

# TAROKKA DECK UNLEASHED

A TAROKKA DECK EXPANSION FOR 5TH EDITION

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# TAROKKA DECK UNLEASHED

## *5th Edition Supplement*

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**DRAWING FROM THE COMMON DECK** When you gain an inspiration, instead draw a Tarokka card from the *common deck*. If you share an alignment with the first card drawn, you may draw a second card. Choose one of the cards and shuffle the other into the Tarokka deck.

**PLAYING A TAROKKA CARD** You can play the Tarokka card as you would expend an inspiration point or as instructed. Playing a Tarokka card as an inspiration point does not require an action. When playing a Tarokka card as instructed, it does not require an action unless it says otherwise.

## TAROKKA TO INFLECT DESPAIR

If you want to introduce a macabre or foreboding atmosphere into your game, you can incorporate the *high deck* and expand the rules above.

**DESPAIR** Each character has a number of morale points equal to either his or her Charisma score or Wisdom score, whichever is higher. When a player plays a card from the *common deck* (whether as inspiration or as instructed), that player chooses another player without despair. The chosen player loses morale points by the number indicated on the card.

**DRAWING FROM THE HIGH DECK** When you have 0 or fewer morale points, you suffer from *despair* and must draw a card from the *high deck*.

If you have a Tarokka card from the *common deck*, you must discard it. Furthermore, when you have 0 or fewer morale points, you cannot gain inspiration.

**OVERCOMING DESPAIR** At the end of a long rest, you can make a despair saving throw. Roll a d20. If the roll is 10 or higher, you succeed. Otherwise, you fail.

Most of the despair effects associated with the cards from the *high deck* has a skill. If you are proficient in the listed skill, you can add your proficiency bonus to the despair saving throw.

**REGAINING MORALE** You can regain Morale in the following manner:

- **Discard.** You can discard a card from the *common deck* at the start of your turn to regain a number of morale points equal to the number of the discarded card. If you discard a Masters of the Suit in this fashion, consider it to possess the number 10.
- **Overcome Despair.** When you overcome the despair effect *and* discard a card from the *high deck*, you return to your morale point maximum.

## TAROKKA DECK

As masters of fortune telling and exposing fate, the Vistani evoke the power of prophetic cards collectively known as the *Tarokka Deck*. Whether exploring the accursed mists of Ravenloft or adventuring across the world of Toril, the Tarokka Deck is a great way to enhance the game

experience beyond the *Curse of Strahd*.

This simple guide illustrates a few examples how you can use the Tarokka Deck in new and interesting ways.

## TAROKKA AS INSPIRATION

The following guidelines supplement the inspiration rules found in the *Player's Handbook*.

**SETUP** Separate the cards into two decks. The *high deck* consists of the fourteen cards marked with the crown symbol while from the remaining 40 cards form the *common deck*. Shuffle each of the two piles.



*Dungeon Masters  
To overcome  
despair,  
adventurers must  
face the world  
and do what  
characters do  
best: adventure  
and explore!  
Adventurers  
cannot overcome  
despair lingering  
in bed, hidden  
away from the  
rest of the  
world. This is  
when despair  
consumes a  
character.  
Therefore, it is  
at your discretion  
when an  
adventurer can  
make a despair  
saving throw.*

*Guild Membership,*

*PHB pg. 133*

*Shelter of the  
Faithful,*

*PHB pg. 127*

## COMMON DECK

This deck consists of thirty-six cards divided into four suits of nine cards and 4 master of the suit cards. The four suits are *coins*, *glyphs*, *stars*, and *swords*. The suits of coins and swords are the *mortal cards* while the remaining two suits are the *mystery cards*.

### SUIT OF COINS

This suit epitomizes the desire for personal wealth and material gain as well as simple avarice. As a force for good, it symbolizes an accumulation of wealth for charity or a just cause. On the other hand, as a representation of evil, the suit can denote a cheating miser or thief in the night.

**1 SWASHBUCKLER** When a creature within 5 feet of you makes an attack with advantage, you can play this card to grant a disadvantage to the attack roll. If the attack misses, you can make a melee weapon attack against the creature as a reaction.

**Alignment.** Chaotic Good

**2 PHILANTHROPIST** When you or a creature you can see makes a skill check or an ability check, you can play this card as a reaction. You can treat a d20 roll of 9 or lower as a 10.

**Alignment.** Lawful Good

**3 TRADER** After you make an initiative check, you can play this card to exchange places in the initiative order with one willing creature.

