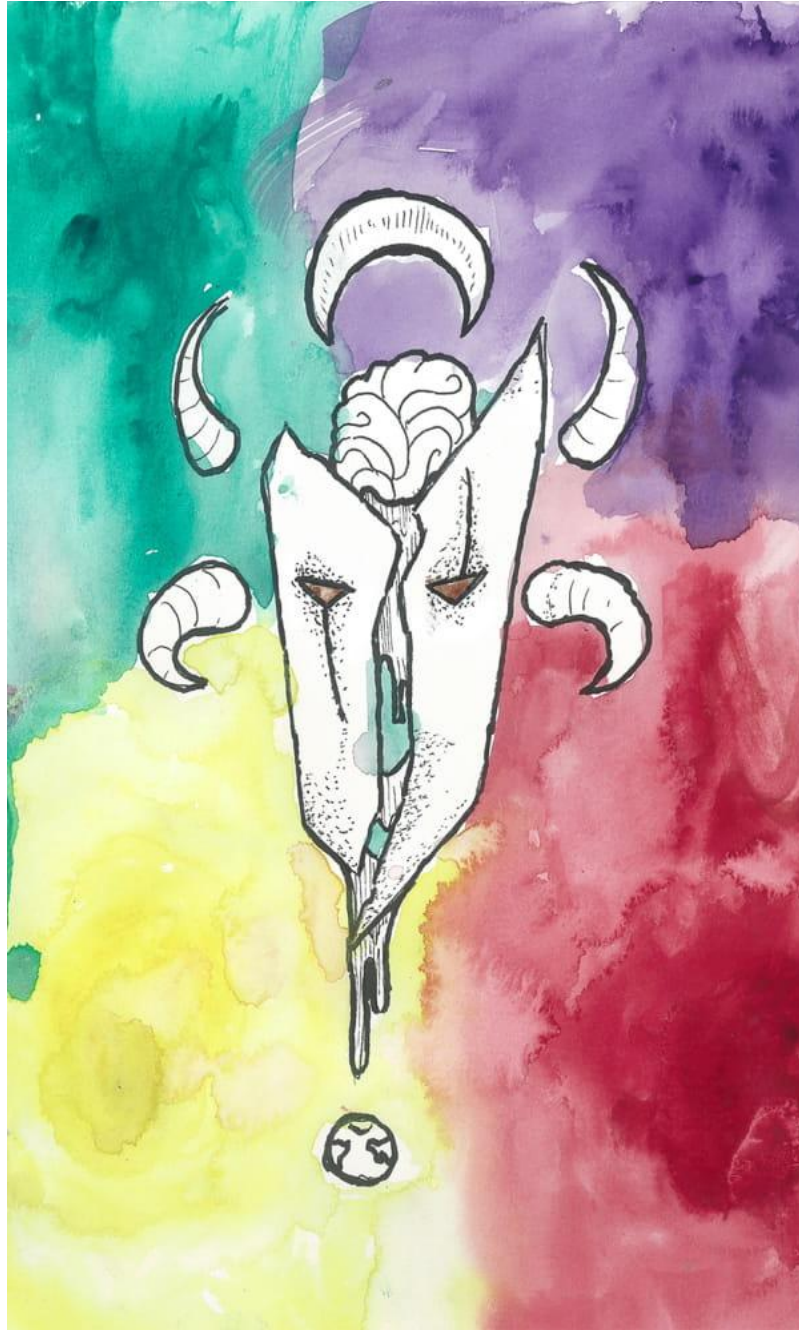


The Traveler's Journey Deck



Produced by Nicholas Schauer

Disclaimer

You are in no way required to use the cards in any sort of magical way. The journey deck is a conversation starter and primarily a way of exploring mental health by having pointed questions while discussing issues in one's life, interpersonal relations, or emotions with a friend. In many ways it allows the people using it to better decide on what they want out of something they are doing and think deeper about the choices they will make. Either the individual will believe some part of what is said about the cards or won't; both possibilities lead to a firmer belief in the outcome of the question asked.

The Travelers of Broken Philosophy

The Travelers are a group of sworn adventurers and seers that travel between Realms that make up the worlds of Broken Philosophy; connected by oaths of blood and bonded by both their desire to see and explore all the Realms and being hated for their use of all five foci's with their practice. Being able to access all the many different Realms thanks to their Journey Decks, they are able to maintain their memories as they travel between them. They are feared for unjustifiably being viewed as trying to rewrite the past; when in fact their goal is protect The Dream from the denizens of The Mist. To travel the Realms, foci of the stages of grief must be used to ward from the magic of the Mist that turns those that don't into the monsters of each of the stages. These Foci should be both feared and in turn respected, for they give both power and meaning to the Journey. No one part is greater than the other, and each of the five foci needs the understanding that they are not evil or good to truly understand one's path.

The Travelers draw their history back to the time of the Elders of the Journey. While most of the Elders of the Journey would become sedimentary after creating the Sacred Candle (*and their own organization to protect the Realm of Putlog and the process of eternally cycling the Realm of Reality*), there were others who went on to explore and build the roads of the Journey. These individuals would integrate into the various societies and live a life on the move, growing a culture of travel. Oftentimes selling their services of Clairvoyance as Seers and Guides, the Travelers are well respected for getting you to the destination you need, although maybe not the one you want.

Traveling through the Realms results in shorter lifespans and large protective magical and religious tattoos for Travellers, as well as creating the Journey Decks that they use to safely divine their travel through the lands. Said to be the story of the universe, the Journey Decks hold powerful magics and sorcery to protect one's soul in their journey from the monsters of the Realms, who are other humans that have lost themselves to one of the five foci of grief: Denial, Anger, Bargaining, Depression or Acceptance. Additionally their Journey Decks allow them to divinate the future and cast powerful magical spells by intoning the names caught within. Be careful though: as the Journey Deck requests you to look at the end and beginning of a journey, woe to those without convection that find themselves with a hard road but not the faith of spirit needed for their journey ahead. Join the ranks of Travelers and spread your insights throughout the Realms!

