

# Tarokka Barovia

An Unofficial Ravenloft Campaign Accessory

*God does not play dice with the universe; He plays an ineffible game of his own devising, which might be compared, from the perspective of any of the other players, to being involved in an obscure and complex version of poker in a pitch dark room, with blank cards, for infinite stakes, with a dealer who won't tell you the rules, and who smiles all the time. - Terry Pratchett, Good Omens*

The Tarokka Barovia is the most common form of *tarokka*. It is also one of the oldest and most basic forms of this deck, probably dating back to the appearance of Barovia in the Mists and arrival of the *vistani*. Hence the name: Tarokka Barovia. Despite its crude design and apparent lack of card names, the deck still has its place among the more modern and elegant designs of the culturally advanced domains that are becoming popular throughout the realms. Yet, some fortune-tellers even claim this the one and only true *tarokka* and refuse to use anything other.

*Falco Duratio, scholar, Darkon*

## About the Deck

This deck was designed both to provide newcomers to Ravenloft with a *tarokka* deck and also to serve as more authentic (and older) looking alternative to the original one. The design was roughly based on the Marseilles Tarot, which is the simplest design of Tarot. The author thinks that it might be perfectly feasible for a *vistana* to create such a design. The labels have been omitted to ease international use.

## How to Use This

Prior to cutting the cards, you can print them to either carton or regular paper. In the latter case the card faces should be glued to something more solid afterwards. While white A4 paper will work for printing, you might consider using yellowish-tinted paper to simulate years of use, this can also be achieved by soaking the

papers in tea or coffee for a while (be sure to use a laser printer in this case to avoid dissolving), then by ironing the papers straight. You can also use coal, some cooking oil and other substances creatively, but don't overdo the wear and tear since the *tarokka* is to be respected and thus often well cared for by the *vistani*. Prior to using the cards, be sure to familiarize yourself with the names of the cards and their symbolic meanings - the *vistani* do.

## Dread Possibility

A deck of cards can hold more than one card with the same design. Under very severe circumstances it might even hold a full set of Darklords! (Try to achieve this with the original *tarokka*.) Also note that due to their robustness, the cards can be easily replaced.

