished to give thanks for his good fortune to Poseidon, god of the sea. He asked Poseidon to send him something for a suitable sacrifice. Poseidon sent a magnificent white bull that came charging out of the sea. King Minos was so impressed with the white bull that he did not want to give it up, so instead he sacrificed an ordinary bull in its place. Poseidon was outraged, and enlisting the help of Aphrodite, goddess of Love, they caused King Minos' wife Pasiphae to fall madly in love with the bull.

At this time, Daedalus was a genius craftsman working for King Minos. He created many inventions, such as the first saw and the first axe. Pasiphae, consumed with desire to mate with the bull, begged Daedalus to help her. Daedalus, torn between the side of Poseidon, and the side of his king, chose the side of the god, and secretly built a mechanical cow for her to enter. The result of her union with the bull was the vicious half man, half bull monster named Asterion, the Minotaur. King Minos, wishing to hide the Minotaur, then had Daedalus build the Labyrinth, an indescribably intricate Maze from which nobody could find their way out. The Minotaur was kept at its center.

Meanwhile, King Minos had a gifted son named Androgeos. His son was so talented, that when competing in the Olympic games on mainland Greece he won all the prizes. The rival Athenians in a fit of jealousy had Androgeos murdered. King Minos attacked Athens, defeated them, and as a condition of peace forced the Athenians to each year give up seven youths and seven maidens, who would then be thrust into the Labyrinth to be devoured by the Minotaur.

King Aegeus, king of Athens, had a brave and adventurous son Theseus. One year, Theseus volunteered to be one of the seven youths to go to Crete. His father reluctantly agreed, and sent Theseus and the other Athenians off on a special boat with a black sail. Upon returning to Athens, they would replace the black sail with a white one if Theseus had survived, while the black sail remaining would mean he was dead.

Theseus and the others reached Crete, where they met King Minos' beautiful daughter Ariadne. She fell in love with Theseus, and wanted to help him any way she could. Ariadne asked Daedalus for assistance, and again Daedalus secretly went against his king's wishes, and provided her with a clew of thread and a sword. Ariadne gave these to Theseus before he was sent into the Labyrinth.

Inside the Labyrinth, Theseus tied one end of the clew of thread to the entrance so he would not get lost, and then set off in search of the Minotaur. He found his way to the center where the Minotaur was waiting. They fought, and Theseus was victorious, slaying the Minotaur. He then made his way back to the waiting Ariadne.

With the Minotaur dead, Theseus and the other Athenians were able to leave Crete, and they did so, Ariadne coming with them. They stopped on the island of Naxos to celebrate, however Ariadne was left behind while asleep while the others returned to Athens. Ariadne was not the only thing Theseus forgot. He also forgot to replace the black sail with the white one when pulling into Athens. His father, seeing the ship approaching with the black sail, was so distressed he threw himself into the sea, which has been called the Aegean Sea ever since. Theseus then inherited the throne and became King of Athens.

Back on Crete, King Minos discovered the treachery of Daedalus, and locked him and his son Icarus in the Labyrinth. Daedalus again used his ingenuity, this time to escape, and constructed wings made from feathers held together with wax. As they were getting ready to leave, Daedalus warned his son not to fly too close to the sun, because that would melt the wax. Icarus did not listen however, and flew too high. His wings melted, and he fell into the sea to his death.

Daedalus landed in Sicily, and was there welcomed by King Cocalus. King Minos, still angry, tracked him there. He promised to richly reward anybody who could pass a thread through a triton shell, a feat only Daedalus knew how to do. That allowed him to find where Daedalus was hiding, but King Cocalus did not want to give up his talented guest. He had his daughters pour boiling water into King Minos' bath. That killed King Minos, where after his death he was made one of the three judges of the underworld. Daedalus became wealthy and lived to old age.

Labyrinth Oracle cards named from this myth: King Aegeus (#52), Queen Pasiphae (#53), King Minos (#54), Daedalus (#60), Icarus (#61), Theseus (#106), Ariadne (#107).

Rosamond the Fair

King Henry II was a womanizer. He had a beautiful mistress named Rosamond the Fair. He also had a jealous wife, Eleanor of Aquitaine, who did not appreciate him having a mistress. To hide Rosamond from his furious wife, King Henry II built Rosamond's Bower, a large hedge Maze, and kept Rosamond at the center.

Queen Eleanor, using a ball of string, was able to find her way to the center. She carried with her a dagger and a bowl of poison, and gave the unhappy Rosamond a choice. She could either drink the poison or be killed with the dagger. Rosamond chose to drink the poison, and thus came to her end. King Henry II was rumored to have never smiled again after that.

Labyrinth Oracle cards named from this myth: Rosamond the Fair (#49), Queen Eleanor (#50), King Henry II (#51).

LABYRINTH ORACLE INDEX

The following is a list of all 109 Labyrinth Oracle cards. Listed is the title of each card, followed by its keyword or meaning in parentheses.

Group #1: The Core cards (cards 1-9)

- #1: Entrance (beginning)
- #2: Straightaway (freedom)
- #3: Corner (restriction)
- #4: Junction (choice)
- #5: Crossroads (possibilities)
- #6: Dead End (mistake)
- #7: Loop (repetition)
- #8: Boundary Wall (pushing limits)
- #9: Exit (ending)

Group #2: The Adventure cards (cards 10-18)

- #10: Stairs (effort)
- #11: Ramp (degeneration)
- #12: Trap Door (surprise)
- #13: Pit (trapped)
- #14: Rope (help)
- #15: Sign (guidance)
- #16: Ladder (defined path)
- #17: Minotaur (fight)
- #18: Center (awareness)

Group #3: The Hidden cards (cards 19-27)

- #19: Door (change)
- #20: Curve (subtlety)
- #21: Tunnel (subconscious)
- #22: Room (secrets)
- #23: Isolated Section (discovery)
- #24: Clew of Thread (assistance)
- #25: Overpass (differences)
- #26: Waterway (alien)
- #27: Bridge (connection)

Group #4: The Meta cards (cards 28-36)

- #28: Brick (intellect)
- #29: Hedge (emotion)
- #30: Tarp (dynamism)

- #31: Design (planning)
- #32: Construction (work)
- #33: Planting (preparation)
- #34: Watering (nurturing)
- #35: Trimming (maintenance)
- #36: Painting (improving)

Group #5: The Action cards (cards 37-45)

- #37: Marking (recording)
- #38: Running (cutting edge)
- #39: Racing (competition)
- #40: Teamwork (combining forces)
- #41: Focus (details)
- #42: Overlook (big picture)
- #43: Resting (quietness)
- #44: Wandering (experience)
- #45: Exploring (learning)

Group #6: The Emotion cards (cards 46-54)

- #46: Nymphs (fun)
- #47: Siren (temptation)
- #48: Chaos (confusion)
- #49: Rosamond the Fair (feelings)
- #50: Queen Eleanor (firmness)
- #51: King Henry II (trust)
- #52: King Aegeus (depression)
- #53: Queen Pasiphae (fear)
- #54: King Minos (honor)

Group #7: The Ending cards (cards 55-63)

- #55: Disassembling (dissolution)
- #56: Escape (avoidance)
- #57: Surrender (quitting)
- #58: Breakthrough (damage)
- #59: Wildfire (destruction)
- #60: Daedalus (creativity)
- #61: Icarus (visionary)
- #62: Observer (detachment)
- #63: The Map (wisdom)

The Suit of Arches (from groups #8, #11, #12)

- #101: Ace of Arches (excitement)
- #64: Two of Arches (questing)

- #65: Three of Arches (victory)
- #66: Four of Arches (anticipate)
- #67: Five of Arches (loss)
- #68: Six of Arches (hesitation)
- #69: Seven of Arches (sacrifice)
- #70: Eight of Arches (thrills)
- #71: Nine of Arches (awe)
- #72: Ten of Arches (abundance)
- #100: Page of Arches (discipline)
- #91: Knight of Arches (bullying)
- #92: Queen of Arches (flirtiness)
- #93: King of Arches (leadership)

The Suit of Flags (from groups #9, #11, #12)

- #103: Ace of Flags (ambition)
- #73: Two of Flags (imagination)
- #74: Three of Flags (expression)
- #75: Four of Flags (perfectism)
- #76: Five of Flags (jealousy)
- #77: Six of Flags (pride)
- #78: Seven of Flags (protection)
- #79: Eight of Flags (success)
- #80: Nine of Flags (diversity)
- #81: Ten of Flags (legacy)
- #102: Page of Flags (education)
- #94: Knight of Flags (performing)
- #95: Queen of Flags (charisma)
- #96: King of Flags (fame)

The Suit of Obelisks (from groups #10, #11, #12)

- #105: Ace of Obelisks (aspiration)
- #82: Two of Obelisks (disciple)
- #83: Three of Obelisks (occult)
- #84: Four of Obelisks (doubt)
- #85: Five of Obelisks (illusion)
- #86: Six of Obelisks (reflection)
- #87: Seven of Obelisks (network)
- #88: Eight of Obelisks (sharing)
- #89: Nine of Obelisks (initiate)
- #90: Ten of Obelisks (enlighten)
- #104: Page of Obelisks (innocence)
- #97: Knight of Obelisks (crusade)
- #98: Queen of Obelisks (devotion)
- #99: King of Obelisks (teaching)

Groups #12 and #13: The Final and Joker cards (cards 106-109)

#106: Theseus (Yang)

#107: Ariadne (Yin)

#108: Unity (oneness)

#109: The Maze (unknowable)

INTERPRETATIONS

1: [Entrance](#), Keyword: Beginning

Image: A direct view of the arched entrance into a Maze. A young man is striding into it, looking straight ahead. Beyond, numerous passages and walls can be seen awaiting him.

It starts with the Entrance. The card of the Entrance is the archetypal beginning, and a youthful energy. Something in your life has started or been given birth, or is about to commence. What will happen in the future, nobody knows yet. In order to solve a Maze, it requires the will to take that first step, to boldly venture forth, to allow yourself to be entranced into the entrance. Examples: How did you feel on the first day of school, or your first day at a new job?

Related cards: Exit (#9)

2: [Straightaway](#), Keyword: Freedom

Image: A view straight down a long passage. There are side passages, but they can not be seen down. The sky is blue and clear, and the sun is near the horizon shining into your eyes.

The Straightaway is a card of freedom, of being unrestricted and being able to do what you want. You have smooth sailing, feel happy, and things seem to be going your way. However be careful not to rush down the passage so fast that you fail to see any side passages you may want to take, and do not be so focused upon the path ahead that you are blinded to other possibilities or potential warning signs. Examples: How do you feel when downhill skiing through perfect snow, or during a three day weekend?

Related cards: Possibilities (#5)

3: [Corner](#), Keyword: Restriction

Image: Facing a brick wall, which dominates almost the entire picture. There is a wall to the left, with the passage making a turn to the right. What little can be seen of the sky is gray and dark.

The Corner is about restriction, and about being limited by environment or circumstance. It often involves feeling irritated about not being able to do what you want easily. Physical life requires effort and has delays, and the Corner puts us in touch with this fact or our own limitations. Examples: How do you feel in a traffic jam, or when the light turns red in front of you? How do you feel when recovering from an injury, or when you are too old or too young to do the things you want to?

Related cards: Dead End (#6), Stairs (#10), Curve (#20), Knight of Arches (#91)

4: [Junction](#), Keyword: Choice

Image: Facing a T-intersection, with a brick wall in the middle, and paths to either side. The sky is clear with a few clouds in it.

The Junction card presents you with a choice to make between two alternatives. More than anything else life is full of choices, however part of our free will means we have to pick among them and take responsibility for the consequences. The choices may seem equally good, so there

can be a tendency to want to put off the decision. Remember that refusing to make a choice is a decision in itself. Learn to choose something and stick with it without regret, or to maturely go back and pick the other route if the decision is reversible. Examples: Do you want to be in a relationship with person #1 or person #2? Do you want to risk pursuing your dream job, or take a safe job that pays better? Do you want have children, or not?

Related cards: Crossroads (#5), Sign (#15), Siren (#47), Seven of Arches (#69)

5: [Crossroads](#), Keyword: Possibilities

Image: A tomboyish young woman is sitting on a small raised platform in the middle of two intersecting passages. Much of the Labyrinth can be seen surrounding her, and on the horizon are many forms of weather: The sun in clear sky on the left, changing to clouds in the middle, to rain and lightning on the right.

Crossroads is a card of many possibilities. You can go in all directions, and have both positive and negative potentials. You may have many dreams and ideas, and Crossroads puts us in touch with this potential, and asks us to decide what we want to focus upon and to give a foundation to our castles in the air. Examples: You are in college, and get to pick a major. Then later you have graduated from college, or retired, and now have to decide what to do with your life.

Related cards: Straightaway (#2), Junction (#4), Chaos (#48)

6: [Dead End](#), Keyword: Mistake

Image: A view down a passage that ends in a dead end. There are sticks and other debris at the end of the passage since most turn around once the dead end is seen. The sky is clear and a couple of birds can be seen flying in it, because although things may seem depressing here, life goes on everywhere else in the Maze.

The Dead End represents making a mistake or error of some sort. This card may seem negative, however life is about learning, and we hopefully learn from our mistakes. If you go through a Maze without hitting any dead ends, you should probably be doing harder Mazes! Try to see and admit mistakes and turn around as soon as possible, without waiting until you absolutely cannot go farther on your current path. Examples: You bought a car and it turned out to be a lemon, or you realize the person you are married to is not someone you want to spend the rest of your life with.

Related cards: Corner (#3), Loop (#7), Pit (#13), Five of Arches (#67)

7: [Loop](#), Keyword: Repetition

Image: A young woman in the middle of a Maze comes across her own footprints. The footprints can be seen going in a loop around a detached section of the Maze.

The Loop represents repetition, or doing something more than once. It may mean a subtle feeling of déjà vu, or it may be very obvious what is repeating, even if we do not want to admit it. The loop asks us if we are learning from our mistakes, and challenges us to keep growing in life instead of doing the same thing over and over. If you find yourself in a loop, try to make it better each time, so instead of going in circles, you are gradually spiraling upward. Examples: Maybe one gets in the same types of relationships again and again, or they always end in the same way.

