



THE  
SALT  
AND ASH  
ORACLE  
GUIDEBOOK

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## Symbol Guide



Heraldic crest of the  
Eternal Tide/Mer.



Heraldic crest of the  
Undying Flame/Djinn.



Appears beside the list of  
keyword prompts for each  
card.

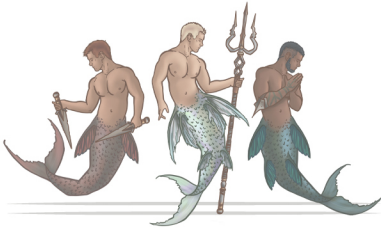


Indicates the placement  
of each card in a spread.

# INTRODUCTION

## Wandering the realms of the Mer and Djinn

As children, we have all, in some form or another, heard tales of powerful gods and dreadful monsters, divine beings of light, terrifying creatures of the night, and humans as the heroes, villains, or the victims. We likely encountered these beings through childhood fairy tales, religious texts, mythologies, works of art, films, or music. Regardless of how we came in contact, we found a way to connect to them through shared experiences; our joys and successes, our fears, our sorrows, and our trials. Maybe we aspired to be like one of these characters, or saw something of ourselves as the brave underdog, the adored royal, or even the villainous beast. To some degree we fashioned ourselves after these beings, our attempt to bring a bit of magic to a mundane world. The ***Salt and Ash Oracle*** is a venture into fantasy realms where we can connect you, "the Explorer", to a variety of forces and archetypes present in those stories of old. Each encounter has a story to tell, a lesson to teach, something new to reveal, or remind of things long forgotten. You will be reacquainted with those fantastical beings that influenced us at some point in our lives. But who will you encounter along your journey? Will it be the mysterious and seductive Mer from the watery depths? Or the enigmatic and fiery Djinn upon the sand? Here we open the portal to the Realm of the Eternal Tide, the deep and vast oceans of the Mer, and the Realm of The Undying Flame, the dune-covered desert land of the Djinn.



## Navigating the Eternal Tide, Sanctuary of the Mer

The Mer swim the oceanic depths and, occasionally, breach the surface of the Eternal Tide. They live at the extreme of every emotion, tethered by the net of want. The Mer are insatiable and will find any means to quench their desire by any means. It is indeed difficult to decipher their true need when one gets caught in their alluring song and beauty. Beware treading their waters or you may be ensnared by their captivating ways, their heart-tugging shanties, or their beguiling wiles - all which will drown you ecstasy. Will you be able to set yourself free to breathe the salt heavy air again, or will you be dragged to the depths by these enchanting sea-creatures, forgotten beneath the deep blue seas?





# Herald of the Eternal Tide

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Your search has led you to the water's edge, murky, yet gently lapping at your feet. You hear a song in the distance, surfing along the distant tide. From the shallows appears the Herald of the Eternal Tide, keeping in tune with the song that attracted you there. It was his call beckoning you to the shore. He relished in your wonderment and curiosity. He wants you to experience the waves of emotions covering the world and offers his hand. He addressed your look of concern for he will gift you the power to breathe underwater. His only warning is that should you be tempted to stay, you will forever be driven by your emotions and experience the anguish that plagues his kind, not being able to wander the dry land ever again.



*Curiosity, wonder, easily tempted, deep interest, guided by emotion, obsessive behavior, surrender.*

# Beneath the Surface

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Beckons you to gaze upon your reflection. Do you see yourself, Explorer, or perhaps a vision of what you long for? Here, the Mer appears, staring back alluringly, obscuring his fangs while captivating you with his beauty. Scrying into the water's surface has been practiced over the ages, whether through magickal practice or curiosity. There is an attraction to the water's surface that pulls you in. What stares back at you may not be as it seems. It tempts, it mesmerizes, it holds you captive (as is the story of Narcissus). Will you be able to pull away or did your reflection just make you vulnerable prey.



*Deception, narcissism, reflection, illusions, danger hidden, obfuscation, introspection.*

## The Drifter

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The Drifter beckons you to go with the flow. The Mer holds onto a sea turtle, gliding under the waves in a state of relaxation and repose. This is a reminder that where we exert great amount of energy, mental and physical, there are times we need to give both a rest and allow the world to continue its course without our efforts. The world is conscious that rest is necessary to well-being, hence the recognition of self-care. We don't always need to be active, doing, moving because we will surely wear ourselves down. Know when to let go, relax into your space, and enjoy the ride.



*Relaxation, letting go, self-care, mental/physical rest, healing, slowing the pace, worry-free.*

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## The Secret City

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The Secret City beckons you to know when to lower of your defenses. The Secret City swings its impenetrable gates wide open and welcomes you to enter. This is the Inner Sanctum - the hidden settlement of the elusive Merfolk! Just as this community has lowered its guard, you are asked to do the same. Be open and receptive to who and what you are about to encounter. You just may be surprised that you are not just welcomed into a new space, but also into the arms of another. Keep an open mind and heart and know when to be vulnerable. This revelation is capable of enlightening one's soul and that of the collective.



*Vulnerability, lower defenses, open heart and mind, hospitality, gratitude, receptive approach, exploration.*

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# The Scoundrel

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The Scoundrel beckons you to cause some waves. He is a creature that delights in his vices and invites you to join him for a drink or five. Sometimes the best fun is one that has an element of risk or danger.

