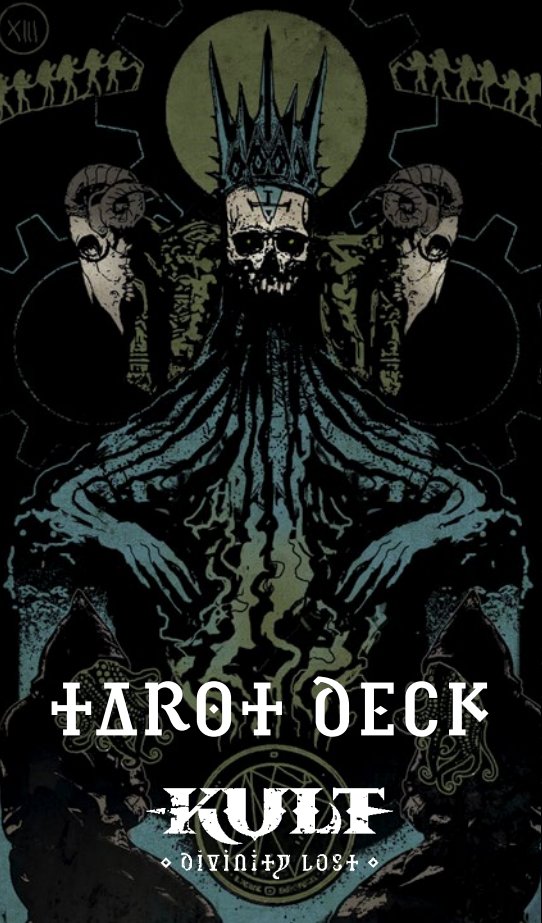




†AROT DECK

KUŁE

◇ DIVINITY LOST ◇

THE ARCHONS

Kether – Hierarchy



Chokmah – Submission



Binah – Community



Chesed – Safety



Geburah – Law



Tiphareth – Allure



Netzach – Victory



Hod – Honor



Yesod – Avarice



Malkuth – Conformity

THE DEATH ANGELS

