

The background of the cover is a detailed, sepia-toned illustration of a steampunk-themed mechanical environment. It features a large central gear with a sunburst design, surrounded by various other gears, pipes, and mechanical components. The overall aesthetic is intricate and industrial.

A LE NORMAND COMPANION

BY
PETER VODDEN

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INTRODUCTION

My *Extended Lenormand Deck* has many applications. It was designed to be usable as :

- A Card Playing Deck – for standard 52-card games like Poker, or the smaller 36-card deck required for games like Durak.
- A Standard 36-card Petit Lenormand Fortune Telling Deck.
- An Extended 52-card Lenormand Deck.
- A Resource for Role-Playing Games.
- An Ideas Generator for Writers or Artists.
- An aid to Meditation and Personal Reflection.

This companion document will describe some of the many ways in which the deck can be used.

1. PLAYING CARDS

At its simplest, the deck can be used as a poker-style deck of 52 cards. Each card is assigned a rank (A,2,3,4,5,6,7,8,9,10,J,Q,K) in one of four suits (Hearts, Spades, Clubs and Diamonds) – these being the widely used International or Anglo-American version of 'French-suited' cards. Two Joker cards are included for those games requiring them.



The design on the back of the cards is symmetrical, and the suits and ranks are printed at top left and lower right (inverted), so it does not matter which way up the cards are shuffled, dealt or held in the hand.

The cards are sized at 63.5 x 89 mm, or 2.5 x 3.5 inches. Popular games such as Texas Hold'em or Blackjack use these suits, ranks, and card size.

For this use, the illustrations included in the inner region of the card are decorative only, and do not affect a game.

For 36-card games, you can simply set aside ranks 2, 3, 4 & 5 of each suit.

2. LENORMAND CARD READING

For card-based 'fortune telling' (cartomancy), the deck can be used as a standard 36-card *Petit Lenormand* deck. To use the deck in this way, simply set aside the cards numbered 37 to 52 (ranks 2 through 5 of each suit) and the two Jokers – they are not required.

Marie Lenormand is generally held to be one of the most famous and influential cartomancers of the 19th Century. Her name has since been applied to many decks, often based on the original 36 cards of the parlour game called *Das Spiel der Hoffnung* ('The Game Of Hope'. The card titles and illustrations used in this deck are fully compatible – beginning with card 1 *The Rider*, and completing at card 36 *The Cross*.



The Lenormand card numbers are printed at the top right (and lower left inverted). Card titles are also printed at the top edge (and repeated at the lower edge inverted).

Please note that (unlike Tarot cards) the Lenormand system does not encompass different interpretations for *inverted* cards.

Some readers like to read cards for other people who may be sitting *opposite* them across a small table. The inverted titles included in the deck are a convenience designed for this circumstance, where the reader may wish to deal the cards to the table facing *away* from themselves - in order that the person seated opposite can see the images as 'upright'.

If you are just beginning with reading Lenormand cards, please refer to the Appendices of this booklet, which will introduce you to the basics of how to lay cards to the table and read them:

- Appendix A – The Meanings of the Cards.
- Appendix B – Card Reading Techniques.

I do not claim to be an expert cartomancer. Fortunately there are many other resources (free or commercial) available online – just search for '*Petit Lenormand Beginners Guide*'.

3. AN EXTENDED LENORMAND

In order to make the deck truly multi-purpose, it was necessary to extend the number of cards up to 52. I hope that I have managed to create an Extended Lenormand that is credible, reasonable, and highly sympathetic to the original design of the 36-card deck.

Many people have attempted to extend and adapt the Lenormand deck. One recent example is the scheme found in Ciro Marchetti's *Gilded Reverie* deck (a copy of which has a special place in my personal collection!). In that approach, 8 cards were added to bring the deck size to 44 cards.

I have adopted the Marchetti scheme (with some very minor adjustments), and added a further 8 cards of my own design to bring the total to 52 - thereby creating a direct mapping onto the standard four-suited deck of poker style playing cards as shown in Table 1 :

01 Rider	9 ♥	27 Letter	7 ♠
02 Clover	6 ♦	28 Man	A ♥
03 Ship	10 ♠	29 Woman	A ♠
04 House	K ♥	30 Lily	K ♠
05 Tree	7 ♥	31 Sun	A ♦
06 Clouds	K ♣	32 Moon	8 ♥
07 Snake	Q ♣	33 Key	8 ♦
08 Coffin	9 ♦	34 Fish	K ♦
09 Bouquet	Q ♠	35 Anchor	9 ♠
10 Scythe	J ♦	36 Cross	6 ♣
11 Whip	J ♣	37 Clock	4 ♦
12 Birds	7 ♦	38 Bridge	4 ♥
13 Child	J ♠	39 Dice	2 ♣
14 Fox	9 ♣	40 Mask	2 ♠
15 Bear	10 ♣	41 Well	5 ♦
16 Stars	6 ♥	42 Compass	5 ♥
17 Stork	Q ♥	43 Maze	4 ♠
18 Dog	10 ♥	44 Glass	3 ♣
19 Tower	6 ♠	45 Butterfly	3 ♥
20 Garden	8 ♠	46 Lantern	3 ♦
21 Mountain	8 ♣	47 Stones	2 ♦
22 Crossroads	Q ♦	48 Cat	5 ♣
23 Mice	7 ♣	49 Hotel	2 ♥
24 Heart	J ♥	50 Prison	3 ♠
25 Ring	A ♣	51 Scales	4 ♣
26 Book	10 ♦	52 Cards	5 ♠