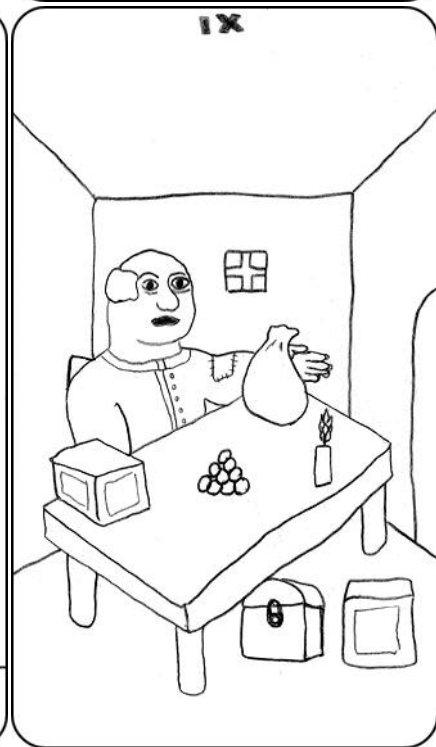
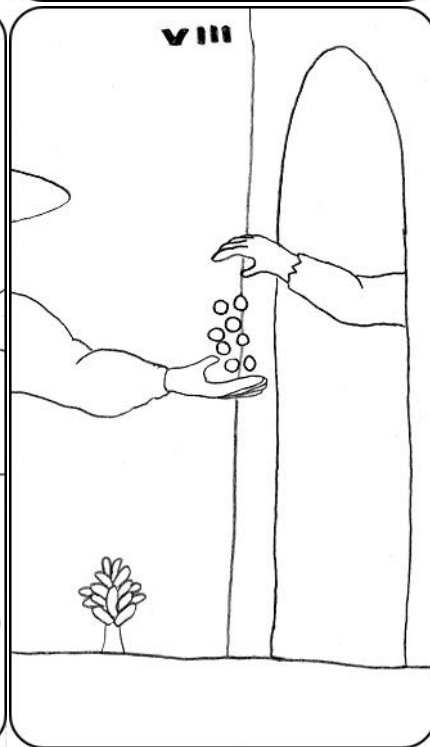
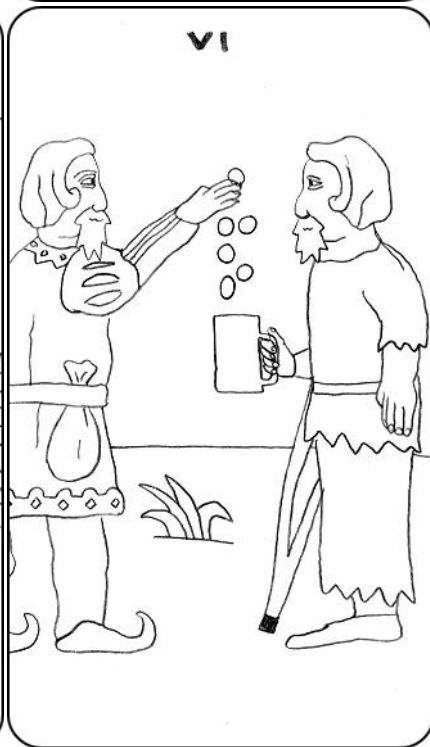
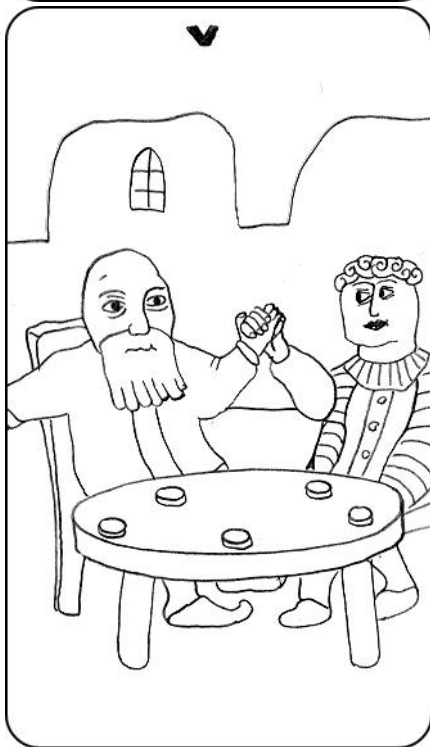
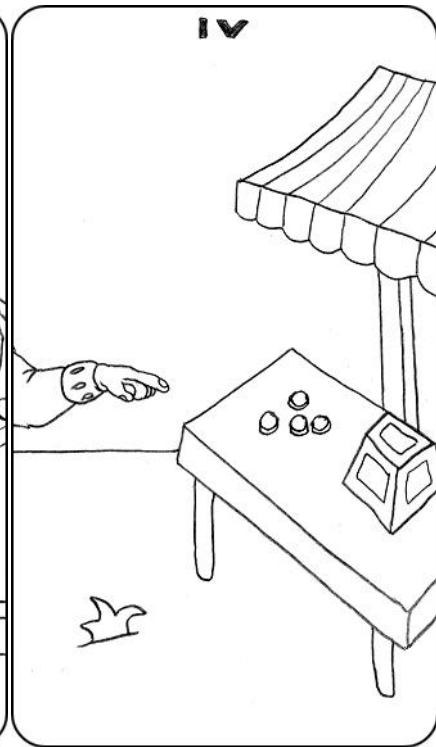
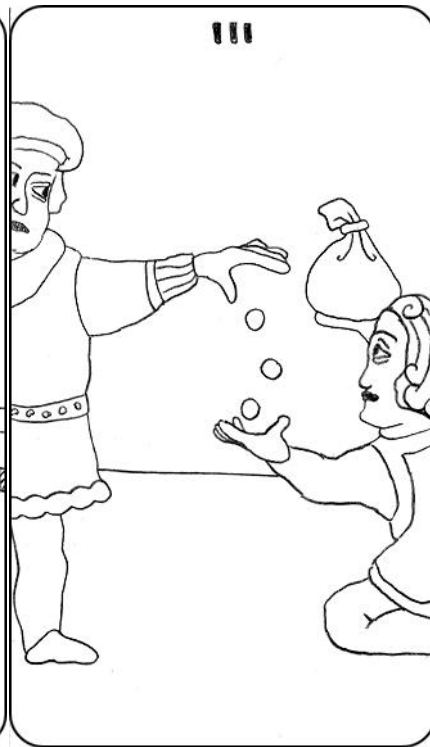
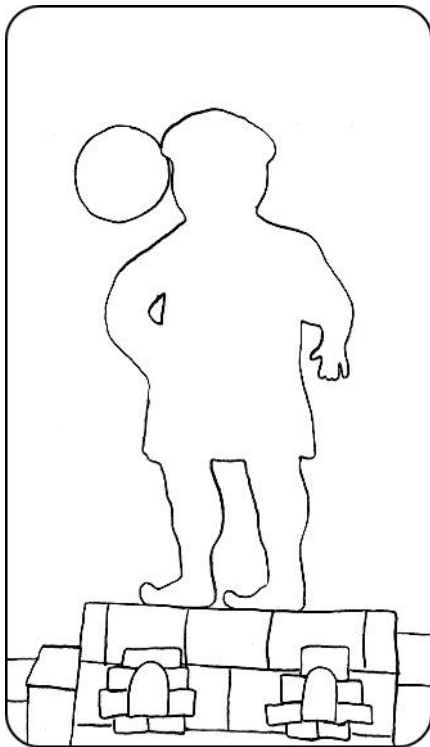
## The Cards

