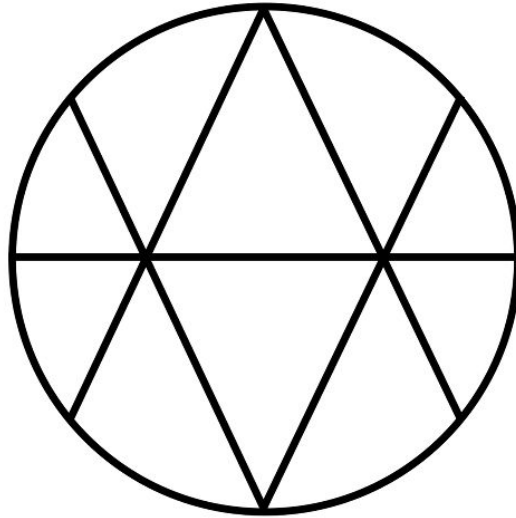


# THE ADORABYSSAL ORACLE



The Adorabyssal Oracle is an oracle deck featuring the cutest versions of mythological, supernatural, and cryptozoological creatures from around the world! Thirty-six spooky cuties come with associated elements and themes to help bring some introspection to your day-to-day divinations and meditations.

If you're looking for something a bit more playful, The Adorabyssal Oracle deck doubles as a card game featuring those same cute and spooky creatures. It is meant for 2-4 players and games typically take 5-10 minutes. If you're interested mainly in the card game rules, you can skip past the next couple of sections.

However you choose to use your Adorabyssal Deck, it is my hope that these darkly delightful creatures will bring some fun to your day!

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## WHAT IS AN ORACLE DECK?

An Oracle deck is similar to, but different from, a Tarot deck. Where a Tarot deck has specific symbolism, number of cards, and a distinct way of interpreting card meanings, Oracle decks are a bit more free-form and their structures are dependent on their creators.

The Adorabyssal Oracle, like many oracle decks, provides general themes accompanying the artwork. The basic and most prominent structure for this deck is the grouping of cards based on elemental associations. My hope is that this deck can provide a simple way to read for new readers and grow in complexity from there.

My previous Tarot decks have seen very specific interpretation and symbolism. This Oracle deck opens things up a bit. It can be used for more general or free-form readings, and it makes a delightful addition to your existing decks. These creatures have a fairly dark history but in the Adorabyssal Oracle, they play nicely with others. Fortunately, they have yet to devour any of my other cards!

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## CARD STRUCTURE - SIMPLE

Within the 36 cards there are 3 different classifications of the creatures. How many of these classifications you want to pay attention to is a matter of preference. If you'd like to start simply, I suggest sticking to the easiest classification - the 4 elements which are marked on each card. As a quick reference, those elements are denoted by the following symbols:



Each of these elements has 9 cards associated with it. For a simple reading, I suggest letting the card's theme inform your read. Draw a card, consider the theme and how it might apply to your query or situation, and go from there using your intuition. Don't fret if it doesn't click immediately - many readers need practice before they find a style that works for them.

Some associations with the elements that may inform your readings are as follows:

**Earth:** Stability, prosperity, wealth, food, home, nature

**Air:** Thought, travel, intellect, teaching, communication, divination

**Fire:** Action, passion, anger, desire, energy, destruction

**Water:** Emotions, dreams, love, healing, rest

An easy one to practice with is a daily card draw - the kind featured on my website. Draw a card and consider the theme and how it may relate to your day. You can try this before your day starts and hold it in your thoughts through the day, or at the end of your day and consider how it may have surfaced in events as the day went by.

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## CARD STRUCTURE - INTERMEDIATE

Building off of the previous simplified reading style, but adding complexity, I recommend taking a more in depth approach to each card's creature and its folklore. This will involve some memorization of the background of each creature and then building associations with that in relation to the current query. Since you have the elemental association on the card, you can begin to form associations with those as well and let those inform your reading.