Table 1: The Extended Lenormand Deck

As for the differences when using an extended deck for cartomancy, there is of course no 'correct' way – if it is to have any meaning at all, card reading must be a deeply personal activity. Nevertheless, I will venture a few 'rule-of-thumb' suggestions for those who are already familiar with the standard Lenormand deck, but as yet still curious about using more cards :

(1) You do not have to use all of the extra cards. Just add in those that seem useful to you.

(2) As with any cartomancy deck, you should develop and nurture your own personal relationship with card meanings. There is no such thing as a *correct* or *approved* interpretation.

(3) 'Just go for it!' is one option - whether you spread a 3x3 or a *Grand Tableau*, you can simply make the same or a larger layout including the extra cards.

(4) Alternatively - you can set the extra 16 cards aside for potential use as *clarifier cards*. Simply create a spread as usual, then deal further cards from the extension set onto your spread, as you deem necessary or appropriate. In this way, the different and contrasting images of the extension cards can be used to add further flavour and nuance to your established interpretations.

For anyone interested in the rationale behind this Extended Lenormand deck, and how the additional images and meanings were selected, *Appendix C – Extending the Lenormand* provides some information on the origins of the deck.

4. ROLE PLAYING

The deck can provide a novel and fun resource to be introduced into your role-playing game session. It can be a refreshing change for players at the table to have an actual physical resource that they can handle, examine and talk about.

A Gamemaster / Dungeon Master can weave all manner of simple or complex plotlines around a deck of cards – how their existence is introduced, how the first few are acquired, why it becomes important to acquire more, etc. The curious names and illustrations on the cards themselves can be linked to quests, clues, puzzles, spells, treasures, people or places – the possibilities are almost endless.

The cards were designed graphically to be easily included into any setting based around Steampunk or Dieselpunk, where they will be highly compatible.

With a little further stretch of the imagination, the deck could be introduced into settings where the card images, whilst not obviously native to that setting, could represent something strange and other-worldly that is not totally out of place considering all the other strange stuff going on. In this category might be:

- The Lovecraft Mythos
- Dungeons & Dragons (Dwarven Artifice?)
- Victorian Mystery
- Gothic Horror

5. AN IDEAS GENERATOR

The deck can also serve as a random ideas generator for writers or artists. Whether you are stuck in the middle of a novel, struggling with a poem, or involved with others in a creative writing session, it can be refreshing to let a randomised process simply offer up a few random ideas to stimulate your imagination.

Unlike Tarot Cards, which were designed by a group of people heavily into mysticism and esoterica, Lenormand cards portray concepts that are every-day and quite familiar (at least within the context of the kind of western European culture in which they originated) making them very useful for this kind of application.

To begin, shuffle the deck thoroughly a few times. Here are just a few example suggestions for using the deck as an ideas generator:

(1) *Stuck for what happens next?* Fan out the cards, then select just one of them at random. Examine it, and try to think of how the image on the card fits into your existing narrative – reflecting some aspect of a new (and perhaps surprising) turn of events.

(2) *Need a sub-plot or a background story for an incidental character?* Deal out three or four cards to the table in a line. Decide whether you are going to read them left-to-right, or right-to-left (or try both!). Then focus upon the imagery of each card in turn, attempting to take the ideas that come to mind and weave them together linearly into a 'bare bones' narrative that is consistent with your setting.

(3) *Need a fully realised, completely new idea?* This endeavour is more complex, and will take time – but can be very rewarding.

The technique I suggest here is what I call *reading for the imaginary person*. It is identical to the kind of 'practice readings' that both novice and expert readers will often carry out when alone and in a quiet place, in order to reinforce their knowledge of cartomancy techniques, and to further develop their relationship with the cards.

Essentially, you prepare as if you were reading either for yourself, or for someone else (See Appendix A – Card Reading Techniques) – except that there is no-one else here, and there is no specific 'matter in hand' to be addressed. Try to begin with totally calm and empty mindset.

Choose a spread with which you are familiar and comfortable. It should involve a number of cards such that sufficient detail and complexity can be represented – I suggest as a minimum you plan to have at least a quarter of the deck eventually visible on the table.

Proceed to read the cards in the normal way – slowly and carefully, allowing a story to evolve. Make notes if you wish. Strive to resist any temptation to force the story into any 'desired' direction.

What emerges may be of use to you – or not – it does not matter. If the idea generation this time is unsatisfactory, you have lost nothing, and you have gained practice reading the cards. Leave it for now, and try again tomorrow – eventually you will succeed!

