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The Original Translations below of the Lenormand instructions (completed by Toni Puhle 2015) give an understanding of the core meanings applied to each card. Key are applicable in association with the near/far methods in the Original Translations.

When you read the Key please understand the concept in association with the Original Translation listed "OT".

HOW TO READ / USE

The interpretations listed are the core meanings for the Lenormand cards based on the earliest instructions. These instructions were based on the Reader completing a Grand Tableau spread for their querent. It is therefore easy to see with a GT what influence the cards have (whether positive or negative) based on their distance from the Man or Lady Card.

In smaller spreads we have to understand that the "presence" of the cards creates a "near" atmosphere and therefore heightens their "near" meanings.

For example:

5. TREE

When close by Tree shows health issues – when far the Tree is a sign of good health

THEFORE: If Tree shows up in a smaller read, it's "near" interpretation is the one you should be looking to i.e. Health is being raised as an issue by the cards, or a situation is unhealthy

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LENORMAND MEANINGS – 19TH CENTURY FLASHBACK

Card Images; Björn Meuris Lenormand



1 – RIDER / CAVALIER (9 HEARTS):

Core	News
OT	The Knight is a Good Luck bringer, when not surrounded by negative cards, particularly good news from their hometown or from afar, but it will be a little while before fulfilment.
Notes	The closer to the Person Card the more important the news will be, also seen as nearby the news is from your local surroundings, further away the news comes from afar. The type of news will be explained by the cards nearby.
Key:	News, Update, Messenger



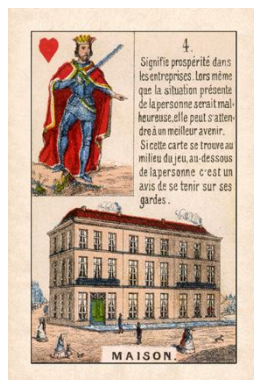
2 - CLOVER (6 DIAMONDS):

Core	Joy, Good Fortune
OT	Clover is also a Good Luck Bringer, only when surrounded by Clouds does it signify great pain, if however, the Clover and Clouds card are close to the Person card the pain will be short-lived.
Notes:	Alone, Clover brings good luck to the Querent. Only when clouds is nearby does it show pain (great pain at that!). If clouds come into the equation you have to hope that both cards fall close to Man/Lady which lessens the blow. Key: Good Fortune, Luck, Positive Outcomes, Small Amounts (look where Clouds is!!)
Key:	Good Fortune, Luck, Positive Outcomes, Small Amounts (look where Clouds is!!)



3 - Ship (10 Spades):

Core	Successful Commerce & Movement
Near	Journey
OT	Ship, the symbol of commerce, signifies great wealth, acquired by trade or inheritance, if near to the Querent it signifies a journey.
Notes	Ship shows money coming in from good business, only when near to the Querent is it showing a journey)
Key	Commerce, Wealth, Travel



4 - House (K Hearts):

- Core** Good outcome in everything you do / Surroundings
- OT** House shows success in all undertakings, even when the current situation is inauspicious the Querent can expect an improvement. If the card is located under the Person Card and in the middle of the spread the Querent should beware of their surroundings.
- Near** When under the person card watch out in your surroundings!
- Key:** Success, Improvements, Home, Domestic Affairs, Stable, Secure



5 - Tree (7 Hearts):

- Core** Health & Wellbeing
- Near** Health Issues
- Far** Good Health
- OT** Falling far from the Person Card this is an omen of good health, you can see the brightest future when many trees fall around on different cards. (Note: In the Lenormand Cards that were originally the Game of Hope there are Trees on Cards 7, 12, 14, 15, 20, 21, 22)
- Notes:** Look to the cards around for the state of the health. The closer to the Person card the more significant the Health issues will be.
- Key:** Health (negative when close), Strength (Far), Stability (Far), Good Omen (when far and lots of trees around)



6 - Clouds (K Clubs):

- Core** Trouble
- Near** Dark side close means trouble
- Far** N/A
- OT** 6. Clouds, when their clear side is turned towards the person, is a happy sign, but if this is the obscure side, some trouble will not delay arising.
- Notes:** The Thunderclouds rustle you around in the Game of Hope, they bring a whirlwind of trouble. Only when the clear side is in the direction of the person (or significator) is it doable – dark side creates trouble for a lot of cards.
- Key:** Trouble, Confusion, Mess



7 - Snake (Q Clubs):

Core Betrayal

OT 7. Serpent, as in the wild, is always sign of misfortune, that is ruled by whether the card is close to or far from the person. It invariably brings with it deceit, infidelity and sorrow.

Notes The cards touching the snake will reveal the source of the betrayal, when close the Person Card pay particular attention. Snake is a malicious situation, one that is created to spite you.