Each card has a "positivity" associated with its theme. There are 3 of these groupings, each with 12 cards, noted as follows:

**POSITIVE THEMES:** Diversity (Wolpertinger), Longevity (Nessie), Invulnerability (Jersey Devil), Commitment (Mermaid), Glamour (Bækhest), Endure (Ghost), Wisdom (Kitsune), Guidance (Will-O'-the-Wisp), Story (Anansi), Knowledge (Huginn & Muninn), Rebirth (Phoenix), Companionship (Lampad)

**NEUTRAL THEMES:** Solitude (Bigfoot), Omen (Black Shuck), Mystery (Kraken), Expanse (Olitiau), Control (Namazu), Chaos (Demon), Inevitability (Dullahan), Power (Ifrit), Duty (Cerberus), Duality (Cadejo), Distraction (Alkonost), Swiftness (Sleipnir)

**NEGATIVE THEMES:** Ruin (Mothman), Consume (Chupacabra), Cruelty (Grootslang), Virulence (Olgoi-Khorkhoi), Misfortune (Bake-Kujira), Lies (Tsuchinoko), Malice (Fuath), Trickery (Fairie), Constrained (Rusalka), Envy (Leviathan), Struggle (Hydra), Theft (Cait Sidhe)

There is another grouping for the cards, in the classification of the creatures. These classifications are fuzzy and drawing a line between them is a little arbitrary but I've done my best to group them in a way that makes sense. I've included some of my own associations with the classifications but I encourage

you to form your own for a more personal reading experience. Again in a group of 3, each classification has 12 cards to it which are as follows:

**CRYPTID:** Mermaid, Jersey Devil, Wolpertinger, Nessie, Bigfoot, Kraken, Olitiau, Black Shuck, Mothman, Chupacabra, Olgoi-Khorkhoi, Grootslang

Think of Cryptids as the most “real” of the cards. These are creatures that have claims and sightings beyond just folklore. For a reading, my personal associations with cryptids are the following themes: Investigative, dangerous, a sense of urgency, the unknown, the mysterious, and the evasive.

**SUPERNATURAL:** Bækhest, Kitsune, Will-O’-the-Wisp, Ghost, Namazu, Demon, Dullahan, Ifrit, Bake-Kujira, Tsuchinoko, Fuath, Fairie

Supernatural creatures are often of a fae or ghostly origin. I associate them with apparitions, the unresolved, chaotic or unpredictable behavior, operating behind a veil, that which we don’t understand, being driven by impulse rather than rationality, and depending on the situation, harmful or playful intent.

**MYTHOLOGICAL:** Anansi, Huginn & Muninn, Phoenix, Lampad, Cerberus, Cadejo, Alkonost, Sleipnir, Cait Sidhe, Rusalka, Leviathan, Hydra

Mythological creatures are the more story-based creatures of the deck. They often have a written record to their origin and act more as symbols or themes than real creatures. I associate them with the written or spoken word, teaching, instruction, knowledge, warnings, obstacles, powerful characters, and plot devices.

These additional structures for the cards is meant as a tool to aid in mental mapping of these for readings, so if these do not work for you then feel free to leave them aside and concentrate on something that makes it easier or better for your own readings!

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## CARD STRUCTURE - ADVANCED

If you feel comfortable with readings using all of the previous groupings and information, then maybe you’re ready to try out something even more complex. In addition to the blurbs present in the booklet and this PDF, there is a wealth of resources on these creatures that you can and should explore to cement your own knowledge, associations, and understanding of them. Here are a few helpful links for further reading:

[https://en.wikipedia.org/wiki/List\\_of\\_cryptids](https://en.wikipedia.org/wiki/List_of_cryptids)  
[http://mythology.wikia.com/wiki/Main\\_Page](http://mythology.wikia.com/wiki/Main_Page)  
<https://cryptidsguide.com/>

These cards were designed with a mirror-image back to them to allow for inverted readings if one so desires. With inversions, the associations behind a theme become inverted or blocked. A negative card inverted could be positive. For Cait Sidhe this could be theft that takes from the wealthy and sustains the poor in a corrupt system. A positive card inverted could be negative. For Wolpertinger this could be a blocked or hateful/ignorant view impacting diversity.