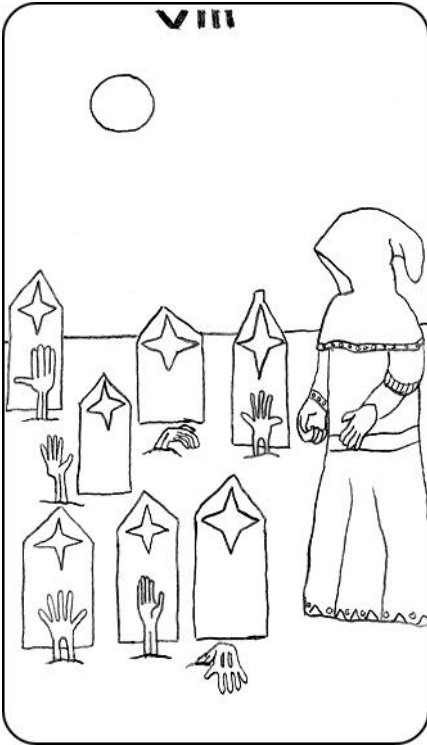
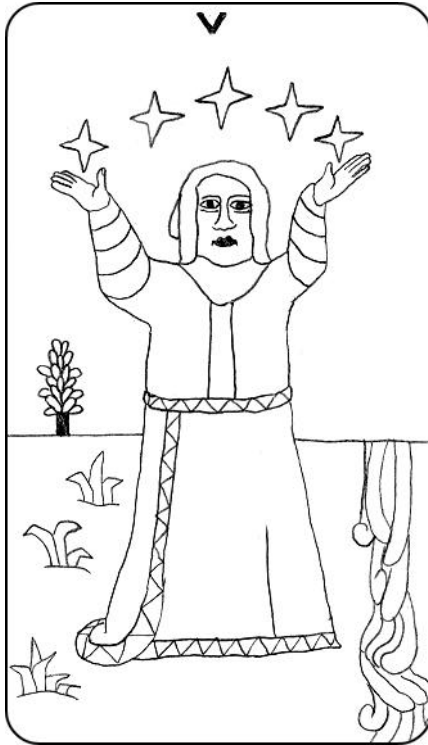
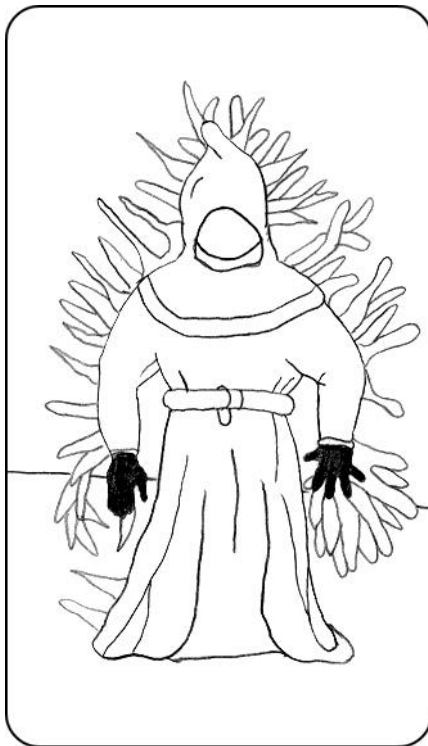
| High Deck      | Glyphs        | Stars           | Swords        | Coins            |
|----------------|---------------|-----------------|---------------|------------------|
| 1. Darklord    | Priest        | Wizard          | Warrior       | Rogue            |
| 2. Artifact    | 1. Monk       | 1. Transmuter   | 1. Avenger    | 1. Swashbuckler  |
| 3. Horseman    | 2. Missionary | 2. Diviner      | 2. Paladin    | 2. Philantropist |
| 4. Marionette  | 3. Healer     | 3. Enchanter    | 3. Soldier    | 3. Trader        |
| 5. Innocent    | 4. Sheperd    | 4. Abjurer      | 4. Mercenary  | 4. Merchant      |
| 6. Temptress   | 5. Druid      | 5. Elementalist | 5. Myrmidon   | 5. Guildsman     |
| 7. Mists       | 6. Anarchist  | 6. Invoker      | 6. Berserker  | 6. Beggar        |
| 8. Donjon      | 7. Charlatan  | 7. Illusionist  | 7. Hooded Man | 7. Thief         |
| 9. Hangman     | 8. Bishop     | 8. Necromancer  | 8. Dictator   | 8. Tax Collector |
| 10. Ghost      | 9. Traitor    | 9. Conjurer     | 9. Torturer   | 9. Miser         |
| 11. Broken One |               |                 |               |                  |
| 12. Raven      |               |                 |               |                  |
| 13. Beast      |               |                 |               |                  |
| 14. Esper      |               |                 |               |                  |