Related cards: Dead End (#6)

8: Boundary Wall, Keyword: Pushing Limits

Image: A young man is near the edge of a large Maze, close enough so he can see the outer wall and a tree that is growing outside of the Maze.

Boundary Wall means pushing limits, or feeling you are getting close to the end of your current endeavor. It is like outgrowing your current situation, or being a “big fish in a small pond”. You may be taking something to new heights or getting the absolute most you can out of whatever you are doing. It can mean a goal or end is near, or that you are being challenged to change a situation that is no longer serving you. Examples: You are a high school senior thinking about graduation, or running in the last few miles of a marathon.

Related cards: Exit (#9), Ramp (#11), Running (#38), Four of Arches (#66)

9: Exit, Keyword: Ending

Image: An older man has exited a Maze, and he is looking back over his shoulder at its arched exit and outer wall, pictured to one side. Near the horizon may be seen a setting sun.

Nothing lasts forever. The card of the Exit represents the archetypal ending. All that is born must eventually die. Existence can be divided into phases, with significant events as markers between them. In the Exit you have reached one of those markers, and are challenged to integrate and put to heart what you have learned in the phase just completed, to celebrate or mourn as the situation may be, and to prepare for the new beginning that is sure to come. Examples: How did you feel on the last day of school, or after a pet died of old age?

Related cards: Entrance (#1), Boundary Wall (#8), Center (#18), Surrender (#57)

10: Stairs, Keyword: Effort

Image: A middle-aged man is climbing a long series of stairs. The various flights of stairs are interrupted with landings. Quite a ways below may be seen the rest of the Maze. A mostly clear sky and hills are in the distance.

The Stairs mean an expenditure of effort. The road is long and uphill, and things seem to be going slowly. There usually is not anything external stopping you, where the main battle is between you and your own willpower to keep going. Often the really memorable achievements in life require large quantities of mundane work. Either way, do not forget to stop and take a break now and then lest you burn yourself out, and make sure you are really going in the direction you want to be going so you get your money’s worth from your efforts. Examples: You are trying to write a book this summer, or you are one quarter the way through running a marathon.

Related cards: Corner (#3), Ladder (#16), Construction (#32)

11: Ramp, Keyword: Degeneration

Image: A young man is on a path that has turned into a downward sloping ramp, which he is descending. In the distance many ominous clouds can be seen packed together.

The Ramp means degeneration, where something is gradually becoming less and less desirable. It also means taking the easy path of staying where we are, instead of meeting the challenge of breaking away or addressing real issues. The Ramp may seem like a negative card, however it represents a very important process and message. When jobs, relationships, or other things start taking a turn for the worse or we have outgrown them, we often resist and put up with the situation for a long while before making any real positive changes. If things in life are going downhill, then first admit it and understand why. Then get off the downward path without delay, whether that means improving your current situation or leaving it altogether.

Related cards: Boundary Wall (#8), Disassembling (#55), Four of Obelisks (#84)

12: Trap Door, Keyword: Surprise

Image: A young woman in a passage has just triggered a trap door. Her arms and legs and long hair are flying upward as she falls.

Yikes! Surprise, something has caught you unaware, and it probably is not good. Maybe you just inherited a million dollars from a rich uncle you never knew, but it is more likely you are not aware of that police car until its red and blue lights start flashing right behind you. The Trap Door asks you to be aware of yourself and alert in your situation, especially if you are going through dark alleys anytime soon. However it is also important to know that life is full of surprises, which can never be fully prepared for. One can only learn to expect the unexpected, and have faith in their ability to face those character building hands fate deals us. More examples: You feel an earthquake begin, or someone close to you announces they are pregnant.

Related cards: Door (#19), Waterway (#26), Breakthrough (#58)

13: Pit, Keyword: Trapped

Image: A view looking up from the bottom of a pit. The sky is clear and blue, and cold water is dripping down from the sides. A female arm wearing a bracelet is seen reaching up the wall.

The Pit represents being trapped or otherwise in a jam, in a situation where there is no clear way out or where the way out is difficult. The pit is often self-made, sometimes by misguided good intentions that have us telling white lies which later wind up binding us. For example, you agree to baby-sit your grandchildren when you would rather do other things, or you keep leading someone on in a relationship you do not really want to be a part of. We often do not want to even admit we are in a pit, or face what the way out really is, which is often as simple as just telling the truth. If you find yourself in a pit, the first thing to do is stop digging! Next, admit any fault you have in getting into the situation. Then, face up to and confront the real problem so you can get out. Finally, commit to memory what this pit looks like so it can be avoided in the future.

Related cards: Dead End (#6)

14: Rope, Keyword: Help

Image: A view looking up from the bottom of a pit, however a rope has been thrown down from the top. A hand may be seen reaching up and grabbing the rope.

The Rope is about giving or receiving help. It often means an emergency intervention rather than a gradual assistance. In this card you are “giving a man a fish” instead of “teaching a man to fish”. Fortunately we are not on life’s path alone, and it is good to know there are others able to

temporarily help us if we enter hard times. The danger is it can make the one being helped dependent upon the helper, like a wild animal being fed and forgetting how to hunt on its own, or a parent doing their child's homework so their child does not learn anything. Sometimes letting someone struggle on their own is the most positive thing you can do for them.

Related cards: Clew of Thread (#24)

15: Sign, Keyword: Guidance

Image: Facing a Y-shaped junction. Between the two choices is a wood sign, with an arrow pointing to the right hand path. It is night and the sky is filled with stars.

The Sign is about receiving guidance or a message to do something. Whether we follow the advice is of course something that we each have to decide for ourselves. This may be a positive message that can help you along your path, or maybe it is just from someone who wants you to live your life the way they want you to. The Sign also represents internal messages, such as one's moral conscience, a flash of inspiration, or the spiritual practice of channeling. Results of divination like Labyrinth Oracle card spreads are themselves examples of this influence. Note when receiving unwanted guidance, there may be a tendency to want to rebel and do the exact opposite. That however is just as bad as if you had just done their wish, because whether you do what somebody wants or do the opposite of what somebody wants, either way they have manipulated your actions. Seek to open yourself to receive or notice the many sources of positive guidance around us, while letting negative peer pressure play no role in the final choice you make.

Related cards: Junction (#4), Clew of Thread (#24), Two of Obelisks (#82)

16: Ladder, Keyword: Defined Path

Image: Looking at a ladder attached to a wall. People may be seen climbing up it. At the bottom one figure may be seen climbing into view, while above them at the top somebody else may be seen climbing out of view.

The card of the Ladder presents one with the situation of being on a defined path or growth process, be it in career or spirituality. No matter how evolved we are, there are always those more advanced in the hierarchy, and no matter how weak, there are those less advanced. Those better in whatever area are often trying to help us grow to their higher level, and it is also our duty to help those below us climb to our rung. Even if others are on it too, climbing a ladder can be a lot of work, so the Ladder also represents the process of growth through difficulty. Examples of defined paths the Ladder is asking us to be aware of: Being a middle manager at a company and taking career development courses, studying under a guru, or being half way through college.

Related cards: Stairs (#10), Two of Arches (#64), Five of Flags (#76), Two of Obelisks (#82)

17: Minotaur, Keyword: Fight

Image: A first person view of a circular room at the center of a Maze. Facing you is the Minotaur, a vicious monster with the body of a man and the head of a bull. A sword that you

have brought up before you may be seen. The sky is stormy and filled with lightning, and on the ground may be seen skulls and bones of others who presumably have perished here.

The Minotaur represents a fight or battle taking place. You may be facing somebody or something external who is out to harm or manipulate you, but it is just as likely you are facing something within yourself. This card can mean feelings of anger or rage. Those into spirituality often try to avoid such emotions and fighting in general, however sometimes a serious struggle is necessary to achieve or preserve the meaningful things in life. As the Minotaur guarded the center of the Cretan Labyrinth, and the center is also the goal of many Mazes, the Minotaur can also represent a last challenge or final test before a desired goal is reached. Examples of meeting the Minotaur: Standing up to the school bully, fighting the city's proposal to build a prison in your neighborhood, battling a serious illness, or bringing up and dealing with abuse from one's childhood.

Related cards: Queen Eleanor (#50), Knight of Arches (#91)

18: Center, Keyword: Awareness

Image: A young woman is sitting on the ground in a circular room at the center of a Maze, with her legs in front of her and a dreamy look on her face. A rainbow may be seen behind her.

Like the card of the Minotaur, the Center depicts the goal or center of a Maze, however here the surroundings feel much more pleasant. Symbolically, reaching the center of a Maze means reaching the center of yourself. It means knowing yourself, being in the here and now, and most of all having awareness of yourself and the situation around you, while observantly paying attention. The Center can also mean reaching an outer goal that has meaning to you. The spiritual practices of centering and grounding yourself are represented by this card. Examples: You are enjoying the scenery at the destination of a hike, or have the feeling that your life makes sense and has purpose.

Related cards: Exit (#9), The Map (#63), Six of Obelisks (#86), Ten of Obelisks (#90)

19: Door, Keyword: Change

Image: Looking down a passage that turns a corner. Directly in front of you is a large closed door. Whatever is behind it cannot be seen.

The only thing that never changes is change itself. All things change, and the Door represents where change is in your life or you are being challenged to change in some way. A door is a portal between two states of being, and nobody can see what is behind one until it is opened, so this card also represents the unknown. A door may be locked, in which case one will have to symbolically knock or get a key, but often a delay going through a door is due to our own fear of letting go and changing. We may not be able to stop change, but we always have the freedom to choose how we will react to it. Have courage to open doors in your life and allow yourself to change and grow in positive ways.

Related cards: Trap Door (#12), Chaos (#48), The Maze (#109)

20: Curve, Keyword: Subtlety

Image: Looking down a passage that slowly curves to the right. Other parts of the Maze may be seen over the tops of the walls. The sky looks normal, with a sun and a few clouds visible.

Often we wish to act directly, with everything out in the open. The Curve teaches us that this is not always possible. Sometimes the presentation or how something is said is just as important as what is said, as advertisers and politicians are aware of. The Curve is about diplomacy and all things subtle. You may be challenged to be tactful in some situation, or you may need to be made aware that someone is trying to manipulate you. Like the frog in water gradually heated to a boil which is not aware of the situation until it is cooked, a right angle turn in a passage immediately lets you know your path has changed 90 degrees, but go around a gradual curve and you may not know you have been turned around until after the fact. Examples: You are dealing with a used car salesman, or you are trying to find out if someone you have a crush on has feelings for you too.

Related cards: Corner (#3), Room (#22), Queen of Arches (#92)

21: Tunnel, Keyword: Subconscious

Image: Looking down a tunnel carved from rock with a rounded roof. A couple side passages and one large pit in the middle of the floor may be seen, along with some crystals on the walls and ceiling, some rats, a skull and bones, and miscellaneous rocks and dirt. Far down at the end of the passage an opening to the outside and sunlight is seen.

The Tunnel means being put in touch with our subconscious or unconscious nature. Dreams, forgotten or repressed memories and urges, one's shadow side, the beginnings of psychic ability or past life impressions, and much more may be found here. The various things depicted in the picture represent the good and bad potentials, just as one's journey through the Tunnel can be joyful or terrifying. Do not be afraid to venture into the darkness of the Tunnel, as it often leads to a more meaningful spiritual path or at least allows you to better get to know yourself and your inner depths.

Related cards: Hedge (#29)

22: Room, Keyword: Secrets

Image: Inside an open area within a Maze. A couple openings may be seen in the walls leading back into the Maze. In the middle of the room is a small garden of flowers, which cannot be seen until you enter the room.

The room is about secrets and all things hidden or stealthy. This may mean secrets you are keeping or being asked to keep, or it may be secrets are being kept from you or you suspect they are. We often wish everything to be in the open, however secrets do have their place in even the most honest relationships. Would a birthday be as fun if you knew what were in your wrapped presents ahead of time? A room within a Maze is like the center, as they are both open areas within it. The only thing that really makes the center the goal and not just a room is the choice of the Maze's creator. Similarly each secret uncovered is a small goal that makes us more aware of our surroundings or ourselves, even if the secret is such that after the fact we wish we had never learned it!

Related cards: Curve (#20), Isolated Section (#23)

23: Isolated Section, Keyword: Discovery

Image: Looking across a section of a large life sized Maze. The entire picture is filled with walls and passages. A young man is climbing over one of the walls. One can see the section of Maze before him that he is climbing into is isolated and inaccessible from the rest of the Maze, being surrounded by walls on all sides.

The Isolated Section represents a discovery, or doing something that has not been done before. There may be an impression that you do not belong there or should not be doing what you are doing, or at least that what you do will irreversibly change your situation. Just as the man pictured has to climb over the wall to reach the unexplored area, so do most new discoveries require effort, but that is part of what is so alluring about them. Examples: How does one feel upon losing their virginity, or how did the pilots feel upon dropping the first atomic bombs in World War II, bringing on the nuclear age and the Cold War?

Related cards: Room (#22), Nine of Obelisks (#89)

24: [Clew of Thread](#), Keyword: Assistance

Image: Looking down a passage in a complicated section of a Maze, with a number of passages to the sides. A hand may be seen holding up a clew of thread, with the end of it dangling down. A couple of birds are flying in the sky.

The Clew of Thread is about assistance, i.e. giving or receiving a small amount of help. Here only the tools for success are being given, where the receiver still has the ability to screw it up if they fail to act upon the opportunity given. In this card you are “teaching a man to fish” instead of “giving a man a fish”. In mythology Ariadne gave Theseus a clew of thread so he would not get lost, but it was still his responsibility to use it to reach the center of the Labyrinth, and then follow it back to the beginning.

Related cards: Rope (#14), Sign (#15)

25: [Overpass](#), Keyword: Differences

Image: Looking down a brick passage, that eventually turns a corner. Passing over the passage from left to right is a wooden bridge. A man is following the passage while a woman is crossing the bridge. Although the passages intersect, there is no way to get from one to the other. The sky is gray.