Thaumiel – Power

*

Chagidiel – Abuse

*

Sathariel – Exclusion

*

Gamichicoth – Fear

*

Golab – Torment

*

Togarini – Compulsion

*

Hareb-Serap – Conflict

*

Samael – Vengeance

*

Gamaliel – Desire

*

Nahemoth – Discord

GUIDE TO USING THE TAROT DECK

kuldivinitylost.com/tarot



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ANTHROPOS

I



DEMIURGOS



ASTAROTH

III



KETHER



CHOKMAH



BINAH



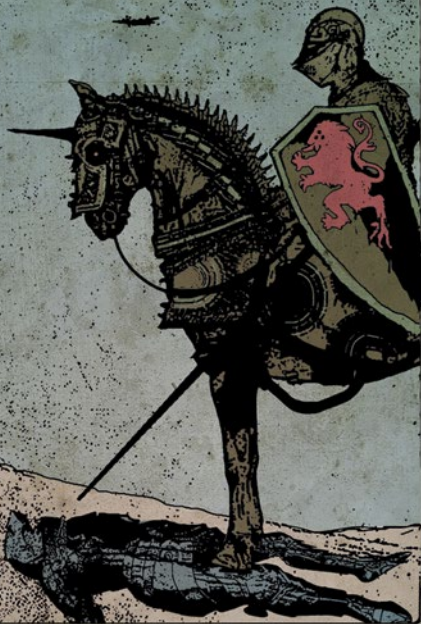
CHESD



GEBURAH



TIPHARETH



NETZACH



HOD

XI



YESOD



MALKUTH



THAUMIEL

XIV



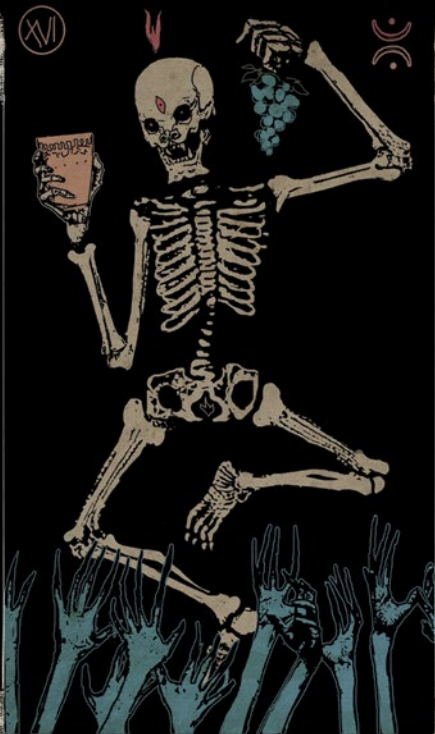
CHAGIDIEL

XV



SATHARIEL

XVI



GAMICHICOTH



