

SWORD
SORCERY

Ravenloft



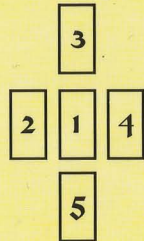
Tarokka Deck

A Tarot-like deck for Ravenloft™
Complete with instructions

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Carokka Reading — The Basic Cross

The basic cross allows for a simple, straightforward reading.



1 — **The Focus** represents the questioner or the question. Choose the most appropriate card and place it as indicated.

2 — **The Past** represents past influences on the focus of the reading.

3 — **The Present** indicates the current situation or influences.

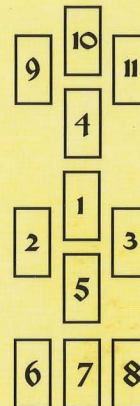
4 — **The Future** provides an indication of future events, allies or enemies.

5 — **The Outcome** gives an indication of the outcome of the focus's situation.

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Carokka Reading — The Divergent Cross

The divergent cross allows for more flexibility in a reading.



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The Fortuna Magna

These cards lend special importance to any reading. When a great number of the Fortuna Magna turn up in a reading, major forces are at work in the questioner's life.

The Dark Master: Someone of great power works against the questioner.

Reversed: The opposing person is flawed or weakened.

The Artifact: An object of importance.

Reversed: A falsely important object.

The Horseman: Terrifying calamity.

Reversed: A major though not permanent defeat or loss.

The Hangman: Exposure of a guilty person.

Reversed: False accusation.

The Spirit: The past returns to affect the future adversely.

Reversed: A positive past influence returns to aid the questioner.

The Broken One: The mind, body or spirit is broken.

Reversed: Something broken is healed.

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The Suit of Coins

The Lesser Deck of Fate contains four suits: Coins, Swords, Stars and Glyphs.

The suit of **Coins** symbolizes the rogue as well as the simple man and corresponds to the element of earth. The final card has an image of a Master of the class.

Ace of Coins — The Swashbuckler: One who seeks money to help others.

Reversed: Someone controlled by greed or envy.

Two of Coins — The Philanthropist: Unselfish devotion; acts of charity.

Reversed: Opportunism, bribery or pretense.

Three of Coins — The Trader: Commerce, both licit and illicit.

Reversed: Treachery and bad dealings in commerce.

Four of Coins — The Merchant: Shady dealings and deceit.

Reversed: an unseen bargain; a rare find.

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1-5 — Arrange the same as the Basic Cross pattern.

6 — **Beginnings** indicates the cause of the current situation.

7 — **The Far Past** designates a significant event or person in the distant past.

8 — **The Near Past** illuminates recent events or persons pertinent to the situation.

9-11 — Present three future possibilities, providing options for the questioner.

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Tarokka Cards and Their Meanings

Each card in the **Ravenloft™ Tarokka™** has a meaning in both the upright and reversed (upside down) positions. Viewed together in a reading, the cards tell a story, indicate a path of action or provide advice for the querent.

The **Ravenloft Tarokka** is designed for use with the **Ravenloft** campaign setting as well as for general use as a vehicle for self-discovery or the sparking of the creative spirit. The unique illustrations and vivid images make this a one-of-a-kind addition for collectors of Tarot and Tarot-like decks.

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Five of Coins — The Guildsman: Cooperation for mutual profit.

Reversed: A dishonest organization toward those outside it.

Six of Coins — The Beggar: radical changes in fortune.

Reversed: Loss and possible ruin.

Seven of Coins — The Thief: One who thieves; a possible loss or theft.

Reversed: A long hoped-for gain through unfortunate circumstances.

Eight of Coins — The Tax Collector: Corruption and deceit in high places.

Reversed: A trustworthy person of power even within a corrupt organization.

Nine of Coins — The Miser: A hoarder of wealth; self-indulgence.

Reversed: Sudden fortune or the attainment of an important goal.

Ten of Coins — The Master of Coins: Someone who deals with money reacts positively.

Reversed: Immediate antipathy or danger from someone involved with money.