Neutral card associations get a bit more complex. If they are highly dependant on context for positive/negative connotations, then upright could be seen as leaning positive and inverted could be seen as leaning negative. For Ifrit inverted, this could be power being used for harm the powerless. But if a card is more neutral in general, then it could simply be blocked. For Dullahan this could be an inevitability held off to the point where it becomes unhealthy.

Since these cards have elemental dignities built in, you can also read them in a way where their associations become more nuanced in a reading, depending on the cards around them. Neighboring cards that are of the opposite element make a card more negative, and cards of the same element make

it more positive. For more on reading elemental dignities(as with Golden Dawn or Thoth Tarot decks), here are a few helpful links:

<http://tarotsmith.net/ramblings/waite-vs-crowley/>

<http://www.corax.com/tarot/index.html?elemental-dignities>

<https://marykgreer.com/2008/02/05/24/>

However you decide to add complexity to your readings, you're encouraged to do so in a way that makes sense for you and serves your readings in a better way. Think of each of these ways of reading this deck as a way to get to know it, but once you know it it is your associations and reading style that make it yours and bring the creatures to life in a way that is unique to you!

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## CREATURES

Creatures are listed here by name, theme, positivity, element, and an abbreviated blurb on its folklore and associations. Once you are more familiar with the creatures, you're encouraged to dig deeper and research them further for more diverse readings, and stronger and more personal associations.



**CREATURE, CLASSIFICATION:** Alkonost, Mythological

**THEME, POSITIVITY:** Distraction, Neutral

**ELEMENT:** Air

**ABOUT:** The Alkonost is a Slavic/Russian half-bird half-woman with a spellbinding voice that enamors those that hear it to the point that they forget and abandon anything else. She is able to cause thunderstorms by laying her eggs and rolling them into the ocean where they lay dormant until they hatch after seven days.

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**CREATURE, CLASSIFICATION:** Anansi, Mythological

**THEME, POSITIVITY:** Story, Positive

**ELEMENT:** Earth

**ABOUT:** Anansi is a trickster spider god that often appears as or has characteristics of a man. He is a centrally important character from Akan folktales and is considered to be the spirit of all stories and knowledge. He is associated with skill at speechcraft, and seen as a symbol of slave resistance and survival.

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**CREATURE, CLASSIFICATION:** Bækhest, Supernatural

**THEME, POSITIVITY:** Glamour, Positive

**ELEMENT:** Water

**ABOUT:** The Bækhest or brook horse is a Scandinavian creature similar to a Kelpie. It is described as an unnaturally glamorous white horse that appears near rivers in foggy weather. It was said that anyone who climbed on the horse would then be stuck on its back as it jumped back into the river, taking them with it.

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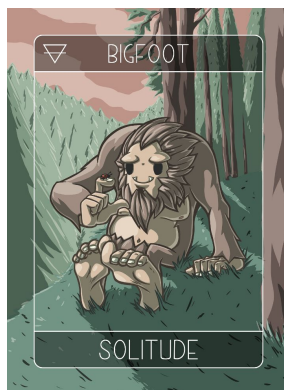
**CREATURE, CLASSIFICATION:** Bake-Kujira, Supernatural

**THEME, POSITIVITY:** Misfortune, Negative

**ELEMENT:** Water

**ABOUT:** Bake-Kujira is a floating western Japanese ghost whale which cannot be caught and brings a curse and misfortune wherever it goes. It is accompanied by strange birds and unknown fish and appears as the skeleton of a great baleen whale.

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**CREATURE, CLASSIFICATION:** Bigfoot, Cryptid

**THEME, POSITIVITY:** Solitude, Neutral

**ELEMENT:** Earth

**ABOUT:** Bigfoot is from North American Folklore, particularly the Pacific Northwest. One of the most popular cryptids, many have claimed to see it as a hairy, upright-walking ape creature between six and nine feet tall. It wanders the forests, leaving behind massive footprints.