Divining a Journey

To divinate your or someone else's journey using the Journey Deck it is suggested that the wielder of the deck have the person who they are divining ask themselves (*out loud or not*) a question. As the Journey Deck user, make sure you ask the subject to be focused on a question that will have a beginning and ending. Some examples might be a relationship, school, or other trials a person might face. Keep in mind that although the journey has an ending, that does not mean it is the ending of all the trails and roads dealing with the question they face. The divination could easily be focused on a start and end to a specific part of a question, especially if focus is muddled by unease in the person whose journey is being divined.

Questions may also relate to some sort of journey from the past, usually when the question asker needs to reaffirm how that journey went or seek new understandings of it. Make sure the person asking the question is comfortable and able to feel out what their journey is about. If possible, it is very helpful (*though, again, not required*) to talk about the question so that the user might better know how to read the cards correctly. This is your job as the

user of the Journey Deck, to help guide the traveler so that they do not ask the cards a question that may be too complex or multi-layered. Additionally try and make sure you are sitting opposite to the individual.

Have the person asking the question think of their question while they shuffle the Journey Deck. Do not change the order whatsoever; if ever the deck needs to be reshuffled, have the person asking the question shuffle it again.

Process of the Journey

Point to where you will place the Beginning Journey card in front of you, and say as soon as they are ready to listen to their journey:

"This will be the beginning of your Journey"

Point to in front of the questioner where you will lay the Concluding card and say:

"This will be the end of your Journey"

Point to the middle of the area between you and say:

"This will be the middle of your Journey"

Afterwards, maintain eye contact with the questioner (or close your eyes if divining for yourself) and say:

"In Between each part of your journey there will be truths revealed about your journey and about yourself; do you resolve to journey into The Realm of Mist?"

If the answer is No, you should stop the process; if Yes, continue now that there is consent.

Lay cards starting from where you are facing the questioner one at a time, in the following pattern, making sure to follow any Change Card rules (see card text below).

0 - Beginning Journey card/What Might the Road Be

00 - Rising Action/Detail cards

0 - Climax/Conflict card

00 - Falling Action/Detail cards

0 - Concluding card/Where the Road Leads

The First Card relates to the question being asked. Remember, try to not give too much detail; the cards have much more to do with emotions and feeling out what the Journey entails, rather than hard answers. A common mistake is to say that the beginning card specifically represents one question. This does a disservice not just to the card, but to the subject as well because you're assuming you know everything about their question.

The following two Cards relate to the person's intentions and who they are, or may reflect on the challenges or things faced in the beginning of the journey. These cards will help you relate later cards back to them for insight on who the asker is, and give insight on how their journey will be read.

The Middle Card should express a climax of sorts; or may be seen as the hardest challenge or even what might be ultimately expected from the person to complete or finish their Journey; again, look at the other cards you've placed to further read into the feel of the journey.

The Following two Cards are how the individual overcomes their problems, or how it may have affected them or their goals. Additionally, it may relate to the end card and the struggles or transition between the Middle and End.

The End Card expresses the end of the question and the journey. However, again keep in mind the question and journey may have had other aspects that were not answered by the deck; especially if the person asking feels unsure of their question. The cards may often express only one facet of a journey that needs to be completed first.

CHANGE CARDS/ACTIVATE CHANGE

Some Cards will state *ACTIVATE CHANGE* and ask you to change the meaning of other cards surrounding them. If a card is affected by another card with *ACTIVATE CHANGE* then switch it to its listed *CHANGE CARD*. Remember to always have the one who is on the Journey reshuffle after the card is found and placed. Interpretation of cards is up to the Traveler, or the one doing the divination; the key is merely the original intended meanings. Always switch cards as soon as a card that asks you to change surrounding cards is revealed. Keep these cards in mind for explaining your reading as the cards that change other cards also alter their meaning.

Activate Change Cards:

- *The Changed Self of Spear*
- *The Flooding Grown*
- *Lights Innocence*
- *The Changer of Paths*

Using the Key provided you may now read the cards. Once again, remember some cards when laid down require that their counterparts be found in the deck and put in a specific spot, and the deck reshuffled before continuing. All the cards follow one of the five stages of grief and hold meaning related to those stages; as you keep this in mind, be open to interpreting the Journey Cards in a neutral way even if the card seems more “Good” or “Evil” (such as *Depression* or *Acceptance Cards*). At the end of your reading if the one getting their reading is willing, have a conversation about it. It is perfectly fine to have interpreted sections incorrectly, or to have misinterpreted. The Traveler having their journey read can always be asked “What do you think the card means to you?” as a way to further one’s understanding of the process they are going through.



How the layout of placing cards should look

Focused Desire

Foci: Bargaining

Change Card: Smiling Desire

Meaning: The Travelers have studied the ways of meditation for many millennia. Thus, the Focused Desire is derived from the understanding of focus on one thing without attention to the darkness. The hands holding the candle could be seen as a willingness to hold without clenching that which one most desires. However the Focused Desire card can also mean a loss of self for purpose.

As such the flouting symbol above shows that while the intention is pure in its form, the goal itself may come from a previous sense of entitlement or need when there is no need for such devotion to the topic and focus alone has become the purity of the intention. Our hands often grasp at such a goal and hold tight despite the heat of such desire, and while we might suffer for it, it is also the hold that keeps us moving forward in life.



