

Switchwords for Tarot

Here is my list of switchwords for tarot cards. The Fool and the Emperor have two words each, the lucky things. The words in red are Master Switchwords and, as such, they have the power to amplify any other word. **TOGETHER** is THE Master Switch word, so if you use no other, use that one.

Major Arcana

Fool — **Now**. To act on an impulse or idea. **Bubble**. Excitement, energy, no limits.

Magician — **Divine**, To work magic and miracles. To enhance skills and strength.

High Priestess — **Between**. To enhance and increase intuition and psychic ability.

Empress — **Bring**. For increase, manifestation, growth, fertility.

Emperor — **Divine Order**. To organize, create structure, promote efficiency. **Add**. Increases what you have. Supports and reinforces.

Hierophant — **Together**. Aligns the conscious and subconscious. Magnifies the power of other Switchwords. Brings people and energies together.

Lovers — **Love**. To attract and radiate love.

Chariot — **Be**. Resilience, good health, physical prowess.

Strength — **Hold**. To maximize positive traits and behavior.

Hermit — **Slow**. To have patience.

Wheel of Fortune — **Listen**. To predict future outcomes

Justice — **Restore**. To re balance. To bring justice. Fairness. To restore what was lost.

Hanged Man — **Climb**. To change your viewpoint and perception.

Death — **Adjust**. To deal with a difficult situation or burden. To move on.

Temperance — **Chlorine**. To mix, socialize and blend. To become one with.

Devil — **Cut**. To moderate behavior. To curb desire and excess.

Tower — **Clear**. To blast through negativity and deal with anger.

Star — **Divine Light**. To become enlightened. To focus on the positive.

Moon — **Zen**. To promote a meditative state.

Sun — **Crisp**. To revitalize, to enhance, to improve.

Judgment — **Open**. To receive inspiration, open to the new, to connect.

World — **On**. To travel, get new ideas, to develop ambition. To create.

Minor Arcana

Wands

Ace of Wands — Move. For a burst of energy.

Two of Wands — Chuckle. To increase self-confidence. To express one's unique personality.

Three of Wands — Do. To overcome procrastination.

Four of Wands — Circulate. To socialize, to prevent loneliness.

Five of Wands — Concede. To end and prevent quarrels.

Six of Wands — Elate. To turn a setback into a winning situation.

Seven of Wands — Bluff. To dispel fear, increase courage and confidence.

Eight of Wands — Done. To meet a deadline, to strengthen willpower.

Nine of Wands — Continue. To strengthen physical stamina and mental endurance.

Ten of Wands — Halfway. To reduce a journey, to put a goal within reach.

Page of Wands — Learn. For a youthful appearance and attitude.

Knight of Wands — Down. To stop bragging. To gain humility.

Queen of Wands — Hole. To boost charisma and to appear attractive.

King of Wands - Horse. For increased power and strength. Leadership.

Cups

Ace of Cups — Womb. To feel nurtured. To connect with Source.

Two of Cups — Music. Harmony, attraction, love.

Three of Cups — Stretch. To feel good. To make a good situation last longer.

Four of Cups — Cover. To calm and subdue nervousness and excitement.

Five of Cups — Tomorrow. To end sadness and remorse.

Six of Cups — For. To promote, lift, encourage.

Seven of Cups — Consider. To isolate the cause or diagnose a problem.

Eight of Cups — Uncle. To retain or regain a sense of self.

Nine of Cups — Magnanimity. To encourage generosity. Prevent pettiness.

Ten of Cups — With. Compatibility. To be happy with other people.

Page of Cups — Curve. To make someone or something beautiful. To improve self-esteem.

Knight of Cups — Praise. To make yourself beautiful or handsome. To receive praise and attention from others.

Queen of Cups — Forever. To keep a secret.

King of Cups — Reverse. To dispel a grudge, to move on in friendship.

Swords

Ace of Swords — Crystal. To gain clarity, purify and neutralize. To access the collected wisdom of the universe.

Two of Swords — Duck. To become less hypersensitive.

Three of Swords — Over. To end frustration, pain.

Four of Swords — Go. To dispel laziness.

Five of Swords — Fight. To win a competition, to unsettle an opponent.

Six of Swords — Change. To promote healing and recovery. Reduce negative thought.

Seven of Swords — Guard. To protect personal space and privacy.

Eight of Swords — Help. To stop procrastinating and reduce uncertainty.

Nine of Swords — Ho. To sigh. To relax and let go.

Ten of Swords — Off. To sleep. To quit.

Page of Swords — Care. To remember, retain information.

Knight of Swords — Mask. To protect and shield.

Queen of Swords — Reach. To find lost objects, retrieve a memory, solve problems, find the appropriate words for any situation.

King of Swords — Crowd. To exert influence and discipline.

Pentacles

Ace of Pentacles — Charm. To manifest your desire.

Two of Pentacles — Watch. To learn a skill.

Three of Pentacles — Attention. To avoid careless errors. To pay attention to detail.

Four of Pentacles — Offer. To negate greed.

Five of Pentacles — Cancel. To dispel worry, fear of poverty, reduce debt, overcome negativity.

Six of Pentacles — Give. To increase generosity and altruism. To sell.

Seven of Pentacles — Judge. To increase enjoyment of study. To improve focus and understanding.

Eight of Pentacles — Next. To complete repetitive work or revision.

Nine of Pentacles — Classic. To appear to be cultured and well-educated.

Ten of Pentacles — Find. To build up a fortune.

Page of Pentacles — Giggle. To get in the mood for writing, academic work, study.

Knight of Pentacles — Personal. To create a business, publish a website.

Queen of Pentacles — Home. To find a home or create one.

King of Pentacles — Count. To attract money, to stop smoking.