



—A TAROT— OF THE QLIPOTH

by Soror ANDAHADNA — 124

Do what thou wilt shall be the whole of the Law.

On 10/27/77 e.v., there was received the bare concept of a Tarot of the Qlipoth. This concept was given scant consideration until there began a torrent of further concepts and images concerning it. That there should be an actual deck produced remains a matter of judgment for the seat of authority responsible for human spiritual evolution.

There were given names and descriptions of the Negative Elements, and their representative weapons. The Court Cards, and the descriptive titles of the small cards have, of necessity, been couched in human terms. There is need of intuitive interpretation in some cases, since human terms can only approximate the essence of Qlipothic reality.

The Trumps have been given in the second part of *Nightside of Eden* by Kenneth Grant. The sigils form the main feature of the cards; they are to be expanded upon in visual interpretation by the artist.

The elemental correspondences are:

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| Fire opposes GRAVIT; | the weapon is the <i>veil</i> ; the ruler is the <i>TYRANT</i> . |
| Water opposes RICT; | the weapon is the <i>glass globe</i> ; the ruler is the <i>HAG</i> . |
| Air opposes STOG; | the weapon is the <i>sponge</i> ; the ruler is the <i>DOLT</i> . |
| Earth opposes SHLY; | the weapon is a <i>bowl of sand</i> ; the ruler is the <i>VAMPIRE</i> . |

Spirit opposes VAKY

The astrological attributions remain the same, save that the negative aspects of the planets and signs are intended. This will suffice unless and until further information be transmitted.

Ace of Veils: *The devouring power of the Black Hole; withdrawal of all energy & radiance*
 2 of Veils: SUBMISSION
 3 of Veils: VICE
 4 of Veils: DERELICTION
 5 of Veils: COWARDICE
 6 of Veils: DEFEAT
 7 of Veils: TREACHERY
 8 of Veils: SLOTH
 9 of Veils: WEAKNESS
 10 of Veils: HUMILIATION

Ace of Sponges: *Entrapment within a multi-celled space*
 2 of Sponges: DISSENTION
 3 of Sponges: GLOATING
 4 of Sponges: WAR
 5 of Sponges: CONFINEMENT
 6 of Sponges: SUPERSTITION
 7 of Sponges: DISINTEGRATION
 8 of Sponges: INCOHERENCE
 9 of Sponges: OBSESSION
 10 of Sponges: CONFUSION

Ace of Globes: *The rigidity and impermeability of a force field*
 2 of Globes: HATRED
 3 of Globes: LACK
 4 of Globes: PENURY
 5 of Globes: REJECTION
 6 of Globes: DISGUST
 7 of Globes: RIGIDITY
 8 of Globes: INDIFFERENCE
 9 of Globes: MISERY
 10 of Globes: ISOLATION

Ace of Sands: *the essence of instability and uncertainty*
 2 of Sands: STASIS
 3 of Sands: NEGLECT
 4 of Sands: IMPOTENCE
 5 of Sands: VULNERABILITY
 6 of Sands: FAILURE
 7 of Sands: DESPAIR
 8 of Sands: FOOLHARDINESS
 9 of Sands: LOSS
 10 of Sands: POVERTY

Tyrant of Veils: *Hooded executioner, armed with an axe, mounted on a slug*
 Hag of Veils: *Face hidden by matted hair, torturing a cat*
 Dolt of Veils: *Cart drawn by a hyaena, face hidden by a sombrero*
 Vampire of Veils: *Face hidden by a head-veil, displaying angelic mask*
 Tyrant of Globes: *Armoured and bearing large shield, mounted on a triceratops*
 Hag of Globes: *Enclosed in a glass dome, door bolted and locked*
 Dolt of Globes: *Bound and gagged, in a cart drawn by a vulture*
 Vampire of Globes: *Unapproachable on a tall tower of ice*
 Tyrant of Sponges: *Armed with manacles and chains, mounted on a spider*
 Hag of Sponges: *Surrounded by jars full of small creatures*
 Dolt of Sponges: *Cart drawn by demons, wheels completely mired*
 Vampire of Sponges: *Eating a basket full of human hearts*
 Tyrant of Sands: *Mounted on a disintegrating horse skeleton, armed with a whip*
 Hag of Sands: *Blighting a garden*
 Dolt of Sands: *Drawn by a dodo-bird, cart falling apart*
 Vampire of Sands: *A partially-dematerialized succubus*

Colors should be selected by using the spectrum-wheel and choosing the color opposite to the "Dayside" correspondence. For example, green for Gravit, orange for Rict, violet for Stog and red for Shly. Vaky would be a vague gray-brown. All colors should be muddied-out with their opposite.

It should be noted that the reception of this material was accompanied by its manifestation on various planes. It is a key to Nightmare, in that the semantic loading of concept, term, and image tends to evoke demons. To work with this Tarot would require perfect centering of consciousness within the knowledge that its world is as illusory as Dayside. Conversely, it is equally real, and consistent work with the Tarot of the Qlipoth could be a useful tool for achieving the vision of No Difference.

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Artists wishing to participate in the construction of a set of images appropriate to a Tarot of the Qlipoth may contact and/or send finished work to: *The Abbey, c/o Conquering Child, PO Box 1343, Cincinnati, Ohio, 45201.*

All envelopes containing communications or submissions should be marked "TAROT OF THE QLIPOTH" to expedite review and response.