Key Betrayal, Treachery, Lies, Bad Omen, Beware.



8 - Coffin (9 Diamonds):

Core Death, Illness, Loss

Near Serious Illness / Loss of Fortune

Far Less dangerous

OT Coffin is the bringer of Doom, very close to the person, invariably means serious illness, death and the total loss of fortune. Further from the person this card is the less dangerous.

Notes In the Game of Hope whoever lands on this Coffin, will be deemed to be dead.

Key: Death, Loss, Illness



9 - Bouquet / Flowers (Q Spades):

Core Happiness

OT Bouquet, everything will be as desired.

Notes: Whatever you want, this is the card signifying attainment of happiness.

Key: Happiness, Wish Fulfilment, Attainment.



10 - Scythe (J Diamonds):

Core Danger

OT Scythe, omen of great danger only avoided when surrounded by auspicious cards.

Notes Scythe is a dangerous card, it only lessons when surrounded by positive cards. When close to the Person Card it shows danger, when far away it can show danger to somebody within your life. Whether near or far it lessens the meanings of cards around it.

Key: Danger, Aggression, Break Up, Accident, Warning



11 - Whip / Rod (J Clubs):

Core Discord

OT Rod, means discord in the family, domestic sorrows, dissension between spouses, fever or illness to come.

Notes Whip brings disharmony and discord to any situation, whether that be through arguments or illness – it is a sense of discord to all involved.

Key: Discord, Dissension, Illness



12 - Birds (7 Diamonds):

Core Stress

Near Stress and Burden

Far Happy trip!

OT Birds, near the Person are bringers of great effort and burden, but of short duration. Far from the person, this card is the sign of a happy trip.

Notes: Imagine the birds bringing in too much effort, they are hard work and bring stress into a situation. In the Game of Hope we see Birds as the destination for the 3. Journey situation and therefore when far, the Birds can show a journey. Only use the “happy trip” interpretation when in large spreads. In smaller spreads Birds brings stress, effort and burdens!

Key: Stress, Annoyance, Upset, Small Troubles.



13 - Child (J Spades):

Core Ease

OT Child is a sign that one makes sure they have only good associations, and that one is full of goodness with regard to everyone.

Notes: How you are seen by your friends and family - see surrounding cards. When close to the Person it signifies a circle of trust that will help when needed, far away the help many not be available. It can also show a naïve view of a situation – rose tinted glasses and seeing the world through the eyes of a child.

Key: Ease, New, Child, Childhood, Childish, Naïve, Innocent.



14 - Fox (9 Clubs):

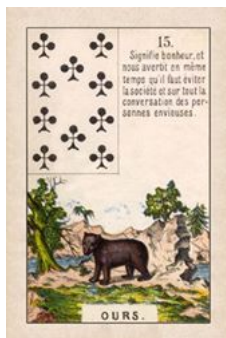
Core Wrongness

Far No Danger

OT Fox, if this card is close, beware of acquaintances, someone seeks to deceive us. Far away there is no danger.

Notes In the Game of Hope the sly Fox drives the Player insane! Fox is devious and deceitful when close by. If Fox shows in a smaller spread, ask yourself what “wrongness” he is showing.

Key: Wrongness, Beware, Devious, Deceit



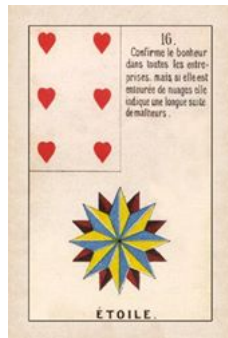
15 - Bear (10 Clubs):

Core Good Fortune with a side order of envy

OT 15 Bear, is a harbinger of good fortune, but we must distance ourselves from company, especially envious Person

Notes See original translation above: the Bear brings Good Fortune but with it jealousy, resentment and enemies. When Bear is close by it is a good omen, when far away be careful who you trust and who may profit from your downfall.

Key: Good Luck, Envy, Jealousy



16 - Stars (6 Hearts):

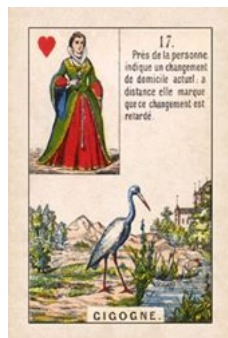
Core Luck (positive)

Near If Near to 6. Clouds then lots of unhappy occurrences

OT 16 Star signifies Luck. However, when close to clouds, it indicates lots of unhappy occurrences.

Notes The closer the Stars to the Person Card the more successful the situation will be. With clouds can signify longer periods without success.