**Alignment.** Neutral Good

**4 MERCHANT** Play this card at the start of your turn. During this turn, your speed increases by 10 feet and you can take the Dash action as a bonus action.

**Alignment.** Lawful Neutral

**5 GUILD MEMBER** When you play this card, you can benefit as if you possessed the Guild Membership background feature for a number of days equal to your Charisma modifier (a minimum of 1 day).

**Alignment.** Neutral

**6 BEGGAR** At the start of your turn, you can play this card as a bonus action to have one willing creature you see spend 1 Hit Die. Roll the Hit Die and add your Constitution modifier to the result. You regain hit points equal to the total.

**Alignment.** Chaotic Neutral

**7 THIEF** You can play this card when one creature you can see makes an initiative check. That creature has a disadvantage to the initiative check and you to gain an advantage to your initiative check.

**Alignment.** Neutral Evil

**8 TAX COLLECTOR** When you make an attack roll and miss, you can play this card as a reaction. Reroll the attack with advantage and take damage equal to twice your level. This damage ignores resistance and immunity.

**Alignment.** Lawful Evil

**9 MISER** If you did not make an attack or cast a spell and are conscious, you can play this card at the end of your turn. You gain temporary hit points equal to 1d4 + your level.

**Alignment.** Chaotic Evil

**ROGUE** You can play this card as an action. You can concentrate (as if concentrating on a spell) for up to one hour to gain advantage on Dexterity checks. You also do not take damage from falling 20 feet or less as long as you are not incapacitated.

**Alignment.** None

### SUIT OF GLYPHS

This suit represents inner strength as well as faith and devotion. The good aspect exemplifies willpower and dedication toward a commitment, while the evil manner exhibits self-doubt and betrayal.

**1 MONK** When you take the Dodge action, you can play this card as a bonus action to regain hit points as if you expended 1 Hit Die.

**Alignment.** Chaotic Good

**2 MISSIONARY** When you play this card, you can benefit as if you possessed the Shelter of the Faithful background feature. The hospitality lasts a number of days equal to your Charisma modifier (a minimum of 1 day).

**Alignment.** Lawful Good

**3 HEALER** When you take the Help action, you can play this card as a bonus action for the creature you aid to regain hit points as if it expended 1 Hit Die.

**Alignment.** Neutral Good

**4 SHEPHERD** Play this card at the start of your turn. Until the end of your turn, you can cast the *guidance* cantrip at will as a bonus action.

**Alignment.** Lawful Neutral

**5 DRUID** When a you make an attack of opportunity against a creature, you can play this card as part of the reaction. If the attack hits, the speed of that creature drops to 0 until the end of your next turn or if the creature takes damage, whichever comes first.

**Alignment.** Neutral

**6 ANARCHIST** You can play this card as a bonus action to either roll a 1d10 or 1d20. You gain temporary hit points equal to the result if it is even. If it is odd, you instead lose hit points equal to the result.

**Alignment.** Chaotic Neutral

**7 CHARLATAN** When you play this card, you can benefit as if you possessed the False Identity background feature. The false identity lasts for a number of days equal to your Charisma modifier (a minimum of 1 day).

**Alignment.** Neutral Evil

**8 BISHOP** When you or a creature you can see fails a saving throw, you can play this card as a reaction. The target rerolls the saving throw. If you reroll the saving throw, you also regain 1d6 hit points.

**Alignment.** Lawful Evil

**9 TRAITOR** When you have advantage and hit a creature with an attack, you can play this card to deal an extra 1d10 damage. On a roll of a 10, you also take damage equal to half the damage dealt. Damage dealt to you ignores resistance and immunity.

**Alignment.** Chaotic Evil

**PRIEST** You can play this card as an action. You can concentrate (as if concentrating on a spell) for up to one hour to have advantage on Charisma or Wisdom checks (you choose when you play the card).

**Alignment.** None

## SUIT OF STARS

The suit of stars expresses the desire for personal power and control over the mortal realm. The good aspect represents knowledge to ease suffering, while its evil aspect indicates a cruel or abusive pursuit toward power.

**I TRANSMUTER** When a creature attacks you while you have **half cover** against the attack, you can play this card as a reaction. You instead have **three-quarters cover** against the attack. If the attack misses, you can make one attack against the creature as part of the reaction.

**Alignment.** Chaotic Good

**2 DIVINER** You can play this card and roll a d20 and record the number rolled. You can replace any attack roll, saving throw, or ability check made by you or a creature you can see with this foretelling roll. You must choose to do so before the roll, and you can replace a roll in this way only once per turn.