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The Raven: A potential ally or information source arrives; forces are beneficial.

Reversed: A trusted one turns traitor; an unexpected weakness arises.

The Innocent: A pure or defenseless person of importance needs assistance.

Reversed: A person demonstrates hidden strengths.

The Marionette: A powerful pawn possesses a hidden agenda

Reversed: The minion is a dupe used by powerful others.

The Prison: Imprisonment, banishment or isolation.

Reversed: Literal or real freedom, breaking old patterns.

The Temptress: Desire compromises values.

Reversed: Deliberate surrender.

The Mists: Mystery or the unexpected; an important event comes as a surprise.

Reversed: An unexpected journey or hidden path to success.

The Beast: Animal passions and impulses come to the fore.

Reversed: A steadying influence emerges.

The Hero: A powerful or unexpected ally.

Reversed: Ill luck looms in the future.

The Suit of Swords

The Lesser Deck of Fate contains four suits: Coins, Swords, Stars and Glyphs.

The suit of **Swords** symbolizes the warrior or one controlled by battle and corresponds to the element of air. The final card has an image of a Master of the class.

Ace of Swords — The Avenger: The need to right wrongs and pass judgement.

Reversed: Foolish choices or a hopeless battle.

Two of Swords — The Paladin: Victory through justice and law.

Reversed: Treachery in the name of good deeds; defeat through hubris.

Three of Swords — The Soldier: An uncertain future; battle lines are unclear.

Reversed: An end to the problem through hard work; no quick victory.

Four of Swords — The Mercenary: Professional code of conduct; fair dealing.

Reversed: Excessive rigidity in one's beliefs; physical weakness or illness.

The Suit of Stars

The Lesser Deck of Fate contains four suits: Coins, Swords, Stars and Glyphs.

The suit of **Stars** symbolizes the seeker of hidden knowledge or mystical power and corresponds to the element of fire. The final card has an image of a Master of the class.

Ace of Stars — The Transmuter: Dangerous discovery; unhealthy obsession.

Reversed: Happy failure; long-awaited ending.

Two of Stars — The Diviner: Meticulous preparation; understanding of consequences.

Reversed: Compassionate deception; a white lie.

Three of Stars — The Enchanter: Determination leads to victory through overcoming hardships.

Reversed: Failure, but there is still hope.

Four of Stars — The Abjurer: Check facts; use logic in pursuing knowledge.

Reversed: Inspiration; sudden understanding without conscious reasoning.

The Suit of Glyphs

The Lesser Deck of Fate contains four suits: Coins, Swords, Stars and Glyphs.

The suit of **Glyphs** symbolizes the spiritual seeker or priest and corresponds to the element of water. The final card has an image of a Master of the class.

Ace of Glyphs — The Monk: Self-reliance and inner strength; contemplation solves problems.

Reversed: Rash decisions; a debauched mind or body.

Two of Glyphs — The Missionary: Spreaders of enlightenment and wisdom.

Reversed: Ignorance and fear.

Three of Glyphs — The Healer: Practitioners of the healing arts, both physical and spiritual.

Reversed: Illness, disease; malevolent curse.

Four of Glyphs — The Shepherd: Devoted followers; trustworthy friends.

Reversed: Betrayal; failure of trust, whether intentional or accidental.

Using the Cards

While you may use the Ravenloft Tarokka for fortune telling within your **Ravenloft** game, there are many other ways to utilize the deck. Traditionally, Tarot decks are used as tools for self-discovery, through formal readings or by drawing one card from the deck to clarify or illuminate a situation.

Tarokka cards may be used in a similar fashion, but they do not have the same imagery as the Tarot. Instead of comparing them to the traditional Tarot, use the meanings given here to determine the outcome of your Tarokka readings. Variant layouts may be found in many books on Tarot.

The **circular spread** features cards arranged in a circle around a querent card. Useful for making a week's predictions, the outer seven cards start at the upper right, with the first card as Sunday, and flow clockwise around the circle. They may also be used to show any ongoing pattern.

