

Constellation	Barrens Constellation	The Law	Common magic
The Chain	The Arch	Things hold together	Bonds, oaths
The Chalice	The Hourglass	Things heal; things apart come together	healing, mending, connections
The Claw	The Reaper	Things bleed	Battle, destruction, violence
The Door	The Seasons	Things move and change	transport, travel, personal transformation
The Drowned Man	The Broken Ox	Things end	Curses, misfortune, ending
The Fountain	The Willow Tree	Things live	Growth, fertility, foundations
The Great Wyrn	The Caterpillar	Things change and transform	magic, grand transformation
The Key	The Torch	Things are revealed	scrying, opening, skills
The Lock	The Shroud	Things can be hidden	wards, defence, concealment
The Mountain	The Mountain	Things are not easy	obstacles, effort, trials
The Oak	The Oak	Things endure	strength, endurance, fortitude
The Phoenix	The Hydra	Things learn	knowledge
The Spider	The Frog	Things are watched by a hidden eye	hidden forces, eternal, sovereigns
The Stallion	The Chimera	Things procreate	fertility, growth, wealth

The Stork	The Crooked Path	Things matter	decisions, responsibility, leadership
The Web	The Pool	Things are connected	relationships, synchronicity, sympathy
The Three Sisters	The Abyss	Things are connected by blood	consequences, ties of blood, sorrow
The Wanderer	The Watcher	Things are not what you think <i>or</i> Things go awry	destiny, fate, chance