Smiling Desire

Foci: Bargaining

Change Card: Focused Desire

Meaning: The Travelers in their history have become very aware of the over stimulation of The Mist; those of weak minds and hearts seek out the travel between realms simply from the rush of closeness it brings them to The Realm of Mist. The smile shows no real focus in the candle; rather, a hunger for one's goal, to treat their goal with greed instead of want for completion. The Candle in this case barely holds off the darkness and the smile itself seems to have not been cleaned from its own lust (seen in the spittle and grime on the teeth).

Indeed the smile's own desire may be corrupting the original helpful intent or warping the goal with its taint. Such a smile awaits beyond the light and one must be quite careful of staring too long. Such is this greed without goal: it pushes for a flame built on envy and jealousy, one whose hold is often weak and corrupted with impure intent.



The Fetus of Life

Foci: Acceptance

Change Card: The Twisted Fetus

Meaning: The Fetus of Life, or as the Elders of the Journey call it “the Combined Twin,” (due to ancient texts talking of a monster by the same name who saved the Travelers on their journey) is representative of the shared goal of two different thoughts that manage to keep separate while also being distinct; the idea that there can be a mutual growth in oneself or between two people despite having different ideals.

Usually the growth or idea comes from the idea of sharing the want to make something better; however it may also mean that although one may feel trepidation they can still decide to move forward.



The Twisted Fetus

Foci: Depression

Change Card: The Fetus of Life

Meaning: The Twisted Fetus was previously written about in the same story as the Fetus of Life; known as the Broken Twin, it was angry with the Combined Twin and killed its sibling out of anger at the help it provided the Travelers. A representation of disagreement or inability to come to a consensus, the Twisted Fetus shows the outcome of a mind devoted to malcontent, malice, and greed from not being represented or recognised.

Many of the interpretations of its symbolism link this concept closely to the overgrowth of human civilization; some interpret this to mean the idea of how many choose to not confront sins or greed, and how their lack of choice turns into a choice of its own. There are others that might take the stitched happy nature of this foul beast to better show how those at odds can still come together and accomplish great things.



The Mantle of the Repressed

Foci: Anger

Change Card: Draw until next Mantle Card

Meaning: The Mantles make up the religious groups in the different Realms, all following their own secret doctrines. Often misunderstood by the masses that live within the Realm of the Broken, the Mantle of the Repressed is often associated with those who follow the Red Emperor. However, while the Mantle of the Repressed can mean to repress self or emotions, they are also interested in the handling of others' fear, pain and sadness while maintaining a strong sense of determination and self. Often those who wear the Mantle of the Repressed lose their sense of identity to the idea of containing feelings of self for another person.

The card may represent a person in the question asks life or even themselves; it can also imply how a group of people might act. Often seen as malicious, which it very much can be, it may also imply the want to be understood or wanting to understand others.



Mantle of the Elders

Foci: Depression

Change Card: Draw until next Mantle Card

Meaning: Seen as figures of death and life, those who wear the Mantle of the Elders bless those dying with life and those who abuse the excess of life with pain and suffering. These Wearers have a longstanding hatred of the Travelers for their travel between the realms, seeing it as an affront to the natural order of things. However without their rule the Realms would not be as stable as they are, and so in many ways must be thanked for their service.

To interpret the Mantle of the Elder one must consider that those who wear it see life as both necessary but also as a cold reality. The past was a different time (with so many other factors) that there is a truth in needing to respect it. The Elder does things out of logic, passion, and a sense of need, not from harsh emotions or anger. However that does not mean that those of the past are not wrong. Thus, its meaning is one of understanding stability, one that has built the reality we live in, but that can be changed for the better.



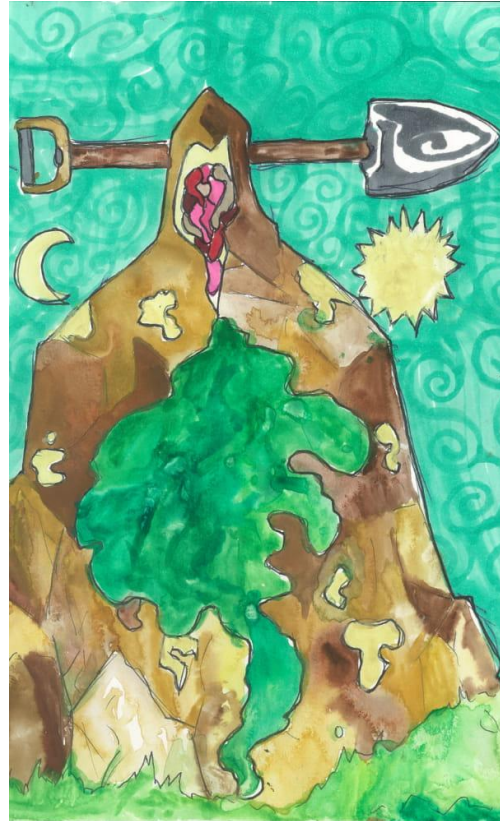
Mantle of the Servant

Foci: Denial

Change Card: Draw until next Mantle Card

Meaning: The mountains of civilizations have been built on the work of those who wear the Mantle of the Servant. Diligent, hard working, and thinkers in their own right, those who wear the colors of brown use action, not words, to prove their worth. The silent clergymen that roam the Realm of the Broken see their job as care taking for what is left of humanity. Often, though, those of the Servant find themselves without voice, in many ways inhabiting the role of nature itself: a thing beautiful and providing but often taken advantage of.