A **linear spread** determines long-range actions or influences over a period of time. It is arranged in a straight line left to right. Any number of cards can be used until the querent feels an answer has been reached. Three card linear spreads divide the reading into body, mind and spirit.

Five of Stars — The Elementalist: Mastery of Nature; good luck in natural endeavors.

Reversed: Nature's mastery; negative natural events.

Six of Stars — The Evoker: Temptation leads to possible disaster.

Reversed: Return from madness to sanity; resistance of a powerful yearning.

Seven of Stars — The Illusionist: Trickery or information gathered by evil means.

Reversed: Secret societies, either benevolent or sinister.

Eight of Stars — The Necromancer: Power turned against itself; sowing the seeds of one's own destruction.

Reversed: Turning away from evil; defeating the darkness.

Nine of Stars — The Conjurer: Those who gain power from evil places and people.

Reversed: Repression of truth; withholding of vital information.

Ten of Stars — The Master of Stars: Hunger for knowledge; riddles and mysteries.

Reversed: Presence of an evil person; a misleading clue.

Five of Swords — The Myrmidon: Battles won or lost through chance; sudden outcomes.

Reversed: Static situations; lack of change.

Six of Swords — The Berserker: Barbarism and brutality in battle.

Reversed: Compassion in war; well-planned actions.

Seven of Swords — The Hooded Man: Deceit through stupidity or bigotry.

Reversed: Tolerance; unexpected visit from an important person.

Eight of Swords — The Dictator: A tyrant; oppression, domination or acts of terror.

Reversed: A just ruler; protection.

Nine of Swords — The Torturer: Creatures of dark purposes; violence; insanity.

Reversed: A chance for redemption.

Ten of Swords — The Master of Swords: The warrior in all guises; power; truce.

Reversed: Assassination or war; breakdown in truce.

On a Whim

The Tarokka can be a great tool for shaking things up when a campaign becomes dull or predictable. D&D® has a long history of random encounters for spicing things up.

The Tarokka can assist with random encounters; you can decide what person, monster or encounter to throw in based on the card drawn in the course of the game. It need not have anything to do with the larger campaign, but can give the players' characters another challenge.

You can use the Tarokka during a game or in the planning stages. Assign a particular card to each character and utilize the imagery or meaning of it to create individual stories. Or set up encounters using those images to make them more vivid and meaningful to the character involved.

Let these ideas whet your appetite for other uses for the deck as well — perhaps they are an heirloom for one character; or you might give them out as magic items. The only limit is that imposed by your imagination.

Five of Glyphs — The Druid: Balance of nature; release of emotions.

Reversed: Inner turmoil; mental illness or obsession.

Six of Glyphs — The Anarchist: Change for growth and improvement.

Reversed: Entropy, decay and destruction.

Seven of Glyphs — The Charlatan: Need to watch carefully; the trickster or spy.

Reversed: Meeting a long-forgotten friend; finding an ally among enemies.

Eight of Glyphs — The Bishop: A controlling presence behind a series of events.

Reversed: A follower of a strict moral code.

Nine of Glyphs — The Heretic: Betrayal; treason.

Reversed: The traitor aids the questioner.

Ten of Glyphs — The Master of Glyphs: Religious servants of good.

Reversed: Those who serve evil.

Character Creation

In the three-card spread, the first card represents something about the subject's physical body or past; the second shows the mind or the present state of things; the last suggests the querent's spirit or future — possibly future ambitions, plans or goals.

Such spreads are good for developing a new character, whether a player character (PC) or a non-player character (NPC). The player or Dungeon Master (DM) can utilize the cards' suits, numbers, meanings or imagery to determine looks, talents, interests, past actions, family associations and myriad other details. This can also be attempted with a single card.

Imagery

The Ravenloft Tarokka is filled with the imagery of the dark Gothic horror world of Ravenloft. DMs can spice up descriptions of objects and people by looking at the cards and utilizing the pictures or the meanings to enrich their story or character depictions. Player characters may likewise benefit.