5. MEDITATION AND REFLECTION

The deck can also be used as resource for personal reflection and meditation sessions.

If you wish to use the deck in this way, I recommend the free downloadable PDF resource which accompanies the deck – *'Memorising The Lenormand Cards'*

A copy can be downloaded from this page:

<https://petervodden.blog/portfolio/free-printable-lenormand-cards/>

APPENDIX A

MEANINGS OF THE CARDS - A REFERENCE LIST

The Lenormand imagery appeals at least partly because its images are of commonplace objects, places and experiences with which we are all familiar (at least those of us raised in a western European culture). Cards such as (for example) the **Ship**, the **Dog**, the **Anchor**, and the **Letter** all have meanings that are quite intuitive.

Arguably, this makes the Lenormand system easier and more approachable than alternative systems such as the Tarot, in which the cards have complex multi-layered meanings often leaning into mysticism and hermetic knowledge. (As an aside, I also read Tarot cards, and have done for many years – but increasingly these days I find myself reaching for my Lenormand deck by default; perhaps because I am getting older, and find the process less arduous mentally?)

The (admittedly very basic) meanings of each card presented here are my own interpretations based upon an intuitive 'averaging' over various offerings from the Lenormand community. The list was not created in any systematic way – these meanings are merely distilled out of my personal experience, considerations based on the many and various publications available, and a lot of gut feel and intuition.

So please feel free to use this offering as a resource if you wish – it is not definitive, and there are many alternatives available 'out there' for the finding.



01 RIDER

News, Message, Fast, Passionate, Athletic

The Rider signifies either a person, a message, or an event (perhaps all in one) – but certainly the arrival of news which is significant. This is usually a positive card, indicating that the news may re-energise you and prompt a renewed burst of activity.



02 CLOVER

Opportunity, Luck, Hopeful, Optimistic, Excited

The Clover is symbolic of happiness, luck, and sudden fortune. It's role is most often in modifying adjacent cards, so it will be necessary to look around to understand the wider picture.



03 SHIP

Travel, Farewell, Adventure, Seeking, Distant

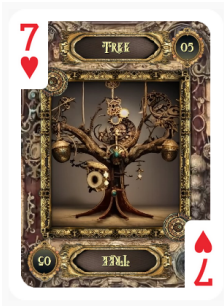
Journeys are indicated – in both the literal and the metaphorical sense. Whether via an actual trip, or by means of an “inner journey”, a departure from the norm is involved. In itself a positive card, but if adjacent to negatives may indicate that a deal of planning and preparation will be required to avoid delays and pitfalls.



04 HOUSE

Home, Tradition, Safe, Stable, Comfortable

Our home, family, safety and security are indicated. If not literally relevant, then in a wider context it may represent a desire for a safe space – a belonging, or a nostalgia.



05 TREE

Health, Growth, Past Connection, Grounded, Spiritual

The Tree speaks of health and well-being, both physical and mental. A tree is chosen as a symbol because of the implication that a sound state of health requires both time and a well-rooted foundation in order to flourish. Some readers perceive an aspect of the “Tree Of Life” archetype that is present in a wide variety of different mythologies, including Old Norse, Ancient Greek, and all of the Abrahamic religions.



06 CLOUDS

Misunderstanding, Secrets, Confused, Doubtful, Insecure

Swirling obscurity “clouds” your judgment. This is the card of worrying uncertainty, doubt and confusion. Depending upon adjacent cards, may sometimes indicate the clearing away of clouds when the light of truth is revealed.



07 SNAKE

Desire, Deception, Sexual, Seductive, Medicinal

Western tradition has the Snake as seductive manipulator, and purveyor of uncontrolled desires. A duplicitous person may intend harm. Other traditions however, revere the Snake as keeper of ancient wisdom including health and medicine - the “Staff of Aesculapius” (a snake entwining a branch) is the chosen symbol of the World Health Organisation.



08 COFFIN

Grief, Ending Mournful, Depressed, Transformative

The scope of this card includes all degrees of ending, and the emotional reactions we have to such loss. It will be necessary to read adjacent cards to gain insight into what manner of status (or state of mind) is lost and mourned. May also represent the “burial” of thoughts or feelings that are repressed.



09 BOUQUET

Social Life, Gift, Beautiful, Charming, Inviting

The happiness experienced when someone gives you a considerate and meaningful gift is typical of the kind of pleasant occasion denoted by this very positive card. Friendship and gratitude are signified. When adjacent to negative cards, may indicate insincerity.



10 SCYTHE

Warning, Accident, Sudden, Dangerous, Definitive

The Scythe cuts swiftly, and definitively - it tells of a sudden ending. At moments like this, the karma accumulated from our previous actions may be significant – a “harvest” is being gathered and weighed. Such a closure may or may not be welcome.



11 WHIP

Conflict, Discipline, Scolding, Argumentative, Angry

Arguments and aggression are indicated. A negative card which speaks of discord and disharmony. More figuratively, can indicate that someone needs to sort things out and “get in line”.