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**CREATURE, CLASSIFICATION:** Black Shuck, Cryptid

**THEME, POSITIVITY:** Omen, Neutral

**ELEMENT:** Fire

**ABOUT:** Black Shuck is a ghostly black dog from the countryside of East Anglia. In some accounts its size is massive and it has one fiery evil eye. Its most notorious appearance was at the churches of Bungay and Blythburgh in Suffolk. It was said that the Black Shuck burst through the church doors with a clap of thunder, leaving scorch marks in its trail and causing the steeple to collapse through the roof. Its presence is considered an omen.

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**CREATURE, CLASSIFICATION:** Cadejo, Mythological

**THEME, POSITIVITY:** Duality, Neutral

**ELEMENT:** Earth

**ABOUT:** The Cadejo are a pair of spirits from Central American Folklore. They are said to appear at night to travellers, with one acting as a protector and the other as a malevolent being which lures people to make bad choices. Some versions of the Cadejo claim that they are dogs as large as cows with goat hooves and in some versions of the story, they specifically appear to drunks. They are sometimes depicted dragging a chain. Which dog is evil and which is good swaps depending on the source of the story but together they represent a duality.

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**CREATURE, CLASSIFICATION:** Cait Sidhe, Mythological

**THEME, POSITIVITY:** Theft, Negative

**ELEMENT:** Air

**ABOUT:** Cait Sidhe is a spectral Celtic fairie creature that haunts the Scottish highlands. It appears as a large black cat with a white spot on its chest. Some stories say that it is actually a witch who is able to transform into a cat. It was rumored to steal the souls of people by crossing over their corpse before burial.

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**CREATURE, CLASSIFICATION:** Cerberus, Mythological

**THEME, POSITIVITY:** Duty, Neutral

**ELEMENT:** Fire

**ABOUT:** Usually described as having three heads, Cerberus was also said to have a serpent for a tail and snakes protruding from its body. Cerberus comes from Greek mythology and is a dog that guards the gates of the underworld to prevent the dead from leaving.

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**CREATURE, CLASSIFICATION:** Chupacabra, Cryptid

**THEME, POSITIVITY:** Consume, Negative

**ELEMENT:** Fire

**ABOUT:** Chupacabra is a cryptid with claimed sightings including Puerto Rico, Chile, and across the southern US and Mexico. It was reported to prey on livestock and drain them of blood and occasionally even organs, leaving behind three puncture wounds as evidence.

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**CREATURE, CLASSIFICATION:** Demon, Supernatural

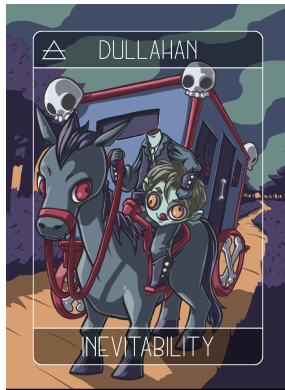
**THEME, POSITIVITY:** Chaos, Neutral

**ELEMENT:** Fire

**ABOUT:** A demon is originally a divine Greek being but has come to be recognized as a malevolent entity and a byproduct of human sin. Their appearance has become heavily associated with satyrs, or goat-men, and they are said to corrupt and lead astray the souls of men.

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**CREATURE, CLASSIFICATION:** Dullahan, Supernatural

**THEME, POSITIVITY:** Inevitability, Neutral

**ELEMENT:** Air

**ABOUT:** Dullahan comes from Irish mythology and is depicted as a headless rider on a black horse who holds his own head under one arm. Its eyes move about and have unnaturally accurate vision. All gates open before it and when it stops, a human dies. It is only permitted to speak once per journey, which it uses to call the name of the person whose death is impending.