GOLAB

XVIII



TOGARINI



HAREB-SERAP



SAMAEL

XVI



GAMALIEL



NAHEMOTH







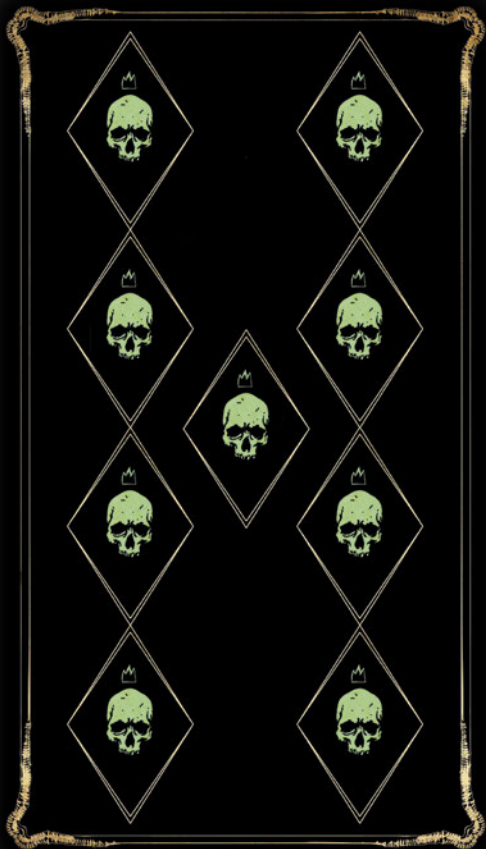








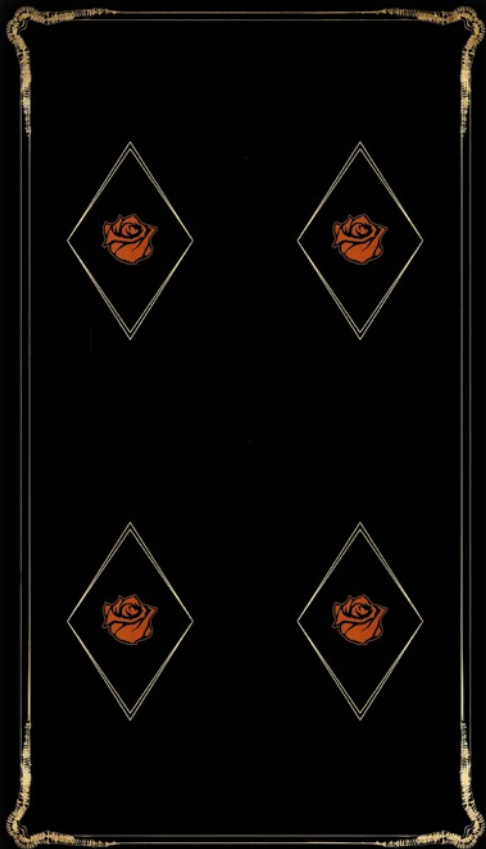


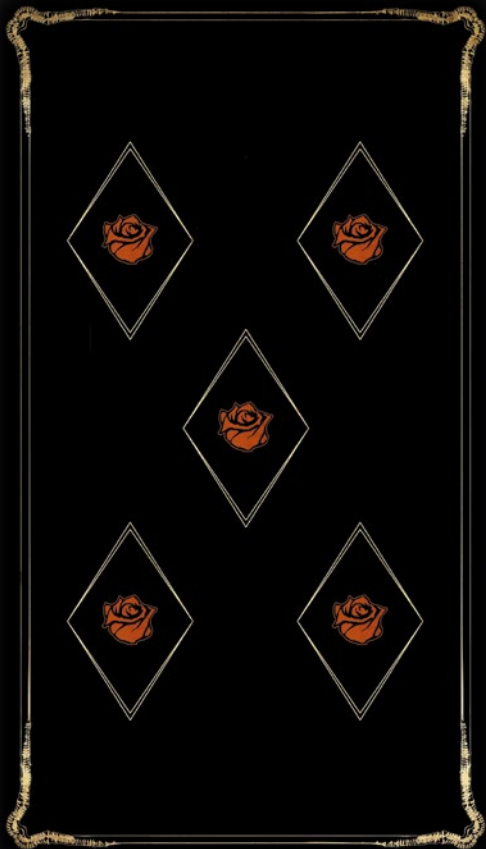


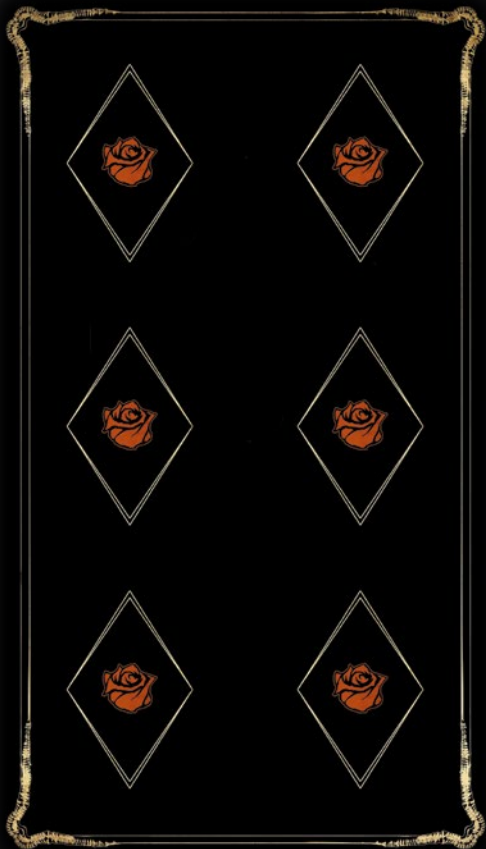


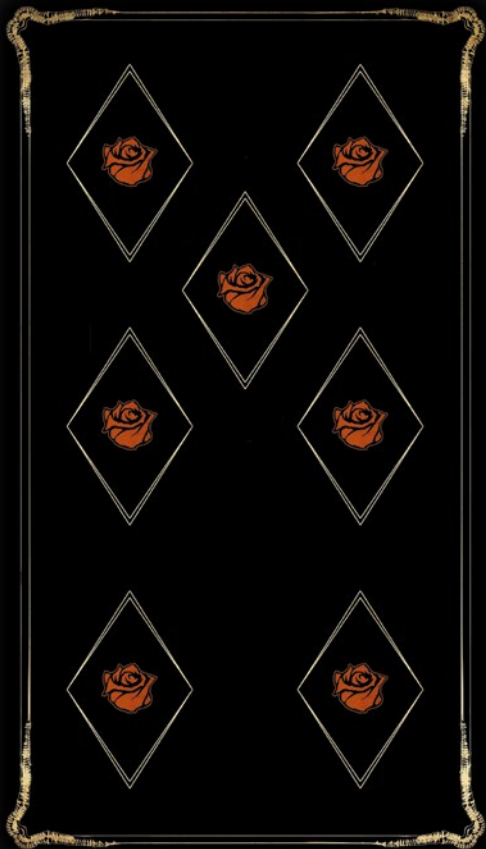


