



# HEAVENLY BLOOM

Tarot  
Deck

By Noa Ikeda

Copyright © 2021 U.S. GAMES  
SYSTEMS, INC.

All rights reserved. The illustrations,  
cover design, and contents are protected  
by copyright. No part of this booklet  
may be reproduced in any form without  
permission in writing from the publisher,  
except by a reviewer who wishes to  
quote brief passages in connection  
with a review written for inclusion in a  
magazine, newspaper or website.

10 9 8 7 6 5 4 3 2 1

Made in China



Published by  
U.S. GAMES SYSTEMS, INC.  
179 Ludlow Street  
Stamford, CT 06902 USA  
[www.usgamesinc.com](http://www.usgamesinc.com)



## Introduction

Firstly, thank you for choosing the  
Heavenly Bloom Tarot, whether  
it came to you by fate or choice. I  
hope the time you spend with the  
cards brings forth many positive  
experiences and insights.

I first learned about tarot when I  
was a child. My grandfather, who  
lived in Japan, would often send care  
packages with gifts for each of his  
three granddaughters. One time the  
gift was a kit for little witches. Some  
of the items within it were astrology  
cards, rune cards, a set of power  
stones, and a Major Arcana deck,  
which came with a booklet contain-  
ing explanations for each card.

I was enchanted. It was a window to the mystical world. Everything had a meaning and gave me a sense of empowerment, even when I used the cards to ask silly questions. Ever since then, I promised myself that I would create a deck with my own characters and stories.

The story of my deck is heavily based on the beauty of nature. While the cards portray a fantasy world, it is still based upon the world we live in. I hope the Heavenly Bloom Tarot will provide a small glimpse into our magnificent planet that we should strive to protect at all costs.

There are five different tribes of my creation in this deck. Each holds influence over a different suit of the Minor Arcana.

## The Swords

A winged tribe called the Sanclis are the ruling race for this suit. They were born from two feathers: one from a paternal elder air spirit named Maliphus, and another from

the maternal air spirit named Callio. They inherited the physical feature of wings from Maliphus and the clarity of mind of Callio.

Maliphus's gift gave them their wings, onyx-like skin, and shielded eyes. Because of this the Sanclis are able to live in comfort amongst the clouds even with the harsh light of the sun shining down on them. Callio's gift gave them unparalleled intellect. Their civilization boasts the most advanced technology in the realm. Their cities float like chandeliers in the sky over all other bipedal races on the Earth.

## The Wands

A tribe of strong desert warriors, the Adunians lord over the wands. The elder fire spirit named Varadune is their creator. To create the Adunians the spirit cut a lock of her hair and set it ablaze. She then scattered the ashes among the desert realm. Those who sprung from the earth were the Adunians. They embody the

immense strength and fiery spirit of Varadune.

While their physical strength far exceeds the other humanoid races, their true strength lies in their bond with each other. Ardunian communities are tightly woven. If a stranger manages to gain the acceptance of one member of the community, all members of the tribe will open their homes to the outsider.

## The Cups

The ruling tribe of the cups are the Yuren. This tribe is older than written history but their origins can be traced to the legend about the elder water spirit, Suishin. Long ago, the spirit formed a tribe of creatures from their tears, this is believed to be the Yuren.

As one of the oldest tribes, the Yuren are closer to the elemental spirits than other humanoids. They are amphibious and live part of the year above water and the other part submerged, depending on the cycles

of the moon. Living above water allows them to trade with other tribes and live in relative peace. However, when the high tides come, their cities submerge and this seemingly peaceful group have their more feral traits heightened.

## The Laurels

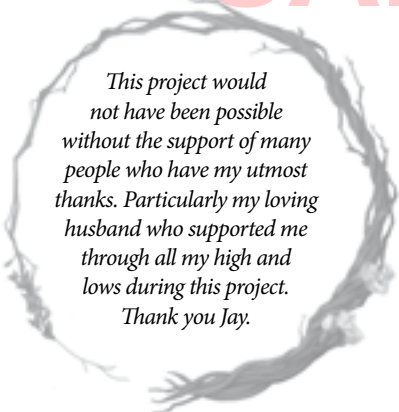
Lastly, the suit that was originally pentacles or coins was renamed Laurels to fit the concept of the deck. The druidic tribe of Elune rules this suit. They were created long ago by an elder earth spirit named Alcara.

The Elune live in forests that are closed off from the rest of society. Though they are quite different from spirits, they have the ability to form strong bonds with such beings. An Elune's connection with a spirit makes a mutually beneficial partnership that lasts for their entire life.

The last civilization that makes an appearance throughout the deck are humans. They are a sub-branch

of the Elune race, but they lost the ability to connect with nature and the spirits. As such, humans lost their druidic qualities, but gained the ability to adapt to any situation.

There are a few other civilizations that do not reveal their presence in this deck, but they may in another project! If this deck has piqued your interest in my world, there is definitely more to come through my other works of art. For now, please enjoy the culmination of my hard work over the past six years.



*This project would  
not have been possible  
without the support of many  
people who have my utmost  
thanks. Particularly my loving  
husband who supported me  
through all my high and  
lows during this project.  
Thank you Jay.*

## Meanings

While the meanings in this deck are mostly akin to the Rider-Waite-Smith Tarot deck, the symbolism and subjects are based on my own interpretations. I have also included a reverse meaning for each card, but as a general rule the reverse of a card can signify too little or too much of the energy of the upright meaning. Everything in moderation.