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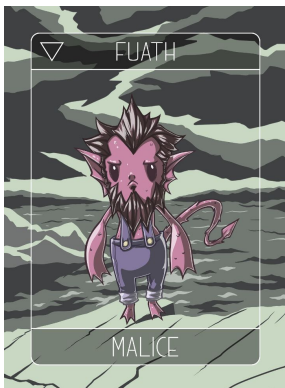
**CREATURE, CLASSIFICATION:** Fairie, Supernatural

**THEME, POSITIVITY:** Trickery, Negative

**ELEMENT:** Air

**ABOUT:** A fairie is a mythical creature from European folklore. While the term is generic for a wide representation of creatures across different folklore, it is usually depicted as a magical or enchanted being that is associated with trickery and the need to be warded off. Its pre-Victorian depictions were often of a diminutive and wingless creature that could change its appearance and size.

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**CREATURE, CLASSIFICATION:** Fuath, Supernatural

**THEME, POSITIVITY:** Malice, Negative

**ELEMENT:** Water

**ABOUT:** Fuath is a malevolent Gaelic water spirit that resembles a gremlin. It delights in causing drownings, particularly by sabotaging boats and ships at sea. They are vulnerable to steel and sunlight, so they only come out at night. They are depicted as humanoid with webbed toes, spiky tails, and a shaggy mane.

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**CREATURE, CLASSIFICATION:** Ghost, Supernatural

**THEME, POSITIVITY:** Endure, Positive

**ELEMENT:** Air

**ABOUT:** A ghost is a generic soul or spirit of the dead that appears to the living. Its depiction varies greatly but can include a translucent or glowing presence. It is associated with the afterlife and is often considered a restless spirit.

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**CREATURE, CLASSIFICATION:** Grootslang, Cryptid

**THEME, POSITIVITY:** Cruelty, Negative

**ELEMENT:** Earth

**ABOUT:** The Grootslang is said to be an ancient creature as old as the world, made by mistake before the gods were experienced with creating creatures. Once the gods realized their error, they split the Grootslang into separate creatures and created elephants and snakes, but one of the original Grootslang escaped and sired others. It is said to live deep in a cave in South Africa which connects to the sea and is filled with diamonds. The Grootslang is said to be impossibly strong, smart, and cunning, with a taste for cruelty that can be overcome by appealing to the creature's greed.

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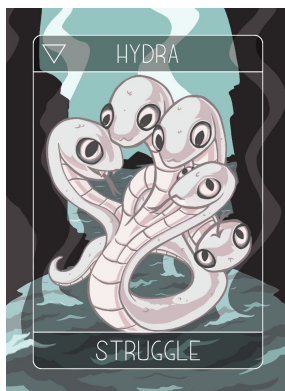
**CREATURE, CLASSIFICATION:** Huginn & Muninn, Mythological

**THEME, POSITIVITY:** Knowledge, Positive

**ELEMENT:** Air

**ABOUT:** Huginn and Muninn are named after thought and memory, and are a pair of ravens from Norse Mythology which fly across the world daily and report back to Odin with information from their travels. In this way, Odin is able to maintain his wisdom and knowledge.

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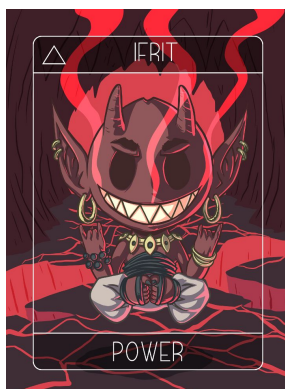
**CREATURE, CLASSIFICATION:** Hydra, Mythological

**THEME, POSITIVITY:** Struggle, Negative

**ELEMENT:** Water

**ABOUT:** The Hydra is a multi-headed serpent from Greek mythology. Its lair was a lake reputed to be an entrance to the underworld. For every head that was cut off, the Hydra grew two in its place, and its blood was dangerously poisonous. Like Cerberus, the Hydra was said to be the offspring of Typhon and Echidna.