Drawing meaning from the Mantle of the Servant card is simple enough: it represents those of hard working ethics, growing themselves and others while working towards goals. However, as the name implies, the Mantle of the Servant also can imply a sense of servitude to a system or rules, and while they are thinkers the Mantle may also mean those unable to speak out or break the system they're in. Revel in your dedication, but stand up for yourself, for your nature is most beautiful of all.



Mantle of the Learner

Foci: Acceptance

Change Card: Draw until next Mantle Card

Meaning: Those who wear the Mantle of the Learner are devoted to the cause of understanding and learning about the past. Keeping the power of secrets to their graves, the Travelers are the most likely to be drawn to the devotion of the Mantle of the Learner, for it provides zealous devotion to acceptance. However these robes are tinged with blood for some things are best left forgotten.

Those devoted to and in eager search for truth or of justice may find solace in the Mantle of the Learner and its meaning. But be careful, because the seeking of knowledge or intelligence does not mean the providence of wisdom. One must prepare and condition themselves in the understanding that there is always more to learn, for more often than not some on this path decide to stop in the one patch of perceived reality that best proves their lies. Often, those seeking Acceptance and Truth more than most can be the most blind to it.



The Trail of Truth

Foci: Bargaining

Change Card: The Many Ways

Meaning: When discussing travel through the Realms, many of the Travellers have remarked on the idea of there being a Trail of Truth: the path that leads to the destination that one's fullest truth needs. Some Travelers fear this Trail as it is harsh to travel; others embrace it knowing that Acceptance thrives in truth. To give thanks to such a taut rope is where we must find ourselves in the end, for without its care such rope would fray and lead us on endless paths.

The roads are many on the Trail of Truth, for there are many ways to form truth and many truths out there, but seekers will always continue to gravitate towards trying to find whatever truth their question holds, no matter how hard. Truth is represented by symbols of different cultures as the roads and symbols of truth are arduous and complex and often intertwine in their meaning.



The Many Ways

Foci: Bargaining

Change Card: The Trail of Truth

Meaning: The many roads between realms are hard to understand or comprehend and many get lost and eventually eaten by the Realm of the Mist; after all, all roads in time lead to its domain. Finding the road that is right for oneself is both rewarding and difficult, as realizing that one is on a journey in itself may turn into a hard realization. Travelers must be especially careful because being lost in these roads means the possibility of even more suffering. Temptations and other sins await around each corner all with their own calls, waiting and wanting.

Paths are always hard to navigate; whether they be careers or jobs, or even the relationships we keep. They can seem endless and tiresome, and the fatigue we feel on such paths can lead us to malcontent. Some roads may lead into one another or they may simply end in a dead end. Realization that one is traveling such a road is important to find for such travel to be worthwhile.



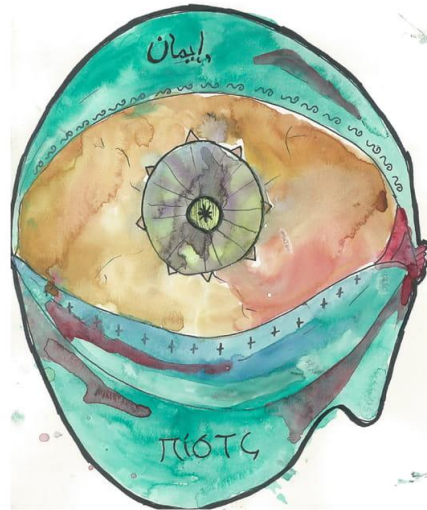
The Revealing Eye

Foci: Acceptance

Change Card: The Closed Eye of Self

Meaning: The way of the Revealing Eye is one of seeing when others don't, especially in seeing oneself for what you truly are. Considered the hardest truth, it is also (as the Travelers stipulate) the only "True Path," as realization, recognition, and acceptance of self is the beginning step of Acceptance; similarly, to be deterred by other identities may lead to falsehoods.

Formulated from ancient truths found in other cultures, the Eye stares both inward and outward to both see others and itself. In doing so this inner eye opens us to our hearts and souls unbound, and releases us to a possibility of understanding. Seeing is not such a simple or easy act, as to avert the gaze to find other truths can be a simple distraction for many. Here we must be ready to confront the neverending stare of self, for with it comes the possibility of growth and change.



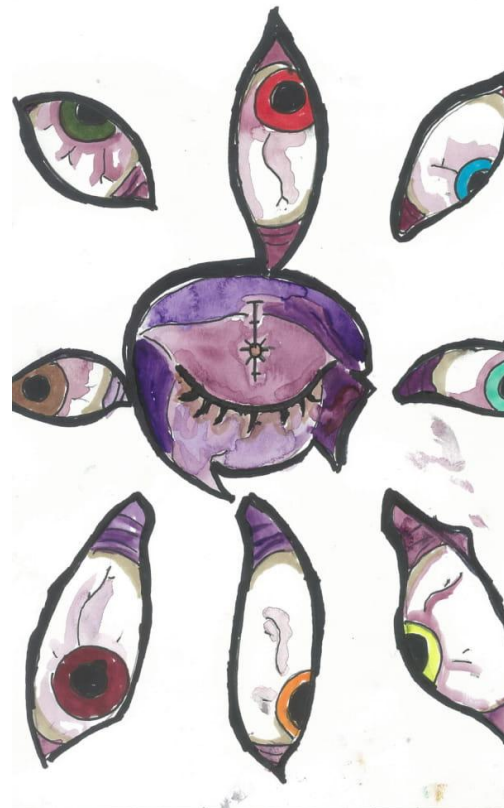
The Closed Eye of Self

Foci: Depression and Denial

Change Card: The Revealing Eye

Meaning: They way of many, but without the way of truth as it is known to the Travelers. There are many ways to cause chaos, to sin, to find fault and further one's own deeper problems. However, the closed eye of self is seen as the symbol of the end by the Travelers, for it is the symbol of the Realm of the Dream: of sleeping while the half-truths and white lies distract from opening one's mind to the reality it really seeks.

