

The Geomancy Deck

This deck does not come with any instructions. The deck is intended to be used to generate the four Geomancy Mother figures. It is a sixty-four card deck, consisting of four duplicates of each of the 16 possible Geomancy Figures (duplicates being necessary, as it is entirely possible that all four Mothers could be the same figure). You shuffle the deck, then blindly draw 4 cards.

Traditionally, to generate the Mother figures you would take a sharp stick and subconsciously poke 16 rows of dots in the sand. It is encouraged that you continue poking long enough to end up with at least a dozen dots in a row. You then add the number of dots in the first row to determine if your subconscious wanted this row to be an odd or even number, which you then indicate on the first line of the first Mother. You repeat the counting process with the second row to determine the second line on the first Mother, and so on. Once you have recorded four lines, that Mother figure is finished, and you move on to form the next Mother. After recording all 16 rows, you will have created 4 Mother figures.

Today, many Geomancers use dice to generate the odd or even numbers. Unfortunately, because dice are cast, it is extremely difficult for the subconscious to force an even or odd result. Cards, as any good illusionist can demonstrate, are easy for the subconscious to manipulate. So instead of dice generating a randomly formed Mother; with the cards your subconscious can, as with the sand method, actually choose for you the Mother figure that it wants to have appear.

Traditional Geomancy matured in Arabia, and as such there are certain conventions modern Geomancers follow as a nod to this heritage. One is to progress the figures from right to left when constructing a chart (as opposed to, for example, words in the English language which progress from left to right). The other is to retain the Arabic internally assigned Element of a figure. For an entertaining nod to Medieval Europe, where Geomancy was extremely popular, many modern Geomancers will draw their chart within an outline of a knights heater shield.

Meanings of the 16 Geomancy Figures

Acquisitio (gain) - Gain, and something within one's grasp. [air]

Albus (white) - Peace, wisdom, and purity. Advantageous in questions where careful and deliberate planning is needed. [water]

Amissio (loss) - Loss, and something outside of one's grasp. [fire]

Caput Draconis (head of the dragon) - Beginnings, starting new things, and profit. [earth]

Carcer (prison) - Delays, setbacks, restrictions, and bindings. Advantageous in questions dealing with stability, security, and willpower. [earth]

Cauda Draconis (tail of the dragon) - Endings, and completions. [fire]

Conjunctio (union) - A combination of forces for good or ill. Advantageous in questions dealing with joining or recovering things (especially marriage or relationships). [air]

Fortuna Major (greater fortune) - Power, stability, long term success, and the best case scenario. Advantageous in questions dealing with conflicts and contests, especially at the beginning. Possible hardship at the outset of an endeavor, but it will reap good fortune. [earth]

Fortuna Minor (lesser fortune) - Transient success that is dependent upon outside help. Advantageous in questions dealing with situations that can be resolved quickly and do not need to be sustained. [fire]

Laetitia (joy) - Joy, happiness, and construction. Advantageous in questions dealing with fast situations, and upward advancement. [fire]

Populus (people) - A large gathering of people, or a group outcome. [water]

Puella (girl) - Female energies, such as peace and passivity. Advantageous in questions dealing with beauty, and female sexuality. [water]

Puer (boy) - Male energies, such as war and boldness. Advantageous in questions dealing with aggression, and male sexuality. [air]

Rubeus (red) - Passion, deception, violence, and vice. [air]

Tristitia (sorrow) - Sadness, mourning, pain, and suffering. Advantageous in questions dealing with stability, building, or the Earth (such as agriculture). [earth]

Via (way) - Change. Advantageous in questions dealing with roads, travel, and journeys. [water]