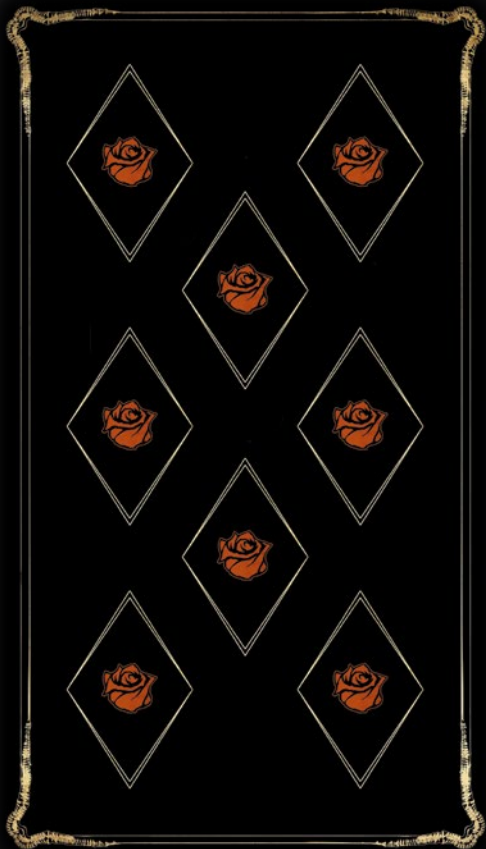


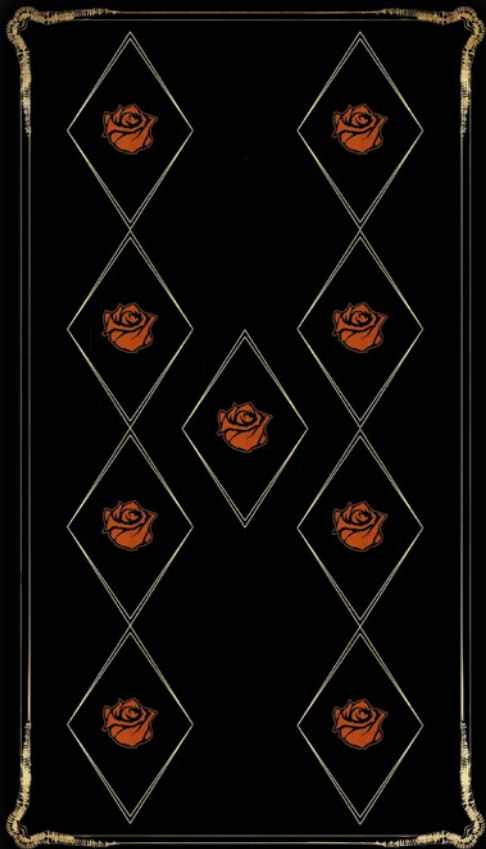










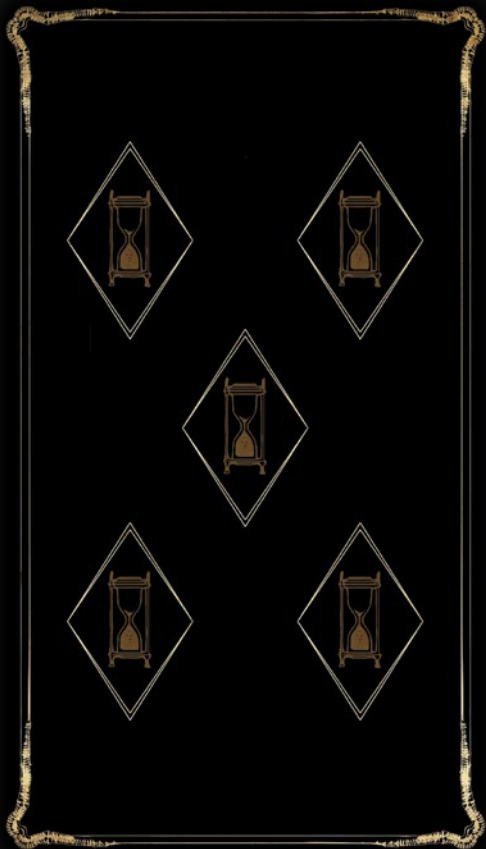


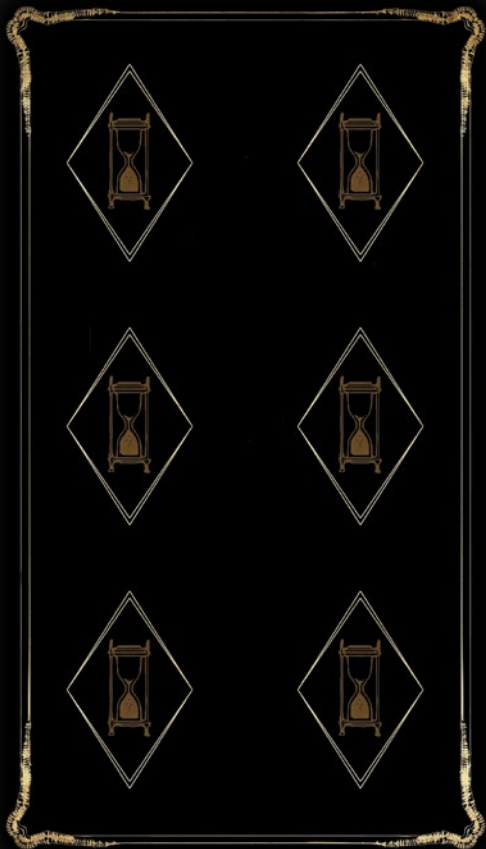


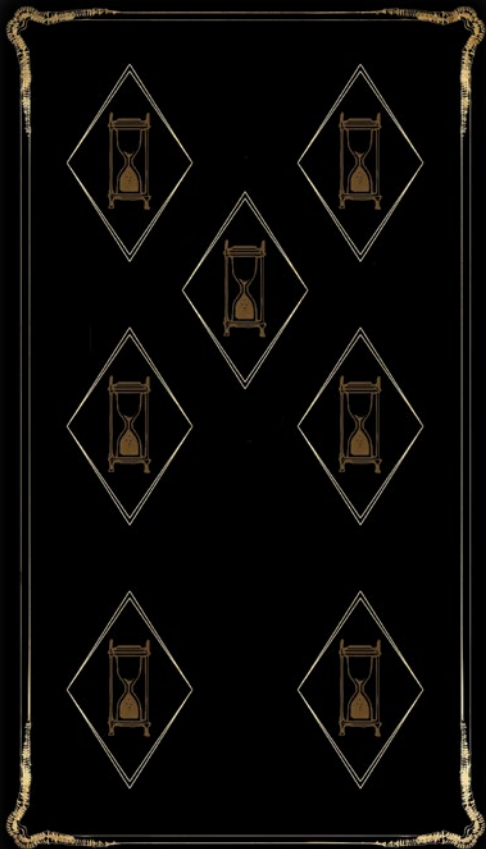


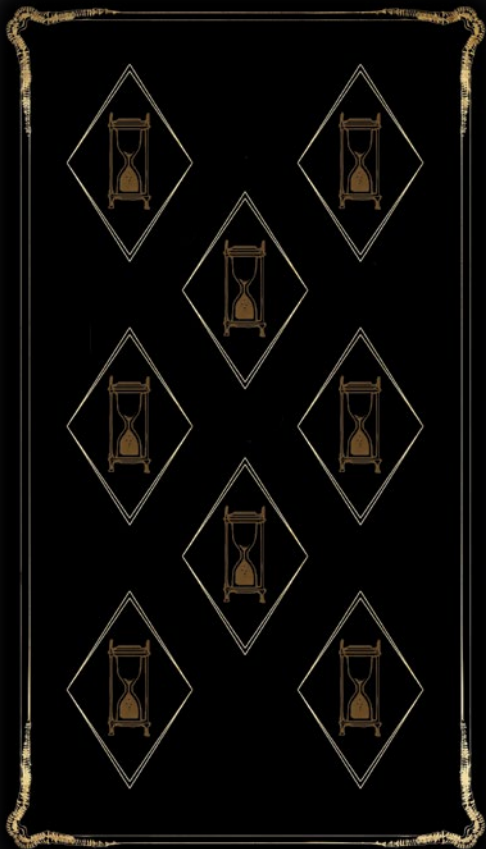


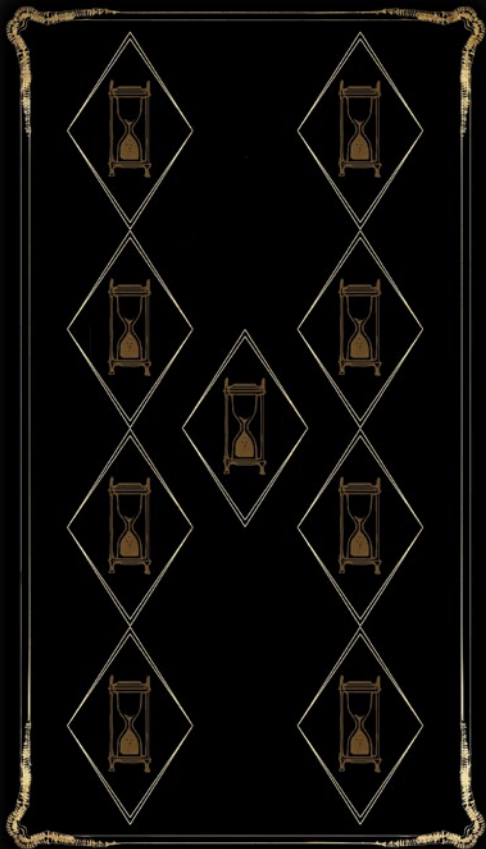