The Overpass means differences, often irreconcilable differences in a relationship, in anything from political views to the way to install new rolls of toilet paper. Maybe there is a compromise, but sometimes there really is not anything that can be done to resolve the difference of opinion, other than acceptance of the other’s views and to agree to disagree. Often we expend effort trying to convert others to our way of thinking, where more often than not all arguments do is reinforce the beliefs you already have. Can you stay with someone who is different without being resentful, or lovingly let them go on their path so they can live their own life? Examples: The coworker you share an office with is of a different race, religion, and is on the opposite side of the abortion issue, or you and your lover disagree on how many children to have.

Related cards: Waterway (#26), Nine of Flags (#80)

26: [Waterway](#), Keyword: Alien

Image: A young woman is working her way down a stone passage that eventually turns a corner. The passage is full of flowing water, and she is up to her waist going against the current. From semicircular drainpipes on the tops of the walls more water flows down into the passage, splashing and making spray in front of her. The sky is filled with weird dark clouds packed together.

Some things in life just cannot be prepared for. Some things are totally beyond our previous range of experience and understanding. Sometimes to attain what is really important it is necessary to let go and jump in and move forward no matter what may happen. The Waterway is about leaping out of ruts and having new and unfamiliar experiences outside of your element, which keeps life interesting and can result in new life directions as a changed person. Examples of treading the Waterway: Exposure to an individual or culture far different from what you are comfortable with, having a near death experience when you have never been a religious person, or getting your mind blown by being abducted by extraterrestrials.

Related cards: Trap Door (#12), Overpass (#25), Chaos (#48), Nine of Arches (#71)

27: Bridge, Keyword: Connection

Image: A man and woman are approaching each other upon a stone bridge connecting two sections of a large life sized Maze. On the left side the Maze is made out of brick, while on the right the Maze is hedge. Under the bridge is a small ravine through which flows a brook. The brook starts from a pair of mountains in the distance and goes over a small but pretty waterfall as it goes under the bridge. The sun shines down from a perfectly clear sky.

The Bridge is about a connection between two different things. They remain separate, but share or interact together. This is most often the intimate connection of a relationship, so the Bridge often means love is in or coming into your life. Understanding and respecting the ways you are different, while still recognizing your roles as equal, is necessary to make a relationship be a positive experience. Here “opposites attract” and those differences may be what attracted you to each other in the first place. With the Bridge, $1 + 1 = 3$. Gaining a new business partner where you each have something to gain from and give to the other is another example of being on the Bridge.

Related cards: Nine of Flags (#80), Seven of Obelisks (#87), Unity (#108)

28: Brick, Keyword: Intellect

Image: Facing directly a brick wall.

The Brick means a focus upon intellect and reason. One is guided by impersonal ideals and left-brained structured thinking. These qualities are necessary for accurate discrimination of your situation, impartial unbiased judgments, and to achieve success in the world. If you find yourself blundering into things unaware, lacking financially, or wishing you were smarter, maybe the logic of the Brick is the thing to build in your life. However know one can go too far with intellect, becoming wooden, soulless, or tyrannical, and the wall can start to crumble if not balanced with feeling.

Related cards: Queen Eleanor (#50), Theseus (#106)

29: Hedge, Keyword: Emotion

Image: Facing directly a flowering wall of hedge, in which may be seen many leaves.

The Hedge means a focus upon emotion and feelings. One is guided by gut feeling or intuition, and watery right-brained dreams and ideals. These characteristics give one creative inspiration, a fulfilling sense of aliveness, and meaningful relationships with others. If you find life dry, lonely, or lacking in inner purpose, maybe the flowing nature of the Hedge is the thing to let grow in your life. However one can go overboard with emotion, becoming moody, nebulous, unstable or always changing, and one's environment can turn to mud if not balanced with the structure provided by intellect.

Related cards: Tunnel (#21), Watering (#34), Rosamond the Fair (#49), Ariadne (#107)

30: Tarp, Keyword: Dynamism

Image: Facing a wall of a Maze composed of brightly colored tarps hanging from plastic pipes, over a grassy ground. On one tarp is pictured a lightning bolt, while on a different colored one is pictured a five pointed star.

Life size Mazes made from brick or hedge are more or less permanent constructions, and take a lot of effort to put together or alter in any way. Some Mazes however are composed of tarps or sections of canvas, which are very easy to change the solution path of or to move altogether. The Tarp represents the state of being of always changing or always being ready to change, and asks you to consider its place in your life. Positively, this gives freedom, novelty, mobility, and leaves all your options open. Negatively, this can mean a fear of commitment, an absence of deep connections with others, or a lack of something long lasting in your life. The swinger who parties all the time, the bachelor who rents instead of owning a home, or the internet computer company that reorganizes itself every three months, can either be envied or pitied depending upon your viewpoint.

Related cards: Running (#38), Wandering (#44)

31: Design, Keyword: Planning

Image: A partially unrolled scroll upon which is pictured a half completed plan of a Maze. A hand is seen drawing more on it.

Before anything can be made manifest, it first must be dreamed up and planned out. The Design card represents this planning stage, be it for a particular project or life in general. Too often we go through our lives just working day to day, and forget to take time to design what we really want, and figure out a plan to reach those goals. However, do not just dream all day in a fantasy world of ideals either, and remember that most creative endeavors are 10% inspiration and 90% perspiration. It is also important to be certain of what you want before going forward, because it is hard to change a blueprint once building has started. However it is just as important to not change your mind forever, to avoid the case of nothing ever getting done.

Related cards: Overlook (#42), Two of Flags (#73)

32: Construction, Keyword: Work

Image: A couple of people are carrying large blocks and adding them to walls that are being built. Behind them is a half completed section of a life size Maze. In the distance are rocky peaks.

Work is a necessary part of life. It is needed to make a living, and pretty much all creative endeavors require it as well, along with many recreational activities. The Construction card challenges us to get up off our rear ends and start taking action to make things happen. And not starting tomorrow either! The Construction card is also about career, and asks us to consider if we enjoy what we are doing and what we are getting out of it. It is also important to take steps so you do not get burned out in your job, and if it seems to be going nowhere or taking too much of your time, a change may be in order. Work may seem mundane, but some of the most important virtues like discipline are obtained from it.

Related cards: Stairs (#10), Trimming (#35)

33: [Planting](#), Keyword: Preparation

Image: A couple working with a hoe are planting a hedge Maze. The furrows that will eventually be the walls can be seen, and half of them have small seedlings planted within them. Behind the field may be seen a forest of fir trees and a couple clouds in the sky.

The Planting card means preparation, or doing things now that will result in a future payoff later. We reap what we sow, and it is important to only do unto others as we would have been done unto us. If you want to stop harvesting weeds in life, stop planting them! In addition to understanding the workings of karma, the Planting card also asks us to have patience. Plants can not be made to grow any faster, where trying to force them out of the ground before they are ready can kill them, and similarly our own and other people's evolution needs time before it sprouts. Examples: Are you investing for retirement? Paying attention in class? Does your home have working smoke detectors?

Related cards: Four of Arches (#66)

34: [Watering](#), Keyword: Nurturing

Image: A pregnant woman with long wavy hair, accompanied by her young daughter, is watering a section of hedge, within a hedge Maze with short walls about waist high. Two gentle grassy hills are behind the Maze with a couple of trees on them, while the sun peeks out behind a cloud.

The Watering card represents nurturing and caring in all forms, whether directed to children, plants, business clients, or yourself. It means to have compassion, mercy, and a heart. A pet for example needs more than just food and shelter to grow up successfully and have a happy existence. It also needs tender care and to know that it is loved. In our busy lives we sometimes neglect and fail to spend enough time with those special to us, and wonder what we did wrong when things start to dry up or wither. Do not let that happen in your life! Watering is also about fertility or mothering, so this is a good card for couples seeking pregnancy, or a warning that more precautions may be in order if the reverse is true.

Related cards: Hedge (#29)

35: [Trimming](#), Keyword: Maintenance

Image: A bearded middle-aged man is clipping a wall in a hedge Maze using shears. In front of him the wall is slightly irregular since it is still in need of trimming, while behind him the wall is perfectly shaped, with a trail of clippings behind him.

All physical things decay or require upkeep. Laundry needs washing, oil needs changing, bills need paying, and so on. Just as important, non-physical things such as relationships require continual effort or time to keep running smoothly too. Just because you got married for example, does not mean you should start taking your partner for granted or stop doing little romantic things for them. The card of Trimming asks us to figure out what around us may need maintenance, and then work on it now before it more seriously falls apart later. Note that with the right viewpoint maintaining things does not have to be a burden. Feeding the dog for instance can be a daily period of quality time and relaxation instead of annoying drudgery.

Related cards: Construction (#32), Painting (#36)

36: Painting, Keyword: Improving

Image: A woman is painting a brick wall with bright paint. The section of wall to her left is bare brick while to her right the wall has been solidly painted. The sun shines from a clear sky.

Painting is all about taking actions to cause an improvement in something, be it in our environment or within ourselves. Maybe you can do something to better your situation, like reading a book or starting to exercise? Life is eternal, be we in this world or the next, and either way we should always take the opportunity to grow. We may think that some aspect of our life will be complete after something has happened, such as buying a home, becoming published, or getting married. However inevitably new dreams and goals will beckon from ahead whenever one is reached. Learn to see life as an eternal journey, while also being satisfied with and not disliking yourself the way you are, even if you are taking steps to improve yourself at the same time.

Related cards: Trimming (#35), Four of Flags (#75), Queen of Arches (#92)

37: Marking, Keyword: Recording

Image: A view down a passage inside a brick Maze. A teenage girl is marking her path by drawing red arrows on the ground at each junction she takes.

Marking is about the process of writing or recording things for later review by yourself or others. The appearance of this card might suggest you want to start keeping a diary, a dream journal, or begin writing that book you have always wanted to. The spirit of this card may involve other art forms, such as filling a photo album, or sharing with the younger generation stories from your youth or culture. Marking is an important process, both in the act itself and in any later reading that happens. It allows you to remember and keep from forgetting facts or lessons from the past, while preserving the memory of it for the future, and it can allow you to leave your own “mark” on the world.

Related cards: Exploring (#45), Ten of Flags (#81)

38: Running, Keyword: Cutting Edge

Image: A view of a section of Maze. A young man is running quickly down a passage, trying to get through it as fast as possible.

Running means being at the forefront of things or on the cutting edge. It may mean always being on top of the latest technology, fads, or fashion. This is a time oriented card, and means doing things in the shortest period possible. Positively, it means you are busy and efficient, and

probably not only know all there is to know about your area, but also are actively expanding the world's knowledge in it. Negatively, it can mean feeling rushed, overly busy, or burned out, an all too common scenario in today's times. Hurry too much and you can miss the enjoyment in the here and now, overlook things that could help you, or create health or relationship problems due to your neglect of those areas. Time is ultimately an illusion, so if you are getting several hundred e-mail messages a day, or get very annoyed at red lights, rethinking your involvements might be in order.

Related cards: Boundary Wall (#8), Tarp (#30), Racing (#39)

39: Racing, Keyword: Competition

Image: An aerial view of a section of Maze. Two men are racing in different sections of it, seeing who can get through the Maze first. They have a line of sight to each other, however they are going down separate paths. One is headed toward a dead end he cannot see yet, while the other is headed toward the exit.

Success in certain areas can mean you just have to do better than your peers, rather than having to meet some fixed goal. The card of Racing means you are presented with the concept of competition or a goal of beating or outdoing another person. Competition can be a healthy and fun thing when approached correctly, where you can be inspired or egged on by others to do more than you would have thought possible had you been by yourself. However it is very easy to fall into a compulsive trap of egotism and negativity when competing if you are not careful. Keep spiritual goals and maintain compassion if you choose to compete with others. Remember it is more positive to raise yourself up than to bring other people down, and that ultimately your own success is independent of how good or bad other people in your area may have done.

Related cards: Running (#38), Seven of Flags (#78)

40: Teamwork, Keyword: Combining Forces

Image: Two people are within a Maze, solving it together. A flock of birds and a few puffy clouds may be seen in a clear sky.

Many of the greatest achievements of humanity, from producing a movie to putting someone on the moon, require large numbers of people working together toward a common goal. Things like solving a Maze can be done faster if you have one or more teammates trying other passages. Teamwork asks you to consider the power of combining your forces with others. This card also covers other qualities that come from being part of a group, like being able to compromise. If you can for the same amount of effort earn three times as much money, but you have to share it evenly with your partner, that is definitely worth it. You do lose some autonomy and freedom in working with others, and in some cases you can just be slowed down, but as with many things in life it is our challenge to be able to determine which case is better for us. More examples: You pool your money with your siblings to buy your parents a more expensive present than any of you could afford on your own, everyone in the area looks for and quickly finds a dropped contact lens, or an author and artist team up to write a book.

Related cards: Seven of Obelisks (#87), Eight of Obelisks (#88), Unity (#108)

41: Focus, Keyword: Details

Image: A very close up view of a section of brick wall. Out of a crack in the wall is growing a rose. Were one to go down the passage not paying close attention, this pretty scene would be missed.

The card of Focus is about paying attention to details and looking at small or individual things. It means focusing on the microcosm, or looking at trees instead of the forest. An entire universe can be found within an atom. A detective knows how the smallest, most easily overlooked things can be an important clue that can make their case. Similarly, we need to realize how big an effect each small kind or mean word can have. This card also represents realism and being down to earth, doing practical real things and walking the walk instead of just talking the talk. Focus warns us to avoid its negative sides of being narrow minded, obsessive, or critical of every little thing.

Related cards: Four of Flags (#75)

42: [Overlook](#), Keyword: Big Picture

Image: An older woman in a long dark gown is looking across an enormous Maze that she is within. She is at a high overlook behind a short wall, with a large amount of Maze below her, including a couple large bridges spanning a ravine. Were one to not get a look at things from this perspective, they would not know what directions to take or things to head toward when down in the Maze.

Overlook is all about being aware of the big picture and overviews in general. It means looking at the macrocosm, or seeing the whole forest instead of trees. Many of the richest and most successful people got that way because they had the vision to see the direction things were heading, and knew what to focus upon. It is good to take a step back and consider your life as a whole, to ask yourself if you like what you have become and where you want to go from here, and to see yourself as a part of the entire universe. However do not be “out there” so much that you forget the day-to-day things here and now. It is good to think globally, but do not forget to act locally. Just as you can see a vast picture from one location, know that a different picture can be seen from other locations, so Overlook is also about viewpoints and ways of thinking or seeing the world in general, and understanding and respecting other views that may take a different perspective.