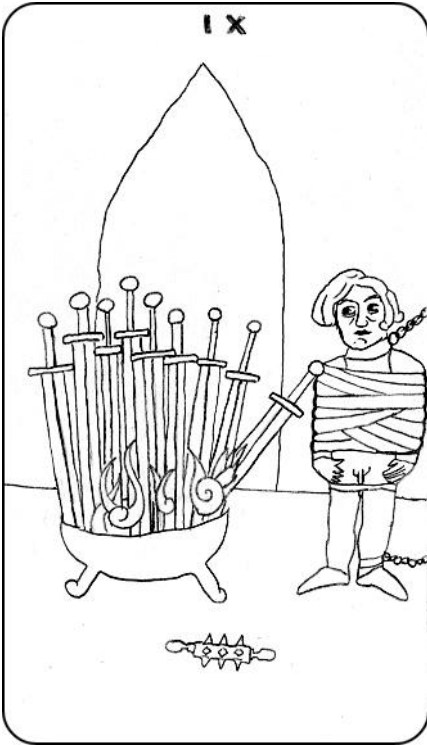
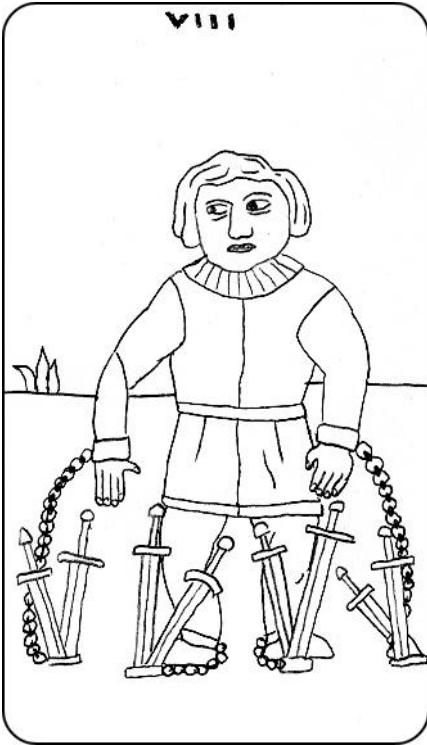
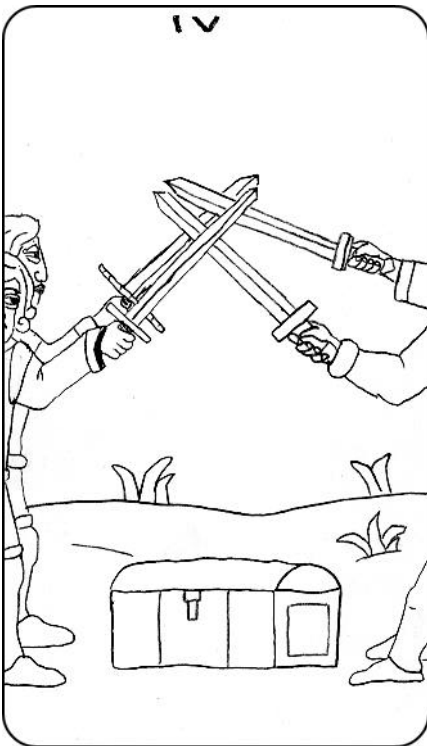
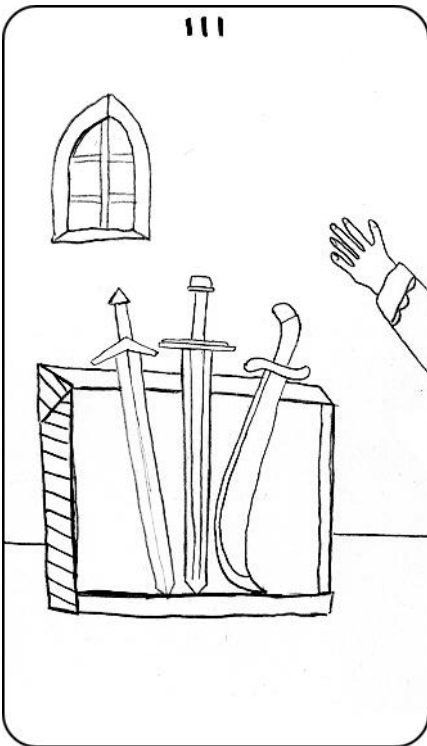
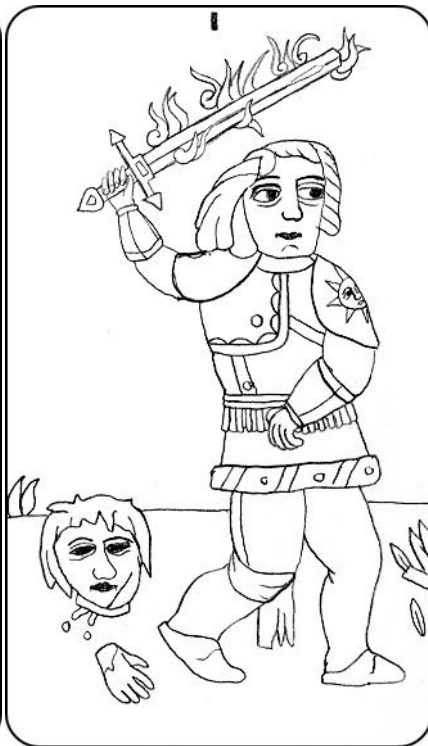
Legal notice:

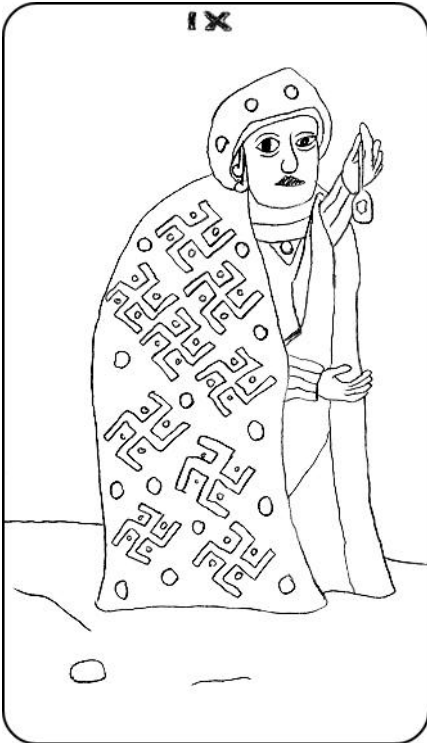
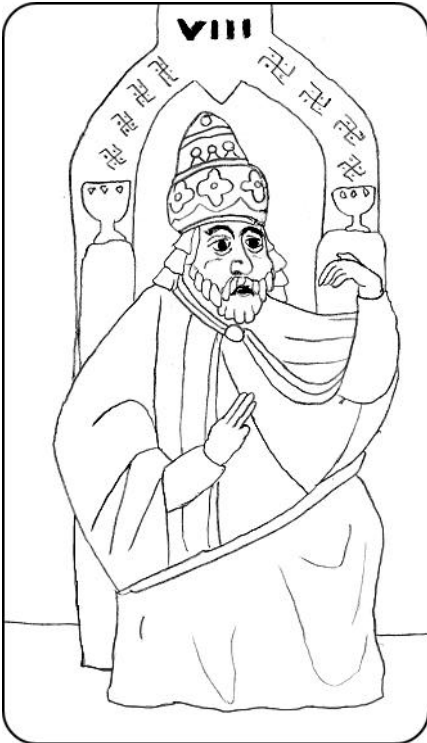
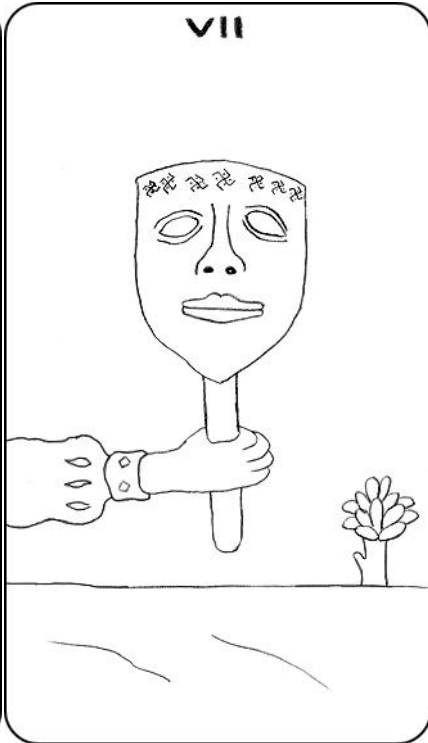
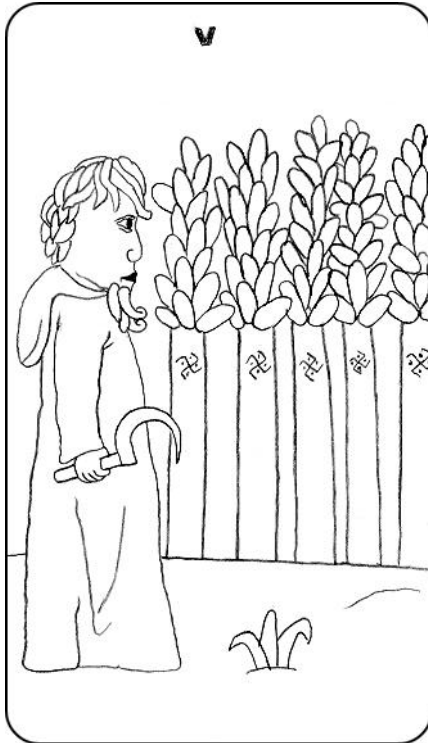
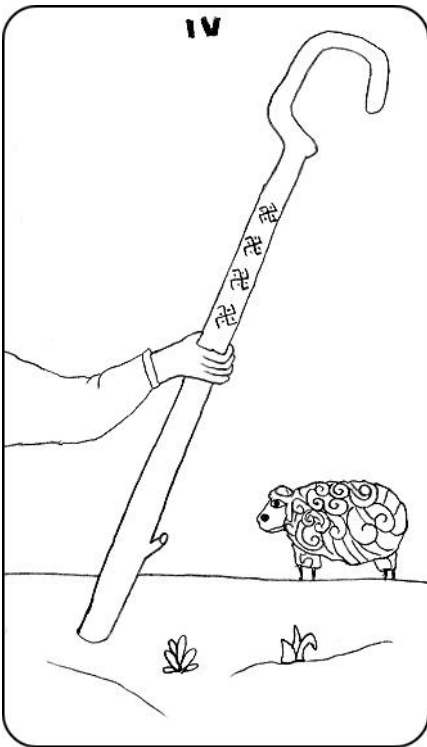