12 BIRDS

Communication, Relationship, Restless, Anxious, Gossipy

Excited chatter is indicated here – a noisy, gossipy exchange. Mass communication or social media may be the source. In a negative context, may indicate distracting chatter that interferes with concentration.



13 CHILD

New Beginning, Children, Innocent, Naive, Playful

If not literally a child (or person with child-like qualities), then may indicate some manner of fresh outlook. A degree of wonderment, innocence, or naiveté could be inferred, depending upon which cards are adjacent.



14 FOX

Selfishness, Lies, Clever, Cunning, Deceitful

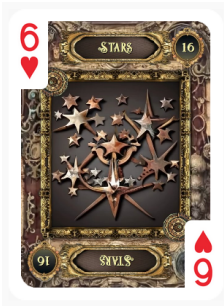
The Fox is a trickster, shrewd and devious – but supports its cubs, and is surviving by any means in a world where its natural habitat is being encroached upon. Don't trust him, but don't rush to condemn him.



15 BEAR

Boss, Leader, Strong, Dominant, Influential

Power and strength, or a person displaying those characteristics. A leader who nurtures. Negative influences may indicate the over-assertive, or the bully.



16 STARS

Wishes, Progress, Hopeful, Inspiring, Optimistic

A very positive card, the Stars represent dreams and aspirations, hopes and wishes. Ambition and success are portended, but some resolve may be necessary if one is to “stick at it” and remain on the right path.



17 STORK

Transition, Relocation, Dynamic, New

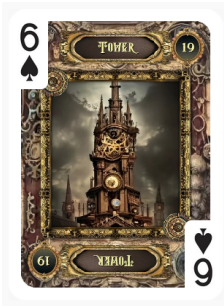
The Stork embodies the idea of cyclic change - the bird that returns each each year to its nesting place (perhaps delivering new life!). Literal or figurative transitions are indicated.



18 DOG

Friend, Pet, Devoted, Loyal, Supportive

If a person, then the deep friendship of a loyal supporter is indicated. If modifying adjacent cards, it may give a trust-based or supportive “flavour” to some event such as an act of kindness. A negative interpretation might involve unwarranted or slavish devotion.



19 TOWER

Government, Ego, Arrogant, Lonely, Established

A person outside the Tower sees it as a symbol of institutional authority – for example, corporate or governmental. A person inside the Tower sees it as their protection, a fortress of preservation which may possibly isolate them from the world.



20 PARK

Community, Event, Popular, Performative, Cultured

The Park indicates all things which are open, communal, and accessible to all. Depending on context, it may be a physical meeting place, or more loosely a community (in the real or in digital). If advisory, then the action indicated is to “get yourself out there”.



21 MOUNTAIN

Obstacle, Delay, Stuck, Stubborn, Challenging

The Mountain represents a challenge or obstacle that must be taken on, overcome, or avoided. Not necessarily a negative card, the Mountain simply requires one to adopt a strategy – will you boldly meet it head on, or find a way around?



22 CROSSROADS

Choice, Trip, Hesitant, Independent, Indecisive

This is the card of opportunities and decisions. In every life, sometimes things happen to engender a situation wherein a choice is presented that may not be avoided. It will be important to set aside doubts and hesitancy, in order to step boldly forward in your chosen direction.



23 MICE

Loss, Disease, Stressed, Costly, Damaged

Indicated here are instances of seemingly harmless but actually detrimental affects which – if left uncorrected – can eventually lead to destruction and loss of value. The Mice have access to the store cupboard. Something is wrong, and is slowly corrupting - tainting the situation, or perhaps damaging a relationship. Take care!



24 HEART

Love, Romance, Forgiving, Caring, Gentle

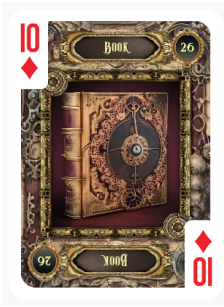
As a generally positive card, the Heart often refers to romantic situations including fondness and affection – but not necessarily. In some contexts, the implication may be simply a compassionate or sympathetic viewpoint. If negative cards are nearby, it may express caution against permitting love to be too “blind”.



25 RING

Contracts, Marriage, Committed, Stable, Promising

All manner of commitments may be indicated, including business, contractual, or personal arrangements. The Ring represents a pledge, promise, or a “transaction” of significant value.



26 BOOK

Education, Research, Informed, Knowledgeable, Secret

This card draws attention to the power of book learning. It is the card of the student, the researcher, or anyone seeking to learn from already documented knowledge. The Book may have only a strictly limited readership, in which case a degree of secrecy is implied. In a negative context, intellectual elitism can be a character fault manifested by some academics.



27 LETTER

Conversation, Document, Communicative, Expressive

Not necessarily a traditional letter - rather representing any physical or digital form of communication. It will be necessary to read surrounding cards in order to determine whether this represents a formal document, or just a simple message. The Letter represents the object (or channel), whereas the Rider is usually the *event* of news arriving to change things.