Related cards: Design (#31), Observer (#62)

43: [Resting](#), Keyword: Quiet

Image: A woman is lying on a stone bench asleep, with a wall of hedge behind her. An owl is perched on her foot. It is night and stars and a crescent moon may be seen in the sky.

Every once in a while, whether on the job or running through a Maze, it is necessary to stop and rest or take a break, lest you burn yourself out. This card is about the concept of resting or more importantly a state of being quiet. Negatively, this can mean laziness or inaction. Sometimes in life we are so busy doing things we forget about being. Some people seem to always want distractions present, and apparently dislike the silence that comes from just being with themselves and experiencing their own consciousness. Doing nothing can sometimes be just as good if not better than doing something. Being still gives you the opportunity for your inner voice to speak up and psychic impressions to come in. Be quiet and wild animals will not be as afraid, and maybe a butterfly will even land on you.

Related cards: Six of Obelisks (#86)

44: Wandering, Keyword: Experience

Image: Looking down a passage in a hedge Maze. A person in a long, heavy cloak is walking down the passage away from you. The air is filled with mist.

Do you ever go for a walk without knowing where you plan to go? Do ever decide to watch television without knowing what is on? The Wandering card is about doing something without a clear goal in mind, or pure experience without any attachment. This is fully here and now, with no binds to the past or future, and being open to receive with a Zen-like attitude. Sometimes the most significant discoveries, like a scientific invention or a newly found romantic partner, happens by accident when we are not looking for them. Just as one can wander through a Maze randomly without a desire to reach the finish, so can one wander through life. The negative side of Wandering is being apathetic or not having any goals or place in life.

Related cards: Tarp (#30), Exploring (#45), Ace of Arches (#101)

45: Exploring, Keyword: Learning

Image: A young man is mapping out a Maze. He is standing in a crossroads of passages holding a piece of paper upon which he is drawing a map. The sun may be seen peeking out from a cloud.

Exploring is significant because it suggests one is not just trying to solve a Maze, to get through it and leave it behind, but is seeking to learn everything about it. Similarly, in spirituality one can try to just transcend life so they do not ever have to reincarnate again, or they can embrace life and master all its facets! Exploring is focused on learning, not just taking for granted what others have said, but actively discovering new things on your own, be it a scientific invention or your own sexuality. However, even though it is good to learn and experience things for yourself, it is still prudent to at least consider what others say, so you do not have to reinvent the wheel or repeat other people's painful mistakes. In numerology Labyrinth Oracle card number 45 is significant, because just as the letters in "Labyrinth" add to 109, so do the letters in "Maze" add to 45.

Related cards: Wandering (#44), Marking (#37), Page of Flags (#102)

46: Nymphs, Keyword: Fun

Image: Several nymphs, beautiful female nature spirits in pretty summer dresses, are happily frolicking and dancing next to a river, with a row of trees behind them. The Labyrinth is nowhere to be seen. The closest thing to a Maze are the spirally curls in the nymphs' flowing hair.

The Nymphs card is about having fun, and feeling joy and happiness, which is a necessary component in a good healthy life. Note that the card of the Nymphs is the only base card in the entire deck that does not picture a Maze or a character from a Labyrinth myth. This is significant, because it implies one is away from the path or taking a break from their life's work. This card is also about wasting time or experiencing idle pastimes and simple pleasures that do not do anything useful or teach you something. One needs to strike the right balance between working all day but never feeling happy, and playing all day but never doing anything constructive. The

ideal situation is to have your job or mission in life be enjoyable, and to learn or gain things from your leisure time.

Related cards: Siren (#47), Eight of Arches (#70), Queen of Arches (#92)

47: Siren, Keyword: Temptation

Image: A young man is walking along a path at the edge of the sea, which heads to the Labyrinth, visible in the distance. Near the shore is a mermaid, with her fish tail sticking out of the water behind her, beckoning to him.

This card means you are hearing the Siren's call, and are tempted to do something in response. Taking this action can be exciting or scary, and may lead you to a better place in life. However, just as how the Sirens in mythology would lure sailors to their deaths with their sweet singing, yielding to the temptation can result in a negative outcome. More fundamentally, the Siren is asking if you want to take a risk, to gamble giving up what you have for something that may be better (or may be worse). Sometimes opportunity only knocks once! Either way, try to only do things that will not hurt others, or yourself if things do not turn out as good as hoped. There is nothing wrong with buying a lottery ticket or having one drink, but spend all your grocery money on the lottery or alcohol and watch things go downhill fast. More examples: You are considering investing money in a startup company's stock, someone is flirting with you while you are having troubles in your existing relationship, or your favorite brand of chocolate goes on sale when you are on a diet.

Related cards: Junction (#4), Nymphs (#46), King Henry II (#51), Seven of Arches (#69)

48: Chaos, Keyword: Confusion

Image: An odd angled view of a complicated section of a life size Maze. It is dark and foggy, meaning you cannot see very far. Many of the walls are covered with eyes, large and small, looking right at you or away from you.

What deck about Mazes and Labyrinths would be complete without a card representing being lost? Chaos represents a state of confusion or not knowing what to do. We often want our lives to be ordered and secure, with everything known. However events or happenings in life frequently bring turmoil or uncertainty, making us dazed and confused. Although difficult or at least annoying, these times of not knowing the best path are important to our growth, and force us to consider things we might not have otherwise. It may seem like there is a higher power watching us then, or it may seem like we are utterly alone. Examples: You have been laid off from your job, you have a serious illness in the family, or you are at that point in a new romance where you do not know how you really feel about each other.

Related cards: Crossroads (#5), Door (#19), Waterway (#26)

49: Rosamond the Fair, Keyword: Feelings

Image: An attractive young woman with fair skin, flaming hair, wearing a semi-revealing dress, and holding a red rose with both hands. She is looking at you with a tear stained face. Behind her is a wall of green hedge and above the sky is gray.

Rosamond the Fair was the mistress of King Henry II. As the story goes, he hid her at the center of a hedge Maze, to hide her from his queen. However, Queen Eleanor persisted and

worked her way to the center of the Maze, and forced Rosamond to kill herself. The story seems to focus upon the conflict between King Henry II and his queen, where there is little consideration of what Rosamond herself felt or what things were like from her perspective. Her experience certainly covered a wide range of emotions, which probably included lust, joy, apprehension, fear, and resignation. In the Labyrinth Oracle, Rosamond the Fair represents feelings, or more importantly the feeling process we go through after certain events in our lives. There may be an experience of happiness, sadness, anger, or multiple feelings at once. Many emotional situations cannot be handled mentally, and just have to run their course and be healed by time. However, just as Rosamond was first hidden away, and then killed, so do we sometimes try to kill or hide away our grief or other feelings we would rather not have. It is important to be able to move on and not dwell on something forever, but it is just as important to not deny or push away what needs to be gone through first. Examples: You are in that euphoric in love state after starting a new relationship, there has been a death in the family, or your romantic partner has rejected and broken up with you.

Related cards: Hedge (#29), Five of Arches (#67)

50: Queen Eleanor, Keyword: Firmness

Image: A severe looking mature woman, with short hair and wearing a crown and other royal but not overly lavish garb, is glaring at you. In her right hand she wields a dagger, while in the other she holds a bowl of poison, with dark red liquid dripping from it. Behind her are thorny rosebushes and a cold clear sky.

Queen Eleanor of Aquitaine, wife of King Henry II, was not one to just meekly submit and put up with the situation when he was unfaithful to her. He tried to conceal his mistress, Rosamond the Fair, from her at the center of a hedge Maze, but that did not stop Eleanor, who worked until she solved it. Eleanor then confronted Rosamond, and gave her a harsh choice: Rosamond must either drink poison or get killed with a dagger. The king's infidelity ended then and there. Queen Eleanor was strong and powerful, and in spite of this story is a good role model in several respects. She is not one to remain in a bad situation, and does not hesitate to take action. Ultimately she represents being firm and taking a stand, a quality often undeveloped in spiritual people who always want to be "nice". Maybe your children are not respecting their bedtime and need to be disciplined, your friends are trying to get you to smoke, or your parents want you to take over the family business when what you really want is to join the Peace Corps. All these are examples where a good dose of Queen Eleanor's unwavering firmness is needed to prevent your life from becoming someone else's. The negative side is this energy can quickly degenerate into ruthlessness and a justification for your own bad behavior. Know the difference and know how much force is needed. Was infidelity crime enough for Eleanor to kill someone, and should not Eleanor have confronted the king himself instead of taking it out on the mistress?

Related cards: Minotaur (#17), Brick (#28), King Minos (#54)

51: King Henry II, Keyword: Trust

Image: A royal looking mature man is grinning broadly and standing before the entrance into a hedge Maze. On his head he wears a crown and on his hip he has a sword in a sheath.

King Henry II, as the story goes, was having an affair with his mistress, Rosamond the Fair. To protect her from his angry wife, Eleanor of Aquitaine, he hid her inside a hedge Maze.

However, in spite of that, the queen solved the Maze and killed Rosamond. The card of King Henry II represents trust in all its forms. His being unfaithful in the first place was a severe break of trust, and with his keeping of Rosamond in the Maze she presumably trusted that she would be safe there. The card may mean you are being asked to trust or accept something on faith, or you may need to gain the trust of someone else. Trusting can be a scary thing to do, especially if one has been betrayed in the past. It means taking a risk and opening yourself up to another or the world around you. There are con men or people that will take advantage of you given a chance, and it is important to be able to discern as best you are able someone's intent. However that needs to be balanced with not becoming paranoid and closing yourself off from the many genuinely nice and helpful people.

Related cards: Siren (#47), Page of Obelisks (#104)

52: King Aegeus, Keyword: Depression

Image: A mature man wearing a crown and a long cloak is standing at the edge of a cliff overlooking the sea. Below him is a boat with a black sail heading inland. The sky and water match each other's gray color and mood.

In the card of King Aegeus, we face the feeling of depression, where life seems dreary and not worth living. As the myth goes, King Aegeus, ruler of Athens, lost a war to the Minoans and as terms was forced to send fourteen people every year to be devoured by the Minotaur. He also wrongly thought his son Theseus, who went to Crete in an attempt to slay the Minotaur, had been killed upon his group's return, because they forgot to raise a white sail instead of a black one on their ship. Hence King Aegeus, who even with these apparent losses was still king of a great city, decided to commit suicide. Similarly, depression can make us to focus on the negative when other things in life are fine. It can also make things seem bleaker than they really are, just as King Aegeus thought his son was dead when he in actuality was victorious. Life is a cycle between highs and lows, and when at a low point one must remember that it will eventually pass. Depression is just as much about our reactions to situations as it is about situations themselves. One can and should take action to turn a low into a high, just as Theseus was able to remove his people's problem by going forth and defeating the Minotaur. This can be as simple as getting advice or understanding from friends or therapists, or looking inside yourself to see the glass as half full instead of half empty.

Related cards: Queen Pasiphae (#53), Five of Arches (#67)

53: Queen Pasiphae, Keyword: Fear

Image: A mature woman wearing a silver crown and a black gown is looking at you with a frightened expression and her arms covering herself. Her surroundings are pitch black, so it is not easy to even see her in the darkness. Behind her is a ghostly looking white bull.

Queen Pasiphae, wife of King Minos, was the mother of the Minotaur. When King Minos offended the god Poseidon by not sacrificing a special white bull, the gods made Pasiphae become consumed with lust for it. With help from Daedalus the craftsman, she was able to satisfy her passion, with the result being the birth of the vicious Minotaur, which was quickly shut away inside the Labyrinth. Queen Pasiphae represents fear. This may mean fear of not getting something you want, or fear of what others may think if you drop your mask and they see your inner desires and weaknesses, as well as more traditional fears of pain or something that can

cause harm. Virtually every negative emotion has a basis in fear. Fear is actually a useful message, and so should be a tool you use rather than an emotion that uses you, where as with many other situations the recommendation is to take appropriate action. Queen Pasiphae also represents shame, where one wants to hide certain parts of themselves, just as the Minotaur was hidden within the Labyrinth. This often means shame of one's own sexuality, where one is afraid of their urges or fantasies, which may be things labeled immoral by the majority even if those desires do not cause harm to anybody.

Related cards: King Aegeus (#52), Escape (#56)

54: King Minos, Keyword: Honor

Image: A stern looking bearded man is sitting on a throne. There are colorful murals on the wall behind him, while the throne is in the traditional Minoan design, stone with a curved, wavy back. In his right hand he holds a sword upright while in his left he holds a scepter.

King Minos, ruler of Crete, represents honor and the potentially extreme good or bad actions one may take in an attempt to gain or keep it. It also covers one's value systems, ethics, and morality. In mythology, almost all of King Minos' actions were related to honor in some fashion. His refusal to sacrifice a special white bull was an act of pride. When his wife Pasiphae gave birth to the Minotaur he had the Labyrinth built and the disgrace hidden away in it. When his son was murdered in Athens King Minos attacked and defeated them, and as revenge required the Athenians to annually submit seven youths and maidens to be fed to the Minotaur. When King Minos discovered his betrayal by Daedalus the craftsman, he threw him in the Labyrinth, and then later tracked him down after Daedalus escaped. Honor, chivalry, and a desire to right what is perceived as wrong can be a wonderful thing, however this must be combined with impartial judgments and consideration for others, lest it degenerate into a defense of personal pride, a mere expression of ego, or an imposition of one's beliefs upon others. Remember that virtue is its own reward.

Related cards: Queen Eleanor (#50), Six of Flags (#77)

55: Disassembling, Keyword: Dissolution

Image: A couple of people are disassembling a life size Maze, taking away blocks from the walls one by one and carrying them away. In the distance are worn hills and a setting sun.

Disassembling means an ending is near, with dissolution of something in process. Specifically, this is an organized, often deliberate ending, happening in a gradual instead of disruptive fashion. You usually know about the dissolution and may be actively participating, even if you are sad about it and would prefer things to be different. Spiritually, positive change often happens in a slow manner, as a fear or bad habit dissolves away over time. Examples: You are moving out of your house, a romantic relationship is ending where both parties want that or at least accept it, or someone is dying of a disease or old age.