Rogues might benefit from perusing the suit of Coins, while clerics could use the suit of Glyphs before deciding on a look or which spell to use in a particular situation. Fighters might try Swords and wizards or sorcerers could look at Stars. But don't feel limited; use whatever appeals most.

Forging a New Story

Drawing even a single card from the Tarokka can offer inspiration either to start a new game or to take an old campaign in an entirely new direction.

Rather than depending on a single card to decide the course of a game, utilizing a formal layout could suggest a whole storyline. If you prefer to let the player characters' actions determine the specific course of the game, use the reading as a loose outline.

Ravenloft Tarokka Deck Credits

Development: Jackie Cassada and Nicky Rea

Design Based On: Original material by Carla Hollar appearing in the *Ravenloft Dungeon Master's Guide*.

Managing Editor: Andrew Bates

Art Director: Richard Thomas

Artist: Talon Dunning

Design and Layout: Ron Thompson

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Locale

The cards' imagery might suggest interesting locales in which to set stories or from which characters might have hailed. While a character from the core realms is fine, letting more exotic clothing or looks determine a character's birthplace could spark a number of stories and fun roleplaying opportunities.

DMs can utilize the cards' images to decide on nationalities for villains or heroes met along the way. It might also provide ideas for where to start a story or for the next destination in an ongoing campaign. Specific cards, such as The Prison, provide obvious story hooks.

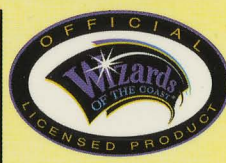
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Plots and Subplots

As with creating characters, you can utilize the cards to suggest plotlines and subplots. Pull a single card from a shuffled deck and consider its meaning or imagery. Use this to spark a storyline or flesh out an encounter to make it more memorable.

If the imagery and meaning provide no illumination, consider the card's suit or number. A coin might suggest a thief encounter or a stolen object needing to be found, while the number six could be the number of thieves or an esoteric clue to unraveling a mystery.

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Unexpected Developments

Despite the best of intentions, games sometimes go awry. When players insist on following the wrong clues or can't understand what they are supposed to do, you can use the cards to point them back in the right direction. A drawn card can offer inspiration on a way to put them on track.

The card might suggest a place they need to go, a person they meet, a monster they must fight or information they can gain concerning their current quest. Use this as an opportunity to give the game more complexity while simplifying the amount of work you have to do.

The Horseman



The Horseman

The Prison



The Prison

The Hangman



The Hangman

The Beast



The Beast

The Raven



The Raven

The Temptress



The Temptress

The Dark Master



The Dark Master

The Hero



The Hero

The Broken One



The Broken One

The Spirit



The Spirit

The Innocent



The Innocent

The Artifact



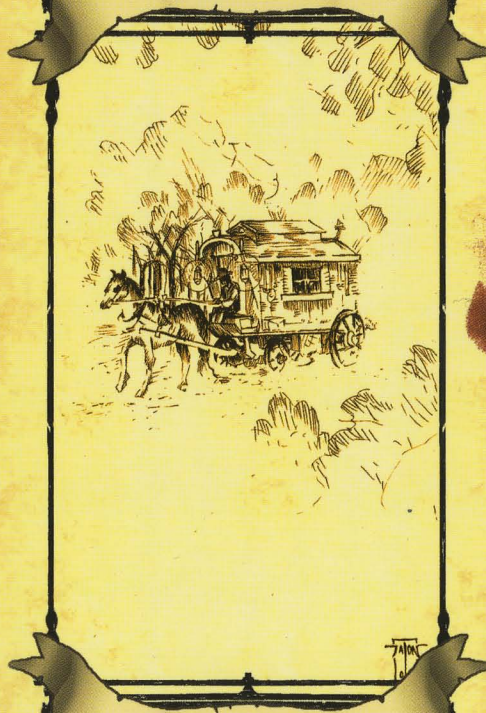
The Artifact

The Marionette



The Marionette

The Mists



The Mists

1

ACE of SWORDS



The Avenger

2

TWO of SWORDS



The Paladin

3