Closing yourself off to your own emotions and feelings is one of many meanings of the Closed Eye of Self. The many paths surrounding the closed true path now present themselves and it is in their wayward stares that we become lost. Denial of one's true passions, the pursuit of trivial truths, half-plans, and/or pleasures are the way of the Closed Eye. Drawing this card may mean a lack of self and identity.



The Chained World

Foci: Denial

Card Change: Broken Chains of Humanity

Meaning: The Travelers most relate this card to the Realm of the Dream: where past events play out over and over and the stagnation of human civilization serves as a constant reminder to all that visit of the ruination of that long past time. Stuck forever in its cycle, the Realm of the Dream is considered chained to the other realms as the constant that continues for all time, though otherworldly forces continue to try and influence it.

Taken to mean chained to lower thoughts, as well as representing the insignificance of humanity or even one's own past, the card can seem very harsh at first. However, if one avoids looking at the chain itself, it can lead to a happy life on its own. After all, the knowledge of servitude only leads to harder questions which some may not be ready to face, especially if they relate to past misdeeds.



Broken Chains of Humanity

Foci: Anger and Acceptance

Card Change: The Chained World

Meaning: Although the Travelers view this card as part of the Acceptance they so crave, it is also the necessary evil that started the downfall of humanity. The symbolism of the War of Religions and the Throne (*which briefly held control of the world before it was broken into the many Realms*) all comes into play with this card. Often seen as confronting the victimhood of humanity, even the greatest of Travelers find it hard to accept fate.

Humanity's first step into standing on its own can be a hard one to learn. Often, we cause the most harm in our pursuit of freedom, a hurt that can leave scars everlasting on us. Breaking one's own chain often means taking responsibility for one's own actions or viewing them head on, whatever they may be. These chains may be the shackles of society or even the relationships we think we need.



The Mouth of Travel

Foci: Depression

Change Card: The Mouth Held Flame

Meaning: The beginning of a journey can be a dangerous thing, especially for the Travelers, whose effects so closely rely on the interpretation of how they see the beginning and ending of their journeys. Thus each Traveler keeps the way they prepare for their journeys a closely held secret. These "mouths" often clamp shut on those who did not make them, and disallow all but their original makers from entering.

Each person prepares themselves in some ways for the travels they make in life. This card's divination is that if preparation is not properly addressed then the travel may turn sour. However, it is also the act of gatekeeping, which takes its toll on those who wish to venture forth but are harmed by the more experienced, who often desire to see only those they choose enter. When traveling in life, making sure to know what resides on the other side of a door is often best for determining if one should enter.



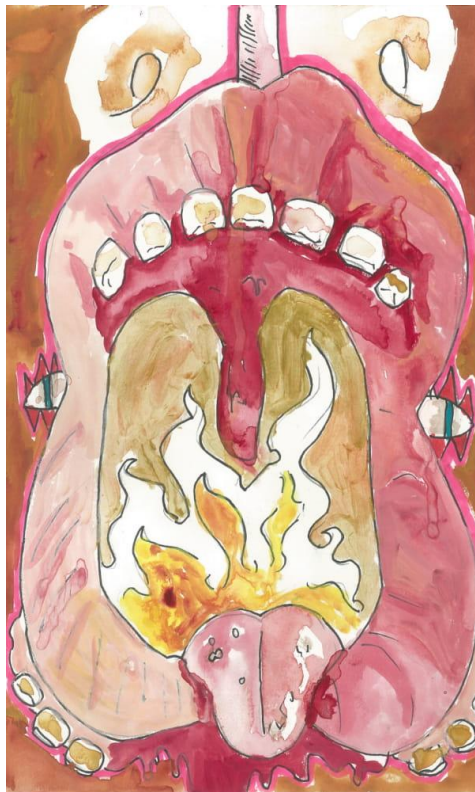
The Mouth Held Flame

Foci: Anger

Card Change: The Mouth of Travel

Meaning: Travel, and the process of finding out the best methods to get from Realm to Realm, is often a sore subject for the Travelers. However, those who chose to deeply discuss the methods of their travels and the passions they share often find success in their Journey.

Often the passion of travel and making sure that one talks to others about the journey you are trying to complete leads to unrealized fruits. The words of others may give valuable insight into the traveler's journey and conversing with others (*or making sure that the passion inside of yourself is consistent*) can all be seen from this card. Be wary though, as talk in itself is not action, and for the fires of passion for a journey to keep aflame action must also take place.



The Golden Beating Heart

Foci: Acceptance

Change Card: The Crying Heart

Meaning: Heart and soul for the Traveler are closely bound. It is believed that the essence of the traveling road can be seen by the light of one's heart and to have a faltering heart is to not truly want to journey. This "Essence" is what binds the magic to the Traveler and allows them safety in their travels, for if their Heart would falter so too would the purity of exploration. Boldness and perseverance are all key to the Golden Beating Heart that Travelers believe each Traveler has.

Keeping one's heart open to the light of the journey is key to the Golden Beating Heart, and this card presents both wanting to prevail and the concept of innocent pursuit. Be wary of unexpected pitfalls as often those who closely follow the Golden Beating Heart don't see the obstacles in their path.



The Crying Heart

Foci: Depression

Change Card: The Golden Beating Heart

Meaning: The Crying Heart is a heavy weight that all Travelers feel at one point or another. Knowing that their struggle for balance between the Realms will never truly be accepted by others, many fall victim to the depression that is exemplified by the Crying Heart. Those Travelers that fall victim to the changings ways of the Realm of Mist often are cited as doing so from the depression caused from never knowing others' appreciation.