Related cards: Ramp (#11), Wildfire (#59)

56: Escape, Keyword: Avoidance

Image: A man is crawling on his hands and knees in an undignified manner, out from under the outer wall of a tarp Maze, the Maze being made from tarps hanging from plastic pipes.

The Escape card is the concept of trying to avoid something, instead of facing and resolving it. This card may seem negative, indicating cowardliness and fear, which may certainly be the case. However, know the best technique to avoid getting injured in a fight is to not get in one in the first place, and to not let pride draw you into one! Sometimes you really are outmatched and need to retreat, and come back later when more ready, or you realize you are not going to get anything out of a situation and so should just walk away. Giving a bear or a swarm of angry hornets a wide berth on a trail is simply prudence. Escape also represents inner forms of avoiding something, namely escapism. Being in a fantasy world of entertainment and distraction can be a good thing, but not if it is being used to procrastinate working on real issues in your life.

Related cards: Queen Pasiphae (#53), Surrender (#57)

57: Surrender, Keyword: Quitting

Image: A man has failed to solve a hedge Maze, and has walked back out of the entrance. Instead of coming back down a brick path leading straight to the Maze's arched entrance, he is sadly slinking off to the side with his head lowered in shame.

Surrender means just that. It means quitting something before it is completed, letting go or giving in. It is important to be able to stick with something and not be a quitter when the going gets a little rough, but it is just as important to be able to see when a situation is not winnable and further stubborn effort will only waste your time or increase everyone's angst. Being able to distinguish between the two cases is the challenge, especially when one is feeling some fear or one's ego is on the line. This card may also mean one is faced with a failure and needs to learn to not let life's events like this hinder their future activities. Examples: You return early from your vacation to a tropical island because you are concerned about a nearby hurricane, there are way too many people in line for the best ride at an amusement park so you decide to spend your time doing other things, or you are letting go of your romantic feelings and efforts toward someone because they do not feel the same way toward you.

Related cards: Exit (#9), Escape (#56)

58: Breakthrough, Keyword: Damage

Image: Facing a brick wall where a section in the middle has been knocked down. A fierce looking young woman with short black hair is standing in a passage behind the collapsed section, while holding up a sword and yelling triumphantly, as if she had just struck the wall down herself. Lightning flashes behind her.

Ow! Here, a Maze is being solved by breaking the rules, by smashing through walls in a way that harms the Maze itself. Breakthrough means an event or revelation that causes hard to reverse change or damage. The change is often sudden, sometimes a surprise, may be wanted or unwanted, and either way can indicate a release of pent up energy. The breakthrough does leave most of the situation intact, so a bad change is not necessarily irreparable, and a good change does not mean your worries are over, although things will probably never fully return to the way they were. Examples: Catching an unfaithful spouse in bed with another person, getting a long sought after break in an acting career, or having a first out-of-body experience resulting in life and death never being looked at the same way again.

Related cards: Trap Door (#12), Wildfire (#59), Nine of Obelisks (#89)

59: Wildfire, Keyword: Destruction

Image: A figure is standing in the middle of a hedge Maze in flames. Surrounding him is an expanding circle of fire, where inside the ring are ashes where the Maze has already been burned, and outside is hedge that the flames have yet to reach.

One way to get through a Maze is to burn the whole thing to the ground and walk through its ashes afterward! However, like a successful suicide attempt, it should go without saying that extreme actions like that are probably not the best way to solve life's problems. Wildfire represents a state of utter destruction, where something internal or external has been demolished, with nothing left of the original situation, and the slate having being wiped clean. Sometimes it really is best to just freshly start over again from scratch. However, try to only go back to the drawing board when there really is nothing that can be salvaged from the current situation, lest the "baby be thrown out with the bathwater". Wildfire can represent action you take, or something that happens to you. Having a home burn down or a car totaled are obvious examples, however Wildfire also covers things like major religious conversions or spiritual revelations that completely change your life.

Related cards: Disassembling (#55), Breakthrough (#58)

60: Daedalus, Keyword: Creativity

Image: A middle-aged man is in a life size Maze while standing on stilts. From his vantage point he can easily see over the walls so he knows which way to go. Surrounding him is a clear blue sky.

Daedalus was the gifted and creative craftsman who designed and built the mythological Labyrinth of Crete. In addition to the Labyrinth, he developed many other inventions that improved the lives of his people. In the Labyrinth Oracle, Daedalus represents creativity, and finding new and positive approaches to problems. In conflict resolution, Daedalus devises creative solutions that can result in win/win situations for all involved. Daedalus, the ultimate entrepreneur, can mean monetary success in business, not from luck or fate but simply due to fulfilling a real need that people are happy to pay for. Symbolically, one should note that Daedalus does not "rock the boat", and is still following the "rules" of the Maze when solving it on stilts: He still goes down the path you are supposed to, just he uses his ingenuity to determine which path is correct.

Related cards: Icarus (#61), Three of Flags (#74)

61: Icarus, Keyword: Visionary

Image: A boy in his late teens is hovering over a life size Maze, using a pair of wings that he is wearing formed by feathers held together with wax. The sun shines down from a partially cloudy sky.

Icarus was the son of Daedalus the craftsman, who refused to listen to his father when they were using wax wings Daedalus had made to escape from the Labyrinth. Icarus flew too close to the sun in spite of his father's warnings, whereupon his wings melted and he fell to his death. Icarus represents the true visionary spirit, a genius ability that sees and seeks things in ways never considered before. This usually means taking a radical approach, one that others around you may not understand or even be comfortable with, so such progressive thinking is often

considered “rocking the boat”. By flying over the Maze instead of walking through it, he is no longer following the “rules” of a Maze. On the negative side, Icarus represents simple rebelliousness, being overly independent, and leaping before you look. Other people’s knowledge and experience can be of great benefit, but even the most established theories today may be proven wrong in the future by a revolutionary thinker. Balance following other people’s suggestions with following your own heart.

Related cards: Daedalus (#60), Two of Flags (#73)

62: Observer, Keyword: Detachment

Image: An old man with a long white beard and wearing a light gray robe and staff is alone near the edge of a cliff. He is looking below at a life size Maze in the distance where a number of younger people may be seen around it. The sun is low on the horizon.

This card means one is playing the role of an observer. One is not wrapped up or emotionally consumed by a particular situation, but is seeing it from a detached perspective. This behavior is mature, often coming from age or experience, and may involve a wistful desire to join in on what is being observed. You may be seeing and learning from an external event where being able to see things from an impersonal perspective is necessary, or you may be observing your own self. Few ever take the time to stop and evaluate themselves, seeing their strengths and weakness as they really are, much less do so in a truthful, detached manner. On the down side, Observer may indicate loneliness, being isolated or overly introverted, or feeling old and that your time has passed. Examples: You are watching your children play and maybe wishing you were a child again too, a journalist is reporting about a political debate, or you are paying attention to your breathing in meditation.

Related cards: Overlook (#42)

63: The Map, Keyword: Wisdom

Image: A pair of hands is holding an unrolled scroll upon which is seen the complete plan of a Maze.

This card is significant because it is the last base card in the Labyrinth deck before the suits begin, and therefore represents one of the highest concepts and final destinations on the spiritual path. The Map indicates having wisdom and understanding. More than just knowledge, this represents the common sense and good judgment of how to use it, and seeing how everything in a situation connects. Having a map of a Maze gives you a clear picture of the thing as a whole, as well as letting you know what to do at a lower level. The only warning with this card is to not let your vast wisdom and knowledge go to your head. Do not be condescending toward those who to you seem less evolved, and do not fail to still grow in your own right, as the gaining of understanding is a never-ending journey. Also, having a map of something is not the same as being there, so make sure you do not fail to express, manifest, teach, or otherwise apply your wisdom in your life.

Related cards: Center (#18), Ten of Obelisks (#90), Page of Flags (#102)

64: Two of Arches, Keyword: Questing

Image: Looking at a scene of red rock country. A path leads under a natural arch. In the distance on the skyline a second natural arch may be seen. The sky is clear.

The Two of Arches combines the excitable energy of Arches with the focused energy of suit position two. In this card the general desire for experience is being directed toward something in particular. You seek or are on a quest for a goal you really want, which is usually some experience, but can also cover material things. The downside of this energy is one can become obsessed with the object of their desire, and can behave negatively if they have trouble getting it. It is important also to know that the path of adventure is often never ending. Once one thing is experienced or conquered, the desire for another adventure will present itself, and so on forever. Examples: You are pursuing someone romantically, you are trying to win in a sports activity, or you are on your way home from work to watch the season opener of your favorite television show.

Related cards: Ladder (#16)

65: Three of Arches, Keyword: Victory

Image: Looking at a slightly raised platform near the edge of the sea. A young man is standing at its center, wearing a laurel wreath on his head and holding his arms in the air in triumph. At each corner of the platform is a round column, where arches bridge three of the four sides. The sun shines from a cloudless sky.

The Three of Arches combines the experiencing energy of Arches with the success energy of suit position three. This means an experience of success, or victory in particular. Something has been won or achieved or overcome, and an ecstatic feeling of glory results. This is usually some public event, but the victory can also be within yourself. Life has both good and bad times, and you can certainly allow the good times to be experienced and enjoyed fully. The only warning among all these happy feelings is to not let victory go to your head making you egocentric or condescending to others, and to not “rest on your laurels” as tomorrow is another day with new challenges. Examples: You have just hit the jackpot, you have reached the top of a mountain, you have finally stopped smoking, or you have just hit the game winning home run.

Related cards: Eight of Arches (#70), Eight of Flags (#79)

66: Four of Arches, Keyword: Anticipation

Image: Looking at a slightly raised platform in the middle of a plain. A boy is sitting quietly yet anxiously at its center. At each corner of the platform is a square column, with all four sides bridged by arches. The sky is filled with ominous clouds that look ready to dump rain or send forth lightning at any moment.

You have put up with the school bully long enough, and have agreed to meet him after school at 4:00pm at the flagpole to “settle this like men”. You reach the flagpole at 3:55pm, and your enemy has not showed up yet. What goes through your mind during the next five minutes is a perfect example of the Four of Arches. The Four of Arches combines the active energy of Arches with the dissatisfied, restless energy of suit position four. This means anticipation, where you are waiting for something to happen. You may be waiting for something good, like you are going to bed the night before your birthday with a pile of presents waiting for you. Or you may be anticipating something bad, like you are in the waiting room at the dentist’s office. Above all the Four of Arches asks us to develop patience, and also an acceptance of those things that cannot be

hurried up. You might as well get a good night's sleep before your birthday, read a magazine while waiting for your root canal, or review your fighting technique before the bully shows up to hopefully make things go better for you.

Related cards: Boundary Wall (#8), Planting (#33), Six of Arches (#68)

67: Five of Arches, Keyword: Loss

Image: Looking up a river in a valley. A bridge formed of five arches spans it, with two small arches on either side, and one large arch crossing the river itself. The center arch has collapsed. In the foreground a young man in a boat is looking down in sadness.

The Five of Arches combines the experiential energy of Arches with the setback energy of suit position five. This means simply an experience of loss or defeat. The event may be not getting something you want, like first place, or it may mean losing something you already have, like a loved one. Life has both good and bad times, and occasional bad times cannot be avoided. We can however learn from them and choose how we react to them. Often our biggest periods of growth come from loss or other periods of difficulty. Although a grieving process may be necessary, it is also important to not let what you do not have get in the way of or prevent enjoyment of what you do have. As the image shows, although the biggest arch is gone, there are still four smaller arches intact.

Related cards: Dead End (#6), Rosamond the Fair (#49), King Aegeus (#52), Seven of Arches (#69)

68: Six of Arches, Keyword: Hesitation

Image: Looking down a grand hall, with three columned arches on either side. Before you are flames leaping high from a bed of coals, challenging you to firewalk across them. On the other side of the coals is a king sitting on a throne, glaring at you. To the left of the king is a beautiful young woman wearing dark green, but she is facing away and looking bored. To his right is a well-dressed young man, sneering at you. The king symbolizes the general circumstances of the situation and your own desire, judging whether you are able to go forth or not. The young woman symbolizes spirituality and intuition, which is not able to help much in situations like this requiring a courageous act of will. The sneering young man symbolizes doubts and fears.

Picture you are in a candlelit restaurant with the person you want to spend the rest of your life with, and you have an engagement ring in your pocket to propose with. You have both finished dinner, and the time is ripe to ask the question at any time now, but you are scared to actually do it. Or picture you are in an airplane, ready to skydive for the first time. Your name is called, and it is your turn to jump out. You are at the edge of the open door looking down, and all you have to do is proceed to actually jump. These are perfect examples of the energy of the Six of Arches. The Six of Arches combines the active energy of Arches with the reflective energy of suit position six. This means hesitation, or that magic moment before one proceeds to do something significant or something they are nervous about. Sometimes it is best to just dive into a situation, instead of sticking your toe in while debating the matter. If you must delay, get in touch with any real issues that may make you not want to do whatever, or make you not want something to happen. While failing to make decisions, opportunities and life in general may pass you by.

Related cards: Four of Arches (#66)

69: Seven of Arches, Keyword: Sacrifice

Image: Looking down a short hallway ringed by arches, with three arches on each side and another arch at the end. A man dressed in a blue uniform is holding a spherical black bomb with a lit fuse, which is about to explode. He is surrounded by six other men in red uniforms, who are pointing swords and clubs at him threateningly.

The Seven of Arches combines the doing energy of Arches with the trial or adversity giving energy of suit position seven. Here one is challenged to not just do something, but to give something up. In other words, this is the card of sacrifice. Many times if you want a particular thing, you have to give up something else for it. This sacrifice may be money, time, personal relationships, your values, or even your life. For example, if you want to be married, that means you have to give up being able to flirt with whomever you want. If you want to be rich, be prepared to spend long hours working and less time with loved ones. If you become a movie star, you will no longer be able to go out in public without being mobbed. It is very important to understand the real cost of what it is you are doing. Some of the most important achievements or most significant acts of love required great sacrifice, but other times people will look back on things they did and feel it was not worth it.

Related cards: Junction (#4), Siren (#47), Five of Arches (#67)

70: Eight of Arches, Keyword: Thrills

Image: An athletic young man is throwing a spear. He is in a stadium, and behind him may be seen rows of seats. Eight arches are visible, with spectators visible under most of the archways.