There's an adrenaline rush when we walk the trench's edge and what better way to feel alive than when we push the limits? But how far are you willing to go? Is it worth abandoning reason and logic for a sense of adventure? There's such a fine line between pleasure and pain that feels exciting but know that when you lose yourself in your senses, the rewards are altered and temporary. Is the thrill truly worth it?



*Intoxication, fearless, self-destructive, living for the thrill, pleasure-seeker, carelessness, avoiding reality.*

# The Raider

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The Raider beckons you to abandon ship and dive into your emotions. Through the porthole you see an obscured figure. He offers you a simple choice - sink with the ship or take to the waters for a chance of survival. Although drastic, this creature wants you to reflect on this urgent issue and realize that action must be taken. It isn't an easy choice to make and will require you to think and act quickly. You are called to face the music and prepare yourself to encounter deep matters. Will you let your decisions be ruled by the mind or the instinct in your heart? He will be there for you but the choice to encounter him is entirely up to you.



*Risk, confrontation, fight or flight, quick thinking, swift action, hyper awareness, self-sufficiency.*

# The Muse

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The Muse beckons you to look for inspiration around you. We witness a Mer in repose, looking into a shard of glass reflecting the eye of another being. Is it a vision of self or someone else? Perhaps it's the gaze from another being – a Fae? a Fallen? one of the First Men? Perhaps the result of a Djinn granting a wish to see through another's eyes. There are so many elements where we can find inspiration, even through others around us that influence our thoughts and creativity. Understand that although we can emulate the inspiration, we should be conscious of making it one's own and let it represent our individuality without theft of another's work. Honor the Muse!



*Inspiration, creative process, individuality, honoring influence, recognition, sorting thoughts/ideas, originality/fraud.*

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# The Mesmer

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The Mesmer beckons you to take risks and cast your net. The Catch appears to have been tempted by your bait. Or perhaps he wanted to be caught? This meeting was intentional and not simply by chance. He doesn't thrash about but rather casually sings to you. You are reminded that sometimes we spend too much energy on searching, seeking, and pining after what we want only to end up empty-handed. It is best to live your life and let others find you instead. Only then can you be in a position where you decide to remain or free yourself from the encounter. Just understand how you were ensnared. If you love someone set them free, and if they love you, they'll stay or surely return.



*Determination, seeker, wanting desire, illusion, pining for someone, obsession, lovestruck.*

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# The Tideweaver

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The Tideweaver beckons you to ebb and flow with the waves. The Tide Weaver emits an orb that pulses with the rhythm of the water. Sometimes calm and slow, other times unruly and rough. The Tide Weaver understands the polarizing powers of the waters – its ability to protect as well as destroy. That power is not only at his grasp to harness but also governed through a Lunar, cosmic force. He is the supernatural arm of the Priest of the Eternal Tides and wields magic anchored to the force of emotion. Tap into it, Explorer, for you have this power too. Recognize that your instincts are tethered to this force and how you use it depends on what flows through your heart.



*Polarizing powers, balance, trusting instinct, emotional force, Moon influence, shared energy, energy manipulation.*

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# Heart of the Ocean

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The Heart of the Ocean beckons you to connect to universal rhythm. The Mer holds a heart-shaped relic that emanates an unfathomable power. Each ‘heartbeat’ sends a pulse causing massive tidal waves over the surface and terrifying quakes across the oceanic floor. Even with the plentiful bounty of the oceans, there is nothing amongst the Mer that is so precious or holy. This ancient artifact is their Holy grail. It’s significance represents that rhythm that connects all elements on the planet and their dual nature to create and destroy. Attuning to these beats allow all beings to understand universal consciousness and the cyclical nature of life and death and how to deal with both as facts of existing.



*Dual forces, creation/destruction, purpose, approach, alignment/attunement, cause and effect, elemental power.*

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## Priest of the Tides

The Priest of the Tides beckons you to cleanse your body and soul in the waters. All bodies of water – lakes, rivers, oceans - contain immense power, yet are vulnerable if not cared for. Like our fragile bodies, we must nourish and protect it lest we leave it susceptible to pollution and biological contamination. The Priest actively practices meditation, using his mental abilities to affect the purification efforts of the seas – influencing proactivity in its conservation. He uses his tears to infuse the waters with healing energy to share with the world and offer its cleansing power to all planet-dwelling beings.



*Soul cleansing, conservation, protection, meditation, care for self and others, fragility, nourishment/contamination.*

## Mystery of the Depths

Beckons you to discover what lies beneath. The saying goes that no one truly knows what lies at the bottom of the ocean, or at least lives to tell about it. The Mystery of the Depths serves to remind the existence of wonder and understanding - our differences, our similarities, those things that make us unique, that make us part of a greater whole. The Mer, like many creatures across the realms, understand the facets of being and how we are only stronger coexisting together. Our emotions, feelings, personalities differ at any given point in time but yet we know that as mysterious as it may be, we have to learn from one another as opposed to dividing us. So find a way to converse, listen, learn, and grow together.



*Unification, learning, community, strength in numbers, comprehension, shared experiences, personal/communal growth.*

## The Blade Dancer

The Blade Dancer beckons you to use your momentum. Just like the building rush of a wave, ride those waters, Explorer, and propel yourself forward. The fluid element is charged by earthly and cosmic forces which indicates our energy is dependent on external influence – the food we eat, the activities we engage in, taking time to recharge, etc. Most significantly, is the impact of discipline for without it, we cannot hope to build and use momentum effectively or in a focused capacity. Like water, our hasty energy can have devastating results so best to keep that in mind when forging ahead.