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**CREATURE, CLASSIFICATION:** Ifrit, Supernatural

**THEME, POSITIVITY:** Power, Neutral

**ELEMENT:** Fire

**ABOUT:** The Ifrit is a Middle Eastern Jinn. It is often depicted as being the most powerful of them, and was claimed to be wicked and ruthless. It was said to inhabit the underworld and have fiery flames leaping from its mouth.

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**CREATURE, CLASSIFICATION:** Jersey Devil, Cryptid

**THEME, POSITIVITY:** Invulnerability, Positive

**ELEMENT:** Air

**ABOUT:** The Jersey Devil is from the Pine Barrens of Southern New Jersey. It was the thirteenth child of Jane Leeds, and changed into the hooved, winged creature after it was born. It emits an unearthly shriek and is said to be impossible to kill.

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**CREATURE, CLASSIFICATION:** Kitsune, Supernatural

**THEME, POSITIVITY:** Wisdom, Positive

**ELEMENT:** Earth

**ABOUT:** Kitsune is a Japanese word for fox. Stories say that these foxes have the ability to shapeshift into human form and they are depicted as tricksters, guardians, friends, and lovers. The more tails a Kitsune has, and they may have up to nine, the older and wiser it is considered to be.

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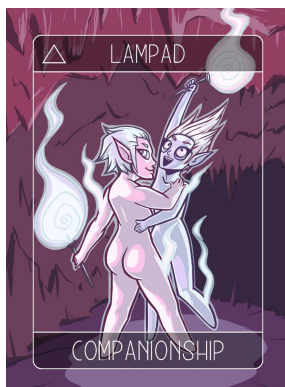
**CREATURE, CLASSIFICATION:** Kraken, Cryptid

**THEME, POSITIVITY:** Mystery, Neutral

**ELEMENT:** Water

**ABOUT:** The Kraken is a giant sea cephalopod said to lurk off the coasts of Norway and Greenland. Its sheer size has had it mistaken by passing ships as an island. Its depiction is often that it is large enough to lift or drag ships with its massive arms. Stories say it dwells underwater for days and when it submerges it leaves giant whirlpools that can sink ships.

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**CREATURE, CLASSIFICATION:** Lampad, Mythological

**THEME, POSITIVITY:** Companionship, Positive

**ELEMENT:** Fire

**ABOUT:** The Lampad come from Greek Mythology, and are nymphs of the underworld meant to accompany Hecate and light her way. They carry torches which have the power to drive mortals into madness.

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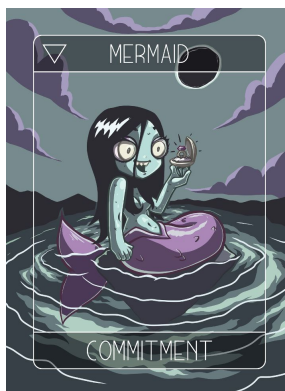
**CREATURE, CLASSIFICATION:** Leviathan, Mythological

**THEME, POSITIVITY:** Envy, Negative

**ELEMENT:** Water

**ABOUT:** Leviathan is a giant sea monster from Jewish belief. It is said to be a monstrous serpent that will be killed at the end of time. It is claimed to live in the Mediterranean Sea and was described by St. Thomas Aquinas as the demon of Envy, corresponding to the deadly sin. Its depiction is often that of an impossibly monstrous snake or dragon.

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**CREATURE, CLASSIFICATION:** Mermaid, Cryptid

**THEME, POSITIVITY:** Commitment, Positive

**ELEMENT:** Water

**ABOUT:** A mermaid is a generic creature from the folklore of multiple cultures around the world. It is depicted as a female human, typically with the tail of a fish. Many folktales depict marriages between mermaids and humans, and it is said that if a mermaid falls in love with a man and he weds another, she will turn to sea foam. However they marry each other and he is unfaithful, he will die.