The Eight of Arches combines the excitable energy of Arches with the process-oriented nature of suit position eight. This card is important in understanding what Arches are all about, as here the focus is on the thrill of experience itself. This means the high or rush one gets playing a game, competing or sparring with another, or any other challenge that one willingly undertakes. Playing sports, playing a game on the computer, going on a roller coaster, and skydiving are all examples of the Eight of Arches. Negatively, this can mean you are not doing anything productive, as thrill seeking can be addictive. It can also suggest the thing in itself is a bad way of getting a rush, such as shoplifting, drug abuse, or starting fights. Everyone needs some thrills in their life. It is just important to pick activities that have beneficial effects or at least no bad ones, like how athletics result in getting good exercise.

Related cards: Nymphs (#46), Three of Arches (#65)

71: Nine of Arches, Keyword: Awe

Image: Looking at a scene of red rock country. A number of natural arches may be seen, large and small, both in the foreground and background, beautifully obvious or partly concealed. If you count, you can see nine total, at least from this point of view.

The Nine of Arches combines the experiential energy of Arches with the culminating energy of suit position nine. Here you are experiencing something beyond your comprehension, something that you seem dwarfed by, or something seemingly magical. In other words, you are in a state of awe. No matter how wise or experienced you become, you can never grasp the infinite, and there will always be something that seems like magic. This card also represents

gratitude, or thankfulness for something in particular or for simply being alive. By coming in contact with such things that make your jaw drop, you can dislodge yourself from old patterns and be inspired to expand, learn, and above all appreciate. Examples: Watching a beautiful sunset, looking at the infinite vastness of the starry night sky, seeing a UFO, or observing a newborn baby.

Related cards: Waterway (#26), Five of Flags (#76)

72: Ten of Arches, Keyword: Abundance

Image: A utopian scene. A jolly family is surrounded by food, drink, and overflowing cornucopias. Behind them are a row of ten decorative arches, low on the edges rising to high in the middle.

The Ten of Arches, the last numbered Arch card, is a real resolution of the experiential energy of Arches. Here one is experiencing what most seekers of adventure and experience ultimately want, which is happiness or a simple abundant feeling that you have everything that you need and more. This card puts the dance in abundance, dance being a personal expression of joy. Understand that abundance usually comes more from having the right attitude and choosing to be happy with your life, than from an external event such as winning a lottery, although it certainly can mean things like that. The only warning with this energy is to beware of excess or gluttony. Do not eat too much, hoard too much, or forget those you could be helping when your own situation is fortunate.

Related cards: Eight of Flags (#79)

73: Two of Flags, Keyword: Imagination

Image: A simply dressed girl is sitting on the ground while looking up thoughtfully at an intricately decorated flag waving in the breeze. In her hands she holds a small flag that has not been drawn upon yet. The weather is warm and the sky is blue and filled with many white puffy clouds.

The Two of Flags combines the expressive energy of Flags with the sense of focus represented by suit position two. This means imagination, where a raw desire to manifest something has progressed into knowing what you want to do, and dreaming about what it looks like and how you can make it happen. Imagination is a very important as well as an enjoyable thing to do. The only warning is to not use it as a way of avoiding things that should be done in the real world. In addition to being able to lead to great things, imagination makes a great escape, and going within is a great way to unwind. Just do not stay in there forever! Also, dreaming something is only the first stage of many on the path of being able to manifest and express yourself. The castles in the air will eventually need foundations under them. Remember that the limitations of the real world or your circumstance may require compromises or changes to your vision in order to make it happen too. Give your idea wings and let it fly!

Related cards: Design (#31), Icarus (#61), Ace of Flags (#103)

74: Three of Flags, Keyword: Expression

Image: A young woman is at a table decorating a flag. Behind her another woman who looks to be her twin is dancing around while holding up another flag. Finally a third flag is planted in

the ground, waving in the wind. On each flag is a mythical beast: A gargoyle is being drawn upon the first flag, a griffin is on the second, and a hydra is on the third. The sun shines forth from a perfectly clear sky.

The Three of Flags combines the manifesting energy of Flags with the partial success indicated by suit position three. This card means self-expression, pure and simple. You have created something, or are in the process of creating it. This can mean art, crafts, or writing, and also methods of self-expression that do not result in something being created, such as music, dance, acting, and other ways of performing. It can also mean simple communication, feeling that you are being heard and are able to voice your ideas in your relationships, workplace, or other areas. It is important to know that the path of self-expression is often never ending. After one thing is created, the desire to create something else will arise, and so on forever.

Related cards: Daedalus (#60), Ten of Flags (#81), Knight of Flags (#94)

75: Four of Flags, Keyword: Perfectionism

Image: A woman is sitting at a table with an irritated expression on her face. She is throwing a half decorated flag across the table to the ground. Upon the ground are already two crumpled flags. Behind her is one large flag held up with two poles. The sky is gray and looks like it might rain, but the surroundings are dry and barren.

The Four of Flags combines the expression of Flags with the dissatisfied energy of suit position four. This means perfectionism, or being unhappy with your creations. Perfectionism is rooted in a noble emotion, the desire to be perfect or better than you are, however it is also accompanied by a dislike of anything that does not meet up to the ideal. These feelings can cause one to be unhealthily critical of others or themselves. People are human, and will always make the occasional mistake no matter how skilled they are. Transform a desire to be the best or a desire to be perfect, into a desire to improve or a desire to learn from every attempt. Perfectionism in love can cause one to always be able to find something wrong with their partner, and can make one continually go from relationship to relationship. It is good to be able to insist upon certain things that you really need in a relationship or anything else, but do not go too far with it as the perfect ideal does not exist. Sometimes the really endearing things about someone are a seeming imperfection like a dimple.

Related cards: Painting (#36), Focus (#41), Five of Flags (#76)

76: Five of Flags, Keyword: Jealousy

Image: A young man is dejectedly holding a simply decorated flag in one hand, which drags on the ground behind him. Two posts are before him, from which sprout two beautifully decorated flags from each. The flagpoles are horizontal, where the flags hang down from them like banners.

At first glance, a card representing jealousy may seem negative. Yes, this card can and does mean jealousy, envy, and possessiveness. In a fundamental sense however, the Five of Flags means meeting up with something better than you. This card mixes the expressiveness symbolized by Flags with feeling of loss represented by suit position five, literally meaning a setback in self-expression or feeling that you are not needed. No matter how rich, talented, or spiritual you are there is always someone better, more skilled, or who has done more. When faced with this reality, one can react negatively or positively. It is better to bring yourself up to

their level than try to bring them down to your level. You should also strive to bring the “lower” up to the “higher” if you are the one being envied. People above you can be an excellent opportunity for growth, if you are willing to learn from them or be inspired by what they have done. Remember it is easier to grow as a little fish in a big pond, than as a big fish in a little pond.

Related cards: Ladder (#16), Nine of Arches (#71), Four of Flags (#75), Seven of Flags (#78)

77: Six of Flags, Keyword: Pride

Image: A man is sitting in a chair, smiling and looking at a triangular arrangement of six flags flying in the wind. There are three flags on short staffs, behind which are two flags on normal length staffs, behind which is one more flag on a tall staff. The sun shines brightly from above.

The Six of Flags combines the personal expression represented by Flags with the reflective energy of suit position six, which means looking at your own accomplishments. In other words this card represents satisfaction, or being proud of what you have done, or more fundamentally self-love. At first glance, a card about pride may seem negative, especially to a spiritual person. Certainly the Six of Flags can and does represent egotism, arrogance, vanity, and being self-centered. However there is also a more positive manifestation of this energy. People, especially those trying to be spiritual, can often be very self-deprecating and can suffer from low self-esteem. If you do not love yourself, who will? Without a good relationship with yourself, how can you have a good relationship with another? You can be honest about your talents without rubbing them in or putting other people beneath you.

Related cards: King Minos (#54), Seven of Flags (#78)

78: Seven of Flags, Keyword: Protection

Image: Looking at a defended castle, with turrets and spires, from which six triangular blue flags fly proudly. A few men dressed in blue look down from the battlements, and the door to the castle is barred closed. Another man dressed in red and holding a red flag and a sword looks up from outside where he is shut out.

The Seven of Flags combines the material or creative things indicated by Flags with the challenge or test represented by suit position seven. Here one faces the issue of having to protect or defend what one has. Materially, one may be afraid of being physically assaulted or having their things stolen. Creatively, one may be concerned about having their ideas copied or credit being taken by others. Negatively, this energy can manifest as paranoia or miserly behavior. People like feeling safe, and often seek out those who can provide security. However know that everything changes, and total security is something that can never be found. If you were totally safe, life would become boring and you would never grow. For example, installing home security or taking a self-defense course can develop confidence and other virtues, as long as you do not go overboard and become so defensive you treat everyone as the enemy. It is all well and good to copyright your work, however do not be afraid to let others take it and go on to do better things. Imitation is the sincerest form of flattery. If you never share your ideas, they die with you and it is as if they never existed. Let yourself be the giant upon whose shoulders future people stand.

Related cards: Racing (#39), Five of Flags (#76), Six of Flags (#77)

79: [Eight of Flags](#), Keyword: Success

Image: A well-dressed middle-aged couple are standing on a raised octagonal platform with their son, with steps leading up to it from all sides. Surrounding the platform are eight flags. The sun shines from a blue and clear sky.

The Eight of Flags combines the having energy indicated by Flags with the process represented by suit position eight. Here one is experiencing having things, which in this card means success. What is success? To different people it can mean different things: material wealth, a loving relationship, an exciting life, power and influence, attaining knowledge or wisdom, or all of the above. Like many things in life, whether you are successful or not can be something you decide for yourself. A simple matter of attitude can be the difference between loving your life and hating it. On the other hand, often success is defined in the eyes of society, or circumstance may affect the results of your effort. Two people start their own businesses and put the same amount of work into it, but one is in the right place at the right time and their company becomes worth billions. Positively, this card can mean public acclaim and praise of your work, or rewards from efforts. Negatively this energy can degenerate into materialism or cause one to stop growing or taking chances.

Related cards: Three of Arches (#65), Ten of Arches (#72)

80: [Nine of Flags](#), Keyword: Diversity

Image: Looking at an array of flags, like something one would see outside a United Nations building. Nine tall flags are arranged in a three by three square. Each flag is decorated and colored differently, and they all fly proudly as a rainbow arches in the background over the ocean.

The Nine of Flags combines the self-expression of Flags with the culminating success of suit position nine. Success in self-expression starts with accepting yourself and your role in the world. More importantly, this card means accepting the way other people express themselves, or in a word, diversity. Traditional things associated with diversity are represented, such as getting along with people of other genders, races, cultures, religions, sexual orientations, political parties, and so on. You can be a conservative Republican, and still be respectful to a liberal Democrat, since you know they are doing what they think is best for themselves and society, just as you are. More than just acceptance, this is an understanding of how it is necessary for people to play their own unique roles in society. Everyone doing or thinking the same way would make for a very boring and unevolving world. The beauty of a rainbow comes from its colors remaining separate.

Related cards: Overpass (#25), Bridge (#27)

81: [Ten of Flags](#), Keyword: Legacy

Image: Looking down a great hall, which looks like it is inside a university library. Both walls are lined with bookcases, between which one female student may be seen, dwarfed by her surroundings. Above the bookcases the hall is lined with large old flags hanging from the wall like antique murals, five on each side. Above the flags light slants in through high windows.

The Ten of Flags, the last numbered Flag card, is a resolution of the creative energy of Flags. Here one is doing what all those desiring self-expression and manifestation ultimately want to do, which is to leave their mark on the world and have a legacy. Having children, inventing something new, or constructing huge monuments are all examples of how you can uniquely affect the world in a way that will allow you to not be forgotten after you die. Other ways like teaching values and wisdom to younger generations, or simple service to society, are subtler but can be even more significant methods of changing the world. One who goes on a shooting spree ending with their own suicide also has a desire to be remembered after their death, just they have approached it in a negative fashion. Since the Ten of Flags is related to death and what you leave behind, it asks you to consider your own life and accept and prepare for when you too will pass on. For example, getting life insurance, having a will, and making sure your relations with family and acquaintances are the way you want so that if you were to die tomorrow you would not have any regrets.

Related cards: Marking (#37), Three of Flags (#74)

82: Two of Obelisks, Keyword: Discipleship

Image: A young woman, with a shaved head and wearing a simple robe, is meditating on the floor in the lotus position, with an obelisk on the ground in front of her. An old guru with a long white beard is sitting in a chair facing her, while holding up another obelisk.

The Two of Obelisks combines the spiritual aspiration indicated by Obelisks with the focus on something in particular represented by suit position two. Here the vague aspiration for spirituality in general has evolved into an actual path which can lead to the illumination one seeks. When you are following some path or discipline, you are learning from others, instead of discovering things on your own. In many areas of life it is necessary to rely on another or those who have gone before, or at least doing so allows you to reach your own goal much faster. This card covers the ages old relationship between master and disciple, or any other connection between teacher and student. Negatively, this card represents the concept of submissiveness, or any relationship where one voluntarily gives away their power. One should be careful when choosing a path, since there exist cult leaders and con artists that will exploit and take advantage of one's desire for growth if they can. If you are not getting more out of a path than what you are putting into it, it may be time to find another way.

Related cards: Sign (#15), Ladder (#16), Queen of Obelisks (#98), Page of Arches (#100)

83: Three of Obelisks, Keyword: Metaphysics

Image: A teenage girl is at a table. Upon it is a quartz crystal cluster, and hovering nearby is a fairy, which looks kind of like a small version of the girl when you take its wings into account. Outside a window, a UFO can be seen hovering near the ground, in front of which is an extraterrestrial. The alien holds up an obelisk, the fairy holds up another, and the girl holds a third close to her.