Please also remember that card meanings are quite personal and how you interpret the illustration and feel of the card should always take priority.



## Major Arcana

This section of the deck signifies major events and milestones.

Cards that you pull from the Major Arcana can be both life or year altering. It includes 22 cards total, starting at 0 with the Fool, and ending at 21 with the World. The Fool is the protagonist and the start of the journey that unfolds in this Arcana. Each step holds an important life lesson and the entire journey is filled with both high and low points until it culminates in the card of completion, the World. Then, the cycle repeats again.

## 0 ♁ The Fool

Element: Air

Astrology: Uranus

Character: Eulia

This is the wild card of the deck. Just as 0 has revolutionized mathematics, this is the start of a revolutionary journey for you.

The protagonist of this journey willfully moves toward the unknown without worrying about where their feet land. The only thing that occupies their mind and eyes is the boundless sky stretching outwards. They hardly pay attention to their lynx companion who symbolizes awareness, intuition and foresight.

In a reading, this card is essentially a leap of faith. Perhaps you are on the verge of starting something new. Embrace the unknown and let fate guide you. Relax, because for you, the world is your oyster.

**Reverse:** This card reversed is a warning about being too carefree. Make sure to look around you

before you step off that cliff. It could also mean that you are lacking in adventure and placing too many restrictions on yourself.

## I ♣ The Magician

Element: Air

Astrology: Mercury

Character: Estel

If the Fool is a source of boundless potential, the Magician channels that promise into concrete ideas. This powerful card symbolizes the manifestation of desires. The Magician is the conduit between heaven and earth: As above, so below. The Magician promises that dreams can be manifested into reality. An infinity sign floats above their head, representing the infinite power of creative will, while the blooming flowers represent the flourishing of creation that follows.

When the Magician appears in a reading, it is an overwhelmingly positive sign and a call to action. You have the power to manifest your reality and the time is now.

**Reverse:** When reversed, the Magician channels the outward into the mind. Perhaps the material world is clouding your mind from true meaning. It is a warning not to let opportunity slip by due to self-doubt or another magician attempting to trick you.

## II ♣ The High Priestess

Element: Water

Astrology: Moon

Character: The Prophet

With active inception comes unconscious inspiration. The High Priestess represents the mysterious nature of intangible concepts.

As the second card in the Major Arcana, the High Priestess sits between dualities. She guards the veil between the world and the secrets of Solomon's garden. She sees all with her mind's eye and keeps the secrets of the shadow world in the scroll she holds. Imposing and even intimidating in her dimly lit chamber, she is a beacon for your growth

and understanding of the mysteries of the world.

When the High Priestess appears in a reading, she urges you to look within yourself and trust your instincts. Your subconscious will guide you to the truth.

**Reverse:** The High Priestess in reverse can mean your reasoning is countering your instincts. It can also be a confirmation of your gut feeling that something isn't right, even though everything seems logically fine. She may also point to secrets being withheld from you.

### III Δ The Empress

Element: Earth

Astrology: Venus

Character: Vydka

This mother figure is the greatest expression of female power in the entire deck. The Empress nurtures the energy of the previous cards into fruition.

A queenly and maternal figure sits on a lush strong tree as if it were

a throne. Surrounded by vibrant greenery, she is the trunk from which strong branches grow. She is the rich foundation that others flourish upon.

Her appearance in a reading can point to an abundance of growth and creativity, especially when it is related to home, family, or business. The Empress can also point to the abundance in your life and reminds you that you have much to appreciate.

**Reverse:** You need to make self-care a priority. You may be neglecting yourself and focusing too much on others. It can also point to a creative block.

### IV Δ The Emperor

Element: Fire

Astrology: Aries

Character: Udkai

Fatherly discipline comes after motherly nurturing. The Emperor brings structure to an idea.

A stoic and strict figure, he sits atop the same throne as the Empress.



The sturdy roots of the tree are the focus of this card. The environment is solemn and barren unlike the Empress who is flush with new life and growth. The tree appears petrified and the Emperor sits proudly amidst its rigid tangled roots.

The Emperor signifies the solid foundation provided by laws and regulations. He calls on you to be systematic and lead those who need structure. He also points to the knowledge and wisdom gained with experience and age.

**Reverse:** When reversed, the Emperor can warn against being too authoritarian. Be wary of seeing everything in absolutes, as it can lead to cruelty. Another interpretation is that you are avoiding roles of leadership and responsibility that others need you to fill.

## V ▲ The Hierophant

Element: Earth

Astrology: Taurus

Character: The Keeper

Like the Emperor to the Empress, the Hierophant is the counterpart to the High Priestess.

The Hierophant sits atop a solid yet delicate looking throne. One hand holds two fingers toward the sky while the other two fingers fold down towards the earth. He brings order to the spirit and leads people through the heart. He holds the keys to old traditions that have withstood the test of time. The Hierophant is the authority that greets new people and takes them under his wing.

This card symbolizes mentorship and the learning of fundamentals. Before you can break the rules, you must learn them. The established and wise Hierophant is the ideal teacher. This is also a card of groups and community. Finding others that you identify with can open doors to further learning.

For our complete line of tarot decks,  
books, meditation cards, oracle sets, and  
other inspirational products please visit  
our website:

[www.usgamesinc.com](http://www.usgamesinc.com)

Follow us on:



SAMPLE



U.S. GAMES SYSTEMS, INC.

179 Ludlow Street

Stamford, CT 06902 USA

Phone: 203-353-8400

Order Desk: 800-544-2637

FAX: 203-353-8431