Key: Luck, Success, Wishes, Focus, Fortune Telling (the Game of Hope teaches us that "At this Star, with great prophecy you receive 6 Tokens")



17 - Stork (Q Hearts):

Core Change

Near The closer to the Querent the sooner the change

OT 17 Stork, indicates a change of current residence, the closer to the querent the sooner it will happen.

Notes: Change, Alteration, Shift, Relocation.



18 - Dog (10 Hearts):

Core Loyalty

Near Faithful friends

Far Untrustworthy friends (especially when clouds nearby)

OT 18 Dog, very near, assures faithful and sincere friendships, distant and surrounded by clouds it warns one not to trust those that call themselves our friends.

Notes: Nearby we have good loyal friendships, further away we should be careful who we call a friend especially if Clouds is nearby!

Key: Faithful, Friendly, Loyal, Trustworthy, Ally



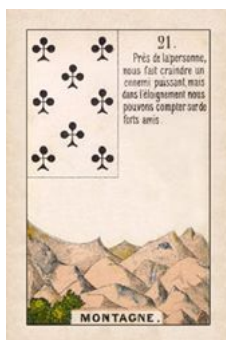
19 - Tower (6 Spades):

Core	Longevity
Near	Longevity
Far	Illness (especially with Clouds nearby)
OT	19 Tower, signifies a long and happy old age, but with clouds nearby, it forewarns of illness.
Notes	Long, Old Age, Sturdiness, Healthy, Constancy, Endurance, Permanence, Illness (with Clouds near)



20 - Garden or Park (8 Spades):

Core	Good Company
Near	Close friendships
Far	False Friends
OT	20 Garden or Park, signifies getting together with respected company, very near it shows an intimate friendship, removed, this is a sign of false friends.
Notes	When near the Person Card we see long-term friendships, when far away be aware of your social circle and their intentions for your wellbeing.
Key:	Social Events, Coming Together, Groups, Social Interaction, Alliances, Outdoors



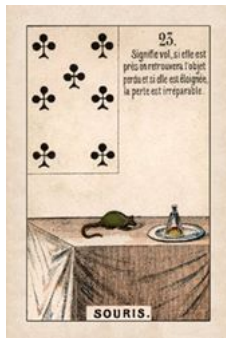
21 - Mountain (8 Clubs):

Core	Enemy, Obstacle
Near	Fierce Enemy
Far	Powerful Friends
OT	21 Mountain, close to the person, warns about a fierce enemy, but when distant one can count on powerful friends.
Notes:	Close by it can warn of an enemy or rival, further away good allies. The core is that of obstacles, so anything that comes in your way, nearby it is harder to surmount than further away. Think of an enemy as something that hinders you.
Key:	Rival, Challenge, Struggle, Resistance, Barrier. Anything that gets in the way of your personal goal.



22 - Crossroads or Paths (Q Diamonds):

Core	Challenging Decisions
OT	22 Roads, surrounded by clouds is a sign of misfortune, far from clouds and the person there are ways or means to escape danger.
Notes	Roads (original Translation of the German) is a difficult card, if Clouds are nearby the querent is struck by misfortune on their path. If however, Clouds is far and the Person Card is far, then the Querent can make decisions that will get them out of this situation. Difficult decisions are shown.



23 - Mice (7 Clubs):

Core	Loss
Near	You will recover what was taken
Far	Irretrievable Loss
OT	23 Mouse, is a sign of theft, if it is near you will recover what is taken, if it is far away the loss is irretrievable.
Notes:	Mouse thieves from the cards around it, it will degrade cards and lessen their worth in the read. In a GT if the Mouse is close it will thief but you will retrieve the loss. However, when far away you have the loss for life.
Key:	Loss, Theft, Degradation, Gnawing



24 - Heart (J Hearts):

Core	Wellbeing
OT	24 Heart, only Luck and well-being.
Notes	Everything the heart desires, well-being and goodness abound.



25 - Ring (A Clubs):

Core	Union
OT	25 Ring, to the right of the person announces a rich and happy marriage, but removed and to the left it announces a broken engagement or separation of two lovers.
Notes	Good relations when close and auspiciously placed. In an inauspicious placement and removed it is signs of a broken agreement. So the closer to the person the better the bond, then either auspicious or inauspicious placement is key to understanding whether that bond is breaking or unifying. In smaller spreads we are seeing commitment, unification.



26 - Book (10 Diamonds):

Core	The Unknown
Near	Something hidden comes to light
Far	N/A
OT	26 Book, a secret will come to light, how? Look at its position in the spread.
Notes:	If the book falls close to the Person Card something hidden will come to light, often in a distressing fashion, when it falls further away a secret will be revealed that is not life changing. Also, the Book can reveal that the Querent needs to do some research.



