

People seem to be having a lot of trouble with the Amethyst Oracle

You're probably thinking too hard.

But, here you go anyways. Don't say I don't do things for you.

Chai: *Symbol* - Tea bag | *Card* - Chai is a type of tea made from different spices. It is delicious. Go have a cup of tea.

Refresh: *Symbol* - alchemical for rainwater | *Card* - it's water. Go clean yourself off. Wash your face or something.

Fire: *Symbol* - alchemical for fire | *Card* - It's fire.

Air: *Symbol* - alchemical for air | *Card* - It's air. Wind wind blow blow.

Water: *Symbol* - alchemical for water | *Card* - A body of water. With rain. Which is made of water.

Earth: *Symbol* - alchemical for earth | *Card* - Earth. Ground. Plants. Nature stuff.

Magic: *Symbol* - magic wand | *Card* - A magic crystal giving off magic sparkles. It is magic. You cannot explain such things.

Creation: *Symbol* - alchemical for creation | *Card* - "All the magic of creation, exists in a single, tiny seed." - Fern Gully

Destruction: *Symbol* - alchemical for ashes | *Card* - There was a forest fire, and everything was-
wait for it-destroyed! Fun fact morels often grow after forest fires.

Secret: *Symbol* - key | *Card* - It's a locked door. What's behind it, you ask? It's a secret.

Nostalgia: *Symbol* - arrow pointing backwards as in back in time | *Card* - Best friend necklaces, you gave one to your best friend, and you wore the other. Like wedding rings, but for bff's. Except not forever, because you're not friends any more.

Tranquility: *Symbol* - peace | *Card* - it's a calm peaceful place where you can feel tranquil, which is another word for peaceful.

Collection: *Symbol* - a jar filled with stuff. I can't remember I think I made this one up | *Card* - A collection of stuff. As in, a bunch of the same thing. That you like to keep for some reason.

Wish: *Symbol* - star | *Card* - When I was little I was told to make a wish and then blow all the dandelion seeds.

Omen: *Symbol* - alchemical for eclipse | *Card* - because eclipses are seen as omens. As in, "something is going to happen". Probably less sunlight but who knows really.

Winter: *Symbol* - alchemical for winter | *Card* - the season of winter. Winter is the best season and is filled with snow and cold and fun. Everything is pretty.

Spring: *Symbol* - alchemical for spring | *Card* - winter is over, the next season is spring. Snow melts and leaves slush and mud everywhere. Plants eventually start growing.

Summer: *Symbol* - alchemical for summer | *Card* - the season that follows spring. It is hot and oppressive, filled with weeds and bugs. A gross time of year.

Autumn: *Symbol* - alchemical for autumn, aka fall | *Card* - The final season in the cycle of seasons. Everything dies.

Fear: *Symbol* - scythe, as what the grim reaper is always holding when he comes to kill people | *Card* - a cemetery filled with bones, because death is scary.

Labyrinth: *Symbol* - question mark | *Card* - a hedge maze. You're lost.

Perspective: *Symbol* - loopy arrow, as in flip yourself around | *Card* - the underside of mushrooms. It's a different perspective, because you normally only see the top. Unless you are an insect or live in Wonderland. But I did not make my cards for either of those two groups.

Silence: *Symbol* - bar rest | *Card* - northern lights. They look so fancy, but they're silent. And winter is silent. It's a good time.

Time: *Symbol* - alchemical for time | *Card* - Hour glass. Its a tool for measuring time. You know what time is.

Solitude: *Symbol* - rune "nyd" which means "need" | *Card* - a single cactus in the desert. Alone, but he blooms. *Correlation.* Aka Jessica needs her some alone time.

Poison: *Symbol* - poison | *Card* - poisonous mushrooms will poison you. Poison is bad. See; fear.

Ritual: *Symbol* - sigma. Math for add up all the things | *Card* - "a religious or solemn ceremony consisting of a series of actions performed according to a prescribed order." - dictionary.

Chaos: *Symbol* - chaos | *Card* - the universe is made of chaos, everything is chaos, we find patters where there are none. We come from chaos, we move into chaos. It is all chaos.

Order: *Symbol* - circle | *Card* - a bookshelf with books in order according to their colour. Which is actually an order because each colour has a different wavelength. Patterns in chaos my friends.

Protection: *Symbol* - rune "algiz" which means protection | *Card* - keep all your secret treasure safe is a secret cave hiding behind a waterfall! Or hide from the evil Sheriff of Nottingham.

Energy: *Symbol* - science for energy | *Card* - Lightning. Which is electrical. Which provides energy. Is energy? Something like that I'm not a physicist.

Confinement: *Symbol* - lock | *Card* - small plants are confined and cannot grow more than their container allows.

Resistance: *Symbol* - ohm, a unit of electrical resistance | *Card* - you have literally hit a brick wall.

Innocence: *Symbol* - rune "wunjo" which means joy | *Card* - bubbles floating in the air. What is more innocent than a kid blowing bubbles?

Science: *Symbol* - it's scientist for science | *Card* - a lab with chemicals and flasks and beakers and other sciency things.

Passivity: *Symbol* - four arrows for every direction cause you don't care where you go | *Card* - jellyfish rely on currents to take them places. They just kinda float around. They are passive.

Precarious: *Symbol* - danger | *Card* - One little push and that rock is going to fall right off that cliff. He is in danger. See; fear.

Empty: *Symbol* - math for nada | *Card* - an empty barren wasteland.

Overwhelm: *Symbol* - greater than or less than | *Card* - it is a giant wave about to swallow you up. That is bad.

Truth: *Symbol* - check mark | *Card* - The truth is out there.

Lies: *Symbol* - x as in incorrect | *Card* - If you wear a mask, it is not your real face, therefore you are lying.

Day: *Symbol* - alchemical for day | *Card* - if you can see the sun, it is most likely day time. Unless you live at one of the poles, then this is a bad form of time measurement.

Night: *Symbol* - alchemical for night | *Card* - If the sun is gone, and you can see the moon and stars, it is nighttime. See exception above.

Lava Lamp: *Symbol* - bubbles | *Card* - it's a lava lamp. Chill.