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**CREATURE, CLASSIFICATION:** Mothman, Cryptid

**THEME, POSITIVITY:** Ruin, Negative

**ELEMENT:** Air

**ABOUT:** The Mothman is a cryptid from West Virginia folklore. It is depicted as a dark birdlike humanoid with oversized glowing red eyes and a large wingspan. It was associated with supernatural events in the mid sixties ending with the collapse of the Silver Bridge.

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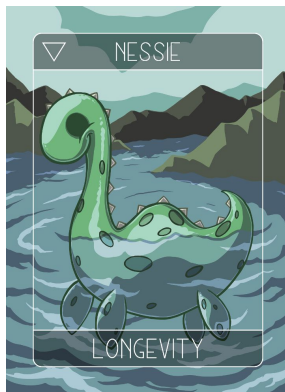
**CREATURE, CLASSIFICATION:** Namazu, Supernatural

**THEME, POSITIVITY:** Control, Neutral

**ELEMENT:** Earth

**ABOUT:** Namazu is a giant catfish from Japanese mythology. It is said to live in the mud under Japan and is restrained by the god Kashima with a stone. When Kashima gets distracted and is unable to control Namazu, Namazu proceeds to thrash about and cause violent earthquakes.

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**CREATURE, CLASSIFICATION:** Nessie, Cryptid

**THEME, POSITIVITY:** Longevity, Positive

**ELEMENT:** Water

**ABOUT:** Nessie or the Loch Ness Monster is a popular cryptid from Scottish Folklore that inhabits Loch Ness in the Scottish Highlands. She is often depicted as a kind of plesiosaur with a long neck and small head. Sightings of the creature date back to as early as the sixth century making Nessie very long lived indeed!

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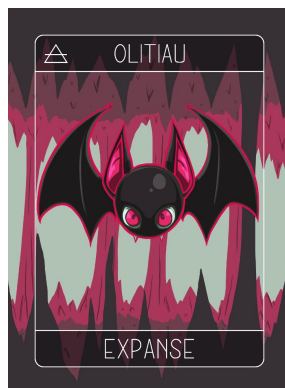
**CREATURE, CLASSIFICATION:** Olgoi-Khorkhoi, Cryptid

**THEME, POSITIVITY:** Virulence, Negative

**ELEMENT:** Fire

**ABOUT:** Olgoi-Khorkhoi is also known as the Mongolian Death Worm and is claimed to live in the most desolate areas of the Gobi Desert. It is depicted as a giant red worm between two and five feet long with a thick body. It has no head or legs and is said to be incredibly poisonous, to the point where you cannot touch any part of the worm. It is also capable of spraying venom and electricity. It travels underground and creates waves of sand on the surface.

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**CREATURE, CLASSIFICATION:** Olitiau, Cryptid

**THEME, POSITIVITY:** Expanse, Neutral

**ELEMENT:** Air

**ABOUT:** Olitiau are from Central Africa and are claimed to be gigantic bats that lurk in caverns. These cryptids have big black bodies with long teeth and six to twelve foot wingspans. One of the sightings had an explorer claiming it as the granddaddy of all bats.

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**CREATURE, CLASSIFICATION:** Phoenix, Mythological

**THEME, POSITIVITY:** Rebirth, Positive

**ELEMENT:** Fire

**ABOUT:** The Phoenix is a regenerative bird from Greek mythology that first dies in a combustion of flame and then is reborn again from the ash. Its appearances varied but was claimed to have red and yellow coloration and its size was anywhere from that of an eagle to an ostrich.

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**CREATURE, CLASSIFICATION:** Rusalka, Mythological

**THEME, POSITIVITY:** Constrained, Negative

**ELEMENT:** Water

**ABOUT:** The Rusalka is a female entity associated with water in Eastern Slavic folklore. Originally believed to transfer moisture that helped crops grow, they later became associated with beautiful but undead vengeful spirits that would lurk near rivers or lakes and entangle and drown young men with their long red hair.