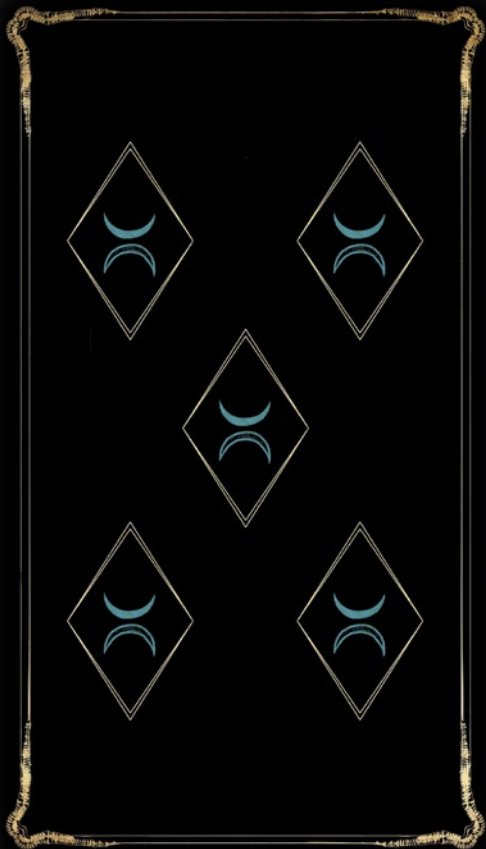


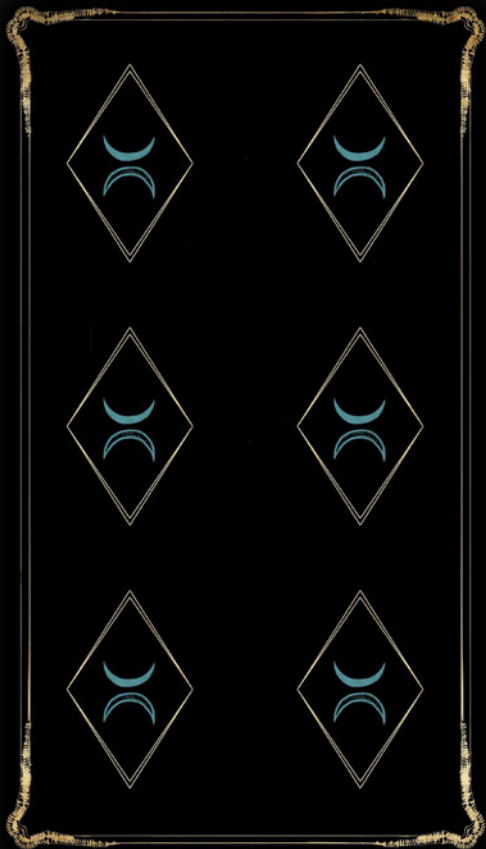


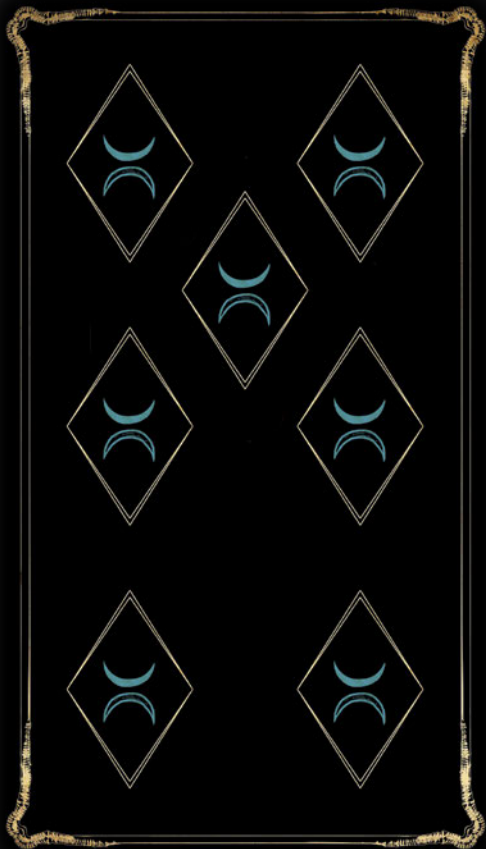


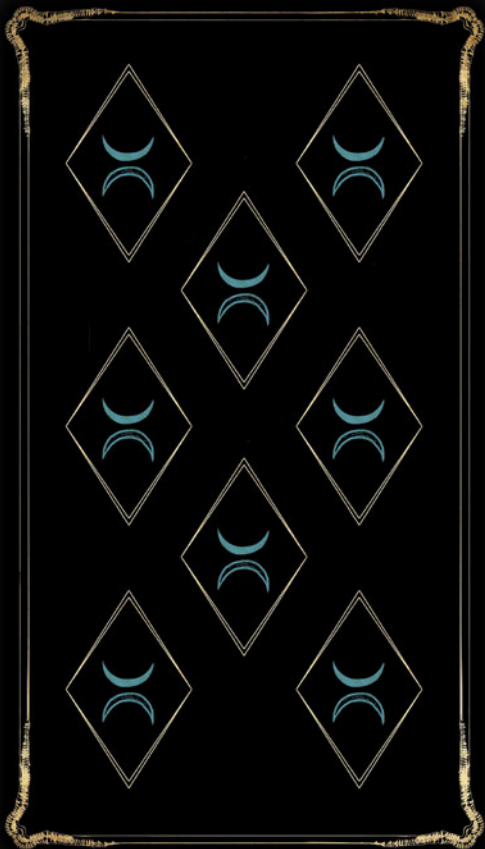


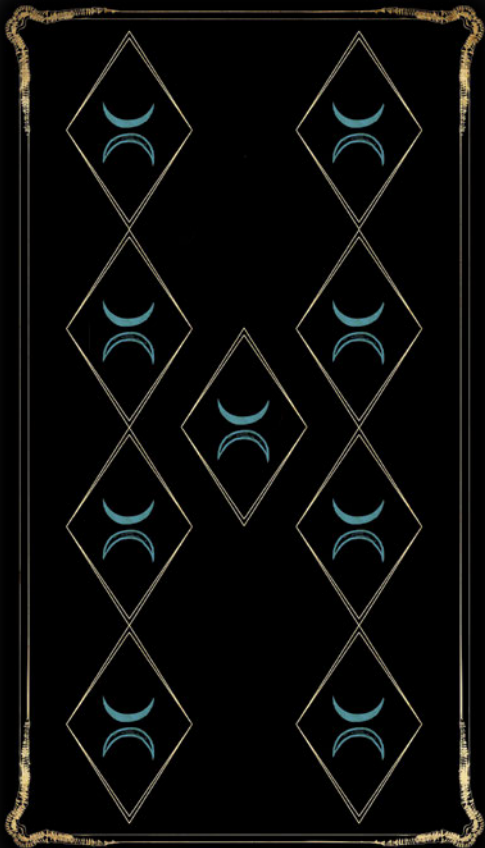










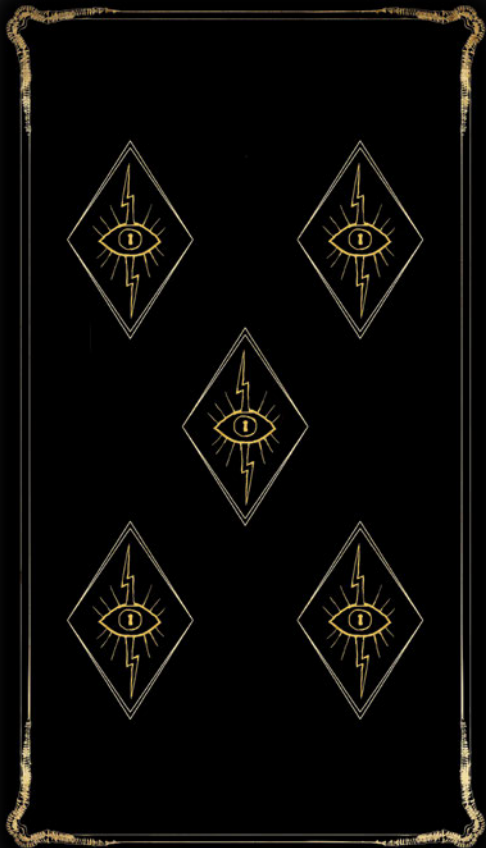




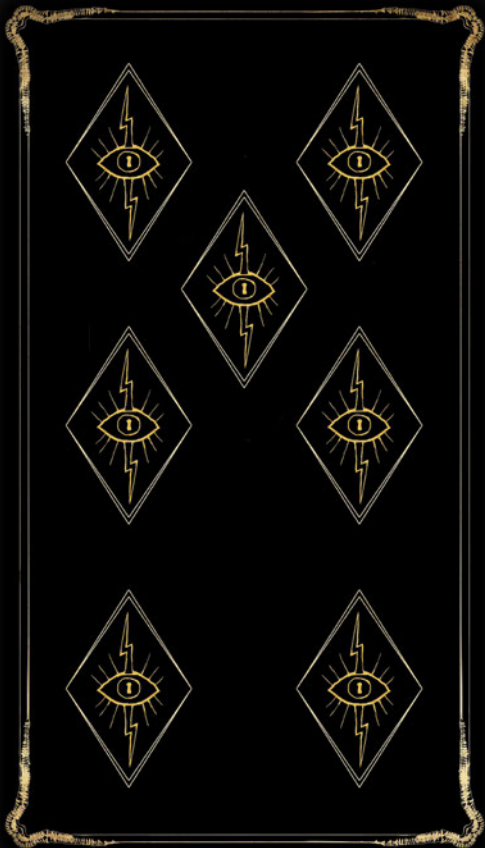