28 MAN

Man in the Querent's Life, Masculine

A reference to a male (or someone with masculine qualities or characteristics). Maybe the querent themselves, or a significant other – it will be necessary to read around the card to find out who is represented.



29 WOMAN

Woman in the Querent's Life, Feminine

A reference to a female (or someone with feminine qualities or characteristics). Maybe the querent themselves, or a significant other – it will be necessary to read around the card to find out who is represented.



30 LILIES

Peace, Passion, Virtuous, Sensual

The Lilies is a card with two faces, and only context will reveal which aspect is to the fore on any given occasion. On the one hand it embodies sex, pleasure and material comfort. But it can equally represent purity, morality and peaceful serenity. Interpretations can range all the way from hedonism to chastity.



31 SUN

Success, Recognition, Happy, Fortunate, Warm

This card brings a sense of happiness, light and optimism. Energising and revitalising, the Sun's light brings hope and powers progress. It projects a very positive influence onto all adjacent cards.



32 MOON

Subconscious, Imagination, Artistic, Emotional, Attractive

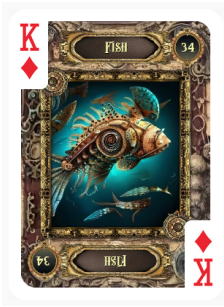
The Moon illuminates the mysterious world of dreams, emotions, and the subconscious mind. It is the card of the poet or the artist - reflecting the fame, the delights and the agonies of those blessed or cursed with the gift of creativity. In a negative context, it can represent our innermost fears and dark desires that must be addressed if we are to become a whole person.



33 KEY

Resolution, Spiritual Connection, Open, Liberated, Destined

The Key is the card of new possibilities opening up, and freedom from past restrictions or obstacles. In some contexts, it may be seen in its inverse meaning – of locking something away for “safe-keeping”.



34 FISH

Wealth, Business, Water, Abundant, Luxurious

The Fish card represents resources and money. The wealth here may be material, but could be more emotional or spiritual. If a warning is indicated, then there may be a danger of focusing solely upon amounts and quantities, whilst failing to perceive true value.



35 ANCHOR

Foundations, Achievement, Faithful, Resilient, Secure

Stability, security and protection are indicated. You are advised to “stick to your path”, and to face down any obstacles or distractions. In a negative context, there may be a danger that you are too inflexible and not open to alternatives that might be beneficial.



36 CROSS

Principles, Religion, Dutiful, Suffering, Burdened

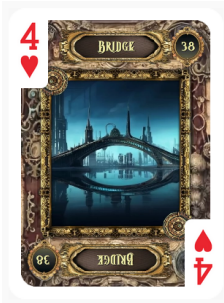
The Cross is symbolic of suffering dutifully endured – perhaps due to some powerful underlying ideology (which may or not be valid). The “cross we have to bear” may be your responsibility, or it may not – depending upon your personal belief.



37 CLOCK

Time, Progress, Measuring, Patient, Urgent

The Clock is a device for measuring change, so its presence tends to imply either a sense of urgency, or a need for patience with respect to whatever is changing. Adjacent cards will help to clarify the meaning.



38 BRIDGE

Transition, Rite Of Passage, Meeting, Reconciling

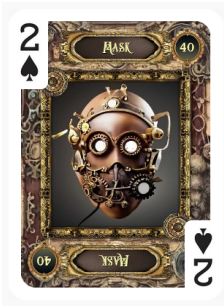
A physical bridge connects two spaces, thereby overcoming an obstacle such as a river or a chasm. It eases or permits travel, meetings and reconciliations that would otherwise be difficult to achieve. In the metaphorical sense, the “building of bridges” is performed by mediators, counselors and those engaging in compromise to develop a mutually acceptable resolution.



39 DICE

Chance, Risk, Fun, Game-playing, Gambling

Fun and games are indicated by the Dice. A willingness to engage with “lady luck” may have a positive or a negative outcome, so it will be necessary to read adjacent cards to determine whether this is an encouragement to have playful fun, or a warning to take care, and not to stray into obsessive risk-taking.



40 MASK

Concealment, Deceit, Fake, Pretending, Disguised

The Mask indicates duplicitous pretense. It does not overlap with Fox, since he is not dissembling – he merely follows his nature. The Mask by contrast, is a warning against things almost certainly being other than what they seem to be.



41 WELL

Wishes, Hidden Depths, Resourceful, Hard Working

The image of a well is a powerful archetype. They are critical to life and health, but to create one requires skills and much hard work, and may need communities to pool their resources. The depths of a well appear mysterious, and give rise to superstitions. This card exhorts you to look deeper in, and work hard towards towards your objective.



42 COMPASS

Goals, Directions, Seeking, Guiding

The Compass represents anything that can serve as a pointer or indicator that helps orient someone toward their goal. It will be necessary to investigate adjacent cards to discover what manner of indication is relevant. There may be dangers if you proceed without a “map” and a “guide”.