*Force, kinetic energy, momentum, action/reaction, second-wind, energy work/flow, progress.*

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## The Guide

The Guide beckons you to feel comfort. Among turbulent waves, our thoughts and emotions can run rampant. The Protector serves to remind you that you have the potential to be at your best when you approach situations calmly. Most times you can rely on someone, physical or spiritual in nature, to invoke and offer guidance, protection, hope – all which comfort the spirit. The Protector is that energy that ensures a safe space and facilitates the ability to feel assured. But your permission is required. All you need to do is allow yourself to be rescued and ask for help when you need it.



*Comfort, calm, security, safe space, dependence on others, vulnerability, support, companionship.*

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# Oracle of the Deep

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The Oracle of the Deep beckons you to consider all possibilities. In a state of suspension, the Mer floats with numerous visions bubbling around him. However, they show beings that are unfamiliar. Is there a message to leave a space of comfort and explore beyond that which is known? Is any of this familiar to you, Explorer? What the oracle does show is various pathways that lay ahead, all with a respective set of players that will have an impact. All that is left is the decision to move ahead or disregard the option presented. As with any divination system, destinies can change course from the slightest deviation in action. What is foretold must always be taken with a grain of salt.



*Options, pathways, divination, decision-making, doubt, reservation, opportunities lost/gained.*

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# The Navigator

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The Navigator beckons you to chart your path. Unlike most water-bound Mer, The Navigator has taken control of his own ship. He peers through his sextant, using the celestial bodies to plot his course. There is thoughtful consideration to plotting the journey without concern for what anyone else says or foretells. The joy is in the discovery so we are prepared for anything and anyone we encounter. Although the seas are vast and wide, we are only interested in what the stars inform to take course. You, Explorer, are in good company with this fellow adventurer.



*Exploration, knowledge seeker, resourceful, strategic planning, methodical, timeliness, science guides religion.*

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# The Healing Waters

Beckons you to heal your body, mind, and spirit. A Mer caresses the weary body of a man, possibly ravaged by time or a broken heart. The Mer uses the waters around him to envelope and cleanse the extremities of the ailing man while channeling the warmth of embrace to the patient, returning care and comfort. The sign of affection in itself is a method of healing, knowing that interest in the well-being of another is powerful. From the slightest caress, beings are capable of transferring energy, intentions are focused to cure. We all have moments of depletion and must take note when our body responds as such. Sometimes, just the presence of another can heal. Never underestimate the power of your touch, Explorer.



*Emotional/spiritual/sexual healing, medical attention, natural medicine, self-care, reliance on others for care (social/emotional), sanitary living.*

# Song of the Eternal

Beckons you to listen to spirit. His song lures you to the edge of the blood red shores. Hypnotized, you step into the water, mesmerized and on the edge of paralysis. The voice attracts you in but if you listen carefully, you will understand the danger that awaits. Don't be distracted, Explorer. The Song of the Eternal warns you that someone or something is trying to lead you off your path. Tap into the voice of your own spirit and stay focused on your goals. The blood in the water is evidence of folly easily led astray, confounded by surface level beauty hiding a hungry monster. The tales from the sea of sirens are enough to warn you of trusting yourself and tuning out the noise.



*Warning, trickery, lies, false promises, devious temptation, impending loss, steadfast focus.*

# The Sea Witch

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The Sea Witch beckons you to trust the magick of the waters. He holds a pulsing, ancient athame. The tool typically used to skin his catch is not a weapon. Rather, power is generated to the blade through his mystic skill to represent the direction of his energy. A witch's power is as strong as his will and intention. The vessel in the background acts as the container of the power that emanates from the blade. Such is the ritualistic practice of the blade entering the cup that represents unification – a divine penetration where pure energy is at its most potent. The Sea Witch teaches you the significance of this act as a pleasurable balance between the mind and the heart, which is a learned skill as we navigate the time we are given.



*Divine love, balancing logic and emotion, procreation, nourishment, spiritual balance, pleasurable gifts, power within.*

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# Eye of the Sea God

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beckons you to look beyond the visible. The Mer Warrior, guided by instinct as a result of his loss of physical sight, floats by the Eye of a Kraken. Is the beast hunting him or controlled by him? What do your instincts say, Explorer? We have been gifted various abilities and may not fully tap into their capability – either from ignorance or circumstance. Only through awareness of our senses, including the mysterious 'sixth' sense, can we understand our strengths. Trusting ourselves is essential to fully comprehend the power of the senses. The Eye of the Sea God reveals to know yourself and trust your feelings – be it through sight, touch, scent, taste, sound, or inner tingle.



*Instinct, trust, strength, hyper-awareness, foresight, gut-feeling, sensitive.*

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## Emperor of the Seven Seas

The Emperor of the Seven Seas beckons you to let your emotions rise to the surface. He sits upon his throne of driftwood, appearing solemn and cautious in your presence, Explorer. As a creature of emotion, he has known joy, love, and pleasure in equal measure to melancholy, hate, and pain. The burden of such position is understanding that emotions ebb and flow as the oceanic waters of his realm. His response may be short and calculated, but he reflects your feeling of trepidation. In time, he will reveal his emotional journey and encourage you to honor your feelings, revel in them, and then like a bubble popping as it reaches the surface of the water, let them go.