The Three of Obelisks combines the spirituality of Obelisks with the small success indicated by suit position three. In other words, one's spiritual seeking is beginning to produce visible results. This card is all about the occult or things being experienced that cannot be proven or are outside of what can be explained using logic and reason. This can mean psychic impressions, out of body experiences, extraterrestrial visitations, and so on, as well as explorations of crystals,

past lives, auras, ghosts, divination systems, and more. Seeing is believing to many, and often a real path does not commence until one has certain metaphysical experiences. However, an important warning is in order: The occult is not the same as spirituality! Having metaphysical powers is a completely different thing from being spiritually evolved and a loving person. A psychic can be good or evil just like everybody else. Metaphysics is fun and useful, but do not let it distract you from real soul growth. Trust that the true goal of the spiritual path will make you more aware and powerful in a real sense than all the occult abilities in the world.

Related cards: Nine of Obelisks (#89)

84: Four of Obelisks, Keyword: Doubt

Image: A woman in a white robe is sitting on the ground inside a large columned temple, trying to meditate, however she is scowling with a strained face. Surrounding her are four obelisks, one on each side. Each is on the ground pointed away from her in a different direction, representing the way in which her thoughts are scattered and going in different directions.

The Four of Obelisks, a combination of the spirituality of Obelisks with the dissatisfaction of suit position four, means doubt in your spiritual path. You may wonder about the validity of your experiences, your practices, or your own self-worth. Doubt can also arise in other areas, like relationships where you question whether your current romantic partner is really the best you can do. Positively, it is good to question yourself and your path, to be willing to find out where you or your perceptions may be wrong, and to make sure what you have now or what you are considering getting is what you really want. Consider the hard questions sooner rather than later, as it is better to decide you do not want to live in a house before you make the down payment on it! Negatively, know when you choose to look at everything through a skeptical and critical eye, you can find something wrong with every spiritual path, or every potential partner, and you will never go anywhere.

Related cards: Ramp (#11), Five of Obelisks (#85)

85: Five of Obelisks, Keyword: Disillusionment

Image: Looking at a small cluttered room. A woman is sitting at a table, looking vaguely dissatisfied. Five obelisks are scattered around the room in out of the way places: One is point down in her rear pants pocket, another can be seen in the wastebasket, a third is tipped over on the ground under the table, another is on the very top level of a bookshelf shoved way back, and the last one is out on the windowsill.

The Five of Obelisks, combining the spiritual energy of Obelisks with the loss indicated by suit position five, is the card of having “strayed from the path”. This path can be a spiritual discipline, or something else like an exercise program, the creative writing you used to do, or the romantic things you did in the early stages of a relationship. You may have stopped consciously, where what used to satisfy you no longer does, or you may have strayed more unintentionally, and just became “busy” in life. If you have ever looked back on the way things were in the past, and wondered what happened and wished things could be that way again, this card is for you. As the saying goes, life is what passes by when you are doing other things. This card also represents the concept of forgetting things in general. Understand that life does change over time, where as we get older we may not have as much energy as we did when we were young. For the energy

you do have, decide what things in life are really meaningful and worth doing. As for the spiritual path, remember spirituality is not as much a goal as it is a way of life.

Related cards: Four of Obelisks (#84)

86: Six of Obelisks, Keyword: Reflection

Image: A middle-aged woman is sitting in the lotus position, with her palms up, smiling slightly, with her eyes closed. She is wearing a dark blue leotard, and has very long brown hair. On both sides of her slender candles burn quietly, and behind her on a table are six obelisks in a row. The floor is polished and almost mirror like.

The Six of Obelisks combines the reflective nature of Obelisks with the reflective nature of suit position six. This card is all about contemplating and thinking about things and about yourself. It means meditation, concentration, yoga, and blissful silence. To a normal person, meditating for long periods may seem like a boring waste of time, but the true seeker knows meditation is not as much a process leading to the end of the path, as much as it is a goal in itself. Many people blindly go through life without ever bothering to really get to know themselves, and miss out on the opportunities for growth and change that can come from looking at themselves in the mirror. The negative side of this card is escapism, where one can spend too much time thinking and intellectualizing about things in a detached state and never actually roll up their sleeves and take any action. Talking about problems is good, but only talking will not solve anything.

Related cards: Center (#18), Resting (#43)

87: Seven of Obelisks, Keyword: Networking

Image: Seven people, of various ages, genders, and ethnicities, and wearing white robes, are each holding an obelisk. They are all walking down a road together in a group.

The Seven of Obelisks combines the spirituality of Obelisks with the challenge represented by suit position seven. Here the test is relating your spirituality to the world around you. This means being able to express your ideals in the world, share them with others, and to effectively interact with like-minded people. It is easy to be loving in your guru's temple among fellow disciples, but it is a little harder to maintain that state in your 9 to 5 job. Channeling ascended masters is one thing, but being able to communicate their message to the world around you is another. This card is also about finding or working with like-minded people who you can interact with as equals, where it represents friends in general as well. A good group allows you to more easily better yourself and do things to affect the community around you. All groups form through communication, and most groups do this through fliers, advertising, or one on one conversations with those who may be interested. It is good to have the sense of belonging that a group gives, as long as one remembers to still think for themselves. Examples: You join a spiritual circle or study group, you create an internet site talking about your favorite cause, or you publicly wear your pentagram necklace in spite of negative attention it might attract.

Related cards: Bridge (#27), Teamwork (#40)

88: Eight of Obelisks, Keyword: Sharing

Image: A man is sitting on a floor of green moss in a lush green forest. Although he is at least fifty, his health and smile make him look much younger. He is surrounded by a ring of eight pyramid shaped obelisks, one of which has been picked up and he is offering to you.

The Eight of Obelisks is a combination between the spiritual energy of Obelisks and the process oriented nature of suit position eight. This card means a process of truly living a spiritual life, which manifests as the concept of sharing. Being able to give things away or help others in general is a good indicator of spiritual progression, as it shows both non-attachment and being able to see the greater picture beyond just yourself. The man pictured is not addicted to material things, and is willing to interrupt his circle and give away an obelisk without feeling possessive. He is not trying to grow spiritually for his own sake, but instead he is enjoying spirituality for its own sake. One lesson the generous sometimes need to learn is that just because you are willing to give something, does not mean anybody wants or is ready to take it yet. A religious evangelist may think he is doing good by offering his spiritual path to people, but that will not stop many from being annoyed with him.

Related cards: Teamwork (#40), King of Obelisks (#99)

89: Nine of Obelisks, Keyword: Initiation

Image: Eight pyramid shaped obelisks are arranged in a circle on the ground, with a ninth obelisk in the center. Above the center point is a young woman, with black hair and wearing a long sleeved shirt and shorts, levitating due to some occult power. She is sitting in the yoga position, looking up, with her mouth slightly open and her arms held out at an angle. Energy can be seen entering her head from above, while energy is also coming out of her hands.

The Nine of Obelisks combines the spirituality of Obelisks with the culminating energy of suit position nine. This card means spiritual initiation, where answers are received or secrets are revealed. The awareness received is often very positive, but it can also be humbling if it reveals negative things you were not aware of or were trying to hide from before. Either way this means a drastic change to the way you perceive things, and like a flash of lightning the change is usually sudden. Also with initiation and the gaining of knowledge and abilities comes responsibility. There are reasons why mystery schools operate in secret, because knowledge can be dangerous or at least seriously misunderstood in wrong or inexperienced hands. Examples: An initial experience of enlightenment, energy rising from kundalini yoga, acceptance to the inner circle of a secret society, or any major realization about yourself or the Universe.

Related cards: Isolated Section (#23), Breakthrough (#58), Three of Obelisks (#83), Ten of Obelisks (#90)

90: Ten of Obelisks, Keyword: Enlightenment

Image: An old man with a long snow white beard and wearing a shining golden robe is levitating in the air while in the yoga position. He is smiling serenely, with his eyes open and his hands quietly together in his lap. He is surrounded by a circle of obelisks, where the bottommost one rests on the ground below him, while the others hover in the air to his sides and above him. All this is taking place on a mountaintop, with a brilliantly colored sunset behind him.

The Ten of Obelisks, the last numbered Obelisk card, is a real resolution of the spiritual energy of Obelisks. Here one has attained what all those seeking spirituality and self-awareness ultimately want, which is enlightenment, pure and simple. What is enlightenment? Truly figuring

out the answer to that question can be enlightening in its own right. For some it means ascension, Samadhi or experiencing union with the Divine, ultimate bliss, or achieving the state of no longer having to reincarnate in a physical body. Certainly the Ten of Obelisks is about all these things, but it can also mean a more subtle enlightenment. Enlightenment is ultimately a state of mind, a realization, an attitude, or truly opening one's eyes for the first time. Being enlightened often does not change what one does externally, as in the saying: "Before my enlightenment, I chopped wood and carried water. After my enlightenment, I chopped wood and carried water."

Related cards: Center (#18), The Map (#63), Nine of Obelisks (#89), The Maze (#109)

91: Knight of Arches, Keyword: Bullying

Image: Looking at a concrete arch bridge which crosses a river. Three burly young men holding clubs are standing in the middle of the span looking over the edge. One is jeering, one looks surprised, while the other looks angry. Another skinny looking young man has jumped over the side, presumably to get away from the bullies, and is about to land in the river. It is night and the sky is black, where the surroundings are lit only by nearby torches and lanterns.

The Knight of Arches combines the aggressive energy of Arches with the aggressive energy of the Knight. This card means an overflow of active energy, representing a person trying to use brute force to get what they want. It may mean someone is trying to bully you or at least you feel they are, or that you yourself are being more militant than you need to be. Sometimes we think other people are being mean or inconsiderate to us, when we are behaving just as bad from their point of view. This is also the card of rebellion, be it against parents, your boss, or society in general. Sometimes assertive or even outright violent actions are necessary, to prevent you from being walked upon by a pushy salesman, or as a matter of self-defense in a crime situation. Fighting of course should only be done once all peaceful options have been pursued, where the challenge is in knowing when force is needed.

Related cards: Corner (#3), Minotaur (#17), Knight of Obelisks (#97)

92: Queen of Arches, Keyword: Flirtatiousness

Image: A close up view of a young woman standing underneath a small archway. She has straight black hair, fair skin, an impish grin, and her hands are held up touching the walls above her. She is wearing high heels, tattoos, piercings, and not much else.

The Queen of Arches is a combination between the active, masculine energy of Arches with the receptive, feminine energy of the Queen. This contradictory mix of influences results in wild energies being expressed in a subtle way. It means a person expressing in a playful, mischievous, flirtatious manner. One is seductive, sultry, sensual, and a master at signals and non-verbal communication. Even if it is only an act, such a person can make you expect they do things and have more fun behind closed doors than the rest of us can ever imagine. If your marriage or life in general needs more spice in the old routine, maybe it is time to bring out the silk scarves and whipping cream! Being a nice person is important in a successful relationship, but so is being able to awaken that spark and have chemistry. Sometimes we want to do things that go against traditional morals. There is nothing wrong with that, where the challenge of the Queen of Arches is to be able to have the fun of being a "bad" boy or girl without harming others or ourselves.

Related cards: Curve (#20), Painting (#36), Nymphs (#46)

93: King of Arches, Keyword: Leadership

Image: Looking across a bridge, where an army is crossing it toward your point of view. Foremost is a mature man on a large horse. He is wearing a crown, dressed in light armor, and holds the reins in one hand and a sword high over his head in the other. Behind him are rows of foot soldiers following him. The men in the corners of the front row are holding up a banner.

This card is different from the others in the suit of Arches, because it is the only one where the opening of an arch is not visible. Here you are on top of an arch instead of just near one. The King of Arches indicates a person expressing the experiential energy of Arches in the mature, outgoing way indicated by the King. This card is about leadership, where you are not just controlling your own experience, but the experience of others as well. You are able to give orders, delegate tasks to people who work for you, assist them in their own advancement, set an example, and even discipline those who are out of line. The concept of being in command and having others depend on you may be uncomfortable for the spiritual person, however taking on a leadership position is a great way to be able to make more of a difference and grow in your own right. Still, power can corrupt, and people may want to abuse authority for their own selfish purposes. Above all, successful expression of the King of Arches develops and depends on responsibility and integrity.

Related cards: King of Flags (#96), King of Obelisks (#99)

94: Knight of Flags, Keyword: Performing

Image: A man is giving a performance on stage. In one hand he holds a flag, his legs are dancing, and behind him on the stage hang large curtains.

What is the point of doing something, if there is nobody to see or admire what you have done? The Knight of Flags symbolizes a person manifesting the expressive energy of Flags in the active, assertive way indicated by the Knight. This card means performing, or expressing yourself in a way meant to attract attention. Many are content to just be creative by themselves or in small groups, but the Knight of Flags wants many people to see his talent. Positively, this means you can benefit others if your performance is inspiring or educational. Negatively, this card can mean showing off for the purposes of ego inflation, or being in a state where your happiness is dependent upon the approval of your audience or peers. Examples: Acting, dancing, singing, modeling, as well as putting your art on display, having your book published, or even just talking a lot.

Related cards: Three of Flags (#74), Queen of Flags (#95)

95: Queen of Flags, Keyword: Charisma

Image: A pretty woman, with shoulder length blond hair, is sitting in a gazebo and smiling at you. Surrounding the gazebo is a beautiful garden. She is holding a bouquet of flowers while her other arm is supporting a large flag.

The Queen of Flags symbolizes a person using the expressive energy of Flags in the quiet, receptive manner indicated by the Queen. Some people have a special, attractive glow that draws you to them and makes you want to know them better, or in other words they have charisma. This charm can be due to simple physical beauty, a magnetic personality, or just being friendly and helpful. It means popularity, politeness, refined manners, and a good social life and social

standing. If you are looking for love, more friends, or more clients, a little effort to make yourself attractive or interesting to people, or to present or advertise yourself or your business, can go a long way. Negatively, this energy can degenerate into snobbishness, advancing in life using charm or sucking up to people instead of ability, and dependence upon approval of others and hence susceptibility to peer pressure.

Related cards: Knight of Flags (#94), King of Flags (#96)

96: King of Flags, Keyword: Fame

Image: Looking at the entryway to a fancy building. A red carpet leads to the door, where above it is a flag supported by two poles. Both sides of the path to the door are roped off, where the areas behind the rope are crowded with people of all types. Standing before the entryway is a middle-aged man, nicely dressed with dark glasses, who is waving to his fans.

