

0 - The Fool

Cuchulainn starts on his journey. He seeks Scathach so that he can train to be a real warrior, and by doing so, win the right to marry Emer and make a glorious name for himself. He is full of youthful confidence, and is unaware of how difficult his journey will be.

1- The Magician

Cuchulainn meets Donall the smith and his daughter Dornolla. The smith is the master of the elements – he uses fire, water, air and metal (earth) to create useful tools. He is helpful toward Cuchulainn and teaches him a number of warrior feats, and urges him on to continue his training with Scathach.

2- High Priestess

Dornolla is more mysterious, and we are told she has Druid powers. She sends Cuchulainn a dream of home to test his will to continue on. It is Donall that encourages Cuchulainn on, but it is Dornolla that initiates him into his journey. Cuchulainn's friends fail her test because they cannot let go of their familiar world to enter into the Otherworld, and thus cannot continue on with him.

3- The Empress / Lady

As Cuchulainn continues on, he grows tired and discouraged. He comes across a house in a peaceful glen where he is welcomed by a beautiful woman who offers him food and drink.

4- The Emperor / Lord

Cuchulainn continues on his journey and meets a man (in some versions, this is his father, Lugh) who helps him on his journey. He gives Cuchulainn a set of rules that he must follow in order to pass through Plain of Ill-Luck and the Perilous Glen unharmed, and he gives him a wheel and an apple that will assist him on his way. He reminds him that he must follow the path and must not stray from it if he wishes to progress on his journey.

5- The Hierophant / High Priest

Cuchulainn finally arrives at a camp filled with Scathach's students. He meets his mentor, Ferdiad, and the other students he will be training with. Ferdiad teaches Cuchulainn about the bridge to Scathach's Dun.

6- The Lovers

Cuchulainn leaps over the bridge, representing the fulfillment of his desire to reach Scathach's Dun. When he arrives he thrusts his spear through the door of the Dun. He meets Uathach, whom he develops a sexual relationship with. He trains with Uathach for a while, but eventually realizes that though he wishes to be wed to Uathach, it is Scathach whom he came to train with. Uathach gives him the advice he needs to convince Scathach to train him. It is only through his relationship with Uathach that Cuchulainn gains the wisdom he needs to continue on his quest.

7- The Chariot

Cuchulainn is proud and confident, and believes he can challenge Scathach. He finds where she is training with her two sons, holds a sword over her, and demands to be taught. He has finally succeeded in his goal of getting Scathach to teach him, and he also wins the right to marry Uathach without payment of a bride-price. This completes the first stage of his training.

8- Strength

The Strength card represents Scathach. She is a strong, mature woman, who has learned both physical strength as a warrior, but also the deeper strength of her own inner power. This card often depicts a woman who has tamed a lion, which is reminiscent of the strangely tame lion that helps Cuchulainn on his journey. Perhaps this lion was sent by Scathach to help guide Cuchulainn. As Cuchulainn begins his training with Scathach, he realizes that he is not as skilled as he believed himself to be. He draws on his strength and courage to persevere through the difficult training. He also learns that not all enemies can be defeated with physical strength, and he must learn other skills.

9- Hermit

Cuchulainn begins to learn deeper lessons from Scathach, beyond just fighting techniques, that cause him to look deeper into himself.

10 - Wheel of Fortune

After much soul-searching, Cuchulainn begins to develop a deeper understanding of himself, and of how everything connects. Scathach sees his progress and introduces him to his magical weapon, the Gae Bulg. This is the weapon that will bring him great fame, but also great sorrow, and it is tied to his destiny.

11- Justice

Justice represents Aife. Scathach leaves to fight Aife, and leaves Cuchulainn drugged and tied up. When he regains consciousness, Cuchulainn must decide if he should follow her and join in the battle, or he could resolve himself of any responsibility and stay out of it. He decides to join the fight, saves Scathach's two sons, and fights Aife as Scathach's champion. When he defeats Aife, he demands that she never oppose Scathach again. Aife balances Scathach and tests Cuchulainn's ability to take right action.

12- Hanged Man

When returning to Scathach's Dun, Cuchulainn meets an old woman on a narrow mountain path. She demands that he let her pass by, even though there is not enough room on the path for both of them. Cuchulainn must surrender to her to maintain his honour and so he drops off the cliff, and keeps hold of the path only by his toes while he waits for the woman to pass by.

13- Death

This card represents the old woman Cuchulainn meets on the road. She attacks Cuchulainn and he leaps up and strikes off her head. He later discovers that the old woman is the Cailleach or death-hag. Rather than fearing death, or running from it, he confronts it straight on.

14- Temperance / Fferyllt / alchemist

Cuchulainn returns to Scathach's Dun to continue his training, but he also helps to train the new students. He has become more balanced and is filled with a sense of well-being.

15- Devil / Cernunnos

Cuchulainn is happy training with Scathach, teaching new students, and living with Uathach. But he loses sight that his greater purpose is to go out into the world and be glorious. The walls of the Dun have become safe and comfortable, but they also stand in the way of his

destiny. In his heart, he realizes this, and he begins to grow restless.

16- Tower

The Dun has become Cuchulainn's tower. It seems to protect, but it is really a prison. Eventually, Cuchulainn receives a message from home that reminds him that he must leave this place and the people he has come to love. He knows it will be painful to leave, but he also knows it must be done.

17 - Star

Before Cuchulainn leaves, Scathach chants the Imbas Forasna "the knowledge that enlightens" for him and reveals that he will succeed in winning a great name for himself and she tells him of many of the great deeds he will perform.

18 - Moon

Cuchulainn's journey is not over yet. He must still travel back across the water to return home. There is still a chance he could go adrift. Cuchulainn must pass back through the gates of the Otherworld to return to his world.

19 - Sun

Cuchulainn finally sets foot back on his native soil as a true warrior and champion and is happy to be home. He is eager to be reunited with Emer and prove to her and her father that he is a great chariot-chief. He is ready to take on anything and he knows that he will be glorious.

20 - Judgement / Rebirth

Cuchulainn rescues his love, Emer, from her father so that they can be together. He no longer doubts his worthiness to be with her.

21- World

Cuchulainn becomes Emer's husband, the chief of Dun Dealgan, and the Champion of Ulster and does indeed go on to make a great name for himself defending Ulster against Maeve's army.