*A compassionate listener, apprehensive, moody, unfulfilled, understanding, empathetic, interest in other's well-being rather than own, caution, solemn, range of emotions/emotional journey.*



## Venturing into The Undying Flame, dwelling of the Djinn

The Djinn command the sandy dunes of The Undying Flame. They deal in the mysterious art of politics and negotiations, granting needs that linger within the soul, but at a price, of course. The cost could be great or minimal, depending on what one is willing to wager. They don't function on manipulation or deceit but will use your own desires against you should they deem it necessary to teach a lesson. The Djinn are ruled by the element of fire and draw their power from the cosmos as well as the land. They were trapped by their own passions and evolved as beings that display the fire within their soul through their eyes. Those trappings also confine them to the will of others, therefore the only control they have is managing agreements and working in ancient magicks to rekindle the freedom they once knew. Are you ready to play with fire? The Djinn will ask a series of questions of you to deem your worthiness of the flame that burns eternal.





# Herald of the Undying Flame

Your search has led you to the barren land, dry and hot, sand stretching on all sides to the horizon. The sun has just set over the dunes, but the heat remains among the winds. You feel the dryness on your skin, the stinging grains of sand under your feet.

Perspiration attempts to cool you off but the fire in your soul produces the feeling of steam. A sudden sandstorm blows in the Herald of The Undying Flame, asking you to state your purpose for coming to the desert land of the Djinn. What is it that you seek? Is that your wish? There are a set of caveats you must realize are outside the ability of the Djinns to fulfill so understand you may need to find your another way. Let's look at what I can offer you, Explorer.



*Daydreaming, unfulfilled search, sorting priorities, processing thoughts, unclear decisions/directions.*

# The Emissary

The Emissary offers to grant the ability to negotiate. Explorer, you are witness to the end of a contractual agreement. The Ambassador has just sealed a pact with a Fallen member from the Shadowlands, via a handshake also held through locked eyes. The nature of the deal may seem vague but the Ambassador is clear on the bargain made and will hold it active until it is completely fulfilled. We all feel needs that require the assistance of another and engaging in the art of negotiation is one way to meet such need. Of course there are risks and consequences which only serve to improve the skill of negotiations. So, Explorer, what is your offer?



*Communication, deal-making, contracts, promises, anticipation, process of elimination, partnerships, ulterior motives.*

# The Cosmos

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The Cosmos offers to grant spiritual guidance. Don't you every gaze upon the stars, Explorer, and ask the divine forces to grant you a sign? Some sense of direction for that which you most desire. You may not yet feel the ability to trust all those you encounter, so you resort to a higher power for direction, an understanding, further clarity. The Cosmic twins offer a sense of security that this experience of reflection can assist with looking deeper into options at hand. Just as they look away from each other, so are you advised to look at all sides of what you're considering. Whatever, you decide, remember to trust in the divine if you have nothing else to depend on.



*Divine guidance, considerations, pros and cons, trusting spirit, omens/signs, granular analysis.*

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# Keeper of the Great Library

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The Keeper of the Great Library offers to grant access to a wealth of knowledge. He nonchalantly relaxes among a collection of scrolls. This is the Keepers temple of knowledge, one of many strewn about the known world – libraries. The ibis in the background is recognition and blessings offered by the Egyptian God Thoth upon all those that stroll the aisles of the Great Library, searching for knowledge and understanding about all aspects of the world. There is a lot of browse, review, digest, compare and contrast. The Keeper reminds you to leisurely pace yourself or anticipate becoming too overwhelmed to comprehend the wonders that await within.



*Investigation, easing into work, study, learning at your own pace, saturated by information, focus, intent.*

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## The Vizier

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The Vizier offers to grant the power of leadership. As a Djinn that fully comprehends trial by fire, The Vizier explains the benefits and pitfalls of positions of power. There is great honor, praise, respect in equal measures to blame, criticism, and disfavor. Despite the ability to wield the power of fire, any action he takes is scrutinized. Think of the fire element as leadership, it can provide great things for the populace – heat, comfort, light, as it can offer destruction and annihilation. As with any leader, power must be recognized as a double-edged sword with equal positive and negative effects to be experienced.



*Responsibility, scrutiny, leadership, admiration, hypocrisy, positive/negative reputation, power.*

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## Thief in the Temple

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Has no offer to give for he only takes what he wants. The Thief contemplates his next, calculated step while admiring the divine lamp before him. Is he wondering how to quietly take it or admire his latest acquisition? This mysterious being – for no one knows if he is a Djinn, a Fae/Fallen without wings, or even a simple man – does not have any interests other than his own and succeeding at obtaining his wants and needs at the cost of another's. You may not even know when he has come around you for he is stealthy and quick. Now is not the time to be careless with what matters to you, Explorer, for the Thief is willing to take what's most important to you, regardless of value.