The King of Flags symbolizes a person expressing the ambitious energy of Flags in the outgoing manner indicated by the King. Here others know about your activities, where this card represents fame. Being famous or infamous just means many are aware of or depend on you, and by itself does not mean success or that you have actually done anything self-fulfilling. A common trap of fame is to either become conceited if you have it, or to just desire the attention instead of perfecting your ability. Either way fame does mean you may be overly busy trying to keep up with the demands of others, and may become flustered. You often do not have the time to meet everybody's requests without disregarding your own needs. If a movie star personally answers all their fan mail, they will not have any time to work with the talent that made them famous in the first place. Hence this card also means organization, the ability to effectively do the many things on your to-do list, while being able to choose and focus on the things that are important, and saying no when needed.

Related cards: King of Arches (#93), Queen of Flags (#95)

97: Knight of Obelisks, Keyword: Crusading

Image: A young man in a white robe is holding a white obelisk as if it were a magic wand. Before him are three people in black robes, appearing to have red eyes, who each hold a black obelisk. Blue colored magical energy comes out of the white obelisk, while red colored energy comes out of the black obelisks, where all the energy clashes in the middle.

The Knight of Obelisks is a person expressing the spiritual energy of Obelisks in the aggressive way indicated by the Knight. Here we have the spiritual warrior, or one on a crusade for some cause. One may be trying to evangelize a spiritual path to others, or may be working for some political ideology. Note that when you are seeking change, you will often come in contact with those who resist it, or those who want to change things in the opposite direction. The most important thing to understand is people are different and hence have different views. You may think you are a good person fighting darkness, but in your opponent's eyes they are the noble one and you are evil. Hence this energy often manifests as debate and arguing. It is all right to have a cause, and a lot of good can come from one, but you will do a lot better at convincing people, as well as growing spiritually yourself, if you have the compassion and respect to see that everybody does what they think is right.

Related cards: Knight of Arches (#91)

98: [Queen of Obelisks](#), Keyword: Devotion

Image: A middle-aged woman wearing a long sleeved white gown is kneeling on the floor in a temple, with her hands held up holding an obelisk. She is looking up toward rays of light beaming upon her from above, like the type you would picture an angel or divine being radiating.

The Queen of Obelisks is a person expressing the spirituality of Obelisks in the receptive manner indicated by the Queen. This idea manifests itself as devotion or worship, and also represents one's beliefs, faith, and the rituals or religion one chooses to wrap around it. Many want to feel connected to God or a higher power, be they a spiritual master in their own right or one who has yet to experience anything of significance. Prayer is one beautiful way to achieve this communication or connection, so you do not have to travel the spiritual paths alone. Of course even when you are being helped out you still have to do your part. As a saying goes: "Pray to God but keep rowing to shore." More generally this card also means devotion or faithfulness to things outside spirituality, such as people or ideals. Since this state of being means you are looking up to something or someone, make sure that the object of your adoration is something good and that will not take advantage of you. Everybody has beliefs, and faith can be a wonderful thing, but you do not have to stop there. Many beliefs can be turned into knowledge and direct experience with investigation. As another saying goes: "Why believe in God when you can experience God?"

Related cards: Two of Obelisks (#82), Ace of Obelisks (#105)

99: [King of Obelisks](#), Keyword: Teaching

Image: An older man is standing behind a lectern, with his mouth open as if he is talking. In one hand he holds a book, while in the outstretched palm of his other rests an obelisk. Behind him is a chalkboard filled with various runes and diagrams.

The King of Obelisks is a person taking the spiritual energy of Obelisks and going about it in the outgoing manner indicated by the King. This card means teaching, or sharing your knowledge, wisdom, or experience with others. Teaching is a great way to make a positive difference in the world, and to make each generation more evolved than the one before. Most do not realize how strong an influence a good or bad teacher can have on someone's life, hence with teaching comes responsibility. Do not let teaching degenerate into preaching or trying to convert people to your views. It is more important to teach someone how to think and find their own answers, and awaken the desire to discover and teach on their own, than to give them facts and a preconstructed world-view. Also, learning is often a two way street: When giving instruction you can learn things from your students in return if you are open to it. Teaching also allows you to fortify your understanding about the subject matter itself, where a saying goes that we often teach what we most need to learn.

Related cards: Eight of Obelisks (#88), King of Arches (#93)

100: [Page of Arches](#), Keyword: Discipline

Image: A boy, wearing a gi or white loose fitting belted martial arts uniform, is standing firmly at attention by himself on a mat in a studio. The floor is polished hardwood and the wood wall and ceiling behind him is supported by a large arch.

The Page of Arches indicates a person expressing the active energy of Arches in the developmental way symbolized by the Page. It suggests doing the things that are necessary to prepare for the exciting things in life, which means discipline. Discipline is a virtue often overlooked in favor of more flashy characteristics, but most truly meaningful things in life require it. To snowboard down a steep mountain requires the discipline to develop your technique and effort to get up to the top so you can have fun coming back down. To enjoy being attractive requires time paying attention to your appearance and the discipline to stay fit. Discipline means persistence and staying power, to be able to stick with something when challenges present themselves and to keep going when others may quit.

Related cards: Two of Obelisks (#82)

101: [Ace of Arches](#), Keyword: Excitement

Image: A young man is standing among red rock country, looking nervous and edgy. Behind him is a large natural arch. Lightning flashes in the sky, causing the arch to cast a shadow across him. Upon the span of the arch is a large eye.

The Ace of Arches, like all the Aces in the Labyrinth Oracle deck, represents a primitive elemental desire, and an uprushing feeling of that energy within you. Here the urge is to experience something, or to have an adventure. If your life seems dull or boring, maybe you need more excitement and challenge in it! Consciousness is the basis of individual existence, and an Arch person more than anybody knows how to feel the magic of being alive! Not everyone hears or follows the call of Arches. Most are content to spend their evenings at home - an Arch person will go out dancing. Most are content to sit on the beach under their umbrella - an Arch person will try to swim out to the nearest island. Arch people are active, spontaneous, impulsive, and willing to try everything at least once. Playing games, making love, going to concerts, and climbing trees are all examples of Arches. Negatively, this can mean one is living the life of a daredevil and putting themselves at risk, or living the life of a hedonist and only living for self-gratification and entertainment.

Related cards: Wandering (#44)

102: [Page of Flags](#), Keyword: Education

Image: A slender boy in his late teens is sitting at a small desk alone in a classroom studying a book. Through a window one can see it is cloudy but not rainy outside. On his desk is a pencil holder, in which may be seen several pens and pencils, along with one small flag.

They say that one of the best ways to improve your life is to improve yourself. The Page of Flags indicates a person expressing the ambitious energy of Flags in the developmental way symbolized by the Page. It means one is playing the role of a student, pupil, or apprentice, by reading, studying, or getting an education in general. Going to college can be a real eye opener and a real coming of age, both in and out of the classroom. Even if you want to create and invent things on your own, you will do better if you first spend time learning what others have written about your field. This card also symbolizes intelligence in general, as well as a smart or “nerdy” person who may focus on intellectual pursuits, being less experienced in social development. Some people’s calling is to be a “brain”, while others are born to be party animals. Both types need at least a little balance in their lives to be successful.

Related cards: Exploring (#45), The Map (#63)

103: [Ace of Flags](#), Keyword: Ambition

Image: A young man is climbing a steep mountain, at the top of which is a flag casting a shadow across him. Upon the flag is one large eye.

The Ace of Flags, like all the Aces in the Labyrinth Oracle deck, represents a raw elemental desire, and an uprushing feeling of that energy within you. Here it means ambition, the urge to create or express something. If your life seems lacking in direction and goals, if you want to be influential and have an effect on your surroundings, maybe you need some creative projects to work on. The entire Universe is the self-expression of the Divine, and a Flag person more than anybody knows the magic of Creation and becomes a small Creator in their own right. When it comes to Flag's call to manifestation, some have the energy within them and other do not. Most are content to pass their time watching videos or reading books authored by other people - a Flag person will author books of their own or work in the filmmaking industry! Most people just only want to be happy, and pass through life the way everybody else does - a Flag person wants to distinguish themselves and change the world! Singing, planting a garden, running a business, being in politics, and raising a family are all examples of Flags. Downsides of Flag energy is the desire for success can turn into egotism and emotional isolation, and productiveness can lose its creative spark and turn into work and drudgery.

Related cards: Two of Flags (#73)

104: [Page of Obelisks](#), Keyword: Innocence

Image: A young girl with long brown hair and wearing a white dress is smiling and sitting behind a bed of colorful flowers in the sunshine. Upon one of her hands a butterfly has landed, and in front of the flowerbed is a graceful white obelisk.

The Page of Obelisks indicates a person expressing the sensitive energy of Obelisks in the youthful way symbolized by the Page, which in this card means innocence. Some people seem to have a quiet glow, where they may not be obviously beautiful, strong, smart, or even spiritual, but still there is something special about them. An innocent person can be gentle, open minded and willing to try things, and see the world in a optimistic light, unlike others whose life experiences may have made them become more skeptical, cynical, or at least cautious. This card also means purity, which is something many strive for on their path, and the desire to make themselves free of negative influences in body and mind. The downside is an innocent person may lead a sheltered life and miss out on opportunities to learn and grow, or their lack of experience may cause them to blindly make a big mistake later. The challenge is to be able to combine the wisdom and street smarts that come from life's experience with a sweet and childlike attitude.

Related cards: King Henry II (#51)

105: [Ace of Obelisks](#), Keyword: Aspiration

Image: A young woman sits on the ground in the snow, looking cold, pensive, and vaguely uncomfortable. She sits next to a large stone obelisk, whose shadow falls across her. Upon the obelisk is a large eye.

The Ace of Obelisks, like all the Aces in the Labyrinth Oracle deck, indicates a fundamental elemental desire, and an uprushing feeling of that influence within. Here it means the aspiration

to have spirituality in your life and to grow internally. If life is happy but something indescribable seems missing, if you want to better yourself and learn the real secrets of the Universe, maybe you are ready to enter the spiritual path. Evolution is the great activity taking place in the Universe, and an Obelisk person more than anybody is able to be connected with the will of the Divine. Few people bother to consider the big questions in life, and fewer still have the courage or discipline to seek out the answers and not run away when they present themselves. The Path of Obelisks is like an invisible pull that some have awakened within them while others have not. While the other two suits require receiving things from or doing things to the outside world, an Obelisk person is focused within. Pitfalls of Obelisks are one can become withdrawn from and less effective in daily life, or become so focused on self-improvement it turns into pride and considering those not on your path to be beneath you.

Related cards: Queen of Obelisks (#98)

106: Theseus, Keyword: Yang

Image: A ruggedly handsome young man is kneeling on an outcropping overlooking a red rock desert environment, holding a sword erect in his hand. The sky is clear and the sun shines warmly from above.

Theseus was one of the greatest heroes in Greek Mythology. He was always going on adventures and slaying monsters. He volunteered to travel to Crete to slay the Minotaur, and succeeded. He won the beautiful Ariadne's heart, and she helped him, however Theseus eventually abandoned her. Theseus represents all positive and negative Yang qualities, being active, initiating, intellectual, and direct. In pagan terms Theseus is an archetype for The Lord. Above all this card means masculinity, although know that characteristic can be applied to women just as much as men. People of both genders can sometimes look down upon the characteristics represented by Theseus, seeing his negative potentials of being aggressive, uncivilized, or unspiritual. This card suggests maybe it is time to awaken the qualities of Theseus within yourself, and learn how to express masculine power in a constructive, nonharmful manner.

Related cards: Brick (#28)

107: Ariadne, Keyword: Yin

Image: A beautiful young woman wearing a white gown and a circle of flowers in her hair is standing up to her waist in the ocean, her palms touching its surface. She has brown eyes and straight dark brown hair long enough so the ends touch the water.

Ariadne, princess of Crete, embodies all qualities considered Yin, being receptive, nurturing, passive, and beautiful. She played a necessary if behind the scenes role in the slaying of the Minotaur by asking Daedalus for the clew of thread and a sword and then giving them to Theseus, and waiting by the entrance while he went into the Labyrinth. She fell in love with Theseus even though she was later rejected. In pagan terms Ariadne is an archetype for The Lady. Above all Ariadne means femininity, although know that characteristic can be applied to men just as much as women. People of both genders can sometimes look down upon the characteristics represented by Ariadne, seeing her negative potentials of being weak, submissive, or unproductive. This card suggests maybe it is time to give birth to Ariadne's calm, flowing,

emotional, and relationship forming qualities within, and learn how to express feminine grace without having to compromise yourself.

Related cards: Hedge (#29)

108: Unity, Keyword: Oneness

Image: The couple pictured in the cards of Theseus and Ariadne are standing together, both naked, hugging, kissing deeply, and locked in a sexual embrace. They are standing in a Y-intersection formed by two curved stone paths, surrounded by a grassy lawn and an open sky.

The penultimate card of the Labyrinth deck, Unity in a word means Oneness, or two things merging together and becoming alike. Normally this is considered positive, in that it can mean things like an enlightened experience of spiritual oneness with the Divine or the Universe. It can mean marriage, a peaceful coming together with others, or a resolution of conflicting issues within you. On a more earthy level, Unity can mean sex and lovemaking, or what in pagan terms is called The Great Rite. With Unity, $1 + 1 = 1$. The only caution is that since the two blend and become like each other, make sure you are merging with something or someone who has positive characteristics you want in your life, and that you are still able to grow and maintain your own individuality.

Related cards: Bridge (#27), Teamwork (#40)

109: The Maze, Keyword: Unknowable

Image: This is not a scene depicting anything, but is rather just a drawing of a Maze, with black walls on a white background. The Maze is on a five by eight grid, and has five dead ends in it and a few detached walls.

The very last card in the Labyrinth deck, in a group by itself, The Maze is most similar to the joker in a deck of playing cards, or the blank rune in a set of runes. The Maze represents the unknowable, the unmanifest infinite potential of the Divine, or that which cannot be expressed in words or understood by individual people. To even try to understand or pin down this card indicates one does not understand what it is truly about! The Maze appearing in a spread may mean that the Universe is refusing to tell you anything about that placement, where perhaps you are not ready for the answer or are supposed to figure it out for yourself. Or the placement's meaning may truly be unknowable, like if one were to ask to be shown spiritual enlightenment, or to ask about the secret of Zen.

Related cards: Door (#19), Ten of Obelisks (#90)