Closing one's suffering inside oneself is a common interpretation for the Crying Heart, as is being unable to express oneself or be able to see past one's own grief. To feel pain is to feel alive however, and the deluge of rain that our heart feels teaches us important lessons. It is true that it might be therapeutic to grieve with the Crying Heart but one should never dwell within its walls. It is there that such sadness catches and fills the heart, and that ocean can be hard to swim out of.



Journey Back to the Mind

Foci: Bargaining

Change Card: The Inner Lock

Meaning: The Journey back to the Realm of the Dream is one that requires considerable focus and training. Many Travelers have described it as being able to see one's own mind from outside of your own perception. It can be easy to become unfocused and lose oneself to the memories that make up the Realm of the Dream. However it is within the white space of the mind outside the colors of the spectrum that a Traveler can find their inner doorway of self, and tap into the magical powers of the soul.

Focus of the mind and the patterned thinking that all humans create within their minds are of utmost importance to the Journey Back to the Mind card. Emotions all preside in this area of the journey, and a sense of zen acceptance of bargaining to see that part of truth in the past may turn into a valuable lesson one relearns while glimpsing back to it.



The Inner Lock

Foci: Denial

Change Card: Journey Back to the Mind

Meaning: Sometimes even the Travelers bottle too much of their own emotions and feelings up despite being masters of expression. The Inner lock slowly gets built up in one's soul as can be seen in the multitudes of those stuck within the Realm of the Broken despite trying to travel back into the Realm of the Dream. Even the denizens of the Realm of the Mist get blocked by the overwhelming denial of self that has built up within their monstrous forms, locking them away from the other Realms.

While on one's journey there will always be pitfalls. However the Inner Lock is quite possibly the hardest to overcome, as the card deals with some sort of education that must be accomplished over a long time or a difficult emotion that is not easily forgotten. Travelers must be careful in unlocking this trial they face.



The Beginning Mist

Foci: Acceptance and Denial

Change Card: The Flaming Mind Darkness

Meaning: "From once there was and from once there is" is a common phrase said by many Travelers. Making sure the outcome of all the Realms stays the same is a common goal in the Traveler way of philosophy. Known as the Final Acceptance, the key to the Travelers' way of life is to make sure all outcomes remain the same so that the order of the Realms stays within the confines of the cycle it has created.

Representative of the beginning of ideas or of a new plan or spark of creation, the Beginning Mist card is benevolent in its innocence. This "Mist" grasps at a wish or an idea and makes it real - but that reality is often more than what we might expect. The combination of thoughts and cumulation into new ideas travels into the unknown to grasp at the future while leaving the past, creating the Beginning Mist in the Travelers journey.



The Flaming Mind Darkness

Foci: Anger and Depression

Change Card: The Beginning Mist

Meaning: The darkness that resides in all minds (*even those of the Travelers*) is one of forgetfulness, where past misdeeds reign over the pleasant memories. As time moves on all have felt the abyss known as the Darkness of the Mind where growth is no longer looked for, but rather the forgiveness and forgetfulness of the past. The torturous turn of the thoughts in our minds burns bright, forcing the burn to sting with each imagined fancy. While at first such thoughts bring heat so too do they push and pull, never ending, and with nothing to quench them.

Be wary of those who are unable to confront their own actions. As the actions pile up, even the strongest of mental fortitudes will find the interpretations of this card slowly coming into play. The doubt of others, or remembering the small errors of those who may or may not be friends (as well as one's own actions in relationships) leads to the sinking dread that this card shows in one's journey.



Golden Grail Hand

Foci: Bargaining

Change Card: Grail of Unrelenting Civilization

Meaning: It was said that an ancient Traveler found the Golden Grail hand while astray within the roads between realms. Lost and near the grasp of the Realm of the Mist, he drank from it and found himself safe from the touches of the Mist and able to make his way back home. Those who travel deep into the Realms hope to find the Hand in case of long journeys, though it is rare. It is through our hands we find the true grail; through the purpose of crafting our own way, through blood and sweat, to the beat of our own tune that we find meaning and purpose, no matter how many stairs we must climb.

The friendly lessons of others as well as the help of others are all shown within the Golden Grail Hand card. Drinking from the well of others' knowledge or lessons is always seen as a beneficial growth for those that do. Be careful, however, of those who you choose to drink from as all knowledge is mutable.



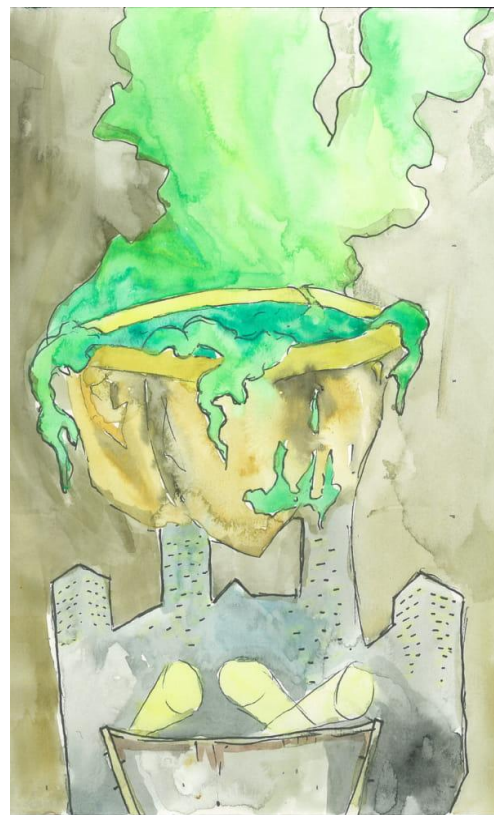
Grail of Unrelenting Civilization

Foci: Denial

Change Card: Golden Grail Hand

Meaning: The Realm of the Dream has fallen into the confines of stagnation represented by the Grail of Unrelenting Civilization. Even those in the Realm of Kings feel the stagnation and dreary acceptance of the end that the Realm of the Black Mist promises. The downfall of all the realms (*known even to those that reside in the Mist*) is that of the Stagnation of all things. Thus the "Grail" of civilization overfills, and its rot and ugliness overflows into the population of the world. Progress is only named such when the majority agree - yet still it hides the evils committed against the minorities.

