

# DEVIL'S PLAYGROUND

# CARD REFERENCE

## PRIMARY ARCANA

1	The Throne	ego, individual self, beliefs about identity
2	The Dominion	world, beliefs about objects and events
3	The Power	laws of action and reaction
4	Arrogance	desire to be separate from everything
5	Greed	desire to accumulate wealth & possessions
6	Lust	desire to escape through sensual pleasure
7	Vengeance	desire to fix the past and right wrongs
8	Rage	desire to destroy anything that displeases
9	Despair	desire to not endure what is happening
10	Oblivion	desire to not exist or to be annihilated
11	Kindness	good will and loving action toward others
12	Compassion	feeling others' joy & suffering as one's own
13	Equanimity	composure, serenity, peace

## MANIFEST ARCANA

4	Portal	striving to be or become something
5	Goblin Market	acquisition of material wealth or power
6	Rizar's Pole	possibility of love or sexual encounter
7	Mog's Sword	opportunity to right wrongs or to let go
8	Malhak's Tome	major change or transformational action
9	Dungeon Plague	calamity or unfortunate turn of events
10	Dark Star	dark night or radical shift in outlook

## AUXILIARY ARCANA

11♠	Abomination	thoughts sustain internal conflict
11♥	Full Armor	coverings that separate self from world
11♦	Diabolical Machine	machinations of torment and suffering
11♣	Hell Gate	insurmountable obstacle or problem

## RESONANT ARCANA

2-10

significance suggested by numerical relationship to other cards

## SECONDARY ARCANA

### Ace of Shields

conflict & resolution – duality & union

#### Red Shields

#### Black Shields

2r	begins the search	2b	sees the world
3r	accumulates experience	3b	categorizes objects
4r	tastes satisfaction	4b	creates a model
5r	becomes disillusioned	5b	notices a flaw
6r	takes in everything	6b	tests all things
7r	sees new possibilities	7b	takes action
8r	feels at home	8b	is on the path
9r	doubts the self	9b	doubts everything
10r	becomes nothing	10b	enters the unknown

## THE DISK OF EXPERIENCE