*Envy, greed, corruption, loss, misguided fulfillment, deceit, gaslighting, betrayal.*

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## The Altar of Magic

The Altar of Magic offers to grant divine contact. A Djinn has attempted to wield the power of all the elements and now finds himself in a paralyzing trance. Was this intentional or a consequence of practicing a power too grand for him to understand? Whatever his purpose was for entering the Altar, he may awake with a rewarding understanding – something that may elevate his being or a lesson for his lack of preparedness. There's a reason one must pace himself on undertaking any course of study to be fully versed on the process. Hastiness can prove an unnerving result and that is your first lesson at the Altar, Explorer.



*Over-estimation, paralysis, ambition, slow process, novice attempts, slow beginnings, prolonged activity.*

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## The Revenant

The Revenant offers to grant everlasting pleasure. This Djinn's purpose is to await your arrival so he can fulfill every desire you've suppressed. He is the fire of deep passions that drives all beings to uncontrollable behavior but manages to keep control, because those urges are your own, not his. He is only there to facilitate those needs and bring them to the surface in hopes you will finally accept it. Like those intense feelings, he returns to remind you of their significance to you and how living unfulfilled is no way to live. Only until you accept your reality will the Revenant cease to appear at your doorstep.



*Unfulfilled needs, reminders, persistent actions, suppressed/hidden desire, nagging feeling, secrets.*

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# The Sandstorm

The Sandstorm offers to grant shelter from the storm. As you wander the dunes, the sky begins to darken and the winds begin to pelt your skin with grains of sand. The sting increases and blinds your vision. Shortly ahead, a Djinn appears, quickly ushering you into his tent. The shelter is comforting but you know that it is only momentary for your journey through the treacherous desert land isn't over. In that instance, the Djinn discusses how everything in our given life is temporary so relish in its presence for the time allotted. He emphasizes the need for reflection and appreciation of the purpose for everything we encounter.



*Refuge, shelter, safety, warning, amounting problems, sudden danger, reprieve, unresolved issues.*

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# The Thaumaturge

The Thaumaturge offers to grant elemental fire magic. The sandstorm signifies the arrival of the Thaumaturge whose interest is to unleash your limitless potential. He is pure power left unchecked, broken free of restraint. He is the essence of wild magic, of destructive force and rage. The Thaumaturge has set the fields ablaze with purging flame. From the ashes, new life grows. Some seeds need fire to germinate - but are you the seed or the ashes left behind? If you play with fire, expect to get burned... eventually. Ask yourself what you want to ignite.



*Potential to destroy, potential, unruly power, drive, purging, rage, eradication, uncontrollable urges, wildness.*

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## Priest of the Flame

The Priest of the Flame offers you a mirror to see your truth. From a lamp, a figure materializes before you. Behind him, a mirror of glass rises from the sands. He beckons you step forward and describe to him what you see. He does not judge you but simply asks if you are being honest with yourself in every fiber of your being? He asks you to sit with him and visualize holding your truths in your hands. Does it weigh on your soul? Does it drive you in your actions? As imperfect as we are, we must remember to take the time to look at ourselves and take stock of what we see inside and out.



*Reflection, honesty, sincerity, contemplation, recognition of efforts, lived experience, truth.*

## Dominion

Dominion offers to grant an understanding of desire. Bewildered by the power of reflection, your passage through the desert leads you to a Djinn standing among ruins. He calls you forward to an altar that remains ablaze with divine fire. He levitates a glowing lamp. Without hesitation, he asks that you most desire? Is it what you really want? Your wish manifests in two forms, what you envisioned and something different, yet equally beneficial.

Dominion simply states that what you wish may not be precisely what will be best for your well-being but the choice is ultimately yours, Explorer. Understand some desires breed a façade rather than sincere value.



*True need, shift focus, value of desire, unconsidered options, priorities, temporary solutions.*

# Wrath of the Flame

Wrath of the Flame offers to grant vengeance. The glow ahead clears to a whirling fire-storm reaching the burning heavens. A dual-sword wielding Djinn stomps forward as you sense compulsive rage among the hot bursts of wind. You haven't been granted what you want so you're looking for retribution? Payback? Vengeance? This Djinn is ready to grant your wish of retribution understanding that you will remain empty-handed and, instead, are indebted for his services. Are you ready to surrender your power to decide, Explorer? This is an omen that you are capable of losing more in anger than by processing reasons for desires not materializing as intended.



*Blinded by rage, impulsive behavior, vengeance, hate, dissatisfaction, losses, surrender of power, retribution, wrath, justice.*

# The UnBurnt

The UnBurnt offers to grant fiery passion. In the distance, there is another type of glowing light, emanating from a low, circular flame surrounding a couple – a man and a Djinn. If this union was a granted wish is unknown, but you sense that both are content in the choice to be together, enjoying one another's company and the passion they share. The flaming circle dances in unison to the beating of their heart. Could this be that our passions are the root to our happiness? The couple's amorous intensity increases as a response that what brings you the greatest joy should always be kept aflame.



*Thrilling excitement, confidence, clarity, persistent energy, focus on what brings you most joy.*

# Soul of the Ancient Sands

The Soul of the Ancient Sands offers to grant archaic understanding. The winds pick up again as a Djinn appears, welding a mysterious blue orb that seems tethered directly to the cosmos. His red hot flames have been replaced by a blue hue, a sign where heat is at its hottest point. Although young in appearance, he is absorbing ancient knowledge of time immemorial, captivated in the absorption process. Perhaps his hastiness may have an adverse affect on his ability to fully comprehend life's experiences since he's opted to bypass living to get to the source. Are you willing to sacrifice living and time just to know it all, Explorer? Consider what you will be losing in the end just to be one of the knowing.