43 MAZE

Puzzle, Mistake, Wrong Turn, Challenging, Frustrating, Solving

Mazes are enjoyed by people for fun. The symbolism here is of a tangled puzzle or problem which will require some strategy. Some will attempt a “trial-and-error” approach, some will attempt a methodical approach. Either way, you will likely make mistakes, and have to put in effort in order to succeed.



44 GLASS

Focus, Scrutiny, Investigating, Detecting

The implication here is that something needs to be examined in greater detail. You may be missing the essence of the matter by incorrectly concentrating on superficial aspects. An alternative meaning of “glass” is the older usage of that word to mean a mirror – you may need to look to yourself for deeper understanding.



45 BUTTERFLY

Emergence, Beautiful, Free, Fleeting

This card embodies the incredible power of complex energies that can transform a caterpillar into a beautiful butterfly. Rebirth and spiritual awakening are indicated, also the cyclical nature of life and death. A positive card, the Butterfly offers hope that your current struggles can be shrugged off as you change, and emerge renewed in your true form.



46 LANTERN

Applied Learning, Intellect, Reasoning

The image of a Lantern is used to represent the historical “Enlightenment” - the emergence of science and natural philosophy as powerful ways of thinking in a world long held back by superstition. The message here is that careful observation, diligent analysis, and clear thinking will guide the you in the right direction.



47 STONES

Old Knowledge, Memory, Calendars, Seasons

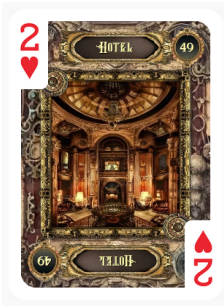
More permanent than books, more powerful than stories – the henge is a testament to ancient understandings of time, nature, and change. This card symbolises respect for elders, the wisdom of experience, and the importance of tradition. If something is truly valuable, then it is worth investing monumental effort to curate and preserve it.



48 CAT

Intelligence, Stealth, Graceful, Agile, Independent

Ancient Egyptians venerated cats. Elsewhere, cats have been cast as villains - perhaps simply for being both graceful and a fiercely independent. The Cat card advises you to be smart, to listen to your own counsel, and to conserve your energies, in order that – when the time is right – you may move swiftly and with great agility toward your goal.



49 HOTEL

Accommodation, Haven, Comfortable, Convenient

The Hotel is symbolic of the island in the stream, the oasis in the desert. A positive card that indicates a much needed holiday or respite – a temporary escape from the troubles of the world. If encountered in a negative context, it may indicate you are attempting to hide away from your responsibilities.



50 PRISON

Punishment, Deterrent, Restricting, Isolated

A (usually) negative card that represents an actual - or potential - enforced separation. Consider carefully your planned course of action, because you may be straying onto a morally or ethically suspect path. On a positive note, it may be that simply considering the consequences can sometimes be sufficient to cause us to review our stance.



51 SCALES

Balance, Justice, Redress, Considered, Assessed, Proven

The Scales represent the ideal of “blind” (i.e. impartial) justice. In a positive context it represents the resolving of disputes via the relevant due process. In a negative context it warns that someone’s wrong-doing needs to be exposed and dealt with appropriately.



52 CARDS

Self Awareness, Meditative, Reflective, Open Minded

In this expanded deck the Cards are granted the freedom to describe anything – including themselves. This the card of “wheels within wheels” - of infinite reflections, and strange complexity. A period of quiet introspection is called for. There are deep matters to be considered, and your personal approach to the mysteries of life will lend shape and shade to the meanings implied by this card.

APPENDIX B

CARD READING TECHNIQUES

I am not an expert reader. The following advice comes from my own experience, and does not represent an authoritative viewpoint. There are many excellent services and resources available online, both free and paid for.

Beginners Hints & Tips

It is not easy to read cards in a noisy or distracting environment. Especially when starting out with a Lenormand deck, you should try to practice in a place where you feel safe, secure and relaxed. You will need your deck, and a flat surface such as a table.

Memorising The Cards

Don't stress yourself trying to commit to memory all the cards and their meanings before commencing. While practising, you can have a reference list to hand. If you do wish to memorise all the cards, then the document that accompanies the Extended Lenormand Deck called '*Memorising the Lenormand Cards*' can be a help to you.

The Querent

The person that you are reading for is usually referred to as the *Querent*. The querent can be you. You can also practice reading for an imaginary querent.

A Significator

Before commencing a reading, some readers like to select a single card from the deck to represent the essence of the 'matter in hand' – the question, the concern, the statement of curiosity – or whatever the reason is for the reading occurring. For example, if the querent is facing a major decision, you might choose *Card 22 Crossroads* as most closely describing the matter.

The chosen card then becomes a 'centre' for whichever spread is laid to the table (see below). The deck is then shuffled thoroughly, and the reading proceeds with further cards dealt randomly. Note however, that the Significator approach is not essential, and some readers do not use it.

Types of Spreads

A method for dealing cards to the table is called a Spread.

