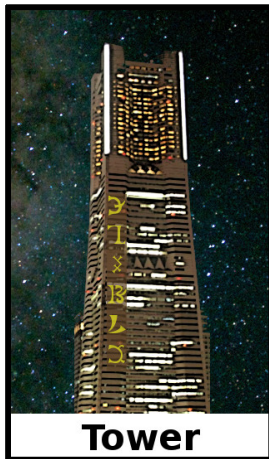


## Tarot Card Analysis pt 4

An indepth look into the tarot card and the quest locations on the Tree of Life.  
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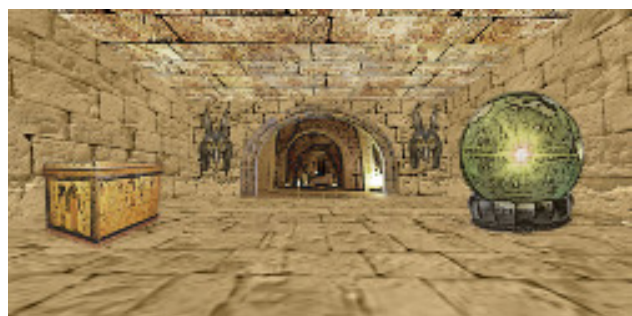
### The Diabolical Triangle - The Tower, the Devil and Death



Resolution Point



The Plantation



The Tomb

These 3 locations are the mechanism by which the mind sheds the attachments made by the lower nature – bad habits, bad influences, wrong attitudes and all lower vibrational activity. This is necessary so that the mind can work at a much higher spiritual level and attract higher vibrational energy.

When we first start our journey through these cards it becomes apparent that we are very much a victim of the reality we have built around us rather than the controller of our circumstances. It is interesting that the Tower is above ground, the Plantation is at ground level and the Tomb below ground as though we are going progressively downwards into the disintegration process that results in the death of the old self and rebirth of the new self in the Tomb.

The Tower represents the great structure that we have built that is our world. Then suddenly something extraordinary happens that alerts us to something being profoundly wrong in our reality and there comes a great realization that something has to change. That is our 'Resolution Point'. The problem can only be fixed by finding the answer inside of ourselves, not blaming someone else for the situation we find ourselves in.

And so it is that we find ourselves in the Field of Desolation picking through the fragmented remains of everything that binds us to a life that is headed in the wrong direction. We are in the midst of a great calm after the thunderstorm where a giant thunderbolt has split our reality apart. The sun shines on us through a darkly lit sky.

In the Devil card we move on to the Plantation. The name itself makes us think of a place of bondage and slavery. Here we meet everything and everyone that binds us to this world negatively hence the circular chain in the devil card. Only touching the Roswell stone will magnetize us in such a way that we can break that chain. On the card we have the inverted pentacle which we need to put round the right way with spirit being at the top and not the bottom, we have the clenched fist symbolizing the use of unjustifiable force or self-righteousness, the serpent of insidious or poisonous thought patterns and the scroll of 'fixed identity' which the mundane mind takes as being immutable. It personifies in one document the 'ego identity' that believes itself to be the sum of all things when it is in fact the agent of disinformation about everything concerning the soul.

The Plantation has the quality of being lit by a lesser light. It has a Puritanical kind of atmosphere. Patches of watery sunlight break out here and there. The terrain is predominantly stoney with a few patches of grass breaking through. You can either climb the monolithic Ziggurat to find a new purpose in life or better and higher ideals by meeting the various beings inside the temple on the top or plumb the depths of the Well of Dreams to find the refreshing water that will help you find new inspiration and refresh your inner vision. You can also touch the Roswell stone to remagnetize yourself and transmute negative to positive in your quest for self-renewal.

Finally we come to the Death card where our continual state of inner contemplation of our situation effectively becomes the mask that we wear until

we find some liberation from our situation. This quest to find renewal has in fact replaced the bondage and suffering we experienced in the Devil card. We may find ourselves being given a mask to wear by Nefertiti, wife of the self-styled sun god Akhenaten or we may find it given to us by Cleopatra, the queen who was continually besieged by her ever-evolving duality as she sort to progress the interests of herself, her dynasty and her country. The message here is that we should learn from these earthly icons of delusion.

In the Tomb the mask we are presented with is that of Anubis, protector of the dead who presided over embalming and mummification. Egyptian priests apparently often wore the mask of Anubis when ministering to the dead. Anubis was the jackal-headed god. The jackal is a carrion-eating wolf often seen in cemeteries in ancient times. Jackals are very intelligent and intuitive creatures with a good nose for an easy meal and very keen senses. The symbolism here is pointing to a need for all our senses to be alerted and used dispassionately (key word here) to register everything that presents itself to us for consumption and assimilation in order that we can rebuild ourselves. The jackal will sniff out anything and eat anything and that is the mindset we need to adopt in order to accomplish the task of destruction and rebuilding. We must become a veritable recycling plant for breaking down the old worn out matter (the carrion) and rebuilding it into new, usable thought forms.

The Sarcophagus represents the relics of the past in contrast to the 'Oracle of the Future' on the other side of the room. The atmosphere is quietly earthy and motherly. It is reminiscent of an underground Druidic lodge where secret rites are performed or maybe a mediaeval venue where masked balls are held. It is lit by an unearthly kind of light of the type you would expect to find in some secret underworld. It feels like a fitting place for solitude and reflection to divest oneself of doubts, sorrows and unfulfilled longings as the place is full of earth and water energies and one may well find information and states of consciousness here that enable you to transform successfully the last vestiges of regret, remorse or attachment to past situations that block the renewal of your creative energies.

Journeying through these three locations presents a rite of passage that must be undertaken in order to access the higher paths on the Tree of Life. In this analysis we have looked at these cards from the point of view of ourselves being the victim of the realities we have created but this point of view is not fixed. These cards, though traditionally seen in a negative light, also have a higher meaning where they can be transformed to mean that rather than being a victim one becomes the victor or the controller of ones reality. Thus the Niakod tower becomes a fortress, you as the magician are able to reverse the pentacle of the negativity of others to prevent them doing you harm and in the Tomb card you can become consciously able to renew yourself rather than it being a sub-conscious, unfamiliar process as outlined here. These are really advanced, alchemical transformations but they are possible as in the world of Spirit the only reality is the positive, the negative only exists in the mind of man when he cannot see beyond duality.

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