*Impulsiveness, fixation, greater understanding, jaded by experience, obsessive behavior, biting off more than you can chew, haste, cutting corners.*

# The Nomad

The Nomad offers to grant fluid adaptability. Under the clear night skies, the cosmos appear closer than imaginable. A Djinn wanders alongside you, in stride with your steps, yet in deep contemplation. He shares his thinking that we are all small cogs in a giant celestial machine, and sometimes it is hard to find where we fit. The Nomad tells of an impending alignment of the heavenly bodies. There is a grand plan in the works, perpetuated by divine forces. It feels as if everything is about to fall into place and allow us to realize that we too have the ability to align, adapt, evolve and achieve balance. Until then, the Nomad will continue to wander, until he feels right with himself.



*Alignment, work for balance, soul-searching, movement, exploration, timing.*



## The Wreckage

The survivors of The Wreckage are granted another opportunity. You come across a pair of figures who have washed ashore, their ship wrecked off the coast by unknown forces in the territory of the Mer. Whatever the cause, these beings barely survived the ordeal. Their fire has been momentarily extinguished in a forced state of recovery. This is the calm 'after' the storm. You have made it through a time of adversity and now begins the healing/rebuilding period. What doesn't kill you makes you stronger, and now you are stronger than ever, Explorer.



*Repair, picking yourself up, moving on, taking a moment to recuperate, forced rest, fragile existence, chaos, second chance.*

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## The Prophet

The Prophet offers to grant the ability of foresight. He is happy to see you, Explorer. You are engaging in his work – to know what once was, what is in the now, and what is yet to come. He lives across time through his visions. His flaming book holds the mysteries of time immemorial acquired through his mystic journeys. There is no wrong or correct way to divine, as long as your will and intention is pure to understand the lessons of cause and effect. But there is no denying that your best course of action is to study the means to divine first, for there is much internal work to nurture our intuition and groom it for the work to support oneself before assisting others.



*Understanding cause and effect, magickal studies, past/present/future-telling, intuition, spiritual support.*

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## The Forsaken Lamp

The Forsaken Lamp offers to grant any wish you command. The time has come, Explorer. You are drawn to a lamp that was awaiting your arrival. You rub and summon forth a Djinn under the Midnight Sun. By this time, your journey has offered the opportunity to reflect and contemplate the differences between need, desire, and the worth of your intention. The Djinn will always ask if you are certain about what you want as a clause to the contract you are about to make. You've reached a point of knowing what is true to you and what will best serve the greater good, including the Djinn that offered his services.



*Certainty, understanding, preparedness, perfect timing, fair business, cooperation, release, freedom.*

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## The God of Ember and Ash

The God of Ember and Ash offers to grant confidence. A candle-lit staircase leads to the summit of a stone ridden dune. From the cosmos, an enormous Djinn materializes, impressive yet not threatening. He says "I am your potential, Explorer." He represents that greatness that lives within us all. We underestimate our capabilities as biological forms but our bodies contain a soul that is grand and adept at many wondrous things but only if we give ourselves permission to do so. Once the confidence within is unleashed, anything is possible. You just have to wish for it.




*Self-confidence, greatness, optimism, clarity, accomplishment, power within.*

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## Crown of the Endless Sands

The Crown of the Endless Sands offers to grant leadership. The ruler of the Djinn, Master of the Undying Flame, sits before you upon a throne of marble, striking an imposing but relaxed figure. He is accompanied by a rare white Bengal tiger who guards his lamp. You come before him, as a leader in your own right. There is understanding in the realization that a true leader comprehends responsibility for the greater good of those around you. You are them and they are you. The positions exist because of the ability to guide the masses, not from the position of power, but arm in arm with all. You are encouragement, true to your word, and able to inspire the potential within everyone to ensure they are leaders as well.

 *Encouragement, teaching through example, practice, articulate, earned recognition, measured temperament/action, clear headedness, leadership, authority.*

# Consecration and Care

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## looking after your oracle cards

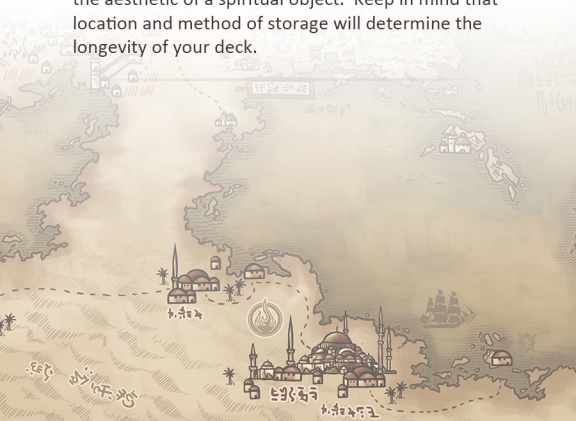
The consecration of any deck, be it tarot, oracle, or other, ranges from the complex to nothing at all. We will offer some suggested practices and rituals to cleanse and consecrate your new deck prior to use. We will also provide some methods to ensure care and longevity of your new cards. Know that how you prepare and care for your cards is entirely up to you.