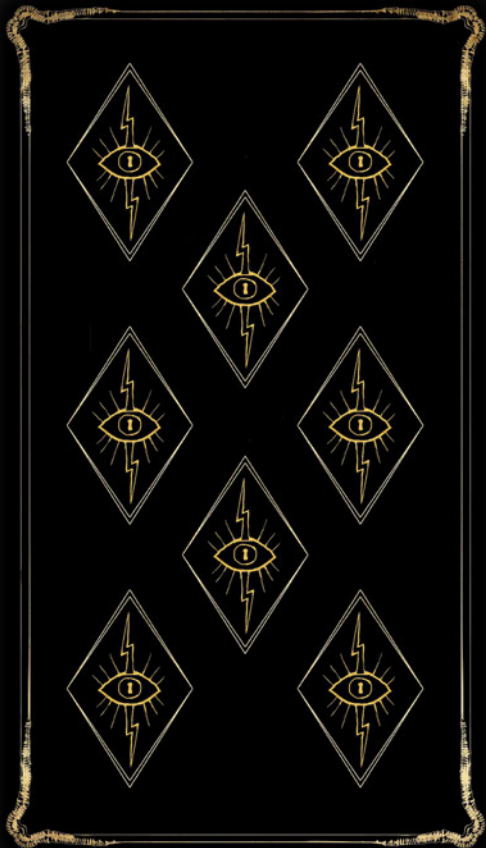


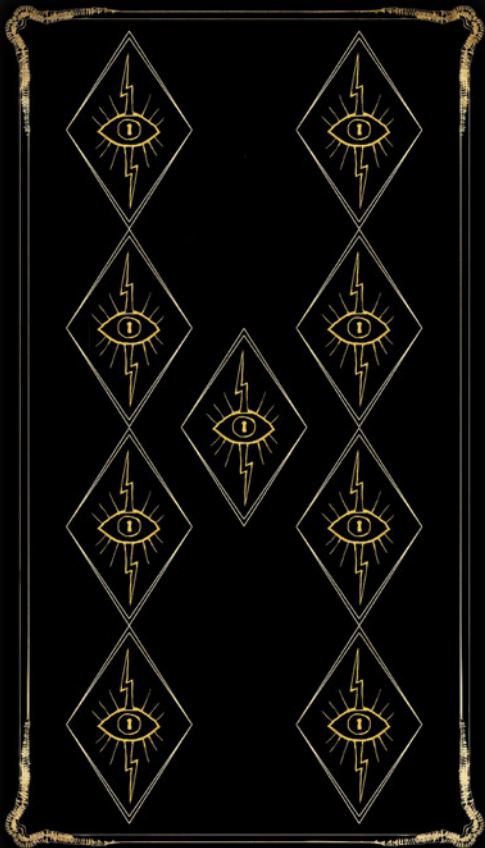












+TAROT+ DECK

KULT

♦ DIVINITY LOST ♦

The *Tarot Deck* for *KULT: Divinity Lost* consists of 68 cards, rich in symbolism and designed specifically for the KULT mythos.



The deck is used by the gamemaster to – through readings – create plots, antagonist, locations, and allies for when planning a campaign. It can also be used in-game when introducing new locations and characters in the heat of the moment.



The *Tarot Deck* is recommended for use with the *Taroticum* scenario from the book *Taroticum and Other Tales*.



Card Art Axel Torvenius