

Quest Tarot

Created by [Joseph Ernest Martin](#)

Published by Llewellyn

Tarot Deck - 79 Cards=> Read the deck's [summary](#) or [review](#)=> Available from [Amazon.com](#)

Review by Solandia

Professional artist and tarot reader, Joseph Ernest Martin, has created a uniquely modern tarot set, designed to give direct answers to yes/no questions and spell out words, and still be suitable for more traditional tarot readings.

The art of the Quest Tarot, created by 3D modelling software, blends Rider-Waite-Smith, Thoth and the author's personal symbolism into a shimmering, dream-like, magical Tarot universe. Despite being fully computer-generated, there's little of the sterility found in some other computer-based decks, such as the One World Tarot.

All of the people in the cards are coloured in solid metallic or transparent hues and tones. The sex of the person is clear but their skin colour is not, as the author intended for this to be 'universal' tarot without these boundaries. With this in mind, the Lovers card has also been updated to encompass three sexual orientations, and the gender of the people on the card has been left deliberately ambiguous.

Suits are Cups, Wands, Swords and Stones (instead of Pentacles or Coins). The court cards don't exactly match the King/Queen/Knight/Page archetypes that are most familiar to us. Instead, they are named and based on Son, Daughter, Father, Mother archetypes. (The feminine cards also have the higher position in the card order for the first time.) The minor cards have similarities to the Thoth minor arcana, being decorated pips rather than full tarot scenes with people, a la Colman Smith.

Included in the Quest Tarot are two extra cards. The blank card is intended to represent the unknowable, but is also provided so you, the reader, can create a personal card for your deck. The second new card, titled the Multiverse, is a visual depiction of Martin's belief that there are multiple parallel universes and that we can switch between them at will.

All 80 cards have an elaborate border framing the central tarot scene, which holds the symbols and clues for using the cards to gain answers to direct divinatory questions. Outlined in gold, these borders show:

- Astrological sign and planet
- Rune or I Ching hexagram
- Gemstone influences and associations
- Colour(s)
- Hebrew letter (majors only)
- Hair and eye colours (court cards)
- Roman letter (all cards)

Using all of these associations is explained in the companion book, *The Compass: Guide to the Quest Tarot*. Joseph Martin's intent is to get the reader 'up and running' with this set as fast as possible, without overwhelming them with an entire history of the Qabalah, Astrology or I Ching. Martin does cover these and other basic tarot topics in the book, but briefly and with just enough detail.

In addition to the introductory info and the card pictures and meanings, *The Compass* has sections on using the cards for yes/no questions, a system for foretelling timelines, how to read physical characteristics and spelling out words with the cards, and even a few tarot party games. (Instructions for playing Tarot Poker seem a little unexpected in such a spiritual tarot book, but games are one of the oldest uses for tarot cards.) A three-card, ten-card and the eleven-card Quest Tarot spread are also included.

The Quest Tarot is a self-contained tarot set that succeeds admirably in its goal to get newcomers started with tarot as quickly as possible. Its novel approach to fortune telling and tarot imagery should hold interest the more experienced reader as well.

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