**Alignment.** Lawful Good

**3 ENCHANTER** When you make a Charisma check, you can play this card as a reaction. You can treat a d20 roll of 9 or lower as a 10.

**Alignment.** Neutral Good

**4 ABJURER** When you take damage from a spell effect, you can play this card as a reaction to take half the damage.

**Alignment.** Lawful Neutral

**5 ELEMENTALIST** When you take cold, fire, lightning, or thunder damage, you can play this card as a reaction to reduce the damage by half.

**Alignment.** Neutral

**6 EVOKER** When you hit a creature with an attack, you can play this card as a bonus action to deal an extra 1d6 damage.

**Alignment.** Chaotic Neutral

**7 ILLUSIONIST** When a creature makes an attack against you while you are in a **lightly obscured area**, you can play this card as a reaction. Consider the area **heavily obscured** for the attack. If the attack misses, you can make one attack against the creature as part of the reaction.

**Alignment.** Neutral Evil

**8 NECROMANCER** When you make a death saving throw, you can play this card to gain an advantage to the save. If you succeed, you regain 1 hit point.

**Alignment.** Lawful Evil

**9 CONJURER** You can play this card at the start of your turn. Until the end of the turn, your movement does not provoke an attack of opportunity.

**Alignment.** Chaotic Evil

**WIZARD** You can play this card as an action. You can concentrate (as if concentrating on a spell) for up to one hour to have advantage on Intelligence or Charisma checks (you choose when you play the card).

**Alignment.** None

False Identity,

PHB pg. 168



## SUITS OF SWORDS

The suit of swords represents the warrior. The good aspect embodies justice and triumph, while the evil aspect denotes sadism and brutality.

**1 AVENGER** When a companion drops to 0 or fewer hit points, you can play this card as a reaction to make a weapon attack.

**Alignment.** Chaotic Good

**2 PALADIN** When a creature hits you with an attack, you can play this card as a reaction to take an extra 1d8 damage. The damage from the attack ignores resistance and immunity. Choose one creature you can see within 30 feet, other than yourself. The chosen creature can spend 1 Hit Die to regain hit points.

**Alignment.** Lawful Good

**3 SOLDIER** When you are hit by a critical attack, you can play this card as a reaction to treat the critical hit as a normal hit.

**Alignment.** Neutral Good

**4 MERCENARY** When you drop a creature to 0 or fewer hit points, you can play this card to regain hit points as if you expended 1 Hit Die.

**Alignment.** Lawful Neutral

**5 MYRMIDON** When you have advantage and hit a Large-sized creature or smaller with an attack, you can play this card to also knock the creature prone.

**Alignment.** Neutral

**6 BESERKER** When you are charmed or frightened, you can play this card at the start of your turn. You are no longer charmed or frightened.

**Alignment.** Chaotic Neutral

**7 HOODED ONE** You can play this card as a bonus action. Until the end of turn, you possess **blindsight** with a radius of 30 feet.

**Alignment.** Neutral Evil

**8 DICTATOR** When you take the Attack action on your turn, you can play this card and forgo one of your attacks and use a bonus action to direct one of your companions who can see or hear you to strike. That creature can immediately use its reaction to make one weapon attack.

**Alignment.** Lawful Evil

**9 TORTURER** When you make an attack against a creature while you have advantage, you can play this card as a bonus action. If you hit the creature, treat it as a critical hit.

**Alignment.** Chaotic Evil

**WARRIOR** You can play this card as an action. You can concentrate (as if

concentrating on a spell) for up to one hour to have advantage on Constitution checks. You also gain 2d6 temporary hit points, which are lost when your concentration ends.

**Alignment.** None

## HIGH DECK

The fourteen cards possessing the *crown symbol* are collectively known as the *high deck*. Each represent potent forces within the universe and thus, are more powerful than the Tarokka cards found within the common deck.

**ARTIFACT** You believe an unassuming item on your person, perhaps your trinket, imparts upon you great power. You become delusional and incompetent. Until this despair ends, attack rolls against you have a +2 bonus and you also gain 1 level of exhaustion.

**History.** If you have proficiency in the History skill, you can add your proficiency bonus to the despair saving throw.

**Boon.** When you overcome this despair, you can cast the *identify* spell as a ritual until you take a long rest. You do not need the material components required to cast the spell.

As an alternative, you can instead discard this card to cast the *legend lore* spell without the required material components to cast the spell.