The social niceties that make up all societies (*which keep us from talking of real importance or of growing fully in ourselves*) comes out in this card. Focusing on the hobbies and distractions that the world has or may force on us without the need to ever change or fulfill the journey that a traveler is on are all temptations that are provided by revealing this card.



The Broken Sword of Rulership

Foci: Anger

Change Card: The Scabbard of Health

Meaning: “All rulerships come to an end in the face of truth” is said to be a saying for everyday magic. As stagnation increases and passivity grows, so does the lack of true rulers or structures. Though all magic warns that those who swing the sword in anger are said to be doomed to join the Realm of the Mist, rarely does it stop others from doing so. Such a sightless sword is one that the Travelers oppose for they see their counterparts (*the Elders of the Journey*) as such unjust rulers, favoring discipline and enforcement over understanding and exploration.

Broken relationships and friendships can be seen in the shards drawn on this card. Harsh control over others or of others over the traveler all end in the breaking of that rulership; as the brittleness of the fights and passive aggressiveness from work or other areas becomes too much to handle, control (*in its rigidity*) becomes broken.



The Scabbard of Health

Foci: Acceptance

Change Card: The Broken Sword of Rulership

Meaning: The Traveler must take time and heal between their trips across realms; finding comfort in one's own home or space are common ways for the magic to find a sense of peace via meditation, as are the small communities that they live in. Recharging after a hard Journey is necessary for all that travel, even on the common roads of men.

Proper care of oneself both mentally and physically are key to journey in the world. The scabbard of Health shows concern and hopefulness in these areas, whether it be spending time with those who care deeply for the traveler or spending time to mentally recharge and rest from injury. This is especially true in a world filled with swords - one which validates that steel and iron over the protective nature of the scabbard. Putting down roots and focusing on what we build can seem like an endless task in nature but out of it we grow the tree that the rest of our life becomes.



The Black Sun Growth

Foci: Anger

Change Card: Golden Emblem

Meaning: The long forgotten start of the Elders of the Journey and the Travelers is at first considered a time of pure truth and purity: a struggle to create a place, to control the Realm of Reality with the Candle. However, this is before the horrors of truth are revealed to those few who seek the actual history. That time, while seen as an area of unrelenting growth by the Travelers, is also viewed as the eventual cause of the stagnation and creation of the Realms. Thus, the growth of one's character is considered by the Travelers a careful process so as to not repeat previous mistakes.

Justice and revolution are the main points for this card; specifically, the act of revolting in the name of justice or trying to bring about a sense of truth in a system filled with corruption. Those that draw this card should be careful of revenge from themselves or others, as the fires that reside on this card often reflect the violent reality of revolt.



Golden Emblem

Foci: Bargaining

Change Card: Gift of the Crowned Halo

Meaning: It was said that The General whose name is lost forever and won the War of Religion was given the Golden Emblem for his acts of bravery before he smashed The Throne. As such, the emblem is a symbol to many including the magic of hope and bravery, albeit at the cost of great personality.

The Golden Emblem card shows achievement of goals, as well as the gaining of respect or showmanship with others. Whether it be from talent or achievement, the symbol is one that one can hold close to one's heart although they should be careful as it is merely an item and devotion to it alone may lead to stagnation in a journey. Indeed, new titles and organizations as well as their freshness are examples of the Golden Emblem; however, careful observation and progress must be made, for so easily does the Emblem tarnish.



Gift of the Crowned Halo

Foci: Acceptance:

Change Card: The Weight of Crowns Darkness

Meaning: The Gift of the Crowned Halo is the greatest gift a Traveler can receive; given by the monsters that follow the ways of Acceptance, it is the only gift that Travelers accept from the denizens of the Black Mist. Also known as the Seeing Eye, those blessed by this boon can see into the pathways between realms to better divinate their travels. The crown gives its blessing, ensuring safe travels, untouched by the monsters of the Mist - for to do so would be to go against the forces of Acceptance.

To see one's own spiritual truth is a hard task to accomplish; and this card is no exception. Those who can find their own spiritual pathway find themselves gifted with aspects of the Gift of the Crowned Halo. Whether it be the truth of knowing others personalities and beliefs, or finding out more of one's own, this card can symbolize both and much more.



The Weight of the Crowns Darkness

Foci: Depression and Denial

Change Card: The Weight of Crowns Darkness

Meaning: The Travelers whisper the deity known as The King's name in secret knowing that he travels the roads freely in all realms, carrying with him the Crowns Darkness, cursing all those gifted with the Crowned Halo. The King (*quite possibly the strongest being of the Realm of Mist*) despises all those blessed with Acceptance, and burdens all those blessed with the weight of his own darkness and denial, forcing monstrous forms on them with his magic.

This is the hardest card to interpret as it is by far the darkest of the meanings in the Journey deck. The weight of responsibilities, as well as ill will or hate towards others' goals and journeys as one stagnates on their own, are the easiest and harshest meanings for the card. For even a crown considered a reward or benefit has weight if one listlessly wears it; however, age and loss of oneself into mindless automation can also be further meanings divulged by the card.



