

The Dragon Citadel Tarokka Deck Game

A game for three or more players.

Designed for use with the Gale Force Nine

54-card adventure supplement:

D&D Curse of Strahd Tarokka Deck



The Dragon Citadel Tarokka Deck Card Game

Rules for three or more D&D adventurers. Game time: allow 10 minutes.

Equipment: D&D Curse of Strahd Tarokka Deck published by Gale Force Nine (2016).

Author: Richard Hayward, 15 January 2019. Updated 6 March 2019.

Lore

The Dragon Citadel is a city that lies at the centre of a land divided into four kingdoms. The city is governed by all of the four kings who keep one peace for all their peoples. Yet peace is not eternal, the powers that bring us together can also divide us. The Crowns represent the Dragon Citadel, while the four suits represent the four kings.

Description

A game of cards for three or more adventurers. In a Table Top Role Playing Game (TTRPG) setting such as *Dungeons and Dragons*, the DM plays the role of the dealer and the players work together in a *cooperative game*. There are also rules provided for *competitive game* play. *Dungeons and Dragons* rules are not required for this game.

Turn of Play

1. Shuffle the Tarokka Deck and deal each player five cards. Each player places their cards face up in a *cooperative game*. In a *competitive game* players may keep their cards hidden.
2. The dealer plays a single card in the centre of the table with a number or with a symbol (a hero card) from one of the four suits (star, swords, glyph or coin), or a Crown card.
3. One card is played from any one player's hand to try to win the round. In a *cooperative game*, the players decide which of them is to play the card. In a *competitive game*, the players bid to play the highest card, and only the highest card is played, the rest of the cards are retained by the remaining players.
4. To win a round the party must play a card of the same suit that outranks the dealer's card played. A hero card counts as the highest ranking card of that suit. A Crown card may be played as a wild card or "trump suit" that outranks other cards. The cards played during that round by the dealer and players are collected by the player of the winning card. Crown cards from a winning round are placed face up in front of the player and can be used in a Crown card round.
5. If a card of the same suit but lower value is played, the round is lost, but there is no penalty. The cards are placed in the discard pile.
6. If a card of the same suit or a Crown card from a player's hand cannot be played, then one player will forfeit their game (see Forfeit rules below). The dealer's card is placed in the discard pile. An open Crown card may be played to avoid forfeit but the round is lost including the Crown card.
7. If a hero card is played, then all players must play a card from that suit or a crown card. If all players successfully complete this task, the round is won, and the cards (except for any Crown cards) are awarded to the player with the highest

card from the suit. If this is unsuccessful, then the cards are placed in the discard pile, and one player will forfeit their game (see Forfeit rules below).

8. At the end of the round players collect one card from the deck to return the number of cards in their hand to five cards. If this exhausts the deck, the game is over. If the game is being played to “win”, the party has won this game against the dealer.
9. If a Crown card is played by the dealer, one crown card or hero card must be played by each player. These cards can be played from the crown cards already played (more than one of these can be played, and they be played on another player’s behalf), or from a player’s hand, but no more than one card from each player’s hand. These cards are all discarded. Forfeit rules apply.

Joker

The Seer card is the joker, if a player chooses to play it, the game ends and the current round is discarded. If it is played by the dealer, it is returned to the bottom of the deck.

In the Dragan Citadel campaign the Seer is a powerful and mysterious NPC. In your own campaign, choose a joker from the Crown cards in the deck that matches an NPC, deity or historical figure in your plotline.

Forfeit

A player unable to play a card in a hero or crown round will forfeit their game. If no players are able to play a matching card then each must play a card from their hand, and the player with the lowest ranked card forfeits. It’s ok to lose a round by playing a lower ranked card of the same suit. No more than one player can forfeit each round.

Ending the Game

The game ends when all players are forfeited, or when the deck is exhausted. A forfeited player retains the cards from winning rounds to calculate the score at the end of the game. The game ends if the Seer card is played by a player.

Winning the Game

In the *cooperative game*, players aim to survive the game:

- If the deck is exhausted then the party has won.
- If all players forfeit their game, the dealer has won.

The more players that join the game, the harder it is for the dealer to win. A minimum of three players is needed to give the party a good chance of winning. In the *competitive game*, the last surviving player wins, or the highest score if there is a tie.

Scoring the Game

Each player calculates the score for each suit by adding the numbered cards for that suit, and by counting the hero cards for each suit. A score for each suit includes a total score and the number of hero cards. Finally a score for the number of Crown cards is calculated. Scores can be used to determine the individual champion, to settle bets, or to divide treasure.

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Player Score Sheet

Each player may complete one score sheet per game.

SUIT	Total score of Numbered Cards	Reward Rolls	Number of Hero Cards
Swords			
Stars			
Glyphs			
Coins			
Crowns			

Rewards (example)

In this example, a party of D&D adventurers have met an NPC benefactor, who is willing to assist the party in equipping for their next adventure. The loot to be provided to the party is determined by their performance in a game of cards, and each player tries to get the highest score. This can be competitive for individual gain, or the players can redistribute the items after they receive them. The NPC in this case is a powerful enchanter, and has a number of magic items to give to the party, but only if they earn it first!

One roll per suit according to the total score for each suit by counting numbered cards.

Hero card per suit = an additional roll on the same table as indicated by the score.

Number of crown cards = a single roll on the row of that value.

Row	Score	Rolls on the magic item table	Rolls on Individual Treasure tables
1	1-15	1 roll table A	1 roll on the Challenge 0-4 table.
2	16-25	1 roll table B	1 roll on the Challenge 5-10 table.
3	26 -35	1 roll table C	2 rolls on the Challenge 5-10 table.
4	36-45	1 roll table D	1 roll on the Challenge 11-16 table.

Refer to pages 144-145 of the Dungeon Master's Guide for rolls on the magic item tables.

Alternatively, choose the column for Individual Treasure, see page 136 of the Dungeon Master's Guide.

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