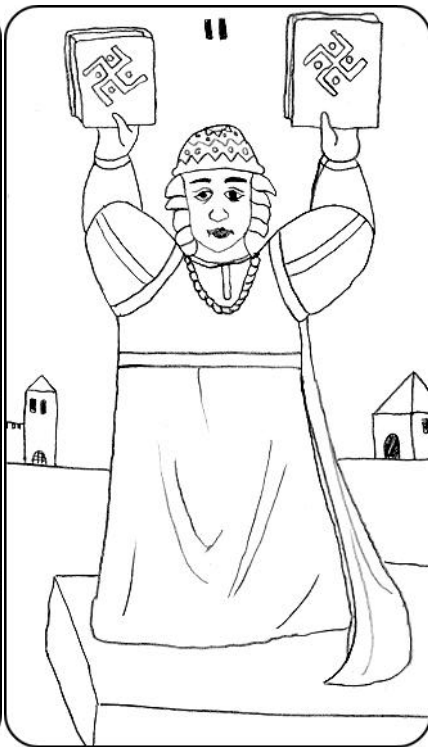
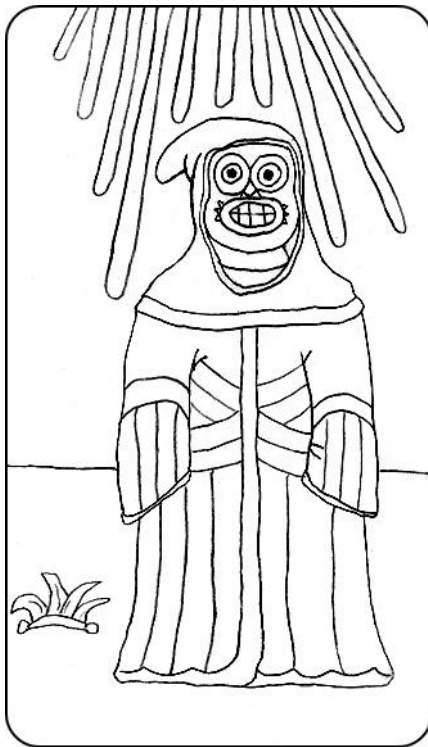
Ravenloft is a registered trademark of Wizards of the Coast, which probably owns a few more words from this product.