27 - Letter (7 Spades):

Core	Communication
OT	27 Letter, without clouds nearby shows news coming that leads to luck, but if clouds are located near the person, they must expect news causing sorrow and pain.
Notes:	Look to the cards around to understand what the communication is. If the Letter falls before the Person Card it will be the Querent who makes contact if the Letter falls after the Person Card they will receive some form of correspondence. Without the presence of Clouds it is a positive communication, when Clouds arise then horrid communication.



28 - Man (A Hearts):

Core	Querent
OT	When the Querent is a Gentleman then the game revolves around this card

29 - Woman (A Spades):

Core	Querent
OT	When the Querent is a Lady then the game revolves around this card



30 - Lilies (K Spades):

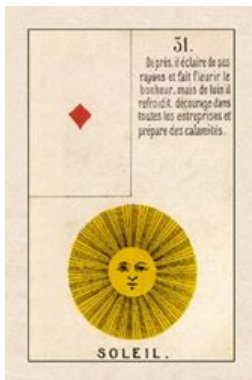
Core Satisfaction

Direction Above the Person Card Virtue
Below the Person Card Deceptive

OT 30 Lily, announces a happy life, surrounded by clouds, however, it indicates discord in the domestic circle. If this card is located above the person, it designates virtue, below, we should ascertain if it is vain showiness, deception or hypocrisy.

Notes Lily is a happy, satisfied card, it brings satisfaction within the family unit (domestic circle). If Clouds fall nearby then that satisfaction is troubled and shows issues within the family.

Key: Satisfaction, Happiness, Contentment, Virtue (above), Hypocrisy (below)



31 - Sun (A Diamonds):

Core Life force

Near Luck & Joy

Far Sorrow & Misfortune

OT 31 Sun, nearby means Luck and Joy like it's beams share light and warmth, but from afar, brings sorrow and misfortune. Without the presence of Sun, nothing can grow.

Notes: As the original translation explains, without the Sun, nothing can grow. The Sun in the Lenormand Deck is the card that can see you succeed and overcome any obstacle; you have the necessary life force to complete. The Sun near the Person Card and without negative cards signifies luck and joy, with clouds nearby your life force will be depleted and misfortune will follow.

Key: Good Luck, Joy, Optimism, Warmth, Energy (all when near)



32 - Moon (8 Hearts):

Core Honour

Near Recognition

Far Misfortune & Sorrow

OT 32 Moon, is a sign of great honour, fortune and fame if close to the person, on the contrary if it is distant it announces misfortune and sorrow.

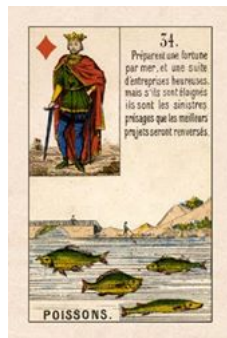
Key: Fame, Recognition, Honour, Adulation



33 - Key (8 Diamonds):



Core	Certain Success
Near	Certain Success
Far	Failure
OT	33 Key, very near announces the certain success of a matter, but when distant means failure.
Notes:	Key is a "Yes" card and will add certainty to any situation, even negative cards, meaning the negative aspects of the Card will definitely occur.
Key:	Certainty, Solution, Answer, Resolution, Important, Take Note.



34 Fish (K Diamonds):

Core	Prosperity
Near	Success
Far	Failure of Projects
OT	34 Fish, close to the querent signifies making a fortune in a maritime enterprise, and a series of successful undertakings, but if it is distant, failure of projects no matter how well planned.
Notes:	The closer to the Person Card the Fish falls, the more affluent and successful the person will be in their endeavours in the coming period.
Key:	Income, Affluence, Wealth, Money, Financials



35 - Anchor (9 Spades):

Core	Positive trade and fortune
Near	Luck at sea, in trade and in love
Far	Loss of fortune and disappointments in love
OT	35 Anchor, is the sign for luck at sea, in trade and in love, but in the distance it indicates loss of fortune and disappointments in love.
Notes:	Hope, Foundation, Security, Stable, Consistent, Grounded, Long Lasting In the Game of Hope this is the most important Card of the entire game, in that, whoever lands first on this "Picture of Hope" has won the Game and receives all the tokens or deposits.



36 - Cross (6 Clubs):

Core Grief

Near Grief won't last long

Far N/A

OT 36 Cross, is always unlucky, nevertheless if it is very close to the person, one has hope it won't last long.

Notes: The closer to the Person Card the more likely the Grief and Pain will pass quickly. The Cross Cards make all cards difficult that touch it.

Key: Suffering, Grief, Pain, Burden, Sorrow, Despair