Limbs of Dismorphia

Foci: Denial

Change Card: Draw until Depression Foci Card

Meaning: Travelers hate the concerns of the body, but even the youngest of trained Travelers admit the travels between realms leave marks on one's body that must be solved. Concern for one's appearance and self image (*as well as our image to others*) are all careful roadblocks that the Travelers must be wary of, as often such concerns lead them to become those dark monsters that hide under the skin of victims they flay.

While a Traveler's selfcare should matter, never should one fall into the hole that is the oppression of vanity in the image one holds, whether it be their own or others'. The pleasures of viewing ourselves in a light of perfection soon twist our minds so that all others fall below our perceived perfection. The opinions of those we respect and even those we don't all slowly affect us in ways we can't even begin to imagine, and thus we need to be mindful of both others' insight on ourselves and our own.



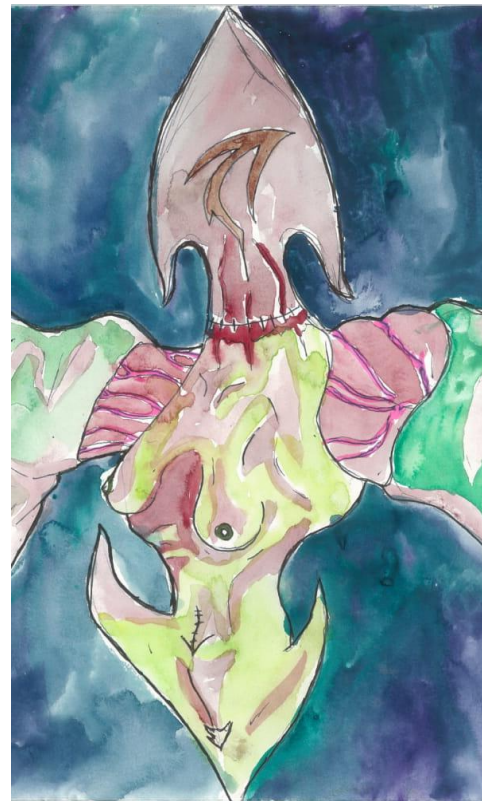
The Changed Self of Spear

Foci: Denial and Anger

Activate Change: Change the cards Above and Below this card. If there is no card below/above the card, reveal cards from the Journey Deck until a Denial or Anger card is revealed and place it on this card. The Journey Deck is Shuffled afterwards including those revealed from this effect.

Meaning: One day the Demon of the Spear appeared to the Travelers and gave them an ultimatum: change the detail of one event in the Realm of the Dream or face a plague lasting 100 years in their journeys between realms. The memories of the Travelers were erased of the choice they made and to this day some Travelers still travel to find what the result of the meeting was.

The closed mindedness of violence and denial of one's own body are closely related to this card. Check the cards that this one has changed to help you interpret its flesh-like form, as it is a card that focuses on the sense of perception above all else. In its twisted nature it holds a beauty that transforms on closer inspection into rotting flesh that is hidden within.



The Flooding Grown

Foci: Bargaining and Acceptance

Activate Change: Change the card Above this card or if there isn't one, change the card Below this card, if there isn't a card Below this card, reveal cards from Journey Deck until you find a Bargaining or Acceptance Foci card and place it on this card. The Journey Deck is Shuffled afterwards including those revealed from this effect.

Meaning: Even when one decides to accept their fate without question, growth may still occur. Travelers often remark on this in those that farm in the Realm of Putlog. Despite it being seen as a near pointless exercise due to the infertility and harshness of the Realm, the hard work and food it provides to others is seen as a natural growing discipline.

Small growths in the activities that one acts out in their lives are shown in the love and care from the Flooding Grown card. While twisted and contorted, and suffering it is in this space that we grow the most beautifully and flourish with the brightest of lights. Interpret the card that this one has changed with that focus in mind as simple areas of growth are often overlooked.



Lights Innocence:

Foci: Acceptance

Activate Change: Search for the Change Card/s for the card/s below this one and place the new card/cards on this card. If there are no cards below it then reveal cards from the Journey Deck until an Acceptance card is drawn and place it on this one. The Journey Deck is Shuffled afterwards including those revealed from this effect.

Meaning: A childlike innocent is revered above all else in the mind of the Traveler as those with its clarity travel the easiest between realms. Open Eyed wonderment and acceptance of events are a true sign of those who will be accepted into the rank of Traveler, as each and every Realm is more than most will ever see.

The card that has been changed and placed on this card should now relate to how a new light is being shined from previous events in a way that brings about an innocent view of what has happened. Clarity can also be found from childhood memories and the past. This shining light opposing the darkness of maturity and bitterness is one we can all strive for as looking at our life with fresh eyes is always a way of acceptance.



The Changer of Paths

Foci: Depression

Activate Change: Search for the Change Card for the card Below this one furthest to the left and the Change Card for the card above this card furthest to the Right. If there is not a card above or below to search for, reveal cards from the Journey Deck until a Depression or Mantle Card is drawn and place it on this card. The Journey Deck is Shuffled afterwards including those revealed from this effect.

Meaning: The being known as the Changer of Paths is whom the Travelers meet the most on their journeys. The Changer of Paths is one to be feared and regarded with mistrust; known for their lack of empathy, they love games and tricks to keep those who travel on the road between Realms longer than they intend, as doing so grants them more power.

The changing of one's goals or wants in the middle of their journey are the most common representations of the Changer of Paths. As more time and indecision take hold, often a feeling of being unfulfilled comes about from not being able to accomplish what one sets out to do. As such be wary of the cards that have been changed as although they may be positive often it shows a change of course in the Journey.



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