This document does not wish to challenge the rights of anyone to their properties and is meant for free distribution for personal use only. Wizards of the Coast and White Wolf are not affiliated with this product in any way.



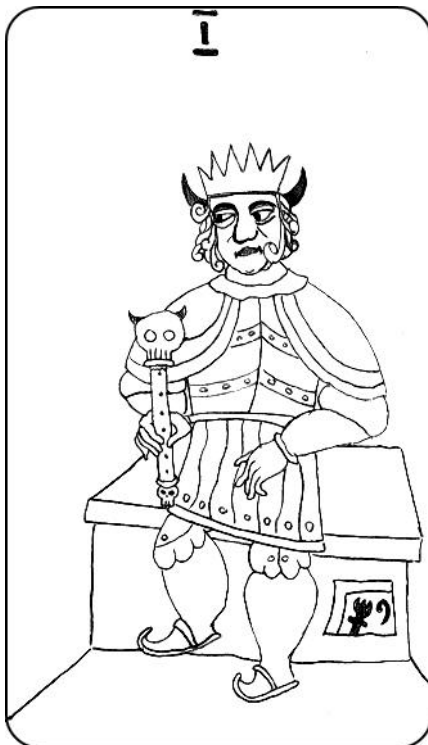




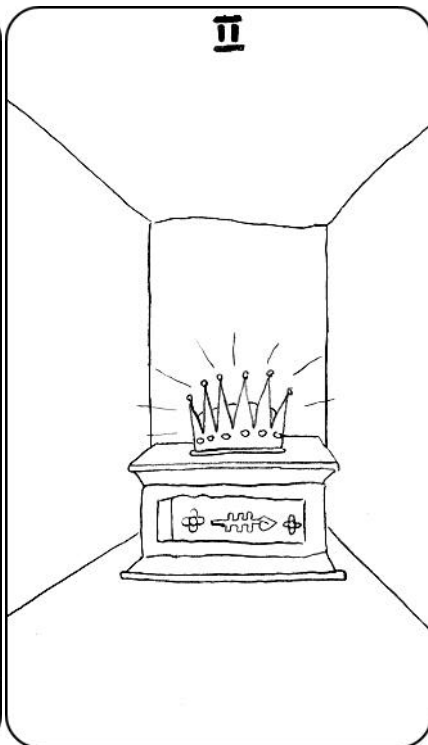




I



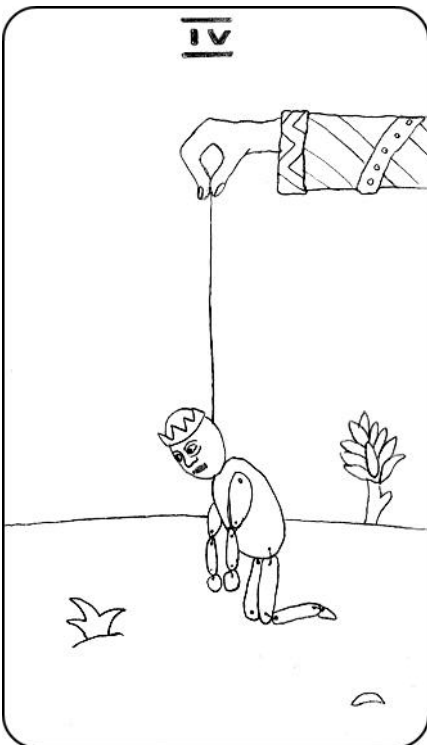
II



III



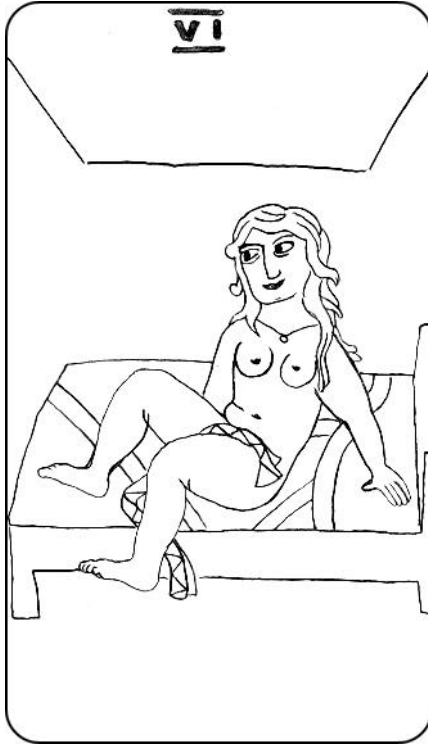
IV



V



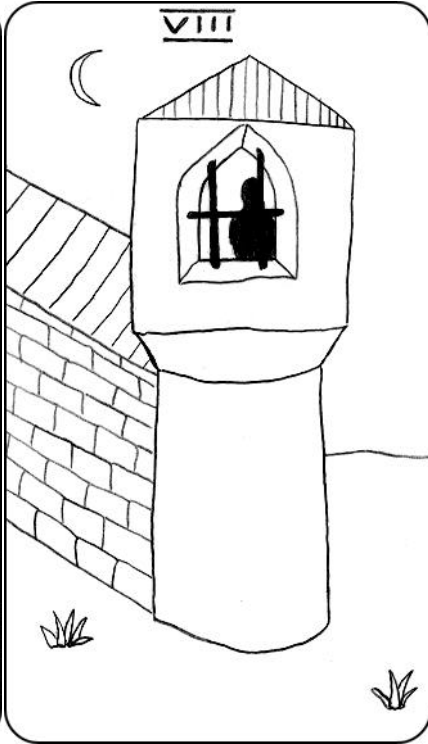
VI



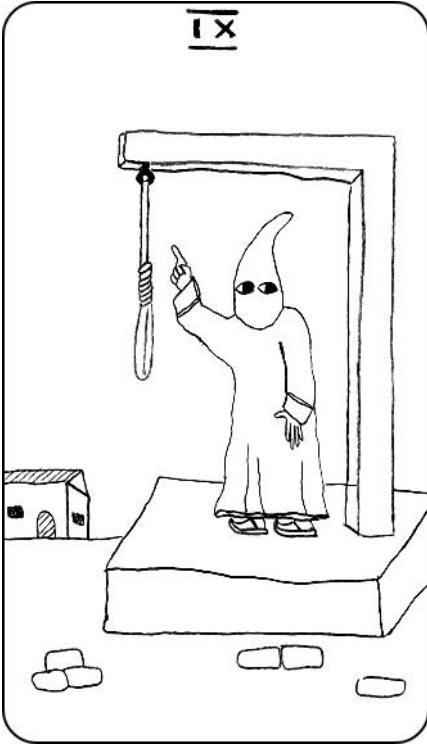
VII



VIII

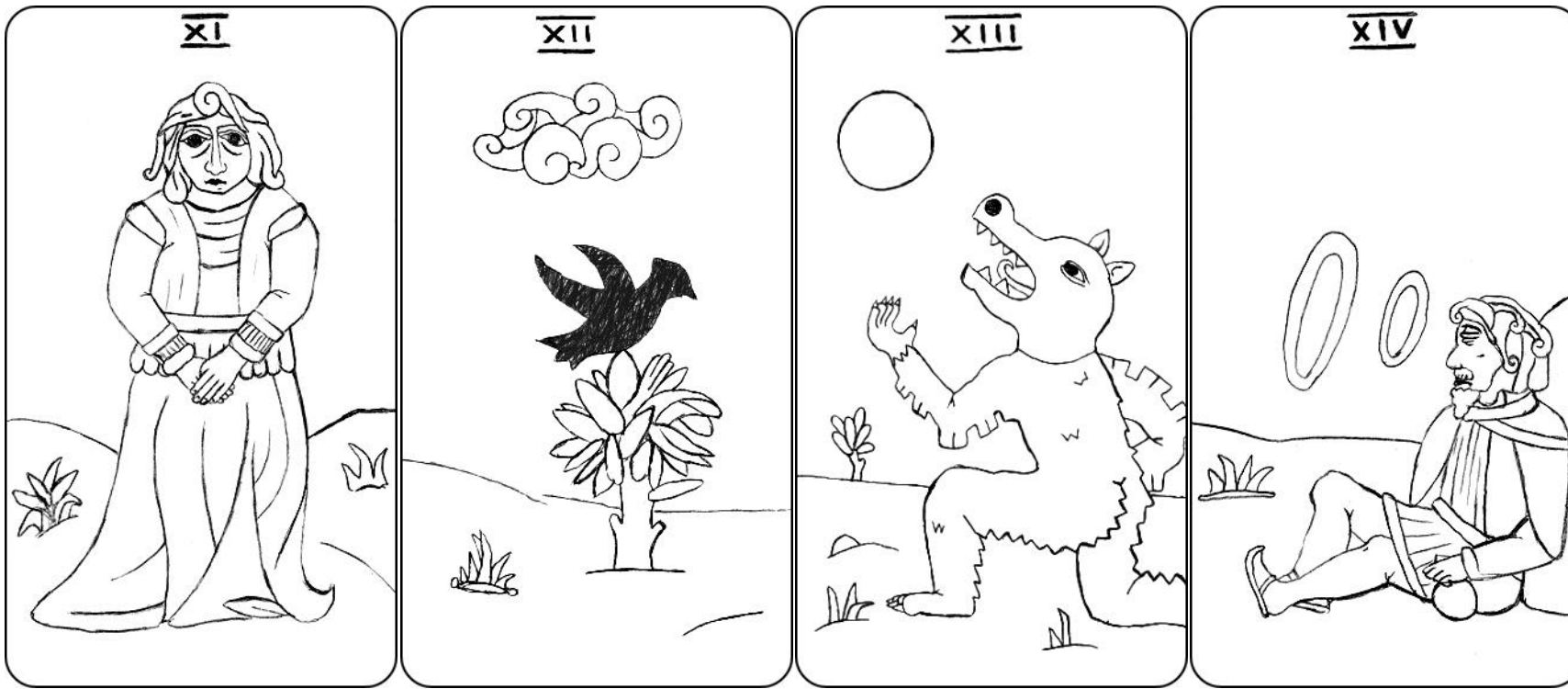


IX



X





## Credits

Author: Jaagup Irve  
<irve@dragon.ee>

Dedicated to the People of  
Ravenloft - you.

2003AD

## About the Names

The best way to memorize the names would be to associate them with their descriptions. Take the deck and work it through by taking cards one by one. Read the description, look at the card, think about the scene depicted, then pause to think how you yourself would interpret it and what possible ideas this card could bring, think of its name. The *tarokka* is all about contradictions, try to find them on every card. Don't hurry in the process, take all the time you can spare and if you start to lose interest it would be better to stop and continue at some other time. As a twist to this scheme you can also colour the cards while keeping in mind the name of the card you are colouring. When you know your cards you can practically tell any story with any reading. Also, you are welcome to write the names onto the cards yourself.

## Further Reference

Forbidden Lore: The Walking Dream - p4-18  
Ravenloft Campaign Setting: Domains and Denizens - p107-128  
Book of Secrets - Fortune-Telling for the Faint of Heart  
Book of Souls - Tarokka Games  
Book of Sorrows - More Fun and Games  
Google.