**BEAST** You become contentious and quarrelsome. Until this despair ends, creatures have advantage against companions adjacent to you.

**Persuasion.** If you have proficiency in the Persuasion skill, you can add your proficiency bonus to the despair saving throw.

**Boon.** When you overcome this despair, companions adjacent to you gain a +1 bonus to AC until you finish a long rest. Afterward, discard this card.

**BROKEN ONE** You are frail, stricken with intense pain. Until this despair ends, you have disadvantage on Strength checks, Strength saving throws, and attack rolls that use Strength.

**Athletics.** If you have proficiency in the Athletics skill, you can add your proficiency bonus to the despair saving throw.

**Boon.** When you overcome this despair, you gain resistance to all damage until you finish a rest. Afterward, discard this card.

**DARKLORD** A dark and tyrannical creature extends its powers through you. When you draw this card, set it aside and draw an additional card from the *high deck* and suffer from the despair effect as indicated.

You have disadvantage on despair saving throws. When you overcome your despair, discard this card.

**DONJON** You are sluggish. Until this despair ends, reduce your speed by 10 feet.

**Athletics.** If you have proficiency in the Athletics skill, you can add your proficiency bonus to the despair saving throw.

**Boon.** When you overcome this despair, increase your speed by 10 feet until you finish a long rest. Afterward, discard this card.

**SEER** An inner voice reminds you of the strength of will and the powers of the mind. You do not suffer from despair. Discard this card and gain an inspiration.

**GHOST** You are haunted. Until this despair ends, you have disadvantage against being charmed and frightened.

**Arcana.** If you have proficiency in the Arcana skill, you can add your proficiency bonus to the despair saving throw.

**Boon.** When you overcome this despair, you are immune to the charmed and frightened conditions until you finish a long rest. Afterward, discard this card.

**EXECUTIONER** You are fatalistic, believing death will come soon. Until this despair ends, you have disadvantage to death saving throws.

**Religion.** If you have proficiency in the Religion skill, you can add your proficiency bonus to the despair saving throw.

**Boon.** When you overcome this despair, you can add your proficiency modifier to death saving throws until you finish a long rest. Afterward, discard this card.

**HORSEMAN** Foreshadows of death and impending disaster haunt your thoughts. Until this despair ends, you cannot expend Hit Dice to regain hit points.

**Medicine.** If you have proficiency in the Medicine skill, you can add your proficiency bonus to the despair saving throw.

**Boon.** When you overcome this despair, you can take 5 minutes to expend one or more Hit Dice to regain hit points as if you taken a short rest.

**INNOCENT** At times, you fail to struggle against insurmountable events. Until this despair ends, you gain the **restrained** condition when adjacent to a Large or larger opponent.

**Athletics.** If you have proficiency in the Athletics skill, you can add your proficiency bonus to the despair saving throw.

**Boon.** When you overcome this despair, you are immune to the restrained condition until you finish a long rest. Afterward, discard this card.

**MARIONETTE** You have a deceptive agenda against another. When you draw this card, choose another player without despair. Reduce his or her morale points to 0 and that player must draw a card from the *high deck*. Afterward discard this card.

**MISTS** Mysteries and twists of fate wait for those immersed in the mists. When you draw this card, choose another player suffering despair to draw a second card from the *high deck*. That player then chooses one of the cards and reshuffles the other into the *high deck*.

Afterward, draw a second card from the *high deck* and discard this card.

**RAVEN** All is hopeless. Until this despair ends, you are no longer proficient in saving throws.

**Insight.** If you have proficiency in the Insight skill, you can add your proficiency bonus to the despair saving throw.

**Boon.** When you overcome this despair, you are proficient in all saving throws until you finish a long rest. Afterward, discard this card.



**TEMPTER** You are distracted. Until this despair ends, you have disadvantage on initiative checks.

**Perception.** If you have proficiency in the Perception skill, you can add your proficiency modifier to the despair saving throw.

**Boon.** When you overcome this despair, you gain advantage on advantage on initiative checks until you finish a long rest. Afterward, discard this card.

#### PLAYING WITHOUT DESPAIR

If you choose not to play with the despair optional rule, you can select this alternative instead. If a player already possesses inspiration from the *common deck* and then does something that would warrant earning inspiration, he or she can discard their current card and draw from the *high deck*.

When a player draws from the *high deck*, he or she makes an immediate roll as if checking for despair. If the roll succeeds, that player earns the boon for that card. If the player fails, the card has no other benefit except to serve as inspiration.