- ◆ **Saging:** Light a sage stick (bought or self-made) and carefully run your deck through the smoke, being careful not to get too close to the lit tip. Make sure to run the smoke on all sides, front and back. Visualize the smoke cleansing the deck/cards of any energy and replacing with a white-gold glow. If you like, you can pass each card individually as opposed to stacked in a deck. Alternatively, you can use palo santo or incense of choice instead of a sage stick.
- ◆ **Dreamscape:** Place your deck under your sleeping pillow. Make sure the cards are kept in a bag and free from any location that could bend or damage the deck. Use a cleansing prayer before going to sleep, meditate on making a personal connection to your new deck. Do this for a number of consecutive nights (3, 7 or 9 are considered fortunate numbers.)
- ◆ **Sun/Moon Consecration Ritual:** This ritual can be employed in various forms. You can take your deck outside during clear weather and ask the Sun and/or the Moon to cleanse your deck and empower it with its energies. Consider

performing this ritual at high noon/midday and/or during a Full Moon at midnight. Say any chant or prayer of your choosing to cleanse the deck and envelop it in gold/silver light in your visualization. Feel free to include incense and a lit candle in your environment.



Your deck and booklet is delivered in a safe-keep box and can be kept in such for ease of storage. Should you choose, you can store your cards in cloth bags or boxes sold through numerous stores, online makers/merchants, or self-created. We strongly recommend using natural materials in whichever method you employ, such as silk or cotton fabric or wood storage. Your new deck should be stored in a dry location or can be displayed on an altar to keep the aesthetic of a spiritual object. Keep in mind that location and method of storage will determine the longevity of your deck.



# Working with the Salt and Ash Oracle

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As The Salt and Ash Oracle is an original and unique divination tool, we will provide some suggested uses for reading the cards. We are providing various spreads to employ (from simple to more complex) but encourage you to develop your own or use spreads as featured in tarot or other divinatory card systems.

## Star of the Horizon

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### single card pull

Shuffle the cards in whichever method you prefer while focusing on your question. Questions can be a simple yes/no or a little more complex but keep in mind that questions requiring detail may best be utilized in a lengthier spread. Pull the card and focus on the message. Consider if it is a message from the Mer. What emotion is drawing you in? Consider if it is a message from the Djinn. What wish does your heart and soul care to fulfill? Keep in mind that just because it's a message from either realm, it will not exclusively represent a positive or negative response but rather the focal character's actions, demeanor, title, illustrated situation.

## Wind, Water, and Sand

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### 3 card pull

A 3 card pull is another simple and often utilized method of performing a divinatory reading. Each card will represent a point a time and provide insight as to events in the past, present, and future. Shuffle the cards in any method you prefer and lay the cards face down from left to right. The first card on the left represents matters of the Past or what you seek. The center card represents matters of the Present or

what you are experiencing. The card on the right represents matters of the Future or what you desire. You are free to work with the entire deck or solely work with either the Mer or the Djinn.



**Card 1: Past**



**Card 2: Present**



**Card 3: Future**

## Manifesting the Mirage

### 5 card spread

This is a modified version of my go-to 5 card spread. You will start with a card on the right hand side first and lay the cards clockwise to form a “star” layout, concluding with the last card to form the top-most point of the star.



**Card 1: The concern at hand**

**Card 2: Background situation leading to the question**

**Card 3: The desired wish for**

**Card 4: Message from the Mer or Djinn (or spirit guides)**

**Card 5: The foretold outcome**

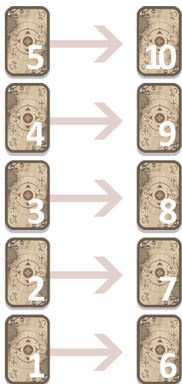
Should you choose to use this spread magickally, you can use this spread in an upward pointing star to perform a wishing spell or you can use this spread with a downward pointing star to perform a banishing spell. For the wishing spell, pre-select 5 cards with Mer and/or Djinn that will help you

accomplish your desire and focus on your intention as if it has already been fulfilled. For banishing spell, pre-select 5 cards with Mer and/or Djinn that will assist you in banishing or removing anything that doesn't suit your growth, while visualizing moving forward without the ailment.

## Treading Water / Trial by Fire

### 10 card spread

This spread is ideal to investigate matters you are currently experiencing and reflect on the elements of emotion, logic, motivation, and need. What are the Mer and Djinn trying to surface from below the waters/sands? What are they supporting for your spiritual evolution? What are they indicating as hindrance to your spiritual growth? This spread is also ideal for reflection and meditation on both sides to the situation you are questioning. You can choose to utilize the entire deck, start with the Mer, or start with the Djinn (in any case, you will be working with both realms for this spread).



Lay out 5 cards from bottom to top to form a column. Study those present in the reading and reflect on how they appear to support you in your or your client's inquiry. Once completed, flip through the deck to find each card's counterpart (use the pairing chart at the end of this booklet). Lay out the corresponding cards to the right of each card from the first pull to form another column. Reflect on the alternating view they represent and how it mirrors your initial pull.



What messages are constant? Where are you given an alternative perspective? Contemplate the messages. You are encouraged to write and document your reading for future reference.