3 Card Spread

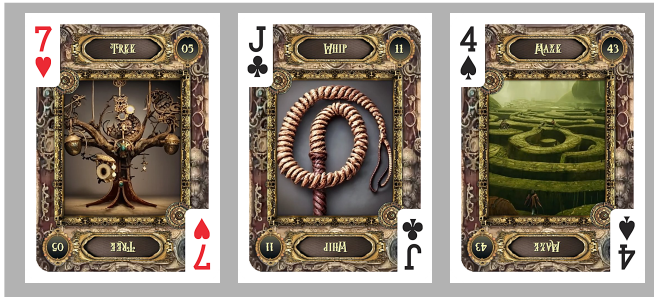
One of the quickest and simplest spreads involves dealing 3 cards (A, B, C) in a line from left to right. (If using a Significator, then the centre card is already on the table.)

The reading is then created by:

- 1) Noting the meaning of each card individually.
- 2) Pairing up the cards (there are 3 pairs A:B, B:C, & A:C) and interpreting the meaning of those pairings.
- 3) Assuming that time is passing left-to-right.
- 4) Assembling all of the above into a meaningful whole.

3-Card Spread Example

Let us imagine that the querent has asked 'how can I fix the problems I am having with my in-laws?'. You have chosen a significator to be card 11 The Whip. You then shuffle and deal 2 more cards as below:



Single Card Meanings:

Tree: Health, Growth, Past Connection, Grounded, Spiritual

Whip: Conflict, Discipline, Scolding, Argumentative, Angry

Maze: Puzzle, Mistake, Wrong Turn, Challenging, Frustrating, Solving.

Card Pairings:

Tree/Whip: You have a desire for a healthier, more grounded relationship – perhaps things may have been better in the past?

Whip/Maze: You feel angry partly because the way out of the situation is unclear to you.

Tree/Maze: Important connections with the past may become apparent if you can identify the 'wrong turns' that occurred.

Overall Reading:

Were there times when things were not so bad? To improve your relationships, try to identify and better understand specific occasions where things started to go wrong.

9-Card Spread



A 9-card spread allows you to add another 'dimension' to your readings (literally!). When I spread 9 cards in a 3x3 grid, I like to retain the basic 'past on the left / future on the right' interpretation. So in the 3x3 the spread shown, the cards in the left column (Cat, Snake & Woman) all pertain to the past. The cards in the right column (Moon, Bear, Ring) pertain to the future.

I then define the other dimension (the rows) to be read as whatever I deem most useful, considering the matter in hand. So, depending upon the circumstances, I may decide:

Lower row = Subconscious factors providing context.

Centre row = The matter as it appears be on the surface.

Top row = External factors that may have influence.

Or alternatively:

Lower row = The pessimist's view.

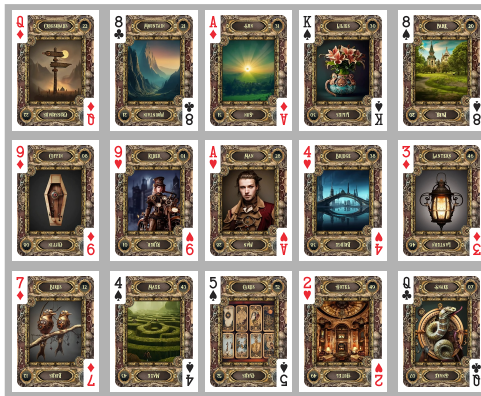
Centre row = The matter being addressed

Top row = The optimist's view.

There are many possible dimensions that can be applied. Having decided the extra dimension, I now have 6 sets of triplets to examine (3 rows, 3 columns, 3 cards in each). Each triplet is examined in very much the same way as we did for the 3-card spread.

15 Card Spread

If a more in-depth reading is appropriate, I sometimes lay out a 15-card spread:



Having 5 cards in each row introduces the possibility of adding more nuance to the reading. Again, there are various ways to use the extra columns, including;

Timespan. Representing a greater time span, column 4 = the near future, column 5 = the far future.

Context Use a card in column 1 to add context to the meaning of the pairing you found in columns 2 & 3. Similarly, a card in column 5 adds to the meaning of the pairing in columns 3 & 4.

Triplets. Each row now contains 3 triplets (Columns 1,2,3 / 2,3,4 / 3,4,5) for a total of 14 triplets overall.

Greater/Lesser.

This is one my personal favorite uses for the outer columns of the 15-card spread. I nominate columns 2 and 4 to be the 'greater' cards, and columns 1 and 5 to be the 'lesser' cards that add nuance to the meanings of the greater cards.

Thus for example, the triplet (Man, Bridge, Lantern) occuring in columns 3,4 & 5 is read differently to the sequence (Man, Lantern, Bridge) in those same positions. Assuming Man is the querent:



(Man, Bridge, Lantern) = *The way to reconcile these matters will become clear to you in the future.* The Bridge-building (the greater card) will happen, we add context by saying that the path to it will come clear to you in the future.

Compared with:



(Man, Lantern, Bridge) = *Careful observation and study is critical in order to bring you to the reconciliation you desire.* (It is the work that goes in which really matters - Lantern is the greater card, to which is added the context of building bridges in the future.