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**CREATURE, CLASSIFICATION:** Sleipnir, Mythological

**THEME, POSITIVITY:** Swift, Neutral

**ELEMENT:** Earth

**ABOUT:** Sleipnir is a horse ridden by Odin in Norse Mythology. It was depicted as having eight legs and being incredibly swift. It is an offspring of Loki and has a connection to the underworld. It is described as the best horse among gods and men.

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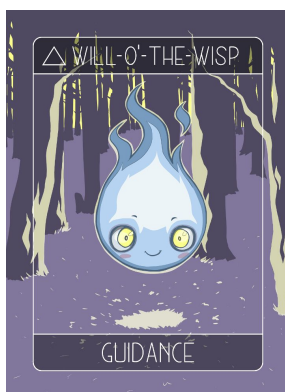
**CREATURE, CLASSIFICATION:** Tsuchinoko, Supernatural

**THEME, POSITIVITY:** Lies, Negative

**ELEMENT:** Earth

**ABOUT:** The Tsuchinoko is a Western Japanese being resembling a hoop snake. Sometimes it will take its tail in its mouth and roll around. It is able to double jump, has an affinity for lying and a taste for alcohol.

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**CREATURE, CLASSIFICATION:** Will O' The Wisp, Supernatural

**THEME, POSITIVITY:** Guidance, Positive

**ELEMENT:** Fire

**ABOUT:** Will O' The Wisp is a widely shared tale about a flickering orb of light said to be a spirit attempting to guide travellers, sometimes to ill fate and sometimes to good depending on the folklore. Its behavior is often associated with fairies, goblins, and hauntings.

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**CREATURE, CLASSIFICATION:** Wolpertinger, Cryptid

**THEME, POSITIVITY:** Diversity, Positive

**ELEMENT:** Earth

**ABOUT:** Similar to the American Jackalope, the German Wolpertinger from folklore is a diverse creature with a composite body. It is claimed to inhabit the alpine forests of Bavaria. Depictions vary but it commonly has the body of a squirrel, the wings of a pheasant, the head of a rabbit, and the antlers of a deer.

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## ADORABYSSAL CARD GAME

For 2-4 players, but it scales well with additional decks. Add another deck for 4-8 players or for longer matches!

The goal of the Adorabyssal card game is to accumulate the most points in a match. Each player is dealt 3 cards and then the remaining cards become the draw pile on the table. The top card of the draw pile is turned over and becomes the start of the discard pile. Turns proceed clockwise, and the player next to the dealer goes first.

On their turn, a player draws 3 cards total, and can draw from either pile or both of them. At the end of their turn they **must** be able to discard 1 card. Points are accumulated by placing cards to the table in pairs of elements or by combining all elements in a group of 4 cards. When the cards are played to the table they are placed face up in front of the player and then the elemental ability for the card combination will activate. You can place multiple groupings of cards to the table per turn and each time an ability will activate, which can cause ability chains that are very useful! Elemental abilities activate starting with the current player then move clockwise. The abilities that activate, and points allocated, are as follows:

**2 fire** - All other players discard one card from their hand. 1 point.

**2 air** - Draw a card from the discard pile. 1 point.

**2 water** - Draw a card from either pile. 1 point.

**2 earth** - Draw a card from the draw pile. 1 point.

**1 of each element** - Draw a card from the draw pile and a card from the discard pile. 2 points.

The game ends when the current player is unable to draw 3 cards from the combined piles during their draw phase. The current player's turn is allowed to finish. Points are then counted and the player with the most points on the table wins!

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## OTHER LINKS

Thanks for your interest and support! If you've enjoyed this deck and would like to see what else I've worked on, follow what I'm up to currently, or delve in deeper on any of my projects, you can do so at the following links:

**Etsy:**

<https://www.etsy.com/shop/PixelOccult>

**Website:**

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

**Instagram:**

<https://www.instagram.com/PixelOccult>

**Email:**

[James.Brothwell@tuta.io](mailto:James.Brothwell@tuta.io)

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