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## Diving into The Eternal Tide / Gazing into The Undying Flame

### 7+ card spread

This spread is designed to allow you to focus on the energies of either realm. You will need to pull the Herald and Priest from either the Eternal Tide or the Undying Flame, depending on which realm you resonate with or desire to work with for the given inquiry. Place the Herald at the left side of your reading space for he will lead the way through. Place the Priest at the right side of your reading space for he is prepared to offer blessings to see you on your way. They will be your guides through this journey, showing you internal and external archetypes that are of influence to the question at hand. Between the Herald and the Priest, you are going to place 7 cards. These cards can be from one realm or a mix of both. Look into each card and the aspects the characters represent. How are they a reflection of you and/or your situation? If you like, you can use the following list as prompts for reflection:

**Guide Card: Mer or Djinn Herald**

**Card 1: Reflection of Self**

**Card 2: Reflection of Feeling**

**Card 3: Reflection of Thought**

**Card 4: Reflection of Doubt**

**Card 5: Reflection of Ambition**

**Card 6: Reflection of Misfortune**

**Card 7: Reflection of Success**

**Guide Card: Mer or Djinn Priest**



You have flexibility to reduce or increase the number of cards pulled within this journey. Choose an area(s) of reflection above or use/include your own. Your journey and those you are reading for can be uniquely tailored to an area of focus or need. There are no limitations to the journey before you.


## The Seeker's Journey

### Yearly Outlook

This is a spread to achieve a yearly outlook. It is recommended to document the outcome of this spread to reflect as time progresses and may be used for journaling. You can begin from any point of the year, end of the year or at the beginning of a new year. Regardless, you will pull a total of 12 cards, one for each month. Shuffle, meditate and focus on any short and long-term goals you may have or ask for what experiences lie ahead. Begin laying the cards out in a circle, starting slightly to the right of top center (think 1 o'clock). Consider how the cards lead into each other. If the change is drastic between two neighboring cards, consider the potential for choices that can cause such a shift. If desired, you can select or place a specific card in the center of the circle at the beginning of the reading to signify yourself or a client you are reading for. It can also represent a specific desire you'd like to fulfill for the year. Alternatively, you can opt to select a center card at the end of the reading to summarize the theme of the reading.

# Pairing Chart

For development of *The Salt and Ash Oracle*, we used a chart to guide the design and structure as we envisioned the Mer and Djinn to be reflections of one another, although not exclusively as each card was designed to also tell its own story. Feel free to use this chart as a reference guide for your meditative work or to gain a deeper insight to readings using the suggested spreads in this booklet.

 The Mer	 The Djinn
Herald of the Eternal Tide	Herald of the Flame
Beneath the Surface	The Emissary
The Drifter	The Cosmos
The Secret City	Keeper of the Library
The Scoundrel	The Vizier
The Raider	Thief of the Temple
The Muse	The Altar
The Mesmer	The Revenant
The Tideweaver	The Sandstorm
Heart of the Ocean	The Thaumaturge
Priest of the Tides	Priest of the Flame
Mystery of the Depths	Dominion
The Blade Dancer	Wrath of the Flame
The Guide	The Unburnt
Oracle of the Deep	Soul of the Ancient Sands
The Navigator	The Nomad
The Healing Waters	The Wreckage
Sea Witch	The Prophet
Song of the Eternal	The Lamp
Eye of the Sea God	God of Ember and Ash
Emperor of the 7 Seas	Crown of the Sands

# About the Author and Artist

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**St. Jinx** is the concept creator and artist of The Salt and Ash oracle. He has always had an affinity for drawing but it was not until 2015 that he started working as an illustrator, and began to concentrate on building a career from his art. His works usually focus on gay fantasy and spiritual themes, crafting divinatory tools that attempt to represent the diversity present across a multitude of faiths, cultures, and races. St. Jinx first developed and published the St. Jinx Arcana in 2017, his debut into the tarot and oracle market, which was well received within the gay community it was created for. The Wood and Bone oracle followed shortly behind, released in late 2018. In 2020, St. Jinx released The Feather and Stone oracle, and began working on a companion deck, The Salt and Ash oracle. St. Jinx currently lives in New Zealand.

**Walter Freyrsson** is author of The Sat and Ash oracle. Growing up in South Florida, Freyrsson started to explore the wiccan arts and divination in the 1990s. Through his growth and exploration, he took a liking to tarot and rune divination in particular and has been a reader for over 20 years. A former web designer, teaching and learning came naturally to Freyrsson and he continues to work in education to this day while offering readings to friends and family and continuing solitary practice with an emphasis on runes. Having developed a virtual friendship with the artist St. Jinx since 2016 as a fan of his work and

showing interest and skill in various spiritual practices as an open, gay man, Freyrsson was asked to write the accompanying booklet to The Wood and Bone oracle (which was his first published work). Freyrsson plans to continue his venture into writing and will soon launch his spiritual business called "Queer Divine." Freyrsson wrote the booklet for The Feather and Stone oracle, released alongside The Salt and Ash oracle. Freyrsson currently lives in New York City, USA.

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On behalf of the author and artist, we would like to thank our family, friends, and partners for their inspirational support in the creation of this deck. Most importantly, we would like to express our sincerest gratitude to the dedicated followers and lovers of our work. It is individuals like yourself that inspire us to create these tools and add to the beautiful diverse and divine queer community.

# Thank You!

A handwritten signature in black ink that reads "W. & Saint Jinx". The signature is written in a fluid, cursive style. The "W." is followed by an ampersand, and "Saint Jinx" is written in a larger, more elaborate script.