Other Spreads

If you extend the rows and columns approaches described here to the ultimate, you end up with 4 rows of 9 columns – the Petit Lenormand '*Grand Tableau*'. The Grand Tableau deserves more examination than I can afford in this simple guide – but you can easily learn about it from online resources.

As suggested previously, if you wish to include cards 37 through 52 in a Grand Tableau, then you can either call upon them as additional Clarifiers whenever needed, or simply extend your Tableau to 13 columns.

APPENDIX C

EXTENDING THE LENORMAND DECK

My ambition when planning to extend the Lenormand deck to 52 cards was to create a deck that would be as 'multi-purpose' as it could possibly be, whilst remaining comfortably compatible with three well established 'standards' :

- The ubiquitous 52 card poker-style gaming deck.
- The Russian/Bavarian 36 card gaming deck.
- The Petit Lenormand cards 1 through 36, with their card names and established relationship to the suits and ranks of the 36 card deck.

I also desired that each card should be easy to identify, even when inverted in the hand or on the table, and that the deck also be a comfortable size for handling, shuffling and dealing.

There are many extant examples of extending the Petit Lenormand. One approach that I consider of particular merit is found in Ciro Marchetti's *Gilded Reverie* deck. That system adds 8 cards to the original 36, bringing the deck size to 44 cards.

I adopted the Marchetti scheme, and added a further 8 cards to bring the total to 52, thus creating a direct mapping onto the standard poker deck.

In this endeavour I have attempted to adhere to the approach of looking to early board games for inspiration for the additional images – particularly the *Game of Goose*.

The following is a set of brief design notes and insights for the extended section of the deck :

Card 37 **Time** I have rename as the **Clock** - my reasoning here being that the original Lenormand does not make any effort to deal with abstract concepts such as space and time. By my estimation, the Petit Lenormand comprises:

- 15 Objects
- 12 Creatures/Botanicals
- 5 Places
- 4 People.

(that is, if we include the **Rider** as a person, which is perhaps more correctly an *Occupation*.) My instinct is that **Clock** is a better fit.

Card 38 **Bridges** I rename in the singular – **Bridge**. Pedantic perhaps – but I feel this is also truer to the Game of Goose.

Cards 39 **Dice**, 40 **Mask**, 41 **Well**, and 42 **Compass** are unchanged from the Marchetti scheme.

Card 43 **Labyrinth** I rename the **Maze**. Again, arguably truer to the Game of Goose, but also avoids any unintended reference to Ancient Greek mythology.

Card 44 **Magnifying Glass** I have renamed simply **Glass** – for entirely more prosaic reasons. Being somewhat obsessive about patterns and structures, I simply did not wish to have the only card title in the deck that is afforded two words rather than one! I justify my character faults by arguing that it allows me to read the card more generally – as a magnifier, as a mirror, or just as something transparent.

The final 8 cards are my personal additions, comprising :

Card 45 **Butterfly**. The Game of Goose includes **Death** – but I shy away from including that as a title, since I have found through experience that cards with that name can be unsettling during readings. Instead I include the **Butterfly**. By this method, I have split out two aspects. The first (related to loss and mourning) is already embodied in card 08 **Coffin**. This leaves 45 the **Butterfly** to symbolise the aspect of Death that covers real and metaphorical transformation – moving on to a new form.

Card 46 **Lantern**. A personal choice. I am at heart a scientist and a rationalist, so it helps me personally to have this meaning available in the deck. Here is a device that symbolises the light of reason.

Card 47 **Stones**. Places such as Stonehenge in England, or Newgrange in Ireland, fill me with awe, and a powerful feeling of respect for the knowledge that our distant ancestors curated.

Card 48 **Cat**. Anyone who appreciates felines will agree that this card rectifies a rather obvious omission!

Card 49 **Hotel**. Adopted from the Game of Goose.

Card 50 **Prison**. Adopted from the Game of Goose.

Card 51 **Scales**. This is the only cross-over from Tarot (XI **Justice**) that I felt justified in including.

Card 52 **Cards**. I have always been fascinated by *self-referencing* systems. As far as we know (yet) humans are the only creatures that can ask a question like “what does it mean to be human?”. The inclusion of this title adds a missing additional dimension to my deck.

ACKNOWLEDGEMENTS

The original concept for a 52-card *Lenormand* and all of the design and publishing work, and the themes for cards 45 through 52 are my own invention.

The idea for the themes for cards 37 through 44 were first proposed by Ciro Marchetti and his associates. I don't suppose he will mind my plagiarism, because I find the Lenormand community to be a tolerant and generous one, and I do provide a plug for his excellent products which you should check out at: <https://www.ciomarchetti.com/shop>

A.I. generated the basis for the artwork, which I then adapted, modified, and assembled to create the thematic illustrations, the card frames and borders, and the card reverse image.

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For more information please visit my project page at:

<https://petervodden.blog/portfolio/free-printable-lenormand-cards>

